

Giant Shark

Huge, Beast, Unaligned

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ARMOR CLASS

13

HIT POINTS

126 (11d12 + 55)

CHALLENGE

5 | 1,800 XP

PROFICIENCY

+3

Speed

Swim 50 ft.

Initiative

+0

Saving Throws

N/A

Skills

Perception +3

Senses

Blindsight 60 ft.; Passive Perception 13

Passive Perception

13

Languages

None

STR23
+6**DEX**11
+0**CON**21
+5**INT**1
-5**WIS**10
+0**CHA**5
-3

Traits

Blood Frenzy. The shark has Advantage on melee attack rolls against any creature that doesn't have all its Hit Points.

Water Breathing. The shark can breathe only underwater.

Actions

Bite. Melee Attack Roll: +9, reach 5 ft. Hit: 22 (3d10 + 6) Piercing damage.

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