

# SHARK

Sharks are amongst the top predators of the oceans of Cydra. Able to scent blood from remarkable distances, sharks often arrive at the scenes of naval battles or conflicts with large sea monsters where blood spills into the water, seeking an easy meal.

**Top Predators:** Sharks are generally just as willing to eat another shark as they are a human or dolphin. If a creature dies in a conflict with sharks, its surviving companions might be able to escape while the sharks devour their unfortunate friend. On the other hand, non-aquatic creatures thrashing about in the water sound helpless to a shark, making them tempting prey.

**Sahuagin Allies:** Very few creatures are able to tame or work with sharks with any degree of success. Sahuagin, however, have been blessed by their dark patron, Sekolah, with a special relationship with them. Sahuagin sometimes even ride sharks into battle, and some scholars claim that there is shark blood running in sahuagin veins.

## Bull Shark

Medium natural beast (aquatic)

HP 40; **Bloodied** 20

AC 18; **Fortitude** 16; **Reflex** 14; **Will** 14

**Speed** swim 8

## Level 2 Soldier

XP 125

**Initiative** +5

**Perception** +3

## TRAITS

### Aquatic

The bull shark can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.

## STANDARD ACTIONS

### (mbasic) Bite \* At Will

*Attack:* Melee 1 (one creature); +7 vs. AC.

*Hit:* 2d6+2 damage, and the target is grabbed (escape DC 13).

### (melee) Aggressive Charge \* Encounter

*Effect:* The bull shark charges and makes the following attack in place of a melee basic attack.

*Attack:* Melee 1 (one creature); +7 vs. AC.

*Hit:* 3d6+3 damage.

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**Str** 18    **Dex** 14    **Wis** 15

**Con** 16    **Int** 2    **Cha** 6

**Alignment** unaligned

## Tiger Shark

Large natural beast (aquatic)

HP 66; **Bloodied** 33

AC 16; **Fortitude** 17; **Reflex** 16; **Will** 16

**Speed** swim 8

## Level 4 Brute

XP 175

**Initiative** +4

**Perception** +4

## TRAITS

### Aquatic

The tiger shark can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.

## STANDARD ACTIONS

### (mbasic) Bite \* At Will

*Attack:* Melee 1 (one creature); +9 vs. AC.

*Hit:* 3d6+5 damage.

## TRIGGERED ACTIONS

### Blood Seeker \* At Will

*Trigger:* A creature within 20 squares of the tiger shark becomes bloodied.

*Effect (Immediate Reaction):* The tiger shark shifts 2 squares. It must end this shift closer to the triggering creature than it started, and it must shift if able.

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**Str** 18    **Dex** 14    **Wis** 15  
**Con** 16    **Int** 2      **Cha** 6  
**Alignment** unaligned

## Thresher Shark Level 5 Controller

Medium natural beast (aquatic)

XP 200

**HP** 64; **Bloodied** 32

**Initiative** +6

**AC** 19; **Fortitude** 17; **Reflex** 17; **Will** 17

**Perception** +4

**Speed** swim 8

### TRAITS

#### Aquatic

The tiger shark can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.

### STANDARD ACTIONS

#### (mbasic) Bite \* At Will

*Attack:* Melee 1 (one creature); +10 vs. AC.

*Hit:* 1d10+5 damage, or 2d10+5 against a dazed target..

#### (melee) Thrashing Tail \* At Will

*Requirement:* There must be no enemy adjacent to the thresher shark that it is aware of.

*Attack:* Melee 3 (one creature); +8 vs. Fortitude.

*Hit:* 2d8+4 damage, and the thresher shark slides the target one square. Additionally, the target is dazed until the end of the thresher shark's next turn.

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**Str** 15    **Dex** 19    **Wis** 15  
**Con** 16    **Int** 3      **Cha** 6  
**Alignment** unaligned

## Megalodon Shark Level 24 Skirmisher

Gargantuan natural beast (aquatic)

XP 6,050

**HP** 224; **Bloodied** 112

**Initiative** +23

**AC** 38; **Fortitude** 36; **Reflex** 38; **Will** 34

**Perception** +16

**Speed** Swim 11

### TRAITS

#### Aquatic

The megalodon shark can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.

### STANDARD ACTIONS

#### (mbasic) Bite \* At Will

*Attack:* Melee 2 (one creature); +29 vs. AC.

*Hit:* 4d6+18 damage.

#### (close) Huge Bite \* At Will

*Attack:* Close blast 2 (each creature in blast); +27 vs. AC.

*Hit:* 3d8+11 damage.

#### (melee) Primeval Ram \* Recharge 5 6

*Effect:* The megalodon swims its speed.

*Attack:* Melee 1 (one vehicle); +27 vs. Fortitude.

*Hit:* 3d12+22 damage, and the target is out of control until the pilot and crew use a total of three standard actions to regain control.

*Effect:* The megalodon makes a secondary attack against each creature on board the vehicle.

*Secondary Attack:* +25 vs. Reflex.

*Hit:* 2d10+10 damage and the target falls prone.

## TRIGGERED ACTIONS

**(melee) Blood Frenzy \* At Will**

*Trigger:* An enemy within 5 squares becomes bloodied.

*Effect (Immediate Reaction):* The megalodon shark swims its speed to a space from which it can reach the triggering creature. It uses Bite on up to two enemies within reach at any time during this movement, including the triggering creature.

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**Str** 26    **Dex** 29    **Wis** 19

**Con** 24    **Int** 7    **Cha** 14

**Alignment** unaligned