Reef Shark

Medium Beast, Unaligned

AC 12 (natural armor)

Initiative +2

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HP 22 (4d8 + 4)

Speed 5 ft., swim 30 ft., climb 2 ft., crawl 2 ft.

	STR	DEX	CON	INT	WIS	CHA
Score	14 (+2)	15 (+2)	13 (+1)	1 (-5)	10 (+0)	4 (-3)
Save	+2	+2	+1	-5	+0	-3

Skills Perception +2

Senses passive Perception 12, blindsight 30 ft.

CR 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 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. 7 (2d4 + 2) Piercing damage.