

**PATHFINDER**  
COMPATIBLE

**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

## CREATURE 15

GARGANTUAN BEAST AQUATIC

**Perception** +29; blood scent, scent (imprecise) 100 feet

**Skills** Athletics +33, Stealth +30, Survival +30

**Str** +9, **Dex** +6, **Con** +8, **Int** -2, **Wis** +4, **Cha** -2

**Blood Scent** The shark can smell blood in the water from up to 1 mile away

**AC** 37; **Fort** +32, **Ref** +29, **Will** +26

**HP** 279; **Resistances** piercing 10, slashing 10

**Hardened Hull** ♦♦ (concentrate) The shark closes hatches on its back and braces against damage. Until the start of its next turn, its speed becomes zero, but it gains a +5 circumstance bonus to AC.

**Speed** swim 90 feet

**Melee** ♦ jaws +28 (reach 10 feet), **Damage** 3d10+14 piercing plus Improved Grab

**Melee** ♦ tail +30 (reach 15 feet), **Damage** 3d12+17 bludgeoning plus Push 15 feet

**Melee** ♦ rope +28 (reach 30 feet), **Damage** 3d10+14 slashing plus Grab. The shark can Grab up to 10 creatures in this way at a time.

**Mimic Ship** ♦ (concentrate) The shark lowers its profile in the water. It has an automatic result of 33 on Deception checks and DCs to pass as a regular ship.

**Ram** ♦♦♦ As Trample (Huge or smaller, jaws, DC 33), but the shark Swims up to double its swim Speed instead of Striding, and each creature that fails its save is also dragged under the shark. The GM places each creature dragged along in an underwater space adjacent to the shark at the end of the shark's movement.

**Swallow Whole** ♦ (attack) Huge, 4d8+9 bludgeoning, Rupture 30

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 the Improved Grab on jaws attacks as well as the normal Grab from ropes. Between the two of these, they can ensnare the party quite efficiently.
- The tail attack has a push on it. Use it frequently to keep those pesky melee fighters at bay forcing them to have to swim back into range with a stride if they want to keep attacking.
- 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.
- Hardened Hull is a great defensive layer for a round. There's no restrictions on use so let it delay encounters this way.
- Ram is a powerful option but uses all actions for a round. Make sure to line it up.
- Swallow Whole is scary stuff. Make sure to use this early if possible.

## 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

ITEM 14

RARE MAGICAL

Price 3,780 gp

Usage held in 2 hands; Bulk 2

This +2 striking wounding 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.

**Activate** ♦ Interact; **Requirements** Your previous action was a strike that you critically succeeded on; **Effect** You dig the teeth of the blade deeper into the creature and attempt to grapple them with the weapon. Grappling a creature in this way doesn't require a free hand.

**Activate** ♦ Interact; **Requirements** You have a creature grabbed with this weapon; **Effect** You tear away the blade ripping several of the teeth off of it in the process and ending your grapple of the creature. The creature takes 4d6 persistent bleed damage. You lose the ability to grapple with this weapon until the teeth grow back during your next daily preparations.

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