

## Air Shark



Image by Jon Usiak (?), © Emperor's Choice Gaming.

[Commissioned by [@crazytrain48](#). David A. Hargrave really liked flying versions of aquatic animals. Among his contributions to the early 3pp book *All the World's Monsters* is an air squid, on top of this air shark, and the *Arduin Grimoires* themselves have a skyray. I toned the ram ventilation down from “can’t breathe at all if standing still”, when I did research suggesting that that’s true of only a few dozen of the hundreds of shark species. I also dropped the immunity to fear. It feels like every Arduin monster has fear immunity.]

### **Air Shark**

#### **CR 3 N Magical Beast**

*This horse-sized shark would not be out of place in the depths of the ocean. However, it is flying through the air as if swimming.*

Air sharks are much like their mundane cousins, except that they soar through the sky instead of the water. Their bodies are filled with lighter than air gases, granting them great speed and maneuverability in the sky. Unfortunately, these gases are flammable, and air sharks are prone to exploding during lightning storms or when struck by flaming projectiles. Such explosions can trigger a chain reaction, and some schools of air sharks can go up all at once in a single horrifying moment.

An air shark must remain forever on the move. Although they can force air through their gills manually, doing so is labor intensive, and so they fly almost constantly. An air shark can even sleep while in flight, shutting down part of its brain at a time so it can still avoid obstacles. Like ordinary sharks, air sharks are predators first and foremost, and they typically either catch small prey (like birds) on the wing, or swoop to land level in order to make hit and run attacks against land animals. Once prey succumbs to multiple bleeding wounds, the air sharks will circle their kills, tearing bites from them and leaving a messy kill site.

Air sharks make for useful flying mounts for the skilled and resourceful. Their physiology requires certain adjustments to be made instead of keeping them in mundane stables. Due to their movement-based breathing, air sharks require lots of space to roam, and many are kept at pasture and called to be mounted instead of forced into a convenient stable. The use of open flames is also not encouraged by those who ride air sharks, as too many accidents have occurred wherein a rider loses both their mount and their life following an explosion and a long fall.

The statistics above refer to the average air shark, which has characteristics of blue, tiger or bull sharks. Larger air sharks, such as great white air sharks and the feared air megalodons, are possible, as are Small or Tiny air dogfish.

## **Air Shark CR 3**

### **XP 800**

N Large magical beast

**Init** +2; **Senses** blindsense 30 ft., darkvision 60 ft., Perception +10, keen scent

**Defense**

**AC** 16, touch 12, flat-footed 13 (-1 size, +2 Dex, +1 dodge, +4 natural)

**hp** 32 (5d10+5)

**Fort** +5, **Ref** +6, **Will** +2

**Weakness** ram ventilation, vulnerable to fire

**Offense**

**Speed** fly 60 ft. (average)

**Melee** bite +7 (1d8+4 plus bleed)

**Space** 10 ft.; **Reach** 5 ft.

**Special Attacks** bleed (1d4), death throes, knockdown

**Statistics**

**Str** 17, **Dex** 14, **Con** 12, **Int** 1, **Wis** 12, **Cha** 2

**Base Atk** +5; **CMB** +8; **CMD** 21 (cannot be tripped)

**Feats** Dodge, Mobility, Spring Attack

**Skills** Acrobatics +6, Fly +4, Perception +10; **Racial Modifiers** +4 Perception

**Ecology**

**Environment** warm and temperate plains and hills

**Organization** solitary, pair, school (3–6), or pack (7–13)

**Treasure** none

**Special Abilities**

**Death Throes (Ex)** An air shark reduced to 0 or fewer hp by a fire or electricity effect explodes, killing it and dealing 5d4 points of fire damage to all creatures in a 15 foot radius (Reflex DC 13 halves). The save DC is Constitution based.

**Keen Scent (Ex)** An air shark can notice creatures by scent in a 180-foot radius and can detect the smell of blood at ranges of up to a mile.

**Knockdown (Ex)** When an air shark has a higher ground bonus when it hits a Medium or smaller foe, it may make a trip attempt as a free action against that foe without provoking an attack of opportunity.

**Ram Ventilation (Ex)** An air shark must move at least 5 feet a round or become staggered for as long as it stays still, and for 1d4 rounds thereafter. In areas of strong or stronger winds, the air shark does not suffer this condition.