

Sharkjaw Skeleton

Large, Undead, Neutral Evil

Original Monster Almanac 5e-compatible game statistics. This is not an official SRD stat block. Downloaded from Monster Almanac. Use the online version for linked tools, hunts, fears, and generator prompts.

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ARMOR CLASS

14

HIT POINTS

76 (8d10 + 32)

CHALLENGE

3 | 700 XP

PROFICIENCY

+2

Speed Swim 40 ft., Walk 30 ft.

Initiative +1

Saving Throws N/A

Skills N/A

Senses Darkvision 60 ft.; Passive Perception 9

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Languages understands the languages it knew in life but cannot speak

STR

18

+4

DEX

12

+1

CON

18

+4

INT

5

-3

WIS

8

-1

CHA

5

-3

Traits

Bone Swimmer. The skeleton does not suffer penalties for fighting underwater.

Bloodless Predator. The skeleton has Advantage on saving throws against effects that target living blood, breath, or hunger.

Actions

Multiattack. The skeleton makes two Bone Bite attacks.

Bone Bite. Melee Attack Roll: +6, reach 5 ft. Hit: 10 (1d12 + 4) Piercing damage.

Raking Ribs. Melee Attack Roll: +6, reach 5 ft. Hit: 8 (1d8 + 4) Slashing damage.

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