



Shallows & Sharks



Old School Fantasy Version

by Mark L. Chance



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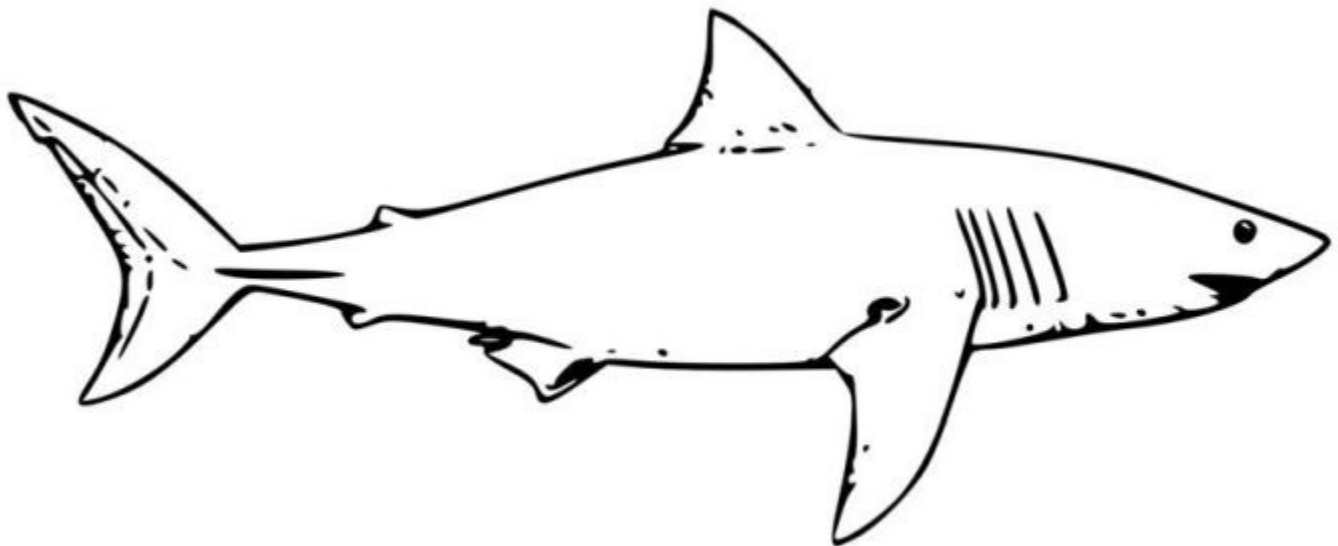
Introduction

I can't help it. I like shark movies. The dumber and more improbable the shark-based scenario, the better. Sharks trapped in tornadoes? I'll watch the first one and every sequel as well, and I'll giggle like a toddler while doing so, which pretty much explains *Shallows & Sharks*. As always, if you have any questions or comments, [let me know](#).

Mark L. Chance
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Ice Shark

Ice sharks inhabit arctic regions. These beasts as adults range in lengths from 8 feet up to 30 feet. They have little intelligence, but they are cunning ambush predators able to swim through water, snow, and



ice. Ice sharks sense blood within 300 feet, and their dorsal fins pick up surface vibrations (such as a creature walking) within 60 feet. Snow white and ice blue in coloration, these predators blend in well with the natural environment.

Armor Class: 4 [15]

Hit Dice: 4-8

Attacks: Bite (see **Table: Ice Shark Bite Damage**)

Saving Throw: 15 (4 HD), 14 (5 HD), 13 (6 HD), 12 (7 HD), 11 (8 HD)

Special: Immune to cold, surprise opponents 1-3

Move: 18 (12 through snow, 9 through ice)

HDE/XP: 4 HD (5/240), 5 HD (6/400), 6 HD (7/600), 7 HD (8/800), 8 HD (9/1,100)

Table: Ice Shark Bite Damage

HD	Bite Damage
4-5	1d6+1
6-7	2d6
8	2d6+2

Sand Shark

The sand shark lives in coastal regions with sandy beaches or a desert nearby. An enormous and fierce predator, the sand shark swims through sand and earth as well as water. This monster is not part of the natural world. Scholars believe sand sharks enter the Material Plane from some sort of border area between the Planes of Elemental Water and Elemental Earth. Supple sand stone appears to form the sand shark's hide, and it oozes mud when injured. Its length is about two feet per HD. A sand shark can magically see through sand and earth out to 60 feet, but its sense of smell is not especially acute. Sand sharks are territorial and voracious.

Armor Class: 2 [17]

Hit Dice: 8, 12, or 16

Attacks: Bite (2d6)

Saving Throw: 8 HD (11), 12 HD (7), 16 HD (3)

Special: Surprise opponents 1-3

Move: 18 (15 through sand, 12 through earth)

HDE/XP: 8 HD (9/1,100), 12 HD (13/2,300), 16 HD (17/3,400)

Shark Golem

The shark golem, constructed from alchemically-treated shark hide stretched around a frame of hard wood, metal, and leather bladders, is a magical construct created and used by a master with strong magical powers. The shark golem cannot be hit by non-magical weapons. It is immune to all magic, except lightning- and fire-based spells, which inflict normal damage (although fire-based spells might be problematic in an underwater battle). A shark golem rams its prey first to stun it, and then attacks the helpless prey with its bite the following round.

Armor Class: 5 [14]

Hit Dice: 12

Attacks: Bite (2d6)

Saving Throw: 7

Special: Stun prey

Move: 18

HDE/XP: 13/2,300

Shark Storm

Just as the sand shark seems to be a strange creature from a border region between Elemental Earth and Elemental Water, so too the shark storm must be an even stranger creature from the tempestuous plane between Elemental Air and Elemental Water. The shark storm is a massive whirlwind about 30 feet in diameter at its base and rising to at least 100 feet into the sky. Dozens of sharks fly about within its roaring, swirling winds. It has no intelligence or will. The shark storm moves and exists, and by doing so poses a threat. While it is possible to battle the individual sharks within the shark storm, such attacks do minimum damage. Area of effect attacks, such as a fireball, however, inflict normal damage against a shark storm. Creatures caught within the radius of a shark storm take 2d6 points of damage automatically each round from shark bites, flying debris, et cetera.

Armor Class: 2 [17]

Hit Dice: 16

Attacks: Bite (2d6)

Saving Throw: 3

Special: Whirlwind

Move: 36

HDE/XP: 17/3,400



Two-Headed Shark

The two-headed shark reaches lengths of 25 feet or more. It is gray with a white underside, and instead of one head, it has two, both equipped with row after row of razor sharp teeth. This mighty predator overturns small boats with ease. On a roll 4 higher than the needed number, both its heads latch onto its prey and thrash about, rending the victim for double damage.

Armor Class: 4 [15]

Hit Dice: 10

Attacks: Bite (2d6+2)

Saving Throw: 9

Special: Overturn boats, rend

Move: 18

HDE/XP: 11/1,700

Oh, Yeah. Just Sharks.

Sharks are among the most feared natural marine predators. Unpredictable and strong, blood in the water attracts sharks within 300 feet, often driving them into a feeding frenzy (+1 “to-hit” and no morale checks). Statistics for three different types of sharks are given below.

Bull Shark

Armor Class: 6 [13]

Hit Dice: 2

Attacks: Bite (1d6)

Saving Throw: 17

Special: Feeding frenzy, stun prey

Move: 18

HDE/XP: 3/60

Bull sharks ram their prey first to stun it, and then bite the helpless victim the following round. Bull sharks grow to be about 8 feet long, and they are brownish color.

Mako Shark

Armor Class: 5 [14]

Hit Dice: 4

Attacks: Bite (1d6+2)

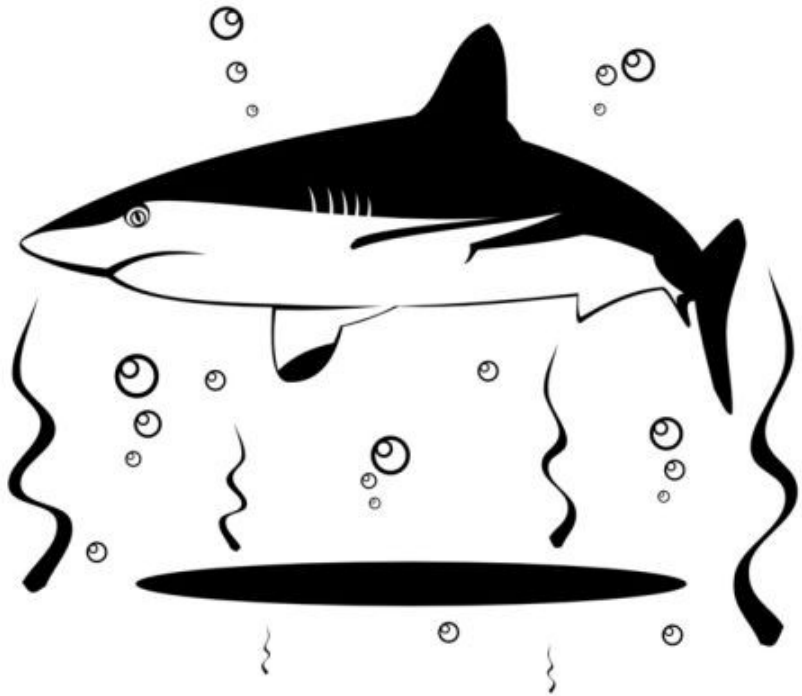
Saving Throw: 17

Special: Feeding frenzy, jump

Move: 24

HDE/XP: 5/240

Mako sharks swim with great speed and power, and they can leap up to 30 feet out of the water. Mako sharks have been known to jump into boats



in order attack prey. This animal reaches lengths of 15 feet, and it tends toward blue-gray to tan in coloration.

Great White Shark

Armor Class: 4 [15]

Hit Dice: 8

Attacks: Bite (2d6)

Saving Throw: 11

Special: Feeding frenzy

Move: 18

HDE/XP: 8/800

This monster of the deep reaches lengths of 30 feet. It is gray with a white underside. Great white sharks have been known to destroy boats that aren't big enough.

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