

Icebreaker Shark

Huge beast, unaligned

Armor Class 14 (natural armor)

Hit Points 162 (13d12 + 78)

Speed 0 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	12 (+1)	23 (+6)	2 (-4)	10 (+0)	9 (-1)

Skills Perception +3

Damage Resistances cold

Senses blindsight 60 ft., passive Perception 13

Languages -

Challenge 8 (3,900 XP)

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

Superior Tremorsense. The icebreaker shark can detect and pinpoint the origin of vibrations within a 60-foot radius, provided the source of that vibration is either in the water or on a surface which touches the water.

Water Breathing. The icebreaker shark can only breathe underwater.

Actions

Multiattack. The icebreaker shark can make a bite and a tail attack, or make a bite attack and use Ice Smash.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5ft., one creature. *Hit:* 33 (4d12 + 7) piercing damage. If the target is a Medium or smaller creature it is grappled (escaped DC 17). Until this grapple ends, the target is restrained, and the icebreaker shark cannot bite another target.

Tail. *Melee Weapon Attack:* +10 to hit, reach 10ft., one creature. *Hit:* 25 (4d8 + 7) bludgeoning damage.

Ice Smash. The icebreaker shark can destroy a 15-foot cube of ice (or similar material like wood) within 10 feet, possibly creating a hole through which the shark can attack. Any creatures standing on the affected ice must succeed on a DC 17 Dexterity saving throw or fall through the ice. Any creature who succeeds on the save ends up in an unoccupied space adjacent to the smashed ice.