

Background for the DM

The campaign setting is for the original D&D setting mapped out by the gazetteers. The Minrothad Guilds to be more precise. The party is crew on a privateer ship, out of Dmitrov in the Grand Duchy of Karmeikos. Each in the party has their own goal.

The Setup

The party are pirates on the Ocean's Ghost, heading from Minrothad City to Stronghold at Fortress Island. Along the way, they fought a pirate ship, and are moving to the island to drop off the Ierendi pirates who surrendered themselves and their ship. While the Prize ship with the party and a few others of the prize crew. Listed below, feel free to use your own pirate names. These do not have extensions, or titles listed, but Laucian is the 2nd Mate, and the party are Horatio a Bard, Took a brawler, Bas halfling, and Harry a Cleric. Your party may have other names.

➤ Laucian	Horatio	Harry	Dinger
➤ Walbo	Stinky	Engles	Ordregan
➤ Stillp	Thallan	Volodar	Tiarshus
➤ Shyilia	Took	Bas	

While the party is at anchor waiting for the return of the Ghost, they are attacked from the sea by the Shakakk. For this party of 4, I used 10 Shark-kin and 2 leader shark-kin. 1 engaged the 2nd mate Laucian, and 4 others engaged the rest of the crew, leaving 6 for the party to handle. This gives me a chance to see how well they handle the encounter, and add a couple more to the fight, when a crew member went unconscious, and the party had killed a few.

Anchored outside the Fjord to Stronghold, within Fortress Island, a Dozen shapes shoot from the water to various places on the deck of the ship. <perception checks, DC 19, to notice the sharks and Shakakk in the waters below, before they launch themselves from the water to the ships Deck, for any actively on watch> The Shakakk are a fearsome race of humanoid Sharks out for blood, 2 of the larger ones carry Spears, the rest are armed only with their claws and teeth. Description *These scaly humanoids have a long, heterocercal tail. Its arms and legs end in webbed claws, and its Sharklike head features a toothy maw.*"

4 large sharks circle the ship below, as part of the encounter, if any should fall to the water below.

Shark-kin Death from below

Creature description and CR based upon the Sahuagin rather than converting from OD&D

This scaly humanoid has a long, heterocercal tail. Its arms and legs end in webbed claws, and its Sharklike head features a toothy maw.

Shakkak**CR 2****XP 600**

Male young Shakkak

None Medium monstrous humanoid (aquatic)

Init +4; **Senses** blindsense 30 ft., darkvision 60 ft., Perception +6**DEFENSE****AC** 19, **touch** 14, **flat-footed** 15 (+4 Dex, +5 natural)**hp** 23 (2d10+8)**Fort** +4, **Ref** +7, **Will** +4**Weaknesses** Light Blindness,**OFFENSE****Speed** 30 ft., swim 60 ft.**Melee** spear (two handed) +6 ((two handed) 1d8+6/x3)**Ranged** spear (thrown) +6 (1d8/x3)**Melee** claws +6/+6 (1d4+4)**Melee** bite (w/o weapon) +7 (1d4+4)**Melee** bite (with weapon) +1 (1d4+2)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** blood frenzy**STATISTICS****Str** 18, **Dex** 18, **Con** 18, **Int** 14, **Wis** 13, **Cha** 10**Base Atk** +2; **CMB** +6; **CMD** 20**Feats** Weapon Focus (Bite (w/o weapon))**Skills** Handle Animal +2 , Perception +6 , Ride +9 , Stealth +9 , Survival +6 , Swim +17**Languages** Aquan, Common, Speak with Sharks,**Gear** spear, claws, bite (w/o weapon), bite (with weapon)**SPECIAL ABILITIES**

Blindsense (Ex) Range 30 ft.; Other creatures have blindsense, a lesser ability that lets the creature notice things it cannot see, but without the precision of blindsight. The creature with blindsense usually does not need to make Spot or Listen checks to notice and locate creatures within range of its blindsense ability, provided that it has line of effect to that creature. Any opponent the creature cannot see has total concealment (50% miss chance) against the creature with blindsense, and the

blindsensing creature still has the normal miss chance when attacking foes that have concealment. Visibility still affects the movement of a creature with blindsense. A creature with blindsense is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

Blood Frenzy (Ex) Once per day, a Shakkak that takes damage in combat can fly into a frenzy in the following round. It gains +2 Constitution and +2 Strength, but takes a -2 penalty to its AC. The frenzy lasts as long as the battle or 1 minute, whichever is shorter.

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise—invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Light Blindness (Ex) You are blinded for 1 round if exposed to bright light, such as sunlight or the daylight spell. You are dazzled as long as you remain in areas of bright light.

Speak with Sharks (Su) A Shakkak can communicate telepathically with sharks to a distance of 150 feet. This communication is limited to simple concepts, such as "come here", "defend me", or "attack this target".

ECOLOGY

Environment temperate or warm ocean

Organization solitary, pair, team (5–8), patrol (11–20 plus 1 lieutenant of 3rd level and 1–2 sharks), band (20–80 plus 100% noncombatants, 1 lieutenant of 3rd level and 1 chieftain of 4th level per 20 adults, and 1–2 sharks), or tribe (70–160 plus 100% noncombatants, 1 lieutenant of 3rd level per 20 adults, 1 chieftain of 4th level per 40 adults, 9 guards of 4th level, 1–4 under-priestesses of 3rd–6th level, 1 priestess of 7th level, 1 baron of 6th–8th level, and 5–8 sharks)

Treasure NPC gear (Spear, other treasure)

The only creatures they seem to respect and adore apart from their own kind are sharks, for in these relentless predators the Shakkak see much of themselves. A Shakkak stands 7 feet tall and weighs about 250 pounds.

The shark-kin are distantly related to lizardmen, a race that first appeared in the sea. then took to living on the land, and finally returned to the sea. Unlike the Aquarendi, the shark-kin did not make a clean break with the land. They must return to it whenever they have to elect a new leader. For centuries the shark-kin have done so, and it has been a natural part of their lives.

Now, as humans, dwarves, and elves claim more and more islands in the Sea of Dread, the shark-kin are being thrown into a cultural and biological crisis. Those shark-kin who are unable to choose a new leader find that their legs remain fully grown. But the shark-kin are unable to use them for the purpose for which they were designed: to return to their sacred sites to elect a new leader. Many shark-kin now seek to destroy the invaders of their sacred islands

Depending on your point of view, the shark-kin are either a menace or simply just another underwater race. The Aquarendi hate them, mermen distrust them. Tritons tolerate them, Kna consider the shark-kin to be valuable trading partners, and Kopru almost like them. Fortunately for most races, the shark-kin prefer the deeper, colder waters as their hunting grounds. It's only when they decide to hunt in warmer waters that the other races get edgy. Shark-kin are Neutral, but they are aggressive hunters and rarely respect other races' tribal waters or fish. This has led to numerous clashes with the other aquatic races at one time or another. As the shark-kin hunt with sharks this makes them doubly unpopular. The sighting of a shark-kin tribe is cause for concern. Fish are rounded up as quickly as possible, and patrols are sent to watch the shark-kin. Most of the time the shark-kin tribes pass through without incident. Sometimes they raid for fish or other supplies.

Considerations for the DM

Bonus XP for keeping the rest of the crew alive

This is part of a story arch that I created in my world, where the Shakakk are being forced out of the deeper waters by something

Rather than trying to convert the Shark-kin from OD&D, They have many similarities to Sahuagin, so their description changes, they have shark affinity and blood frenzy. I use the name of an example Shark-kin from the Creature Crucible - PC3 Shakkak, to be the name of the race.