

Shallows & Sharks



Old School Mutant Apocalypse Version

by Mark L. Chance



Shallows & Sharks: Old School Mutant Apocalypse Version

by Mark L. Chance

Table of Contents

| | |
|-------------------------------|---|
| <i>Introduction</i> | 2 |
| <i>Cryo-Shark</i> | 2 |
| <i>Dune Maw</i> | 3 |
| <i>Shark Bot</i> | 4 |
| <i>Shock Shark</i> | 4 |
| <i>Tornado Shark</i> | 5 |
| <i>Two-Headed Shark</i> | 6 |

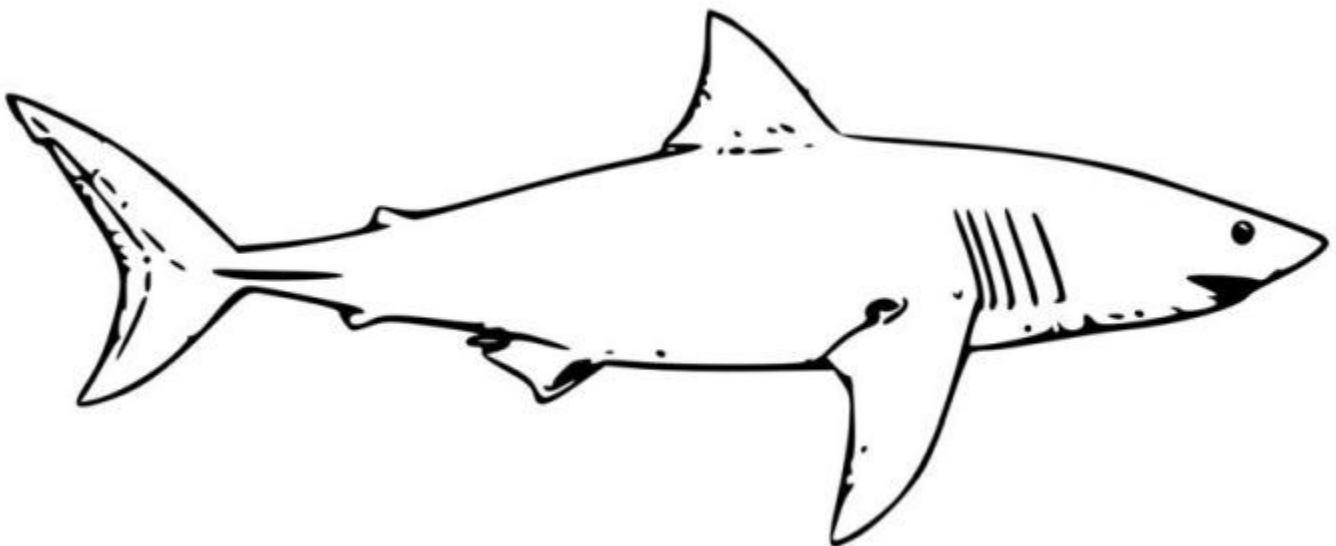
Introduction

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
Spes Magna Games

Cryo-Shark

Cryo-sharks inhabit arctic regions. These mutant animals 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 by means of a highly-specialized form of telekinesis. Cryo-sharks have specialized senses as well. Their dorsal fins pick up surface vibrations (such as a creature walking) within 60 feet. Cryo-sharks sense blood within 300 feet, and the presence of blood drives cryo-sharks into a feeding frenzy.



Snow white and ice blue in coloration, these predators blend in well with the natural environment. The smallest species of cryo-shark reaches lengths of 8 feet whereas the largest can reach lengths of nearly 30 feet.

Mutations: Reflective Epidermis (cold), Unique (blood sense, dorsal sensor, specialized telekinesis)

Number Encountered: 3d6 (2 HD), 2d6 (4 HD), or 1d4 (8 HD)

Alignment: Neutral

Movement: 180' (60') swimming

Armor Class: 4

Hit Dice: 2, 4, or 8

Attacks: 1 (bite)

Damage: 2d4 (2 HD), 2d6 (4 HD), or 2d10 (8 HD)

Save: L(HD/2)

Morale: 8 (12 during feeding frenzy)

Hoard Class: None

XP: 2 HD (56 XP), 4 HD (300 XP), 8 HD (2,560 XP)

Dune Maw

The dune maw lives in coastal regions with sandy beaches or a desert nearby. An enormous and fierce predator, the dune maw swims through sand and earth as well as water by means of a specialized form of telekinesis, leading some scholars to theorize a relationship between dune maws and cryo-sharks. The dune maw's movement is smooth and quiet, and this ambush predator surprises prey 1-4 in 6 times. Silica crystals infuse the dune maw's hide, giving it superior protection from harm. A dune maw can see through sand and earth out to 60 feet via a combination of x-ray projection and a form of sonar, but its sense of smell is not especially acute. Its length is about two feet per HD. Sand sharks are territorial and voracious.

Mutations: Unique (specialized telekinesis, subterranean sensory organs)

Number Encountered: 1d6 (8 HD), 1d4 (12 HD), or 1d3 (16 HD)

Alignment: Neutral

Movement: 180' (60') swimming

Armor Class: 2

Hit Dice: 8, 12, or 16

Attacks: 1 (bite)

Damage: 2d10 (8 HD), 3d8 (12 HD), 4d12 (16 HD)

Save: L(HD/2)

Morale: 10

Hoard Class: None

XP: 8 HD (2,060 XP), 12 HD (3,600 XP), 16 HD (4,200 XP)

Shark Bot

The shark bot is a lightly armored, marine robot designed to assist security forces guard coast lines and rivers. About 10 feet in length, the shark bot is equipped with powerful mechanical jaws (2d6 damage) and a dorsal stunner (as a *stun baton*, page 111, *MF*) for close combat. It has a fixed position mini-torpedo launcher holding up to 12 mini-torpedoes that fires through the shark bot's mouth. Treat mini-torpedoes as *mini-missiles* (page 121, *MF*) for damage and range purposes.

Hit Dice: 12

Frame: Armature

Locomotion: Propeller (Water) (180' feet [60'] swimming)

Manipulators: Jaws, Probe

Aarmor: Duroplastic (AC 5)

Sensors: Class IV

Mental Programming: Programming

Accessories: AV recorder/transmitter, remote control unit, robolink, weapon mount

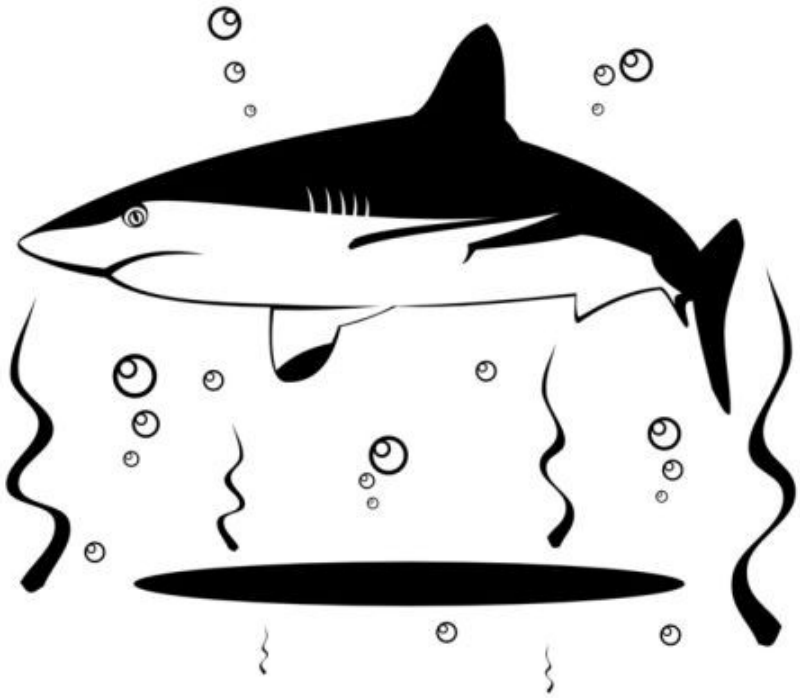
Weaponry: bite, dorsal stunner, mini-torpedo launcher

Shock Shark

Shock sharks are among the most feared marine predators.

Unpredictable and strong, blood in the water attracts shock sharks within 300 feet, often driving them into a feeding frenzy (+1 “to-hit” and no morale checks). The mutated epidermis of a shock shark is not only impervious to electricity, but it also rapidly changes color and even texture to provide excellent camouflage. The shock sharks head and jaws house specialized organs composed of electrocytes that produce a dangerous flow of ions that delivers a devastating electrical shock. Shock sharks sense the bioelectric energy of living creatures

in a 60-foot radius, making it difficult to catch a shock shark by surprise within that distance. Shock sharks appear much like ordinary sharks. They have darker dorsal coloration that fades and lightens on the shock shark's ventral side. These mutant animals reach lengths of 9 to 10 feet.



Mutations: Chameleon Epidermis, Energy-Retaining Cell Structure, Reflective Epidermis (electricity), Unique (sense bioelectricity)

Number Encountered: 0 (3d6)
Alignment: Neutral
Movement: 240' (80') swimming
Armor Class: 3
Hit Dice: 4+4
Attacks: 1 (bite)

Damage: 2d4 plus 3d6 electricity
Save: L2
Morale: 7 (12 during a feeding frenzy)
Hoard Class: None
XP: 440 XP

Tornado Shark

Not all mutant sharks possess animal-level intelligence and operate largely based on instinct. The tornado shark, for example, has an evil disposition and substantial mental abilities (WIL 18) combined with potent mutations. The tornado shark's hyperefficient gills extract oxygen from both water and air. The mutant animal moves by means of swimming or via psionic flight. Its advanced brain has special centers that sense and manipulate weather patterns.

Groups of tornado sharks working together can form a *metaconcert whirlwind*, and this is the tornado shark's most feared ability. It takes a frenzy of tornado sharks 1 round of concentration to initiate the formation of a *metaconcert whirlwind*, which reaches full strength in 1d4+1 rounds. The *metaconcert whirlwind* is 10 feet tall and 5 feet wide for every tornado shark involved in its creation. The *metaconcert whirlwind* moves 180' (60') per round, under the control of the sharks. Creatures caught in the whirlwind take 1d8 points of damage per round from debris, banging into objects, et cetera. They must also make a poison/death saving throw or be swept away by the roaring winds. Creatures less than 2 hit dice that fails this saving throw are instantly killed. Tornado sharks grow to lengths of about 5 feet. They speak their own language.



Mutations: Control Weather, Psionic Flight, Unique (metaconcert whirlwind)

Number Encountered: 1d4 (4d6)
Alignment: Chaotic
Movement: 180' (60') flying or swimming
Armor Class: 4
Hit Dice: 2+2
Attacks: 1 (bite)

Damage: 2d4
Save: L2
Morale: 10
Hoard Class: None
XP: 71 XP

Two-Headed Shark

The fearlessly aggressive 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 jaws latch onto its prey and thrash about, rending the victim for an additional 2d6 points of damage. A two-headed shark is surprised only on a roll of 1 on 1d6. Rumors of monstrous sharks with more than two heads circulate among coastal communities. If such mutant animals exist, add 2 HD, +1 to saving throws, and one more bite attack for each additional head.

Mutations: Dual-Headed

Number Encountered: 1 (1d3)
Alignment: Neutral
Movement: 180' (60') swimming
Armor Class: 4
Hit Dice: 10
Attacks: 2 (bite)

Damage: 2d6/2d6
Save: L5
Morale: 12
Hoard Class: None
XP: 1,700



A community of Past Earthers prepare the annual effigy to appease the tornado sharks.

Open Gaming Content: This product is produced under the terms of the Open Gaming License v1.0a. All text is Open Content except as identified below under Designation of Product Identity.

Designation of Product Identity: The name "Spes Magna Games" as well as all identifying marks of Spes Magna Games, including but not limited to the Spes Magna logo. Spes Magna logo by [Darren Calvert](#). The product name "Sharks & Shallows: Old School Mutant Apocalypse Version" except for its use within Section 15 of the Open Gaming License.

Art Credits: The cover illustration is *Watson and the Shark* by John Singleton Copley, painted in 1778. The shark storm illustration is by [Jacob E. Blackmon](#), published by [Rogue Genius Games](#). Other illustrations are public domain clip art. The picture on the previous page is a public domain photograph of the Nantucket sea serpent hoax of 1937.

Copyright: *Shallows & Sharks: Old School Mutant Apocalypse Version*. Copyright 2018, Mark L. Chance, published by Spes Magna Games.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions:

- a. "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content;
- b. "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; c. "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; d. "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. e. "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; f. "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor g. "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. h. "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product

Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a. Copyright 2000, Wizards of the Coast, Inc.

System Reference Document. Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

Castles & Crusades: Players Handbook. Copyright 2004, Troll Lord Games; Authors: Davis Chenault and Mac Golden.

*Labyrinth Lord*TM. Copyright 2007-2009, Daniel Proctor. Authors: Daniel Proctor.

Darwin's World. Copyright 2002, RPGObjects; Authors: Dominic Covey and Chris Davis.

*Mutant Future*TM. Copyright 2008-2010, Daniel Proctor and Ryan Denison. Authors: Daniel Proctor and Ryan Denison.

Shallows & Sharks: Old School Mutant Apocalypse Version. Copyright 2018, Spes Magna Games; Mark L. Chance.