

THE DEEP SHARK:

Custom beasts and monsters for D&D 5e

Deep Shark

Huge Beast, Neutral

Armor Class: 15 (Natural Armor)

Hit Points: 172 (15d12 +75)

Speed: 0 ft. , Swim 70 ft.

STR DEX CON INT WIS CHA
24(+7) 12(+1) 21(+5) 2(-4) 10(0) 5(-3)

Skills: Strength +10 , Perception +3

Immunities: Blinded

Senses: Blindsight 60ft.
Passive Perception 13

Languages: Understands Primordial

Challenge Rating: 8 (3,800 xp)

TRAITS

Water Breathing:

The Deep Shark only breathes underwater.

Relentless (recharge after a short rest):

If the Deep Shark takes 30 damage or less that would reduce it to 0 it is reduced to 1 hit point instead.

Rampage:

When the Deep Shark reduces a creature to 0 hit points with a melee attack, the Deep Shark can take a bonus action to move up to half its speed and make a bite attack.

ACTIONS

Bite:

Melee attack +9 to hit, reach 5ft, one target.

Hit: 22 (4d10+6) piercing damage.