Sand Shark

"The only warning was a slight shift in the sands before the ground exploded. The camels' bleating screams turned to gurgles as the beast dragged its prize below."

Many of the world's deserts were once at the bottom of vast oceans, and the bones of sea creatures and other fossils are testament to this fact. Not all of the sea creatures failed to adapt to the rapidly changing environment, however. The giant sand sharks took to the sands just as they once plied the ocean's waters.

Deadly predators, these sharks are just as ferocious as their aquatic counterparts. The sight of their fins cutting through the desert sands is the only warning one will get before the ground beneath them erupts.

Blind Beast. Sand sharks are entirely blind and find their prey by sensing the vibrations in the sands through their skin.

Never Stop Moving. These sharks have retained their aquatic cousins' nature to constantly be on the move to breathe. They have little need for sleep and are ever vigilant for their next meal.

Silent Killers. Typically the only time a victim sees a sand shark is when it strikes. That moment is the only opportunity that a victim has to defend itself before the sand shark dives back into the safety of the ground.

art credit: dreamstime

Sand Shark

Large beast, unaligned

Armor Class 15 (natural armor)
Hit Points 57 (6d10 + 24)
Speed 0 ft., burrow 40 ft.

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

Saving Throws Con +6
Skills Perception +2, Stealth +4
Senses blindsight 60 ft., tremorsense 60 ft., passive Perception 12
Languages —
Challenge 3 (700 XP)

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

Restless. The shark never stops moving and must move on its turn.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

Sand Splash. The shark leaps straight into the air and dives back into the ground, splashing sand and rock outwards. Any creature within 5 feet of it must succeed on a DC 13 Dexterity check, or take 9 (2d8) piercing damage, and be blinded until the start of its next turn.