

MEGALODON

A NEW SHARK AND ITS ZOMBIE FORM FOR FIFTH EDITION.

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MEGALODON

The megalodon is one of the largest predators ever to roam the ocean. Many thought the beast was extinct, but it lives at the bottom of the ocean, away from the activity of the surface, annoyed by the passing traffic of ships overhead. Yet when its food is scarce, the mighty fish makes its way to the water's surface, where it does not hesitate to feed on those same vessels that caused it seek a much deeper home.

Megalodons are the perfect addition to any *Tomb of Annihilation* campaign and make fearsome foes on the sea.

Megalodon Zombies. Zombies necromancers get eaten by sharks and when they do, they turn the terror of the seas into nightmare fuel.



MEGALODON

Gargantuan beast, unaligned

Armor Class 13 (natural armor)

Hit Points 186 (12d20 + 60)

Speed 0 ft., swim 60 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 26 (+8) | 12 (+1) | 21 (+5) | 2 (-4) | 12 (+1) | 7 (-2) |

Skills Perception +5

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 15

Languages -

Challenge 10 (5,900 XP)

Water Breathing. The megalodon can breathe only underwater.

Actions

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 34 (4d12 + 8) piercing damage. If the target is a creature, it is grappled (escape DC 18). Until this grapple ends, the target is restrained, and the megalodon can't bite another target.

Tail. *Melee Weapon Attack:* +12 to hit, reach 20 ft., one target. *Hit:* 14 (1d12 + 8) bludgeoning damage and the target is pushed 20 feet away from the megalodon.

Swallow. The megalodon makes one bite attack against a Medium or smaller creature it is grappling. If the attack hits, the target takes the bite's damage, the target is swallowed, and the grapple ends.

While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the megalodon, and it takes 21 (6d6) acid damage at the start of each of the megalodon's turns.

If the megalodon takes 30 damage or more on a single turn from a creature inside it, the megalodon must succeed on a DC 15 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the megalodon. If the megalodon dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 30 feet of movement, exiting prone.

Legendary Actions

The megalodon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The megalodon regains spent legendary actions at the start of its turn.

Momentum. The megalodon moves its speed.

Tail Attack. The megalodon makes a tail attack.

Cloud of Excrement (2 Actions). The megalodon unleashes a cloud of excrement which heavily obscures the megalodon until the start of its next turn.

MEGALODON ZOMBIE

Gargantuan undead, unaligned

Armor Class 11 (natural armor)

Hit Points 186 (12d20 + 60)

Speed 0 ft., swim 50 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|--------|---------|--------|--------|--------|
| 26 (+8) | 8 (-1) | 21 (+5) | 1 (-5) | 7 (-2) | 5 (-3) |

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 8

Languages -

Challenge 10 (5,900 XP)

Undead Fortitude. If damage reduces the zombie 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 drops to 1 hit point instead.

Actions

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 34 (4d12 + 8) piercing damage. If the target is a creature, it is grappled (escape DC 18). Until this grapple ends, the target is restrained, and the megalodon zombie can't bite another target.

Tail. *Melee Weapon Attack:* +12 to hit, reach 20 ft., one target. *Hit:* 14 (1d12 + 8) bludgeoning damage and the target is pushed 20 feet away from the megalodon zombie.

Swallow. The megalodon zombie makes one bite attack against a Medium or smaller creature it is grappling. If the attack hits, the target takes the bite's damage, the target is swallowed, and the grapple ends.

While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the megalodon zombie, and it takes 21 (6d6) necrotic damage at the start of each of the megalodon zombie's turns.

If the megalodon zombie takes 30 damage or more on a single turn from a creature inside it, the megalodon zombie must succeed on a DC 15 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the megalodon zombie. If the megalodon zombie dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 30 feet of movement, exiting prone.

Legendary Actions

The megalodon zombie can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The megalodon zombie regains spent legendary actions at the start of its turn.

Momentum. The megalodon moves its speed.

Tail Attack. The megalodon zombie makes a tail attack.

Necrotic Breath (3 Actions). The megalodon zombie breathes necrotic energy in a 30-foot cone. Creatures in the cone must make a DC 17 Constitution saving throw, taking 16 (3d10) necrotic damage on a failed save or half as much on a successful one.