

5E

AB
ABYSSAL BREWS



THE
HULLBREAKER
SHARK

Lying in wait for unsuspecting ships to approach
this is an apex predator of the seas.

HULLBREAKER SHARK

While the sea is home to many creatures both wonderful and terrifying, some come with both of those in equal measure. At the very edges of the material plane, chaos warps and twists things into new and sometimes gruesome forms. Appearing above the water as an unmanned, stranded ship, below the water a massive shark lies in wait to draw its unsuspecting pray to them. These creatures are the result of the collision of planes at the very edges of our existence where all manner of things are warped and twisted to be far different than their original form.

While coming across this kind of creature in the open ocean is rare, there have been enough sightings for magical theorists to speculate on the origin of this particularly deceptive shark species. The prevailing theory is that they are created when an exploratory vessel has lost its way at the edges of the material plane and have become ensnared with chaotic winds that distort the very nature of the world around them. The presume that some magical force has combined the vessel with nearby aquatic life living below the surface creating the hulking Hullbreaker Shark in the process. These are all theories, mind you, but the logic is sound considering the manner of similar monstrous beings we've seen working their way in from the fringes of existence. Ultimately, until the formation of one of these beasts is witnessed by someone

that has an understanding of the types of forces at play, it's unlikely that we will truly know their origin.

Typically, it is very uncommon to come across a Hullbreaker Shark near established settlements. Due to their size and mobility, they prefer to stay to deep oceans. They are especially adept at drawing unaware fishermen and trade vessels in appearing as a stranded ship. From a distance, it can be near impossible to determine the true nature of these beasts, their gills sitting below the water allowing them to breathe freely while remaining at a constant drift in a seemingly aimless direction. When other vessels make their way closer to check on the ship or possibly loot it, they are often sent reeling by the sudden appearance of a massive toothy maw at the front of the hull.

Hullbreaker Sharks are incredibly patient and have been known to sit and float for hours while sailors deliberate on how best to approach the stranded vessel. They are comfortable spending their time in an almost torpor like state, conserving their energy for when their next meal makes their way close by. They stay aware of their surroundings using their keen sense of scent to track what lingers in the water around them. Their low state of activity means that they typically only need to eat once a week to maintain themselves, preferring to dine on larger meals like entire ships worth of sailors or larger sea creatures such as whales and giant squid. While they may not seem intelligent at first,

HULLBREAKER SHARK

Gargantuan monstrosity, unaligned

Armor Class 18 (natural armor)

Hit Points 287 (25d12+125)

Speed 60 ft. swim

STR	DEX	CON	INT	WIS	CHA
24 (+7)	18 (+4)	20 (+5)	10 (+0)	13 (+1)	8 (-1)

Saving Throws STR +12, CON +10

Skills Athletics +12, Perception +6, Stealth +14

Condition Immunities prone

Senses darkvision 120 ft., Passive Perception 16, The hullbreaker shark can detect blood in the water from a distance of 1 mile.

Challenge 15 (13,000 XP)

Proficiency Bonus +5

Amphibious. The shark can breathe air and water.

False Appearance. While the shark's mouth is closed, it is indistinguishable from a normal ship.

Grapppler. The shark has advantage on attack rolls against any creature grappled by it.

Legendary Resistance (2/Day). If the shark fails a saving throw, it can choose to succeed instead.

Siege Monster. The shark deals double damage to objects and structures.

Actions

Multiattack. Hullbreaker Shark makes two Bite attacks, and one Tail Swipe attack.

Bite. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 25 (4d8+7) piercing damage plus 7 (2d6) acid damage.

Tail Swipe. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 23 (3d10+7) bludgeoning damage. Creatures hit by a tail swipe are shoved 15 feet away from the shark.

Battering Ram (Recharge 4-6). The shark charges in a straight line up to its movement speed. Creatures and objects along its path must attempt a DC 18 Dexterity saving throw. On a failure, the creature or objects take 62 (10d10+7) bludgeoning damage and are shoved 10 feet away from the shark.

Rope Lash (3/Day). Ropes from the back of the shark lash out striking creatures within 20 feet of it. Creatures within that are must succeed on a DC 18 Dexterity saving throw taking 34 (6d8+7) slashing damage on a failed save or half as much on a successful one. Additionally, creatures that fail their save are grappled by the shark's ropes. The shark can have up to 10 creatures grappled in this way.

Legendary Actions

The shark can take 3 legendary action, 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. Hullbreaker Shark regains spent legendary actions at the start of its turn.

Bite (Costs 2 Actions). The shark makes a Bite attack.

Tail Swipe. Hullbreaker Shark makes a Tail Swipe attack.

Move. The shark moves up to its movement speed without triggering attacks of opportunity.

these creatures have a knack for patience that is rarely rivaled in the animal world.

Once their trap is sprung, Hullbreaker Sharks will relentlessly pursue their prey using all tools at their disposal in order to make a successful hunt. Their gnashing jaws, are known to rip open the hull of boats they pursue, giving them plenty of time to pick off those who would flee a sinking ship. Their tail is especially muscular and often used to batter their prey as they pass by. Their size itself can be a problem as they use the weight of their body propelled through the water in order to ram and disable fleeing vessels. Even with their massive size, the speed that they possess is cause for concern for all but the fastest sea-faring vessels.

Surviving an encounter with a Hullbreaker Shark is no small feat and is one that some sailors choose to boast about. Those who have experienced their full terror often have little in the way of jovial words to say about the beast.

TACTICS

Hullbreaker Sharks are terrors of the deep sea and can be used as a boss level encounter for a party in the open ocean. With their proclivity for damaging ships, this could be an opportunity to set up a shipwreck scenario or just to drop them in the open ocean and see what the party can do. You could also play this as a horror encounter, playing up the spooky nature of an unmanned ship on the horizon and seeing how your party will react to it. Will they try to leap to aid only to be dashed by teeth? That's what we play to find out.

- Make note of their Siege Monster capabilities. This can be especially devastating against ships that they are attacking and could set up an aquatic encounter.
- Make sure to use Tail Swipes to shove away pesky melee attackers and force them to move for position constantly.
- The speed that these beasts possess shouldn't be underestimated, they move through the water quite well and it should be made apparent that running away isn't much of an option.
- The Battering Ram should be lined up prior to use since it could have a longer recharge time. Make sure to use this early.
- The Rope Lash is a powerful tool for locking down an encounter once things get going. Use it as a bit of a pause button if needed.
- Don't forget its Legendary Actions and Resistances. Those go a long way in helping the shark survive.

SUGGESTED PAIRINGS

Hullbreaker Sharks are not the type to keep friends about, but some options exist.

- Use small sharks that hang around the edges of combat waiting for opportunistic moments.
- If you want to lessen the severity of the encounter, you could make a three-way encounter using another large sea creature that the party happens across.



HULLBREAKER

Greatsword, Very Rare

This greatsword is crafted from an odd mix of what seems to be ship parts melded to the jaw bone of a particularly massive shark. The cord-wrapped handle offers comfortable grip and a pommel resembles a crow's nest at the top of a ship's mast. The blade itself is coated in serrated teeth posing a formidable sight to those who would stand against it. You have a +2 bonus to attack and damage rolls made with this magic weapon.

The teeth on this blade are especially adept at piercing into targets. When you hit with an attack using this weapon, you can use a bonus action to attempt to grapple the target if the creature is no more than one size larger than you. Grappling in this way does not require a free hand.

If you have a creature grappled with this sword at the start of your turn, you can use an action to rip the blade away leaving several of the teeth embedded. They take damage equal to a successful attack with this weapon and take an additional 2d8 magical slashing damage at the start of their turns for the next 1 minute. When the teeth have been ripped out of this sword, they take 1d4 hours to regrow. During the regrowth time, you cannot grapple creatures with this weapon.

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