

GATORKIN

Gatorkin are large, fearsome humanoids that live in the deep swamps. Their razor sharp teeth and armored hides would make them deadly enough, but gatorkin are intelligent and know how to make and use weapons as well. They are generally between 7 and 8 feet tall, and are equally at home in the water and on land. They cannot breathe underwater, but they are expert swimmers and are adept at concealing themselves in the muddy waters of the swamplands.

Tribes of gatorkin live in fortified communities. Many of the buildings are built up out of the water, so they can spend

time submerged and out of the sun beneath them. Gatorkin society is matriarchal, and each tribe is led by three chiefs: a hunt chief, a war chief, and a craft chief. The hunt chief oversees food procurement for the tribe, the war chief leads its warriors in battle, and the craft chief oversees the making of things (homes, clothing, weapons, etc.). The other chiefs can offer advice, but the decisions of a chief in her arena are final. Chiefs usually choose their successors but violent takeovers are not unknown.

The fomoiri (see page 52) are the great rivals of the gatorkin. They have been bitter enemies for time immemorial, which is a good thing for the smaller humanoids who live in the swamplands. To outsiders it is simply a battle for territory, and it is that in part, but the gatorkin see the fomoiri as corrupt and untrustworthy due to their worship of demon princes. The gatorkin worship their own gods, which appear just as savage and terrible to civilized eyes, but the gatorkin can see the differences. Their gods are of the world and the demon princes are not. They will fight the fomoiri for eons if it keeps demons from poisoning the world.

ALBINO GATORKIN

In rare instances an egg hatches to reveal an albino gatorkin. Few of them survive childhood, but those that do inevitably show an aptitude with magic. They are honored by the rest of the community but also feared, as they are seen as touched by the gods. While chiefs rarely choose the albinos as successors, their council is always sought when there are important decisions to be made for the community.

To make an albino gatorkin mage, adjust the abilities as follows: +2 Communication, -2 Constitution, +3 Intelligence, -1 Fighting, -2 Strength, and +1 Willpower. Then add the following focuses: Accuracy (Arcane Blast), Communication (Leadership), Intelligence (Earth Arcana, Religious Lore, Water Arcana), and Willpower (Self-Discipline). Lastly, add the talents Earth Arcana (Journeyman) and Water Arcana (Journeyman), and give the mage 30 MPs.

"We do our best to avoid the gatorkin, but it's easy to pole right by one and never see it. Until it rears up and bites your friend in half, anyway."

—Sidonie, Boatwoman

GATORKIN

ABILITIES (FOCUSES)

3	ACCURACY (BITE, BRAWLING)
0	COMMUNICATION (BARGAINING)
4	CONSTITUTION (STAMINA, SWIMMING)
2	DEXTERITY (STEALTH)
3	FIGHTING (BLUDGEONS, SPEARS)
0	INTELLIGENCE (NATURAL LORE)
2	PERCEPTION (SEEING, TASTING)
5	STRENGTH (INTIMIDATION, MIGHT)
3	WILLPOWER (MORALE)

SPEED	HEALTH	DEFENSE	ARMOR RATING
12	45	12	6

WEAPON	ATTACK ROLL	DAMAGE
TWO-HANDED SPEAR	+5	3D6+5
BITE	+5	2D6+5
THROWING SPEAR	+5	2D6+8

SPECIAL QUALITIES

FAVORED STUNTS: Knock Prone, Lethal Blow, Quick Bite (2 SP)

QUICK BITE STUNT: Gatorkin can perform a special Quick Bite stunt for 2 SP, which allows them to make a bite attack against the same target. This attack does not generate stunt points.

TALENTS: Pole Weapon Style (Novice)

BIG: Knock Prone and Skirmish stunts used against gatorkin require 1 additional SP than normal to work. Also, gatorkin-sized weapons do an additional 1d6 damage over their human-sized counterparts (their fists do 1d6 base damage).

BURST OF SPEED: Gatorkin can move with surprising swiftness over short distances. Gatorkin that use the charge action can move their full Speed (normally, charging characters only move half their Speed).

HOLD BREATH: Gatorkin cannot breath underwater, but can hold their breath for a number of minutes equal to their Constitution before having to make any tests relating to lack of air, drowning, or similar Hazards. If a Gatorkin is not engage in combat and moves no more than half its normal speed, it can triple this duration.

SWAMP SPEW: The digestive system of gatorkin can produce a powerful acid to break down the toughest of meats. Once per encounter, gatorkin can spew up the contents of their stomachs and rain down this acid (and whatever else they've eaten recently) on an area 4 yards long and 2 yards wide. Anyone in the area takes 1d6+3 penetrating damage, or 1d6 penetrating damage if the target makes a successful **TN 13 DEXTERITY (ACROBATICS)** test.

WEAPON GROUPS: Bludgeons, Brawling, Spears.

EQUIPMENT: Throwing Spear, Two-handed Spear.

THREAT: MODERATE

ADVENTURE HOOKS

The following adventure hooks can be used to introduce gatorkin into your campaign.

NO REFUGE

A community of refugees has established itself inside a forbidding swamp, hoping that the raiders who plague their lands will find it too troublesome to follow them into such harsh terrain. This has the desired effect, but the refugees come from towns and villages and know little of their new homeland. When their hunters begin to disappear, they become concerned. When whole groups start to disappear, they panic. With a bit of legwork the PCs can discover the problem: a gatorkin tribe that lives deeper in the swamp. If their noses are bloodied, they may leave off from harassing the refugees. The PCs might also be able to bargain with the gatorkin, as they have been known to engage in trade from time to time. Metalwork is particularly valuable to them.

GATORKIN ATTACK!

A great disaster (perhaps caused by some previous action of the PCs) kills off most of the wildlife in the marshland home of a large group of gatorkin. Maybe it's a side effect of a

magic ritual, or maybe it was a fomoiri plot. In any case, the gatorkin quickly realize they must find a new place to live. The surviving gatorkin erupt out of the marsh and cut a swath through the land. Their attacks seem random at first, but they have a purpose. The gatorkin are looking for a new wetlands to settle. The PCs can be part of the defense called out to defeat the gatorkin, and every sword is needed to deal with such a large group. The PCs may be able to figure out what the gatorkin really want and lead them to a suitable new home with a lot less bloodshed. Survivors of the decimated area, however, may push for revenge against such a settlement.

THE LONG WAR

A new war erupts between the gatorkin and the fomoiri in a great swamp. This happens periodically and is usually invisible to the outside world. This time, however, the fomoiri are able to summon demons to their cause and the gatorkin suffer increasing casualties. They need allies, but how to get outsiders to come to their aid? The gatorkin chiefs convince some human swamp folk to be their intermediaries, and they go seeking adventurers and mercenaries. The swamp folk are cagey about who exactly the PCs will be working for. They realize that few would come fight beside the gatorkin. Once they come to the great swamp, the PCs are introduced to the gatorkin chiefs, who make their cases. Will the PCs help fight the fomoiri and demons or leave the denizens of the great swamp to take care of their own affairs?