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HELLFROST

• CREATURE GUIDE #2 •

KREANA

● INTRODUCTION ●

Many are the terrors of the deep ocean. While fishermen and sailors fear sudden squalls and colossal whales, nothing strikes dread into their hearts as much as talk of the dreaded "shark-men." Remorseless killers, they stalk the waters of Rassilon, attacking ships and raiding coastal communities for treasure and food. This supplement takes a look inside the culture of the kreana.

● ORIGIN OF THE SPECIES ●

The truth is altogether different. Eons ago, in what skalds call the Mythic Age, a great city stood on an island in the middle of the Inner Sea. Although skilled architects and technologically advanced, the city-dwellers were a cruel and barbaric people. Carcharas the shark god was their patron deity, and they honored him with human sacrifices. Over time, the inhabitants became more debauched, instigating cannibalism and raiding far and wide for captives as offerings to their deity.

The worshippers of Carcharas believed their god dwelt in the inner ocean, a watery realm deep below the surface of the world. Through ancient and powerful magic, they bored a hole into this realm intent on summoning their god to the world of mortals as a true living deity. Affronted by this unholy act, the other races, backed perhaps by Neorthe, worked their own powerful magic.

The great and terrible city sank beneath the surface of the waters, though it suffered little structural damage. Carcharas sacrificed great personal power to warp large numbers of his followers into the kreana, changing them from airbreathers into ferocious shark-men; for if they perished there would be none left to worship him and his very existence would be threatened. The newly created shark-men fled the city in fear of further retribution. The story of the disaster was told to subsequent generations, though the facts were slowly replaced by myth.

Even among the clergy of Neorthe, the true origin of the kreana has been forgotten. Indeed, even in coastal communities kreana are nothing more than a myth, a bogey-man invented to keep children out of the water and account for the disappearance of mariners lost at sea. Those who know of the shark-men attribute their creation to Dargar, for only he would create so savage and bloodthirsty a race.

One myth tells how the kreana were once worshippers of Dargar, and how they were

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driven into the sea by their enemies, where upon Dargar transformed them into the kreana to ensure they would not drown. While many of the details are wrong, the underlying kernel of truth remains.

ANATOMY

Standing over six feet tall and well-muscled, kreana are an abominable cross between men and sharks, the physical embodiment of mindless savagery.

Although native to marine environments, kreana are quite capable of living in fresh water.

PHYSIOLOGY

Unlike land-dwelling sentient races, the kreana lack a neck. Their heads are capable of only limited lateral and vertical movement, allowing them to snap at prey only within a narrow arc of their facing. On land, they walk bent over, their heads almost horizontal to the ground.

Olfactory pits at the end of their snout serve to pick up scent. The pits are highly tuned to detect minute particles of blood, and even on land they can hone in on blood spilt miles away if the wind is in the right direction. Hearing is achieved by two auditory channels set behind the eyes. Their hearing range is much lower than humans, leaving them unable to hear high-pitched sounds.

Their eyes, two black, soulless orbs, are mounted far apart, giving them excellent depth perception. While it is commonly believed that kreana are capable of seeing in the sunless depths of the oceans, this is a fallacy—their eyes are no better at seeing in poor lighting than humans. When out of water a thin membrane covers the eyes, protecting them from the glare of Sigel's Hearth.

The most noticeable feature of the head is the gaping maw filled with multiple rows of triangular, saw-edged teeth. When biting, kreana chomp down on their prey and then shake their head from side to side, sawing off a chunk of flesh and leaving a vicious wound. Kreana frequently lose teeth. As one falls out, a tooth moves forward to fill the vacancy and a new tooth quickly grows to ensure a steady supply.

Further down the body are the gill slits. While primarily used for extracting oxygen from water, they also work on land. Kreana have lungs which function underwater as flotation bladders, and on land as those in air breathers. The gills are extremely sensitive, and a blow there is akin to kicking a human in his reproductive organs.

The body is sleek and streamlined, ideally suited to rapid swimming. A powerful tail propels the creatures at speeds up to 40 miles per hour. A thick, triangular dorsal fin protrudes from the center of the back. It prevents the kreana from rolling while using their tail for motion, and enables them to turn remarkably quickly.

The skin varies in tone from gray-blue to gray-green. Coloration is darker on the back, lightening to almost white on the belly. The skin, while it appears smooth, is

actual rough to the touch. Made up of millions of tiny scales, it is deceptively tough, providing the kreana with protection equivalent to leather armor.

Kreana are subject to dehydration outside water. Without regular immersion the skin begins to dry and crack. Lethargy quickly sets in, followed by intense cramps, and finally system shock and death after four days.

Kreana have two arms and two legs. Each limb ends in five digits. Tipping each finger and toe is a non-retractable claw about two inches long. The general musculature and bone structure is remarkably close to that of humans. Although the kreana rarely use complex tools, their fingers are dexterous.

A kreana's intestine is very short while their stomach is about twice the size of that of a human of comparable height and build. Food is broken down in the stomach into a thick paste, and passed to the intestine only when the kreana is hungry. When food is available, the kreana gorge, storing it away for leaner times. The entire system is far more efficient than among other races, and as much as 90% of the nutrients from a meal are eventually absorbed. This results in very little bodily waste being produced. Excessive water is converted to urea, which is exuded through the skin. One way to tell if kreana are present on land is the pungent stench of ammonia.

LIFE CYCLE

Reproduction with kreana society is a privilege, not a right. Females, while technically lower in society, choose with whom they will breed. Females will only breed with the strongest males, and competition for breeding rights often leads to bloodshed when one male will not back down under another's threats.

Sexual reproduction is internal. It is also violent. A male may have won the right to sire the next generation, but the female does not submit willingly. Many kreana, both male and female, boasts the scars of sexual union.

Kreana do not mate for life—if a female wishes to switch to a new mate, that is entirely her prerogative. By law, her former partner may challenge the newcomer to a fight to the death.

Like the humans from whom they descend, kreana females are fertile every month. Gestation lasts for seven to nine months, after which time a single live young is born. Newborns are placed together in a nursery.

Here they will learn the savagery needed to survive as adults. Unsupervised, they must fend for themselves, fighting off rivals for the chunks of meat thrown to them daily and establishing their right to become an adult. Those too weak physically or mentally die of starvation or violence, whereupon they become food for the stronger.

Offspring are regularly moved to a new nursery, ensuring that as they age they do not destroy too many of their much younger kin. By the age of three, they are dragged from the nursery to begin their education under the tutelage of the shark callers.

All males have a duty to help feed the community.

While children learn to catch fish, one cannot pass to full adulthood and take his rightful place in society until he has killed a shark single-handedly. While it might seem odd that a kreana would kill a shark, the hunt proves to Carcharas, the kreana's sole deity, that the youth is ready to serve him. A shark dies so that a shark-man might live. Those who fail inevitably die from the shark's powerful bite. They are not mourned, for to mourn the weak serves no purpose.

Assuming he can avoid injuries, illness, or letting down his community, a kreana can expect to live for around 80 years. Most rarely live this long, for once they become infirmed through old age a kreana will voluntarily leave his community, so as not to burden them with his weakness. Most choose the Final Hunt, a battle to the death against a monstrous shark.

PSYCHOLOGY

The kreana's reputation for being pitiless killers capable of unbridled savagery beyond that of other races, even orcs, is well known. It is a reputation that has served the aquatic race well, for they learned long ago that the fear of violence is a powerful tool. In order to work, though, one must first set an example as a warning to others.

This fear pervades the entire social order. Among humans there is an old adage that one should keep one's allies close but enemies closer. Among the kreana, keeping one's allies and enemies cowed is the norm.

All members of society jockey for position among their social class. Such maneuvering is not based on brute strength or ability to lead, but by instilling fear in rivals. This subservience through fear also keeps juniors in line once the pecking order is established. More importantly, juniors rarely gang up on a superior in a Machiavellian plot—anyone who suggests such a plot has openly demonstrated fear and weakness.

It extends even beyond the clan. Families form clans and clans form tribes not because of shared bloodlines or military pacts, but because the most senior clan has tyrannized the others into obedience. When two communities cannot dominate each other into submission, civil war breaks out. The loss of a few hundred, maybe a few thousand worshippers, doesn't bother Carcharas—survival of the fittest most definitely applies to the kreana. At least that was the case. Until recently, violence was viewed as the best means to settle disputes. With few natural predators, it came as a shock to the kreana to discover their numbers were dwindling. Breeding remained successful and the number of young fairly constant, but the frequent tribal wars fought over females and territory were having a disastrous effect on the species.

After consulting with the other priests, the high priest of Carcharas (who permanently resides at the great temple beneath the Inner Sea) declared that violence must end before the species consumed itself in frenzied bloodshed. Violent hatred, he declared, should be reserved for air breathers and other aquatic species. To

that end, one building in the precinct was converted into a series of meeting rooms, where rival tribes could sort out their differences without losing much-needed military strength.

Hatred toward all air breathers is instilled in kreana from the moment they crawl out of the hatchery. While air breathers have forgotten the true origin of the shark-men, the kreana have not. The memory of their fall from grace burns deep in their black hearts.

Once an attack has begun, kreana tend to fight to the death. While some kreana do suffer from uncontrollable blood lust, the majority are simply unwilling to show weakness by withdrawing. However, once a social superior gives up the fight, the blame for failure can be laid at his feet and a withdrawal is permitted. His subordinates may face ridicule, but they are rarely punished.

Kreana are renowned for their bloodthirstiness. The racial view that the weak do not deserve to live extends to other races. Those taken alive are tyrannized and tortured before being put to death as weaklings, though a few may be taken away to become sacrifices.

Lying and exaggeration are traits not found among the shark-men. Even when their lives are in danger they would rather tell the truth than be viewed as cowards trying to cover up their mistakes or claim prowess not due them. They deal with hard facts, not spurious half-truths and boasts.

◉ SOCIAL STRUCTURE ◉

Kreana society is divided into a semi-rigid structure. While it is possible to climb through the ranks, given the right spiritual calling, it is almost impossible to slide down the ladder. Failure equates to weakness, and weakness is not a trait the kreana tolerate among their kind.

Kreana have both clans and tribes. The clan has no founding in common ancestors. Rather, it refers to a single community of kreana who have not been subjugated into a larger community. Once two or more communities merge, they become a tribe.

An average clan or tribe has 10% priests and paladins, 5% shark callers, 65% warriors, and 20% females. Young number anywhere from 50-200% of the adult population, though many will not survive to adulthood.

RELIGIOUS

Priests are the leaders of the community, holding both spiritual and temporal power. But as with the cultures of most sentient beings, with power comes responsibility.

Any setbacks the settlement suffers are laid at the feet of the highest-ranking priest. Too many failures and Carcharas may "demand" the priest be sacrificed and a replacement installed, his weakness not only apparent to the entire tribe, but endangering its very existence. The god never sends visions to prompt this action—a rival will eventually summon the courage to take mat-

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ters into his own hands. Kreana priests tend to be power hungry, for high position brings great personal wealth and enhanced breeding possibilities, but their lust is tempered by the inevitable fate that awaits those who fail their predatory deity or who display weakness.

Paladins, while clerics, never govern a community. They serve as elite warriors, temple guardians, bodyguards, champions, and military commanders. Their power is considered martial, not political or spiritual.

That said, since paladins often lead raids ordered by the high priest, they literally hold his life in their hands—a deliberately failed mission may spell doom for the priest, not the paladin. To counter this, priests often publicly decree a fitting fate for paladins who fail them—even if the priest is sentenced to die, he will drag the paladin to hell with him.

Regardless of status or position, all paladins are subservient to priests, though it is a brave junior priest who dares enrage a more senior paladin, for Carcharas cares little if his clergy kill each other.

Although the ruling priest makes all the final decisions concerning the well-being of the tribe, he normally does so only after taking advice from advisors. Kreana do not expect their leaders to be omnipotent, though they demand they are competent. By taking advice, even if he ignores it, a leader is displaying trust in his underlings. This appearance of influence is often enough to quell thoughts of rebellion. It also gives the ruler an insight into his underlings' mind set, allowing him to stop potential usurpers and take appropriate action.

SHARK CALLERS

Shark callers know the ancient songs of Carcharas, deep, ululating rhythms that travel immense distances through the water and irresistibly draw sharks to the singer.

Shark callers are not priests, but rather serve the community as skalds and sages. Lacking a written language, the kreana pass on their folklore, knowledge of good hunting grounds, ancient laws, and so on verbally.

Every clan and tribe has a unique song detailing its exploits over the millennia. While the names of individuals are recorded for posterity, their deeds are always associated with benefitting the community, and are never viewed as personal acts of bravery or sacrifice. The songs are forever evolving, steadily growing longer over time.

On rare occasions a song will be altered to remove an individual's name. This occurs when the kreana has been removed for weakness, a crime that invalidates his earlier successes.

WARRIORS

The majority of the tribe are warriors, and all are male. Part-hunter and part-soldier, the warriors work to feed and protect the community, to expand its sphere of influence, and to garner treasure and sacrifices.

Although paladins are the military commanders, there

are sub-ranks among the warriors. Promotion is earned through a mixture of displays of courage, longevity, success, and bullying. As with the religious members of the tribe, rising through the ranks is achieved by taking the position, not waiting for it to be offered.

Blood ragers are kreana warriors who fly into a deadly frenzy when they inflict an injury on a foe. In order to help induce this frenzied state, they carry barbed spears, which tear victim's flesh, inflicting terrible wounds as the tip is removed.

FEMALES

In kreana society, only the males belong to a community. Females have no tribal bonds and are, for the most part, apolitical. Yet they are not regarded as second-rate or inferior citizens. They are accorded special privileges, such as choosing with whom they mate. Still, in other ways they are a commodity, for raids against rival communities are often for the purpose of kidnapping breeding females.

Female kreana are far from weak and helpless. Although not as skilled at warfare as the males of the species, they are no less vicious and of similar build. Their claws and teeth are just as sharp.

CULTURE

While many monstrous races possess a violent, barbaric culture, all have unique qualities. This section explores some of the kreana's cultural aspects.

HABITAT

Kreana dwell on the sea bed, at depths where sunlight rarely ever penetrates. They favor sunken ruins and sea caves, though if necessary they have the skill, though rarely the desire, to erect artificial structures.

Most communities are surrounded by a kelp forest. The kelp is harvested for bedding and clothing. Strewn within the kelp are finely woven nets dotted with curved coral hooks and the jaws of sharks. The former are intended to ensnare fish, saving the shark-men from having to hunt. The jaws are wired with sinewy seaweed rope and pried open with fragile sticks. A large intruder or prey fish who blunders into the trap dislodges the stick, which causes the jaws to snap shut.

While the layout of a city varies immensely based on local geography, all share common structures.

As every kreana community is ruled by a priest, every settlement has a temple. These vary immensely in size and style, but are always located at the heart of the community. Atop the altar of each temple sits a shark's jaw, its mouth gaping wide and ready to accept sacrifices. Gold and jewelry plundered from air breathers, corals and shells, and living sacrifices are fed into the mouth in symbolic sacrifice. Treasures are then stored away, while

sacrificial victims are devoured. As well as kreana guards and traps, many temples are patrolled by sharks. Kreana do not draw images or carve idols of their god.

Males without a breeding partner live in communal chambers housing up to eight warriors. Such areas are always positioned near strategic areas, the occupants doubling as guards.

If the terrain allows, the community may boast one or more guard towers. Mounted atop these is a heavy ballista. Ammunition takes the form of coral bolts or large weighted nets. Against small creatures swimming close together, the net is favored, as it can ensnare multiple targets. For larger creatures, or if intruders are dispersed, a coral bolt is launched.

Regardless of their breeding status, members of the religious and shark caller castes have private chambers. The larger and more finely appointed the room, the more important, or at least aggressive, the occupant is in the community. The ranking priest has his quarters close to the temple, as does the senior paladin.

Communities have between three and ten nurseries, depending on the number of females. Not all are in constant use, as the number of offspring born at any one time varies immensely. Nurseries are usually domed structures with a hole at the top into which food is thrown.

There is always some form of prison for holding sentient sacrifices. These take the form of tall poles to which are attached weighted conical nets. By keeping prisoners in the open, the chances of them escaping and overpowering the guards without being detected are greatly reduced. It also allows passing kreana to taunt the captives.

For all their savagery, kreana enjoy home comforts. Homes are decorated with tapestries of woven seaweed strands, and shells and corals. The latter may simply hang from a wall, or they may be carved with abstract patterns. Unlike sharks, kreana sleep lying down on beds of soft kelp in the same manner as humans.

With eyes poorly adapted for life in the dark, kreana make use of bioluminescent coral and fish to light their homes. Glowing fish are kept in nets, preventing them from swimming away. Such sources of light provide illumination as a torch, but need to be fed in order for them to remain healthy.

Kreana also tend gardens of seaweed and coral, decorating them with stacks of colorful shells. Such gardens are the repose of the religious caste, places where they can meet in private, meditate, and hunt the exotic fish attracted by the coral and seaweed.

DIET

Most stories concerning kreana label them as gluttonous killers that devour anything in sight. A kreana's metabolism is closely linked to water temperature—the warmer the water, the faster their metabolic rate, and the more they are required to eat to remain healthy.

Most attacks on air breathers occur on or very close to the surface, where the water is markedly warmer than at

the depths the kreana call home. Patrols that have been swimming close to the surface for hours quickly develop ravenous appetites, thus encouraging them to attack prey they might otherwise avoid.

Kreana are strict carnivores. Much of their diet consists of fish and whales, but they are not picky eaters. Havmandr and finfolk, both sentient races, are hunted for their meat.

Youngsters are expected to hunt for harmless fish, learning how to use nets and spears against small, nimble targets. While such hunts do provide food for the tribe, they also teach essential skills they will need during adult life. As the youth grows older, he will be invited to participate in hunts against more dangerous prey. Such hunts give him a taste of battle, hone his skills, and teach him the strengths and weaknesses of various creatures.

Kreana make use of sharks in hunting. Sharks are used to round up fish into a tightly packed shoal, giving the kreana large targets for their nets or spear thrusts. Against larger, more vicious prey, sharks may participate in the kill.

By tradition, only females do not have to hunt. While priests and shark callers are expected to do their duty for the tribe, they usually have enough influence to bully others into undertaking their duties. This is especially true when hunting for harmless fish. Against more aggressive prey, it serves the kreana well to actively participate, partly to keep his skills honed and partly to show that he is not afraid.

Kreana are not egalitarian. As much as 25% of any hunt is divided among the warriors' females and offered as gifts to higher castes. The strongest member of the hunting party then devours around a quarter, leaving the others to fight over the remainder. Again, survival of the fittest comes into play, and those who fail to stand up for their share quickly find themselves starving. Meals are eaten without decorum, the shark-men biting off huge chunks of flesh and swallowing them with minimal chewing.

CLOTHING

Well-insulated against the cold of the briny deep and lacking modesty, clothing is worn only to denote social class. Warriors wear small belts of woven kelp to which are attached coral hooks. Small items (such as a shark's tooth to use as a miniature saw or a conch signal horn) are hung from the hooks, thus freeing up the kreana's hands. Shark callers are clad in a similar garment, but add a skirt of woven plant matter to denote their status. The religious castes add a vest to this garb.

Many kreana wear necklaces and bracelets of sharks' teeth. By tradition, the first teeth come from the shark killed during the kreana's test of adulthood. Other teeth are added as the kreana kills more sharks. It is thus easy to tell at a glance the comparative skill, strength, and prowess of a shark-man by the extent of his jewelry collection.

It is rare for kreana to take trophies from other crea-

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tures, for they consider them unworthy. To sport trophies from weaker creatures gives the impression that one considered them a worthy opponent, which in turn implies the holder to be weak. There are exceptions, of course. A kreana sporting a sea dragon or sea serpent tooth is a foe to be avoided, for even though it is very unlikely he killed the beast in single combat, his actions were deemed courageous enough to allow him the right to collect trophies.

Ground red coral is used to create tattoos. Imagery is heavily stylized and abstract. Unlike jewelry, tattooing is a personal choice rather than a display of bravery or prowess. However, overuse can give the impression of being superior, something which rivals may challenge. As such, most tattoos are found on clerics and blood ragers, with warriors careful not to outdo their superiors.

LAW AND ORDER

Kreana society may not be civilized in human terms, but it is a lawful one. Fear keeps the kreana in line.

Some crimes simply do not exist due to the kreanas' mentality. Theft, for instance, is a crime with two connotations. Theft by intimidation of violence is not a crime—it is an act of proving one's superiority. Theft by subterfuge is a sign of weakness, and counts as a crime.

Others are punishable by death without exception. Rape, for example, carries an automatic death sentence. While females are not tribe members, they have the unswerving right to choose with whom they mate. Breaking that right results in the victim being torn limb from limb by the females of the tribe.

Murder of a fit and healthy tribe member is only a criminal offense if the deceased was killed in secret or by stealth. Nothing technically prevents one kreana from approaching another, making a public challenge, and then slaughtering him. Such an act only serves to intimidate others. However, in order to prevent a tribe turning in on itself, those who abuse the right to prove superiority by violence quickly find themselves facing a superior opponent.

It is a rare female that commits a crime. Most are pampered by their breeding partner in order to maintain her loyalty, and thus want for little. When one does require something special, she can easily convince a male to act on her behalf.

Criminals are judged by the ruler and his council. Evidence is heard (kreana don't lie, remember), and the ruler then passes sentence. While it is possible for a ruler to grant clemency, doing so is a thin line—such an act of leniency may be perceived as weakness.

Except for rape, those found guilty have the right to demand trial by combat to prove their worth to the tribe. In order to prevent the weak from gaining their freedom too easily, it is normally a paladin who answers the challenge. Such combats are very one-sided—paladins are skilled warriors and are permitted to use their miraculous powers in ritual combat.

While being executed is never much fun, being slain

in ritual combat is a far worse fate. Kreana who fall this way are doubly guilty of being weak, and are destined for a wretched Afterlife.

HEALTHCARE

For a culture that disdains weakness, promotes violence as a means of social climbing, and worships a savage deity, kreana make use of magical *healing* spells.

Kreana do not practice communal healthcare. The *healing* spells of the clerics are theirs to use as they see fit. Most often they are employed not only to save the life of a valued tribe member—accidents happen, and even the best warrior can have a bad day—but to reinforce their superiority over the injured party. In contrast, nothing prevents a warrior from intimidating a cleric into curing his injuries.

This poses an interesting dichotomy, for despite being of lower social rank, a warrior is not prohibited from gaining power over a cleric. Naturally the clergy abhor such subservience, and any warrior undertaking such a brazen move will need to watch his back, for revenge will come sooner rather than later.

Those denied healing, or who refuse to bow before the cleric, must leave the tribe until they heal naturally. A wounded member is a useless member, and his injuries may attract predators. For many, such expulsion is a death sentence—kreana, while tough, are trained to fight in numbers, not as individuals.

As well as alchemical *healing* potions, which clerics offer in return for service, kreana are swift to make use of alchemical brews on a daily basis. The use of magic is not a sign of weakness, even among the warriors, for magic is the gift of Carcharas to his people. Not using magic when it is prudent to do so is just stupid, and the kreana are not renowned for their stupidity. Although carnivores, kreana use marine plants to create a wide range of herbal brews.

LANGUAGE

Kreana speak a dialect of Seatongue, a language shared by the finfolk, havmandr, and even races such as sea dragons and sea giants. Most can vocalize other languages, though the result is always harsh and guttural.

Body language is important to kreana, especially when challenging rivals. Aggressive posturing and drawing back the gums to reveal one's savage teeth can win an argument or cause a rival to back down without resorting to bloodshed.

NAMES

Kreana have personal names but no surnames. Instead, tribal names are adopted to show that one has the support of a tribe. Tribes are always named after their current ruler, since in many ways he is the tribe.

Until they reach adulthood, kreana are simply known as "son of <female's name>." Such names are consid-

ered highly insulting, and serve only to encourage young kreana to prove themselves adults as soon as possible.

Kreana personal names always carry meaning. When a youth is accepted as an adult, he is expected to recount the story of his shark hunt. From his description he will be given a name. Such names are not always carried for life. A kreana who impresses his superiors may be given a new name as an honor. In such cases he uses his new name but adds, “once known as <previous names>” to show his award.

Kreana can also lose their names out of bullying. A superior might trash an underling he dislikes and force him to carry a demeaning name. The injured party has only two choices—live with his derogatory name or fight back and reclaim his original name. While being forced to carry a derisive name is a great shame, it is not a true sign of weakness.

Some even turn the tables on their oppressors by not only accepting the name, but by using it with honor. If the kreana can prove his worth to the tribe, his superiors have little choice but to grant him a new name. Going straight from a weak sounding name to an impressive one can actually intimidate potential rivals, as the kreana has taken a huge leap.

NUMBERS

Kreana use a decimal counting system. When spoken, numbers are always given with the single digits first, then tens, hundreds, and so on. The number 219, for example, is pronounced “nine, one ten, and two hundreds.”

It has been surmised by air breathing scholars that recounting numbers in this manner empowers the speaker in some way, perhaps because only he knows when the number will end.

For instance, if a human begins with “one thousand,” his listener knows that the next numbers can never be higher than “999.” In contrast, only the kreana speaker knows when the number he is speaking of will end, thus forcing his audience to pay attention to him. Others have argued that such a bizarre counting system is only more proof of the kreanas’ barbarous nature.

But numbers alone mean little to the kreana, especially when referring to enemies. As well as a numeric count, words indicating perceived strength are added. Thus, a handful of ordinary mariners in a boat may number 20, but by adding a word or phrase such as “weaklings” or more poetically “a female’s rejects,” other kreana instinctively know the mariners are not much of a threat.

WRITTEN LANGUAGE

Kreana have no true written language, having forsaken their original tongue during their ancient transformation. They do use glyphs to display single word concepts, such as “Danger” or “Food.”

Such marks are carved into permanent markers, typically coral, sunken ruins, large boulders, and shipwrecks. Carved with their claws, these marks always comprise

three lines, though they may be straight, angled, or curved. Any creature that speaks Seatongue has knowledge of these glyphs.

Kreana do record numbers. Within a community, lengths of seaweed onto which shells have been knotted are used to create simple numerical records. Strings are always hung vertically.

While such a physical representation allows the kreana to read the number as a human would, from largest to smallest, starting at the smallest number and working upward is ingrained in them.

Away from the community, marks are made with the claws. A straight line represents a length of string and horizontal scratches mimic shells. Most often the numbers are associated with a glyph. For instance, while there is a glyph to represent food, there is no adjective to show “great” or “plentiful.” To give an impression of food quantity, a kreana might scratch the number 1,000 by the food glyph.

CALENDAR

The kreana calendar comprises only seasons, and every tribe uses a unique method of timekeeping. With little to no sunlight reaching their homes, seasons are tracked by natural events, such as the migration or return of common food fish, changes in currents caused by warming or cooling of the seas, and even subtle changes in water temperature.

Shorter periods of time are noted by the turning of the tides. As far as kreana are concerned, the tides are caused by Carcharas’ tail beating a steady rhythm.

TRADE AND TRIBUTE

As a rule, communities do not trade with each other. While a clan or tribe may lack certain useful resources, offering to trade is perceived as weakness, being an inability to provide for the community. Instead, a community short of a resource will locate a nearby settlement which has the commodity and either make threats until the goods are handed over or launch a raid.

An individual member will, however, barter for goods when visiting a special holy site or a neighboring community. To demand goods be handed over when faced with overwhelming odds is not bravery—it is gross stupidity.

WARFARE

It is impossible to estimate the number of kreana lurking beneath the turbulent oceans. The few scholars that know of them judge them to be the equivalent of orcs, innumerable, but held in check by internal feuding and their scattered tribes. Individually a tribe is a menace, but one that can be defeated with equal force and good strategy. But were they to unify, to gather their strength, they could perhaps become a true scourge, making habi-

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TIME AND TIDE

The cause of tides in the real world relies heavily on the Moon's orbit being different to the Earth's rotation. In Rassilon, the moon rises and sets at the same time every day. In theory, there should be no tides. In order to discover why tides exist in Rassilon, one must turn to mythology.

In days long past, Neorthe was renowned for always being late for gatherings. When this matter was brought up he complained that while the surface world had the light of Sigel and Maera to help determine the time, neither bothered to illuminate his aquatic realm. As a result, he was always unsure of the time.

Sigel refused to help, for if he shone so brightly as to illuminate the deepest depths, he would scorch the surface world. Maera said that if she turned up the lantern in her home she would go blind, and the world would be as brilliantly lit as if Sigel were in the sky. However, she proposed a solution.

She offered to fix the magical threads, touching large bodies of water to her window. As her hall moved through the sky, the threads would tug the water along behind them, raising and lowering the water level at regular intervals.

While Neorthe begrudged losing some control over the ocean, he agreed that it was a workable solution.

That the strength of the tide varies from place to place and can be altered by the season is down to the Unknowable One, but that is another story for another day.

tation of the coastlines impossible, and perhaps even extending their reach for many miles inland.

With the high priest having declared an end to senseless inter-tribal violence, that horrific possibility has taken one step closer to becoming a reality.

WEAPONS AND ARMOR

Due to their natural weapons and native environment, kreana do not invest time in manufacturing many weapons. The weapon of choice is a short spear, ideal for stabbing fish or enemies, and easily replaced if broken or lost. The haft is usually driftwood scavenged from the surface. Coral blades are preferred, but sharks' teeth and even worked stone are used. They have little use for metal in an underwater environment.

The wearing of armor is considered an act of weakness, for no true son of Carcharas should hide behind added protection. More pragmatically, there is little armor kreana can manufacture underwater, additional loads only hamper maneuverability, and carrying extra weight requires more food consumption. Thus, the shark-men rely solely on their tough hide for protection.

ORGANIZATION

Kreana are organized hunters. The formations detailed below are typical examples, but not fixed in stone. Unit sizes vary slightly based on the number of warriors and clerics available, and thus may be smaller or larger than described.

The smallest formation is a hunting pack, which comprises four warriors led by a cleric. Normally this is a paladin, but priests serve if no paladins are available. A hunting pack is large enough to gather fish with ease and powerful enough to challenge some larger prey.

The next largest unit is the great hunting pack. It is made up of two to five hunting packs (10 to 25 warriors and 2 to 5 clergy). Many great hunting packs also have a shark caller. The formation is not one regularly maintained, and command is given to a cleric when the great pack is mustered. In small tribes, this formation may be the entire sum of their military strength. In such cases, command may be given to the senior paladin if the mission is deemed important enough.

The largest common formation is known as the "maw of Carcharas". It is found only in tribes numbering more than 100 kreana, and consists of two or more great hunting packs. Such packs are always led by the senior paladin.

As noted elsewhere, a pecking order exists among warriors. Within a hunting pack, males constantly jostle for position, for higher status means more food. The highest-ranking warrior in each pack serves as the unit cleric's second-in-command. While he is not guaranteed the support of his full superior at all times (he must still be able to stand up for himself), it never hurts to have powerful friends.

STRATEGY AND TACTICS

Kreana tactics are well-rehearsed, being a natural extension of their hunting techniques. This is hardly surprising, given that all non-kreana are seen as potential food sources.

When multiple units fight together, cohesion is maintained through signal horns made of conch shells. Every tribe has a set of predetermined signals. Such commands are generally very basic, usually nothing more than orders for a given unit to enter the fray or fall back and regroup. Complex orders are instigated during the initial planning, but are never carved in stone—battlefields are chaotic places and the situation is always carefully monitored by the commanders.

Because it is unlikely heroes will have much recourse to battle kreana underwater, the following tactics focus on the two situations air breathers are most likely to encounter the vicious shark-men.

RAIDS, BOAT

Kreana have been known to attack all types of long-ships. When attacking ships, kreana prefer to have the

support of sharks. Most attacks occur at night. Although kreana cannot see well in darkness, they know that most of their foes will be sleeping.

Standard tactics are to remain submerged until right beside the target vessel, and then surge forward from close range. In darkness, there is little chance of spotting the raiding party until it is too late.

Invariably their tactics require them to place their foes at a significant disadvantage as quickly as possible. *Fear* is the most favored spell, for within the confines of a boat the only escape route is to jump overboard, placing the victim in the kreana's natural environment. Here he can be picked off at leisure by sharks or warriors, or left to drown. If that spell is not available, *stun* is deployed to soften the defenders.

While the cleric works his miracles, the warriors surge over the gunwale, thrusting with their spears and snapping with their grim jaws. Those unable to take part in the first wave of boarders thrust their spears from the water, adding to the carnage.

Kreana only ever attack from one side of a ship—they like to leave their air breathing prey an escape route since it removes them as a threat and leaves them at their mercy while they flounder around in the ocean.

Unless the situation is desperate, clerics switch to *bolt* spells once the warriors have gained a foothold, picking off individual targets from the safety of the water. There is no shame in this tactic—Carcharas granted the cleric the spell for a reason.

Paladins aboard the ship may invoke *sphere of might* if the tide of battle turns against the attackers, seeking to slay as many foes as possible before either a retreat is called or pushing back the defenders so a second wave of warriors can storm the vessel.

Of course, these tactics assume the kreana want to shed blood (and they normally do). When sacrifices are required, they employ stealthier techniques. The vessel may be watched from a distance for many hours, the shark-men studying shift patterns and selecting those they wish to feed to their god. When the time is right, a small number of warriors surface near the selected target, reach over the gunwale, and drag him into the water, whereupon he is targeted by an *environmental protection* spell before he drowns. If the target happens to be on duty alone, it may be hours before his disappearance is noticed, and by then the kreana will be many miles away and deep below the surface.

RAIDS, COASTAL

Kreana raid coastal communities for food, sacrifices, and treasure. Air breathing sacrifices are especially favored, as are their precious metals, which do not tarnish or corrode.

Subtlety is not a typical watchword when discussing the kreana, but they are willing to use stealth against air breathers. Kreana see no shame or weakness in such tactics—the wise hunter knows that to catch a fish he must use patience and aggression at the right time. If he

moves too soon, his prey will flee. At the end of the day, air breathers are just another form of prey.

Such tactics are especially favored when raiding communities known to be well guarded. Unless the pack is especially large or the foe known to be especially weak, announcing your presence to the enemy is only likely to cause unnecessary deaths.

Many communities are protected by fences or walls. Although they have clawed hands and feet, climbing is not a skill required in an environment when one can move freely in three dimensions. In such instances the kreana focus their attention on the main gate, using whatever is at hand as a battering ram.

Sooner or later the kreana make their presence felt, for few can resist the blood lust in their veins. Unless the aim is mindless bloodshed, the initial assault often starts with a cleric launching *fear* at any armed defenders. Given suitable time and stealth, command figures may be hit with *panic* first, to help weaken their resolve.

Depending on the type of cleric and his particular miracles, he may then employ *stun* against suitable sacrifices. Powerful individuals or small groups the kreana see as a threat might be weakened by *bolt* or *sphere of might* spells. If a powerful adversary has been selected for sacrifices, then *fatigue* and *stun* spells are used instead. Once the cleric has played his part, the kreana warriors engage their foes in bloody battle.

The aim of a raid is generally to acquire goods, not fight a prolonged engagement. Once the kreana's goals are met, they quickly retreat to the safety of the water. At this point *environmental protection* spells are cast on sacrifices, ensuring they can survive the long journey to the kreana's lair.

While they do not expect to be followed by air breathers, kreana take no chances. During the return trip the pack will make several detours through areas of thick kelp. Lurking unseen are other hunting packs ready to ambush pursuers. As well as harassing any pursuers, the tactic buys the hunting pack time to reach home and alert their comrades to potential invaders.

Note that while many clerics know the *sanctuary* ritual, few are willing to use it without good justification. First, it might be viewed as retreating from battle, and thus leave one open to accusations of weakness. Second, the spell transports the cleric to the nearest temple of Carcharas, and that might not be one's own tribe.

RELIGION

Kreana faith focuses on Carcharas, the race's sole deity. He is both protector and destroyer, benevolent and malevolent, a god who combines the aspects of many of the greater pantheon worshipped by air breathers.

The kreana have a single Afterlife for the pious and multiple versions of eternal damnation for those who offend Carcharas. Those who live and die in the shark god's service are destined to bond with their deity in

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OTHER LEGENDS

Other myths claim that Carcharas was a creation of Dargar, a means to spread cruelty and destruction in the seas. In some stories he is nothing more than a herald of Dargar granted immense powers, while in others the shark god is a favored pet of Dargar. Some legends state that Carcharas was a normal shark until the Unknowable One fed it air-breathing animals to see what would happen. The shark grew larger and more aggressive. Fearful his experiment would be discovered, he quietly dragged the shark into the deep ocean where no one would find it. Another version puts the blame on Loki, who fed a shark on human flesh to spite the other gods. This, some say, is why kreana are willing to come ashore and hunt humans.

Naturally, the kreana refute all such claims, and anyone who dares whisper such heresy in their presence is sure to end up as a sacrificial victim.

death, becoming one with their god and giving him increased strength. Eventually, such will be his might that he will burst forth from his prison and reap revenge on Neorthe.

The various hells all involve becoming food for Carcharas. The least sinful are transformed into prey fish on which the god feeds in vast quantities. Their existence is the constant fear of being hunted and devoured, their essence expunged from existence. The worst sinners and weaklings are chewed eternally, repeatedly ground in the god's cyclopean jaws and ripped apart by his immense teeth while remaining fully conscious of their pain and unable to end their misery.

There is a middle ground, for the kreana believe in limited reincarnation, something no other sentient race does. A kreana who is neither pious nor sinful returns in the form of a shark. He has no memory of his former life, no sentience, but he is able to serve his god by spreading death and hunting the weak. Should he fail in this new life, he is condemned to one of the hells. A long, successful life as a remorseless hunter may see him join with his god.

This accounts, at least partially, for why kreana both hunt and use sharks. Killing a shark culls the weak, while using them allows the creatures to serve Carcharas.

CARCHARAS

Titles: The Great Shark, Scourge of the Ocean, the Devourer, Deep Hunter.

Aspects: Sharks, kreana, bloodshed, destruction, gluttony, fear.

Symbol: A shark's tooth.

Priesthood: Carcharas has both priests and paladins.

Herald: No true herald. Carcharas is rumored to have an avatar.

Holy Days: Celebrations are held to coincide with fish migrations, and before and after raids.

Signature Power: *Smite* (bite only).

Powers: *Altered senses, analyze foe, armor, beast friend* (sharks only), *bless/panic, bolt, boost/lower trait* (Fighting, Notice, and Swimming only), *champion of the faith, environmental protection* (water only), *fatigue, fear, growth/shrink, healing, sacrifice, sanctuary, shape change* (sharks only), *speed, sphere of might, stun, summon herald* (Carcharas sends a megalodon).

Trappings: All trappings relate to sharks (such as shark's teeth for bolt) or water (for stun).

Disciple Edge: Carcharas grants his kreana disciples enlarged teeth and the ability to chew through armor. Their teeth inflict Strength+d6 damage, AP 2. By spending a benny, the teeth become Heavy Weapons for one round.

Carcharas is the sole god of the kreana. Like many inhuman gods, Carcharas has no place within the wider pantheon except as an enemy. In this case, he is the eternal foe of Neorthe. Some myths claim that when Neorthe first created sharks, one particular specimen quickly developed into a voracious hunter. Everything and anything in his path was fair prey, and he rapidly grew to monstrous size. By the time Neorthe realized what was happening, the shark was large enough to challenge even a god.

The two deities fought on and off for eons before Neorthe finally got the upper hand. Using his magical trident, he slashed Carcharas once on each side of the head, stunning the monstrous fish. Lacking the power to slay the beast, Neorthe imprisoned him in a deep, dark, watery realm from which he could not escape. Even today, all sharks carry the scars of Neorthe as a reminder that Neorthe is the true power beneath the waves.

CEREMONIES

Kreana rituals revolve around the sacrifice of air breathers and treasure. A lot of blood is spilled during the fell rites, which drives the kreana into a frenzy. Wildly gnashing jaws and slashing claws make attendance a dangerous proposition, but there is no alternative—failure to attend a ceremony is a death sentence.

◎ BESTIARY ◎

This section pulls together various stat blocks concerning the kreana and their allies, consolidating them in a single volume for ease of use when designing or running shark-men related adventures.



AVATAR OF CARCHARAS

Canonically, the avatar of Carcharas can only be summoned at the conclusion of an ancient prophecy. This event forms the basis of adventure *H3: The Blood Tide*.

In your campaign, the avatar may be summonable at other times.

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d12+8, Vigor d12

Skills: Fighting d12, Intimidation d12+2, Notice d10, Stealth d6

Pace: —; **Parry:** 8; **Toughness:** 16

Treasure: None

Special Abilities:

- * **Aquatic:** Pace 12.
- * **Bite:** Str+d12, AP 4. Heavy Weapon.
- * **Blood Frenzy:** Once there's a significant amount of blood in the water (usually one wound), the avatar goes into frenzy and adds +2 to its attacks and damage for the rest of the fight.
- * **Chew:** The avatar does not roll a bonus 1d6 damage if it scores a raise on its Fighting roll against foes of Size +3 or smaller. Instead, it has taken them into its maw. Victims are at -4 to any physical rolls while inside the creature's mouth. Each round, the victim automatically takes Str+d12 damage. Until the victim is spat out, escapes (requires an opposed Strength roll), or slain (the remains are swallowed as a free action), the avatar cannot use its bite attack.
- * **Fear (-2):** Anyone seeing the avatar must make a Guts roll at -2. The kreana are immune to this effect.
- * **Fearless:** Immune to Fear and Intimidation.
- * **Gargantuan:** Heavy Armor. Attacks against them by man-sized creatures are made at +4. * **Hardy:** Successful Shaken results do not cause a wound.
- * **Size +8:** The avatar is over 60' long.

KREANA

BLOOD RAGER

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d8, Guts d8, Intimidation d6, Notice d8, Stealth d8

Pace: 6; **Parry:** 6; **Toughness:** 7 (1)

Hindrances: Bloodthirsty

Edges: —

Gear: Barbed short spear (Str+d6+2, Reach 1)

Treasure: Meager

Special Abilities:

- * **Aquatic:** Pace 10.
- * **Armor +1:** Scales.
- * **Blood Frenzy:** A blood rager automatically goes Berserk (as per the Edge) when it inflicts a wound. While berserk it makes two Fighting attacks per round at no penalty and has +2 to recover from being Shaken.
- * **Claws/Bite:** Str+d4.
- * **Dehydration:** Kreana must immerse themselves in salt water at least one hour out of every 24. Those who don't are automatically Fatigued each day until they are Incapacitated. The day after that, they perish.



PALADIN

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d10, Vigor d8

Skills: Faith d8, Fighting d10, Guts d10, Intimidation d10, Notice d8, Stealth d8

Pace: 6; **Parry:** 8; **Toughness:** 7 (1)

Hindrances: Bloodthirsty

Edges: Arcane Background (Miracles), Command, Fervor, Frenzy

Gear: Short spear (Str+d6, Reach 1)

Treasure: Worthwhile.

Special Abilities:

- * **Aquatic:** Pace 10. Kreana can run while swimming.
- * **Armor +1:** Scales.
- * **Claws/Bite:** Str+d4.
- * **Dehydration:** Kreana must immerse themselves in water (salt or fresh) at least one hour out of every 24. Those who don't are automatically Fatigued each day until they are Incapacitated. The day after that, they perish.
- * **Powers:** Paladins know the following spells: *armor* (toughened scales), *beast friend* (sharks), *bolt* (shark's teeth), *boost/lower trait* (Fighting, Notice, and Swimming only), *fear*, *sanctuary*, *shape change* (sharks only), *smite* (bite only, increases size of teeth).



PRIEST

Attributes: Agility d8, Smarts d10, Spirit d10, Strength d6, Vigor d8

Skills: Faith d10, Fighting d6, Guts d8, Intimidation d10, Notice d8, Stealth d8

Pace: 6; **Parry:** 5; **Toughness:** 7 (1)

Hindrances: Bloodthirsty

Edges: Arcane Background (Miracles)

Gear: Short spear (Str+d6, Reach 1)

Treasure: Worthwhile.

Special Abilities:

- * **Aquatic:** Pace 10. Kreana can run while swimming.
- * **Armor +1:** Scales.
- * **Claws/Bite:** Str+d4.
- * **Dehydration:** Kreana must immerse themselves in water (salt or fresh) at least one hour out of every 24. Those who don't are automatically Fatigued each day until they are Incapacitated. The day after that, they perish.
- * **Powers:** Priests know the following spells: *beast friend* (sharks only), *bolt* (shark's teeth), *fatigue* (water in lungs), *healing*, *sanctuary*, *shape change* (sharks only), *smite* (bite only, increases size of teeth), *stun* (blast of water).

SHARK CALLER

Although spells are used to mimic their abilities, the powers cannot be *dispelled* or *negated*.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d8

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Skills: Fighting d8, Guts d8, Intimidation d6, Knowledge (Arcana) d8, Knowledge (Folklore) d8, Notice d8, Stealth d8

Pace: 6; **Parry:** 6; **Toughness:** 7 (1)

Hindrances: Bloodthirsty

Gear: Short spear (Str+d6, Reach 1)

Treasure: Meager

Special Abilities:

- * **Aquatic:** Pace 10.
- * **Armor +1:** Scales.
- * **Call Sharks:** Shark callers may use the *beast friend* (sharks only) and *summon beast* (sharks only) spells using Spirit as their arcane skill die.
- * **Claws/Bite:** Str+d4.
- * **Dehydration:** Kreana must immerse themselves in salt water at least one hour out of every 24. Those who don't are automatically Fatigued each day until they are Incapacitated. The day after that, they perish.

WARRIOR

Female kreana have Fighting d4, Parry 4, and do not carry spears. They otherwise use the stats of males.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d8, Guts d8, Intimidation d6, Notice d8, Stealth d8

Hindrances: Bloodthirsty

Pace: 6; **Parry:** 6; **Toughness:** 7 (1)

Gear: Short spear (Str+d6, Reach 1)

Treasure: Meager, per 3 warriors.

Special Abilities:

- * **Aquatic:** Pace 10. Kreana can run while swimming.
- * **Armor +1:** Scales.
- * **Claws/Bite:** Str+d4.
- * **Dehydration:** Kreana must immerse themselves in water (salt or fresh) at least one hour out of every 24. Those who don't are automatically Fatigued each day until they are Incapacitated. The day after that, they perish.

SHARKS

Sharks swim in the warm waters off the coasts. Only the much-feared megalodon haunts the arctic seas further north. Fishermen are in the most danger, for the smell of bloody fish attracts these voracious predators.

TYPICAL MAN-EATER

These statistics cover most medium-sized man-eaters, such as tiger, mako, and bull sharks.

Attributes: Agility d8, Smarts d4(A), Spirit d6, Strength d8, Vigor d6

Skills: Fighting d8, Guts d6, Notice d12

Pace: —; **Parry:** 6; **Toughness:** 5

Treasure: None

Special Abilities:

* **Aquatic:** Pace 10.

* **Bite:** Str+d6.

* **Feeding Frenzy:** Once there is a significant amount of blood in the water (usually one wound), all sharks present go into a feeding frenzy and add +2 to their attacks and damage for the rest of the fight.

GREAT WHITE

These statistics cover great whites measuring 18 to 25 feet long. Larger specimens do exist.

Attributes: Agility d8, Smarts d4(A), Spirit d8, Strength d12+4, Vigor d12

Skills: Fighting d10, Guts d8, Notice d12

Pace: —; **Parry:** 7; **Toughness:** 12

Treasure: Meager, in stomach

Special Abilities:

* **Aquatic:** Pace 10.

* **Bite:** Str+d8.

* **Feeding Frenzy:** Once there is a significant amount of blood in the water (usually one wound), all sharks present go into a feeding frenzy and add +2 to their attacks and damage for the rest of the fight.

* **Hardy:** Second Shaken does not cause a wound.

* **Large:** Attackers add +2 to their attack rolls when attacking a Great White, due to its large size.

* **Size +4:** Great whites can grow up to 25' in length.



MEGALODON

These massive predators are large enough to attack the biggest warships, and have done so on several occasions. Fortunately, they rarely come close to shore, preferring to lurk in the deeper oceans.

Kreana priests are believed to be able to summon them, and the race reveres them as avatars of their bloodthirsty god.

Attributes: Agility d8, Smarts d4(A), Spirit d6, Strength d12+8, Vigor d12

Skills: Fighting d10, Guts d10, Intimidation d10, Notice d10, Stealth d6

Pace: —; **Parry:** 7; **Toughness:** 18 (2)

Treasure: Treasure Trove, in stomach

Special Abilities:

* **Aquatic:** Pace 10.

* **Armor +2:** Thick skin.

* **Bite:** Str+d12.

* **Gargantuan:** Heavy Armor. Attacks against them by man-size creatures are made at +4. A megalodon's attacks are Heavy Weapons. Add Size to damage when stomping (only possible for this beast if it manages to breach up and onto a vessel).

* **Size +8:** Megalodons are over 60' long.

* **Swallow:** If a megalodon scores a raise on its Fighting roll against foes of Size +3 or smaller, it has swallowed them. Victims are at -4 to any physical rolls while inside its gut and -4 to damage. Victims must make a Vigor roll each round or gain a level of Fatigue. This can lead to Death.