Hunter Shark

Large Beast, Unaligned

AC 12 (natural armor)

Initiative +2

INIT

HP 45 (6d10 + 12)

Speed 5 ft., swim 40 ft., climb 2 ft., crawl 2 ft.

	STR	DEX	CON	INT	WIS	CHA
Score	18 (+4)	14 (+2)	15 (+2)	1 (-5)	10 (+0)	4 (-3)
Save	+4	+2	+2	-5	+0	-3

Skills Perception +2

Senses passive Perception 12, blindsight 60 ft.

CR 2 (450 XP)

Traits

Water Breathing. The shark can breathe only underwater.

Actions

Bite. Melee Attack Roll: +6 (with Advantage if the target doesn't have all its Hit Points), reach 5 ft. 14 (3d6 + 4) Piercing damage.