

Reef Shark

Medium, Beast, Unaligned

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ARMOR CLASS

12

HIT POINTS

22 (4d8 + 4)

CHALLENGE

1/2 | 100 XP

PROFICIENCY

+2

Speed Swim 40 ft.

Initiative +1

Saving Throws N/A

Skills Perception +2

Senses Blindsight 30 ft.; Passive Perception 12

Passive Perception 12

Languages None

STR14
+2**DEX**13
+1**CON**13
+1**INT**1
-5**WIS**10
+0**CHA**4
-3

Traits

Pack Tactics. The shark has Advantage on attack rolls against a creature if at least one of the shark's allies is within 5 feet of the creature and the ally doesn't have the Incapacitated condition.

Water Breathing. The shark can breathe only underwater.

Actions

Bite. Melee Attack Roll: +4, reach 5 ft. Hit: 6 (1d8 + 2) Piercing damage.

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