Reef Shark

Medium Beast, Unaligned

Armor Class 12 (natural)

Hit Points 22 (4d8 + 4)

Speed swim 40 ft.

INIT

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	13 (+1)	1 (-5)	10 (+0)	4 (-3)

Skills Perception +2

Senses blindsight 30 ft., passive perception 12

Challenge 1/2 (100 XP)

Traits

Pack Tactics. The shark has advantage on an attack roll against a creature if at least one of the shark's allies is within 5 ft. of the creature and the ally isn't incapacitated.

Water Breathing. The shark can breathe only underwater.

Actions

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) piercing damage.