



## ZOMBIE SHARK

Sahuagin necromancers are fond of bringing back their pet sharks as guardians of their underwater lairs. These beasts were terrifying in life and have become monstrosities in undeath, no longer inhibited by their weaknesses.

Silently prowling their domains, never sleeping and ever alert, the zombie shark is typically made from the remains of hunter sharks and range between 15 to 20 ft. in length. Unlike their living counterparts who prefer the deeper waters of the ocean, these can be found in shallower and smaller bodies of water including lakes and even large rivers.

**Petri Dish.** The remaining flesh on the zombie shark has become a breeding ground for disease and toxins. Its teeth are covered in a film of poisonous bacteria which infect any creature unlucky enough to feel their sharp bite.

**Offensive Armor.** The zombie shark has survived so many battles that its body is riddled with the remains of the weapons of those who tried and failed. Jagged pieces of broken harpoons, swords, and other metal jut out from its body and are ready to shred anything that gets too close.

**Undead Nature.** A zombie shark doesn't require air, food, drink, or sleep.

"We barely got out of the water and thought ourselves safe. Then it came out of the water and onto the ship..." ~ Overheard conversation between sailors

## ZOMBIE SHARK

large undead, neutral evil

**Armor Class** 15 (offensive armor)

**Hit Points** 86 (9d10 + 36)

**Speed** 10 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	13 (+1)	19 (+4)	1 (-5)	10 (+0)	4 (-3)

**Saving Throws** Wis +3

**Skills** Perception +3

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical weapons

**Damage Immunities** poison

**Condition Immunities** exhaustion, poisoned

**Senses** blindsight 60 ft., passive Perception 13

**Languages** -

**Challenge** 7 (2,900 XP)

**Undead Fortitude.** If damage reduces the zombie shark to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie shark drops to 1 hit point instead.

**Blood Frenzy.** The zombie shark has advantage on melee attack rolls against any creature that doesn't have all its hit points.

**Offensive Armor.** The zombie shark's body is littered with jagged pieces of broken harpoons and debris. Any melee attack against the zombie shark will require a DC 12 Dexterity check to avoid taking 1d6 piercing damage.

## Actions

**Toxic Bite.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 22 (3d10 + 6) piercing damage plus (1d8) poison damage. The target must make a DC 12 Constitution saving throw, taking the poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.