

## SHARKLINS

Sharklins are a menacing and predatory species of goblinoids that dwell in the dark depths of the world's oceans. These creatures are akin to goblins in their cunning and chaotic nature, but they have adapted to a life submerged beneath the waves. Sharklins are characterized by their shark-like features and taste for blood.

**Marine Marauders:** Sharklins are notorious for their maliciousness, often raiding coastal settlements and ships not only for sustenance but for sheer pleasure. Individually, they may seem unimposing, but when they gather in their large feeding frenzies, their power becomes evident.

**Nocturnal Ambushes:** Seasoned sailors remain exceptionally vigilant during the darkest nights at sea when sailing Sharklin waters. When Sharklins spot a ship crossing through their territory, they often shadow it from a distance, patiently waiting for the cover of night. They silently board unsuspecting ships and under the shroud of darkness, they unleash havoc, slaughtering as many occupants as possible before the alarm can be raised.

### SHARKLIN

*Small Humanoid (Goblinoid), Neutral Evil*

**Armor Class** 12 (natural armor)

**Hit Points** 18 (4d6 + 4)

**Speed** 30 ft., swim 40ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	10 (+0)	8 (-1)	8 (-1)

**Skills** Stealth +6

**Senses** Darkvision 120 ft., Passive Perception 9

**Languages** Aquan, Goblin

**Challenge** 1/2 (100 XP)

**Nimble Escape.** The sharklin can take the Disengage or Hide action as a bonus action on each of its turns.

**Limited Amphibiousness.** The sharklin can breathe air and water, but it needs to be submerged at least once every 4 hours to avoid suffocating.

#### ACTIONS

**Multiattack.** The sharklin makes two melee attacks: one with its bite and one with its shortsword.

**Shortsword.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

#### REACTIONS

**Pull!** If the sharklin is within 5 ft. of a Sharklin Harpooner it can see when it hits a target with a harpoon attack, it can use its reaction to help pull the target towards it. The Sharklin Harpooner makes its Strength check with advantage and if it succeeds the target is pulled an additional 10ft.



## SHARKLIN NETTER

Small Humanoid (Goblinoid), Neutral Evil

**Armor Class** 12 (natural armor)

**Hit Points** 18 (4d6 + 4)

**Speed** 30 ft., swim 40ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	10 (+0)	8 (-1)	8 (-1)

**Skills** Stealth +6

**Senses** Darkvision 120 ft., Passive Perception 9

**Languages** Aquan, Goblin

**Challenge** 1/2 (100 XP)

**Nimble Escape.** The sharklin can take the Disengage or Hide action as a bonus action on each of its turns.

**Limited Amphibiousness.** The sharklin can breathe air and water, but it needs to be submerged at least once every 4 hours to avoid suffocating.

### ACTIONS

**Multiattack.** The sharklin makes two melee attacks: one with its bite and one with its net.

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5ft., one target.  
*Hit:* 4 (1d4 +2) piercing damage.

**Net.** *Ranged Weapon Attack:* +4 to hit, range 5/15 ft., one Large or smaller creature. *Hit:* The target is restrained. A creature can use its action to make a DC 10 Strength check to free itself or another creature in a net, ending the effect on a success. Dealing 5 slashing damage to the net (AC 10) frees the target without harming it and destroys the net.

### REACTIONS

**Pull!** If the sharklin is within 5 ft. of a Sharklin Harpooner it can see when it hits a target with a harpoon attack, it can use its reaction to help pull the target towards it. The Sharklin Harpooner makes its Strength check with advantage and if it succeeds the target is pulled an additional 10ft.



## SHARKLIN HARPOONER

Small Humanoid (Goblinoid), Neutral Evil

**Armor Class** 12 (natural armor)

**Hit Points** 18 (4d6 + 4)

**Speed** 30 ft., swim 40ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	10 (+0)	8 (-1)	8 (-1)

**Skills** Stealth +6

**Senses** Darkvision 120 ft., Passive Perception 9

**Languages** Aquan, Goblin

**Challenge** 1/2 (100 XP)

**Nimble Escape.** The sharklin can take the Disengage or Hide action as a bonus action on each of its turns.

**Limited Amphibiousness.** The sharklin can breathe air and water, but it needs to be submerged at least once every 4 hours to avoid suffocating.

### ACTIONS

**Multiattack.** The sharklin makes two melee attacks: one with its bite and one with its harpoon.

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5ft., one target.  
*Hit:* 4 (1d4 +2) piercing damage.

**Harpoon.** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage. If the target is a Medium or smaller creature, it must succeed on a Strength contest against the harpooner or be pulled up to 10 feet toward the harpooner.

### REACTIONS

**Pull!** If the sharklin is within 5 ft. of a Sharklin Harpooner it can see when it hits a target with a harpoon attack, it can use its reaction to help pull the target towards it. The Sharklin Harpooner makes its Strength check with advantage and if it succeeds the target is pulled an additional 10ft.

