

# Sand Clams

## COMMON VIEW

'You better be careful down on the beach, friend. They could be hiding anywhere. The tide, you see, it washes away any trace of their passing on the surface. What, you say? Sand Clams, friend. Little uns aren't so bad, just nip a little. It's the big uns you gotta be careful of. Leave it to the experts.'

— INGRID BUHLER, SHELLFISH SELLER

'Well, t'was back in the nineties, when I still 'ad me arm, that I met me first giant sand clam. I was divin' orf the coast of Sartosa I was, lookin' fer wrecks. Suddenly, outta nowhere, this 15-foot clam swims up ter me an' tries ter swaller me whole! I didn't panic, cause I knews what I were doing. Poked 'em in the soft bits I did. Sent all of 'erm packin'. Aye! All! There were three of 'erm there were. Did I forgets ter mention that? Musta slipped me mind. Anyway stranger, where's that drink ye promised me?'

— LUDGER ONE-ARM,  
OLD SEA DOG

'My Magda was caught by a clam last spring. We was walking along the beach, enjoyin' a brief bit o' sun, when all o' a sudden: 'SNAP', she had one about her ankle. Tight grip it had. Wasn't willing to let go, no matter how we pulled. I ended up having to go back to the house to fetch a poker to prize the thing open. That soon had her out. Although her foot was red for a couple of weeks, and she still favours it.'

— ADELRIK SPAMMEL,  
FISHERMAN

## THE SCHOLAR'S EYE

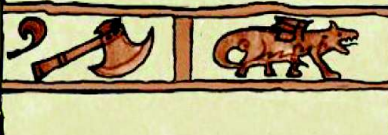
The sand clam is one of the oldest living creatures in the Old World, capable of reaching an age of several thousand years. Sometimes, the oddest things can be found inside them, indigestibles surrounded by smooth pearl.

— PIETER OSTENDORP, TOMB ROBBER

Of course, the giant predatory bivalve marine mollusc, 'sand clam' is such a simple and inappropriate term, is not immobile like its green algae eating cousin, the giant sessile bivalve marine mollusc. What? Yes, that's a 'giant clam' as you call it, stop interrupting me! It can reach a weight of about one thousand pounds, and can achieve a length of some 10 Imperial feet or more. Truly fascinating creatures.

— DR. HANS PFAFF, BOTANIST EXTRAORDINAIRE





# SAND CLAM

Sand clams burrow beneath the surface of a beach when the tide is in, then lay in wait. Like their ocean-going cousins, sand clams snap shut when prey crosses their traps. This is enough to kill most smaller creatures. Those that survive will be trapped, and may have great difficulty escaping.

Sand clams vary widely in size. The Statistics below are for a clam with a 6-foot trap. As a general rule, each foot of trap confers a S of 5-10%, up to a maximum of S 61%.

## - Sand Clam Statistics -

### Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
32%	0%	39%	35%	32%	3%	15%	0%

### Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	15	6	3	3	0	0	0

**Skills:** Swim +10%

**Talents:** Natural Weapons, Will of Iron

**Special Rules:**

- *Aquatic Creature:* Instead of halving Movement while swimming, sand clams double it.
- *Beached:* While beached, sand clams count their Weapon Skill, Agility and Movement as 0%. The only exception to this is when the Clam makes its Snap Attack, where it uses its Weapon Skill as normal.
- *Clam Up:* If a clam makes a successful Snap Shut, it will 'Clam Up', trapping its victim. Any round a victim struggles while trapped will result in an automatic loss of 1 Wound as the clam squeezes tighter. To break free (which counts as struggling), the victim must win a Contested Strength Test or kill the clam.
- *Hard Shell:* The Sand Clam's Hard Shell grants 1 Armour Points to all locations for each 2-feet of trap (a 6-foot trap has 3 Armour Points).
- *Snap Shut:* If anything crosses a clam's 'mouth', it will snap shut, Surprising its victim. It rolls to hit and damage as normal. If it hits, it will Clam Up.

**Armour:** Hard Shell

**Armour Points:** Head 3, Arms 3, Body 3, Legs 3

**Weapons:** Clam Jaws

**Slaughter Margin:** Very Easy - Routine

# Sand Clams

An Unofficial Supplement to the Old World Bestiary



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