

Hunter Shark

Large, Beast, Unaligned

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ARMOR CLASS

12

HIT POINTS

45 (6d10 + 12)

CHALLENGE

2 | 450 XP

PROFICIENCY

+2

Speed Swim 40 ft.

Initiative +1

Saving Throws N/A

Skills Perception +2

Senses Blindsight 30 ft.; Passive Perception 12

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Languages None

STR18
+4**DEX**13
+1**CON**15
+2**INT**1
-5**WIS**10
+0**CHA**4
-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: +6, reach 5 ft. Hit: 13 (2d8 + 4) Piercing damage.

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