

# CERULEAN BEAS<sup>®</sup>

Beasts of the Boundless Blue

**PATHFINDER<sup>®</sup>**  
ROLEPLAYING GAME COMPATIBLE

2013



# Cerulean Seas

Beasts of the Boundless Blue



**Role Playing Game Supplement**

**An Undersea Bestiary Compendium for use with the Pathfinder® Roleplaying Game**

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## Introduction

Some of my fondest childhood memories involve summer fishing expeditions with my family. While I was never a great angler, seldom relished the taste of fresh caught fish, and always suffered terrible sunburn no matter how much sunblock I used, I looked forward to my aquatic outings with great enthusiasm. There was something absolutely magical about gazing down into the glittering depths and imagining what sort of creatures might be lurking below. The fact that something fantastic could be peering back at me filled me with a sense of utter awe and wonder. These experiences helped plant the seed that eventually grew into the CERULEAN SEAS CAMPAIGN SETTING, and this marvelous aquatic bestiary.

BEASTS OF THE BOUNDLESS BLUE is a compilation bestiary. It not only encompasses the entirety of aquatic creatures published by Alluria Publishing, but it showcases the very best work of our fabulous writers and artists. Sam Hing, our master monster-smith, spared no effort in bringing to life everything we fear of the damp and deep. Jeffrey Turner, our chief editor and statistics expert, studied the plethora of aquatic player character races and came up with challenging monster entries for each one. Matthew Cicci added the whimsical charm that we have seen in Fey Folio, and provided many monsters that could be both benevolent and malign. I, of course, did my best to infuse this tome with that very same sense of wonder that I felt on that small boat when I was a child. Our team of artists nearly ran out of blue bringing these creatures to life.

In addition to all of the aquatic, semiaquatic, and swamp-dwelling creatures you have seen before in previous Alluria Publishing tomes (many of which received polishing and new art) and statistics for representatives of all 30 Cerulean Seas player character races, our team came up with over 60 never-before-seen monsters, including a new song dragon, long-awaited aquatic lycanthropes, and supporting creatures for our existing supplements. Over 250 aquatic monsters in all, each with stunning, full-color illustrations.

While this book is an invaluable resource for our flagship aquatic campaign setting, BEASTS OF THE BOUNDLESS BLUE is also intended as a “stand-alone” PATHFINDER ROLEPLAYING GAME compatible supplement. The appendices are not only intended as a quick resource for practitioners of the campaign setting, but also allow those uninitiated to the Cerulean Seas to traverse these pages without needing to invest in our other products. It is our hope, however, that these lovely beasts will draw you in to our magical depths, and you may want to embark on your own expeditions into the wonderful world of aquatic adventuring.



*Emily E. Kubisz*

Emily E. Kubisz  
Lead Designer, Alluria Publishing



## Non-Cerulean Seas Campaigns

Cerulean Seas products often refer to the CERULEAN SEAS CAMPAIGN SETTING for further rules and definition. While we highly recommend our products even for the briefest forays into the great blue sea, this book was envisioned with the casual Pathfinder Roleplaying Game enthusiast in mind. While we still refer to terminology unique to the campaign setting, the detailed appendices as well as the notes on this page will provide all you need to fill your campaign with our fantastic creatures, without having to invest in a Cerulean Seas library.

### BUOYANCY

All of the monsters in this tome have a buoyancy statistic. While this carries a lot more meaning in a Cerulean Seas campaign, this statistic can be disregarded entirely when using standard Pathfinder Roleplaying Game rules. In general, a positive buoyancy means the creature or object floats, while a negative rating means that it sinks. Very low or zero ratings indicates that the creature is essentially “weightless” in the water and can maintain its position with little-to-no effort.

### DEPTH TOLERANCE AND PRESSURE SENSITIVITY

All monsters are also provided with a Depth Tolerance statistic. Creatures will seldom exceed a depth greater than their tolerance. Likewise, some deep-sea creatures are sensitive to shallow depths, and will rarely rise to depths less than their Pressure Sensitivity will allow. However, even in the Cerulean Seas, there are means of circumventing these limits, and these measures can be used as suggestions, rather than steadfast rules.

### THE SWIM SKILL

In a world of aquatic adventuring, the Swim skill becomes nearly as absurd as a Walk skill would be in the standard campaign setting. Instead, the Acrobatics skill is used instead of the Swim skill for most swimming challenges. The Acrobatics skill can be used in place of the Swim skill, or a simple Strength or Dexterity check may suffice for most challenges. For most encounters, land-based PCs will be making the majority of the Swim checks anyway, as aquatic monsters are expected to pass standard swimming challenges with little effort.

### ARMS, ARMOR, FEATS, SPELLS, AND POWERS

Appendices 4-7 detail materials, weapons, armor, spells, and powers unique to Cerulean Seas. These items are often denoted by being underlined in the text.

### KAHUNAS, MARINERS, AND SIRENS

Kahunas, mariners, and sirens are unique player character classes in the Cerulean Seas Campaign setting. They can be substituted with the druid, ranger, and bard classes, respectively.

## Aquatic Humanoid Subtypes

Three new aquatic humanoid subtypes feature prominently in the Cerulean Seas. Each are detailed below, along with their associated powers and statistics.

### ANTHROMORPH SUBTYPE

Anthromorphs (a shortened form of the word anthropomorphic or “human-shaped”) are basically humanoid, intelligent sea creatures. All anthromorphs have the following racial traits:

**Amphibious:** Anthromorphs have either lungs or gills, but rarely both. In whichever medium they are not equipped to breathe, they can absorb oxygen for a limited time. Anthromorphs with lungs can survive underwater for 1 hour per 2 points of Constitution (after that, refer to the suffocation rules in the PATHFINDER ROLEPLAYING GAME).

Anthromorphs with gills suffer the same limitations, except on dry land. Gilled anthromorphs need only one gallon of saltwater to reset the suffocation countdown, and will often carry water with them for extended excursions inland.

**Bestial Senses:** Anthromorphs retain some of their animalistic faculties and have an uncanny ability to pick up changes in their surroundings. All anthromorphs gain a +2 racial bonus on Perception skill checks to potentially notice animate creatures or objects. They receive a check to notice movement whenever it happens within 50 feet of them, whether or not they are actively looking.

**Landwalker:** Anthromorphs can move on land at 75% of their swimming movement rate. For example, a mogogol with swim speed of 30 feet can move on land with a speed of 20 feet (round down). The ability to walk on land does not necessarily mean that they need dry land to survive.

### FEYKITH SUBTYPE

While the term “fey” refers to all Fey Realm creatures, “feykith” refers to only water-aligned descendants of the Fey Realm who have evolved into new subspecies while living in the world of mortals. All feykith have the following racial traits:

**Low-light Vision:** Feykith can see twice as far as seafolk in conditions of dim light. They retain the ability to distinguish color and detail under these conditions.

**Cold Tolerance:** Feykith are well accustomed to the cold waters of the sea. Feykith receive a +2 racial bonus on Fortitude saves versus cold weather, severe cold, or exposure.

**Feykith Magic:** Feykith receive a +2 racial bonus on caster level checks made to overcome spell resistance.

**Feykith Resistance:** Feykith have an immunity to sleep spells and effects. In addition, they receive +2 bonus to saving throws against enchantment spells and effects.

**Glungs:** Feykith can breathe both air and water through their mouth and noses, which is then processed through organs known as glungs. For game purposes, these organs function as both gills and lungs.

**Keen Senses:** Feykith have exceptional senses. They receive a +2 racial bonus on Perception skill checks.

**Landwalker:** Feykith can move on land at 75% of their swimming movement rate.

### MERFOLK SUBTYPE

Merfolk are basically humanoid from the waist up, and fish from the waist down. All merfolk have the following racial traits:

**Bonus Feat:** Merfolk select one extra feat at 1st level because they are quick to master specialized tasks and are varied in their talents.

**Gills:** Merfolk can breathe underwater indefinitely through gills in their neck and sides. Consequently, most merfolk are water dependent, and can breathe for a few hours on land before having to submerge. Nommo begin suffocating immediately upon leaving the water.

**Seawalker:** Merfolk were never meant to move on land. They do so at a movement rate of 5 feet. This feature generally precludes them from a land adventure at low levels, which should not be a major issue for an entirely aquatic campaign. At higher levels, spells and magic items may help merfolk explore dry-land in short intervals, with more permanent solutions becoming obtainable at the highest levels.

**Languages:** All merfolk begin play speaking Common, which is their native language. Merfolk with high intelligence scores can choose any language they want.

## Creature Glyphs & Tome Trackers

Much like in the *PATHFINDER ROLEPLAYING GAME BESTIARY*, *BEASTS OF THE BOUNDLESS BLUE* and other Alluria Publishing products use easy to recognize symbols in the headings for each monster. These “Creature Glyphs” can tell you the basic creature type (circle), most frequented terrain (diamond), and climate of origin (hexagon) at a glance for easy reference and campaign design. The statistics that follow these symbols go into more depth as to creature subtypes and additional terrain ranges.

In addition, *BEASTS OF THE BOUNDLESS BLUE* offers “Tome Trackers” next to the titular name of each monster. These icons indicate additional resources where these creatures appear. With the exception of *PSIONICS UNLEASHED* by Dream Scarred Press, these titles are not required to use these monsters to their full potential.

## Tome Trackers



Creatures with this icon are unique to this tome.



INDIGO ICE



THE AZURE ABYSS



REMARKABLE RACES



CREEPY CREATURES



WAVES OF THOUGHT



CERULEAN SEAS CORE RULEBOOK



Icons highlighted in green appear in the indicated tome as Player Character races.



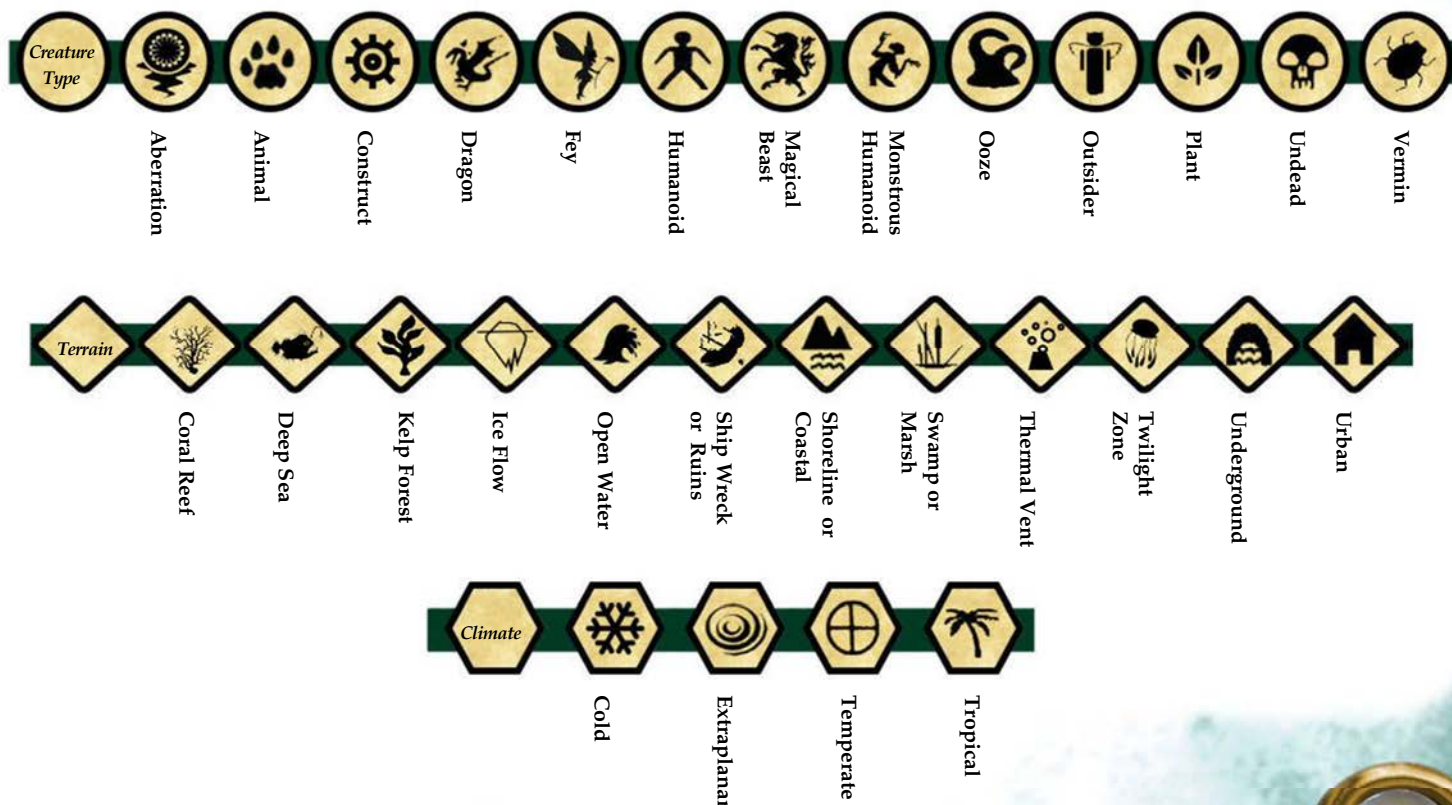
FEY FOLIO: CLANBOOK OF THE FEY



The purple psi icon indicates that these creatures require *PSIONICS UNLEASHED*.

**Note:** Spells, feats, and weapons that are underlined appear in more detail in the appendices of this book, as well as their original sources.

## Creature Glyphs





# Aegaeon

This massive being has the lower half of a powerful serpent, and the upper body of a muscled humanoid. A writhing mass of tentacles rings its waist. It holds a gleaming trident the size of a ship with an experienced grasp.

## AEGAEON

CR 22



XP 615,000

N Colossal outsider (aquatic, extraplanar)

**Init** +6; **Senses** darkvision 120 ft., blindsight 120 ft. in water, *detect magic*; Perception +41

**Racial Buoyancy** -260; **Depth Tolerance**: immune to pressure

## DEFENSE

**AC** 39; touch 4, flat-footed 37 (+2 Dex, +35 natural, -8 size)

**hp** 445 (27d10+297)

**Fort** +26, **Ref** +11, **Will** +22

**DR** 10/magic; **Immune** cold, petrification, polymorph;

**Resist** electricity 15; **SR** 33

## OFFENSE

**Speed** 40 ft., swim 80 ft.

**Melee** +3 *thundering triton fork of fish command* +35/+30/+25/+20 (6d6+19/4d6+19/18-20x3), 8 tentacles +30 (2d8+6 plus grab), and tail slap +30 (4d6+6), or 2 slams +33 (3d8+13), 8 tentacles +30 (2d8+6), and tail slap +30 (4d6+6)

**Special Attacks** constrict (tentacle, 2d8+6), lordship

**Spell-Like Abilities** (CL 20, Concentration +28)

constant-*detect magic*

at will-*acid splash*, *boiling gaze* (DC 20), *ice water jet*, *school of sardines*, *water wall*, *whispering waves*

3/day-*ink*, *summon sea's ally VII*

2/day-*frazil ice*, *piranha plague*, *steam strike* (DC 23), *summon sea monster VII*

1/day-*aqueous form*, *dismissal* (DC 25), *drifting doom* (DC 25), *summon* (level 9, CR 19 or lower water elemental, 100%)

## STATISTICS

**Str** 37, **Dex** 14, **Con** 32, **Int** 23, **Wis** 25 **Cha** 26

**Base Atk** +27; **CMB** +48 (+52 grapple); **CMD** 60

**Feats** Alertness, Combat Expertise, Cleave, *Coral Link*,

Critical Focus, *Diving Strike*, Great Cleave,

Improved Critical (triton fork), Improved Initiative,

Intimidating Prowess, Multiattack, Power Attack,

Stunning Tail Strike, Swim-by-Attack, Tail Strike

**Skills** Acrobatics +32, Handle Animal +35, Intimidate

+61, Knowledge (engineering) +33, Knowledge

(history) +36, Knowledge (planes) +36, Knowledge

(religion) +33, Perception +41, Sense Motive +41,

Stealth +22, Survival +34, Use Magic Device +38

**Languages** Aquan, Cephalite, Ceti, Clickclack, Common,

Dagonite, Delatari, Nixish, Lok'tar, Pelagic, Sahu

**SQ** hold breath, tenacious grapple

## ECOLOGY

**Environment** Plane of Water

**Organization** solitary

**Treasure** quadruple

## SPECIAL ABILITIES

**Hold Breath (Ex):** An aegaeon can hold its breath for a number of minutes equal to 6 times its Constitution score before it risks drowning.

**Lordship (Ex):** Any native of the Plane of Water with a lower CR than an aegaeon must make a DC 31 Will save or follow its commands without question.

Creatures with the aquatic or water subtypes must make this save each time the aegaeon attempts to command them.

Suicidal commands grant targets a second save with a +5 bonus.

**Tenacious Grapple (Ex):** An aegaeon does not gain the grappled condition if it grapples a foe with its tentacles.

Aegaeons are the mouth pieces of the gods of water. They act as warlords for divine armies, and often act as second in command to elemental demigods. Many have kingdoms of their own, ruling with a fair but iron fist. All natives of the Plane of Water respect and fear them; some few hate them for both their power and commanding aspect.

Aegaeons lead their armies into battle personally; they never wait behind the lines. While not blood-thirsty, they respect powerful warriors more than skilled diplomats. Most use powerfully enchanted triton forks, and their mastery of their weapon is fearful to behold.

Aegaeons tend towards neutrality by nature, although those that personally serve a god may share at least an aspect of the deity's alignment. In addition, many of these private servants may have abilities or class levels that enhance their skills. They rarely leave their watery kingdoms, and then only for a short time. They see little honor in ruling over weak mortal creatures, and prefer to send minions to gather anything they need rather than appear personally and cause an uproar. An aegaeon on the Material Plane is often sent at the personal request of a god to lead a crusade of a critical cause, or to defeat a similarly devastating creature, such as a major devil or angel, or a cetus, that has been summoned by opposing forces. An aegaeon trapped somehow on the Material Plane would likely form the most deadly army the world has ever seen.



# Agloolik

A small, furry sea fey pops up from beneath the ice. He squints at you while wiggling his fish-like tail.

## AGLOOLIK

CR 8



XP 4,800

Male agloolik alchemist 9

LN Small humanoid (aquatic, feykith)

Init +3; Senses low-light vision; Perception +14

Racial Buoyancy -15<sup>A</sup>; Depth Tolerance 600 feet

### DEFENSE

AC 21, touch 14, flat-footed 18 (+7 armor, +3 Dex, +1 size)

hp 53(9d8+9)

Fort +6, Ref +6, Will +3; +2 vs. enchantment and cold, +1 vs. area effects of acid, electricity or steam, +6 vs. poison

Defensive Abilities cold tolerance, feykith resistance, poison resistance +6

Immune sleep

### OFFENSE

Speed swim 20 ft.

Melee unarmed strike +9/+4 (1d3 + 2)

Space 5ft.; Reach 5ft.

Special Attacks bomb 5d6, feral mutagen

Alchemist Extracts Prepared (CL 9)

3<sup>rd</sup> – combined extract (enlarge person, shield), haste, heroism, urchin body

2<sup>nd</sup> – barkskin, cure moderate wounds, darkvision, invisibility, shark's strength

1<sup>st</sup> – cure light wounds (3), keen senses, stone fist, swift retreat

### STATISTICS

Str 14, Dex 16, Con 10, Int 16, Wis 10, Cha 8

Base Atk +6; CMB +7; CMD 20

Feats Extra Discovery, Improved Unarmed Strike, Power Attack, Toughness

Skills Craft (alchemy) +17, Disable Device +12, Heal +12, Knowledge (arcana) +15, Perception +14, Sleight of Hand +12, Spellcraft +15, Use Magic Device +3

Languages Common, Delatari, Lok'tar, Nixish

SQ alchemy, discovery (concussive bomb, combine extracts, dispelling bomb, infusion, feral mutagen), glungs, keen senses, landwalker, mechanical mastermind, mutagen, poison use, swift alchemy, swift poisoning, weapon familiarity

### ECOLOGY

Environment Ice flow

Organization solitary, pair, gang (3-5)

Treasure standard (+3 scaly armor)

### SPECIAL ABILITIES

**Cold Tolerance:** Feykith are well accustomed to the cold waters of the sea.

Feykith receive a +2 racial bonus on Fortitude saves versus cold weather, severe cold, or exposure.

**Dodge Disasters:** Aglooliks receive a +1 racial bonus on Reflex saving throws against area attacks with the electricity, steam, or acid descriptors.

**Feykith Resistance:** Feykith have an immunity to sleep spells and effects. In addition, they receive +2 bonus to saving throws against enchantment spells and effects.

**Glungs:** Feykith can breathe both air and water through their mouth and noses, which is then processed through organs known as glungs. For game purposes, these organs function as both gills and lungs.

**Keen Senses:** Feykith have exceptional senses. They receive a +2 racial bonus on Perception skill checks.

**Landwalker:** Feykith can move on land at 75% of their swimming movement rate.

**Mechanical Mastermind:** Aglooliks gain an additional skill rank and a +2 racial bonus to skill rolls which they must apply to one of the following: Knowledge (engineering), Profession (engineering), Craft (any), or Disable Device. These skills are always considered class skills for an agloolik.

**Weapon Familiarity:** Aglooliks treat any weapon considered to be "aglootech" as a martial weapon.

At scarcely two and a half feet tall, the agloolik might be easily overlooked. Its spindly limbs and fragile body appear barely capable of supporting its disproportionately large head. Thanks to their dark blue fur which gives them an ample beard and a wild coiffure, their heads seem even larger. Aside from this unruly mane, an agloolik's glacial-blue skin is smooth and hairless. Their face is fey-like with small noses, wide mouths, large eyes and long, pointed ears. Their eyes, which are often hidden behind a perpetual squint, are deep black orbs. A stubby, fish-like tail and webbed feet allow the aglooliks to be competent swimmers. While both genders have their iconic beards, only the males grow mustaches to match. They typically mate only once in their life but have litters of up to six children at a time.

All aglooliks strive to understand their world in a clear and logical manner. They are champions of the scientific method, cataloguing data and innovation. Some use this knack to create spectacular contraptions that many believe work like magic but are immune to the effects of arcane suppression. Other races have nicknamed agloolik inventions "aglootech," and will often pay very well for such items. If an agloolik is not a creator then he is referred to as a kul, a name that has become synonymous with demolisher. A kul has a knack for finding weakness in a system and exploiting it. When they do build things, it is usually something explosive.

### AGLOOLIK CHARACTERS

Aglooliks are defined by their class levels – they do not possess racial Hit Dice. All aglooliks have the following traits.

**+ 2 Dexterity, +2 Intelligence, -2 Constitution:** Aglooliks are nimble and extremely smart, though they have fragile limb and frames.

**Racial Buoyancy:** -15<sup>A</sup>, **Depth Tolerance:** 600 feet

**Feykith:** Aglooliks have the feykith subtype.

**Small:** Aglooliks are Small creatures.

**Fast Swim Speed:** Aglooliks have a base swim speed of 30 feet.

**Dodge Disasters:** See Special Abilities above.

**Mechanical Mastermind:** See Special Abilities above.

**Weapon Familiarity:** See Special Abilities above.

**Languages:** Aglooliks with high Intelligence scores can learn any language spoken by common races of the region that they live in.





## Akhlut, Fiskheim

*The 20-foot long beast stalking the snowy waters ahead seems to be a nightmarish blend of winter wolf and killer whale.*

*Regardless of the half it favors, you know you are dealing with a savage and merciless predator.*

### FISKHEIM AKHLUT

CR 7



XP 3,200

N Huge animal (amphibious)

**Init** +1; **Senses** low-light vision, scent, snow vision; **Perception** +11

**Racial Buoyancy** -375; **Depth Tolerance**: 2,000 feet

### DEFENSE

**AC** 21, touch 9, flat-footed 20 (+1 Dex, +12 natural, -2 size)

**hp** 85 (10d8+40)

**Fort** +11, **Ref** +8, **Will** +7

### OFFENSE

**Speed** 40 ft., swim 60 ft.

**Melee** bite +14 (2d8+12 plus grab)

**Space** 15 ft.; **Reach** 10 ft.

**Special Attacks** savage bite, swallow whole (2d8+12 bludgeoning damage, AC 16, 8 hp)

### STATISTICS

**Str** 27, **Dex** 13, **Con** 19, **Int** 2, **Wis** 14, **Cha** 6

**Base Atk** +7; **CMB** +17; **CMD** 28 (32 vs. trip)

**Feats** Iron Will, Lunge, Skill Focus (Perception), Skill Focus (Stealth), Weapon Focus (bite)

**Skills** Acrobatics +7, Climb +12, Perception +11, Stealth +6 (+10 in rocks or undergrowth); **Racial**

**Modifiers** +4 Stealth

**SQ** hold breath

### ECOLOGY

**Environment** cold oceans

**Organization** solitary, pair, or pack (3–12)

**Treasure** none

### SPECIAL ABILITIES

**Savage Bite (Ex)** An akhlut's bite threatens a critical hit on a roll of 18–20.

**Snow Vision (Ex)** An akhlut can see perfectly well in snowy conditions and does not take any penalties on Perception checks while in snowy weather.

Although Fiskheim akhluts, also known as whale bears, appear similar to standard akhluts (PATHFINDER BESTIARY 3), they are non-magical and likely not related, having evolved on entirely different poles. Regardless, there are many similarities, including a wolf-like body, the uncanny ability to see through blizzards and an extremely savage bite. When the two do interact, the weaker Fiskheim akhlut inevitably becomes submissive to its magical look-alike and may even fight on its behalf.

In Fiskheim, the ice elves were the first to domesticate these beasts and they are often used as mounts and war-beasts. Unfortunately, their propensity for occasionally turning on and devouring their masters could never entirely be bred out from their stock. Many consider this trait to be worth the risk, regardless.

When the crystal mirrors linked the two realms, many thanors traded their giant polar bear mounts for these fierce animals, importing a substantial population to Feldorheim. Now, roving packs of Fiskheim akhlut are quite common in Feldorheim and even outnumber the indigenous akhlut. The thanor are slightly more successful at akhlut domestication, perhaps because it is impossible for a Fiskheim akhlut to swallow an adult thanor whole.



# Algoid, Viridian



A floating bulk of seaweed, algae, and sea moss unfolds into a vaguely ape-like form. It drips with slime, muck, and squirming sea vermin and smells of foul sargassum. Pale green balls of jelly reveal its sinister eyes.

**VIRIDIAN ALGOID**

**CR 6**



**XP 2,400**

**N** Large plant (aquatic)

**Init** +0; **Senses** darkvision 60 ft., low-light vision; Perception +12

**Racial Buoyancy** 550; **Depth Tolerance**: 600 feet

## DEFENSE

**AC** 19, touch 9, flat-footed 19(-1 Size, +10 natural)

**hp** 67 (9d8+27)

**Fort** +9, **Ref** +5, **Will** +5

**DR** 10/magic

## OFFENSE

**Speed** 10 ft., swim 30 ft.

**Melee** 2 claws +11 (2d6+5 plus grab)

**Space** 10 ft. **Reach** 10 ft.

**Special Attacks** constrict (2d6+7)

## STATISTICS

**Str** 21, **Dex** 10, **Con** 17, **Int** 7, **Wis** 10, **Cha** 9

**Base Atk** +6; **CMB** +12(+16 grapple), **CMD** 22

**Feats** Cleave, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (claw)

**Skills** Perception +12, Stealth +11 (+19 in swamps or forests); **Racial Modifiers** +4 Perception, +4 Stealth (+12 in swamps or kelp forests)

**Languages** Common, Aquan (cannot speak)

**SQ** resistance piercing and slashing weapons, vulnerability blunt weapons

## ECOLOGY

**Environment** temperate kelp forest or swamp

**Organization** solitary

**Treasure** standard

## SPECIAL ABILITIES

### Resistance to Piercing and Slashing

**Weapons (Ex)** Slashing and piercing weapons only deal half damage to algoids. Apply this effect before damage reduction.

### Vulnerability to Blunt Weapons (Ex)

Algoids take normal damage from blunt weapons. Blunt weapons ignore an algoid's damage reduction.

Aquatic cousins to the shambling mound, they have much in common. If one were to view an algoid and a shambler side by side, the differences would become obvious. First, the algoid's bulk is made up of translucent slimy algae instead of gnarled vegetation. This gives the creature an almost ooze-like appearance and consistency. Consequentially, the algoid has an internal structure much like the skeleton of a vertebrate, made up of woody sea weed and plates of chitinous material. The latter also comprises the algoid's distinctive claws, which are absent on its more terrestrial cousin.

Regardless of their differences, they behave in much the same way, drawing nutrients from their surroundings and enveloping and devouring live prey, especially sea elves. Like shamblers, they can lie in wait for days, often curling into a ball and drifting along the water's surface. There they are easily mistaken for a large tangle of seaweed or even a sargassum mat. They attack any creature of Small size or larger without provocation, ignoring other creatures entirely. Tiny and diminutive native wildlife will even inhabit the algoid's body, unaware of its true nature and adding to its disguise.

The similarities between the shambler and the algoid have led to an advantageous superstition. Many monster hunters falsely believe that the algoid is immune or even benefits from electricity. In reality, the algoid relies on its natural form for the bulk of its defenses, and has no special connection with electrical attacks at all.





# Amphian

A colorful and beautiful merfolk swims near. Her flowing red hair matches her scales, both reminiscent of the indigenous clownfish that dance amidst the anemones.

AMPHIAN

CR 6





XP 2,400  
Female amphian psion 7 (nomad)  
CN Medium humanoid (aquatic, merfolk, psionic)  
Init +3; Senses Perception +11  
**Racial Buoyancy** -60<sup>A</sup>; **Depth Tolerance**: 300 feet

## DEFENSE

AC 14, touch 14, flat-footed 10 (+3 Dex, +1 dodge)  
hp 34 (7d6 + 7)  
Fort +3, Ref +5, Will +6  
**Defensive Abilities** venom resistance  
**Weaknesses** seawalker

## OFFENSE

**Speed** swim 30 ft.  
**Melee** mwk dagger +2 (1d4-2/19-20)  
**Psi-Like Abilities** (CL 7, Concentration +11)  
At will— *burst*, *jellyfloat*  
**Powers Known** (CL 7, 65 PP, Concentration +11)  
2nd— *Infllict pain* (DC 14), *compelling voice* (DC 14)  
1st— *Disable* (DC 13), *empathy*, *mind thrust* (DC 13), *empathic connection*, *telepathic projection* (DC 13)  
0th— *Conceal thoughts*, *telepathic lash* (DC 12)

## STATISTICS

Str 6, Dex 16, Con 12, Int 18, Wis 13, Cha 12  
Base Atk +3; CMB +1; CMD 14  
**Feats** Dodge, Enlarge Power, Psionic Endowment, Psionic Meditation, Psionic Talent (2)<sup>B</sup>  
**Skills** Acrobatics +6, Autohypnosis +8, Knowledge (arcana) +14, Knowledge (psionics) +14, Perception +11, Spellcraft +14, Use Magic Device +8  
**Languages** Common, Delatari, Halbok, Lok'tar, and Nixish  
**SQ** Gills, nomad's step (40 feet), psionically attuned, seawalker, wild psionic aptitude

## ECOLOGY

**Environment** open sea  
**Organization** solitary, pair, or troupe (3–5)  
**Treasure** NPC gear (masterwork dagger, headband of vast intelligence +2)

## SPECIAL ABILITIES

**Gills**: Merfolk can breathe underwater indefinitely through gills in their neck and sides.  
**Seawalker**: Merfolk were never meant to move on land. They do so at a movement rate of 5 feet.  
**Psionically Attuned**: Amphians must take the Wild Talent feat as the bonus feat for being a merfolk. If they take a level in a psionic class, they instead gain the Psionic Talent feat.  
**Venom Resistance**: Amphians are immune to the venom of naturally occurring and giant varieties of poisonous sea organisms. In addition, they also receive a +2 racial bonus on saving throws against any other form of poison.  
**Wild Psionic Aptitude**: If an amphian with the favored class of wilder takes a level in that class, she may opt to gain an extra power point instead of a skill point or hit point.

The amphians are a race of charismatic nomads. Regarded by other races as scoundrels, thieves, tricksters, and wastrels for centuries, amphians have developed a unique and close-knit culture. Their knack for psionic power has done nothing for fostering trust among the common folk who already regard psionics with a high measure of suspicion. Consequently, superstition has become the hallmark of the amphian, both from how they are perceived and within their own society. Like clownfish, the amphians share a special kinship with giant sea anemones often making their homes in these beautiful but deathly toxic creatures.

Aside from their jesterly markings and colorful orange and white striped lower halves, the amphians also vary quite remarkably among gender and share an astonishing biological difference from other merfolk. All amphians begin their lives as males. At around age 40, the “change” occurs. The male amphian begins to sprout bright red-orange hair on his head, and over the course of one-year’s time grows another 2 or 3 feet in length. At the culmination of the change (12-16 months after onset), the amphian becomes fully female and lives out the rest of her life as this new gender.

## AMPHIAN CHARACTERS

Amphians are defined by their class levels – they do not possess racial Hit Dice. All amphians have the following traits.

**+2 Charisma, +2 Dexterity, -2 Strength**: Amphians are as charming as they are nimble, though seldom possess great physical strength.

**Racial Buoyancy**: -15<sup>A</sup> (males), -60<sup>A</sup> (females) **Depth Tolerance**: 300 feet

**Merfolk**: Amphians have the merfolk subtype.

**Small or Medium**: Amphians are Small-sized if male, and Medium-sized if female.

**Fast/Normal Swim Speed**: Amphians have a swim speed of 30-feet regardless of their base size.

**Psionically Attuned**: See Special Abilities above.

**Wild Psionic Aptitude**: See Special Abilities above.

**Venom Resistance**: See Special Abilities above.



## Amsinganoi

*This strange creature has six crablike legs, and a heavily armored eel-like body. Four arms support powerful looking hands. Its face is cold, and devoid of emotion.*

### AMSINGANOI

CR 7



XP 3,200

LN Medium aberration (aquatic)

**Init** 6; **Senses** darkvision 60 ft.; Perception +21

**Racial Buoyancy** -190; **Depth Tolerance**: 5,000 feet

### DEFENSE

**AC** 21; touch 13, flat-footed 18 (+2 Dex, +1 dodge, +8 natural)

**hp** 82 (15d8+15)

**Fort** +6, **Ref** +7, **Will** +12

### OFFENSE

**Speed** 40 ft., swim 20 ft.

**Melee** 4 **sun wheels** +9 (1d4+2/x3), or 4 claws+13 (1d4+2)

**Special Abilities** double spells, spells

**Spells Known** (CL 10, concentration +14)

5<sup>th</sup> (3/day)-*baleful polymorph* (DC 19)

4<sup>th</sup> (6/day)-*stoneskin*, *summon sea monster IV*

3<sup>rd</sup> (7/day)-*force punch\** (DC 17), *dispel magic*, *mageboil* (DC 17)

2<sup>nd</sup> (7/day)-*detect thoughts*, *ghoul touch* (DC 16), *resist energy*, *unshakable chill\** (DC 16)

1<sup>st</sup> (7/day)-*bungle\** (DC 15), *mage armor*, *magic missile*, *ray of enfeeblement* (DC 15), *shield*

0-*acid splash*, *dancing lights*, *daze* (DC 14),

*detect magic*, *ghost sound*, *ice-water jet*, *read magic*, *touch of fatigue* (DC 14)

\* ULTIMATE MAGIC

### STATISTICS

**Str** 14, **Dex** 15, **Con** 13, **Int** 18, **Wis** 16, **Cha** 19

**Base Atk** +11; **CMB** 13 (+18 grapple); **CMD** 25 (+29 vs. trip)

**Feats** Combat Casting, Dodge, Empower Spell, Greater Spell Penetration, Improved Counterspell, Improved Initiative, Multi-Weapon Fighting, Spell Penetration

**Skills** Acrobatics +20, Climb +20, Knowledge (arcana) +22, Perception +21, Sense Motive +18, Spellcraft +22, Stealth +20, Use Magic Device +19

**Languages** Common, Dagonite, Delatari, Halbok, Lok'tar

**SQ** teamwork

### ECOLOGY

**Environment** any ocean

**Organization** solitary, pair, unit (4-12)

**Treasure** standard

### SPECIAL ABILITIES

**Double Spells (Ex):** Amsinganoi have a unique mental and metaphysical anatomy that allows them to cast two spells as a full round action.

**Spells:** Amsinganoi cast spells as a 10th-level sorcerer.

**Teamwork (Ex):** All amsinganoi have at least one teamwork feat, and can use that feat with any other amsinganoi, regardless of if it possesses the feat.

Amsinganoi are powerful arcane spellcasters that wander the sea floor. They tend to plunder ancient drylander sites for magic and treasure. They work in tight groups, aiding each other without question. The rare single amsinganoi works as a hired caster for a powerful individual, with little or no true loyalty to their employer.

Amsinganoi in combat simply overwhelm their foes with spell power, avoiding melee as much as possible. Most units work to ensure their various arcane abilities complement each other, with as little crossover as possible. They prefer to rely on summoned creatures over hired help.

Communities entered by a unit of amsinganoi have a mixed blessing; the creatures will take on tasks for pay or trade willingly, yet they are coldly logical in their dealings, and will allow no interference in whatever task drew them to the area. A town attempting to defend a local ruin from being plundered will be razed, regardless of any previous dealings with the amsinganoi.





# Anumus, Amphibian

*This fierce swampland defender appears to be the average fighter from the neck down. However its bulbous, toad-like head and saucer eyes mark this ranger as something special.*

## AMPHIBIAN ANUMUS

CR ½



### XP 200

Male anumus ranger 1

N Medium humanoid (amphibious)

Init +2; Senses Perception +8

**Racial Buoyancy** -50<sup>B</sup>; **Depth Tolerance**: 300 feet

### DEFENSE

AC 14, touch 12, flat-footed 12 (+2 armor, +1 Dex, +1 dodge)

hp 11 (1d10+1)

Fort +3, Ref +4, Will +2

Resist acid 5

### OFFENSE

Speed 30 ft., Swim 30 ft.

Melee longsword +4 (1d8+4/19-20)

Ranged composite longbow +3 (1d8/×3)

**Special Attacks** Favored Enemy(Ex) Humanoids (Reptilian) +2 bonus

### STATISTICS

Str 17, Dex 14, Con 12, Int 10, Wis 15, Cha 6

Base Atk +1; CMB +4, CMD 17

Feats Dodge

Skills Acrobatics +7, Climb +7, Heal +6, Perception +8, Ride +6, Survival +6; **Racial Modifiers** +2 Perception, +4 Acrobatics

Languages Common, Aquan

SQ bestial fortitude, hold breath, track

### ECOLOGY

**Environment** temperate swamp

**Organization** solitary, pair, or knot (4-6)

**Treasure** NPC gear (leather armor, longsword, longbow, quiver of 20 arrows, other treasure)

### SPECIAL ABILITIES

**Bestial Fortitude (Ex)** Amphibian anumi gain a +2 bonus on saving throws versus disease and poison.

**Hold Breath (Ex)** An amphibian anumus can hold its breath for a number of rounds equal to four times its Constitution score before it risks drowning.

Anumi, from the neck down are identical to very fit Medium-size humans. Their skin tone varies from olive to dark brown and is both flawless and hairless. Gender cues are exaggerated; females have perfect hourglass forms and males feature bulging biceps and rippling abdominals. From the neck up they are entirely bestial and extremely varied. While proportionate to a human head, the animal head can be that of just about any imaginable natural animal that someone might have considered a beloved pet or companion.

Despite their attractive (from the neck down), and fully-sexed forms, anumi are completely sterile. They cannot have children, and have no way of naturally creating offspring. Instead, they defer toward using a magical vegetable, known as the anumus fruit, to ensure that the species lives on. Long ago, when the gods bore the forms of beasts, the anumus plant was created with the aid of divine magic to transform particularly beloved sentry animals into special temple guardians. After the

Flood, anumus fruit is still cultivated by a few shore-dwelling races. A relation of note is the one between amphibian anumus and the mogogols. While a few amphibian anumus are the result of a beloved toad familiar, most originated as the prized pets of the mogogol race. The bond between their two races is undeniable.

## AMPHIBIAN ANUMUS CHARACTERS

Anumi are defined by their class levels – they do not possess racial Hit Dice. All amphibian anumus have the following traits.

**+2 Strength, +2 Wisdom, -2 Charisma:** Amphibian anumus are strong and wise, but not particularly charming.

**Medium:** Anumi are Medium creatures and have no bonuses or penalties due to size.

**Normal Speed:** Amphibian anumus have a base swim and land speed of 30 feet.

**Keen Senses:** Anumi receive a +2 racial bonus on Perception skill checks.

**Acid Resistance:** Amphibian anumus gain resist acid 5.

**Bestial Fortitude:** Amphibian anumus receive a +2 racial bonus on all saving throws against disease and poison.

**Great Athletes:** Amphibian anumus gain a +4 racial bonus to all Acrobatics skill checks.

**Hold Breath:** An amphibian anumus can hold its breath for a number of rounds equal to four times its Constitution score before it risks drowning.

**Languages:** Anumi begin play speaking Common. Anumi with high Intelligence scores can choose any normally available languages they want.



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## Anumus, Reptile

*Never trust a smiling crocodile...especially not one wearing ceremonial garb and brandishing an ornate mace. The bayou just got a little more dangerous.*

REPTILE ANUMUS

CR 1/3



XP 135

Male anumus warrior 1

NE Medium humanoid (amphibious)

Init +1; Senses Perception +5

Racial Buoyancy -50<sup>B</sup>; Depth Tolerance: 100 feet

### DEFENSE

AC 14, touch 11, flat-footed 13 (+3 armor, +1 Dex)

hp 12 (1d10+2)

Fort +4, Ref +1, Will +2

### OFFENSE

Speed 30 ft., Swim 30 ft.

Melee mwk light mace +3 (1d6+3/×2), bite -1 (1d6+1)

Ranged sling +2 (1d4+3/×2)

### STATISTICS

Str 17, Dex 13, Con 14, Int 6, Wis 14, Cha 10

Base Atk +1; CMB +4, CMD 15

Feats Vicious Bite

Skills Perception +5; Racial Modifiers +2 Perception

Languages Common, Draconic

SQ bestial fortitude, ferocious hunger, reptilian mind



## ECOLOGY

**Environment** tropical marshland

**Organization** solitary, or congregation (3-12)

**Treasure** NPC gear (studded leather armor, mwk light mace, sling and 20 sling bullets, other treasure)

## SPECIAL ABILITIES

**Bestial Fortitude (Ex)** Reptile anumi gain a +2 bonus on saving throws versus disease and poison.

**Ferocious Hunger (Ex)** Reptile anumi receive a +1 bonus on attack rolls against Tiny or smaller sized creatures.

**Reptilian Mind (Ex)** If a reptile anumus fails a Will saving throw, he may roll again and take the second result.

Sebek-ka are one of the few races that honor the true purpose of the anumi fruit, the magical progenitor of the anumi race. Unlike other races, they do not use the fruit to gift their beloved pets with new sentience and life. Instead, they use the fruit for what it was intended; to create highly adept temple guardians. Of course, they prefer to create these anumi in the image of their god Sebek, choosing only the fiercest crocodiles as base animals.

Sebek-ka are currently trying to monopolize the trade of anumi fruit, rapidly buying plantations from the mogogols and karkanaks. Most speculate that they do not take kindly to the use of their "sacred fruit" as a means of pet preservation. However, the sebek-ka tend to keep their motives silent. In the meantime, the population of reptile anumi continues to grow.

## REPTILE ANUMUS CHARACTERS

Anumi are defined by their class levels – they do not possess racial Hit Dice. All reptile anumi have the following traits.

**+2 Strength, +2 Wisdom, -2 Intelligence:** Reptile anumi are strong and highly in tune with their surroundings. Unfortunately, they tend to shy away from intellectual endeavors.

**Medium:** Anumi are Medium creatures and have no bonuses or penalties due to size.

**Normal Speed:** Reptile anumi have a base swim and land speed of 30 feet.

**Bestial Fortitude:** Reptile anumi receive a +2 racial bonus on all saving throws against disease and poison.

**Ferocious Hunger:** Reptile anumi receive a +1 bonus on attack rolls against Tiny or smaller sized creatures.

**Keen Senses:** Anumi receive a +2 racial bonus on Perception skill checks.

**Reptilian Mind:** If a reptile anumus fails a Will saving throw, he may roll again and take the second result.

**Languages:** Anumi begin play speaking Common. Anumi with high intelligence scores can choose any normally available languages they want.



## Apsar, Avenging

*This gold-scaled merfolk is well-armed and clad in striking coral armor. An aura of justice and good permeates his presence.*

### AVENGING APSAR

CR 14



XP 38,400

LG Medium outsider (aquatic, extraplanar, good, lawful, merfolk, psionic)

**Init** +8; **Senses** darkvision 60 ft., low-light vision; **Perception** +26

**Racial Buoyancy** -0; **Depth Tolerance**: immune to pressure

#### DEFENSE

**AC** 26, touch 11, flat-footed 25 (+1 Dex, +8 armor, +7 natural; +4 deflection vs. evil)

**hp** 172 (15d10+90)

**Fort** +16, **Ref** +13, **Will** +11; +4 vs. poison, +4 resistance vs. evil

**Defensive Abilities** uncanny dodge; DR 10/evil; **Immune** acid, cold, petrification; **Resist** electricity 10, steam 10; PR 25

#### OFFENSE

**Speed** swim 100 ft.

**Melee** +2 shock trident +26/+21/+16 (1d8+14/×2 plus 1d6 electricity damage) or slam +23 (1d8+12)

**Psi-Like Abilities** (ML 13th)

**At Will**—*adapt body*, *aura sight*, *catapsi* (DC 21), *cleanse body*, *cloud mind* (DC 22), *converse*, *correspond*, *cosmic awareness*, *detect hostile intent*, *detect psionics*, *energy wave* (electricity, DC 23), *metamorphosis*, *planar travel*, *power leech* (DC 20), *ubiquitous vision*

**7/day**—*dispel psionics* (DC 21), *pierce the veils*

**1/day**—*disintegrate* (DC 22), *sustained flight*

#### STATISTICS

**Str** 26, **Dex** 19, **Con** 21, **Int** 18, **Wis** 18, **Cha** 33

**Base Atk** +15; **CMB** +23; **CMD** 37

**Feats** Alertness, Cleave, Great Fortitude, Improved Initiative, Iron Will, Power Attack, Toughness, Weapon Focus (trident)

**Skills** Acrobatics +14, Craft (any one) +22, Diplomacy +24, Disguise +28, Intimidate +24, Knowledge (planes) +22, Knowledge (psionics) +19, Perception +26, Sense Motive +26, Stealth +14

**Languages** Aquan, Celestial, Draconic, Infernal

#### ECOLOGY

**Environment** any good-aligned plane

**Organization** solitary, pair, or squad (3–6)

**Treasure** double (+2 shock trident), masterwork coral armor

#### SPECIAL ABILITIES

**Uncanny Dodge (Ex)** This ability functions identically to the rogue ability. If an apsar gains uncanny dodge from a class level, he instead gains improved uncanny dodge.

Apsar are powerful good aligned merfolk-like entities who dwell in the astral sea. Few ever visit the material plane, except for the avenging apsar. This extra-planar policeman has the specialized task of tracking down psionic criminals who flee to aquatic realms. Most avenging apsars are either in pursuit of a specific felon, or patrolling an area in hopes of locating one. Many will use their *metamorphosis* ability to go undercover; often posing as a common seafolk in order to get close to their mark unnoticed.

Once the suspect is located, the avenging apsar will invariably ask for his unconditional surrender. The wise few who do are wrapped in a masterwork net, drained of their power points, and transported to the astral realm where they are either incarcerated or humanely executed, depending on the severity of their crimes. Those villains that resist are shown no mercy and face the avenging apsar's extensive arsenal. Even if the evil-doer manages to prevail or escape, he will find that other avenging apsars have been notified of his presence and location via the *correspond* ability. If the criminal does manage to slay an avenging apsar, he will undoubtedly face a squad of them in the near future.

Apsar are friendly with all good-aligned aquatic races, and will often work with them to facilitate the capture or elimination of whomever they are searching for. Although there are many different types of apsar, most people in the Cerulean Seas consider the avenging apsar to be the only true-blooded apsar race, often falsely assuming that other apsar variations are seafolk with apsar heritage, also known as apsara.



# Apsara



An exotic gold-scaled merfolk dances before you. Her supernatural grace reveals unearthly heritage.

## APSARA

CR 3



XP 800

Female apsara psion 4 (telepath)

NG Medium outsider (aquatic, merfolk, psionic, native)

Init +2; Senses darkvision 60 ft.; Perception +0

Racial Buoyancy -0; Depth Tolerance: 1000 feet

## DEFENSE

AC 14, touch 14, flat-footed 10 (+2 Dex, +2 dodge)

hp 18(4d6+4)

Fort +1, Ref +3, Will +4

Resist acid 5, cold 5, electricity 5

## OFFENSE

Speed swim 50 ft.

Melee crystal dagger +3 (1d4/19-20)

Psi-Like Abilities (ML 1st)

1/day—Minor metamorphosis

Powers Known (ML 4th, 21PP, concentration +6)

2nd—Inflict pain (DC 14), compelling voice (DC 14)

1st—Disable (DC 13), empathy, mind thrust (DC 13), empathic connection, telepathic projection (DC 13)

0th—Conceal thoughts, telepathic lash (DC 12)

## STATISTICS

Str 10, Dex 14, Con 11, Int 15, Wis 10, Cha 12

Base Atk +2; CMB +2; CMD 13

Feats Dodge, Psionic Dodge, Psionic Body, Persuasive

Skills Autohypnosis +7, Bluff +3, Diplomacy +10,

Intimidate +5, Sense Motive +7, Spellcraft +9

Languages Aquan, Celestial, Draconic

SQ Detect psionics, discipline (telepathy), mental intrusion

## ECOLOGY

Environment any sea

Organization solitary, pair, or team (3–6)

Treasure NPC gear (crystal dagger)

Apsaras are the descendants of apsara (usually avenging apsaras) and seafolk. They retain much of the visage of their extraplanar parent, including golden scales, dark hair, and lack of a nose. However, they also lack the pelvic fins and yellow stripes that are characteristic of full-blooded apsara. While not always lawful or good, they do have an innate tendency towards these alignments. Natural psionic talent also encourages them to take up psionic classes. Apsara heritage can actually hide for generations, with a child suddenly unveiling a cross-dimensional love affair in ages past. The majority of apsaras seem to be female, though males are not unheard of. Most look upon the birth of an apsara as a good omen, especially if it is a male child. A young apsara male is often referred to as a “golden child,” and will likely have great expectations laid upon him.

## APSARA CHARACTERS

Apsaras are defined by their class levels – they do not possess racial Hit Dice. All apsara have the following traits.

**+2 Charisma, +2 Dexterity:** Apsaras are charming and graceful.

**Merfolk:** Apsaras have the merfolk subtype.

**Fast Swim Speed:** Apsaras have a base swim speed of 50 feet.

**Darkvision:** Apsaras can see in the dark up to 60 feet.

**Psi-Like Ability:** Apsaras can use *minor metamorphosis* once per day as a psi-like ability (manifest level equals the apsara’s class level).

**Celestial Resistance:** Apsaras have acid resistance 5, cold resistance 5, and electricity resistance 5.

**Languages:** Apsaras begin play speaking Common and Celestial. Apsaras with high Intelligence scores can choose any language that is also available to seafolk.





# Architeuthian

*This creature is only vaguely humanoid. It hovers in the water, glaring at with you with lidless, intelligent eyes. A pair of long tentacles sit cocked at its shoulder, and eight smaller tentacles twitch and weave in the current. One pair ends in rubbery, human-like hands. Colors and patterns flash across its skin in dizzying displays.*

## ARCHITEUTHIAN

CR 2



XP 800

N Medium monstrous humanoid (aquatic)

**Init** +8; **Senses** low-light vision, Perception +5

**Racial Buoyancy** -2; **Depth Tolerance**: 3,000 feet

### DEFENSE

**AC** 17; touch 14, flat-footed 13 (+4 Dex, +3 natural)

**hp** 17 (2d10+6)

**Fort** +3, **Ref** +7, **Will** +3

**Defensive Abilities** blending, ink cloud

### OFFENSE

**Speed** swim 40 ft., jet 200 ft.

**Melee** 2 tentacles +6 (1d4+4), and 6 arms +4 (1d4+4 plus grab), and trident +4 (1d8+4)

**Space** 5 ft.; **Reach** 5 ft., 15 ft. reach with tentacles

**Special Attacks** constrict (2d4+6), grab

## STATISTICS

**Str** 19, **Dex** 18, **Con** 16, **Int** 9, **Wis** 11, **Cha** 12

**Base Atk** +2; **CMB** +6; **CMD** 20 (can't be tripped)

**Feats** Multiattack

**Skills** Acrobatics +6, Perception +5, Stealth +11

**Languages** Architeuthian

**SQ** tenacious grapple

## ECOLOGY

**Environment** any saltwater

**Organization** solitary, pair, school (8-12)

**Treasure** standard

## SPECIAL ABILITIES

**Blending (Ex)**: Architeuthian's amazing control over the color and texture of their skin grants a +20 racial bonus to Stealth checks. When the architeuthian is moving, the bonus drops to +10.

**Ink Cloud (Ex)**: Once every day, an architeuthian may release a 20 ft. by 20 ft. cloud of ink. This cloud grants total concealment to anything within it, and is mildly irritating to other aquatic creatures, granting a -1 to hit and AC while they are within the cloud and for 1d4 rounds afterwards.

The cloud lasts 6 rounds in still water, but is dispersed rapidly by strong currents.

**Jet (Ex)**: By compressing water through its funnel, an architeuthian may move up to five times its swim speed backwards as a move action. It must move in a straight line, but does not provoke attacks of opportunity while jetting.

**Tenacious Grapple (Ex)**: Architeuthians do not gain the grappled condition if it grapples a foe with its arms or tentacles.

Architeuthians are intelligent undersea nomads that avoid contact with most other sea dwelling races. On rare occasions they will trade food for weapons and other items that they cannot create themselves with tritons or aquatic elves. Architeuthians fear sahuagin greatly, for the sea-devils see them as a delicacy.

Architeuthians "speak" a language made up of color and pattern changes, combined with postures. They often learn to understand Aquan, but lack any means to vocalize themselves.

Architeuthians are capable combatants, and will use their ability to alter their skin color and texture to attack from ambush.

Architeuthians travel shallow waters along ancient hunting routes in small family groups. When two groups meet, they exchange information, trade, and breed. Gravid females will conceal their eggs in a coral cave, or other hidden place and the entire group will defend the eggs to the death.



# Architeuthian, Shaper



*This squid-like creature hovers in the water, gazing at you with lidless, intelligent eyes. A pair of long tentacles sit cocked at its shoulder, and eight smaller tentacles twitch and weave in the current. One pair ends in rubbery, human-like hands. Colors and patterns flash across its skin in dizzying displays. Ectoplasm gathers in its outstretched hand.*

## SHAPER ARCHITEUTHIAN

CR 4



XP 1,200

N Medium monstrous humanoid (aquatic, psionic)

**Init** +4; **Senses** low-light vision, scent; Perception +9

**Racial Buoyancy** -50; **Depth Tolerance**: 3,000 feet

### DEFENSE

**AC** 19; touch 14, flat-footed 15 (+4 Dex, +5 natural)

**hp** 41 (5d10+14)

**Fort** +3, **Ref** +8, **Will** +6

**Defensive Abilities** blending, ink cloud

### OFFENSE

**Speed** swim 40 ft., jet 200 ft.

**Melee** 2 tentacles +8 (1d4+3), and 6 arms +6 (1d4+1 plus grab), and bite +8 (1d4+3), or spear +8 (1d8+3/x3), and 2 tentacles +6 (1d4+1), and 6 arms +6 (1d4+1 plus grab)

**Space** 5 ft.; **Reach** 5 ft., 15 ft. reach with tentacles

**Special Attacks** constrict (2d4+6)

**Psi-Like Abilities** (ML 5, Concentration +8)

5/day-ectoplasmic creation, reconstruction (4d8 hp)

3/day-astral construct (lv 3), ectoplasmic cocoon (DC 16, up to Large creature)

1/day-major ectoplasmic creation

### STATISTICS

**Str** 16, **Dex** 18, **Con** 15, **Int** 17, **Wis** 15, **Cha** 14

**Base Atk** +5; **CMB** +8; **CMD** 22 (can't be tripped)

**Feats** Boost Construct, Multiattack, Psionic Body

**Skills** Autohypnosis +9, Bluff +9, Intimidation +9, Knowledge (psionics) +10, Perception +9, Stealth +11

**Languages** Aquan, Architeuthian, Common (cannot speak)

**SQ** tenacious grapple

### ECOLOGY

**Environment** any saltwater

**Organization** solitary, pair, school (1-2 plus 8-12 architeuthians (see CREEPY CREATURES BESTIARY))

**Treasure** standard

### SPECIAL ABILITIES

**Blending (Ex):** Architeuthian's amazing control over the color and texture of their skin grants them a +20 racial bonus to Stealth checks. When the squid centaur is moving, the bonus drops to +10.

**Ink Cloud (Ex):** Once every day, a shaper architeuthian may release a 20' x 20' cloud of ink mixed with ectoplasm. This cloud grants total concealment to anything within it, and is mildly irritating to other aquatic creatures, granting a -1 to hit and AC while they are within the cloud, and for 1d4 rounds afterward. The shaper may control the size and shape of the cloud, compressing it to

appear as a shadowy image of a Medium or Large creature, or forming it into a rough geometric shape. A DC 15 Perception check will show the image to be false; alternatively the shaper may make a Bluff check when forming the cloud, and use the result as the DC value. The architeuthian may alter the form of its ink cloud as a move action. The cloud lasts 12 rounds in still water, or 6 rounds strong currents.

**Jet (Ex):** By compressing water through its funnel, a architeuthian may move up to five times its swim speed backwards as a move action. It must move in a straight line, but does not provoke attacks of opportunity while jetting.

**Tenacious Grapple (Ex):** Architeuthians do not gain the grappled condition if it grapples a foe with its arms or tentacles.

Shaper architeuthians are philosophers and mystics of their race, supplying them with the tools they need to survive their sometimes harsh travels. While they rarely lead a tribe, they are viewed as valuable members, to be protected at all costs. Killing a shaper is a sure way to incite the wrath of the entire tribe.

Shaper architeuthians are smaller than others of their kind, averaging 5 feet long and weigh 250 pounds. Nearly three quarters of shapers are female. Only one out of every thousand eggs has a chance to become a shaper. As they age, shaper architeuthians gain power and abilities far beyond the typical specimen documented here.

Architeuthians "speak" a language made up of color and pattern changes, combined with postures. They often learn to understand common languages in their home range, but lack any means to vocalize themselves.

Shapers avoid direct combat, using their astral constructs as bodyguards if needed. They would prefer to equip others when conflict arises instead of participating directly.





# Asrai, Thalassic



An attractive sea nymph with serpentine hair swims gracefully before you. Her body shimmers with the silver radiance of sunlight upon a peaceful lake.

## THALASSIC ASRAI

CR 3



XP 800

Female asrai soulknife 3

NG Medium humanoid (aquatic, fey, psionic)

**Init** +2; **Senses** darkvision 60 ft.; Perception +9

**Racial Buoyancy** -0; **Depth Tolerance**: 3,000 feet

### DEFENSE

AC 16, touch 13, flat-footed 13 (+1 armor, +2 shield, +2 Dex, +1 dodge)

hp 36 (4d10 + 10)

**Fort** +3, **Ref** +7, **Will** +7; +2 vs. cold, enchantment

**Defensive Abilities** boneless, cold tolerance, fey, psionic resistance

**Immune**: sleep, **Weaknesses** water reliant

### OFFENSE

**Speed** swim 30 ft.

**Melee** +1 keen mind blade +9 (1d8+4/17-20)

**Space** 5 ft.; **Reach** 5 ft.

**Special Attacks** psychic strike +1d8

### STATISTICS

**Str** 16, **Dex** 14, **Con** 12, **Int** 10, **Wis** 15, **Cha** 8

**Base Atk** +4; **CMB** +8; **CMD** 20

**Feats** Weapon Focus (mind blade), Psionic Talent (2), Dodge, Psionic Body

**Skills** Acrobatics +11, Intimidate +6, Perception +9, Stealth +9

**Languages** Common, Delatari

**SQ** Blade skills (mind shield, rending blades), form mind blade, glungs, icy touch, keen senses, landwalker, naturally psionic, ocean's resolve, plunge mind blade, shape mind blade

### ECOLOGY

**Environment** Open sea

**Organization** solitary, pair, or gang (3-5)

**Treasure** NPC gear (bracers of armor +1, cloak of resistance +1)

### SPECIAL ABILITIES

**Boneless**: Asrai can move in ways other creatures cannot. Asrai gain a +2 racial bonus on Acrobatics and Escape Artist skill checks, and +1 to its Combat Maneuver Bonus and Combat Maneuver Defense.

**Cold Tolerance**: Feykith are well accustomed to the cold waters of the sea. Feykith receive a +2 racial bonus on Fortitude saves versus cold weather, severe cold, or exposure.

**Feykith Resistance**: Feykith have an immunity to sleep spells and effects. In addition, they receive +2 bonus to saving throws against enchantment spells and effects.

**Glungs**: Feykith can breathe both air and water through their mouth and noses, which is then processed through organs known as glungs. For game purposes, these organs function as both gills and lungs.

**Icy Touch**: The touch of an asrai is supernaturally cold. All damage from an asrai's natural attacks is cold damage. This effect is constant, but the asrai can suppress or resume it at will as a free action.

**Keen Senses**: Feykith have exceptional senses. They receive a +2 racial bonus on Perception skill checks.

**Landwalker**: Feykith can move on land at 75% of their swimming movement rate.

**Naturally Psionic**: Asrai gain the Wild Talent feat as a bonus feat, or Psionic Talent if they take levels in a psionic class.

**Ocean's Resolve**: Asrai gain a +2 racial bonus on any check to overcome power resistance.

**Water Reliant**: Asrai can survive out of water for 1 round per 2 points of Constitution. After that, refer to the drowning rules in the Pathfinder Roleplaying Game.

Asrai look much like sea elves and stand around 5 feet tall. Upon first glance, they may even be mistaken for sea elves if it was not for that fact that they are slightly transparent and their hair is composed of long, thick tendrils. They are devoid of pigment, taking on the color of their surroundings. Both males and females seem to be exceptionally beautiful.

Asrai gender is purely superficial, as they do not reproduce by biological means. Instead, they appear through a process known as spontaneous generation, which means that an asrai child will occasionally spontaneously appear in the vicinity of two or more asrai. Thalassic asrai are typically shy and soft-spoken.

## THALASSIC ASRAI CHARACTERS

Asrai are defined by their class levels – they do not possess racial Hit Dice. All asrai have the following traits.

**+2 Dexterity +2 Wisdom, -2 Constitution**: Asrai are quick in wit as well as body, but have delicate forms.

**Racial Buoyancy**: -0, **Depth Tolerance**: 3000 feet

**Feykith**: Asrai have the feykith subtype.

**Medium**: Thalassic asrai are Medium-sized creatures.

**Normal Swim Speed**: Asrai have a base swim speed of 30 feet.

**Ocean's Resolve**: Instead of "feykith magic" granted by the feykith subtype, asrai gain this power (described above).

**Boneless**: See Special Abilities above.

**Naturally Psionic**: See Special Abilities above.

**Psionic Aptitude**: When an asrai takes a level in a favored class, she can choose to gain an additional power point instead of a hit point or skill point.

**Icy Touch**: See Special Abilities above.

**Water Reliant**: See Special Abilities above.

**Languages**: Asrai begin play speaking Common and Delatari.

Asrai with high Intelligence scores can choose any of the following: Aquan, Boggard, Celestial, Draconic, Halbok, Nixish, Lok'tar, Salatari and Sylvan.



# Asterak



A gaunt merfolk with a long eel-like tail and pale blue luminescent skin hovers in front of you. He begins to wave his elongated spindly arms, wriggle his spider-like, webbed fingers, and his glow begins to strengthen.

## ASTERAK

CR 10



XP 9,600

Male asterak wizard 11 (evoker)

CN Medium humanoid (aquatic, merfolk)

Init +2; Senses darkvision 60 ft.; Perception +12

Racial Buoyancy -60°; Depth Tolerance: 10,000 feet

## DEFENSE

AC 13, touch 13, flat-footed 10 (+2 Dex, +1 dodge)

hp 74 (11d6 + 33)

Fort +7, Ref +7, Will +10

Resist electricity 5

Weaknesses pressure sensitive 1,000 feet

## OFFENSE

Speed swim 30 ft.

Melee +1 dagger +4 (1d4 – 2/19-20)

Asterak Spell-Like Abilities (CL 11, Concentration +16)

1/day – *shocking grasp*

Evoker Spell-Like Abilities (CL 11, Concentration +16)

At-Will – *elemental wall* (11 rounds/day)

8/day – *force missile* (1d4 + 5)

Evoker Spells Prepared (CL 11, Concentration +16)

6th – *electrical cascade* (DC 23), *greater dispel magic* (DC 21)

5th – *dismissal* (DC 20), empowered *electrical surge* (DC 20), *interposing hand*, *mass pain strike* (DC 22)

4th – *black tentacles*, *dimension door*, *greater invisibility*, *scathing eels* (DC 21), *wall of steam*

3rd – *dispel magic* (DC 18), *electrical surge* (DC 20), *haste*, *mageboil* (DC 20), *pain strike* (DC 20), *slow* (DC 18)

2nd – *blur*, *boiling gaze* (DC 19), *boiling jet*, *mirror image*, *resist energy*, *see invisibility*

1st – *break* (DC 16), *color spray* (DC 16), *hydraulic push*, *ink*, *mage armor*, *magic missile* (2)

0 (at-will) – *dancing lights*, *detect magic*, *ice-water jet*, *read magic*

Opposition Schools enchantment, necromancy

## STATISTICS

Str 6, Dex 14, Con 15, Int 21, Wis 12, Cha 10

Base Atk +5; CMB +3; CMD 15

Feats Dodge, Empower Spell, Greater Spell

Focus (Evocation), Greater Spell Penetration, Improved Initiative, Scribe Scroll, Silent Spell, Spell Focus (Evocation), Spell Penetration, Toughness

Skills Appraise +19, Knowledge (arcana) +19, Knowledge (geography) +13, Linguistics +14, Perception +12, Spellcraft +19, Stealth +13, Use Magic Device +11

Languages Aquan, Austorian, Common, Dagonite, Draconic, Echinn, Lok'tar, Nixish, Oculite, Photok, Sahu, Salatari

SQ Advanced bioluminescence, arcane bond (amulet)

## ECOLOGY

Environment deep sea

Organization solitary, pair, or gang (3–5)

Treasure NPC gear (+1 dagger, headband of vast intelligence +2, cloak of resistance +2, belt of incredible dexterity +2)

## SPECIAL ABILITIES

**Gills:** Merfolk can breathe underwater indefinitely through gills in their neck and sides.

**Seawalker:** Merfolk were never meant to move on land. They do so at a movement rate of 5 feet.

**Advanced Bioluminescence:** An asterak can control the intensity of his bioluminescent light from no light at all, up to the intensity and functionality of a hooded lantern.

True to their habitat, asteraks appear as otherworldly merfolk. While hairless, their heads feature 6-10 delicate feelers that end in bulblike structures. They have large, dark, emotionless eyes, no nose, and a slit-like, toothless mouth. Their skin is smooth and light-blue in color, with their “feeler bulbs” and fingertips presenting a shocking purple or magenta color. Their entire body is luminescent, shifting intensity in rippling waves that match the individual’s mood and disposition.

Like many deep sea species, asteraks are a highly nomadic race. Most reside in permanent caravans. These convoys often contain a menagerie of deep sea life, including colossal jellyfish, giant eels, and various free-swimming crustaceans. Great groups of asteraks may travel in seemingly erratic routes over thousands of miles, all the while gathering food, supplies, and knowledge. Despite their seemingly peaceful existence, asteraks are indeed a very dangerous race to encounter. Arcane knowledge and supplies are especially sought after, and their approach to acquiring such is often non-negotiable, merciless, and utilitarian.

## ASTERAK CHARACTERS

Asteraks are defined by their class levels – they do not possess racial Hit Dice. All asteraks have the following traits.

**+2 Intelligence, +2 Constitution, -2 Strength:** Asteraks are smart and hardy creatures, but not terribly strong.

**Racial Buoyancy:** -60°, **Depth Tolerance:** 10,000 feet

**Merfolk:** Asteraks have the merfolk subtype.

**Medium:** Asteraks are Medium-sized creatures.

**Normal Swim Speed:** Asteraks have a base swim speed of 30 feet.

**Darkvision:** Asteraks can see in the dark up to 60 feet.

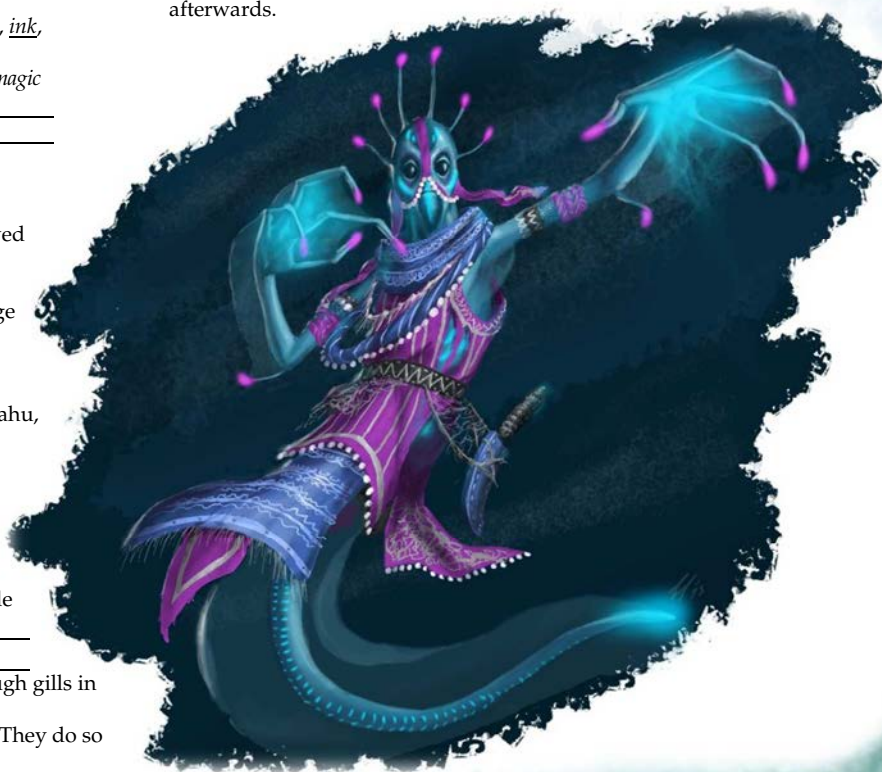
**Spell-Like Ability:** *Shocking grasp* 1/day (caster level equals the asterak’s level).

**Energy Resistance:** Asteraks have electricity resistance 5.

**Advanced Bioluminescence:** See Special Abilities above.

**Pressure Sensitive (1,000 feet):** Asteraks are highly acclimated to extreme depths, and suffer from low pressure.

**Languages:** Unlike other merfolk, asteraks begin play speaking Photok and Dagonite, but gain languages like other merfolk afterwards.





## Barracuda

*This very long, narrow-bodied fish flashes through the water, razor-sharp teeth snapping.*

BARRACUDA	CR1/2	  
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XP 200

N Medium animal (aquatic)

**Init** +2; **Senses** low-light vision, scent; **Perception** +9

**Racial Buoyancy** -25; **Depth Tolerance**: 600 feet

### DEFENSE

**AC** 13, touch 12, flat-footed 11(+2 Dex, +1 natural)

**hp** 11 (2d8+2)

**Fort** +4, **Ref** +5, **Will** +1

### OFFENSE

**Speed** swim 100 ft.

**Melee** bite +3 (1d6+1)

**Special Attack** Sprint

### STATISTICS

**Str** 12, **Dex** 15, **Con** 13, **Int** 1, **Wis** 13, **Cha** 6

**Base Atk** +1; **CMB** +2, **CMD** 14

**Feats** Weapon Finesse

**Skills** Acrobatics +5, **Perception** +9; **Racial Modifiers** +4 Perception

### ECOLOGY

**Environment** any coast or open water

**Organization** solitary, pair, or school (3–6)

**Treasure** none

### SPECIAL ABILITIES

**Sprint (Ex)** A barracuda can move up to three times its normal speed (300 feet) when it makes a charge.

The barracuda is a ray-finned fish known for its large size and fearsome appearance. Its body is long, fairly compressed, and covered with small, smooth scales. Barracudas are elongated fish, pike-like in appearance, with prominent sharp-edged fang-like teeth, much like piranhas. Their teeth are all different sizes and are set in sockets of their large jaws. They have large pointed heads with an under bite in many species. Some species could reach up to 6 feet in length and 1 foot in width.

## Barracuda, Dire

*This barracuda harkens to a strange primordial age of titanic predatory fishes.*

DIRE BARRACUDA	CR 2	  
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XP 600

N Large animal (aquatic)

**Init** +5; **Senses** low-light vision, scent; **Perception** +10

**Racial Buoyancy** -110; **Depth Tolerance**: 1,200 feet

### DEFENSE

**AC** 15, touch 10, flat-footed 14(-1 Size, +5 natural, +1 Dex)

**hp** 22 (4d8+4)

**Fort** +7, **Ref** +5, **Will** +2

### OFFENSE

**Speed** swim 80 ft.

**Melee** bite +5 (1d8+4)

**Space** 10 ft. **Reach** 5 ft.

**Special Attack** Sprint

### STATISTICS

**Str** 17, **Dex** 12, **Con** 13, **Int** 1, **Wis** 12, **Cha** 2

**Base Atk** +3; **CMB** +7, **CMD** 18

**Feats** Great Fortitude, Improved Initiative

**Skills** Acrobatics +6, **Perception** +10; **Racial Modifiers** +4 Perception

### ECOLOGY

**Environment** any open waters

**Organization** solitary, pair, or school (3–6)

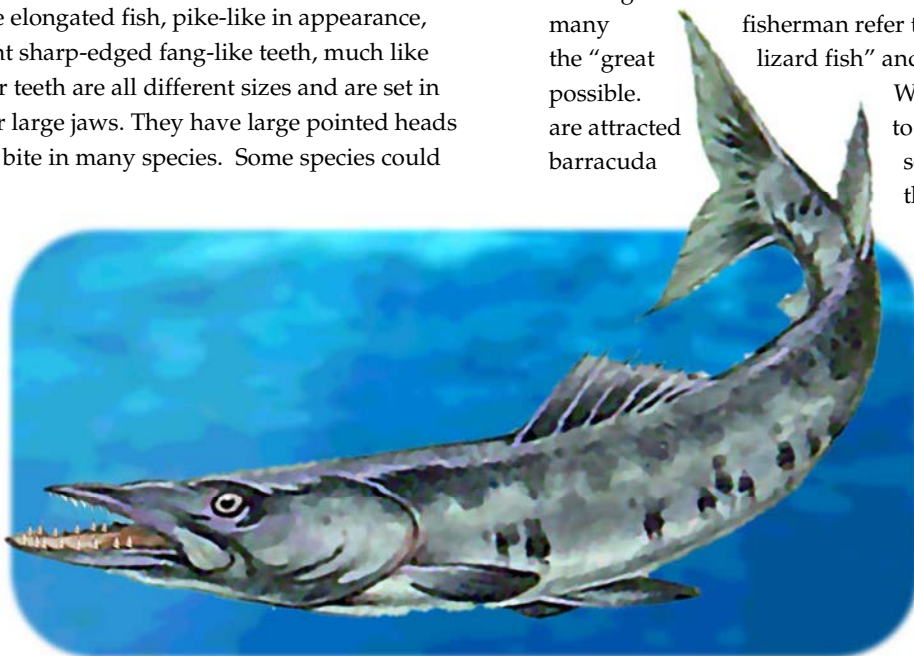
**Treasure** none

### SPECIAL ABILITIES

**Sprint (Ex)** A dire barracuda can move up to three times its normal speed (240 feet) when it makes a charge.

This giant barracuda is covered in thick bony plates which give it an almost lizard like appearance. In fact, many fisherman refer to this creature as the “great lizard fish” and avoid it whenever possible. are attracted barracuda

While all barracuda to shiny objects, the dire seems to be enraged by them. A dire barracuda will always attack the shiniest creature first.



# Beachcomber

Rubbery tentacles in colors of pale blue, sea green, and mauve rise out of the water and begin searching the shoreline. They are as thick as a large man's leg, and scrape hungrily about.

## BEACHCOMBER

CR 6



XP 2,400

N Large aberration

**Init** +0; **Senses** blindsense 40 ft., 60 ft. in water; **Perception** +7

**Racial Buoyancy** -10; **Depth Tolerance**: 300 feet

## DEFENSE

**AC** 15; touch 9, flat-footed 15 (+6 natural, -1 size)

**hp** 44 (8d8+8)

**Fort** +3, **Ref** +4, **Will** +4

**Defensive Abilities** hidden body

**Weaknesses** air vulnerability

## OFFENSE

**Speed** 20 ft.

**Melee** 12 tentacles +8 (1d4+2 plus poison plus grab)

**Space** 10 ft.; **Reach** 40 ft.

**Special Attacks** constrict (1d4+5), engulf, poison

## STATISTICS

**Str** 14, **Dex** 11, **Con** 13, **Int** 1, **Wis** 6, **Cha** 3

**Base Atk** +6; **CMB** +9 (+11 to grapple); **CMD** 19 (+21 to grapple)

**Feats** Alertness, Improved Grapple<sup>B</sup>, Lightning Reflexes, Weapon Focus (tentacle)

**Skills** Acrobatics +7, **Perception** +7

**SQ** toxic ink

## ECOLOGY

**Environment** warm seas

**Organization** solitary

**Treasure** incidental

## SPECIAL ABILITIES

**Air Vulnerability (Ex):** If the body of a beachcomber is exposed to air for any reason, it takes 1 point of Constitution damage a round, until returned to water.

**Engulf (Ex):** Any creature reduced to 0 Dex or Con is drawn into the creature's body on the next round. The victim takes 2d8 points of acid damage a round, and risks drowning.

**Hidden Body (Ex):** A beachcomber almost always remains in 4-6 feet of water, which grants it 50% to total concealment, depending on the clarity of the water, from beings attacking it from the surface. The body of the creature is effectively invisible to creatures out of the water.

**Poison (Ex):** Touch, *save* Fortitude DC 15; *frequency* 1/round for 3 rounds; *effect* 1 Dex and 1 Con damage; *cure* one save. The save DC is Constitution based.

**Toxic Ink (Ex):** If a beachcomber's body receives damage that exceeds 50% of its hp total, it releases a cloud of toxic ink in a 50-foot spread. This raises blisters on the flesh of creatures within the cloud, inflicting 1d4 hp of damage a round. The cloud lasts for 3 rounds in typical shoreline conditions.

Beachcombers are jellyfish-like predators that lie in shallow coastal waters, and use their tentacles to search the shore for anything organic. While the creature's body is quite large, few ever actually glimpse it.

A beachcomber will extend its 12 tentacles whenever it is in need of food, and will wrap them around anything they encounter. The tentacles may be severed on a successful sunder attempt that deals at least 8 hp of damage. Losing a tentacle does no harm to the creature, although it will withdraw if it loses half its tentacles.





## Bear, Nanoqaluk

*As if the form of a polar bear was not a perfect enough predator, this one appears to have a scaly hide and a powerful, fish-like tail. The perfect amalgamation to be sure no one is safe above or below the ice.*

### NANOQALUK BEAR

CR 5



XP 1,600

N Large animal (amphibious)

**Init** +1; **Senses** low-light vision, scent ; Perception +5

**Racial Buoyancy** -175; **Depth Tolerance**: 600 feet

### DEFENSE

**AC** 21, touch 11, flat-footed 19 (+2 Dex, +10 natural, -1 size)

**hp** 47 (5d8+25)

**Fort** +10, **Ref** +7, **Will** +2

### OFFENSE

**Speed** 40 ft., swim 50 ft.

**Melee** 2 claws +11 (1d6+7 plus grab), bite +1 (1d6+7)

**Space** 10 ft.; **Reach** 5 ft.

**Special Attacks** bear hug

### STATISTICS

**Str** 25, **Dex** 17, **Con** 21, **Int** 2, **Wis** 12, **Cha** 6

**Base Atk** +5; **CMB** +13 (+17 grapple); **CMD** 26 (30 vs. trip)

**Feats** Endurance, Run, Skill Focus (Survival)

**Skills** Acrobatics +8, Perception +5, Survival +7

**SQ** hold breath

### ECOLOGY

**Environment** any aquatic

**Organization** solitary, pair, pack (4-12)

**Treasure** standard

### SPECIAL ABILITIES

**Bear Hug** (Ex): A nanoqaluk bear deals +1d6 extra points of damage when it makes a grapple check to damage a creature.

Even before the Great Flood, the common polar bear was in danger of extinction. They were hunted not only by drylanders in the lands of thaw but thanor and selkie in Feldorheim. However, the ice elves could not let such a beautiful predator leave this world, even if its time was over. With much experimentation and several generations, they came up with a stable amphibious hybrid– the nanoqaluk bear.

Today, these animals can be found in both realms. They are a favorite war-beast of the squawks which, besides the ice elves themselves, have had the most success in taming these highly aggressive bears. Many speculate this is because polar bears and squawks evolved in entirely separate lands, never claiming either as a natural predator. Others believe that the squawks remind the nanoqaluk bears of their own fuzzy bear cubs and refuse to attack based on maternal instinct.

In nature, nanoqaluk bears are very similar to normal polar bears. They live a highly solitary life, coming together briefly in the summer, then fiercely competing for mates in the winter. Their heavily armored hides seem to have only heightened their vicious natures. Wild nanoqaluks have a bad reputation for stalking and savagely mauling intelligent creatures who have strayed too far from civilized lands.



## Bear, Piranha

A snarling quadruped beast stares you down. Most of the creature is covered in shimmering plate-like scales, with thick fur showing between the gaps. Its mouth is studded with serrated teeth.

### PIRANHA BEAR

CR 5



XP 1,600

N Large magical beast (amphibious)

**Init** +0; **Senses** Darkvision 60 ft., low light vision, keen scent; **Perception** +6

**Racial Buoyancy** -255; **Depth Tolerance**: 300 feet

### DEFENSE

**AC** 17; touch 9, flat-footed 17 (+8 natural, -1 size)

**hp** 63 (6d10+30)

**Fort** +12, **Ref** +5, **Will** +3

### OFFENSE

**Speed** 30 ft., swim 20 ft.

**Melee** bite +10 (1d8+5 plus bleed), 2 claws +10 (1d6+5 plus grab)

**Special Attacks** bleed 1d6

### STATISTICS

**Str** 20, **Dex** 10, **Con** 21, **Int** 2, **Wis** 13, **Cha** 9

**Base Atk** +6; **CMB** +12 (+17 grapple); **CMD** 22

**Feats** Great Fortitude, Power Attack, Skill Focus (Acrobatics), Improved Grapple<sup>B</sup>

**Skills** Acrobatics +5, Climb +10, Perception +6

**SQ** hold breath

### ECOLOGY

**Environment** oceans and shorelines

**Organization** solitary, pair, school (3-16)

**Treasure** standard

### SPECIAL ABILITIES

**Hold Breath (Ex):** A piranha bear can hold its breath for a number of rounds equal to four times its Constitution score before it risks drowning or suffocating.

Piranha bears are vicious scavengers and predators that live on desolate shorelines. They attack in powerful swarms, their bite leaving massive wounds that bleed profusely. They will also raid any camp they find, attacking those that disturb them.

Piranha bears simply charge in, clawing and biting. They grapple their victims, dragging them down and mauling them. After a school has killed their prey, they squabble amongst themselves, with the largest claiming the choicest meat.

It is believed that piranha bears are a mutation of some drylander creature, perhaps transformed during the Great Flood by powerful wizards or druids to preserve their line. They may be found on nearly any dry land, and are known to swim out to boats, climbing aboard to ravish the crew.

Efforts to domesticate this creature have thus far met with abject failure. Piranha bear cubs, even when isolated from their kind and treated with utmost kindness, will become suddenly vicious towards their keepers by their first birthday. This often leads to tragic circumstances, as they seem peaceful and even cuddly right up to this sudden and unavoidable shift in their personality.





## Bogger

*Brutish and disfigured, this humanoid creature looks like a mutated seafolk. Its skin bristles outwards in jagged edges; the sharpness of these fins only matched by the figure's fangs and dark claws.*

**BOGGER**

**CR 1/3**



**XP 135**

Bogger warrior 1

NE Small humanoid (aquatic, merfolk)

**Init** +2; **Senses** darkvision 60 ft., low-light vision; Perception -1

**Racial Buoyancy** -15; **Depth Tolerance**: 600 feet

### DEFENSE

**AC** 15, touch 13 flat-footed 13 (+2 Dex, +2 armor, +1 size)

**hp** 6 (1d10+1)

**Fort** +3, **Ref** +2, **Will** -1

### OFFENSE

**Speed** 5 ft., swim 60 ft.

**Melee** gaff +4 (1d2), claw -1 (1d3) or 2 claws +4 (1d3)

### STATISTICS

**Str** 10, **Dex** 15, **Con** 13, **Int** 8, **Wis** 9, **Cha** 6

**Base Atk** +1; **CMB** +0 **CMD** 12

**Feats** Weapon Finesse

**Skills** Acrobatics +3, Ride +6, Stealth +6; **Racial Modifiers** +4 Ride

**Languages** Common and Aquan

### ECOLOGY

**Environment** temperate swamps

**Organization** solitary, pair, band (4-20)

**Treasure** NPC gear (gaff, muck armor)

Boggers were once seafolk. However, that connection is distant and, at best, rarely spoken of. Transformed and mutated by their dark devotion to the goddess of suffering, Sarla, boggers are vicious and vile representations of seafolk.

Not only have their bodies twisted to better represent their feral nature, but their minds and outlook have as well. Bogger societies (a loose term at best) are disgusting parodies of civilized politics. Faux courts are ruled by the bogger with the strongest arm. Disputes are not handled civilly, and often result in the weakest bogger being eaten by the strongest. Despite the cruelty of these 'courts,' boggers do affect the titles and procedures they imagine the other races do.

Though physically weaker than most merfolk species, boggers are not to be taken lightly. Years of being bullied and beat back has taught the boggers to rely on stealth, subterfuge, and shock. Boggers as a whole are remarkably sneaky; backstabbing and assassination are considered proper forms of combat to them. In addition to

these underhanded tactics, boggers are also masters of cavalry combat. They seem to have an almost empathic bond with sea cats, their favored mounts.

### BOGGER CHARACTERS

Boggers are defined by their class levels – they do not possess racial Hit Dice. All boggers have the following racial traits.

**+2 Dexterity, +2 Constitution, -2 Strength, -4**

**Charisma:** Boggers are flexible and sturdy; however, their deformations have left them diminutive and grotesquely feral-looking.

**Small:** Boggers are Small creatures. They gain a +1 size bonus to AC and attack rolls, a -1 penalty to CMB and CMD, and a +4 size bonus on Stealth checks.

**Aquatic:** Boggers are aquatic and can breathe water. Their land speed is only 5 feet, but their swim speed is 60 feet. They are amphibious but dislike spending time above water.

**Vision:** Boggers' eyesight is well-adapted for life beneath murky waters. They possess low-light vision and have darkvision out to 60 feet.

**Claws:** Boggers have a natural claw attack.

**Sea Riders:** Boggers receive a +4 racial bonus on Ride checks.

**Languages:** Boggers begin play with Common and Aquan. For bonus languages they can choose from any of the common undersea tongues.



## Brother of Frost

A bluish-white scaled lizardfolk charges into battle. Despite his form, he seems strangely at home in this frozen climate.

### BROTHER OF FROST

CR 1/2



#### XP 200

Brother of frost sorcerer 1

N Medium outsider (air, aquatic, native, water)

**Init** +3; **Senses** darkvision 60 ft.; Perception -2

**Racial Buoyancy** 90; **Depth Tolerance**: 3,000 feet

#### DEFENSE

**AC** 13, touch 12, flat-footed 11 (+2 Dex, +1 shield)

**hp** 8 (1d6+2)

**Fort** +2, **Ref** +2, **Will** +0

**Resist** cold 5

**Weaknesses** vulnerability to steam

#### OFFENSE

**Speed** 30 ft., swim 30 ft.

**Melee** trident -1 (1d8), bite -3 (1d4 cold) or bite -1 (1d4+1 cold)

**Bloodline Spell-Like Abilities** (CL 1<sup>st</sup>; concentration +4)

6/day—elemental ray (1d6 cold)

**Brother of frost Spell-Like Abilities** (CL 1<sup>st</sup>; concentration +4)

1/day—*frostbite* (DC 15, ULTIMATE MAGIC)

**Sorcerer Spells Known** (CL 1<sup>st</sup>; concentration +4)

1<sup>st</sup> (4/day)—*frost* (DC 15), mage armor

0 (at will)—*detect magic*, *ice-water jet* (DC 14),

*flare* (DC 14), *prestidigitation*

**Bloodline** elemental (water)

#### STATISTICS

**Str** 10, **Dex** 14, **Con** 14, **Int** 13, **Wis** 6, **Cha** 17

**Base Atk** +0; **CMB** +0; **CMD** 13

**Feats** Eschew Materials<sup>B</sup>, Martial

Weapon Proficiency (trident)

**Skills** Bluff +7, Knowledge (arcana) +5, Spellcraft +5

**Languages** Common, Draconic, Glacian

**SQ** bloodline arcana, cold affinity

#### ECOLOGY

**Environment** any cold ocean

**Organization** solitary, pair, or gang (3-5)

**Treasure** NPC gear (trident, light shield, other treasure)

#### SPECIAL ABILITIES

**Cold Affinity (Ex)** Brother of frost sorcerers with the elemental (water) bloodline treat their Charisma score as 2 points higher for all sorcerer spells and class abilities. Brother of frost spellcasters with the Water domain use their domain powers and spells at +1 caster level.

Many from warmer climes will mistake a brother of frost for some sort of polar subspecies of lizardfolk but this could not be further from the truth. In fact, brothers of frost are one of the few races left after the flood that can boast human heritage. Long ago, a strange human cult used arcane magic to mingle their blood with that of a rare creature from the para-elemental plane of Ice (at the border of the planes of Air and Water) known as a frost salamander. While frost salamanders seem to have gone extinct, the brothers of frost remain.

This bizarre heritage yields biology unlike any other creature in the realm. They can sustain themselves simply by eating ice, though they enjoy frozen meat as well. Brothers of frost are extremely uncomfortable in warm temperatures and will clamor towards the most frigid environs. They seem dual natured; remarkably gallant one moment and then cruel and vicious the next.

### BROTHER OF FROST CHARACTERS

Brothers of frost are defined by their class levels – they do not possess racial Hit Dice. All brothers of frost have the following traits.

**+2 Constitution, +2 Charisma, -2 Wisdom:** Brothers of frost often have forceful personalities and hardy bodies but can also be easily distracted or angered.

**Darkvision:** Brothers of frost can see in the dark up to 60 feet.

**Spell-Like Ability:** *Frostbite* 1/day (caster level equals the brother of frost's total Hit Dice).

**Cold Affinity:** See above.

**Energy Resistance:**

Brothers of frost have cold resistance 5.

**Energy**

**Vulnerability:**

Brothers of frost have vulnerability to steam.

**Supernatural**

**Weapon:** A brother of frost has a bite attack that deals 1d4 cold damage (instead of normal bite damage).

**Languages:**

Brothers of frost begin play speaking Common and Glacian. Brothers of frost with high Intelligence scores can choose any of the following bonus languages: Abyssal, Aquan, Auran, Ceti, Draconic, Ignan, Lok'tar, Pinnipar and Terran.





## Bubbler

A thick barrel-shaped beast travels the sea bed on two powerful limbs, its bulk supported by the water. Thick fins cover the creature's rear half, allowing it to turn and pivot with more grace than its bulk would normally allow. Its mouth is disconcertingly wide, and a stream of bubbles flows rapidly from tube-like organs along its back.

**BUBBLER**

**CR 9**



**XP 6,400**

**N** Huge magical beast (aquatic)

**Init** +3; **Senses** Darkvision 60 ft., low light vision; Perception +10

**Racial Buoyancy** -400<sup>A</sup>; **Depth Tolerance** 750 feet

### DEFENSE

**AC** 21; touch 7, flat-footed 21 (-1 Dex, +14 natural, -2 size)

**hp** 126 (12d10+66)

**Fort** +13, **Ref** +7, **Will** +5

### OFFENSE

**Speed** swim 30 ft.

**Melee** bite +18 (2d6+8), 2 claws +18 (1d6+8 plus grab), 2 slaps +13 (2d4+4)

**Special Attacks** bubbles, suction

### STATISTICS

**Str** 26, **Dex** 8, **Con** 21, **Int** 5, **Wis** 13, **Cha** 9

**Base Atk** +12; **CMB** +22 (+26 grapple); **CMD** 31

**Feats** Great Fortitude, Greater Grapple, Improved

Grapple, Improved Initiative, Improved Overrun,

Improved Unarmed Strike<sup>B</sup>, Power Attack

**Skills** Acrobatics +8, Perception +10

### ECOLOGY

**Environment** warm seas

**Organization** solitary, pair, herd (4-12)

**Treasure** incidental

### SPECIAL ABILITIES

**Bubbles (Ex):** A bubbler may create a field of bubbles 25 foot across that travel at a rate of 100 feet per round to the surface. Any creatures caught within the field must make a DC 25 Acrobatics skill check or begin to sink 25 feet per round. A successful check stops the target from sinking, and any further successful checks allow the creature to swim out of the field. A ship of equal size or smaller crossing the field requires a DC 25 Profession: sailor check to prevent the craft from floundering. Additional bubblers increase the field's size by half per bubbler. Creating a bubble field is a free action, as is ending one.

**Suction (Ex):** A bubbler that makes a successful grapple check against a target at least one size smaller than itself pulls it to its mouth and begins to suck the flesh from its bones. The intense suction deals damage equal to double the creature's bite damage, with no Strength bonus each round the grapple is maintained. The bubbler is incapable of making claw attacks while using its suction ability.

Bubblers are blubbery reptilian creatures that tend to congregate in shallow coastal waters. Their social structure resembles that of hippopotami, with a powerful bull controlling a herd of females. They aggressively defend their territory, feeding on trespassers that fail to flee in time.

Bubblers spend several hours each day dozing on the sea floor while creating a bubble field above them. They devour whatever sinks down within reach. When defending their feeding grounds they maul foes with their massive bites, and slap with their powerful fins. Their thick lips allow them to create a powerful vacuum that they use to suck in small prey, or to separate the flesh from the bones of larger prey.

Bubblers are a hazard to any surface level shipping, creating areas where ships simply fall to the ocean floor. Adventurers and thieves haunt these areas, plundering the wrecks of whatever valuables they contain, while attempting to avoid the wrath of the territorial creatures. In some areas that have been long haunted by bubblers, ancient ships form artificial reefs, supporting rich sea life.



## Bulanakula

*Swimming from the depths, this creature appears to have a shark's body, and you see a mouth full of gleaming teeth. However its body is covered in a thick carapace, and two massive pinchers snap viciously as it cruises in your direction.*

### BULANAKULA

CR 11



XP 12,800

NE Huge magical beast (aquatic)

**Init** +0; **Senses** Darkvision 60 ft., low light vision; Perception +9

**Racial Buoyancy** -370; **Depth Tolerance**: 5,000 feet

### DEFENSE

**AC** 28; touch 8, flat-footed 28 (+20 natural, -2 size)

**hp** 155 (10d10+100)

**Fort** +17, **Ref** +7, **Will** +6

### OFFENSE

**Speed** swim 50 ft.

**Melee** bite +17 (2d6+9 plus bleed), 2 claws +16 (1d8+9 plus grab), or slam +16 (2d4+9 plus stun)

**Special Attacks** bleed (1d6), constrict (1d8+9), stun, swallow whole (1d10 acid, AC 20, 15 hp)

### STATISTICS

**Str** 28, **Dex** 10, **Con** 30, **Int** 3, **Wis** 17, **Cha** 11

**Base Atk** +10; **CMB** +21; **CMD** 31

**Feats** Cleave, Critical Focus, Great Cleave, Power Attack, Weapon Focus (bite)

**Skills** Acrobatics +10, Perception +9

**Language** Sahuagin

### ECOLOGY

**Environment** any ocean

**Organization** solitary, pair, swarm (10-30)

**Treasure** incidental

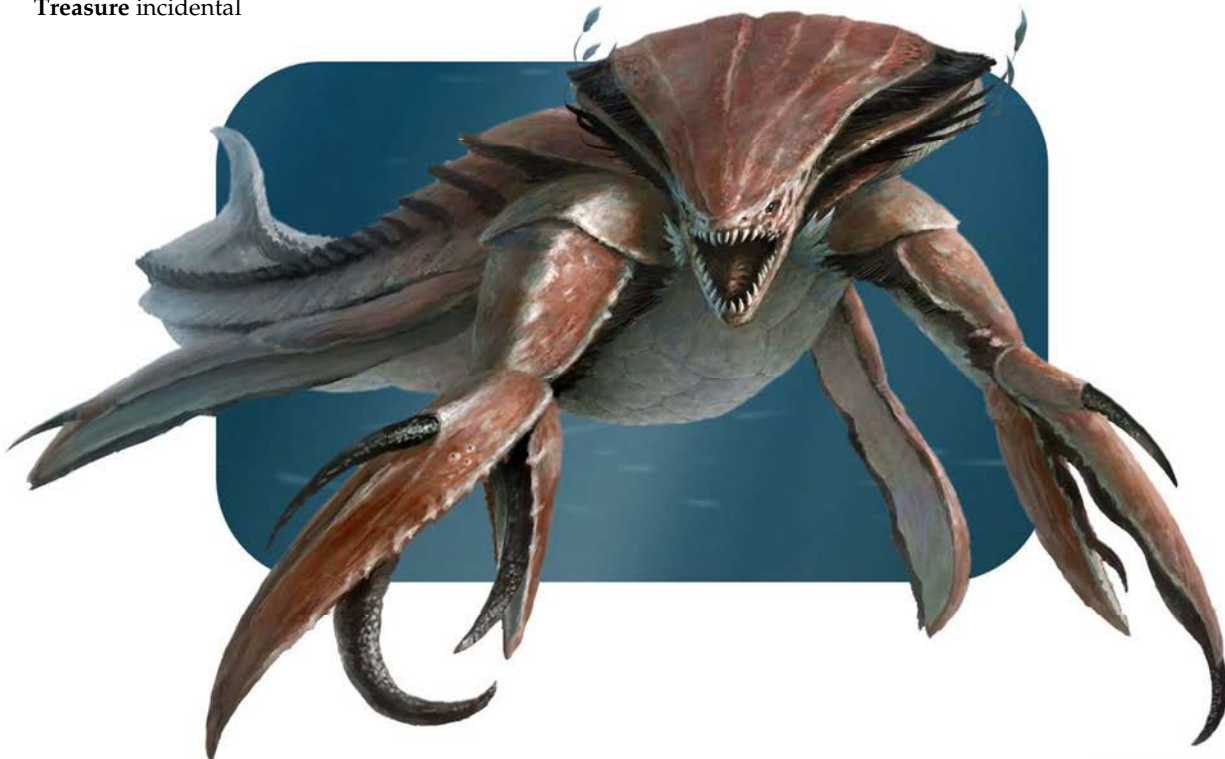
### SPECIAL ABILITIES

**Stun (Ex):** Targets that a bulanakula slams with its head must make a DC 25 Fortitude save or be stunned for 1d3 rounds.

Bulanakulas first appeared at the height of the Bloody War, as sahuagin beasts of war. Heavily armored, savage, and bloodthirsty, they were willing participants. They made for effective shock troops, and were among the carchardians first and most deadly foes in their bid for freedom. The survivors went feral when the sahuagins were defeated, prowling the sea as alpha predators.

Bulanakulas tend to charge the weakest looking foe first, battering it with its armored head and swallowing the stunned victim. They like to focus their attacks on a single target at a time, tearing their prey apart with their massive claws and terrible bite. While not all that intelligent, bulanakulas are bright enough to work together against dangerous foes, although each fights for its own glory. They maintain a deep hatred for the carchardians, and will attack them in preference of all others.

Exceptional bulanakulas of higher intelligence sometimes agree to serve as mounts for powerful evil creatures, as long as they are supplied with large numbers of living victims. These intelligent beasts also act as leaders of roving packs of bulanakulas, which search for signs of their fallen masters. If the sahuagin ever make a comeback from near extinction, the bulanakulas will be the first to know and serve.





## Byakko

*A large creature stalks you, barely within visual range. Its broad head bears great yellow eyes and massive fangs. Four webbed feet bear dagger-like claws. It is difficult to focus on the beast, as its flesh is perfectly clear.*

**BYAKKO**

**CR 8**



**XP 4,800**

**N** Large animal (aquatic)

**Init** +11; **Senses** darkvision 100 ft., scent; Perception +9

**Racial Buoyancy** -10; **Depth Tolerance**: 15,000 feet

### DEFENSE

**AC** 20; touch 16, flat-footed 13 (+7 Dex, +4 natural, -1 size)

**hp** 102 (12d8+48)

**Fort** +11, **Ref** +15, **Will** +5

### OFFENSE

**Speed** swim 50 ft.

**Melee** 2 claws+14 (2d4+5 plus grab), bite +13 (1d8+5 plus grab)

**Special Attacks** dazzle, pounce, rake (2 claws +15, 2d4+5)

### STATISTICS

**Str** 20, **Dex** 24, **Con** 17, **Int** 2, **Wis** 12 **Cha** 11

**Base Atk** +9; **CMB** +15; **CMD** 32

**Feats** Improved Initiative, Skill Focus (Perception, Stealth), Stealthy, Toughness, Weapon Focus (claws)

**Skills** Acrobatics +19, Perception +9, Stealth +12

### ECOLOGY

**Environment** deep ocean

**Organization** solitary or pair

**Treasure** standard

### SPECIAL ABILITIES

**Dazzle (Ex)**: Once every 1d4 rounds, a byakko may infuse its transparent body with a blaze of light. Creatures looking at the byakko must make a DC 19 Fortitude save or be dazzled for 1d4 rounds.

Greatly feared predators, byakko hunt the darkest regions of the sea on silent fins. They are nearly fearless, attacking even groups of travelers crossing their domain. They sometimes lurk near the lairs of larger predators, attacking creatures that are distracted by avoiding the greater danger. They are known to shred

nets and fish traps full of fish and gorge until the hunter returns and becomes their next meal.

Like the tigers that lived during the days of dry land, byakko overwhelm their prey with tooth and claw after a lengthy period of stalking. They launch themselves at a victim, slashing with all four limbs until their prey is a bloody mess, then drag it off to a hidden lair to feast. If they are hard pressed, they blaze with light, startling and blinding attackers.

Byakko are as admired for their ferocity as they are feared, and frequently show up as devices on shields and banners. They are also often hunted as a sign of strength and bravery. These hunts are rarely fair, consisting of dozens of terrified commoners working to flush the creature out, and a noble hunter equipped with the best magical weapons they can buy. Byakko are canny foes, despite their animal intelligence, and turn the hunt to their advantage enough times to make it a risky game.



## Capricorn

*This creature is a mix of a great fish and goat. Its fins flutter like banners in the current, and massive curving horns crown its skull. Its golden eyes seem to judge your merit.*

CAPRICORN

CR 4



XP 1,200

NG Large magical beast (aquatic)

**Init** +7; **Senses** Darkvision 60 ft., low light vision, scent; Perception +10

**Aura** *magic circle against evil*

**Racial Buoyancy** -165<sup>B</sup>; **Depth Tolerance**: 5,000 feet

### DEFENSE

**AC** 17; touch 12, flat-footed 14 (+3 Dex, +5 natural, +2 deflection vs. evil, -1 size)

**hp** 51 (5d10+24)

**Fort** +8, **Ref** +7, **Will** +5, +2 resistance vs. evil

**Immune** charm, compulsion, paralyzation

### OFFENSE

**Speed** swim 60 ft.

**Melee** gore +10 (1d8+5 plus stun), 2 hooves +4 (1d6+5)

**Special Attacks** powerful charge (gore 2d8+10 plus stun), stun

**Spell-Like Abilities** (CL 9, Concentration +13)  
constant-*magic circle against evil*, *restoration*  
3/day-cure light wounds, *remove fear*  
1/day-cure moderate wounds, *true strike*

### STATISTICS

**Str** 21, **Dex** 16, **Con** 18, **Int** 11, **Wis** 18, **Cha** 23

**Base Atk** +5; **CMB** +11; **CMD** 24

**Feats** Improved Initiative, Spring Attack<sup>B</sup>,  
Weapon Focus (gore), Toughness

**Skills** Acrobatics +8, Perception +10, Sense  
Motive +8, Stealth +6

**Languages** Common, Nixish

**SQ** magical strike

### ECOLOGY

**Environment** ocean

**Organization** solitary, pair, thunder (3-6)

**Treasure** standard

### SPECIAL ABILITIES

**Magical Strike (Su)**: A capricorn's gore attack is treated as a magic and good weapon for the purposes of damage reduction.

**Stun (Ex)**: A target struck by a capricorn's horns must make a DC 17 Fortitude save or be stunned for 1d2 rounds. If the capricorn successfully makes a powerful charge or critical hit, the DC becomes 22. This is a Strength based check.

Capricorns are potent creatures that are found both defending wild areas of the sea and leading the charge of good aligned armies. They are fierce and warlike, but honorable, rarely serving as partner and steed to paladins and cavaliers. They do not suffer fools lightly, and often treat those that treat them like a beast to a shattering head-butt.

Capricorns are aggressive foes, repeatedly charging foes with their devastating horns. They often target enemies that appear to be leaders, preferring to die valiantly than flee. Only grudgingly will they break off combat, generally to save the lives of the innocent.

Capricorns cannot be paralyzed by any means, as much from pure will power and rage as inherent magic. This trait carries through to their horns, and they are often hunted by treasure seekers. Goodly beings often react with horror and anger to beings that wear such trophies, and will seek to avenge the fallen capricorn.





# Cave Jelly

A strange conglomeration of ooze and mineral in the vague form of a jellyfish passes in and out of the stone walls of the cave.

## CAVE JELLY

Languages Aquan, Terran

Racial Buoyancy 0; Depth Tolerance: immune to pressure

Immune elemental traits

### ECOLOGY

Environment subterranean ocean

Organization solitary, pair, or cluster (3-5)

Treasure variable

### SPECIAL ABILITIES

**Earth Glide (Su):** A cave jelly can pass through dirt, stone, lava, or almost any other sort of earth except metal as easily as a fish swims through water. It's burrowing leaves behind no tunnel or hole, nor does it create any ripple. A move earth spell cast on an area containing a burrowing jelly flings the elemental back 30 feet, stunning the creature for 1 round unless it makes a DC 15 Fortitude save.

Cave jellies come in a variety of mineral types and sizes, though all superficially resemble jellyfish embedded with shards of stone or gems. They originate from the borders of the elemental planes of Earth, Ooze, and Water. Precisely why they choose to haunt certain aquatic caves on the material plane is something of a mystery. Unfortunately, their highly alien intellects only provide unfathomable motives and confusing conversation.

## AMETHYST JELLY

CR 7

XP 3,200

N Medium outsider (aquatic, earth, elemental, native)

Init +5; Senses blindsense 60 ft., detect magic; Perception +11

### DEFENSE

AC 20; touch 11 flat-footed 19 (+1 Dex, +9 natural)

hp 67 (9d10+18)

Fort +5, Ref +7, Will +8

DR 5/magic; vulnerability steam

### OFFENSE

Speed swim 30 ft., burrow 30 ft.

Melee 3 arms +10 (1d6+1 plus grab), and 8 tentacles +6 (1d4 plus poison)

Space 5 ft.; Reach 5 ft., 10 ft. with arms

Special Attacks constrict (1d6+1), poison

Spell-Like Abilities (CL 9, Concentration +13)

constant-detect magic, magic aura

3/day-acid bubble (DC 18), identify

2/day-daze monster (DC 16), electrical surge (DC 17), shatter (DC 16)

1/day-vacuum bubble (DC 20), flesh to stone (DC 20)

### STATISTICS

Str 12, Dex 13, Con 15, Int 9, Wis 14 Cha 18

Base Atk +9; CMB +10; CMD 21

Feats Critical Focus, Improved Initiative, Skill Focus (Knowledge arcana, Use Magic Device), Weapon Focus (tentacles)

Skills Acrobatics +8, Bluff +13, Knowledge (arcana) +12, Perception +11, Sense Motive +12, Stealth +10, Use Magic Device +15

SQ scrying

### ECOLOGY

Treasure standard (gems and magic only)

### SPECIAL ABILITIES

**Poison (Su):** Tentacle-injury; save Fort DC 16; frequency 1/round for 4 rounds; effect 1d3 Dex damage and dispel magic; cure 1 save.

**Scrying (Sp):** This acts as the spell, with a DC of 16. The images appear within the crystals of the jelly's body. It is aware of everything it sees.

**Stunt Magic (Su):** When an amethyst cave jelly is the target of arcane magic, the caster must make a DC 18 + the spell's level Concentration check or the jelly absorbs the spell and heals a number of hit points equal to the spell's level. Any hit points above the jelly's max disappear at a rate of 1 per hour.

Amethyst cave jellies have long arms, writhing tentacles, and long purple crystals shimmering in their sticky flesh. They are the most social cave jellies in regards to other creatures. They typically hide and observe, as they are well aware of their value to hunters, yet possess a burning desire to study and possess magical powers and items. If they determine that explorers are not specifically hunting them they will offer their services in return for knowledge and items.

Amethyst cave jellies prefer to avoid combat, but may lurk behind hordes of limestone jellies, blasting foes with spells in hopes of retrieving magic items from the remains. If pressed they will attack fiercely before hiding in the solid stone walls of their homes.

The body of an amethyst jelly yields several high quality crystals of pure amethyst. These crystals are valued for both their gem quality and for their use in magic workings. The jellies will use *magic aura* in attempts to bargain for their lives, if they must.

## BERYL JELLY

CR 9

XP 6,400

N Small outsider (aquatic, earth, elemental, native)

Init +3; Senses blindsense 60 ft.; Perception +18

### DEFENSE

AC 26; touch 14 flat-footed 23 (+3 Dex, +8 natural, +4 shield, +1 size)

hp 114 (12d10+48)

Fort +8, Ref +11, Will +13

DR 10/magic; SR 20

### OFFENSE

Speed swim 30 ft., burrow 30 ft.

Melee 6 tentacles +13 (1d4 plus poison)

Ranged 3 darts +15 (1d4 plus poison)

Special Attacks poison

Spell-Like Abilities (CL 12, Concentration +16)

constant-freedom of movement, protection from arrows, shield

3/day-blink, displacement, ray of exhaustion (DC 17), resilient sphere

2/day-illusory wall, minor globe of invulnerability

1/day-telekinesis (DC 19), eyebite (DC 20)

### STATISTICS

Str 10, Dex 16, Con 18, Int 9, Wis 17 Cha 19

Base Atk +12; CMB +11; CMD 24

Feats Critical Focus, Deadly Aim, Iron Will, Point Blank Shot, Vital Strike, Weapon Focus (tentacle)

Skills Acrobatics +18, Bluff +19, Perception +18, Stealth +22, Sense Motive +18

### ECOLOGY

Treasure triple (gems only)

### SPECIAL ABILITIES

**Darts (Ex):** Beryl cave jellies have wicked barbs covering their tentacles, and can toss them with a flick of its tentacle. It can target up to 3 victims every round. The darts are hard to remove, requiring a DC 20 Heal check, or by simply pulling them out, dealing 1d4 points of damage. Each dart holds two doses of poison, delivered when the dart strikes, and on the round after.

**Poison (Su):** Tentacle-injury; save Fort DC 20; frequency 1/round for 8 rounds; effect 1d4 Wis damage, and 1d10 points of damage if the victim takes any strenuous action; cure 2 saves.

This small cave jelly seems to glow from within, its pale translucent flesh shot through with long crystals of varying shades of blue, red, and green. Its tentacles are studded with dangerous looking barbs. Beryl cave jellies are the rarest of known cave jellies. They are beautiful to behold, shimmering like living diamond dust, and studded with valuable gems. They are dismissive of most other creatures, seeing themselves as royalty, despite their small size and limited intelligence.

Beryl cave jellies prefer to parlay than fight, but their toxic venom plays havoc on foes' nervous systems. Victims hallucinate and suffer painful spasms and muscle tears. A favorite tactic is to extend their tentacles through the rock above foes, allowing them to blunder into them.

Beryl cave jellies are sorely hunted, making a rare creature all the more so. Not everyone that hunts them wants them for their jewels; they are also popular as captives in private zoos, where their value and beauty makes them showstoppers. In some cases the cave jellies are willing partners in their captivity, enjoying the worshipful stares.

## JADE JELLY CR 8

XP 4,800  
N Medium outsider (aquatic, earth, elemental, native)  
Init +6; **Senses** blindsense 60 ft., *detect magic*; Perception +15

### DEFENSE

AC 22; touch 13 flat-footed 19 (+2 Dex, +1 dodge, +9 natural)  
hp 75 (10d10+20)  
Fort +9, Ref +9, Will +5  
DR 5/magic; **vulnerability** cold

### OFFENSE

Speed swim 40 ft., burrow 40  
Melee 7 tentacles +9 (1d4 -1, plus poison)  
Space 5 ft.; Reach 5 ft.  
Special Attacks infuse toxin, poison  
Spell-Like Abilities (CL 10, Concentration +16)  
2/day-hypnotic pattern (DC 18), delay poison

### STATISTICS

Str 9, Dex 14, Con 15, Int 7, Wis 14 Cha 22  
Base Atk +10; CMB +9; CMD 21  
Feats Combat Reflexes, Dodge, Improved Initiative, Mobility, Spring Attack  
Skills Acrobatics +15, Perception +15, Stealth +15, Survival +15

### ECOLOGY

Treasure standard (gems only)

### SPECIAL ABILITIES

**Infuse Toxin (Ex):** As a standard action a jade cave jelly may release its poison in a 20' cloud around it, with all creatures within the area taking 1d2 Constitution damage every round unless they make a DC 19 Fortitude save. While using this ability the jelly loses the poison ability on its tentacles. It may end the effect as a free action.

**Poison (Su):** Tentacle-injury; save Fort DC 17; frequency 1/round for 6 rounds; effect 1d4 Con damage; cure 2 saves

The jade jelly has large green stones shining in its bell, and sprouting from its many tentacles. It darts about with more maneuverability than seems natural. These cave jellies are as deadly as they are beautiful. Both highly mobile and extremely venomous, they are responsible for more deaths than any other cave jelly species known. They engage in hunting behavior similar to that of a cat, stalking their prey and pouncing on it from above. Lacking any need to eat, they appear to do this for the simple thrill of hunting and killing.

Jade cave jellies use hit and run tactics, using natural narrow areas to appear from the rock, swipe a foe with poison tentacles, then disappear into the other wall. When surrounded, or fighting in a group, they dump their toxins directly into the water around them, allowing attrition to disable their attackers.

Jade cave jellies can cause the jade imbedded in their flesh to sparkle and shimmer in fascinating ways, bringing prey to them. After they kill, they tend to run their tentacles over their victims for hours, sometimes mimicking the process of eating, although they have no mouths. Once their prey has rotted away or more interesting prey appears they abandon the body, never to return.

## LIMESTONE JELLY CR 6

XP 2,400  
N Medium outsider (aquatic, earth, elemental, native)  
Init +4; **Senses** darkvision 60 ft., all around vision; Perception +7

### DEFENSE

AC 19; touch 10, flat-footed 19 (+9 natural)  
hp 47 (5d10+20)  
Fort +8, Ref +1, Will +4  
DR 5/magic; **vulnerability** acid

### OFFENSE

Speed swim 20 ft., burrow 20  
Melee 7 tentacles +14 (1d3+4 plus poison)  
Special Attacks poison  
Spell-Like Abilities (CL 5, Concentration +6)  
1/day-acid arrow

## STATISTICS

Str 18, Dex 10, Con 19, Int 5, Wis 11 Cha 12

Base Atk +5; CMB +9; CMD 19

Feats Improved Initiative, Intimidating Prowess, Power Attack

Skills Intimidate +13, Knowledge (local) +3, Perception +7, Stealth +6

### ECOLOGY

Treasure none

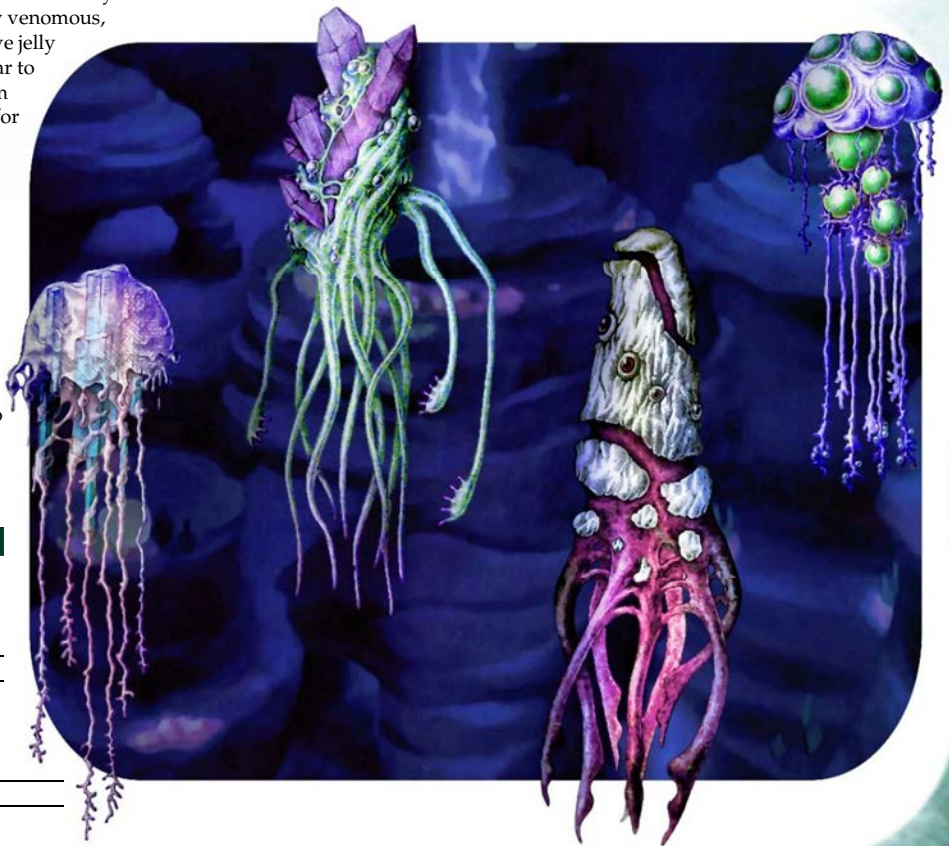
### SPECIAL ABILITIES

**Poison (Su):** Tentacle-injury; save Fort DC 16; frequency 1/round for 4 rounds; effect 1d3 Str damage; cure 1 save

This strange creature looks like a conical jellyfish made of sludge and stone. Long flesh colored tentacles hang from the base of the creature, and eyes make a spiral up its body. Limestone cave jellies are the bane of subsea explorers. They are fearless, stupid and aggressive, throwing themselves in hordes at intruders, which is any other creature than a cave jelly. They lurk amidst the stalagmites and stalactites, watching for creatures to attack. Often when a single limestone cave jelly is sighted, many more are lurking within the cavern walls, to come pouring out at the first's bubbling war scream.

Limestone cave jellies employ no tactics other than mobbing their foes, whipping them with their powerful tentacles. When wounded they hurl a bolt of concentrated acid at their attacker, before attacking anew. Only if they are incapable of getting to their prey will they even consider parlay, which typically consists of hurling insults and petty threats.

In addition to the risk of attack, limestone cave jellies are hated for how difficult they make hunting the other species of cave jellies. The more intelligent species use their brutish kin as guards and early warning alarms, fleeing at the limestone's first screams of rage. The jellies themselves are all but worthless; the stone that they are partly made up from becomes brittle after their death.





# Cetus



A titanic crab-like creature looms over you. You crane your neck to see a mouth wide enough to swallow a small galley whole. Uncountable limbs are in constant motion over its body, ranging in size from that of a humanoid to large enough to behead a dragon. Frog-like legs and a massive finned tail propel the creature forward.

CETUS

CR 24



XP 1,230,000

CN Colossal outsider (aquatic, extraplanar)

Init +3; Senses all-around vision, darkvision 120 ft.; Perception +34

Racial Buoyancy -3,000; Depth Tolerance: immune to pressure.

## DEFENSE

AC 47; touch 1, flat-footed 47 (-1 Dex, +46 natural, -8 size)

hp 562 (25d10+425), fast healing 20

Fort +31, Ref +7, Will +20

DR 25/epic; Immune death effects, disease, mind affecting effects, petrification, poison, polymorph; Resist acid 20, cold 20; SR 35

## OFFENSE

Speed 50 ft., swim 80 ft.

Melee bite +37 (4d8+20 plus grab), 2 pincers +35 (4d6+20 plus grab), 2 slams +37 (3d8+20), tail +35 (3d6+20), 4 tentacles +35 (2d8+20), and 4 slashes +37 (4d6+20)

Special Attacks constrict (tentacle, 2d8+20), massive maw, mighty grapple, scissor, spellweaving, swallow whole (6d6 acid damage, AC 33, hp 56), trample

Spell-Like Abilities (CL 25, Concentration +34)

at will-hydraulic push, jumbo shellfish

6/day-aqueous orb, hydraulic torrent

3/day-control weather, disgorge school (DC 20), quagmire

2/day-constricting bubble (DC 25), drifting doom (DC 25), jaws, whirlpool (DC 27)

1/day-seaquake, tsunami (ADVANCED PLAYERS GUIDE)

1/week-tides of vengeance

## STATISTICS

Str 50, Dex 9, Con 45, Int 10, Wis 23 Cha 28

Base Atk +25; CMB +53; CMD 62

Feats Awesome Blow, Bleeding Critical, Cleave, Critical Focus, Diving Strike, Great Cleave, Hammer the Gap (ULTIMATE COMBAT), Improved Initiative, Intimidating Prowess, Multiattack, Power Attack, Strike Back, Vital Strike

Skills Acrobatics +27, Intimidate +57, Knowledge (planes) +24, Perception +34, Sense Motive +34, Stealth -10, Survival +34

Languages Aquan

SQ epic blows

## ECOLOGY

Environment Plane of Water

Organization solitary

Treasure quadruple

## SPECIAL ABILITIES

Epic Blows (Ex): A cetus's natural weapons count as epic for the purposes of damage reduction.

Massive Maw (Ex): A cetus has such a massive mouth that it attacks a 20 foot area with each bite attack. It makes a single attack roll that applies to all targets within the area of effect. Each successful attack gets a separate grab attempt.

Mighty Grapple (Ex): A cetus does not gain the grappled condition if it grapples a foe at least one size category smaller than itself.

Scissor (Ex): A creature grappled in a cetus's pincer takes 4d6+20 points of damage every time it makes a successful grapple check, applying half this damage to any armor worn.

Spellweaving (Su): Spells that fail to penetrate a cetus's spell resistance get captured and held in its multitude of limbs. The cetus may "cast" one of these spells per round, tossing it at whatever target it chooses. It may hold as many spells as it has Hit Dice.

Trample (Ex): As a move action a cetus may simply move over its foes, dealing 6d8+40 points of damage to all creatures in its space. Targets make a Reflex save, DC 44, for half damage.

Cetus are worshiped as the parents of all sea monsters. These titanic creatures are brutish and short tempered, but hardly as unthinking as their appearance would lead one to believe. Despite this, they rarely plan, preferring to take what they desire, and swallow what annoys them. They tend to be vain creatures, and will at least listen to flattery accompanied by rich bribes.

Cetus channel the destructive power of a flash flood into a single form. Their bites can swallow entire companies of adventurers in a single gulp, and their pincers crush the most enchanted of armor. Tentacles wrap around victims that are tossed screaming into their maw. They have little actual understanding of magic; spells they capture are thrown back at their foes at random.

Cetus are rare on their home plane, and few desire to leave, as even the largest ocean feels small to them. Few spellcasters have the power to summon one, let alone contain its power, or afford to pay the tribute it demands for service. A cetus trapped on the Material Plane may challenge even the eldest of dragons, and destroy civilizations. They sullenly avoid creatures that can match their power, pretending that these demigods don't exist.





# Cihuateotl

A once beautiful female torso rests on the rotted form of a massive sea slug. Her flesh is mottled gray and foul, with bloated breasts and belly. A golden orb rests on her forehead, between her two glowing red eyes. A long umbilical cord stretches from her belly, decaying as it flaps in the current.

CIHUATEOTL

CR 12



XP 19,200

CE Huge undead (aquatic)

Init +4; Senses darkvision 120 ft.; Perception +18

Racial Buoyancy -800; Depth Tolerance: immune to pressure

## DEFENSE

AC 27; touch 8, flat-footed 27 (+19 natural, -2 size)

hp 178 (17d8+102)

Fort +11, Ref +5, Will +13

Defensive Abilities channel resistance +5;

Immune cold, undead traits

## OFFENSE

Speed swim 30 ft.

Melee 2 claws +16 (1d6+6 plus energy drain), tentacle +12 (1d8+3 plus grab)

Special Attacks constrict (1d8+3 plus energy drain), create spawn, energy drain (1 level, DC 24), entropic gaze, envelop, rend (2 claws 2d6+9), undulating caress

Spell-like Abilities (CL 16, Concentration +23)

constant-freedom of movement, nondetection

will-murk, swamp water (DC 19)

2/day-acid murk (DC 23), vacuum bubble (DC 19)

1/day-plague of lamprey



## STATISTICS

Str 22, Dex 11, Con -, Int 15, Wis 17, Cha 22

Base Atk +12; CMB +20 (+24 drag, +22 grapple); CMD 30; (can't be tripped)

Feats Bloody Assault\*, Critical Focus, Greater Drag, Improved Drag, Improved Grapple<sup>B</sup>, Improved Initiative, Iron Will, Power Attack, Sickening Critical, Weapon Focus (tentacle)

\*Advanced Players Guide

Skills Acrobatics +10, Intimidate +24, Knowledge (arcane, religion) +17, Perception +18, Sense Motive +18, Spellcraft +17, Stealth +12

Languages Aquan, Common, Salatari

SQ absorb undead, undersized weapons

## ECOLOGY

Environment any aquatic

Organization solitary plus 2d6 lacedons

Treasure double

## SPECIAL ABILITIES

**Absorb Undead (Su):** A cihuateotl contains 2d6 lacedons within its slug-like body. As a full round action she may absorb one of these creatures, adding its hit points to her total, and destroying it forever. A cihuateotl may disgorge one of these ghouls per round as a free action to fight for her.

**Create Spawn (Su):** Any humanoid killed by a cihuateotl's energy drain ability rises as a lacedon under her control in 1d3 rounds.

**Entropic Gaze (Su):** Once per round a cihuateotl may make a gaze attack with her third eye. Targets meeting this dire gaze take 1d4 points of Wisdom damage or 1d4 Strength damage of the cihuateotl's choice. The target may make a DC 24 Will (for Wisdom) or Fortitude (for Strength) save to resist.

**Envelop (Su):** A cihuateotl that makes a successful pin against a foe at least one size smaller than herself envelops it in her rotting folds of flesh. While inside the victim takes 2d6 points of negative energy damage, and is subject to the attacks of 1d3 lacedons every round. The victim may make a DC 24 Escape Artist check to escape. A victim with a light slashing or piercing weapon may fight back against the undead or attempt to cut their way out. The insides of a cihuateotl is ac 19, and takes 17 points of damage in a single strike to open a hole large enough to escape through. When a cihuateotl is slain, any remaining lacedons spill out and frantically attack her killer, as if under the effects of a *rage* spell.

**Undersized Weapons (Ex):** Although a cihuateotl is huge, its torso is the same size as a Medium humanoid. As a result, they must wield weapons two size categories smaller than their overall size category (Medium weapons, in most cases).

**Undulating Caress (Su):** As a standard action a cihuateotl may caress a foe with her rotting umbilical cord. This touch is so unnatural the target must make a DC 24 Will save or be paralyzed with revulsion for 1d4 rounds.

Cihuateotl are the undead remnants of women who drowned or died violently while pregnant. Hate filled and insane, they transform those that fall into their clutches into twisted, flesh craving "children". While she will defend her spawn savagely, she has no problem sacrificing them to save her own existence. From her point of view her loss replays the loss of her original child, and only fuels her hate.

A cihuateotl tries to ambush her foes, starting out by running her tentacle over a weak looking target in an almost dainty way, and following up with her gaze attack. They are cruel in combat, seeking to create more children to ease her eternal pain.

Cihuateotl are rare creatures, and the nightmare of every pregnant woman. The sight of a pregnant woman drives a cihuateotl into uncontrollable rage, and they will make every attempt to utterly destroy one, grinding bone to dust and tearing flesh to fragments. They can be perversely kind and protective of living children, sometimes "collecting" a large family, and guarding them with fanatical energy.



## Cindarian

*A beautiful lionfish-styled mermaid flutters ahead of you, replete with dazzling stripes and deadly spines.*

CINDARIAN

CR ½



XP 200

Female cindarian rogue 1

CN Small humanoid (aquatic, merfolk)

**Init** +2; **Senses** Perception +4

**Racial Buoyancy** -15<sup>A</sup>; **Depth Tolerance**: 300 feet

### DEFENSE

**AC** 13, touch 13, flat-footed 11 (+2 Dex, +1 size)

**hp** 9 (1d8 + 1)

**Fort** +2, **Ref** +4, **Will** +0

**Special Defenses** poison spines, venom resistance

**Weaknesses** seawalker, water dependent

### OFFENSE

**Speed** swim 30ft.

**Melee** +3 short sword (1d4+1)

**Space** 5ft.; **Reach** 5ft.

**Special Attacks** sneak attack +1d6

### STATISTICS

**Str** 13, **Dex** 14, **Con** 15, **Int** 12, **Wis** 10, **Cha** 10

**Base Atk** +0; **CMB** +0; **CMD** 12

**Feats** Weapon Finesse, Coral Link<sup>B</sup>

**Skills** Acrobatics +6, Bluff +4, Disable Device +6, Disguise +4, Escape Artist +6, Knowledge (local) +5, Perception +4, Sleight of Hand +6, Stealth +10

**Languages** Common, Boggard

**SQ** coral attunement, gills

### ECOLOGY

**Environment** coral reef

**Organization** solitary, pair, or gang (3–5)

**Treasure** NPC gear (short sword)

### SPECIAL ABILITIES

**Coral Attunement**: Cindarians must take the Coral Link feat as the bonus feat granted for being merfolk.

**Gills**: Merfolk can breathe underwater indefinitely through gills in their neck and sides.

**Poison Spines**: Cindarians are covered with prickly spines that contain venom. Any creature that makes a successful unarmed or natural attack against a cindarian takes one point of piercing damage and one point of Dexterity damage. The Dexterity damage is cumulative per hit and wears off all at once, three rounds after the last point of Dexterity damage was received.

**Seawalker**: Merfolk were never meant to move on land. They do so at a movement rate of 5 feet.

**Venom Resistance**: Cindarians are immune to the venom of their own race, and to the poisons of naturally occurring organisms. In addition, they also receive a +2 racial bonus on saving throws against any other form of poison. This bonus also applies to fire coral disease.

**Water Dependent**: Cindarians can survive out of water for 1 hour per 2 points of Constitution. (After that, refer to the suffocation rules in the Pathfinder Roleplaying Game).

All cindarians have the upper torsos of finned humanoids, and the lower bodies of a large lion fish. They are covered in fine scales, colored a creamy yellow, green, or white with red, orange, or brown markings and stripes. Although they are totally hairless, they have feathery fins where hair would be. Venom glands at the base of certain fin spines produce a number of toxins that are injected via the spines.

To a cindarian the cornerstone of home, family, and community is the coral reef. Almost all cindarians suffer to some degree from feelings which resemble the condition humans call agoraphobia—a fear of unknown or open places. It has been observed that the symptoms increase with age. Cindarian juveniles liberally range far and wide, while the very old seldom swim outside the borders of the coral. Cindarians rarely see this as a problem, however.

### CINDARIAN CHARACTERS

Cindarians are defined by their class levels – they do not possess racial Hit Dice. All cindarians have the following traits.

**+2 Constitution, +2 Charisma, -2 Strength**: Cindarians are scrawny but remarkably resilient.

**Racial Buoyancy**: -15<sup>A</sup>, **Depth Tolerance**: 300 feet

**Small**: Cindarians are Small creatures.

**Fast Swim Speed**: Cindarians have a base swim speed of 30 feet.

**Coral Attunement**: See Special Abilities above.

**Gills**: See Special Abilities above.

**Poison Spines**: See Special Abilities above.

**Seawalker**: See Special Abilities above.

**Venom Resistance**: See Special Abilities above.

**Water Dependent**: See Special Abilities above.



## Coelacanth, Giant

*This large, blue-eyed primordial fish has distinctive silver-blue scales with white markings. It has a large, toothy maw and meaty, jointed fins.*

**GIANT COELACANTH**

**CR 7**



**XP 3,200**

**N** Large animal (aquatic)

**Init** +5; **Senses** darkvision 60 ft., low-light vision, scent; Perception +10

**Racial Buoyancy** -110; **Depth Tolerance** 2,500 feet

**Pressure Sensitivity** 400 feet

### DEFENSE

**AC** 18, touch 10, flat-footed 17 (+1 Dex, +8 natural, -1 size)  
**hp** 95 (10d8+50)

**Fort** +12, **Ref** +8, **Will** +4

### OFFENSE

**Speed** swim 40 ft.

**Melee** bite +13 (1d10+7 plus grab)

**Ranged** suction +8 (grab)

**Space** 10 ft.; **Reach** 5 ft.

**Special Attacks** pull (suction, 10 feet), swallow whole (2d6+7 bludgeoning damage, AC 16, 10 hp)

### STATISTICS

**Str** 25, **Dex** 13, **Con** 21, **Int** 1, **Wis** 12, **Cha** 10

**Base Atk** +7; **CMB** +15 (+19 grapple); **CMD** 26 (30 vs. trip)

**Feats** Endurance, Improved Initiative, Iron Will, Run, Skill Focus (Perception)

**Skills** Acrobatics +11, Perception +10, Stealth +7; **Racial Modifiers** +4 Acrobatics

### ECOLOGY

**Environment** any deep sea

**Organization** solitary, pair, or school (4-12)

**Treasure** none

### SPECIAL ABILITIES

**Suction (Ex)** A giant coelacanth can create a powerful suction that can draw prey into its mouth. This touch attack has a range of 15 feet and no range increment. A creature struck by this suction becomes trapped in a tremendous current going towards the fish's mouth. This effect lasts for one round. A creature can break free from the suction with a successful DC 20 Strength check or a DC 25 Escape Artist check. A giant coelacanth can only use this ability on one creature at a time.

Giant coelacanths are opportunistic feeders, eating just about anything they can find and fit in their mouth. They possess hinges in their skulls that allow them to swallow Medium-sized prey whole. Their diet consists mainly of squid, eels, small sharks, and other animals that are found in their deep sea habitats. They hunt their prey near deep underwater volcanic slopes and can frequently be seen swimming with their heads down, though they have even been known to swim upside down and backwards.

Giant coelacanths are especially common in the Eastern seas, and can be found in great numbers amid Saloth's Canyon. There they are hazard to both deep drow and nixie alike. While fairly easy to outrun, they can be quite dangerous to happen into while traversing the dark depths at which they frequent. Unfortunately, the giant coelacanth population continues to grow unchecked, both because of the hostile environment they call home and because they have no known predators—all who have tasted coelacanth flesh regard it as exceedingly vile due to special oils that permeate its body. Their blood can even be used as a shark deterrent, though harvesting it for such might be more risky than simply facing the sharks.

Giant coelacanths are larger cousins to an even more common fish known simply as a coelacanth. To generate stats for a normal coelacanth, you can apply the young simple template to the giant coelacanth's stat block.





## Coral, Brain

This man-sized spheroid-shaped coral has a grooved surface which resembles a brain. It glows with unnatural luminescence.

### BRAIN CORAL

CR 7



XP 1,200

N Medium plant

Init +7; Senses low-light vision; Perception +0

Aura Calcifying (DC 20, 30 ft.)

Racial Buoyancy -350; Depth Tolerance: 300 feet

#### DEFENSE

AC 14, touch 5, flat-footed 14 (+9 natural, -5 Dex)

hp 85 (9d8+45)

Fort +12, Ref -2, Will +6

DR 10/bludgeoning; PR 10

#### OFFENSE

Speed no movement

Melee no attacks

Psi-like Abilities (ML 10<sup>th</sup>)

At will – cloud mind (DC 15), control body (DC 17)

#### STATISTICS

Str 10, Dex 0, Con 20, Int -, Wis 10, Cha 16

Base Atk +7; CMB +7, CMD 12

#### ECOLOGY

Environment temperate seas

Organization solitary with calcified skeleton

Treasure standard

#### SPECIAL ABILITIES

**Calcifying Aura (Su)** Brain corals constantly emit a low grade telekinetic pull that focuses directly on cartilage, bone and calcium deposits. Any creature within the aura that fails a DC 20 Fortitude saving throw is subjected to a torturous process that slowly pulls their bone out from their bodies (or calcium desposites / cartilage if a particular creature is boneless). Each round subsequent round the target is allowed another saving throw; failure results in the following consequences.

1<sup>st</sup> Failed Save: slowed

2<sup>nd</sup> Failed Save: staggered, 3d6 damage

3<sup>rd</sup> Failed Save: paralyzed, 4d6 damage

4<sup>th</sup> Failed Save: death,

turned into a calcified skeleton

One successful save immediately removes any of the ongoing consequences.

Though they cannot move or speak, brain corals are deeply feared hazards to ocean life. The very alien nature of these beautifully patterned corals upsets most civilized races- no other plant beneath the sea so nonchalantly decimates its prey in such a gruesome manner.

Brain coral 'fight' only out of self-defense or hunger. They use their psionic abilities to hide themselves from view and freeze opponents into place. Once a foe has lost track of a brain coral and felt its legs lock in place, it does not take long for the coral's deadly aura to end its victim's life.

## Coral, Calcified Skeleton

Humanoid only in shape, this creature seems encased in a jagged, bone-white exoskeleton.

### CALCIFIED SKELETON (TEMPLATE)



Calcified Skeleton is an acquired template that can be applied to any creature killed by a brain coral's aura. The base creature retains all of its statistics and abilities except as noted here.

**CR:** As base creature +1

**Alignment:** Always neutral.

**Type:** The creature's type changes to undead. Do not recalculate BAB, saves, or skill points until directed.

**Armor Class:** Natural Armor improves by +2

**Hit Dice:** A calcified skeleton loses any HD to related to class levels. All racial HD change to d8s. A calcified skeleton uses its Cha modifier to determine bonus hit points in place of a Con modifier.

**Defensive Abilities:** A calcified skeleton loses any existing defensive abilities and gains DR 5/bludgeoning and PR 10.

**Attacks:** A calcified skeleton retains all of the natural attacks of the base creature. A creature gains a claw attack per hand it has. A calcified skeleton can strike with all of its claws at its full-attack bonus. Damage dealt from natural attacks is determined by size.

**Special Attacks:** Due to the jagged bone encasing its body, each successful strike a calcified skeleton delivers also deals 1 point of bleed damage.

**Abilities:** A calcified skeleton receives a +2 Str, but suffers a -4 penalty to Dex. Additionally, it has no Constitution or Intelligence score. Wisdom and Charisma become 10.

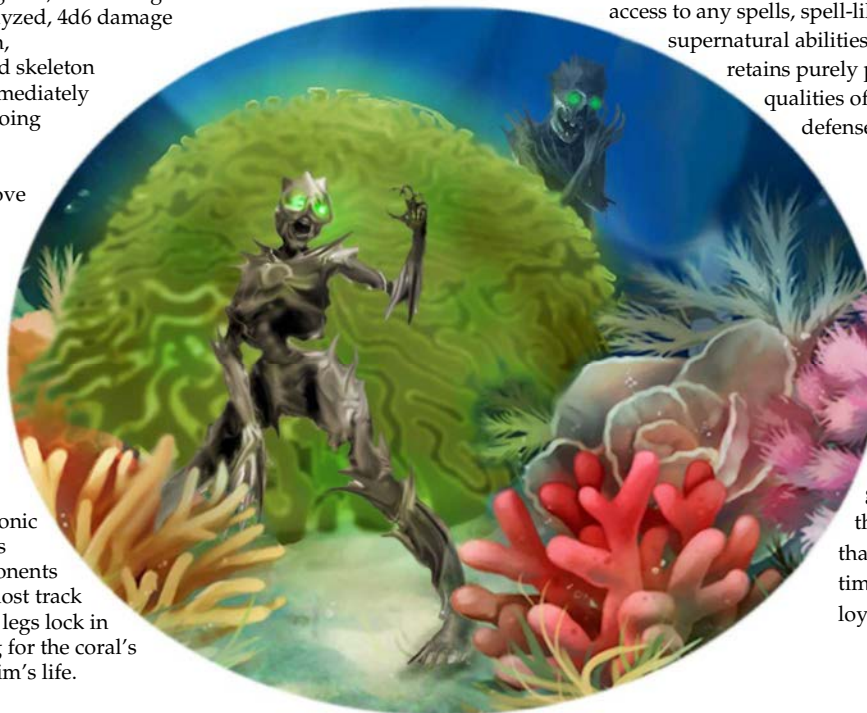
**BAB:** A calcified skeleton's BAB is ¾ of its HD.

**Skills/Feats:** The calcified skeleton has neither.

**Special Qualities:** A calcified skeleton loses access to any spells, spell-like abilities or supernatural abilities it once had. It only retains purely physical special qualities often relating to defense or melee attacks.

Calcified skeletons are the remains of a brain coral's deadly aura. Bone is pulled out through a creature's body until it is encased in prison of its own structure.

The brain coral gains sustenance from the calcium deposits that escape during this time, but they also gain a loyal, mindless follower.



# Coral Shepherd

This humanoid coral reef lumbers about the ocean floor, guarding its territory from those that might harm it.

CORAL SHEPHERD

CR 8



XP 4,800

NG Huge plant (aquatic)

Init -1; Senses low-light vision; Perception +12

Racial Buoyancy -6000; Depth Tolerance: 2500 feet

## DEFENSE

AC 21, touch 7, flat-footed 21 (-1 Dex, +14 natural, -2 size)

hp 114 (12d8+60)

Fort +13, Ref +3, Will +9

Immune plant traits; DR 10/slashing

Weaknesses vulnerability to cold

## OFFENSE

Speed 30 ft. (walks on sea floor)

Melee 2 slams +17 (2d6+9/19-20 plus disease)

Space 15 ft. Reach 15 ft.

Special Attacks trample (2d6+13, DC 25)

## STATISTICS

Str 29, Dex 8, Con 21, Int 12, Wis 16, Cha 13

Base Atk +9; CMB +20; CMD 29

Feats Alertness, Coral Link<sup>B</sup>, Improved Critical (slam), Improved Sunder, Iron Will, Power Attack, Weapon Focus (slam)

Skills Diplomacy +9, Intimidate +9, Knowledge (nature) +9, Perception +12, Sense Motive +9, Stealth -9 (+7 in coral reefs); Racial Modifiers +16 Stealth in coral reefs

Languages Common, Aquan

SQ animate coral, double damage against objects

## ECOLOGY

Environment coral reef

Organization solitary or reef (2-7)

Treasure standard

## SPECIAL ABILITIES

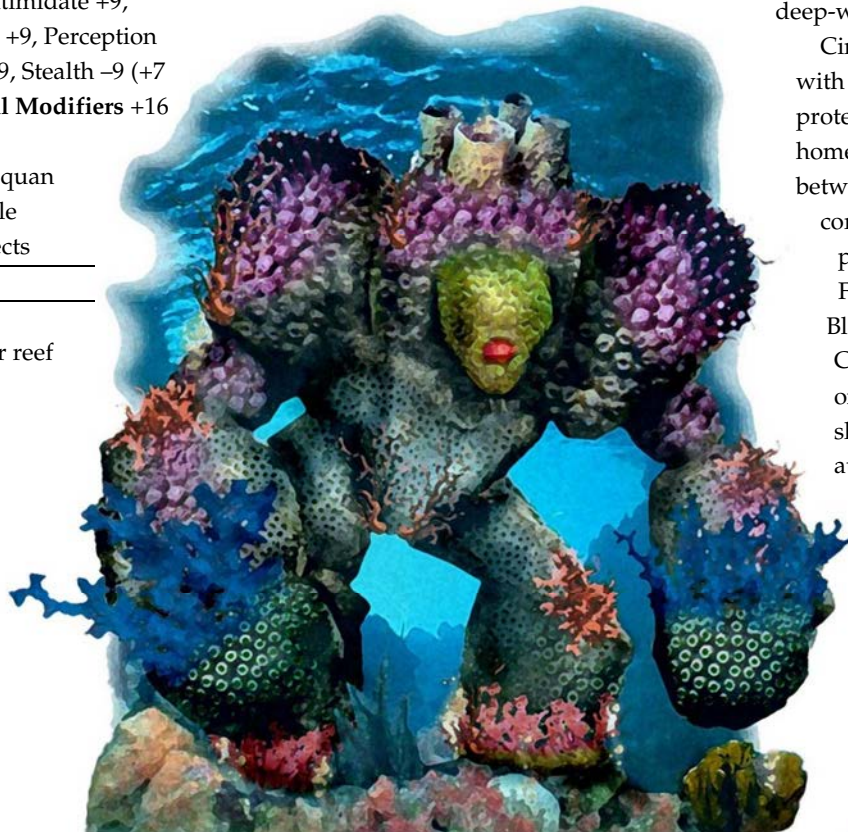
**Animate Coral (Sp)** A coral shepherd can animate a 15 square-foot patch of coral within 180 feet at will, controlling up to two fledgling coral shepherds at a time. It takes 1 full round for the coral to assemble itself, after which it moves at a speed of 10 feet and fights as a coral shepherd (although it has only one slam attack and lacks the coral shepherd's animation abilities), gaining the shepherd's vulnerability to cold. If the coral shepherd that animated it terminates the animation, moves out of range, or is incapacitated, the coral immediately settles wherever it is and returns to its normal state.

**Disease (Ex)** *Stinging Coral*, injury; Save Fortitude DC 19; Onset 1d4 rounds; Frequency 1/hour; Effect 1d6 Dex damage and victim does not heal or regenerate naturally; Cure 2 consecutive saves

**Double Damage Against Objects (Ex)** A coral shepherd or animated coral reef that makes a full attack against an object or structure deals double damage.

These strange living coral reefs can be as beautiful to behold as they are terrifying. They are peaceful if left unmolested, but can be quite ferocious when provoked. They spend much of their day communing with and caring for the local coral. A coral shepherd rarely ventures far from his coral reef. While they are found most often in shallow waters, they have also been found amidst deep-water coral.

Cindarians openly work with these creatures to protect their natural homes. In fact, the bond between cindarian and coral shepherd predates the Great Flood and even the Bloody War. Cindarians are the only race that a coral shepherd does not automatically assume is a possible threat.





## Crab, Cerebral



This over-sized hermit crab is covered with dark chitin, and carries a humanoid skull in place of a shell. It stares at you with glittering eyes.

### CEREBRAL CRAB

CR 8



XP 4,800

LE Tiny aberration (aquatic, psionic)

**Init** +2; **Senses** darkvision 60 ft., detect psionics; Perception +18

**Racial Buoyancy** -5; **Depth Tolerance**: 600 feet

### DEFENSE

**AC** 21; touch 14, flat-footed 19 (+2 Dex, +7 natural, +2 size)

**hp** 60 (12d8+6)

**Fort** +4, **Ref** +6, **Will** +11

**PR** 19

### OFFENSE

**Speed** 20 ft.

**Melee** 2 claws +11 (1d4-3)

**Special Attacks** mental drain

**Psi-like Abilities** (ML 12, Concentration +17)

At will-detect psionics

**Powers Known** (ML 12, 156 PP, Concentration +17)

6<sup>th</sup> level-fuse flesh (DC 21), disintegrate (DC 21), mind switch (DC 21), temporal acceleration

5<sup>th</sup> level-catapsi (DC 20), ectoplasmic shambler, mind probe (DC 20), psychic crush (DC 20)

4<sup>th</sup> level-mind control (DC 19), mindlink, thieving (DC 19), mindwipe (DC 19), personality parasite (DC 19)

3<sup>rd</sup> level-dispel psionics, empathic transfer, hostile (DC 18), energy retort (DC 18), false sensory input (DC 18)

2<sup>nd</sup> level-brain lock (DC 17), cloud mind (DC 17), read thoughts (DC 17), swarm of crystals (DC 17)

1<sup>st</sup> level-crystal shard, empathic connection (DC 16), mindlink, mind thrust (DC 16)

### STATISTICS

**Str** 4, **Dex** 14, **Con** 10, **Int** 21, **Wis** 17, **Cha** 19

**Base Atk** +9; **CMB** +11; **CMD** 21

**Feats** Combat Expertise, Combat Manifestation, Empower Power, Maximize Power, Psicrystal Affinity, Psionic Body

**Skills** Autohypnosis +18, Climb +12, Knowledge (psionics) +20, Perception +18, Spellcraft +20, Stealth +25, Survival +18, Use Magic Device +16

**Languages** Aklo, Aquan, Clickclack, Common, Dagonite, Draconic

### ECOLOGY

**Environment** any aquatic

**Organization** solitary or pair

**Treasure** standard

### SPECIAL ABILITIES

**Mental Drain (Su)**: Once per round as a standard action, a cerebral crab may focus its attention on a single creature. That creature must make a DC 20 Will save. If failed, the cerebral crab raids the victim's mental faculties, inflicting one of the following effects:

- ◆ The target takes 1d4 points of Intelligence damage. The crab gains an enhancement bonus to its own Intelligence score of the same amount for 24 hours.
- ◆ The target loses up to 2d6 ranks in an Intelligence based skill for 24 hours. The crab temporarily gains the same amount of ranks in that skill for the same duration.
- ◆ If the victim has power points, it may drain 2d6 power points and add them to its own total. The stolen power points are recovered normally.
- ◆ If the victim knows any psionic powers, they lose knowledge of one power of the crab's choice for 24 hours. The crab gains knowledge of that power for the same duration.

**Psionics**: A cerebral crab possesses the psionic powers of a telepath with a level equal to its HD.

Greatly underestimated, cerebral crabs are often viewed as dangerous vermin, if they are noticed as anything more than unusually large and morbid hermit crabs. In truth, the crabs are highly intelligent and deadly plotters, unnaturally hardy, and possessing a deeply evil nature. Cerebral crabs attempt to dominate and weaken all creatures around them, with the goal of controlling large areas of the sea floor. Cerebral crabs speak several languages in small, bubbly voices.




Cerebral crabs are well aware of the limits imposed by their size, and use mentally controlled pawns and well paid fighters to battle for them. Ideally the crab is never even noticed in combat, hidden away draining the knowledge and powers of its foes. If discovered, it blasts its foes with psionics, and attempts to escape deep into the corals and rocks where it makes its home.

A cerebral crab dwells within the skull of the most powerful foe it has overcome, as both a trophy and home. Dark rumors spread of crime webs reaching over hundreds of leagues, headed by a cerebral crab that feasts on the hidden knowledge of its foes. Rare tales are also told of crabs that have learned how to retain that which they steal from their victims forever.

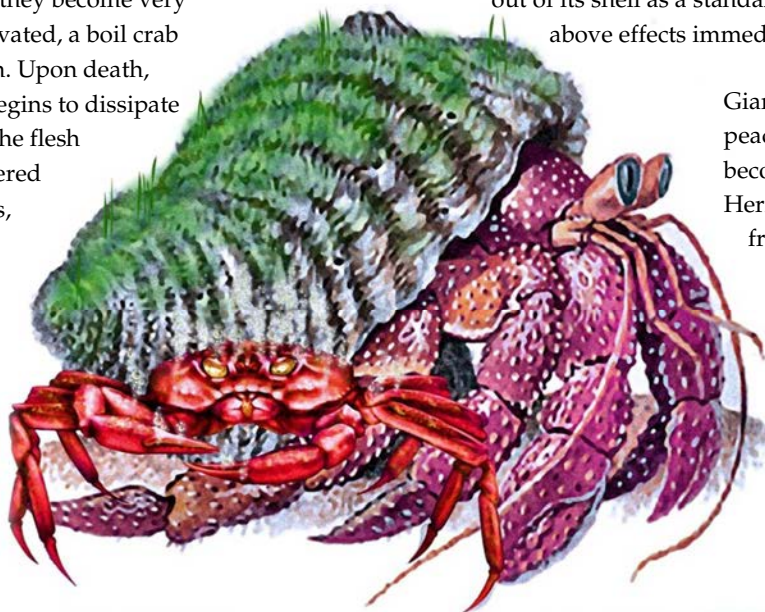


## Crab, Boil

Waves of heat and boiling water emanate from this bright red crab with fiercely glowing eyes.




BOIL CRAB	CR1/2			
XP 200				
N Small vermin (aquatic)				
Init +0; Senses darkvision 60 ft.; Perception +0				
Racial Buoyancy -75; Depth Tolerance: 2000 feet				
DEFENSE				
AC 13, touch 12, flat-footed 11(+2 Dex, +1 natural)				
hp 4 (1d8)				
Fort +2, Ref +0, Will +0				
Immune mind-affecting effects, steam				
OFFENSE				
Speed 30 ft., swim 30 ft.				
Melee 2 claws +1 (1d3 plus 1 point of steam damage and grab)				
STATISTICS				
Str 10, Dex 11, Con 11, Int —, Wis 10, Cha 7				
Base Atk +0; CMB -1 (+3 grapple), CMD 9 (17 vs. trip)				
SQ hot blooded				
ECOLOGY				
Environment any ocean waters				
Organization solitary, cast (2-6), or colony (7-12)				
Treasure none				
SPECIAL ABILITIES				
Hot blooded (Ex) Any creature using melee or natural weapons that damages a boil crab takes 1d4 steam damage.				

Boil crabs are so hot that they glow with the radiance of a torch. Luckily, boil crabs are usually timid creatures that would rather flee than fight. When cornered or surprised, however, they become very aggressive. Once aggravated, a boil crab will fight until it is slain. Upon death, the heat immediately begins to dissipate from the crab's body. The flesh of these crabs is considered a delicacy by the selkies, who revere its natural warming qualities.



## Crab, Giant Hermit

A large, algae-covered sea shell suddenly sprouts claws and begins scuttling in your direction.

GIANT HERMIT CRAB	CR 3			
XP 600				
N Medium vermin (aquatic)				
Init +2; Senses darkvision 60 ft.; Perception +7				
Racial Buoyancy -190; Depth Tolerance: 600 feet				
DEFENSE				
AC 21, touch 12, flat-footed 15 (+9 natural, +2 Dex)				
hp 21 (2d8+13)				
Fort +8, Ref +2, Will +3				
Immune mind-affecting effects				
OFFENSE				
Speed 40 ft. (hermit crabs move along the sea floor)				
Melee 2 claws +5 (1d4+4 plus grab)				
STATISTICS				
Str 18, Dex 14, Con 21, Int —, Wis 17, Cha 15				
Base Atk +3; CMB +7 (+11 grapple), CMD 17 (25 vs. trip)				
Feats Toughness <sup>B</sup>				
Skills Perception +7, Survival +7; Racial Modifiers +4 Perception, +4 Survival				
SQ protective shell				
ECOLOGY				
Environment any coastal				
Organization solitary, cast (2-6), or colony (7-12)				
Treasure standard				
SPECIAL ABILITIES				
Protective Shell (Ex) A hermit crab can pull its entire body into the shell on its back as a standard action to avoid some damage. While inside the shell, the hermit crab is blinded, paralyzed, and gains DR 6/—. While in the shell, the only action that a hermit crab can do is come out of its shell as a standard action, which ends the above effects immediately.				

Giant hermit crabs are generally peaceful scavengers, but will become aggressive if hungry. Hermit crab shells are usually from giant snails, and are typically covered in algae, seaweed and barnacles. While withdrawn into its shell, a giant hermit crab gains +8 to Stealth checks to hide in its environment.



# Cryoviathan



This massive sea serpent is coated with a thick layer of jagged ice.

CRYOVIATHAN

CR 18



XP 153,600

N Colossal magical beast (aquatic, cold)

**Init** +2; **Senses** Darkvision 120 ft., low light vision;

Perception +14

**Racial Buoyancy** -6000; **Depth Tolerance**: 5,200 feet

## DEFENSE

**AC** 33; touch 1, flat-footed 33 (-2 Dex, +10 armor, +23 natural, -8 size)

**hp** 387 (25d10+250)

**Fort** +24, **Ref** +12, **Will** +13

**Defensive Abilities** elusive; **Immune** cold; **Resist** electricity 30

## OFFENSE

**Speed** 10 ft., swim 50 ft.

**Melee** bite +34 (8d10+17 plus grab), tail slap +29 (6d8+8)

**Special Attacks** blizzard breath, capsize, crush, freezing flesh, swallow whole (10d6+17 plus 6d8 cold, AC 21, 38 hp.

## STATISTICS

**Str** 45, **Dex** 6, **Con** 30, **Int** 2, **Wis** 17, **Cha** 11

**Base Atk** +25; **CMB** +50; **CMD** 58 (can't be tripped)

**Feats** Awesome Blow, Cleave, Critical Focus, Great Cleave, Improved Bull Rush, Improved Initiative, Improved Iron Will, Improved Overrun, Iron Will, Power Attack, Snatch, Staggering Critical, Stunning Critical

**Skills** Acrobatics +13, Perception +14, Stealth -7 (+13 when immobile in ice); **Racial Bonus**: +20 Stealth when immobile in ice

## ECOLOGY

**Environment** cold oceans

**Organization** solitary

**Treasure** double standard

## SPECIAL ABILITIES

**Blizzard Breath (Su)**: Once per day, a cryoviathan may breathe out an area of intense cold that interacts with the atmosphere, triggering a mile-wide blizzard centered on the cryoviathan. The blizzard brings strong winds, heavy snow and extreme cold. See chapter 13 of the *Core Rulebook* for the effects of blizzards. A blizzard created by a cryoviathan lasts 1d2 days.

**Capsize (Ex)**: A cryoviathan may attempt to capsize a ship or ice floe its size or smaller by ramming it as a charge attack and making a combat maneuver check. The DC of this check is 25 or the result of the boat captain's Profession (sailor) check, whichever is higher.

**Crush (Ex)**: A cryoviathan may, as a full attack, breach high into the air and come crashing down on foes that have injured it. Targets must be three or more sizes smaller than the cryoviathan and the attack affects as many creatures as fit into the beast's space. Creatures in the affected area must make a DC 34 Reflex save or take 6d6 points of damage. In addition, the sheer force of the crush shatters all but the thickest ice floes into small chunks.

**Elusive (Su)**: As a full-round action while in water a cryoviathan can move up to its run speed (200 ft.) without leaving any trace of its passing (identical in effect to *pass without trace*). An elusive cryoviathan gains a +40 circumstance bonus to its Stealth check. In addition, except when in combat, a cryoviathan is considered to be under the effects of a *nondetection* spell. Both of these effects function at 20<sup>th</sup> level and cannot be dispelled.

**Freezing Flesh (Ex)**: A cryoviathan's body gives off such intense cold that water freezes around it if it remains still. This frozen water will form a thick coat of ice "armor" over the beast. This armor has a hardness of 5 and 72 hit points. If destroyed the cryoviathan loses its armor bonus, although it starts to reform at a rate of +2 to its AC per round.

Any creature striking a cryoviathan with a natural weapon or unarmed attack takes 6d6 points of cold damage and any creature inflicting 10 or more points of piercing or slashing damage to a cryoviathan must make a DC 24 Reflex save or take 3d6 points of damage from being splashed with the creature's chilling blood. Weapons that successfully strike a cryoviathan must make a DC 24 Reflex save or become brittle, taking half the damage they inflict on their next attack, bypassing the weapon's hardness. Allowing the weapon to warm up for 1d3 rounds will negate this effect and *boiling* (or *flaming*) and *frost* based weapons are immune.

Cryoviathans are polar sea serpents, cloaked in myth and legend. They spend decades in hibernation and their frigid bodies cause massive growths of ice to build up around them. A sleeping cryoviathan on the surface appears to be a jagged iceberg, while one slumbering on the sea floor appears to be a jumble of sunken ice. The creatures are never imprisoned by this ice; freeing themselves with a single undulation of their massive body.

Stories are told of villages built on top of a serpent that has laid still for decades, only to have it suddenly awaken and devour the village to a soul. It is believed that they hold great treasures in their icy guts, leftovers from creatures they have swallowed. Cryoviathans are simple combatants; they attempt to swallow or smash anything that disturbs them. Creatures that deal more than a quarter of its hit points of damage, use fire or steam against it, or take shelter on ice flows, seemingly out of the creatures reach, receive its crush attack.

Sudden blizzards in areas rumored to be haunted by a cryoviathan are called "worm's breath" storms. The cryoviathans typically deploy their breath upon awakening from hibernation, although it is unknown if this is hunting strategy, or a simple natural byproduct of their long sleep.





# Crystolix



*A charismatic merfolk comes to greet you. His billowing blue-white fins mirror the shards of ice swirling in the water around him.*

## CRYSTOLIX

CR 4



XP 1,200

Male crystolix magus 5

NG Medium humanoid (aquatic, merfolk)

**Init** +5; **Senses** Perception +6

**Racial Buoyancy** -60<sup>B</sup>; **Depth Tolerance**: 1,000 feet

## DEFENSE

**AC** 12, touch 12, flat-footed 10 (+1 Dex, +1 dodge)

**hp** 31 (5d8 + 5)

**Fort** +5, **Ref** +2, **Will** +5

**Defensive Abilities** enhanced cold resistance, unshakeable  
**Resist** cold 10

## OFFENSE

**Speed** swim 30ft.

**Melee** +1 shortspear +7 (1d6 + 2)

**Space** 5ft.; **Reach** 5ft.

**Special Attacks** spell combat, spellstrike

**Magus Spells Prepared** (CL 5, Concentration +7)

2nd - *blur*, *shark's strength*, *invisibility*

1st - *chill touch*, *color spray* (DC 13), *corrosive touch*, *shield*,  
*shocking grasp*

0 (at will) - *arcane mark*, *dancing lights*, *ice-water jet*, *read magic*

## STATISTICS

**Str** 14, **Dex** 13, **Con** 12, **Int** 14, **Wis** 12, **Cha** 10

**Base Atk** +3; **CMB** +5; **CMD** 16

**Feats** Dodge, Improved Initiative, Lightning Reflexes, Skill  
Focus: Diplomacy<sup>B</sup>, Weapon Focus (shortspear)

**Skills** Appraise +6, Diplomacy +9, Knowledge (arcana) +10,  
Perception +6, Spellcraft +10

**Languages** Common, Delatari, Lok'tar

**SQ** arcane pool (4), greedy eyes, gills, magus arcana  
(concentrate), spell recall

## ECOLOGY

**Environment** ice flow

**Organization** solitary, pair, or band (3–5)

**Treasure** NPC gear (+1 shortspear)

## SPECIAL ABILITIES

**Enhanced Cold Resistance:** Crystolix are not easily harmed by cold and have Cold Resistance 10. When frozen in ice, they enter a state of suspended animation until thawed.

**Greedy Eyes:** Crystolix gain a +2 racial bonus on Appraise checks.

**Gills:** Merfolk can breathe underwater indefinitely through gills in their neck and sides.

**Natural Diplomat:** Diplomacy is always considered a class skill for a crystolix. In addition, crystolix must take the Skill Focus (Diplomacy) feat as the bonus first level feat received from being a merfolk.

**Seawalker:** Merfolk were never meant to move on land. They do so at a movement rate of 5 feet.

**Unshakeable:** Crystolix gain a +2 racial bonus on saving throws against effects that elicit a negative emotional state, such as fear or despair effects. In addition, they may reroll any failed saving throw that results in the shaken condition and take the second result.

Crystolix are stunningly beautiful merfolk with a surplus of delicate lobed fins placed around their body. In fact, they seem to be thoroughly covered in billowing fins, from the tip of their tails to the end of their fingertips. Their scaly skin is pale white in the front, blending to cyan on their sides and finally to dark grey on their backs. From their heads sprout multiple long, flowing fins that give the appearance of blue-white hair.

Crystolix physiology demands a life of relatively low stress. It seems almost paradoxical that they reside in one of the most war-torn realms of the Cerulean Seas world and perform jobs that, to most, would seem inordinately demanding. Evolution has compensated however. Crystolix have very low emotional peaks especially in regards to what many would regard as negative feelings. Many races who deal with the crystolix believe that they are fearless, without regret and impossible to anger. This cool and reserved demeanor lends well to their renowned diplomacy and business skills.

## CRYSTOLIX CHARACTERS

Crystolix are defined by their class levels – they do not possess racial Hit Dice. All crystolix have the following traits.

**+2 Wisdom, +2 Charisma, -2 Strength:** While both clever and charming, the crystolix also lacks physical strength.

**Racial Buoyancy:** -60<sup>B</sup>, **Depth Tolerance:** 1000 feet

**Merfolk:** Crystolix have the merfolk subtype.

**Medium:** Crystolix are Medium-sized creatures.

**Normal Swim Speed:** Crystolix have a base swim speed of 30 feet.

**Natural Diplomat:** See Special Abilities above.

**Greedy Eyes:** See Special Abilities above.

**Enhanced Cold Resistance:** See Special Abilities above.

**Unshakeable:** See Special Abilities above.





# Dakuwaqa



*This massive serpent is glistening black. Its eyeless head is draconic, and crowned in wicked spikes, while its tail erupts in writhing tentacles.*

DAKUWAQA

CR 18



XP 153,600

NE Gargantuan aberration (aquatic)

Init 7; Senses blindsight 120 ft.; Perception +34

Racial Buoyancy -3540; Depth Tolerance: 12,000 feet

## DEFENSE

AC 33; touch 10, flat-footed 29 (+3 Dex, +1 dodge, +23 natural, -4 size)

hp 294 (28d8+168)

Fort +17, Ref +14, Will +21

DR 10/magic; Immune cold, psionics; resist acid 10, electricity 10

## OFFENSE

Speed 20 ft., swim 60 ft.

Melee bite +31 (2d8+14 plus grab), 5 tentacles +29 (2d6+7 plus grab)

Space 20 ft.; Reach 20 ft. (50 ft. with tentacles)

Special Abilities black water breath, constrict (2d6+7 plus grease), swallow whole (3d6 acid and 2d6 bludgeoning, AC 12, 29 hp)

## STATISTICS

Str 38, Dex 17, Con 23, Int 22, Wis 17, Cha 20

Base Atk +21; CMB 39; CMD 52 (can't be tripped)

Feats Combat Expertise, Combat Reflexes, Critical Focus, Dodge, Great Fortitude, Greater Feint, Improved Feint, Improved Initiative, Iron Will, Lightning Reflexes, Multiattack, Power Attack, Scorpion Style, Skill Focus (Stealth)

Skills Acrobatics +34, Bluff +33, Diplomacy +33, Escape Artist +34, Intimidate +36, Knowledge (psionics) +37, Perception +34, Sense Motive +31, Spellcraft +37, Stealth +25

Languages Aquan, Cephalite, Common, Dagonite, Lok'tar, Pelagic, Salatari

SQ invisibility to psionics

## ECOLOGY

Environment any ocean

Organization solitary

Treasure double

## SPECIAL ABILITIES

**Blackwater Breath (Su):** Once every 1d4 rounds a dakuwaqa can breathe out a 100 foot cone of gleaming black water. Creatures caught in the cone take 18d8 points of damage, half cold and half acid, with a DC 30 Reflex save for half damage. Targets failing this save must make a DC 30 Fortitude save or be blinded for 2d6 rounds.

**Grease (Ex):** Anything that grapples a dakuwaqa or that it grapples gets coated in thick black grease that clings to their body. Targets covered in the grease become intensely sensitive to cold damage, losing any cold resistance they have. Creatures lacking cold resistance take an additional 50% cold damage. Dakuwaqa and creatures immune to cold are unaffected by the grease.

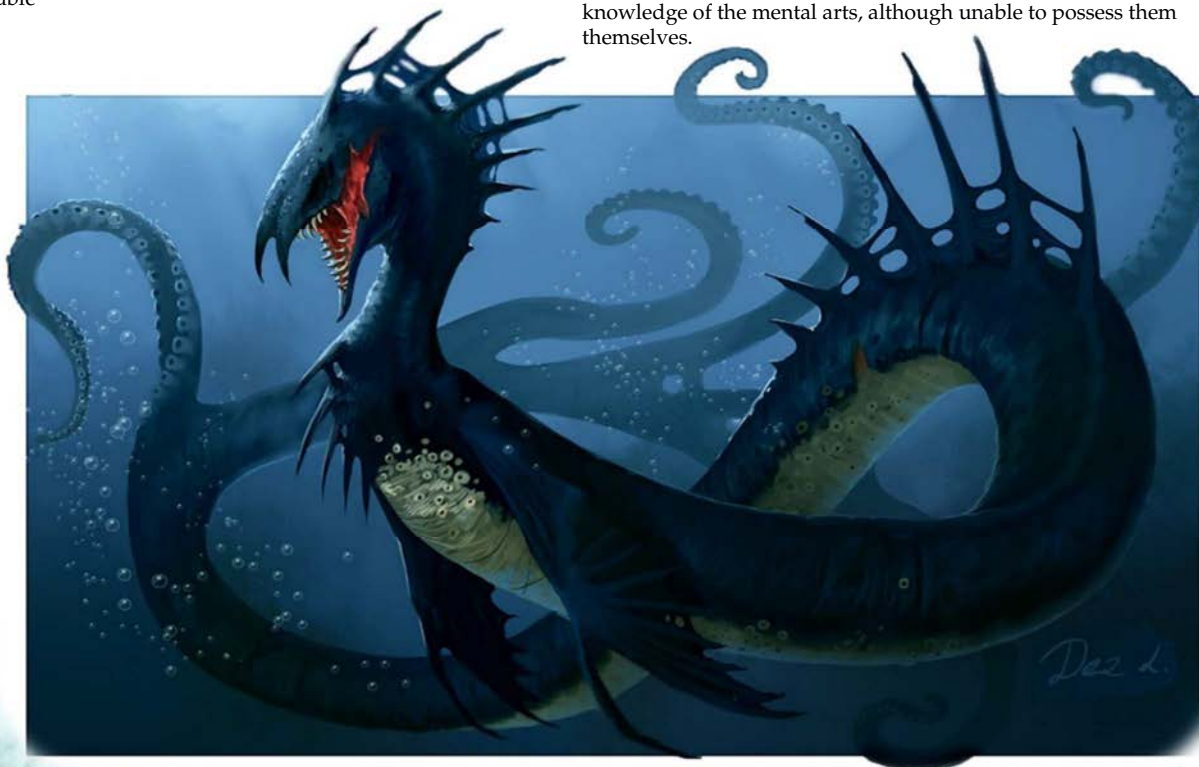
**Invisibility to Psionics (Ex):** Dakuwaqa are undetectable by psionic means, and cannot be targeted by psionic abilities. Psionic abilities that create non-ectoplasmic objects affect the creature normally. No dakuwaqa may possess any psionic abilities or class levels.

Dakuwaqa are the dark stain blackening the eternal night of the deep sea. Lording over all creatures, save perhaps the largest of dragons and most elder of krakens, the great sea wyrm are the avatar of selfishness, maliciousness, and cruel humor. They find cautious allies in the deep drow, with both sides careful to maintain the balance of power.

Dakuwaqa have no special love of combat per say, yet are fearless in battle. They are clever tacticians, seeking the best ways to both humiliate and slay their foes. They actually prefer the former for foes of their status or better; it shows that they have a mind as powerful as their body. Many races give quiet thanks for the cold wars that rage on between individual dakuwaqas and various krakens and dragons. It keeps both parties too busy to rampage and plot.

Dakuwaqa may exist as special "ambassadors" within deep drow cities, paying lip service to Saloth, and possessing a garrison of soldiers of their own. They savor the chaotic politics of the dark elves, and the gifts of those that curry their favor. They rarely care what family actually achieves victory as long as their position is secure.

It's not known why dakuwaqa are psionic "blank spots". The creatures have a special hatred for psionic creatures, and go out of their way to terrorize and hunt them. They possess encyclopedic knowledge of the mental arts, although unable to possess them themselves.



## Demon, Crinus

A disturbing octopoid creature oozes across the sea floor. Its features are hard to see in the mass of grey-brown flesh: waving facial tentacles and glowing eyes, long limbs covered in writhing appendages. As it flows closer, you see many more sliding behind it.

### CRINUS DEMON

CR 5



XP 1,600

CE Small outsider (aquatic, chaotic, demon, evil, extraplanar)

**Init** +3; **Senses** darkvision 60 ft., motion vision; Perception +10

**Racial Buoyancy** -1; **Depth Tolerance**: immune to pressure

### DEFENSE

**AC** 18; touch 14, flat-footed 15 (+3 Dex, +4 natural, +1 size)

**hp** 45 (6d10+12)

**Fort** +7, **Ref** +8, **Will** +6

**DR** 5/cold iron or good; **Immune** electricity, poison, steam;

**Resist** acid 10, cold 10; **SR** 16

### OFFENSE

**Speed** 20, swim 30 ft.

**Melee** 2 slams +9 (1d4+2), 6 tentacles +4 (1d4+2 plus grab)

**Special Attacks** autonomous tentacles, burrowing ichor, constrict (tentacle, 1d4+2), mob combat

**Spell-Like Abilities** (CL 9, Concentration +14)

at will-*chaos hammer* (DC 14), *teleport* (self plus 100 pounds of objects only)

1/day-*slow* (DC 13), *summon* (level 3, 1d10 crinus demons, 55%)

### STATISTICS

**Str** 14, **Dex** 17, **Con** 15, **Int** 7, **Wis** 18 **Cha** 10

**Base Atk** +6; **CMB** +7; **CMD** 20

**Feats** Combat Reflexes, Stand Still, Low Profile\*

\*found in the ADVANCED PLAYERS GUIDE

**Skills** Acrobatics +12, Climb +8, Intimidate +6, Knowledge (planes) +4, Perception +10, Sense Motive +10, Stealth +16

**Languages** Abyssal, Celestial, Common; telepathy 100 ft.

### ECOLOGY

**Environment** any (Abyss)

**Organization** solitary, gang (3-10), mob (30-300)

**Treasure** standard

### SPECIAL ABILITIES

**Autonomous Tentacles (Ex):** A crinus may break off any or all of its 6 tentacles without harm to itself as a free action. The tentacle then attacks the closest non-crinus at the creature's highest attack bonus. It deals damage and constricts as normal, has an AC of 17 (+1 Dex, +4 natural, +2 size), and hp equal to  $\frac{1}{5}$ th the demons total, typically 9. The crinus loses 1 tentacle attack per broken tentacle, and regenerates its tentacles in 24 hours.

**Burrowing Ichor (Ex):** A crinus grappling a target may burrow its facial tentacles into the target with a successful pin. On the next round the crinus then injects some of its own demonic ichor into the victim. This ichor reacts violently to mortal flesh, causing it to bubble and burn. This ichor deals 1d10 points of damage to good creatures, 1d6 to neutral creatures, and 1d4 to evil creatures. It deals an additional 1d6 points of damage to a lawful creature, and 1d4 points of damage to chaotic creatures. A successful grapple check on the victim's part breaks the connection, and the demon would have to pin its victim again to again burrow the tentacles.

**Mob Combat (Ex):** When a crinus uses the Aid Another action to assist another crinus in a grapple it grants a +4 bonus in place of the standard +2 bonus. In addition up to 4 crinus can share the same square. Any foes sharing the square with more than one crinus are considered flanked by all the demons in the square.

**Motion Vision (Ex):** A crinus gains a +4 circumstance bonus to Perception checks to notice a movement and moving targets.

Crinus are vicious cephalopod demons that travel in great packs through the Abyssal seas. They hate all creatures save others of their kind, and will sometimes fearlessly attack even greater demons with abandon. They are a massive threat when summoned, because they tend to multiply rapidly, overwhelming an unprepared summoner and devastating the local landscape.

Crinus demons attack in a gurgling horde, flowing over and around each other in almost liquid ways. Their larger tentacles break away with ease, attacking like dagger-studded worms, using the demon's senses to target its foes.

These vicious parts continue to attack even after the demon itself is dead, sometimes slaying the demons killers. The tentacles "live" for 1 minute per point of the demons Constitution before rotting away in a stinking mess. A horde of crinus, each releasing even just 1 or 2 tentacles, can quickly overwhelm even powerful heroes.

Crinus demons are nearly impossible to control, although they can be found in the service of demons that share similar body forms. They relish being freed on the Material plane, and such infestations can be fiendishly hard to combat as the creatures scatter and summon more of their kind.



VINCENT  
COVELLO



## Demon, Echenis

*An unholy fish circles you. Its head is vaguely frog-like, with a wide, toothy maw. Long tentacles wave lazily in the current. More tentacles, fine and hair-like, grow from the back of its head.*

### ECHENIS DEMON

CR 13



XP 25,600

CE Huge outsider (aquatic, chaotic, demon, evil, extraplanar)

**Init** +3; **Senses** darkvision 60 ft.; Perception +15

**Racial Buoyancy** -370; **Depth Tolerance**: immune to pressure

### DEFENSE

**AC** 29; touch 7, flat-footed 29 (-1 Dex, +22 natural, -2 size)

**hp** 186 (12d10+120)

**Fort** +18, **Ref** +3, **Will** +10

**DR** 10/good; **Immune** electricity, poison; **Resist** acid 10, cold 10, steam 10; **SR** 24

### OFFENSE

**Speed** swim 30 ft.

**Melee** bite +19 (2d6+9 plus grab), 6 tentacles +14 (1d6+4 plus grab), tail +14 (1d8+4 plus poison)

**Special Attacks** constrict (tentacle, 1d6+4), horrid caress, swallow whole (transformation, AC 21, hp 18), transformation

**Spell-Like Abilities** (CL 9, Concentration +14)

at will—*chaos hammer* (DC 19), *chill touch* (DC 16), *dispel magic*, *murk*, *teleport* (self plus 100 pounds of objects only), *unholy blight* (DC 19)

2/day—*acid bubble* (DC 19)

1/day—*call red tide* (DC 20), *summon* (level 4, 1 echenis, 45%) *telekinesis* (DC 20)

### STATISTICS

**Str** 29, **Dex** 8, **Con** 31, **Int** 11, **Wis** 14 **Cha** 20

**Base Atk** +12; **CMB** +23; **CMD** 32

**Feats** Cleave, Great Cleave, Improved Initiative, Intimidating Prowess, Power Attack, Vital Strike

**Skills** Acrobatics +14, Appraise +14, Bluff +18, Intimidate +28, Knowledge (planes) +13, Perception +15, Sense Motive +15

**Languages** Abyssal, Common, Dagonite; telepathy 100 ft.

### ECOLOGY

**Environment** deep ocean, the Abyss

**Organization** solitary, pair, or gang (3-7)

**Treasure** standard

### SPECIAL ABILITIES

**Horrid Caress (Su):** Any creature grappled by an echenis's jaws is also caressed by the creature's tentacle-like hair. The feel of this is so invasive and violating that any non-demon must make a DC 21 Will save or take 1d4 Wisdom damage and be affected by *confusion* for 6d4 hours.

**Poison (Ex):** Tail slap—injury; *save* Fort DC 26; *frequency* 1/round for 6 rounds; *effect* 2d4 Str damage; *cure* 2 saves

**Transformation (Su):** Victims swallowed by an echenis are wracked by dark, chaotic energies. Every round a victim spends in the belly of

the echenis requires a DC 26 Fortitude save. A victim failing this save is transformed into purple-black crystal, which the demon promptly vomits out. A crystallized victim may be returned to flesh by first being targeted by a *consecrate* spell followed within one round by *stone to flesh*. Creatures immune to petrification are immune to this effect.

Echenis are deep sea demons frequently summoned by fell magics. They make excellent thugs, and many a despot has used one of these gluttonous demons as their personal champion. True to their Abyssal nature, however, the echenis simply wait for the chance to devour their “master” and be free to blight the seas.

Echenis are not so much cowardly as they are lazy, and prefer to have weaker creatures lead into any battle for them while they hammer their foes with their spell-like abilities. Once their prey is softened up, they charge into the fray, using their horrid caress on divine spellcasters and swallowing the most interesting looking among their foes.

Echenis take great pride in their “art”, and nearly always have an area of their lair set up to display the crystal forms of their victims. The most perverse will dedicate their immortal existences to amassing a diverse collection of statues, creating a vast gallery for others of their kind to view and envy. The surest way to distract one these demons is to make a comment on its collection; they will often delay combat to crow about their achievements.





# Demon, Jormungandi



Its lower half—four writhing tentacles. Two horns glow menacingly on its head, above a massive, dagger-toothed maw. Muscle-bound arms at its side terminate in immense claw-fingered hands. In its eyes—the madness of the abyss.

## JORMUNGANDI DEMON

CR 14



XP 38,400

CE Large outsider (aquatic, chaotic, demon, evil, extraplanar, psionic)

Init +2; Senses darkvision 60 ft.; Perception +17

Racial Buoyancy -100; Depth Tolerance Immune to pressure

## DEFENSE

AC 29; touch 11, flat-footed 27 (+2 Dex, +18 natural, -1 size)

hp 203 (14d10+126)

Fort +18, Ref +11, Will +8

DR 10/good; Immune cold, electricity, poison; Resist acid 10, fire 10

PR 25

## OFFENSE

Speed 20 ft., swim 40 ft.

Melee bite +26 (2d6+13), 2 claws +26 (1d8+13), gore +26 (1d8+13), 4 tentacles +24 (1d6+6 plus grab)

Special Attacks constrict (1d6+6), oversized attacks, thicken water

Spell-Like Abilities (CL 14; concentration +19)

At will—*chaos hammer* (DC 19), *deeper darkness*, *dispel magic*, *greater teleport* (self plus 50 lbs. of objects only), *unholy blight* (DC 19)

3/day—*dolphin's grace*, *vampiric touch*

1/day—*black tentacles*, *summon* (level 4, 1-2 hezrous 75% or 1 jormungandi 25%)

Psi-Like Abilities (ML 14, concentration +16)

At will—*ego whip* (3d4 points of damage, DC 18), *energy ray* (3d6 damage), *entangling ectoplasm* (break DC 19, up to Colossal size), *dispel psionics* (area dispel)

3/day—*energy retort* (DC 15, 10 minutes), *death urge* (DC 19, 4 rounds), *touch sight* (100 ft. radius)

2/day—*exhalation of the cacophony dragon* (DC15, 7d6 damage), *grip of iron* (+10 bonus)

1/day—*claws of the vampire*, *control body* (DC16, Large size, non-staggered), *true venom* (DC 16)

## STATISTICS

Str 36, Dex 15, Con 29, Int 15, Wis 18, Cha 20

Base Atk +14; CMB 28; CMD 40

Feats Combat Reflexes, Multiattack, Greater Psionic Fist, Power Attack, Psionic Fist, Reckless Offense, Wounding Attack

Skills Acrobatics +15, Autohypnosis +17, Bluff +19, Intimidate +19, Knowledge (planes) +16, Knowledge (psionics) +16, Perception +17, Sense Motive +17, Stealth +14

Languages Abyssal, Celestial, Draconic, telepathy 100 ft.

SQ compact

## ECOLOGY

Environment Abyss (any aquatic)

Organization solitary, pair, school (3-5)

Treasure standard

## SPECIAL ABILITIES

**Compact (Ex):** Jormungandi are partly boneless, and can contort their joints so that they can fit into Medium sized places without difficulty.

**Oversized Attacks (Ex):** A jormungandi possesses massive hands and jaws, dealing damage as if it were a Huge creature, and allowing it to use Huge weapons and items.

**Thicken Water (Su):** As a standard action a jormungandi may thicken a 10 foot radius of water within its line of sight into a viscous gel. Creatures in the area may make a DC 22 Reflex save to get free of the area before it thickens. Creatures trapped within the area have their movement reduced by to one fourth their normal and are staggered.

Jormungandi are demons of vast physical power and possessing the black humor of a serial killer. They are fond of lurking within sight of intelligent creatures, and driving them mad with their powers, until they grow bored with the game and rise to destroy all they see. Jormungandi are frequently summoned as living war machines, with their "masters" woefully underestimating the demon's intelligence. Such summoners are often the jormungandi's first victim in a long reign of terror.

While powerful enough to take on a small army, most jormungandi prefer to skulk in holes and crevasses that would normally be too small for a creature of their bulk. They manipulate and harass their targets until discovered, at which time they attack in earnest. They freely use their thicken water ability to lock down distant foes while tearing apart any targets within reach.

Jormungandi claim to be the court jesters of a demon lord that takes the form of an unimaginably vast sea serpent on an aquatic layer of the Abyss. Every time they mock a foe before devouring them is a devotion to this creature. Some of those skilled and lucky enough to survive an encounter with a jormungandi tell tales of the demons summoning fiendish sea serpents and using other profane powers under the dominion of their scaled patron, and worry about the rise of a deadly new evil in the dark waters.





## Demon, Minion of Saloth

*This horrid creature has the body of a great lobster, with a humanoid upper body where its head should be. A hairless, alien head bearing a maniac's grin of broad teeth stares at you with some deep madness in its eyes. Its arms end in writhing masses of tentacles. Crimson light spills from its flesh.*

### MINION OF SALOTH

CR 9



XP 6,400

CE Large outsider (aquatic, chaotic, demon, evil, extraplanar)

Init +7; **Senses** darkvision 60 ft., *true seeing*; Perception +21

**Racial Buoyancy** -865; **Depth Tolerance**: immune to pressure

### DEFENSE

AC 24; touch 19, flat-footed 21 (+3 Dex, +7 deflection, +5 natural, -1 size)

hp 114 (12d10+48)

Fort +8, Ref +11, Will +14

DR 10/good; **Immune** electricity, poison; **Resist** acid 10, cold 10, steam 10; **SR** 27

### OFFENSE

**Speed** 40 ft., swim 40 ft.

**Melee** 2 slams +16 (1d6+5 plus grab), bite +16 (1d8+5 plus shearing), 2 talons +16 (1d6+5), tail +14 (1d8+2)

**Special Attacks** constrict (slam, 1d6+5), shearing bite, strangle

**Spell-Like Abilities** (CL 12, Concentration +19)

constant-*true seeing*

at will-*bleed*, *chaos hammer* (DC 21), *dispel magic*, *divination*, *murk*, *teleport* (self plus 50 pounds of objects only),

2/day-*animate dead*, *inflict serious wounds* (DC 20), *spiritual weapon*, *unholy blight* (DC 21)

1/day-*righteous might*, *summon* (level 5, 1 minion of Saloth, 75%)

### STATISTICS

Str 20, Dex 17, Con 19, Int 24, Wis 22 Cha 25

Base Atk +12; CMB +18; CMD 31

**Feats** Greater Grapple, Improved Grapple, Improved Initiative, Improved Unarmed Strike, Multiattack, Step Up

**Skills** Acrobatics +18, Bluff +22, Climb +17, Diplomacy +19, Escape Artist +15, Heal +18, Intimidate +22, Knowledge: the Planes +22, Knowledge: Religion +22, Perception +21, Sense Motive +21, Stealth +14, and Use Magic Device +22

**Languages** Abyssal, Celestial, Common, Dagonite, Deep Drow, Nixish; telepathy 100 ft.

**SQ** unholy blessing

### ECOLOGY

**Environment** deep ocean, the Abyss

**Organization** solitary, pair, or congregation (3-15)

**Treasure** standard

### SPECIAL ABILITIES

**Unholy Blessing (Su)**: Minions of Saloth carry their dark queen's blessing with them everywhere. They gain a bonus to their armor class and spell resistance equal to their Charisma modifier. In addition they can cast *bleed* or *bane* at will. A minion of Saloth that somehow loses this divine connection takes a -5 penalty to all its rolls.

**Shearing bite (Ex)**: A minion of Saloth deals terrible damage with its bite, shearing off large parts of muscle. Bitten victims take 1d3 Strength damage with each bite the demon inflicts.

**Strangle (Ex)**: Creatures grappled by a minion of Saloth's tentacle hands cannot speak or cast spells with verbal components.

Minions of Saloth are both servants of, and masters to, the deep drow. Supernaturally devoted to their dark mistress in ways that no mortal creature can fathom, these demons serve as both her eyes and hands in the mortal seas. They act as advisers and bodyguards for her most rabid worshipers, treating them as respected equals. They are eternally watchful, however, for drow straying from the path of Saloth. These poor souls are, at best, torn limb from limb on the spot. The least lucky are dragged back to the Abyssal court of Saloth herself.

Minions of Saloth prefer to fight from behind a wall of lessers, using their spell-like abilities to smite foes, and directing their forces from safety. They are quite capable in combat, and fight with the fanaticism of a holy warrior on a crusade. Their hand tentacles are quite dexterous, and are capable of wielding weapons and magic items if necessary.

A minion of Saloth knows only its goddess, and being created from a tiny shard of her unholy essence, is incapable of betraying her wishes. They feel no such attachment to mortal creatures, and will turn on even long-standing allies if Saloth commands. They claim to hear her voice, like the crashing of waves, or grinding of a great carapace, in their heads at all times.

It is not unknown for devoted minions of Saloth to take levels of cleric, inquisitor, or antipaladin, all to further their mistress' dark cause.



## Demon, Rahab

This fiend has a serpent's body, topped with a faceless horned head. Two spike-like limbs extend from its torso, along with dexterous tentacles. A single bloodshot eye stares from the center of its chest

### RAHAB DEMON

CR 19



XP 25,600

CE Large outsider (aquatic, chaotic, demon, evil, extraplanar)

**Init** +4; **Senses** darkvision 100 ft., *true seeing*; Perception +27

**Racial Buoyancy** -350; **Depth Tolerance**: immune to pressure

### DEFENSE

**AC** 33; touch 20, flat-footed 29 (+4 Dex, +8 deflection, +13 natural, -2 size)

**hp** 351 (19d10+247)

**Fort** +24, **Ref** +10, **Will** +16

**DR** 10/cold iron and good; **Immune** electricity, poison;

**Resist** acid 10, cold 10, steam 10; **SR** 29

### OFFENSE

**Speed** 40 ft., swim 50 ft.

**Melee** gore +28 (1d8+11), bite +28 (1d8+11), 2 stabs +28 (1d6+11), tail slap +26 (1d8+11 plus grab)

**Special Attacks** constrict (tail, 1d8+11), extendable stomach, glaring eye, poison, rend (2 stabs, 1d6+16), sting

**Spell-Like Abilities** (CL 20, Concentration +28)

constant-*true seeing*

at will-*chaos hammer* (DC 22), *dispel magic*, *project image* (DC 25), *suggestion* (DC 21) *greater teleport* (self plus 100 pounds of objects only), *telekinesis* (DC 23), *unholy blight* (DC 22)

3/day-*electrical surge* (DC 19), *song dragon's breath* (DC 22), *swampwater* (DC 21)

1/day-summon (level 5, 1 rahab, 40%, or 3d10 crinus 60%), *symbol of fear* (DC 26)

### STATISTICS

**Str** 33, **Dex** 19, **Con** 36, **Int** 20, **Wis** 20 **Cha** 27

**Base Atk** +19; **CMB** +32; **CMD** 46 (can't be tripped)

**Feats** Cleave, Great Cleave, Combat Expertise, Critical Focus, Diving Strike, Greater Feint, Impaling Critical\*, Improved Feint, Intimidating Prowess, Multiattack, Power Attack  
\*found in ULTIMATE COMBAT

**Skills** Acrobatics +26, Bluff +30, Diplomacy +27, Intimidate +41, Knowledge (arcana, planes) +27, Perception +27, Sense Motive +27, Spellcraft +24, Stealth +22, Use Magic Device +30

**Languages** Abyssal, Celestial, Common, Dagonite; telepathy 100 ft.

**SQ** amphibious

### ECOLOGY

**Environment** any (Abyss)

**Organization** solitary, pair

**Treasure** double

### SPECIAL ABILITIES

**Extendable Stomach (Ex)**: As a standard action a rahab can extend its stomach through its mouth as a touch attack. Targets successfully struck are enveloped by the stomach, and are considered pinned. Victims take 2d10 points of acid damage every round they are so pinned. A successful grapple check allows the victim to pull free. The rahab may retract an empty stomach as a free action.

**Glaring Eye (Su)**: A rahab may glare at a single target as a free action each round. A target that fails a DC 26 Will save against its glare is shaken for 10 minutes. Failing a second save during the duration of the first effect makes the victim staggered for 10 minutes. Failing a third save during the duration of the second effect makes the victim panicked for 10 minutes. Succeeding at a save does not end a lesser effect or the vulnerability of having to make another save against an effect at a later time.

**Poison (Su)**: Tail sting-injury; *save* Fort DC 26; *frequency* 1/round for 8 rounds; *effect* 2d4 Str and 1d6 Int damage; *cure* 2 saves

**Sting (Ex)**: Victims being constricted by a rahab's tail are attacked by its tail stinger once per round at the demon's highest attack bonus. A successful attack deals 1d6 points of damage, and injects the rahab's poison.

Rahab are powerful demons, barely weaker than the dreaded balors. They hate most other demons, seeing them as unworthy of their power, and viewing themselves as nobility. They greatly enjoy lording over hordes of weaker creatures that they can destroy at will. Given the inherent chaos of the Abyss, they often choose to escape to worlds that are more adaptable to their will.

Rahab revel in combat as much as any demon, but often attempt to overawe their foes first, allowing them to worship it instead. They are intelligent fighters, carefully using their foe's strengths and weaknesses against them, although they are less capable of leading mass troops than the mariliths are, which annoys them to no end. Their venom is a thick black sludge that eats at an enemy's strength and induces a horrid slowness of thought.

Rahab are only rarely summoned, both because of their power, and their well-known habit of breaking free at all costs. Their fondest wish is to acquire an ever-growing mortal cult, perhaps stretching over an entire world. A few channel their worshipers' belief into ascending to the status of true demon lord. Many demonologists believe the rahab fear the loss of self that comes with near divinity, although these demons would surely destroy anyone that they overheard saying such a thing.





## Devil, Crustaceamid

*Only vaguely humanoid, this creature mixes the worst features of a crab and a merfolk. Its long arms end in studded points, and its face possesses multiple faceted eyes over a mouth made to grind flesh. A powerful tail trails behind it. The long strands of hair flowing from its alien head complete its utterly horrific visage*

### CRUSTACEAMID DEVIL

CR 11



XP 12,800

LE Large outsider (aquatic, devil, evil, extraplanar, lawful)

Init +5; Senses darkvision 60 ft., see in darkness; Perception +17

Racial Buoyancy -110; Depth Tolerance: immune to pressure

#### DEFENSE

AC 28; touch 14, flat-footed 23 (+5 Dex, +14 natural, -1 size)

hp 149 (13d10+78)

Fort +14, Ref +13, Will +11

DR 10/good; Immune cold, steam, poison, Resist acid 10; SR 21

#### OFFENSE

Speed 30 ft., swim 40 ft.

Melee bite +18 (1d6+6), 2 slams +18 (1d8+6 plus grab), tail slam +13 (1d8+4)

Special Attacks gel, pick apart

Spell-like Abilities (CL 13th, concentration +16)

at will-greater teleport (self plus 50 lbs. Of objects only), major image

2/day-black tentacles, vermin shape II (Large crab only)

1/day-order's wrath (DC 17), summon (level 4, 1d2 crustaceamids 50%)

\* Found in the ULTIMATE MAGIC

#### STATISTICS

Str 23, Dex 20, Con 22, Int 11, Wis 16, Cha 17

Base Atk +13; CMB +20 (+24 grapple); CMD 35

Feats Greater Grapple, Improved Grapple, Improved Unarmed Strike, Power Attack, Taste of Blood, Vital Strike

Skills Acrobatics +26, Intimidate +17, Knowledge (planes) +12, Perception +17, Sense Motive +15, Stealth +11, Use Magic Device +15

Languages Celestial, Dagonite, Draconic, Infernal; telepathy 100 ft.

SQ water dependency

#### ECOLOGY

Environment deep ocean (Hell)

Organization solitary, pair, swarm (4-10)

Treasure standard

#### SPECIAL ABILITIES

**Gel (Su):** A crustaceamid may make a grapple attempt against a creature its size or smaller to try to press a target into the thick red gel that rests within its torso. If successful the victim becomes stuck, taking 1d6 points of acid damage every round, and their only action is to attempt to escape. The victim may make a grapple check against the crustaceamid to free itself.

**Pick Apart (Ex):** A crustaceamid that makes a successful pin attempt against a target may deal 1d4 points of Constitution damage to it as the tiny crab-like claws embedded in its arms literally pick the victim apart. Against foes without a Constitution score the claws deal 2d4 points of damage instead.

**Water Dependency (Ex):** Crustaceamids can survive out of the water for 1 hour per point of Constitution.

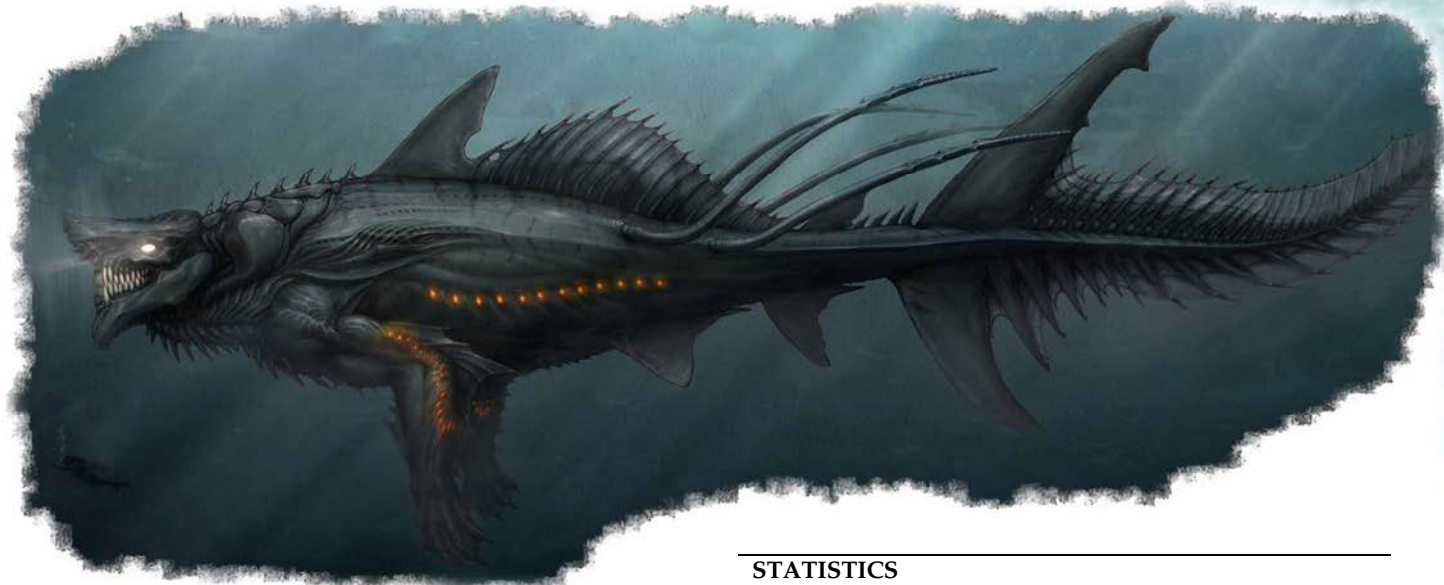
Beyond this point the devil runs the risk of suffocation as if it were drowning.

Crustaceamids are one of the most common devils within Hell's oceans, making up legions of bubbling soldiers that swarm the foes of greater devils. Many are sent or escape to the seas of the world to create havoc and discord. They are brutal and blunt, lacking the intelligence and guile of greater devils.

Crustaceamids have a natural instinct to gather, and will attempt to join any others of their kind that they can locate. Failing that, they lead a motley group of other deep sea creatures, trying vainly to keep them in strict order. They swarm their victims in combat, concentrating on picking apart their foes one at a time.

Crustaceamids may be found anywhere in the sea, although they prefer the more sparsely populated depths, where there are fewer intelligent creatures to hunt them. For those that strike out on their own, it also grants a measure of protection from their hellish masters. These rogue devils often end up serving a dragon or other powerful master.





## Devil, Leviathan

A shark, seemingly endless in size, swims out of the void. An axe-like blade juts from a head that is disturbingly humanoid. Two powerful arms replace its pectoral fins, and several tentacles sprout from its body. It sees you, and its jaws widen into a blood-chilling smile.

### LEVIATHAN DEVIL

CR 20



XP 307,200

LE Gargantuan outsider (aquatic, devil, evil, extraplanar, lawful)

**Init** +6; **Senses** darkvision 60 ft. see in darkness, *detect invisibility*; Perception +32

**Aura** fear (50 ft., DC 33)

**Racial Buoyancy** -870; **Depth Tolerance**: immune to pressure

### DEFENSE

**AC** 36; touch 4, flat-footed 36 (-2 Dex, +32 natural, -4 size)

**hp** 373 (19d10+266), regeneration 5 (good weapons, good spells)

**Fort** +25, **Ref** +8, **Will** +21

**DR** 20/good and silver; **Immune** poison, steam; **Resist** acid 10, cold 10; **SR** 31

### OFFENSE

**Speed** swim 60 ft.

**Melee** bite +30 (4d10+22 plus grab), 2 claws +30 (2d6+15 plus grab), 4 tentacles +25 (2d6+7 plus grab), tail +25 (2d8+7 plus poison), or +2 *unholy flay spear* +33/+28/+23/+18 (3d8+15) and 2 claws +25 (2d6+15 plus grab), 4 tentacles +25 (2d6+7 plus grab), tail +25 (2d8+7 plus poison), or gore +30 (4d8+15), and 2 claws +30 (2d6+15 plus grab), 4 tentacles +25 (2d6+7 plus grab), tail +25 (2d8+7 plus poison)

**Special Attacks** boat breaker, constrict (tentacle, 2d6+7), poison, powerful bite, powerful charge (8d8+30), swallow whole (5d6 steam damage, AC 26, hp 37)

**Spell-Like Abilities** (CL 18, Concentration +25)

at will—*blasphemy* (DC 24), *boiling gaze* (DC 19), *create undead*, *greater dispel magic*, *mageboil* (DC 20), *murk*, *power word: stun*, *teleport* (self plus 100 pounds of objects only), *unholy aura*, *wall of steam*

3/day—*acid bubble* (DC 21), *invisibility*, *phantasmal net* (DC 22), *slowboil* (DC 24)

2/day—*jaws*, *lavamark*, *scathing eel* (DC 21), *steaming eel* (DC 22)

1/day—*boiling murk* (DC 23), *boiling shield*, *school of scales*, *summon* (level 9, 1 leviathan devil, 25%, or 1d4 crustaceamids, 75%), *telekinesis* (DC 22)

### STATISTICS

**Str** 40, **Dex** 15, **Con** 38, **Int** 21, **Wis** 30 **Cha** 25

**Base Atk** +19; **CMB** +38; **CMD** 50

**Feats** Awesome Blow, Bleeding Critical, Crippling Critical, Critical Focus, Dreadful Carnage\*, Flanking Foil\*\*, Furious Focus\*, Hammer the Gap\*, Improved Initiative, Power Attack

\*found in the ADVANCED PLAYERS GUIDE, \*\* ULTIMATE COMBAT

**Skills** Acrobatics +24, Bluff +29, Intimidate +29, Knowledge (arcana, planes) +27, Perception +32, Sense Motive +32,

Spellcraft +24, Stealth +12, Survival +32, Use Magic Device +26

**Languages** Common, Dagonite, Infernal; telepathy 100 ft.

### ECOLOGY

**Environment** cold oceans and abyssal plains

**Organization** solitary, pair, battalion (3-15)

**Treasure** none

### SPECIAL ABILITIES

**Boat Breaker (Su):** Attacks from a leviathan devils bite or gore deal double damage to objects.

**Poison (Su):** Tail slap—injury; *save* Fort DC 33; *frequency* 1/round for 5 rounds; *effect* 1d6 Str damage and 1 Con damage; *cure* 2 saves.

**Powerful Bite (Ex):** Leviathan devils apply one and a half times their strength bonus to their bite attack.

Leviathan devils are the apex of sahuagin ideal of power and beauty. They are as ruthless in their bargains as they are in battle. Their physical hunger is matched only by their hunger to collect souls. At least two of these creatures were known to have been summoned by sahuagin devil-priests during the Bloody War, with one confirmed being banished in battle. The whereabouts of the second is unknown, and something that is a constant concern to all other races in the sea.

Leviathan devils are deadly in battle, as they are both powerful and organized. They make cold hearted generals, moving troops with precision and without fear of losses. They prefer fighting creatures closer to their size than most humanoids for the challenge, relishing ripping hunks of flesh from their opponents.

Theologians among the seafolk worry that the Bloody War was a long term diabolic plot, reaping the souls of the sahuagin for some terrible rite or plot. If nothing else, the leviathan devils profited from the war, acting as patrons and granting dark powers to the ever more aggressive sahuagin, and seemingly abandoning them at the height of the war. This fact alone fuels the concerns of a deeper danger spanning the seas of more than one world.



## Dinosaur, Aquatic

Technically, there is no such thing as an aquatic dinosaur. All members of the class Dinosauria were strictly terrestrial. However, there are many types of large marine reptiles that lived during the age of dinosaurs that are often put into the same category as dinosaurs. In the *Pathfinder Roleplaying Game Bestiary*, you were introduced to the elasmosaurus, which falls under this RPG equivalent of "aquatic dinosaur." This section expands on this with five new prehistoric monsters to haunt the forgotten reaches of the Cerulean Seas.

## Dinosaur, Cryptoclidus

*This vicious 20-foot long plesiosaur has a flattened head and a neck that is nearly half its total length.*

CRYPTOCLIDUS

CR 7



XP 3,200

N Huge animal (aquatic)

**Init** +6; **Senses** low-light vision, scent; Perception +16

**Racial Buoyancy** -225; **Depth Tolerance**: 600 feet

### DEFENSE

**AC** 22, touch 10, flat-footed 20 (+2 Dex, +12 natural, -2 size)

**hp** 90 (12d8+36)

**Fort** +13, **Ref** +10, **Will** +5

### OFFENSE

**Speed** swim 40 ft.

**Melee** bite +16 (4d6+12 plus trip)

**Space**: 15 ft.; **Reach** 15 ft.

### STATISTICS

**Str** 27, **Dex** 14, **Con** 17, **Int** 2, **Wis** 13, **Cha** 10

**Base Atk** +9; **CMB** +19, **CMD** 31 (35 vs. trip)

**Feats** Cleave, Great Fortitude, Improved Initiative, Improved Overrun, Power Attack, Weapon Focus (bite)

**Skills** Perception +16

### ECOLOGY

**Environment** warm coastal

**Organization** solitary, pair, or school (3-6)

**Treasure** none

A plesiosaur, like the elasmosaurus, the cryptoclidus is a classic prehistoric sea monster. A bit more bulky than the slender elasmosaurus, the cryptoclidus is a strong and hearty opponent. Despite looking clumsy and cumbersome, it is actually relatively graceful, using all four limbs as paddles to swim and hunt its prey.

## Dinosaur, Henodus

*This strange turtle-like creature lazily glides through the water before you. It opens its large, flat mouth revealing a set of huge grinding teeth.*

HENODUS

CR 6



XP 2,400

N Huge animal (aquatic)

**Init** +0; **Senses** low-light vision, scent; Perception +14

**Racial Buoyancy** -760; **Depth Tolerance**: 300 feet

### DEFENSE

**AC** 22, touch 8, flat-footed 22 (+14 natural, -2 size)

**hp** 75 (10d8+30)

**Fort** +12, **Ref** +7, **Will** +4

### OFFENSE

**Speed** swim 30 ft.

**Melee** bite +14 (3d6+12)

### STATISTICS

**Str** 27, **Dex** 10, **Con** 17, **Int** 2, **Wis** 13, **Cha** 8

**Base Atk** +7; **CMB** +17, **CMD** 27 (31 vs. trip)

**Feats** Diving Strike, Great Fortitude, Improved Overrun, Power Attack, Weapon Focus (bite)

**Skills** Perception +14

**SQ** blunt bite

### ECOLOGY

**Environment** any open sea

**Organization** solitary, pair, or bale (3-12)

**Treasure** none

### SPECIAL ABILITIES

**Blunt bite (Ex)** A henodus has a very large mouth designed to crush the thickest sea shells. Consequentially, its bite only does bludgeoning damage (and not piercing or slashing).

Henodus is a placodont with a great (albeit superficial) resemblance to a turtle. However, the shell is composed of many more pieces of bone than that of turtles, forming a distinctive mosaic pattern. Henodus spends most of its time hunting Small-sized and smaller shellfish.

## Dinosaur, Liopleurodon

*A gigantic crocodile-like reptile glides before you on powerful pliosaur flippers. Its jaws could devour a shark in one bite.*

LIOPLEURODON

CR 9



XP 6,400

N Gargantuan animal

**Init** +5; **Senses** low-light vision, scent; Perception +37

**Racial Buoyancy** -1800; **Depth Tolerance**: 600 feet

### DEFENSE

**AC** 21, touch 7, flat-footed 20 (+1 Dex, +14 natural, -4 size)

**hp** 153 (18d8+72)

**Fort** +15, **Ref** +12, **Will** +10

### OFFENSE

**Speed** swim 50 ft.

**Melee** bite +20 (4d6+22/19-20 plus grab)

**Space** 20 ft.; **Reach** 20 ft.

**Special Attacks** swallow whole (2d8+11, AC 17, hp 15)

### STATISTICS

**Str** 32, **Dex** 13, **Con** 19, **Int** 2, **Wis** 15, **Cha** 10

**Base Atk** +13; **CMB** +28 (+32 grapple), **CMD** 39 (43 vs. trip)

**Feats** Bleeding Critical, Critical Focus, Diehard, Endurance, Improved Critical (bite), Improved Initiative, Iron Will, Run, Skill Focus (Perception)

**Skills** Perception +37; **Racial Modifiers** +8 Perception

**SQ** powerful bite

### ECOLOGY

**Environment** warm ocean waters

**Organization** solitary, pair, or float (3-6)

**Treasure** none

## SPECIAL ABILITIES

**Powerful Bite (Ex)** A liopleurodon applies twice its Strength modifier to bite damage.

Liopleurodon is a large predatory marine reptile. Unlike the more familiar long-necked plesiosaurs such as *Elasmosaurus*, they have large heads and short necks, and a somewhat longer body. They also have formidable teeth, and the back of their skull is extended to make room for the large and powerful muscles to drive those teeth into their prey.

## Dinosaur, Shonisaurus

*A titanic ichthyosaur that resembles a monstrous and bloated dolphin rushes towards you like a frenzied tsunami.*

### SHONISAURUS

CR 10



XP 9,600

N Gargantuan animal (aquatic)

**Init** +0; **Senses** low-light vision, scent; **Perception** +28

**Racial Buoyancy** -870; **Depth Tolerance**: 1200 feet

#### DEFENSE

**AC** 18, touch 6, flat-footed 18 (+12 natural, -4 size)

**hp** 171 (18d8+90)

**Fort** +18, **Ref** +11, **Will** +9

#### OFFENSE

**Speed** swim 100 ft.

**Melee** bite +22 (4d6+19 plus grab)

**Space** 20 ft.; **Reach** 20 ft.

**Special Attacks** swallow whole (2d6+10, AC 15, hp 20)

#### STATISTICS

**Str** 37, **Dex** 10, **Con** 21, **Int** 2, **Wis** 13, **Cha** 10

**Base Atk** +13; **CMB** 30 (+34 grapple), **CMD** 40 (44 vs. trip)

**Feats** Cleave, Diving Strike, Great Cleave, Great Fortitude, Greater Overrun, Iron Will, Power Attack, Skill Focus (Perception), Weapon Focus (bite)

**Skills** Perception +28

#### ECOLOGY

**Environment** any ocean waters

**Organization** solitary, pair, or pod (3-12)

**Treasure** none

Shonisaurus has a long pointed mouth that contains teeth only at the front end. It has a large whale-like body, a long dolphin-like snout, and its flippers are much longer, and narrower than in other ichthyosaurs. It is a mega-predator that spends all of its time hunting and eating, taking only brief periods to rest.

## Dinosaur, Taniwhasaurus



*Imagine a 20-feet long monitor lizard with a flat, newt-like tail, fins where its legs should be, and a mouth full of needle sharp teeth. Now imagine it speeding towards you.*

### TANIWHASAURUS

CR 8



XP 4,800

N Huge animal (aquatic)

**Init** -1; **Senses** low-light vision, scent; **Perception** +24

**Racial Buoyancy** -760; **Depth Tolerance**: 800 feet

#### DEFENSE

**AC** 19, touch 7, flat-footed 19 (-1 Dex, +12 natural, -2 size)

**hp** 119 (14d8+56)

**Fort** +15, **Ref** +8, **Will** +5

#### OFFENSE

**Speed** swim 50 ft.

**Melee** bite +17 (2d10+12)

**Space** 15 ft.; **Reach** 15 ft.

**Special Attacks** powerful charge (bite, 4d10+16)

#### STATISTICS

**Str** 26, **Dex** 9, **Con** 19, **Int** 2, **Wis** 12, **Cha** 7

**Base Atk** +10; **CMB** +20, **CMD** 29 (33 vs. trip)

**Feats** Diving Strike, Great Fortitude, Improved Critical, Power Attack, Run, Skill Focus (Perception), Weapon Focus (bite)

**Skills** Perception +24

#### ECOLOGY

**Environment** warm shorelines

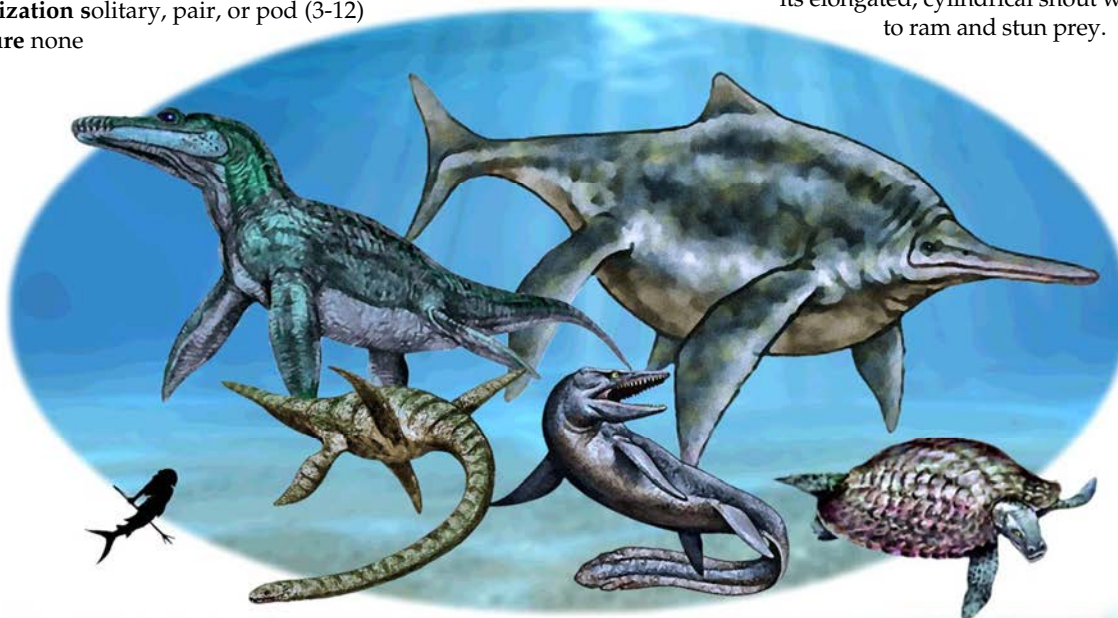
**Organization** solitary, pair, or float (5-8)

**Treasure** none

Taniwhasaurus is a mosasaur; a large, predatory marine lizard closely related to modern monitor lizards.

Taniwhasaurus is among the largest of all the mosasaurs.

A distinguishing characteristic of taniwhasaurus is its elongated, cylindrical snout which it uses to ram and stun prey.





# Diplocaulus



A large salamander with a triangular head bursts from the muck, snapping shark-like teeth at you.

## DIPLOCAULUS

CR 2



XP 600

N Medium animal (aquatic)

**Init** +2; **Senses** blindsight 60 ft., low-light vision, scent; Perception +8

**Racial Buoyancy** -50<sup>B</sup>; **Depth Tolerance**: 300 feet

## DEFENSE

**AC** 14; touch 12, flat-footed 12 (+2 Dex, +2 natural)

**hp** 60 (8d8+24)

**Fort** +9, **Ref** +8, **Will** +4

## OFFENSE

**Speed** 20 ft., swim 30 ft.

**Melee** bite +8 (1d6+2)

**Space** 10 ft.; **Reach** 5 ft.

## STATISTICS

**Str** 14, **Dex** 15, **Con** 17, **Int** 2, **Wis** 12, **Cha** 8

**Base Atk** +6; **CMB** +8; **CMD** 20

**Feats** Blindfight, Lunge<sup>B</sup>, Power Attack, Skill Focus (Acrobatics), Weapon Focus (bite)

**Skills** Acrobatics +10, Perception +8, Stealth +8

**SQ** amphibious, burst of speed, hold breath

## ECOLOGY

**Environment** warm freshwater

**Organization** Solitary, pair

**Treasure** none

## SPECIAL ABILITIES

**Burst of Speed (Ex):** A diplocaulus may move in a straight line up to five times its normal speed once per day. It can use this as a charge attack

**Hold breath (Ex):** A diplocaulus can hold its breath for up to five times its Constitution score

These large amphibians are holdovers from a lost age. Mogogols breed them as a mammalian race would a guard dog or bloodhound. It is unknown how the frog-people get these creatures to respond to their commands, but they make great use of the diplocaulus's heightened senses to find food and enemies.

Whether tamed or wild, a diplocaulus uses the same hunting strategy; a lightning fast lunge of tearing teeth. They prefer to drag their prey into the water to feed.

Their voracious appetite, aggressive nature, and strange appearance have earned the diplocaulus the title "killer newts." Some less reputable neighbors of the mogogols have been known to purchase these creatures, starve them, and pit them against one another. Mogogols view this practice to be strongly abhorrent, and will often organize large rescue parties to save these creatures from this cruel fate. Unfortunately, "killer newt fighting" is still gaining in popularity, regardless of their benefactors' plight and the tendency for at least one handler to lose life or limb during this heinous event.



## Douseling

A lumpy grey orb floats lazily ahead of you. Several tendrils wriggle listlessly from underneath it. It seems agitated by your presence, as the intensity of the squirming accelerates.

### DOUSELING

CR 4



XP 1,200

N Medium aberration

**Init** +5; **Senses** blindsight; Perception +10

**Racial Buoyancy** -2<sup>A</sup>; **Depth Tolerance**: 300 feet

### DEFENSE

**AC** 16; touch 11, flat-footed 15 (+1 Dex, +5 natural)

**hp** 32 (5d8+10)

**Fort** +3, **Ref** +2, **Will** +5

**DR** 5/piercing or slashing

### OFFENSE

**Speed** swim 30 ft.

**Melee** 7 tentacles +6 (1d6+3 plus poison)

**Special Attacks** death throes

**Spell-Like Abilities** (CL 10th)

Constant—*antimagic field*, *detect magic* (see below)

### STATISTICS

**Str** 15, **Dex** 13, **Con** 15, **Int** 3, **Wis** 12, **Cha** 10

**Base Atk** +3; **CMB** +5; **CMD** 16 (can't be tripped)

**Feats** Improved Initiative, Skill Focus (Perception), Stealthy

**Skills** Acrobatics +5, Escape Artist +3, Perception +10, Stealth +7

### ECOLOGY

**Environment** shallow ocean

**Organization** solitary, pair, or field (5-15)

**Treasure** standard

### SPECIAL ABILITIES

**Death Throes (Ex)** When slain, a douseling explodes in a blast of antimagic energy effecting all creatures within 10 feet. Affected creatures become afflicted with an *antimagic field* identical to the one that once emanated from the douseling. The *antimagic field* persists for 1d4 hours. A successful DC 14 Fortitude save avoids the effect. The save DC is Constitution-based.

**Poison (Ex)** Tentacle--injury; save DC 14; frequency 1/round for 4 rounds; effect 1d3 Intelligence damage; cure 2 consecutive saves. The save DC is Constitution-based.

Douselings specialize in preying on innately magical creatures, as these creatures are often greatly weakened within the douselings *antimagic field* effect. Douselings are generally drawn towards anything with a magical aura as discerned with their *detect magic* ability (which is conveniently unaffected by their *antimagic field*). Though hated by magic users of all varieties, douselings tend to turn away from creatures that they discern as humanoid, preferring instead to stalk magical beasts and other aberrations. Unfortunately, a douseling is a slow-witted creature, and may take several rounds to figure out that source of the magic dweomer is not the preferred prey. They have even been known to attack inanimate objects that project a strong enough arcane aura. A douseling that realizes that it is attacking something that is not favored quarry will immediately flee.

Douselings are occasionally kept as guardians in fortresses and cities. These creatures must be continuously caged or detained in some way, or they will inevitably wander off, even when well fed. Evil aligned creatures occasionally retain douselings in a severely weakened state so that can they be easily slain, thus bestowing their *antimagic field* en masse upon their captor's minions.





## Dragon, Song

Chromatic and metallic dragons are generally terrestrial dragons. In the seas a new branch has evolved—song dragons. These dragons can trace their lineage to their drylander cousins, though they have become very different. Song dragons come in the full gamut of alignments, are all aquatic, and usually have some sort of sonic-based attack. They essentially replaced the niche of their predecessors.

## Dragon (Song), Cacophony

*A thick warty hide marks this stout dragon. Its head is wide and frog-like, with an imposing maw. Thick fluids seep from the pores of its many warts and protrusions. A pair of thick wings looks barely strong enough to lift its bulk. The deep browns of its hide blend into the swamp.*

### CACOPHONY DRAGON



NE dragon (ooze)

**Racial Buoyancy 0; Depth Tolerance:** 600 feet

#### BASE STATISTICS

**CR 3; Size Tiny; Hit Dice** 4d12

**Speed** 40 ft., fly 50 ft. (poor), swim 30 ft.

**Natural Armor +2; Breath Weapon** cone, 2d6 sonic

**Str 14, Dex 13, Con 12, Int 8, Wis 10, Cha 8**

#### ECOLOGY

**Environment** swamps

**Organization** solitary, pair

**Treasure** triple

#### SPECIAL ABILITIES

**Breath Weapon (Su):** Cacophony dragons have a single breath weapon, a painfully loud croak. In addition to the physical damage it deals, creatures caught within the cone must make a Fortitude save or be deafened for 2d6 rounds.

**Burrow (Ex):** A cacophony dragon can burrow down into any mud, loam, or other soft, moist material, concealing its entire bulk as a standard action, as long as there is enough material to cover the dragon. In this way, it receives a +10 bonus to its Stealth checks.

**Create Quicksand (Su):** An adult cacophony dragon can transmute a 30 ft. area of earth or mud into quicksand as a standard action. See the Core Rule book page 427 for rules on quicksand. The dragon adds its Charisma modifier to the DC of all Swim checks for creatures within the quicksand it creates.

**Create Algoid (Su):** A great wrym cacophony dragon may create 1d6+ its Charisma modifier in algoids once per day. The algoids are under the dragon's complete control, and exist for 24 hours.

**Poison (Su):** A cacophony dragon's many warts constantly ooze a thick poison. In water, this creates 5 ft. square per age category cloud of toxic water. Creatures within the cloud must make a Fortitude save every round they are in it, or take 1 point of Strength damage. Water breathing creatures take 1d4 points of Strength damage instead, as the poison is taken in directly.

Alternatively, a cacophony dragon that is out of water is covered in the poison, and any creature striking the dragon with a natural attack must make a Fortitude save or take 1d2 Strength damage.

**Poison Bite (Su):** An old or older cacophony dragon can excrete its poison through its bite. Bite-injury; *save* Fort DC 10+ half the dragons HD+ its Con modifier; *frequency* 1/round for 8 rounds; *effect* 1d4 Strength damage; *cure* 1 save.

**Spell-like Abilities (Sp):** A cacophony dragon gains the following spell-like abilities, usable upon reaching the listed age category. Young-4/day-*summon swarm*, juvenile-2/day-*command plants*, adult-2/day-*insect plague*, ancient-1/day-*poison*.

**Summon Swamp Dwellers (Sp):** A mature adult or older cacophony dragon may summon 2d6 constrictor snakes, 1d3 leech swarms, 2d6 giant frogs, or 1d2 dire crocodiles twice per day.

**Swamp Stride (Ex):** A very young or older cacophony dragon is never hindered by swampy terrain.

**Water Breathing (Ex):** A cacophony dragon can breathe underwater indefinitely.

Age Category	Special Abilities	Caster Level
Wymling	Burrow, poison, water breathing	-
Very Young	Swamp stride	-
Young	<u>Summon school</u>	-
Juvenile	<u>Command flora</u>	-
Young Adult	DR 5/magic, spell resistance	1
Adult	<u>Piranha plague</u> , create quicksand	3
Mature Adult	DR 10/magic, summon swamp dwellers	5
Old	Poison bite	7
Very Old	DR 15/magic	9
Ancient	Poison	11
Wyrm	DR 20/magic	13
Great wrym	Create algoid	15

### YOUNG CACOPHONY DRAGON

CR 7

XP 3,200

NE Medium dragon (ooze)

**Int +4; Senses** dragon senses; Perception +10

#### DEFENSE

**AC** 18; touch 10, flat-footed 18, (+ 8 natural)

**hp** 76 (8d12+24)

**Fort +9, Ref +6, Will +7**

**Immune** paralysis, sleep

#### OFFENSE

**Speed** 60 ft., fly 100 ft. (clumsy), swim 50 ft.

**Melee** bite +15 (1d8+6), 2 claws +14 (1d6+6), 2 wings +9 (1d4+3)

**Space** 5 ft.; **Reach** 5 ft.

**Special Attacks** breath weapon (30 ft. cone, DC 17, 6d6 sonic), poison DC 17

**Spell-like Abilities (CL 8)**

4/day-*summon school*

#### STATISTICS

**Str 22, Dex 11, Con 16, Int 10, Wis 12, Cha 10**

**Base Atk +8, CMB +14, CMD 24**

**Feats** Blind Fight, Combat Expertise, Improved Initiative, Weapon Focus (bite)

**Skills** Appraise +8, Bluff +9, Fly +2, Intimidate +9, Knowledge (nature) +8, Perception +10, Sense Motive +8, Stealth +10, Survival +9

**Languages** Draconic

**SQ** burrow, swamp stride, water breathing

### ADULT CACOPHONY DRAGON

CR 11

XP 12,900

NE Large dragon (ooze)

**Int +3; Senses** dragon senses; Perception +20

**Aura** frightful presence (180 ft., DC 19)

#### DEFENSE

**AC** 25; touch 8, flat-footed 25 (-1 Dex, +17 natural -1 size)

**hp** 161 (14d12+70)

**Fort +16, Ref +8, Will +12**

**DR 5/magic; Immune** paralysis, sleep; **SR** 22

#### OFFENSE

**Speed** 60 ft., fly 100 ft. (clumsy), swim 60 ft.

**Melee** bite +23 (2d6+9), 2 claws +22 (1d6+9), 2 wings +17 (1d6+4), tail slap +17 (1d8+13)

**Space** 10 ft.; **Reach** 10 ft.

**Special Attacks** breath weapon (40 ft. cone, DC 22, 12d6 sonic), create quicksand, poison D 22

**Spell-like Abilities (CL 14)**

4/day-*summon school*, 2/day-*command flora*, *piranha plague*

**Spells Known (CL 3th)**

1st (6/day)-*cause fear* (DC 13), *magic missile*, *ray of enfeeblement* (DC 13)

0 (at will)-*acid splash*, *daze* (DC 12), *dancing lights*, *detect magic*, *flare* (DC 12)

## STATISTICS

**Str** 28, **Dex** 9, **Con** 20, **Int** 14, **Wis** 16, **Cha** 14

**Base Atk** +14, **CMB** +24, **CMD** 33

**Feats** Blind Fight, Combat Expertise, Critical Focus, Great Fortitude, Improved Initiative, Power Attack, Weapon Focus (bite)

**Skills** Appraise +16, Bluff +17, Fly +0, Intimidate +17, Knowledge (nature) +16, Perception +20, Sense Motive +17, Stealth +8, Survival +17, Use Magic Device +16

**Languages** Aquan, Common, Draconic

**SQ** burrow, swamp stride, water breathing

## ANCIENT CACOPHONY DRAGON

**CR** 16

**XP** 76,800

**NE** Huge dragon (ooze)

**Int** +2; **Senses** dragon senses; Perception +30

**Aura** frightful presence (300 ft., DC 25)

## DEFENSE

**AC** 35; touch 6, flat-footed 35; (-2 Dex, +29 natural, -2 size)

**hp** 297 (22d12+154)

**Fort** +22, **Ref** +11, **Will** +18

**DR** 15/magic; **Immune** paralysis, sleep; **SR** 27

## OFFENSE

**Speed** 60 ft., fly 100 ft. (clumsy), swim 60 ft.

**Melee** bite +34 (2d8+13), 2 claws +33 (2d6+13), 2 wings +28 (1d8+6), tail slap +28 (2d6+19)

**Special Attacks** breath weapon (50 ft. cone, DC 28, 20d6 sonic), create quicksand, poison DC 28

**Spell-like Abilities** (CL 22)

4/day-summon school, 2/day command flora, piranha plague,

1/day poison (DC 18)

**Spells Known** (CL 11th)

5th (4/day)-murk (DC 19), transmute mud to rock (DC 19)

4th (7/day)-confusion (DC 18), shout (DC 18), quagmire

3rd (7/day)-protection from energy, swamp water (DC 17), suggestion (DC 17), vampiric touch

2nd (7/day)-acid arrow, dolphin's grace, darkness, ghoul touch (DC 16), invisibility

1st (7/day)-cause fear (DC 15), magic missile, ink, protection from good, ray of enfeeblement (DC 15)

0 (at will)-acid splash, arcane mark, daze (DC 16), dancing lights, detect magic, flare (DC 16), ghost sounds, ice-water jet, resistance.

## STATISTICS

**Str** 36, **Dex** 7, **Con** 24, **Int** 18, **Wis** 20, **Cha** 18

**Base Atk** +22, **CMB** +37, **CMD** 45

**Feats** Blind Fight, Cleave, Combat Expertise, Critical Focus, Deafening Critical, Great Cleave, Great Fortitude, Improved Initiative, Power Attack, Vital Strike, Weapon Focus (bite)

**Skills** Appraise +29, Bluff +29, Fly +11, Intimidate +29, Knowledge (nature) +29, Perception +30, Sense Motive +30, Stealth +12, Survival +30, Use Magic Device +29

**Languages** Aklo, Aquan, Common, Draconic, Sylvan

**SQ** burrow, summon swamp dwellers, swamp stride, water breathing

Cacophony dragons are lazy creatures that enjoy bullying lesser creatures, as long as it is not too much effort. They tend to wallow in a few favorite pools, content to feed on wildlife that comes too near, and to accept tribute from any local lizard man or boggard tribes. They avoid black dragons (a rare sight these days), hiding deep within the mud of the swamp.

A cacophony dragon does not have the impressive coat of scales that other dragons possess. Instead they have a thick warty hide, studded with poison glands. Their jaws bristle with hundreds of tiny teeth, but the power of their bite comes from the razor sharp bone plate that makes up the roof of their mouths. Their wings can barely lift them in flight and a cacophony dragon will only expend the effort to fly in the most pressing of circumstances.

Cacophony dragons enjoy combat, although they prefer to fight on their terms. They use their abilities to alter the battlefield in their favor, sometimes dispatching foes without ever coming to actual blows with them. They tend to act slow-witted, but are sly creatures at heart, and freely manipulate their enemies.





# Dragon (Song), Chant



The dragon swooping through the water before you is both great and terrible. Its long body resembles the sea-going reptiles of the past, sporting flippers in place of limbs. On the end of its powerful neck is an armor plated head, which resembles nothing less than a massive nautilus.

## CHANT DRAGON

LE dragon (aquatic, psionic, sonic)

**Racial Buoyancy 0; Depth Tolerance:** 1200 feet

### BASE STATISTICS

**CR 4; Size** Tiny; **Hit Dice** 5d12

**Speed** 20 ft., swim 40 ft.

**Natural Armor** +3; **Breath Weapon** cone, 2d6 sonic

**Str** 14, **Dex** 13, **Con** 14, **Int** 10, **Wis** 11, **Cha** 13

### ECOLOGY

**Environment** any ocean

**Organization** solitary, pair

**Treasure** triple

### SPECIAL ABILITIES

**Breath Weapon (Su):** Chant dragons have a single breath weapon, a reverberating cone of sound.

**Camouflage (Ex):** A chant dragon has total control of the color and shape of its skin, allowing it to conceal itself against nearly any background, or appear as a part of an existing rock formation or sunken ship. It receives a +10 bonus to its Stealth checks while concealed in this manner.

**Caustic Ink (Su):** An old chant dragon can spray a 100 ft. line of caustic ink once every 1d4 rounds. The ink deals acid damage equal to the dragon's breath weapon to all creatures struck, with a reflex save equal to the dragon's breath weapon DC for half damage. The ink disperses into a 100 ft. cloud that grants total concealment to creatures within it. Any creatures inside the cloud, save for the chant dragon that created it, take 2d6 acid damage every round they are within the cloud. The cloud lasts for 2d8 rounds, and is quite heavy; being moved only by strong currents. This is a standard action.

**Chant (Su):** If a creature is struck by a chant dragon's breath weapon, the dragon may cause it to utter a sonorous chant. Creatures with an Intelligence score of 3 or greater that are able to vocalize must make a Will save when struck by the dragon's breath weapon (DC is the same as the breath weapon). Failure means that the victim begins to chant. Chanting targets take a -2 to attack rolls, skill checks, and Will saves. This increases to -4 when the dragon becomes an adult, and -6 when it becomes ancient. An affected victim may attempt to cease chanting each round by spending a full-round action to attempt another Will save. The effect continues until the save is made, or the victim is rendered unable to speak. If the dragon is maintaining concentration on a spell or psionic ability, it may link that ability to the chant, causing the effect to persist as long as at least one affected victim continues to chant (up to its normal duration).

**Constrict (Su):** A adult chant dragon may attempt to grapple a creature of its size or smaller after a successful bite attack, dealing its tentacle damage every round.

**Dazzle (Su):** A juvenile chant dragon can rapidly flash brilliant colors and patterns across its flesh, dazzling all who look upon it. Creatures within 10 feet per age category that can see the dragon must make a Will save (DC 10 + half the dragon's HD + its Cha modifier) or be dazzled for one round. Using Dazzle is a swift action for the chant dragon.

**Jet (Ex):** A chant dragon can jet backwards as a full round action, at a speed of 280 feet. It must move in a straight line, but does not provoke attacks of opportunity while jetting.

**Psi-like Abilities (Sp):** A chant dragon gains the following psi-like abilities, usable upon reaching the listed age category. Very young-at will-detect psionics, young-4/day-grip of iron, juvenile- 2/day-inertial barrier, adult-2/day-psychofeedback, ancient-1/day time regression.

**Sweeping Grab (Ex):** A great wyrm chant dragon may, as a full round action, sweep its tentacles through up to four interconnected five-foot squares within its reach, dealing its tentacle damage and making a grapple check against each creature within those squares. Targets that are two sizes or more smaller than the dragon can be transferred to the dragon's mouth as a free action on the dragon's next initiative, dealing automatic bite damage, or be constricted.

**Summoning (Sp):** A mature adult or older chant dragon may summon 1 giant squid, or 3d4 sharks, or 1 dire shark, or 1d2 tylosaurs twice per day.

Age Category	Special Abilities	ML
Wyrmling	Camouflage, chant, jet	-
Very young	Detect psionics	-
Young	Grip of iron	-
Juvenile	Inertial barrier, dazzle	1
Young adult	DR 5/magic, spell resistance	3
Adult	psychofeedback, constrict	5
Mature adult	DR 10/magic, summoning	7
Old	Caustic ink	9
Very old	DR 15/magic	11
Ancient	Time regression	13
Wyrm	DR 20/magic	15
Great wyrm	Sweeping grab	17

## YOUNG CHANT DRAGON CR 8

XP 4,800

LE Medium dragon (aquatic, psionic, water)

**Int** +4; **Senses** detect psionics, dragon senses; Perception +13

### DEFENSE

**AC** 19; touch 10, flat-footed 19, (+9 natural)

**hp** 94 (9d12+36)

**Fort** +10, **Ref** +6, **Will** +9

**Immune** paralysis, sleep

### OFFENSE

**Speed** 20 ft., swim 60 ft.; jet 280 ft.

**Melee** 4 tentacles +15 (1d6+6), or bite +15 (1d8+9)

**Space** 5 ft.; **Reach** 5 ft.

**Special Attacks** breath weapon (30 ft. cone, DC 18, 6d6 sonic), chant DC 18

**Psi-like Abilities** (ML 9, concentration +10 )

At will-detect psionics

4/day-grip of iron (+8 bonus)

### STATISTICS

**Str** 22, **Dex** 11, **Con** 18, **Int** 12, **Wis** 13, **Cha** 15

**Base Atk** +9, **CMB** +15, **CMD** 25

**Feats** Combat Expertise, Empower Power, Improved Initiative, Lightning Reflexes, Lunge

**Skills** Appraise +10, Autohypnosis +10, Bluff +14, Diplomacy +11, Intimidate +11, Knowledge (psionics) +10, Perception +13, Sense Motive +10, Stealth +12

**Languages** Common, Draconic

**SQ** camouflage

## ADULT CHANT DRAGON CR 12

XP 19,200

LE Large dragon (aquatic, psionic, water)

**Int** +3; **Senses** detect psionics, dragon senses; Perception +21

**Aura** frightful presence (180 ft., DC 21)

### DEFENSE

**AC** 26; touch 8, flat-footed 26 (-1 Dex, +18 natural -1 size)

**hp** 187 (15d12+90)

**Fort** +15, **Ref** +10, **Will** +12

**DR** 5/magic; **Immune** paralysis, sleep; **PR** 23

### OFFENSE

**Speed** 20 ft., swim 60 ft., jet 280 ft.

**Melee** 4 tentacles +23 (1d8+9), and tail slap +18 (1d8+13), or bite +23 (2d6+13), and tail slap +18 (1d8+13)

**Space** 10 ft.; **Reach** 5 ft. (10 ft. with bite and tentacles)

**Special Attacks** breath weapon (40 ft. cone, DC 23, 12d6 sonic), chant DC 23, constrict (1d6+6), dazzle DC 21

**Psi-like Abilities** (ML 15, concentration +18)

At will-detect psionics

4/day-grip of iron (+11 bonus)

2/day-inertial barrier

**Powers Known** (ML 5<sup>th</sup>, 32 power points, concentration +8)

3rd-body adjustment, concussive onslaught (DC 16), dispel psionics, psionic blast (DC 16), share pain, forced (DC 16)

2nd-cloud mind (DC 15), ego whip (DC 15), id insinuation (DC 15)

1st-deceleration (DC 14), energy ray, entangling ectoplasm

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**STATISTICS**

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**Str** 28, **Dex** 9, **Con** 22, **Int** 16, **Wis** 17, **Cha** 19

**Base Atk** +15, **CMB** +25, **CMD** 35

**Feats** Combat Expertise, Empower Power, Improved Initiative, Lightning Reflexes, Lunge, Open Minded, Opportunity Power, Power Attack

**Skills** Appraise +18, Autohypnosis +20, Bluff +22, Diplomacy +18, Intimidate +21, Knowledge (psionics) +20, Perception +21, Sense Motive +19, Spellcraft +20, Stealth +13, Use Magic Device +21

**Languages** Aquan, Cephalite, Common, Draconic

**SQ** camouflage

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**ANCIENT CHANT DRAGON**

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**CR 17**

**XP** 102,400

**LE** Huge dragon (aquatic, psionic, water)

**Int** +2; **Senses** detect psionics, dragon senses; Perception +30

**Aura** frightful presence (300 ft., DC 28)

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**DEFENSE**

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**AC** 36; touch 6, flat-footed 36; (-2 Dex, +30 natural, -2 size)

**hp** 333 (23d12+184)

**Fort** +21, **Ref** +13, **Will** +18

**DR** 15/magic; **Immune** paralysis, sleep; **PR** 28

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**OFFENSE**

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**Speed** 20 ft., swim 60 ft., jet 280 ft.

**Melee** 4 tentacles +34 (2d6+13), and tail slap +29 (2d6+19), or bite +34 (2d8+19), and tail slap +29 (2d8+16)

**Space** 15 ft.; **Reach** 5 ft. (15 ft. with bite and tentacles)

**Special Attacks** breath weapon (50 ft. cone, DC 29, 20d6 sonic), caustic ink (DC29), chant DC 28, constrict (2d6+13), dazzle DC 28

**Psi-like Abilities** (ML 23, Concentration +28)

At will-detect psionics

4/day-grip of iron (+19 bonus)

2/day-inertial barrier

1/day-time regression

**Powers Known** (ML 13<sup>th</sup>, 179 power points, concentration +18)

5th-ectoplasmic shambler, *psychic crush* (DC 20)

4th-correspond, *emphatic feedback* (DC 19), *telekinetic maneuver, wither* (DC19)

3rd-body adjustment, *concussive onslaught* (DC 18), *dispel psionics, energy retort* (DC), *mental barrier, psionic blast* (DC 18), *share pain, forced* (DC 18)

2nd-cloud mind (DC 17), *ego whip* (DC 17), *id insinuation* (DC 17)

1st-deceleration (DC 16), *energy ray, entangling ectoplasm*

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**STATISTICS**

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**Str** 36, **Dex** 6, **Con** 27, **Int** 20, **Wis** 21, **Cha** 23

**Base Atk** +23, **CMB** +38, **CMD** 46

**Feats** Cleave, Combat Expertise, Combat

Manifestation, Empower Power, Improved

Initiative, Lightning Reflexes, Lunge, Open

Minded, Opportunity Power, Power Attack,

Psionic Meditation, Vital Strike

**Skills** Appraise +27, Autohypnosis +29, Bluff +30,

Diplomacy +26, Intimidate +29, Knowledge

(psionics) +29, Knowledge (arcana, local) +15,

Perception +30, Sense Motive +28,

Spellcraft +29, Stealth +15, Use Magic Device +29

**Languages** Aklo, Aquan, Cephalite, Common, Dagonite, Draconic

**SQ** camouflage, summoning

Cunning, egotistical, and manipulative, chant dragons use their raw power and mental abilities to dominate lesser creatures. They frequently install themselves as rulers or even god figures within the cities of humanoids, ruling with black hearts and minds of iron. They often allow their subjects to plot rebellion, just to prevent boredom. Their dignity, wealth, and status mean nearly as much as their lives.

Chant dragons find combat distasteful, and prefer controlling their foes or, if they must, bribing them. They will marshal whatever lesser beings that they control into battle for them while they lurk on the edges of the combat, scooping up the injured in their tentacles.

For all their bejeweled tyranny, chant dragons hoard information about the arcane as much as they hoard slaves and gold. They will happily act as sages for the right price, and many grant aid in the form of equipment and slaves for a substantial cut of the haul. They are just as likely to investigate the claims of a party of adventurers themselves, sending their own agents or even personally arriving as they see fit.





# Dragon (Song), Choral

This massive creature is a swimming reef. It has a dragon's head, complete with a pair of gleaming horns. Its body and limbs are that of a sea turtle. Its carapace is covered in a riot of growth; brightly colored fish swim amongst multi-hued corals and sponges.

## CHORAL DRAGON

CG dragon (earth)

**Racial Buoyancy** 0; **Depth Tolerance**: 1000 feet

### BASE STATISTICS

**CR** 5; **Size** Small; **Hit Dice** 7d12

**Speed** swim 60 ft.

**Natural Armor** +10; **Breath Weapon** cone, 2d8 sonic

**Str** 17, **Dex** 12, **Con** 17, **Int** 10, **Wis** 10, **Cha** 12

### ECOLOGY

**Environment** warm ocean reefs

**Organization** solitary

**Treasure** triple

### SPECIAL ABILITIES

**Breath Weapon (Su)**: Choral dragons breathe out a cone of deep bass pulses that batter targets.

**Flesh to Coral (Su)**: A great wyrm coral dragon may release a cloud of magical spores in a 20 foot cloud around itself. Creatures within the cloud must make a Fortitude save or be covered in rapidly growing coral. Within the span of seconds, the target is transformed into a chunk of living coral. A *cure disease* cast within one round will end the growth, if the caster succeeds in a caster level check versus the dragon's hit dice. A wish or similar magic is required to restore the victim after the first round. Unattended objects within the cloud receive no save, and become crusted in heavy coral, possibly sinking affected ships. The coral growth will not cross the waterline.

**Living Reef (Ex)**: When a choral dragon reaches its adult age category it has developed a full scale coral reef growing on its carapace. Any creature attacking the dragon with a natural weapon takes 1d6 points of damage from razor sharp coral and stinging sponges. When attacked with a melee weapon the dragon may make a free disarm attempt at half its CMB, without provoking an attack of opportunity. If the dragon disarms its opponent, the weapon is lost in the tangle of coral, and requires a DC 17 Perception check to find. The reef is home to giant eels, large crabs, or other sea creatures that, while not controlled by the dragon, will fight in defense of their homes.

**Summon Reef Dwellers (Su)**: A young or older choral dragon may summon sea creatures to its aid, three times per day as a standard action. It may summon 2d6 dolphins, 2d6 sharks, 1d6 giant moray eels, or one giant octopus.

**Spell-like Abilities (Sp)**: A choral dragon gains the following spell-like abilities, usable upon reaching the listed age category. Very young-4/day-*bless*, juvenile-3/day-*animal growth*, old-2/day-*poison*, ancient-1/day-*spell turning*.

**Water Breathing (Ex)** A song dragon breathes water and can use its breath weapon, spells, and abilities underwater.

Age Category	Special Abilities	Caster Level
Wymling	Water breathing	-
Very Young	<i>Bless</i>	-
Young	Summon reef dwellers	-
Juvenile	<i>Animal growth</i>	-
Young Adult	DR 5/magic, spell resistance	-
Adult	Living reef	1
Mature Adult	DR 10/magic	3
Old	<i>Poison</i>	5
Very Old	DR 15/magic	7
Ancient	<i>Spell turning</i>	9
Wyrmling	DR 20/magic	11
Great wyrm	Flesh to coral	13

## YOUNG CHORAL DRAGON

CR 9

XP 6,400

CG Large dragon (earth)

**Int** +4; **Senses** dragon senses; Perception +18

### DEFENSE

**AC** 25; touch 9, flat-footed 25, (+16 natural, -1 size)

**hp** 126 (11d12+55)

**Fort** +14, **Ref** +7, **Will** +10

**Immune** paralysis, sleep

### OFFENSE

**Speed** swim 60 ft.

**Melee** bite +17 (2d6+7), 2 slams +17 (1d8+7)

**Space** 10 ft.; **Reach** 5 ft. (10 ft. with bite)

**Special Attacks** breath weapon (40 ft. cone, DC 20, 6d8 sonic)

**Spell-like Abilities** (CL 11)

4/day-*bless*

### STATISTICS

**Str** 25, **Dex** 10, **Con** 21, **Int** 12, **Wis** 12, **Cha** 14

**Base Atk** +11, **CMB** +19, **CMD** 29

**Feats** Alertness<sup>B</sup>, Critical Focus, Great Fortitude, Improved

Initiative, Iron Will, Power Attack, Vital Strike

**Skills** Heal +15, Knowledge (geography) +15, Knowledge (local)

+15, Knowledge (nature) +15, Perception +18, Sense Motive

+17, Stealth +12, Survival +9

**Languages** Aquan, Draconic

**SQ** Summon reef dwellers, Water breathing

## ADULT CHORAL DRAGON

CR 13

XP 25,600

CG Huge dragon (earth)

**Int** +3; **Senses** dragon senses; Perception +27

**Aura** frightful presence (180 ft., DC 22)

### DEFENSE

**AC** 33; touch 8, flat-footed 33 (+25 natural -2 size)

**hp** 229 (17d12+119)

**Fort** +21, **Ref** +9, **Will** +15

**DR** 5/magic; **Immune** paralysis, sleep; **SR** 24

### OFFENSE

**Speed** swim 60 ft.

**Melee** bite +25 (2d8+10), 2 slams +25 (2d6+10)

**Space** 15 ft.; **Reach** 10 ft. (15 ft. with bite)

**Special Attacks** breath weapon (50 ft. cone, DC 25, 12d8 sonic), living reef

**Spell-like Abilities** (CL 17)

4/day-*bless*, 3/day-*animal growth*

**Spells Known** (CL 1st)

1st (4/day)-*color spray* (DC 15), *magic missile*

0 (at will)-*daze* (DC 14), *dancing lights*, *flare* (DC 14), *mage hand*

## STATISTICS

Str 31, Dex 8, Con 25, Int 16, Wis 16, Cha 18

Base Atk +17, CMB +29, CMD 38

**Feats** Alertness<sup>B</sup>, Cleave, Critical Focus, Great Cleave, Great Fortitude, Improved Initiative, Improved Vital Strike, Iron Will, Power Attack, Vital Strike

**Skills** Heal +21, Intimidate +22, Knowledge (geography) +21, Knowledge (local) +21, Knowledge (nature) +21, Perception +27, Sense Motive +25, Spellcraft +23, Stealth +10 (+20 on coral), Survival +22; **Racial Modifiers** +10 to Stealth when at rest on a coral reef

**Languages** Aquan, Ceti, Common, Draconic

**SQ** Summon reef dwellers, Water breathing

## ANCIENT CHORAL DRAGON

CR 20

XP 307,200

CG Gargantuan dragon (earth)

Int +2; **Senses** dragon senses; Perception +37

**Aura** frightful presence (300 ft., DC 28)

## DEFENSE

AC 41; touch 4, flat-footed 41; (-2 Dex, +37 natural, -4 size)

hp 387 (25d12+225)

Fort +25, Ref +12, Will +21

DR 15/magic; **Immune** paralysis, sleep; SR 31

## OFFENSE

**Speed** swim 60 ft.

**Melee** bite +35 (4d6+14), 2 slams +35 (2d8+14)

**Special Attacks** breath weapon (60 ft. cone, DC 31, 20d8 sonic), living reef

**Spell-like Abilities** (CL 25)

4/day-bless, 3/day-animal growth, 2/day-poison, 1/day-spell turning

**Spells Known** (CL 9th)

4th (5/day)-rainbow pattern (DC 20), resilient sphere (DC 20)

3rd (7/day)-dispel magic, electrical surge (DC 19), protection from energy

2nd (8/day)-acid arrow, crocodile's endurance, osprey's splendor, shatter(DC 18)

1st (8/day)-color spray (DC 17), magic missile, protection from evil, shocking grasp, true strike

0 (at will)-bleed, daze (DC 16), dancing lights, detect magic, disrupt undead, flare (DC 16), ghost sound, mage hand

## STATISTICS

Str 39, Dex 6, Con 29, Int 20, Wis 20, Cha 22

Base Atk +25, CMB +43, CMD 41

**Feats** Alertness<sup>B</sup>, Bleeding Critical, Cleave, Critical Focus, Great Cleave, Great Fortitude, Greater Vital Strike, Improved Great Fortitude, Improved Initiative, Improved Vital Strike, Iron Will, Lunge, Power Attack, Vital Strike

**Skills** Heal +33, Intimidate +34, Knowledge (geography) +33, Knowledge (local) +33, Knowledge (nature) +33, Perception +37, Sense Motive +37, Spellcraft +33, Stealth +14 (+29 on coral), Survival +33, Use Magic Device +34; **Racial Modifiers** +15 to Stealth when at rest on a coral reef

**Languages** Aquan, Celestial, Ceti, Common, Delatari, Draconic

**SQ** Summon reef dwellers, Water breathing

Choral dragons are good natured creatures, content to tend the great coral reefs. They do most everything slowly; think, feed, breed, speak. They are slow to anger, but anyone damaging the reefs they protect is attacked with the power and tenacity of a hurricane. Evil beings often become part of the reef they sought to destroy.

Choral dragons resemble massive sea turtles with draconic heads. Every dragon's scales are a unique mixture of bright colors, and as they age coral grows over every inch of their carapace. The oldest dragons appear to be the living embodiment of the reef, and are almost unnoticeable against the reef if they remain still.

Choral dragons are alternatively amused and dismayed by their resemblance to dragon turtles. When they are attacked due to mistaken identity, they tend to forgive quickly, with a long winded lecture on the differences between the species. When they encounter a dragon turtle, the dragons try to teach them to act more like themselves; the dragon turtles, fearing the greater power of the choral dragons, generally flee. The choral dragons, in their infinite patience, believe a breakthrough will happen one day.





# Dragon (Song), Crescendo

This creature looks like a dragon-headed ichthyosaur. Its scales are deep grey, with fluorescent highlights, blazing like a halo as it streaks through the water.

## CRESCENDO DRAGON

N dragon (electricity)

Racial Buoyancy 0; Depth Tolerance: 1200 feet

### BASE STATISTICS

CR 4; Size Tiny; Hit Dice 5d12

Speed swim 60 ft.

Natural Armor +4; Breath Weapon cone, 2d8 sonic

Str 12, Dex 16, Con 15, Int 16, Wis 14, Cha 14

### ECOLOGY

Environment any coastal

Organization solitary, pair

Treasure triple

### SPECIAL ABILITIES

**Breath Weapon (Su):** Crescendo dragons breathe out a cone of concentrated sound.

**Electrical Discharge (Su):** A young or older crescendo dragon can focus an electric field around itself for one round per Constitution point per day. It does not have to spend all its daily rounds consecutively. When its field is active, any creature striking it or that it strikes in melee takes electricity damage, with a Reflex save for half damage. In addition, the dragon can, as a standard action fire a bolt of electricity in a line up to 100 feet away, dealing the listed damage, with a Reflex save for half.

**Lightning Trail (Su):** An ancient or older crescendo dragon can create lines of electricity from its fluorescence at will. These lines follow the dragon as it moves, and remain stable in the water at the depth the dragon was at for one round per point of the dragon's Charisma modifier. Any being touching or crossing the lines takes 10d6 points of electrical damage, with a Reflex save for half. The dragons often create crude rings to entrap prey, or dangerous enemies.

**Pod Leader (Ex):** Crescendo dragons tend to become the leaders of dolphin and orca packs. They are almost always found in the company of 3-20 of one species, never both.

**Ram (Ex):** A crescendo dragon deals double damage on a charge.

**Storm Calling (Su):** A great wyrm crescendo dragon can create a modified *black maelstrom* once per day. Instead of acid water, the storm creates great waves that last the duration of the effect. Creatures within the water receive a -25 penalty to Acrobatics skill checks, and take 1d6 points of nonlethal damage every round. Craft take 1d6 points of damage from the battering. The waves hammer shorelines, dealing 2d6 points of damage to creatures and structures struck, and requiring a DC 39 Reflex save or be swept to sea.

**Spell-like Abilities (Sp):** A crescendo dragon gains the following spell-like abilities, usable upon reaching the listed age category. Very young-4/day-magic fang, juvenile-2/day-greater magic fang, adult-2/day-control current, old-1/day control weather.

**Water Breathing (Ex)** A crescendo dragon breathes water and can use its breath weapon, spells, and abilities underwater.

Age Category	Special Abilities	Caster Level
Wymling	Pod leader, ram, water breathing	-
Very Young	Magic fang	-
Young	Electrical Discharge	-
Juvenile	Greater magic fang	1
Young Adult	DR 5/magic, spell resistance	3
Adult	Control current	5
Mature Adult	DR 10/magic	7
Old	Electrical surge, control weather	9
Very Old	DR 15/magic	11
Ancient	Lightning Trail	13
Wyrmling	DR 20/magic	15
Great wyrm	Storm calling	17

## YOUNG CRESCENDO DRAGON

CR 8

XP 4,800

N Medium dragon (electricity)

Int +6; Senses dragon senses; Perception +15

### DEFENSE

AC 22; touch 12, flat-footed 20, (+2 Dex, +10 natural)

hp 94 (9d12+36)

Fort +10, Ref +10, Will +11

Immune electricity, paralysis, sleep

### OFFENSE

Speed swim 60 ft.

Melee bite +15 (1d8+7)

Space 5 ft.; Reach 5 ft.

Special Attacks breath weapon (30 ft. cone, DC 18, 6d8 sonic), electrical discharge 4d6, DC 18

Spell-like Abilities (CL 9)

4/day-magic fang

### STATISTICS

Str 20, Dex 14, Con 19, Int 18, Wis 16, Cha 16

Base Atk +9, CMB +14, CMD 26

Feats Critical Focus, Improved Initiative, Iron Will, Lightning Reflexes, Weapon Focus (bite)

Skills Appraise +16, Bluff +15, Diplomacy +15, Handle Animal +12, Knowledge (local) +16, Knowledge (nature) +16,

Perception +15, Sense Motive +15, Stealth +14, Survival +15

Languages Aklo, Aquan, Common, Delatari, Draconic

SQ Ram, water breathing

## ADULT CRESCENDO DRAGON

CR 12

XP 19,200

N Large dragon (electricity)

Int +5; Senses dragon senses; Perception +22

Aura frightful presence (180 ft., DC 22)

### DEFENSE

AC 29; touch 10, flat-footed 28 (+1 Dex, +19 natural, -1 size)

hp 187 (15d12+90)

Fort +15, Ref +12, Will +16

DR 5/magic; Immune electricity, paralysis, sleep; SR 23

### OFFENSE

Speed swim 60 ft.

Melee bite +23 (2d8+12)

Space 10 ft.; Reach 10 ft.

Special Attacks breath weapon (40 ft. cone, DC 23, 12d8 sonic), electrical discharge 8d6, DC 23

Spell-like Abilities (CL 15)

4/day-magic fang, 2/day-greater magic fang, control current

Spells Known (CL 5th)

2nd (5/day)-protection from arrows, resist energy

1st (8/day)-mage armor, shield, summon sea monster I, true strike

0 (at will)-daze (DC 15), dancing lights, detect magic, flare (DC 15), ghost sound, message

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**STATISTICS**

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**Str** 26, **Dex** 12, **Con** 23, **Int** 22, **Wis** 20, **Cha** 20

**Base Atk** +15, **CMB** +24, **CMD** 35

**Feats** Critical Focus, Improved Initiative, Improved Lightning Reflexes, Iron Will, Lightning Reflexes, Power Attack, Vital Strike, Weapon Focus (bite)

**Skills** Appraise +23, Bluff +23, Diplomacy +22, Handle Animal +20, Knowledge (arcana) +23, Knowledge (geography) +23, Knowledge (local) +23, Knowledge (nature) +23, Perception +22, Sense Motive +22, Spellcraft +23, Stealth +14, Survival +22

**Languages** Aklo, Aquan, Auran, Celestial, Common, Delatari, Draconic

**SQ** Ram, water breathing

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**ANCIENT CRESCENDO DRAGON**

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**CR 17**

**XP** 102,400

**N** Huge dragon (electricity)

**Int** +4; **Senses** dragon senses; Perception +33

**Aura** frightful presence (300 ft., DC 29)

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**DEFENSE**

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**AC** 39; touch 8, flat-footed 39; (+31 natural, -2 size)

**hp** 333 (23d12+184)

**Fort** +23, **Ref** +15, **Will** +22

**DR** 15/magic; **Immune** electricity, paralysis, sleep; **SR** 28

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**OFFENSE**

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**Speed** swim 60 ft.

**Melee** bite +33 (2d9+18)

**Special Attacks** breath weapon (50 ft. cone, DC 29, 12d8 sonic), electrical discharge 12d6, DC 29, lightning trail DC 29

**Spell-like Abilities** (CL 23)

4/day-magic fang, 2/day-greater magic fang, control current,

1/day-electrical surge

**Spells Known** (CL 13th)

6th (5/day)-electrical cascade (DC 23), summon sea monster VI

5th (7/day)-elemental body II, hold monster (DC 22), summon sea monster V

4th (7/day)-frazil ice, greater invisibility, lesser globe of invulnerability, summon sea monster IV

3rd (8/day)-dispel magic, haste, slow (DC 20), summon sea monster III

2nd (8/day)-dolphin's grace, mirror image, protection from arrows, resist energy, summon sea monster II

1st (8/day)-mage armor, magic missile, shield, summon sea monster I, true strike

0 (at will)-daze (DC 17), dancing lights, detect magic, flare (DC 17), ghost sound, light, mage hand, message, open/close

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**STATISTICS**

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**Str** 34, **Dex** 10, **Con** 27, **Int** 26, **Wis** 24, **Cha** 24

**Base Atk** +23, **CMB** +37, **CMD** 47

**Feats** Critical Focus, Diving Strike, Greater Vital Strike, Improved Initiative, Improved Iron Will, Improved Lightning Reflexes, Improved Vital Strike, Iron Will, Lightning Reflexes, Power Attack, Vital Strike, Weapon Focus (bite)

**Skills** Appraise +34, Bluff +33, Diplomacy +33, Handle Animal +30, Knowledge (arcana) +34, Knowledge (geography) +34, Knowledge (local) +34, Knowledge (nature) +34, Perception +33, Sense Motive +33, Spellcraft +34, Stealth +18, Survival +33, Use Magic Device +33

**Languages** Aquan, Auran, Celestial, Ceti, Common, Draconic, Delatari, Nixish, Giant (sea titan)

**SQ** Ram, water breathing

Crescendo dragons travel close to the shorelines of the world. They are social creatures, enjoying interaction with dolphins, whales, humanoids, and other dragons. They trade gossip, knowledge, and information with anyone that will speak with them. They also enjoy play, leaping through the air, creating imaginative electrical patterns, and jumping over boats. The brilliant lines of fluorescence that follow them through the water make them look like comets, and are viewed with both awe and fear.

Looking like draconic kin to dolphins, crescendo dragons are almost always surrounded by a pod of dolphins or orcas. Most half-dragon dolphins are due to crescendo dragons breeding with their pod. They defend their pods to the death, looking upon them like their kin, and will avenge any harm done to them. It is

rumored that crescendo dragons with orca pods grow bigger and more aggressive than their kin.





# Dragon (Song), Din



This huge creature possesses the armored body of a lobster, and a great draconic head. Its back is studded with thick blades. Two massive fins, appearing as hard as polished steel, rest at its side, and two spike like claws arc over its shoulders. Rune-like bioluminescence flickers and glows along its body.

## DIN DRAGON

N dragon (aquatic, water)

**Racial Buoyancy 0; Depth Tolerance: Immune to pressure**

### BASE STATISTICS

**CR 5; Size Small; Hit Dice 6d12**

**Speed** swim 40 ft.

**Natural Armor +8; Breath Weapon** cone, 2d10 sonic

**Str 17, Dex 12, Con 15, Int 8, Wis 10, Cha 12**

### ECOLOGY

**Environment** deep ocean

**Organization** solitary

**Treasure** triple

### SPECIAL ABILITIES

**Animate Shedding (Su):** An adult or older din dragon can animate its own shed exoskeletons at will. These are treated as fast zombies, except they are not actually undead, and are immune to effects that treat them as such. They may be healed as a construct. The dragon may animate one shedding per round, and they follow its commands without question. A dragon that fully consumes one of its own sheddings heals 1d8 points of damage per size category of the shedding, taking 1 full round per size category of the shedding. A Large shedding, for example, would heal 6d8 points of damage and would take 6 full rounds to consume.

**Feedback Aura (Su):** A young or older din dragon may, as a standard action, set up a vibration that ranges 20 feet from its body. This vibration lasts for 7 rounds and deals sonic damage according to the chart below. The damage die goes up by one type per every 3 age categories the dragon gains. A din dragon may trigger this ability once every 7+1d6 rounds.

Round	Sonic Damage	Round	Sonic Damage
1	1d4	5	3d4
2	2d4	6	2d4
3	3d4	7	1d4
4	4d4		

**Fin Shields (Ex):** Din dragons have a pair of massive armored fins that may be rotated in nearly any angle. In addition to being potent weapons, they may be used to grant the dragon a shield bonus to its AC. Each fin grants a +1 bonus to the dragons AC as a wyrmling, and this bonus rises by +1 per fin per two age categories, to a max of +6 per fin as a great wyrm. Using the fins as shields prevents them from being used to make attacks, and halves the dragons Swim speed. It may choose how it will use its fins as a free action at the beginning of its turn.

**Harness Bioluminescence (Su):** An old or older din dragon may control not only its own bioluminescence, but that of other creatures as well. As a free action a din dragon may take 5 hit points of damage to deal +1d6 points of electricity damage with its natural attacks, or deal 1d6 points of electricity damage to creatures striking it with natural or metal weapons. Alternatively, as a standard action, it may draw the bioluminescence out of another creature within 20 feet per point of the dragons Constitution bonus, dealing 1d6 points of damage to the creature that can't be lessened with damage resistance. The dragon heals a like amount of damage.

**Shattering Breath (Su):** A great wyrm din dragon can direct its breath weapon at the walls and ceilings of the caves in which it prefers to dwell. It may target any area of stone within range of its breath weapon, causing parts of the stone to cave in on its foes. Any creature within a 20 foot radius of the targeted area takes 6d6 points of damage, with a Reflex save at the dragons breath weapon DC for half damage. In addition, creatures failing this save are trapped underneath the stone blocks, requiring a DC 30 Strength check or a DC 25 Escape Artist check to free themselves.

**Speak with Crustaceans (Sp):** An din dragon possesses the constant ability to speak with any crustacean. This functions as *speak with animals*, but only with crustaceans.

**Spell-like Abilities (Sp):** A din dragon gains the following spell-like abilities, usable at will upon reaching the listed age category. Very young-*shield*, juvenile-*jumbo shellfish*, adult-*electrical surge*, old-*electrical cascade*, ancient-*stoneskin*.

Age Category	Special Abilities	Caster Level
Wyrmling	Fin shields, speak with crustaceans	-
Very young	<i>shield</i>	-
Young	Feedback aura	-
Juvenile	<i>jumbo shellfish</i>	-
Young adult	DR 5/magic, spell resistance	1
Adult	Animate shedding, <i>electrical surge</i>	3
Mature adult	DR 10/magic	5
Old	Harness bioluminescence, <i>electrical cascade</i>	7
Very old	DR 15/magic	9
Ancient	<i>stoneskin</i>	11
Wyrmling	DR 20/magic	13
Great wyrm	Shattering breath	15

## YOUNG DIN DRAGON CR 9

**XP 6,400**

N Large dragon (aquatic, water)

**Int +4; Senses** dragon senses; Perception +14

### DEFENSE

**AC 23; touch 9, flat-footed 23, (+14 natural, -1 size)**

**hp 105 (10d12+40)**

**Fort +13, Ref +7, Will +8**

**Immune** paralysis, sleep

### OFFENSE

**Speed** swim 60 ft.

**Melee** bite +16 (2d6+7), 2 claws +16 (1d8+7/19-20), 2 slams +11 (1d6+2), tail slap +11 (1d8+10)

**Space** 10 ft.; **Reach** 5 ft. (10 ft. with claws)

**Special Attacks** breath weapon (40 ft. cone, DC 19, 6d10 sonic), feedback aura (d4)

**Spell-like Abilities** (CL 10, concentration +12 )

At will-*shield*

### STATISTICS

**Str 25, Dex 10, Con 19, Int 10, Wis 12, Cha 14**

**Base Atk +10, CMB +18, CMD 28, can't be tripped**

**Feats** Blind-Fight, Critical Focus, Great Fortitude, Improved Initiative, Power Attack

**Skills** Acrobatics +10, Intimidate +15, Knowledge (local) +13, Perception +14, Sense Motive +14, Stealth +9

**Languages** Dagonite, Draconic

**SQ** fin shields (+2), speak with crustaceans

## ADULT DIN DRAGON CR 13

**XP 25,600**

N Huge dragon (aquatic, water)

**Int +3; Senses** dragon senses; Perception +20

**Aura** frightful presence (180 ft., DC 22)

### DEFENSE

**AC 30; touch 7, flat-footed 30 (-1 Dex, +23 natural -2 size)**

**hp 200 (16d12+96)**

**Fort +18, Ref +9, Will +13**

**DR 5/magic; Immune** paralysis, sleep; **SR 23**

### OFFENSE

**Speed** swim 60 ft.

**Melee** bite +24 (2d8+10), 2 claws +24 (2d6+10/19-20), 2 slams +19 (1d8+5) tail slap +19 (2d6+15)

**Space** 15 ft.; **Reach** 10 ft. (15 ft. with claws)

**Special Attacks** breath weapon (50 ft. cone, DC 24, 12d10 sonic), feedback aura (d6)

**Spell-like Abilities** (CL 16, concentration +20)

At will-*shield*, *jumbo shellfish*, *electrical surge* (DC 15)

**Spells Known** (CL 1<sup>st</sup>, concentration +3)

1<sup>st</sup> (4/day)-*alarm*, *magic missile*, *enlarge person* (DC 15)

0 (at will)-*dancing lights*, *detect magic*, *ghost sound*, *resistance*

### STATISTICS

**Str 31, Dex 8, Con 23, Int 14, Wis 16, Cha 18**

**Base Atk +16, CMB +28, CMD 37, can't be tripped**

**Feats** Bleeding Critical, Blind-Fight, Cleave, Critical Focus, Great Fortitude, Improved Initiative, Power Attack, Vital Strike

**Skills** Acrobatics +13, Appraise +19, Bluff +21, Intimidate +21, Knowledge (local) +19, Perception +20, Sense Motive +20, Stealth +10, Use Magic Device +21



**Languages** Ceti, Clickclack, Dagonite, Draconic  
**SQ** animate shedding, fin shields (+3), speak with crustaceans

#### ANCIENT DIN DRAGON

CR 20

XP 307,200

N Gargantuan dragon (aquatic, water)

**Int** +2; **Senses** dragon senses; Perception +28

**Aura** frightful presence (300 ft., DC 27)

#### DEFENSE

**AC** 36; touch 4, flat-footed 36; (-2 Dex, +32 natural, -4 size)

**hp** 319 (22d12+176)

**Fort** +23, **Ref** +11, **Will** +20

**DR** 15/magic; **Immune** paralysis, sleep; **SR** 31

#### OFFENSE

**Speed** swim 80 ft.

**Melee** bite +32 (4d6+14), 2 claws +32 (2d8+14/19-20), 2 slams +27 (2d6+7), tail slap +32 (2d8+21)

**Space** 20 ft.; **Reach** 15 ft. (20 ft. with claws)

**Special Attacks** breath weapon (60 ft. cone, DC 29, 20d10 sonic), feedback aura (d8), harness bioluminescence

**Spell-like Abilities** (CL 22, Concentration +28)

At will-*shield*, *jumbo shellfish*, *electrical cascade* (DC 26), *electrical surge* (DC 15), *stoneskin*

**Spells Known** (CL 9<sup>th</sup>, concentration +15)

4<sup>th</sup> (7/day)-*arcane eye*, *black tentacles*, *confusion* (DC 20)

3<sup>rd</sup> (7/day)-*dispel magic*, *major image* (DC 19), *ray of exhaustion* (DC 19), *slow* (DC 19)

2<sup>nd</sup> (8/day)-*boiling jet* (DC 18), *daze monster* (DC 18), *murk*, *net* (DC 18), *resist energy*, *summon monster II*, *touch of idiocy* (DC 18)

1<sup>st</sup> (8/day)-*alarm*, *charm person* (DC 17), *magic aura*, *magic missile*, *enlarge person* (DC 17), *ray of enfeeblement* (DC 17), *unseen servant*

0 (at will)-*dancing lights*, *daze* (DC 16), *detect magic*, *ghost sound*, *mage hand*, *mending*, *open/close*, *resistance*

#### STATISTICS

**Str** 39, **Dex** 6, **Con** 27, **Int** 18, **Wis** 20, **Cha** 22

**Base Atk** +22, **CMB** +40, **CMD** 48 can't be tripped

**Feats** Bleeding Critical, Blind-Fight, Cleave, Critical Focus, Great Fortitude, Improved Initiative, Improved Vital Strike, Intimidating Prowess, Iron Will, Power Attack, Vital Strike

**Skills** Acrobatics +18, Appraise +27, Bluff +29, Intimidate +43, Knowledge (arcana, local) +27, Perception +28, Sense Motive +28, Spellcraft +27, Stealth +9, Use Magic Device +29

**Languages** Aquan, Ceti, Clickclack, Common, Draconic, Dagonite

**SQ** animate shedding, fin shields (+5), speak with crustaceans

Din dragons are heavily armored juggernauts, slow of movement and thought. They lair deep in cave systems, desiring no interlopers on their solitude. They are rarely seen, seldom needing to hunt. Despite their reclusive nature, they have a powerful memory of their local surroundings, down to the last rock.

In combat, din dragons rely on their thick armor to protect them, charging into battle. If its foes are actually able to harm it, they use their massive fins as shields, blocking foes from their body. They are at their most powerful against other deep sea creatures, turning their bioluminescence against them.

While hardly the most intelligent deep sea denizens, din dragons are not as stupid as most humanoids assume. As they age, they take more interest in the local politics of the sea, magical research, and the like. Lacking limbs to manipulate objects, they rely heavily on magical assistance, or failing that, a trusted lackey.



# Dragon (Song), Harmony

This dragon has large scales of green and gold that glitter in the light. It has a long slim body, with front legs ending in webbed feet. It has no rear legs, its body ending in a beautiful, pennant-like tail. Its head is broad, with large eyes and a pair of short horns.

## HARMONY DRAGON

CG dragon (aquatic, air)

**Racial Buoyancy 0; Depth Tolerance:** 1200 feet

### BASE STATISTICS

**CR 2; Size** Tiny; **Hit Dice** 3d12

**Speed** 5 ft., swim 20 ft.

**Natural Armor** +3; **Breath Weapon** line, 2d4 sonic

**Str** 10, **Dex** 15, **Con** 11, **Int** 7, **Wis** 10, **Cha** 10

### ECOLOGY

**Environment** kelp forests

**Organization** solitary, pair

**Treasure** triple

### SPECIAL ABILITIES

**Animate Kelp (Su):** A very old or older harmony dragon can cause the kelp in which it lives to attack its foes. The kelp attempts to grapple targets of the dragon's choice, using the dragon's CMB as its attack roll. The kelp is treated as having a strength of 20 plus the dragon's Wisdom bonus. If the kelp chooses to damage the creature it grapples, it constricts for 1d6+ its Strength bonus.

**Breath Weapon (Su):** Harmony dragons have two breath weapons. The first is a line of humming sonic energy. The second is a cone of tightly packed bubbles. Creatures within the cone that are at least one size category smaller than the dragon must make a Reflex save or be caught within a bubble. The bubbles travel away from the dragon at 50 feet per round, to a maximum distance of 100 feet per age category. The bubbles are magically reinforced on the inside; they require 5 points of damage dealt with a piercing or slashing weapon to break, or 3 points per age category with a piercing or slashing weapon from outside the bubble. The bubble breath does not function out of the water.

**Bubble Cloud (Su):** A juvenile or older harmony dragon may use its bubble breath weapon as a standard action to create a cloud of bubbles around itself. This acts as *fog cloud*, with the dragon being immune to the concealment effects of the cloud. This ability does not function out of the water.

**Bubble Bite (Su):** An old or older harmony dragon can encase the victim of a successful bite attack in a bubble that has the same properties of its breath weapon. The victim receives a Reflex save to avoid the bubble.

**Majesty (Su):** A great wyrm harmony dragon creates awe in all those that view it. Living creatures with less hit dice or class levels than the dragon must make a Will save or be unable to attack the dragon, until it fully leaves their sight. A successful save leaves the victim shaken, and immune to that dragon's majesty for 24 hours.

**Speak with Sea Life (Su):** A very young or older harmony dragon can freely speak to and be understood by all normal undersea life. This ability gives the dragon no control over the sea creatures, although they tend to react favorably.

**Spell-like Abilities (Sp):** A harmony dragon gains the following spell-like abilities, usable upon reaching the listed age category. Young-3/day- *bless*, *bubble bubbles*, adult- 2/day- *sanctuary*, old-3/day-*entangle*, great wyrm-1/day *dimension door*.

**Summon Air Elemental (Sp):** An ancient harmony dragon may summon an elder air elemental as a move action three times per day.

Age Category	Special Abilities	Caster Level
Wymling	Bubble breath	-
Very Young	Speak with sea life	-
Young	<i>Bless</i> , <i>bubble bubbles</i>	1
Juvenile	Bubble cloud	3
Young Adult	DR 5/magic, spell resistance	5
Adult	<i>Sanctuary</i>	7
Mature Adult	DR 10/magic	9
Old	Bubble bite, <i>entangle</i>	11
Very Old	Animate kelp, DR 15/magic	13
Ancient	Summon air elemental	15
Wyrmling	DR 20/magic	17
Great wyrm	<i>Dimension door</i> , majesty	19

## YOUNG HARMONY DRAGON CR 6

XP 2,400

CG Medium dragon (aquatic, air)

**Int** +4; **Senses** dragon senses; Perception +10

### DEFENSE

**AC** 19; touch 10, flat-footed 19, (+9 natural)

**hp** 59 (7d12+14)

**Fort** +7, **Ref** +7, **Will** +6

**Immune** paralysis, sleep

### OFFENSE

**Speed** 10 ft., swim 60 ft.

**Melee** bite +11 (1d8+4), 2 claws +11 (1d6+4), tail slap +6 (1d4+6)

**Space** 5 ft.; **Reach** 5 ft. (10 ft. with bite)

**Special Attacks** breath weapon (60 ft. line, DC 15, 6d4 sonic)

**Spell-like Abilities** (CL 7)

3/day- *bless*, *bubble bubbles* (DC12)

**Spells Known** (CL 1st)

1st (3/day)-*color spray* (DC 12), *protection from evil*

0 (at will)-*daze* (DC 11), *dancing lights*, *flare* (DC 11), *message*

### STATISTICS

**Str** 18, **Dex** 11, **Con** 15, **Int** 9, **Wis** 12, **Cha** 12

**Base Atk** +7, **CMB** +11, **CMD** 21

**Feats** Alertness, Improved Initiative, Lightning Reflexes, Lunge

**Skills** Appraise +6, Bluff +9, Diplomacy +9, Knowledge (nature) +6, Perception +10, Sense Motive +9, Stealth +7, Survival +9

**Languages** Draconic

**SQ** Speak with sea life

## ADULT HARMONY DRAGON CR 10

XP 9,600

CG Large dragon (aquatic, air)

**Int** +4; **Senses** dragon senses; Perception +17

**Aura** frightful presence (180 ft., DC 19)

### DEFENSE

**AC** 27; touch 9, flat-footed 27 (+18 natural -1 size)

**hp** 126 (12d12+48)

**Fort** +12, **Ref** +10, **Will** +11

**DR** 5/magic; **Immune** paralysis, sleep; **SR** 21

### OFFENSE

**Speed** 10 ft., swim 60 ft.

**Melee** bite +18 (2d6+7), 2 claws +18 (1d8+7), tail slap +13 (1d6+10)

**Space** 10 ft.; **Reach** 10 ft. (15 ft. with bite)

**Special Attacks** breath weapon (80 ft. line, DC 20 12d4 sonic), bubble cloud

**Spell-like Abilities** (CL 12)

3/day- *bless*, *bubble bubbles* (DC14), 2/day *sanctuary* (DC 16)

**Spells Known** (CL 7th)

3rd (5/day)-*blink*, *displacement*

2nd (7/day)-*blur*, *glitterdust* (DC 15)

1st (7/day)-*color spray* (DC 14), *hypnotism* (DC 14), *protection from evil*, *ray of enfeeblement* (DC 14), *shield*

0 (at will)-*daze* (DC 13), *dancing lights*, *detect magic*, *flare* (DC 13), *ice-water jet*, *mage hand*, *message*

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**STATISTICS**

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**Str** 24, **Dex** 11, **Con** 19, **Int** 13, **Wis** 16, **Cha** 16

**Base Atk** +12, **CMB** +20, **CMD** 30

**Feats** Ability Focus (*sanctuary*), Alertness, Critical Focus, Improved Initiative, Lightning Reflexes, Lunge

**Skills** Appraise +13, Bluff +16, Diplomacy +16, Intimidate +15, Knowledge (nature) +13, Perception +17, Sense Motive +17, Stealth +8, Survival +15

**Languages** Aquan, Draconic

**SQ** Speak with sea life

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**ANCIENT HARMONY DRAGON**

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**CR 15**

**XP** 51,200

**CG** Huge dragon (aquatic, air)

**Int** +3; **Senses** dragon senses; Perception +28

**Aura** frightful presence (300 ft., DC 25)

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**DEFENSE**

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**AC** 37; touch 7, flat-footed 37; (-1 Dex, +30 natural, -2 size)

**hp** 262 (21d12+126)

**Fort** +18, **Ref** +14, **Will** +17

**DR** 15/magic; **Immune** paralysis, sleep; **SR** 31

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**OFFENSE**

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**Speed** 20 ft., swim 70 ft.

**Melee** bite +30 (2d8+11), 2 claws +30 (2d6+11), tail slap +25 (1d8+16)

**Special Attacks** breath weapon (100 ft. line, DC 26, 20d4 sonic), bubble bite (DC 26), bubble breath

**Spell-like Abilities** (CL 21)

3/day- *bless*, *bumble bubbles* (DC16), *entangle* (DC 18), summon air elemental, 2/day *sanctuary* (DC 18)

**Spells Known** (CL 15th)

7th (4/day)-*limited wish* (DC 22), *spell turning*

6th (6/day)-*electrical cascade*, *dispel magic*, *greater mislead* (DC 21)

5th (7/day)-*animal growth*, *baleful polymorph* (DC 20), *feeblemind* (DC 20), *teleport*

4th (7/day)-*bestow curse* (DC 19), *black tentacles* (DC 19), *globe of invulnerability*, *lesser stonkskin*

3rd (7/day)-*blink*, *dispel magic*, *displacement*, *slow* (DC 18)

2nd (7/day)-*blur*, *detect thoughts* (DC 17), *glitterdust* (DC 17), *mirror image*, *touch of idiocy* (DC 17)

1st (8/day)-*color spray* (DC 16), *hypnotism* (DC 16), *protection from evil*, *ray of enfeeblement* (DC 16), *shield*

0 (at will)-*daze* (DC 15), *dancing lights*, *detect magic*, *flare* (DC 15), *ice-water jet*, *mage hand*, *message*, *read magic touch of fatigue* (DC 15)

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**STATISTICS**

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**Str** 32, **Dex** 8, **Con** 23, **Int** 17, **Wis** 20, **Cha** 20

**Base Atk** +21, **CMB** +34, **CMD** 43

**Feats** Ability Focus (*entangle*, *sanctuary*), Alertness, Bleeding Critical, Combat Casting, Critical Focus, Improved Initiative, Lightning Reflexes, Lunge, Persuasive, Power Attack

**Skills** Appraise +23, Bluff +25, Diplomacy +29, Intimidate +30, Knowledge (nature) +23, Perception +28, Sense Motive +31, Spellcraft +23, Stealth +11, Survival +15, Use Magic Device +25

**Languages** Aquan, Common, Draconic

**SQ** Animate kelp, speak with sea life

Harmony dragons are kindly souls, living a simple life in the great kelp forests. While they are not as physically imposing as most dragonkind, they have great magical abilities, often serving as the most powerful spellcaster in their area. Friendly humanoids often go to harmony dragons for advice, or mystic assistance. If the cause is good and need is great, the harmony dragon will usually help out in some way.

A harmony dragon's scales are large plates of varying shades of gold and green. They take great pride in their flowing fins, vainly competing with each other when they meet. Mostly because of their metallic luster, some have speculated that harmony dragons descended from gold dragons. Most harmony dragons, however believe they are unrelated to these exceedingly rare dragons and politely dismiss the notion.

Harmony dragons avoid combat when they can. If pressed, they use their defensive powers and breath weapon to frustrate and scatter foes, which it then picks off one by one. Local humanoids and intelligent sea creatures will often come to a harmony dragon's aid, if they know it is in danger. Perhaps the most dangerous aspect of this dragon is that it always has many powerful allies who would be very upset if something were to happen to it.





# Dragon (Song), Hush

This jet black dragon has a massive, gaping maw, leading to a grossly extended stomach. Its teeth are long and thin, curving up past its upper jaw. Its body is long and narrow, like an eel. A slender tendril supports a softly glowing ball of light above its mouth

## HUSH DRAGON

NE dragon (aquatic, cold, ice)

**Racial Buoyancy 0; Depth Tolerance:** Immune; **Pressure**

**Sensitivity:** 1000 feet

## BASE STATISTICS

**CR 3; Size** Tiny; **Hit Dice** 4d12

**Speed** swim 30 ft.

**Natural Armor** +3; **Breath Weapon** line, 1d6 sonic

**Str 12, Dex 16, Con 13, Int 10, Wis 10, Cha 12**

## ECOLOGY

**Environment** deep ocean

**Organization** solitary

**Treasure** triple

## SPECIAL ABILITIES

**Breath Weapon (Su):** Hush dragons breathe out a line of subaudible sonic pulses. Beings struck by the pulses must make a Fortitude save, or be stunned 1d10 rounds.

**Blend into Black (Su):** A hush dragon that turns off its bioluminescence disappears into the utter blackness of the deep ocean. It is effectively under the effect of *greater invisibility* when its light is off. If the dragon passes between a viewer and a light source, the viewer may make a Perception check to notice it. The dragon is blind to creatures not creating or carrying light while its luminescence is off. The dragon may turn its lights on or off as a free action.

**Fascination (Su):** Creatures seeing the hush dragon's light must make a Will save, or be drawn to investigate the light. Once they are in visual range of the dragon, they must make a second Will save, or disregard the dragon until it attacks. The light is visible for 5 yards per age category.

**Freezing Breath:** Once per day, instead of a line of sonic energy, the hush dragon can breathe out a cone of super-cooled water inundated with razor sharp crystals of frozen methane. In addition to breath weapon damage (cone, 1d4 cold, 1d4 slashing), creatures within the cone must succeed on a Fortitude save or take 1 point of Dexterity damage per age category.

**Silence Aura (Su):** An adult or older hush dragon may create a zone of utter silence around itself as a swift action. The aura prevents the dragon from using its sonic breath weapon, and stops all verbal communication and spell casting. The range of its aura is the same as its fear aura. There is no save against this effect, although a creature's spell resistance applies.

**Phantasmal Killers, Mass (Sp):** Once per day, as a full round action, a great wyrm hush dragon may release one small glowing light per creature within its visual range. It may choose how many creatures are affected. Each targeted creature is affected by a *phantasmal killer*, using the dragon's hit dice as its caster level.

**Spell-like Abilities (Sp):** A hush dragon gains the following spell-like abilities, usable upon reaching the listed age category. Very young-3/day- *slippery ice*, *silent image*, Young-3/day-*hypnotic pattern*, Juvenile-2/day-*mirror image*, old-1/day-*frazil ice*, *major image*, Ancient-1/day *cone of ice*, *icy sphere*, *mislead*, Great wyrm-1/day *glacial current*

**Swallow Whole (Ex):** A hush dragon can swallow creatures up to one size larger than itself, due to the stretching ability of its stomach.

Age Category	Special Abilities	Caster Level
Wymling	Blend into black, fascination, freezing breath, swallow whole	-
Very Young	<i>Slippery ice</i> , <i>silent image</i>	-
Young	<i>Hypnotic pattern</i>	1
Juvenile	<i>Mirror image</i>	3
Young Adult	DR 5/magic, spell resistance	5
Adult	Silence aura	7
Mature Adult	DR 10/magic	9
Old	<i>Frazil Ice</i> , <i>major image</i>	11
Very Old	DR 15/magic	13
Ancient	<i>Cone of ice</i> , <i>icy sphere</i> , <i>mislead</i>	15
Wyrms	DR 20/magic	17
Great wyrms	<i>Glacial current</i> , <i>mass phantasmal killers</i> ,	19

YOUNG HUSH DRAGON	CR 7
XP 3,200	
NE Large dragon (aquatic, cold, ice)	
<b>Int</b> +6; <b>Senses</b> dragon senses; <b>Perception</b> +12	
DEFENSE	
AC 20; touch 11, flat-footed 18, (+2 Dex, +9 natural, -1 size)	
hp 76 (8d12+24)	
<b>Fort</b> +9, <b>Ref</b> +8, <b>Will</b> +10	
<b>Immune</b> cold, paralysis, pressure, sleep	
OFFENSE	
<b>Speed</b> swim 60 ft.	
<b>Melee</b> bite +13 (2d6+5 plus grab), tail slap +7 (1d8+7)	
<b>Space</b> 10 ft.; <b>Reach</b> 10 ft.	
<b>Special Attacks</b> breath weapon (60 ft. line, DC 17, 3d6 sonic), fascination (DC 16), freezing breath (1/day, 30 ft. cone, DC 17, 3d4 cold, 3d4 slashing), grab, swallow whole (1d6 acid damage, AC 14, 7 hp)	
<b>Spell-like Abilities</b> (CL 8)	
3/day- <i>Slippery ice</i> (DC 13), <i>hypnotic pattern</i> (DC 14) <i>silent image</i>	
<b>Spells Known</b> (CL 1st)	
1st (4/day)- <i>ray of enfeeblement</i> (DC 13), <i>sleep</i> (DC 13)	
0 (at will)- <i>daze</i> (DC 15), <i>dancing lights</i> , <i>flare</i> (DC 15), <i>mage hand</i>	
STATISTICS	
<b>Str</b> 20, <b>Dex</b> 14, <b>Con</b> 17, <b>Int</b> 12, <b>Wis</b> 12, <b>Cha</b> 14	
<b>Base Atk</b> +8, <b>CMB</b> +14, <b>CMD</b> 26	
<b>Feats</b> Improved Initiative, Iron Will, Still Spell, Weapon Focus (bite)	
<b>Skills</b> Bluff +13, Intimidate +13, Knowledge (arcana) +12, Perception +12, Sense Motive +12, Stealth +9, Survival +12	
<b>Languages</b> Aquan, Draconic	
<b>SQ</b> Blend into black	

ADULT HUSH DRAGON	CR 11
XP 51,200	
NE Huge dragon (aquatic, cold, ice)	
<b>Int</b> +5; <b>Senses</b> dragon senses; <b>Perception</b> +20	
<b>Aura</b> frightful presence (180 ft., DC 21), silence (180 ft.)	
DEFENSE	
AC 27; touch 9, flat-footed 26 (+1 Dex, +18 natural -2 size)	
hp 161 (14d12+70)	
<b>Fort</b> +16, <b>Ref</b> +10, <b>Will</b> +14	
DR 5/magic; <b>Immune</b> cold, paralysis, pressure, sleep; <b>SR</b> 26	
OFFENSE	
<b>Speed</b> swim 60 ft.	
<b>Melee</b> bite +21 (2d8+8 plus grab), tail slap +15 (2d6+12)	
<b>Space</b> 15 ft.; <b>Reach</b> 15 ft.	
<b>Special Attacks</b> breath weapon (100 ft. line, DC 22, 6d6 sonic), fascination (DC 21), freezing breath (1/day, 50 ft. cone, DC22, 6d4 cold, 6d4 slashing), grab, swallow whole (3d6 acid damage, AC 19, 16 hp)	

### Spell-like Abilities (CL 15)

3/day-*Slippery ice* (DC 15),  
*hypnotic pattern* (DC 16), *silent*  
*image*, 2/day-*mirror image*

### Spells Known (CL 7th)

3rd (7/day)-*deep slumber*  
(DC 17), *nondetection*  
2nd (7/day)-*murk*, *resist*  
*energy*, *touch of idiocy* (DC 16)  
1st (7/day)-*chill touch*  
(DC 15), *magic missile*, *ray of*  
*enfeeblement* (DC 15), *shocking*  
*grasp*, *sleep* (DC 15)

0 (at will)-*acid splash*, *bleed*,  
*daze* (DC 14), *dancing lights*,  
*detect magic*, *flare* (DC 14), *mage*  
*hand*

### STATISTICS

**Str** 26, **Dex** 12, **Con** 21, **Int** 16,  
**Wis** 16, **Cha** 18

**Base Atk** +14, **CMB** +24, **CMD**  
35

**Feats** Great Fortitude,  
Improved Initiative,  
Improved Vital Strike, Iron  
Will, Still Spell, Vital  
Strike, Weapon Focus  
(bite)

**Skills** Appraise +20, Bluff +21, Intimidate +21, Knowledge  
(arcana) +20, Perception +20, Sense Motive +20, Spellcraft  
+20, Stealth +10, Survival +20

**Languages** Aklo, Aquan, Common, Draconic

**SQ** Blend into black



1st (8/day)-*chill touch* (DC 17), *magic missile*, *ray of*  
*enfeeblement* (DC 17), *shocking grasp*, *sleep* (DC 17)  
0 (at will)-*acid splash*, *bleed*, *daze* (DC 16), *dancing lights*, *detect*  
*magic*, *flare* (DC 16), *ice-water jet*, *mage hand*, *touch of fatigue*  
(DC 16)

### STATISTICS

**Str** 34, **Dex** 10, **Con** 25, **Int** 20, **Wis** 20, **Cha** 22

**Base Atk** +22, **CMB** +38, **CMD** 48

**Feats** Critical Focus, Great Fortitude, Greater Vital Strike,  
Improved Initiative, Improved Vital Strike, Iron Will, Power  
Attack, Quicken Spell, Still Spell, Vital Strike, Weapon Focus  
(bite)

**Skills** Appraise +30, Bluff +31, Intimidate +31, Knowledge  
(arcana) +30, Knowledge (religion) +30, Perception +30, Sense  
Motive +30, Spellcraft +20, Stealth +13, Survival +30, Use  
Magic Device +31

**Languages** Abyssal, Aklo, Aquan, Common, Draconic, Infernal  
**SQ** Blend into black

### ANCIENT HUSH DRAGON

CR 16

XP 76,800

NE Gargantuan dragon (aquatic, cold, ice)

**Int** +4; **Senses** dragon senses; Perception +30

**Aura** frightful presence (300 ft., DC 27), silence (300 ft.)

### DEFENSE

**AC** 36; touch 6, flat-footed 36; (+30 natural, -4 size)

**hp** 297 (22d12+154)

**Fort** +22, **Ref** +13, **Will** +20

**DR** 15/magic; **Immune** cold, paralysis, pressure, sleep; **SR** 27

### OFFENSE

**Speed** swim 60 ft.

**Melee** bite +31 (4d6+12 plus grab), tail slap +25 (2d8+18)

**Special Attacks** breath weapon (120 ft. line, DC 28, 10d6 sonic),  
fascination (DC 27), freezing breath (1/day, 60 ft. cone, DC 28,  
10d4 cold, 10d4 slashing), grab, swallow whole (6d6 acid  
damage, AC 25, 29 hp)

### Spell-like Abilities (CL 22)

3/day-*Slippery ice* (DC 17), *hypnotic pattern* (DC 18), *silent*  
*image*, 2/day-*mirror image*,  
1/day- *Frazil ice*, *major image*, *mislead*

### Spells Known (CL 15th)

7th (4/day)-*prismatic spray* (DC 23), *spell turning*  
6th (7/day)-*circle of death* (DC 22), *electrical cascade* (DC 22),  
*eyebite* (DC 22)  
5th (7/day)- *feblemind* (DC 21), *hold monster* (DC 21),  
*interposing hand*, *symbol of sleep* (DC 21)  
4th (7/day)-*confusion* (DC 20), *crushing despair* (DC 20), *globe*  
*of invulnerability*, *lesser*, *phantasmal killer* (DC 20)  
3rd (7/day)-*deep slumber* (DC 19), *dispel magic*, *electrical surge*  
(DC 19), *nondetection*  
2nd (8/day)-*command undead* (DC 18), *daze monster* (DC 18),  
*resist energy*, *touch of idiocy* (DC 18), *boiling jet* (DC 18)

Embodying the fears of the deepest parts of the ocean, hush dragons lurk and feed upon whatever crosses their path. They make no allies, because everything weaker than them is food, and everything stronger is to be avoided. The biggest predator of hush dragons are other hush dragons. They may, at times, communicate with their prey, before swallowing it, out of simple curiosity about the seas above.

Hush dragons are rarely seen; most beings that cross their path simply disappear into the darkness. They are velvety black, with fine elastic scales. Most of their undersides consists of a great, expandable stomach. This vast organ stretches to take in entire schools of fish, parties of humanoids, and single creatures bigger than the dragon itself. The globe of light that serves as their lure varies in color from dragon to dragon. The most common hues are sickly green, bright white, and pale blue. Their light can be seen over great distances, and the weak-willed flock to their doom.

Hush dragons almost never leave the deep water that is their home; they simply have no reason to. They only have the vaguest understanding of the sunlit seas above them, and for the most part, they simply don't care.



# Dragon (Song), Melody

This dragon looks like a cross between a reptile and huge catfish. Its skin is silky-smooth, and white as snow. Glowing magma-colored patterns crisscross its hide. Its forelegs are clawed and powerful looking. Its draconic head has a wide mouth, trailing barbels, and small eyes.

## MELODY DRAGON

LG dragon (aquatic, magma, steam)

**Racial Buoyancy 0; Depth Tolerance:** 2000 feet

### BASE STATISTICS

**CR 4; Size Tiny; Hit Dice** 5d12

**Speed** 10 ft., swim 30 ft.

**Natural Armor** +3; **Breath Weapon** cone, 1d4 sonic

**Str** 11, **Dex** 15, **Con** 13, **Int** 12, **Wis** 14, **Cha** 13

### ECOLOGY

**Environment** twilight zone

**Organization** solitary, pair

**Treasure** triple

### SPECIAL ABILITIES

**Breath Weapon (Su):** Melody dragons breathe out a cone-shaped sonic pulse. Any creature damaged by the cone must make a Fortitude save, or be paralyzed for 1d4 rounds.

**Suction (Ex):** A juvenile or older melody dragon may, as a standard action, quickly open its mouth, causing a vortex that pulls a creature that is no larger than the dragon into its mouth for an automatic bite. The dragon must succeed on a combat maneuver check. The target cannot be more than 5 feet away per age category.

**Magma Breath:** Once per day, instead of a cone of sonic energy, the melody dragon can breathe out a line of molten rock. It does damage like a standard dragon's breath weapon (line, 1d6 steam damage), though it tends to stick to its target and cool very slowly. Creatures that miss their save must save again on the next round or take half the damage from the previous round again. This continues until the victim either makes his save, or the damage is reduced to 1 point.

**Poison (Su):** A blow from the fins or tail of a melody dragon carries a painful toxin. Injury; *frequency*-1/round for 4 rounds; *effect*-1d4 Strength damage; *cure*-2 saves

**Pressure (Su):** A great wyrm melody dragon may create an area of tremendous water pressure within 50 feet of itself as a full round action, once per day. The area of pressure is the same size as the dragon itself. The pressure deals 8d12 points of damage to all within its area on the round it is created. The area of pressure then loses one die of damage every round until the effect ends. The melody dragon may move the area of pressure at its own movement rate as a standard action. The dragon is immune to the effects of its own area of pressure.

**Runes (Sp):** A melody dragon can form arcane writings within the fiery patterns upon its body. The dragon can form one spell from the cleric, druid, or sorcerer/wizard list per age category. These spells may be of a level equal to its age category or lower, and are fixed for the dragons' life. As a standard action the dragon may form the runes upon its hide, and the spell takes effect. It may use each rune once per day. An old or older dragon may use each rune twice per day. A great wyrm may use each spell three times per day. The spell's DC is equal to 10+the spell's level+ the dragon's Cha modifier.

**Spell-like Abilities (Sp):** A harmony dragon gains the following spell-like abilities, usable upon reaching the listed age category. Very young-3/day *faerie fire*, young-3/day- *boiling hands*, *light*, adult- 2/day-*boiling jet*, *dispel magic*, old-2/day-*mageboil*, *searing light*, ancient- 1/day *sunbeam* great wyrm-1/day *lava swarm*.

Age Category	Special Abilities	Caster Level
Wymling	Magma breath, poison, runes	-
Very Young	<i>Faerie fire</i>	-
Young	<i>Boiling hands</i> , <i>light</i>	-
Juvenile	Suction	1
Young Adult	DR 5/magic, spell resistance	3
Adult	<i>Boiling jet</i> , <i>dispel magic</i>	5
Mature Adult	DR 10/magic	7
Old	<i>Mageboil</i> , <i>searing light</i>	9
Very Old	DR 15/magic	11
Ancient	<i>Sunbeam</i>	13
Wyrm	DR 20/magic	15
Great wyrm	Pressure, <i>Lavaswarm</i>	17

## YOUNG MELODY DRAGON CR 8

XP 4,800

LG Medium dragon (aquatic, magma, steam)

**Int** +5; **Senses** dragon senses, scent; Perception +17

### DEFENSE

**AC** 20; touch 11, flat-footed 19, (+1 Dex, +9 natural)

**hp** 85 (9d12+27)

**Fort** +11, **Ref** +7, **Will** +9

**Immune** paralysis, sleep, steam

### OFFENSE

**Speed** 10 ft., swim 60 ft.

**Melee** bite +13 (1d8+4), 2 claws +13 (1d4+4), tail slap +8 (1d6+6)

**Space** 5 ft.; **Reach** 5 ft.

**Special Attacks** breath weapon (30 ft. cone, DC 19, 3d4 sonic+paralyzation), magma breath (60 ft. line, DC 19, 3d6 steam damage), poison DC 19

**Spell-like Abilities (CL 9)**

3/day-*boiling hands*, *faerie fire*, *light*

**Runes Known (CL 9th)**

1/day-*blur*, *cure serious wounds*, *heroism*

### STATISTICS

**Str** 19, **Dex** 13, **Con** 17, **Int** 14, **Wis** 16, **Cha** 15

**Base Atk** +9, **CMB** +13, **CMD** 24

**Feats** Alertness, Critical Focus, Great Fortitude, Improved Initiative, Vital Strike

**Skills** Bluff +14, Diplomacy +14, Knowledge (arcana) +14, Knowledge (nature) +14, Perception +17, Sense Motive +15, Stealth +13, Survival +15

**Languages** Aquan, Common, Draconic

## ADULT MELODY DRAGON CR 12

XP 19,200

LG Large dragon (aquatic, magma, steam)

**Int** +3; **Senses** blindsight 50 ft., dragon senses, scent; Perception +30

**Aura** frightful presence (180 ft., DC 21)

### DEFENSE

**AC** 33; touch 8, flat-footed 33 (+25 natural -2 size)

**hp** 229 (17d12+119)

**Fort** +21, **Ref** +11, **Will** +15

**DR** 5/magic; **Immune** paralysis, sleep, steam; **SR** 24

### OFFENSE

**Speed** 10 ft., swim 60 ft.

**Melee** bite +21 (2d6+7), 2 claws +21 (1d6+7), tail slap +16 (1d6+10)

**Space** 10 ft.; **Reach** 10 ft.

**Special Attacks** breath weapon (40 ft. cone, DC 22 6d4 sonic), magma breath (80 ft. line, DC 22, 6d6 steam damage), poison (DC 22)

**Spell-like Abilities (CL 15)**

3/day-*boiling hands*, *faerie fire*, *light*, 2/day *boiling jet*, *dispel magic*

**Runes Known (CL 15th)**

1/day-*antimagic field*, *blur*, *break enchantment*, *cure serious wounds*, *death ward*, *heroism*, *rainbow pattern* (DC 18)

**Spells Known (CL 5th)**

2nd (5/day)-*mirror image*, *resist energy*  
 1st (7/day)-*magic missile*, *protection from evil*, *ray of enfeeblement* (DC 15), *shield*  
 0 (at will)-*daze* (DC 14), *dancing lights*, *detect magic*, *flare* (DC 14), *ice-water jet*, *mage hand*, *message*

**STATISTICS**

**Str** 25, **Dex** 11, **Con** 21, **Int** 18, **Wis** 20, **Cha** 19

**Base Atk** +15, **CMB** +23, **CMD** 33

**Feats** Alertness, Critical Focus, Great Fortitude, Improved

Initiative, Iron Will, Lightning Reflexes, Power Attack, Swim-By Attack, Vital Strike

**Skills** Bluff +24, Diplomacy +24, Heal +25, Knowledge (arcana) +24, Knowledge (nature) +24, Perception +30, Sense Motive +30, Spellcraft +24, Stealth +16, and Survival +25

**Languages** Aklo, Aquan, Common, Delatari, Draconic, Terran  
**SQ** Suction

**ANCIENT MELODY DRAGON****CR 17**

**XP** 102,400

**LG** Huge dragon (aquatic, magma, steam)

**Int** +3; **Senses** blindsight 100 ft., dragon senses, scent; **Perception** +37

**Aura** frightful presence (300 ft., DC 27)

**DEFENSE**

**AC** 36; touch 6, flat-footed 36; (-2 Dex, +30 natural, -2 size)

**hp** 310 (23d12+161)

**Fort** +22, **Ref** +15, **Will** +22

**DR** 15/magic; **Immune** paralysis, sleep, steam; **SR** 28

**OFFENSE**

**Speed** 20 ft., swim 60 ft.

**Melee** bite +32 (2d8+11), 2 claws +32 (2d6+11), tail slap +27 (1d8+16)

**Special Attacks** breath weapon (50 ft. cone, DC 28, 10d4 sonic), magma breath (100 ft. line, DC 28, 10d6 steam damage), poison (DC 28)

**Spell-like Abilities (CL 23)**

3/day-boiling hands, faerie fire, light, 2/day boiling jet, dispel magic, mageboil, searing light, 1/day sunbeam

**Runes Known (CL 23)**

2/day-antimagick field, banishment (DC 23) blur, break enchantment, cure serious wounds, death ward, heroism, holy aura, rainbow pattern (DC 15), scintillating pattern (DC 24) symbol of sleep (DC 21)

**Spells Known (CL 13th)**

6th (5/day)-*electrical cascade* (DC 22), *elemental body III*  
 5th (7/day)-*cone of cold* (DC 21), *feeblemind* (DC 21), *hold monster* (DC 21)

4th (7/day)-*black tentacles*, *globe of invulnerability*, lesser, *invisibility*, greater, *summon sea monster IV*

3rd (7/day)-*haste*, *electrical surge* (DC 19), *nondetection*, *slow* (DC 19)

2nd (8/day)-*dolphin's grace*, *osprey's splendor*, *mirror image*, *resist energy*, *summon sea monster II*

1st (8/day)-*magic missile*, *protection from evil*, *ray of enfeeblement* (DC 17), *shield*, *sleep* (DC 17)

0 (at will)-*daze* (DC 16), *dancing lights*, *detect magic*, *flare* (DC 16), *ice-water jet*, *mage hand*, *message*

**STATISTICS**

**Str** 33, **Dex** 7, **Con** 25, **Int** 22, **Wis** 24, **Cha** 23

**Base Atk** +23, **CMB** +36, **CMD** 44

**Feats** Alertness, Critical Focus, Great Fortitude, Improved

Initiative, Improved Iron Will, Improved Vital Strike, Iron Will, Lightning Reflexes, Power Attack, Skill Focus (Stealth), Swim-By Attack, Vital Strike

**Skills** Bluff +32, Diplomacy +32, Heal +33, Knowledge (Arcane)

+32, Knowledge (nature) +32, Knowledge (planes) +32,

**Perception** +37, **Sense Motive** +37, **Spellcraft** +32, **Stealth** +24, **Survival** +33, **Use Magic Device** +32

**Languages** Aklo, Aquan, Celestial, Common, Delatari, Draconic, Terran

**SQ** Suction

Melody dragons live in the twilight zones of the sea, where sunlight is barely known. They are peaceful creatures, more interested in knowledge than combat. They have little patience with evil, however, and will go out of their way to destroy the undead, or evil outsiders. They lair in caves set in the sides of continental shelves, or deep on the sea floor.

Melody dragons are covered in white scales so fine that they feel smooth to the touch. Each dragon has a unique pattern of fiery luminescence covering their body. The light shifts, sometimes forming complex symbols and runes.

Melody dragons are treated with great respect by goodly sea creatures. They are great enemies of krakens, and the two races attack each other on sight. Rarely a melody dragon will lead an undersea crusade, attempting to clear vast swaths of the ocean of evil creatures.





# Dragon (Song), Orchestra

A pod of killer whales surrounds this gleaming dragon. Its scales are a gleaming metallic black, with snowy white highlights, matching the smaller creatures that swoop around it. Its pectoral fins are massive wings, ending in claws the size of greatswords.

## ORCHESTRA DRAGON

LN dragon (aquatic, cold, water)

Racial Buoyancy 0; Depth Tolerance: 1000 feet

### BASE STATISTICS

CR 5; Size Small; Hit Dice 6d12

Speed swim 60 ft.

Natural Armor +5; Breath Weapon line, 2d6 sonic

Str 14, Dex 13, Con 13, Int 12, Wis 14, Cha 13

### ECOLOGY

Environment cold oceans

Organization solitary, pair, pod (1-2 plus 3-20 killer whales)

Treasure triple

### SPECIAL ABILITIES

**Create Iceberg (Su):** A great wyrm orchestra dragon may create an iceberg as a standard action once per day. A created iceberg is approximately 600 feet in diameter, stands 30 feet above the waterline and extends another 300 feet below the water line. Creatures or objects within the area may make a Reflex save equal to the dragon's breath weapon or become trapped within the ice and come under the effect of an *imprisonment* spell. Creatures or objects that make the save take 10d10 bludgeoning damage as they are violently ejected from the area, making a second Reflex save for half damage.

**Greater Summons (Su):** An adult or older orchestra dragon may summon 1d4 orca with the advanced or giant templates three times per day, or 1d2 orca with the half-dragon template once per day.

**Icy Breath (Su):** Instead of a line of sonic energy, an orchestra dragon can breathe a cone of super cooled water. Creatures caught within the cone take damage as if they were struck by the dragon's sonic breath and must make a Fortitude save, using the breath weapons DC or be *slowed* for one round per age category.

**Pod Defense (Su):** A mature adult or older orchestra dragon's orca allies are considered to be immune to cold while within sight of the dragon. In addition, the dragon may extend its damage resistance or spell resistance to any allied orca within 25 feet. The dragon may change which resistance is in effect as a move action at the start of its turn.

**Pod Tactics (Su):** A juvenile or older orchestra dragon may direct its pod of orca, granting them a +1 to either their attack and damage rolls or their armor class and saves. The dragon may change which bonus is in effect as a free action at the start of its turn. This bonus becomes a +2 when the dragon becomes old and rises to +4 when the dragon becomes a wyrm.

In addition, allied orca are considered to have any teamwork feats that the orchestra dragon possesses while they are within sight distance of the dragon.

**Rime (Su):** An ancient or older orchestra dragon may cover itself and any orca in its pod with a thick coating of supernatural ice as a move action. This ice deals 10 points of cold damage to all creatures within a 10 foot radius and deals 1d6 points of cold damage to any creature that strikes the bearer with a natural weapon or unarmed attack. The armor lasts for one minute per age category of the dragon and the dragon may dismiss it at any time.

**Shape Change (Su):** A very old or older orchestra dragon may assume the form of an orca three times per day as if using *polymorph*.

**Share Spells (Ex):** An old or older orchestra dragon may cast any spell with a target of "You" on any killer whale that it is allied with, as per the druid ability.

**Speak with Cetaceans (Sp):** An orchestra dragon possesses the constant ability to speak with any dolphin or whale. This functions as *speak with animals* but only with cetaceans.

**Spell-like Abilities (Sp):** A orchestra dragon gains the following spell-like abilities, usable at will upon reaching the listed age category. Very young-*ear splitting scream*, juvenile-*sound burst*, adult-3/day-*awaken*, old-*song of discord*, ancient-*discordant blast*.

**Summoning (Sp):** A young or older orchestra dragon may summon 2d4 orca three times per day.

**Wild Empathy (Ex):** A very young or older orchestra dragon may use wild empathy as a ranger, adding half its Hit Dice and it's Charisma modifier to the roll.

Age Category	Special Abilities	Caster Level
Wyrmling	Icy breath, speak with cetaceans	-
Very young	Wild empathy, <i>ear splitting scream</i>	-
Young	Summon	-
Juvenile	Pod tactics, <i>sound burst</i>	-
Young adult	DR 5/magic, spell resistance	1
Adult	Greater summon, <i>awaken</i>	3
Mature adult	DR 10/magic, pod defense	5
Old	Share spells, <i>song of discord</i>	7
Very old	DR 15/magic, shape change	9
Ancient	Rime, <i>discordant blast</i>	11
Wyrm	DR 20/magic	13
Great wyrm	Create iceberg	15

## YOUNG ORCHESTRA DRAGON CR 9

XP 6,400

LN Large dragon (cold, water)

Int +4; Senses blindsense 120 ft.; dragon senses; Perception +16

### DEFENSE

AC 20; touch 9, flat-footed 20, (+11 natural, -1 size)

hp 95 (10d12+30)

Fort +10, Ref +7, Will +10

Immune cold, paralysis, sleep

### OFFENSE

Speed swim 80 ft.

Melee bite +15 (2d6+9), 2 claws +13 (1d8+3), tail slap +13 (1d8+9)

Space 10 ft.; Reach 5 ft. (10 ft. with bite)

Special Attacks breath weapon (80 ft. line, DC 18, 6d6 sonic), icy breath

Spell-like Abilities (CL 10, concentration +12 )

At will-*ear splitting scream*<sup>2</sup> (DC 13)

### STATISTICS

Str 22, Dex 11, Con 17, Int 14, Wis 16, Cha 15

Base Atk +10, CMB +17, CMD 27

Feats Alertness, Improved Initiative, Multiattack, Power Attack, Vital Strike

Skills Acrobatics +8, Appraise +13, Bluff +13, Diplomacy +13, Heal +14, Intimidate +13, Knowledge (nature) +13, Perception +16, Sense Motive +16, Stealth +7

Languages Ceti, Common, Draconic

SQ speak with cetaceans, wild empathy

## ADULT ORCHESTRA DRAGON CR 13

XP 25,600

LN Huge dragon (cold, water)

Int +3; Senses blindsense 120 ft, dragon senses; Perception +26

Aura frightful presence (180 ft., DC 21)

### DEFENSE

AC 28; touch 8, flat-footed 28 (+20 natural -2 size)

hp 172 (15d12+75)

Fort +14, Ref +9, Will +14

DR 5/magic; Immune cold, paralysis, sleep; SR 23

### OFFENSE

Speed swim 80 ft.

Melee bite +22 (2d8+13), 2 claws +20 (2d6+4), tail slap +20 (2d6+13)

Space 15 ft.; Reach 10 ft. (15 ft. with bite)

Special Attacks breath weapon (100 ft. line, DC 22, 12d6 sonic), icy breath

Spell-like Abilities (CL 15, concentration +19)

At will-*ear splitting scream*<sup>2</sup> (DC 15), *sound burst* (DC 16)  
3/day *awaken*

Spells Known (CL 3<sup>rd</sup>, concentration +7)

1<sup>st</sup> (4/day)-*magic missile*, *ray of enfeeblement* (DC 15), *shield*  
0 (at will)-*flare* (DC 14), *detect magic*, *message*, *resistance*, *touch of fatigue*

## STATISTICS

Str 28, Dex 10, Con 21, Int 18, Wis 20, Cha 19

Base Atk +15, CMB +26, CMD 36

**Feats** Alertness, Coordinated Maneuvers<sup>1</sup>, Improved Initiative, Improved Vital Strike, Multiattack, Outflank<sup>1</sup>, Power Attack, Vital Strike

**Skills** Acrobatics +13, Appraise +20, Bluff +20, Diplomacy +20, Heal +23, Intimidate +22, Knowledge (nature) +20, Perception +26, Sense Motive +26, Stealth +9, Use Magic Device +20

**Languages** Aquan, Ceti, Common, Delatari, Draconic

**SQ** greater summon, pod tactics, speak with cetaceans, summon, wild empathy

## ANCIENT ORCHESTRA DRAGON

CR 18

XP 153,600

LN Gargantuan dragon (cold, water)

Int +2; **Senses** blindsense 120 ft., dragon senses; Perception +37

**Aura** frightful presence (300 ft., DC 28)

## DEFENSE

AC 36; touch 4, flat-footed 36; (-2 Dex, +32 natural, -4 size)

hp 324 (24d12+168)

Fort +21, Ref +12, Will +20

DR 15/magic; **Immune** cold, paralysis, sleep; SR 29

## OFFENSE

**Speed** swim 100 ft.

**Melee** bite +33 (4d6+19), 2 claws +31 (2d8+6), tail slap +31 (2d8+19)

**Space** 20 ft.; **Reach** 15 ft. (20 ft. with bite)

**Special Attacks** breath weapon (120 ft. line, DC 28, 20d6 sonic), icy breath, rime, tail sweep

**Spell-like Abilities** (CL 24, Concentration +30)

At will-discordant burst<sup>1</sup> (DC 20), ear splitting scream<sup>2</sup> (DC 17), song of discord (DC 21), sound burst (DC 18)

3/day-awaken

**Spells Known** (CL 11<sup>th</sup>, concentration +17)

5<sup>th</sup> (5/day)-baleful polymorph (DC 21), feeblemind (DC 21)

4<sup>th</sup> (7/day)-charm monster (DC 20), , greater invisibility, stonewall

3<sup>rd</sup> (7/day)-dispel magic, haste, invisibility sphere, electrical surge (DC 19)

2<sup>nd</sup> (8/day)-acid arrow, shark's strength, dolphin's grace, mirror image, touch of idiocy (DC 18)

1<sup>st</sup> (8/day)-boiling hands (DC 17), magic missile, ray of enfeeblement (DC 17), shield, shocking grasp

0 (at will)-acid splash, flare (DC 16), detect magic, disrupt undead, mage hand, message, read magic, resistance, touch of fatigue (DC 16)

## STATISTICS

Str 36, Dex 7, Con 25, Int 22, Wis 24, Cha 23

Base Atk +24, CMB +41, CMD 49

**Feats** Alertness, Back to Back<sup>3</sup>, Broken Wing Gambit<sup>3</sup>, Coordinated Maneuvers<sup>1</sup>, Improved Initiative, Improved Vital Strike, Multiattack, Outflank<sup>1</sup>, Precise Strike<sup>1</sup>, Power Attack, Shake It Off<sup>3</sup>, Vital Strike

**Skills** Acrobatics +20, Appraise +31, Bluff +31, Diplomacy +31, Heal +32, Intimidate +31, Knowledge (arcana, nature) +31, Perception +37, Sense Motive +37, Spellcraft +31, Stealth +11, Use Magic Device +31

**Languages** Aquan, Ceti, Common, Delatari, Draconic, Nixish, Pinnipar

**SQ** greater summon, pod defense, pod tactics, share spells, shape change, speak with cetaceans, summon, wild empathy

<sup>1</sup>-found in ADVANCED PLAYER'S GUIDE

<sup>2</sup>- found in ULTIMATE MAGIC

<sup>3</sup>-found in ULTIMATE COMBAT

Orchestra dragons are powerful predators of the seas, controlling vast pods of orca that they view as their allies and confidants. They believe every creature has its place in the web of life and will hunt down and destroy creatures that seek to upset that balance. While they are not inherently hostile to lesser creatures, they show no mercy to those too weak, or foolish, to survive.

Orchestra dragons work in close concert with their orca pod, often appearing to have telepathic control over the members. While they may seem as a huntsman and his hounds, the dragon views the relationship more as a general and his soldiers. Orchestra dragons care deeply for their pod, using their abilities and spells to protect and enhance them and will take terrible vengeance on any creature that destroys its pod, often targeting those closest and most important to its target first.

While they prefer cold arctic waters, orchestra dragons will often travel with their pod throughout the seas. Some orchestra dragons take on the role of traveling judge, with its pod acting as sheriffs, jury and executioners. These dragons are both greatly feared for their cold justice and greatly respected for their impartial nature.





# Dragon (Song), Reed

A slender dragon swoops and glides through the water around you. Its limbs bring long, leafy plants to mind, while it's back spines look like solid wood. Its eyes are brilliant and shining, gazing deeply into yours.

## REED DRAGON

LG dragon (aquatic, water)

Racial Buoyancy 0; Depth Tolerance: 1,200 feet

### BASE STATISTICS

CR 4; Size Small; Hit Dice 5d12

Speed 20 ft., swim 30 ft.

Natural Armor +4; Breath Weapon line, 2d6 sonic

Str 12, Dex 20, Con 13, Int 11, Wis 14, Cha 15

### ECOLOGY

Environment mangrove and kelp forests

Organization solitary, pair

Treasure triple

### SPECIAL ABILITIES

**Breath Weapon (Su):** Reed dragons have a single breath weapon, a stinging line of sound.

**Explosive Growth (Su):** A mature adult reed dragon can cause the plant life within a 50 foot sphere to grow and animate. This acts as an *entangle* spell affecting targets the dragon designates, with a save DC equal to that of the dragons breath weapon. The affected plant life triples in size while affected. In addition, if the dragon lives in a mangrove forest it can have the giant trees drop 1d4 seed each round, acting as Large spears, and attacking at the dragons highest attack bonus, dealing 1d8 points of damage. If the dragon lives within a kelp forest instead, it may cause 1d8 air bladders each round to explode, dealing 1d8 points of sonic damage to all within 10 feet, with a Reflex save DC equal to the dragons breath weapon for half damage. This effect lasts 1 hour per age category.

**Glowing Lure (Su):** A reed dragon has a number of bioluminescent lures that draw attackers to them. A juvenile reed dragon gains use of one lure, an adult has two lures, and a very old dragon has three lures. The dragon chooses one foe for each lure it has, and that opponent must make a Will save, DC 10+half the dragons HD+ its Charisma modifier or spend its next turn attacking the lure. The lures themselves are simply glowing water, and are immune to attacks. This is a mind affecting effect.

**Knot (Ex):** An ancient reed dragon has become so adept at weaving its long body around foes that it can knot itself around an enemy its size or smaller for one round. If the dragon makes a successful grapple check around its target, that target is flat footed to the dragons attacks for that round. The dragon is not considered to be grappling the target while making a knot around it.

**Piping (Su):** On any round that a reed dragon does not use its breath weapon or perform any spellcasting, it may produce a haunting piping sound as a free action. The effects of the piping increase with age, and the dragon may choose what effect it causes per round. Any effects that require saves are at a DC of 10+half the dragons HD+ its Charisma modifier. A very young dragon may cause a *mass suggestion* as per the spell, affecting all creatures that can hear it. A juvenile dragon may cast *summon sea's ally III*, with the power of the spell increasing by one per two age category until it reaches *summon sea's ally VII* as a great wyrm. An adult reed dragon may create a *shield of faith* effect on itself, with an AC bonus of +2 plus 1 per two age categories. An old dragon may create illusions as if it cast *major image*.

**Plant Avatar (Su):** A great wyrm reed dragon becomes one with its environment. They gain plant immunities, gain the constant ability to *speak with plants* and can use *treeshape* at will, becoming mangroves or kelp depending on where the dragon dwells. Plant creatures will not willingly attack a reed dragon with this power.

**Shelter (Su):** The plants and trees where a reed dragon dwells bend and wrap to conceal the dragon. It gains its Charisma bonus as a circumstance bonus to any Stealth checks in its chosen environment.

**Spells:** A reed dragon can cast kahuna spells as arcane spells.

**Spell-like Abilities (Sp):** A reed dragon gains the following spell-like abilities, usable at will upon reaching the listed age category.

Very young-*barkskin*, juvenile-*entangle*, adult-*warpwood*, old-*animate flora*, ancient-*angry algae*.

**Splinter (Ex):** A young or older reed dragon has splinters covering its claws. These splinters break off when the dragon makes a successful claw attack, inflicting its Strength modifier in damage every round. This damage is noncumulative, and *cure serious wounds* or greater magic, or a DC 25 Heal check will end the damage.

**Tail Wrap (Sp):** A reed dragon's long, delicate looking tail is a weapon in its own right. A wyrmling dragon may use its tail to make a grapple check. An ancient reed dragon can channel some of its life force through its tail, dealing 2d8 points of electrical damage to a target wrapped within its tail. A wyrm reed dragon may choose to deal pure positive damage instead, healing a grappled target 4d6 points of damage, or dealing 4d6 points of damage to undead.

Age Category	Special Abilities	Caster Level
Wyrmling	Grappling wrap, shelter	-
Very young	<i>Barkskin</i> , piping: <i>suggestion</i>	-
Young	Splinters	-
Juvenile	<i>Entangle</i> , lure-1, piping: summon	1
Young adult	DR 5/magic, spell resistance	3
Adult	<i>Warp wood</i> , electrical wrap, lure-2, piping: <i>shield of faith</i>	5
Mature adult	DR 10/magic, explosive growth	7
Old	<i>Animate flora</i> , piping: illusion	9
Very old	DR 15/magic, lure-3	11
Ancient	<i>Angry algae</i> , knot	13
Wyrmling	DR 20/magic, positive wrap	15
Great wyrm	Plant avatar	17

## YOUNG REED DRAGON CR 8

XP 4,800

LG Large dragon (aquatic, water)

Int +4; Senses dragon senses; Perception +17

### DEFENSE

AC 25; touch 14, flat-footed 20, (+11 natural, -1 size, +4 Dex, +1 dodge)  
hp 95 (10d12+30)

Fort +10, Ref +7, Will +10

Immune cold, paralysis, sleep

### OFFENSE

Speed 20 ft., swim 80 ft.

Melee bite +13 (2d6+7), 2 claws +13 (1d8+5), tail slap +11 (1d8+7 plus wrap)

Space 5 ft.; Reach 5 ft. (10 ft. with bite)

Special Attacks breath weapon (80 ft. line, DC 18, 6d6 sonic), grappling wrap, piping (*mass suggestion*, DC 18), splinters (5 points)

Spell-like Abilities (CL 9, concentration +13 )

At will-*barkskin*

### STATISTICS

Str 20, Dex 18, Con 19, Int 15, Wis 18, Cha 19

Base Atk +9, CMB +15, CMD 29

Feats Dodge, Dolphin Flip, Multiattack, School Friend, Swim By Attack

Skills Bluff +17, Diplomacy +17, Heal +17, Intimidate +17, Knowledge (nature) +15, Perception +17, Sense Motive +17, Stealth +13 (+17 in chosen environment)

Languages Ceti, Common, Draconic

SQ shelter

## ADULT REED DRAGON CR 12

XP 19,200

LG Huge dragon (aquatic, water)

Int +3; Senses dragon senses; Perception +21

Aura frightful presence (180 ft., DC 22)

### DEFENSE

AC 31; touch 12, flat-footed 27 (+3 Dex, +1 dodge, +19 natural, -2 size)  
hp 172 (15d12+75)

Fort +15, Ref +12, Will +14

Defensive Abilities lure-2; DR 5/magic; Immune paralysis, sleep; SR 23



#### OFFENSE

**Speed** 30 ft., swim 80 ft.

**Melee** bite +21 (2d8+12), 2 claws +21 (2d6+8), tail slap +19 (2d6+12 plus wrap)

**Space** 10 ft.; **Reach** 10 ft. (15 ft. with bite)

**Special Attacks** breath weapon (100 ft. line, DC 22, 12d6 sonic), electrical wrap, grappling wrap, piping (*mass suggestion*, *shield of faith*, summon; DC 22), splinters (8 points)

**Spell-like Abilities** (CL 15, concentration +20 )

At will—*barkskin*, *entangle* (DC 16), *warp wood* (DC 17)

**Spells Known** (CL 3<sup>rd</sup>, concentration +9)

1<sup>st</sup> (7/day)—*bless*, *charm person* (DC 16), *dancing jellyfish*, *ink*, *magic missile*, *protection from evil*, *speak with animals*

0—*create air*, *dancing lights*, *guidance*, *resistance*, *stabilize*

#### STATISTICS

**Str** 26, **Dex** 16, **Con** 21, **Int** 17, **Wis** 20, **Cha** 21

**Base Atk** +15, **CMB** +25, **CMD** 38

**Feats** Combat Expertise, Critical Focus, Dodge, Dolphin Flip, Mobility, Multiattack, School Friend, Swim By Attack

**Skills** Appraise +18, Bluff +20, Diplomacy +21, Heal +21, Intimidate +20, Knowledge (arcana) +18, Knowledge (nature) +18, Perception +21, Sense Motive +20, Stealth +10 (+15 in chosen environment), Use Magic Device +20

**Languages** Ceti, Common, Delatari, Draconic

**SQ** shelter

#### ANCIENT REED DRAGON

CR 17

XP 102,400

LG Gargantuan dragon (aquatic, water)

**Int** +6; **Senses** dragon senses; Perception +32

**Aura** frightful presence (300 ft., DC 28)

#### DEFENSE

**AC** 40; touch 9, flat-footed 37; (+2 Dex, +1 dodge, +31 natural, -4 size) **hp** 297 (22d12+154)

**Fort** +20, **Ref** +15, **Will** +20

**Defensive Abilities** lure-3; **DR** 15/magic; **Immune** paralysis, sleep; **SR** 27

#### OFFENSE

**Speed** 30 ft., swim 100 ft.

**Melee** bite +34 (4d6+18), 2 claws +34 (2d8+12), tail slap +32 (2d8+18 plus wrap)

**Space** 20 ft.; **Reach** 15 ft. (20 ft. with bite)

**Special Attacks** breath weapon (120 ft. line, DC 28, 20d6 sonic), electrical wrap, explosive growth, grappling wrap, knot, piping (illusion, *mass suggestion*, *shield of faith*, summon; DC 28), splinters (12 points)

**Spell-like Abilities** (CL 22, concentration +29 )

At will—*angry algae*, *animate flora*, *barkskin*, *entangle* (DC 19), *warp wood* (DC 20)

**Spells Known** (CL 11, concentration +18)

4<sup>th</sup> (7/day)—*beast shape II*, *charm monster* (DC 21), *command flora*, *greater invisibility*, *stoneskin*, *life bubble*, *wall of steam*

3<sup>rd</sup> (8/day)—*aqueous form*, *beast shape I*, *blink*, *cure moderate wounds*, *dispel magic*, *electrical surge* (DC 20) , *protection from energy*, *water wall*

2<sup>nd</sup> (8/day)—*crocodile's endurance*, *entrapping bubble* (DC 19), *dolphin's grace*, *invisibility*, *lockjaw\**, *slipstream\**, *undertow* (DC 19), *wall of jellyfish*

1<sup>st</sup> (8/day)—*bless*, *charm person* (DC 18), *dancing jellyfish*, *hydraulic push\**, *ink*, *magic missile*, *protection from evil*, *speak with animals*

0—*create air*, *dancing lights*, *detect magic*, *ghost sound*, *guidance*, *ice water jet*, *light*, *resistance*, *stabilize*

\* ADVANCED PLAYERS GUIDE

#### STATISTICS

**Str** 34, **Dex** 14, **Con** 25, **Int** 21, **Wis** 24, **Cha** 25

**Base Atk** +22, **CMB** +38, **CMD** 50

**Feats** Combat Expertise, Critical Focus, Dodge, Dolphin Flip, Improved Initiative, Mobility, Multiattack, School Friend, Spring Attack, Swim By Attack, Vital Strike

**Skills** ppraise +30, Bluff +32, Diplomacy +32, Heal +32, Intimidate +32, Knowledge (arcana) +30, Knowledge (nature) +30, Perception +32, Sense Motive +32, Stealth +15 (+22 in chosen environment), Use Magic Device +32

**Languages** Ceti, Common, Delatari, Draconic, Lok'tar, Nixish **SQ** shelter

Reed dragons are the noble guardians of coastal mangroves and kelp forests. They are fierce foes of evil, and of creatures that would damage their forests without care. Reed dragons prefer to remain hidden, observing their domains, and judging those that pass through. Haughty but kind, they often provide aid to those in need.

Reed dragons become one with their forests over the centuries, and it aids them in battle. Their foes are often scattered by rapidly growing plant life, with the weak picked off by the plants themselves. Reed dragons seem to dance in combat, graceful and weightless, wrapping around their foes and leaving slowly spreading blood clouds to drift away.

Reed dragons keep loose ties with the intelligent creatures near them, preferring the aid of natural creatures. They will defend their allies if needed, but expect aid in return, often in the form of food or extra guardians in the forest. Once their trust is earned, they prove to be surprisingly lighthearted, and often share their unique piping songs with their few friends.



# Dragon (Song), Rhythm

This eel like dragon has great gaping jaws. Its scales are smooth, bright silver with black banding. Looking at the creature makes your head spin.

## RHYTHM DRAGON

N dragon (aquatic, sonic, sound)

**Racial Buoyancy 0; Depth Tolerance:** 1,600 feet

### BASE STATISTICS

**CR 4; Size Small; Hit Dice** 5d12

**Speed** swim 30 ft.

**Natural Armor +4; Breath Weapon** line, 1d6 sonic

**Str 13, Dex 17, Con 13, Int 13, Wis 11, Cha 14**

### ECOLOGY

**Environment** underwater caverns

**Organization** solitary, pair

**Treasure** triple

### SPECIAL ABILITIES

**Breath Weapon (Su):** Rhythm dragons breathe out a line of concentrated sound, slicing into its targets.

**Dominating Bite (Su):** A great wyrm rhythm dragon's bite delivers its mind warping energies straight to its victim. Any living creature bitten must make a Will Save DC 31, or be *dominated* by the dragon. The dragon may *dominate* as many creatures as its Intelligence modifier.

**Freedom of Movement (Su):** Rhythm dragons are under a permanent, natural *freedom of movement* effect.

**Hypnotic Field (Su):** The shifting black and silver scales of a young or older rhythm dragon's body can capture the focus of those viewing its movements. If the dragon spends a move action to shift and coil, all living creatures viewing the dragon must make a Will save or stand fascinated. Targets must make a new Will save each round, for as long as the dragon continues to move. The dragon may attack like normal, but if it attacks a fascinated creature, the effect on that target ends for that round. Sightless creatures are immune to this effect.

**Song Breath:** Instead of a line of sonic energy, the rhythm dragon can breathe out a cone of pulsing sonic energy. Creatures within the cone must succeed on a Will save (sonic) or suffer from involuntary convulsions for 1d6 rounds plus 1 round per age category of the dragon. The effect imposes a -4 penalty to Armor Class and a -10 penalty on Reflex saves, and it negates any AC bonus granted by a shield the target holds. The convulsing subject provokes attacks of opportunity each round on its turn. A successful Will save reduces the duration of this effect to 1 round.

**Mind Numbing Blood (Sp):** The blood of a rhythm dragon carries potent mind numbing effects. When a rhythm dragon takes damage from a piercing or slashing weapon, it leaves a cloud of blood stretching 5 feet per 5 points of damage dealt to the dragon. All living creatures inside the cloud must make a Will save or take 1d4 points of Wisdom damage.

**Spell-like Abilities (Sp):** A rhythm dragon gains the following spell-like abilities, usable upon reaching the listed age category. Very young-3/day-hypnotism, Juvenile-3/day-shatter, sound burst, suggestion, adult-2/day-charm monster, shout, old-1/day-song of discord, sympathetic vibration, ancient-1/day insanity, shout, greater.

Age Category	Special Abilities	Caster Level
Wymling	Freedom of movement, mind numbing blood, song breath	-
Very Young	Hypnotism	-
Young	Hypnotic field	-
Juvenile	Shatter, sound burst, suggestion	1
Young Adult	DR 5/magic, spell resistance	3
Adult	Charm monster, shout	5
Mature Adult	DR 10/magic	7
Old	Song of discord, sympathetic vibration	9
Very Old	DR 15/magic	11
Ancient	Insanity, shout, greater	13
Wyrm	DR 20/magic	15
Great wyrm	Dominating bite	17

## YOUNG RHYTHM DRAGON

CR 8

XP 4,800

N Large dragon (aquatic, sonic, sound)

**Int +6; Senses** dragon senses; Perception +12

### DEFENSE

**AC** 22; touch 12, flat-footed 19, (+3 Dex, +10 natural, -1 size)

**hp** 85 (9d12+27)

**Fort +9, Ref +10, Will +9**

**Immune** paralysis, sleep, sonic

### OFFENSE

**Speed** 20 ft., swim 60 ft.

**Melee** bite +14 (2d6+5 plus grab), tail slap +8 (1d8+7)

**Space** 10 ft.; **Reach** 10 ft.

**Special Attacks** breath weapon (60 ft. line, DC 17, 3d6 sonic), constrict (2d6+5), grab, hypnotic field (DC 17), song breath (30 ft. cone, DC 17)

**Spell-like Abilities (CL 9)**

3/day-hypnotism (DC 14)

### STATISTICS

**Str 21, Dex 15, Con 17, Int 15, Wis 13, Cha 16**

**Base Atk +9, CMB +15, CMD 27**

**Feats** Critical Focus, Improved Initiative, Iron Will, Lightning Reflexes, Weapon Focus (Bite)

**Skills** Bluff +14, Diplomacy +14, Intimidate +14, Knowledge (arcana) +13, Knowledge (nature) +13, Perception +12, Sense Motive +12, Stealth +9, Survival +12

**Languages** Aquan, Common, Draconic

**SQ** Freedom of movement, mind numbing blood (DC 17)

## ADULT RHYTHM DRAGON

CR 12

XP 19,200

N Huge dragon (aquatic, sonic, sound)

**Int +5; Senses** dragon senses; Perception +21

**Aura** frightful presence (180 ft., DC 22)

### DEFENSE

**AC** 28; touch 9, flat-footed 27 (+1 Dex, +19 natural -2 size)

**hp** 172 (15d12+75)

**Fort +14, Ref +12, Will +14**

**DR** 5/magic; **Immune** paralysis, sleep, sonic; **SR** 23

### OFFENSE

**Speed** 20 ft., swim 60 ft.

**Melee** bite +22 (2d8+8 plus grab), tail slap +16 (2d6+12)

**Space** 15 ft.; **Reach** 15 ft.

**Special Attacks** breath weapon (100 ft. line, DC 22, 6d6 sonic), constrict (2d8+8), grab, hypnotic field (DC 22), song breath (50 ft. cone, DC 22)

**Spell-like Abilities (CL 15)**

3/day-hypnotism (DC 14), suggestion (DC 18), 2/day-charm monster (DC 19), shout (DC 19)

**Spells Known** (CL 5th)

2nd (5/day)-*resist energy*, *touch of idiocy* (DC 17)  
 1st (8/day)-*alarm*, *cause fear* (DC 16), *sleep* (DC 16), *shield*  
 0 (at will)-*daze* (DC 15), *dancing lights*, *detect magic*, *flare* (DC 15), *mage hand*, *message*

**STATISTICS**

**Str** 27, **Dex** 13, **Con** 21, **Int** 19, **Wis** 17, **Cha** 20

**Base Atk** +15, **CMB** +25, **CMD** 36

**Feats** Critical Focus, Improved Initiative, Improved Vital Strike, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (Bite)

**Skills** Appraise +22, Bluff +23, Diplomacy +23, Intimidate +23, Knowledge (arcana) +22, Knowledge (nature) +22, Perception +21, Sense Motive +21, Stealth +11, Survival +21

**Languages** Aquan, Common, Ceti, Draconic, Pelagic

**SQ** Freedom of movement, mind numbing blood (DC 22)

**ANCIENT RHYTHM DRAGON****CR 17**

**XP** 102,400

N Gargantuan dragon (aquatic, sonic, sound)

**Int** +4; **Senses** dragon senses; Perception +31

**Aura** frightful presence (300 ft., DC 28)

**DEFENSE**

**AC** 37; touch 6, flat-footed 37; (+31 natural, -4 size)

**hp** 310 (23d12+161)

**Fort** +20, **Ref** +15, **Will** +20

**DR** 15/magic; **Immune** paralysis, sleep, sonic; **SR** 28

**OFFENSE**

**Speed** 20 ft., swim 60 ft.

**Melee** bite +32 (4d6+12 plus grab), tail slap +26 (2d8+18)

**Special Attacks** breath weapon (120 ft. line, DC 28, 10d6 sonic), constrict (4d6+12), grab, hypnotic field (DC 28), song breath (60 ft. cone, DC 28)

**Spell-like Abilities** (CL 23)

3/day-hypnotism (DC 18), suggestion (DC 19), 2/day-charm monster (DC 21), shout (DC 21), 1/day-song of discord (DC 22), sympathetic vibration, 1/day insanity (DC 24), shout, greater (DC 25)

**Spells Known** (CL 13th)

6th (5/day)-*electrical cascade* (DC 23), suggestion, mass (DC 25)

5th (7/day)-*feeblemind* (DC 24), hold monster (DC 24), magic jar (DC 22)

4th (7/day)-*black tentacles*, confusion (DC 23), crushing despair (DC 23), stonework

3rd (8/day)-*deep slumber* (DC 22), dispel magic, halt undead (DC 20), hold person (DC 22)

2nd (8/day)-*command undead* (DC 19), darkness, resist energy, hideous laughter (DC 21), touch of idiocy (DC 21)

1st (8/day)-*alarm*, *cause fear* (DC 18), magic missile, sleep (DC 20), shield

0 (at will)-*bleed*, *daze* (DC 19), *dancing lights*, *detect magic*, *disrupt undead*, *flare* (DC 17), *mage hand*, *message*, *read magic*

**STATISTICS**

**Str** 35, **Dex** 11, **Con** 25, **Int** 23, **Wis** 21, **Cha** 24

**Base Atk** +23, **CMB** +39, **CMD** 49

**Feats** Critical Focus, Greater Spell Focus (enchantment), Greater Vital Strike, Improved Initiative, Improved Vital Strike, Iron Will, Lightning Reflexes, Power Attack, Spell Focus (enchantment), Spell Penetration, Vital Strike, Weapon Focus (Bite)

**Skills** Appraise +32, Bluff +33, Diplomacy +33, Intimidate +33, Knowledge (arcana) +32, Knowledge (local) +32, Knowledge (nature) +32, Perception +31, Sense Motive +31, Spellcraft +32, Stealth +14, Survival +31

**Languages** Aquan, Common, Ceti, Draconic, Pelagic, Infernal

**SQ** Freedom of movement, mind numbing blood (DC 28)

Master manipulators, rhythm dragons enjoy controlling the actions of everything around them. While not evil, they are selfish, and dominate the area in which they live. They may be found at almost any depth, as long as there are caves large enough to conceal their bodies, and their riches.

Rhythm dragons are acutely aware of how sound and sonic attacks will affect their underground lairs. A rhythm dragon can never unintentionally collapse its environment with a stray sound wave. Conversely, a rhythm dragon studies his surroundings for signs of weakness, and can intentionally collapse passages with a passing note. This is perhaps their most dangerous talent. It is best to encounter them in open water.

Rhythm dragons have scales of blinding silver-white, with bands of black. Their scales are small, but very hard. When the dragon moves, the black and silver pattern swirls in eye-catching ways. Intelligent races living near a rhythm dragon often have a member of their community blinded, to safely negotiate with the creature.

Rhythm dragons are masters of their cave systems, and will use blind turns and narrow corridors to their advantage in combat. Often the caves have places where the dragon's foes can see a portion of the creature's hypnotic scales, while keeping the dragon at a safe distance. The only creatures rhythm dragons fear are the undead, as many of their abilities are useless against them.





# Dragon (Song), Scream

This dragon is a true terror to behold. Its long body is sleek, ending in a shark-like tail. Four stout paddle-like fins steer it through the water. The beast is brilliant red, shading down to fiery orange. Its head is something out of a nightmare; a mix of dragon and all-consuming shark. Its eyes are solid black, promising swift death.

## SCREAM DRAGON

CE dragon (aquatic, steam)

**Racial Buoyancy 0; Depth Tolerance:** 2400 feet

### BASE STATISTICS

**CR 5; Size Small; Hit Dice** 6d12

**Speed** swim 60 ft.

**Natural Armor** +5; **Breath Weapon** line, 2d8 sonic, or cone, 2d10 steam

**Str 14, Dex 14, Con 15, Int 10, Wis 10, Cha 12**

### ECOLOGY

**Environment** ocean volcanic vents

**Organization** solitary

**Treasure** triple

### SPECIAL ABILITIES

**Breath Weapon (Su):** Scream dragons have two breath weapons, the first a scream that travels in a line, ripping flesh. The second is a cone of oily fluid that instantly causes water in contact with it to boil for one round.

**Command Deep Sea Life (Su):** A juvenile scream dragon has the ability to telepathically dominate creatures that live in the deep oceans. It may command a number of hit dice of giant crabs, eels, or other creatures equal to its hit dice plus its Charisma modifier.

**Razor Skin (Ex):** A scream dragon's skin is covered with sharp scales. Any creature striking the dragon with a natural or unarmed attack, or grappling the dragon takes damage. A Small to Medium dragon's skin deals 1d4 damage, a Large to Huge dragon's skin deals 1d6 damage and a Gargantuan or larger dragon deals 1d8 damage.

**Remove Oxygen (Su):** A great wyrm scream dragon may choose a number of living creatures equal to its Charisma modifier that are within 50 feet, and remove all the oxygen from their blood. This effect lasts for a number of rounds equal to the dragon's Constitution modifier. Targets must make a Fortitude save each round they are under the effect, DC 20 +1 for each previous success. Failing a save means the target begins to suffocate.

**Shark Lord (Su):** An adult or older scream dragon is always surrounded by a number of sharks equal to its Charisma modifier. These sharks are under the control of the scream dragon, and follow its mental orders to the letter. In addition the scream dragon may, twice a day, send any sharks within its visual range into a berserk rage. This is similar to the spell *rage*, except it requires no concentration, and lasts one round per hit die of the dragon.

**Spell-like Abilities (Sp):** A scream dragon gains the following spell-like abilities, usable upon reaching the listed age category. Very young-4/day-magic fang, young-3/day-heat metal, juvenile-2/day-greater magic fang, mature adult-2/day-volcanic vent, ancient-1/day hot spring.

**Summon Dire Sharks (Sp):** An old or older scream dragon may summon 1d3 dire sharks, once per day.

Age Category	Special Abilities	Caster Level
Wymling	Razor skin	-
Very Young	Magic fang	-
Young	Heat metal	-
Juvenile	Command deep sea life, greater magic fang	-
Young Adult	DR 5/magic, spell resistance	1
Adult	Shark lord	3
Mature Adult	Volcanic vent, DR 10/magic	5
Old	Summon dire sharks	7
Very Old	DR 15/magic	9
Ancient	Hot spring	11
Wyrmling	DR 20/magic	13
Great wyrmling	Remove oxygen	15

## YOUNG SCREAM DRAGON

CR 9

XP 6,400

CE Large dragon (aquatic, steam)

**Int** +5; **Senses** dragon senses, scent; **Perception** +14

### DEFENSE

**AC** 21; touch 10, flat-footed 20, (+1 Dex, +11 natural, -1 size)

**hp** 105 (10d12+40)

**Fort** +13, **Ref** +10, **Will** +11

**Immune** paralysis, pressure, sleep, steam

### OFFENSE

**Speed** swim 60 ft.

**Melee** bite +16 (2d6+6 plus bleed), tail +10 (1d8+9)

**Space** 10 ft.; **Reach** 5 ft. (10 ft. with bite)

**Special Attacks** bleed 1d8, breath weapon (80 ft. line, DC 19, 6d8 sonic, or 40 ft. cone 6d10 steam), razor skin 1d8

**Spell-like Abilities (CL 10)**

4/day-magic fang, 3/day-heat metal

### STATISTICS

**Str** 22, **Dex** 12, **Con** 19, **Int** 12, **Wis** 12, **Cha** 14

**Base Atk** +10, **CMB** +17, **CMD** 28

**Feats** Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Weapon Focus (bite)

**Skills** Handle Animal +12, Intimidate +15, Knowledge (nature) +14, Perception +14, Sense Motive +14, Stealth +10, Survival +14

**Languages** Common, Draconic

## ADULT SCREAM DRAGON

CR 13

XP 25,600

CE Huge dragon (aquatic, steam)

**Int** +4; **Senses** dragon senses, scent; **Perception** +22

**Aura** frightful presence (180 ft., DC 22)

### DEFENSE

**AC** 28; touch 8, flat-footed 28 (+20 natural -2 size)

**hp** 200 (16d12+96)

**Fort** +18, **Ref** +12, **Will** +15

**DR** 5/magic; **Immune** paralysis, pressure, sleep, steam; **SR** 24

### OFFENSE

**Speed** swim 60 ft.

**Melee** bite +23 (2d8+9), tail slap +23 (2d6+13)

**Space** 15 ft.; **Reach** 10 ft. (15 ft. with bite)

**Special Attacks** bleed 1d8, breath weapon (100 ft. line, DC 24, 12d8 sonic, or 50 ft. cone 12d10 steam), razor skin 1d8

**Spell-like Abilities (CL 16)**

4/day-magic fang, 3/day-heat metal, 2/day-greater magic fang

**Spells Known (CL 3th)**

1st (6/day)-cause fear (DC 15), chill touch (DC 15), ray of enfeeblement (DC 15)

0 (at will)-acid splash, bleed, daze (DC 14), dancing lights, flare (DC 14)

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**STATISTICS**

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**Str** 28, **Dex** 10, **Con** 23, **Int** 16, **Wis** 16, **Cha** 18

**Base Atk** +16, **CMB** +27, **CMD** 37

**Feats** Critical Focus, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Vital Strike, Weapon Focus (bite)

**Skills** Handle Animal +20, Intimidate +23, Knowledge (history) +22, Knowledge (nature) +22, Perception +22, Sense Motive +22, Spellcraft +22, Stealth +11, Survival +22

**Languages** Aquan, Common, Draconic, Pelagic

**SQ** Command deep sea life, shark lord

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**ANCIENT SCREAM DRAGON**

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**CR 18**

**XP** 153,600

**CE** Gargantuan dragon (aquatic, steam)

**Int** +2; **Senses** dragon senses; Perception +32

**Aura** frightful presence (300 ft., DC 28)

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**DEFENSE**

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**AC** 36; touch 4, flat-footed 36; (-2 Dex, +32 natural, -4 size)

**hp** 348 (24d12+192)

**Fort** +28, **Ref** +14, **Will** +21

**DR** 15/magic; **Immune** paralysis, pressure, sleep, steam; **SR** 29

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**OFFENSE**

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**Speed** swim 60 ft.

**Melee** bite +34 (4d6+13), tail slap +28 (2d8+19)

**Special Attacks** bleed 2d6, breath weapon (120 ft. line, DC 30, 20d8 sonic, or 60 ft. cone 20d10 steam), razor skin 1d8

**Spell-like Abilities** (CL 24)

4/day-magic fang, 3/day-heat metal (DC19), 2/day-greater magic fang, volcanic vent, 1/day-hot spring

**Spells Known** (CL 11th)

5th (4/day)-cone of ice(DC 21), symbol of pain (DC 21)

4th (7/day)-animate dead, bestow curse, enervation (DC 20)

3rd (7/day)-dispel magic, haste, electrical surge (DC 19), vampiric touch

2nd (7/day)-acid arrow, detect thoughts (DC 18), ghoul touch (DC 18), invisibility, shatter (DC 18)

1st (6/day)-alarm, cause fear (DC 17), chill touch (DC 17), ray of enfeeblement (DC 17), shocking grasp

0 (at will)-acid splash, bleed, daze (DC 16), dancing lights, flare (DC 16), ice-water jet, mage hand, resistance

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**STATISTICS**

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**Str** 36, **Dex** 6, **Con** 27, **Int** 20, **Wis** 20, **Cha** 22

**Base Atk** +24, **CMB** +41, **CMD** 49

**Feats** Bleeding Critical, Cleave, Critical Focus, Great Fortitude, Greater Vital Strike, Improved Initiative, Improved Vital Strike, Iron Will, Lightning Reflexes, Power Attack, Vital Strike, Weapon Focus (bite)

**Skills** Appraise +32, Handle Animal +30, Intimidate +33, Knowledge (history) +32, Knowledge (nature) +32, Perception +32, Sense Motive +32, Spellcraft +32, Stealth +10, Survival +32, Use Magic Device +33

**Languages** Abyssal, Aquan, Common, Draconic, Pelagic, Giant (sea titan)

**SQ** Command deep sea life, shark lord, summon dire sharks

Scream dragons are endlessly hungry apex predators, living amongst the fiery vents of the ocean floor. They are utterly ruthless, caring only for themselves. They only rarely give lesser beings a chance to grant them worship, instead devouring them in great clouds of blood. An adult scream dragon will have a territory of a thousand square miles that it patrols endlessly.

Perhaps it is because of this very large territory, the scream dragon is the most often encountered hostile dragon. They have become greatly feared by all denizens of the Cerulean Seas.

Scream dragons relish close combat, and will even attack creatures larger than themselves for the simple thrill of battle. However, they are not stupid creatures and will use spells and lesser creatures to soften up truly dangerous foes. They care nothing for their attendant sharks, and often prey upon them when they are bored. Any creatures killed by a scream dragon will be eaten.





# Dragon (Song), Thunder

A massive form breaks the surface beside your craft. You would mistake it for a whale, except for the large deep blue scales that cover its body, fading to a silver-white on its undersides, and its draconic head. It gazes at you with utter confidence, and spouts stale air from its blowhole.

## THUNDER DRAGON

N dragon (water)

**Racial Buoyancy 0; Depth Tolerance:** Immune to pressure

### BASE STATISTICS

CR 6; Size Medium; Hit Dice 6d12

**Speed** swim 40 ft.

**Natural Armor** +6; **Breath Weapon** line, 2d10 sonic

**Str** 18, **Dex** 14, **Con** 15, **Int** 10, **Wis** 12, **Cha** 10

### ECOLOGY

**Environment** any ocean

**Organization** solitary, pair

**Treasure** triple

### SPECIAL ABILITIES

**Breath Weapon (Su):** Thunder dragons breathe out a pulse of concentrated sound that can stun and disorient creatures. Any creature that takes damage from the pulse must make a Fortitude save or be stunned for 1d4 rounds.

**Breach (Ex):** A juvenile or older thunder dragon may leap out of the water and land on foes as a full-round action. Creatures on the surface, or 5 feet underwater per age category may be affected by this attack. It strikes as many creatures as can fit within the dragon's space. Targets get a Reflex save for half damage.

**Electrical Aura (Su):** A young or older thunder dragon can surround itself with an electrically charged aura. Creatures within 10 feet of the dragon take 1d6 points of electricity damage at the start of the dragon's turn. An old dragon's aura extends to 20 feet. An ancient dragon's aura deals 2d6 points of damage. It can suppress or resume its aura as a free action.

**Spell-like Abilities (Sp):** A thunder dragon gains the following spell-like abilities, usable upon reaching the listed age category. Very young-2/day- alter currents, Juvenile-2/day- cloak of waves, adult- 2/day- undertow, old-2/day-control weather, reverse buoyancy, ancient-1/day whirlpool.

**Tidal Wave (Su)** A great wyrm thunder dragon can cause the sea to rise up and crush his enemies once per day as a standard action. This affects an area of coastline 120 feet in length and targets all creatures within 40 feet of the shore—treat the targets as if struck by an avalanche (*Pathfinder RPG Core Rulebook*). Treat all creatures as if they were in the bury zone. The save DC to halve this damage is equal to the dragon's breath weapon DC. Those who fail their saves take full damage and are drawn 60 feet off shore and deposited 20 feet under the surface on the round after the wave hits.

**Vortex (Su):** Once per day, an ancient or older thunder dragon can create a vortex as a standard action, just like an elder water elemental. A thunder dragon can maintain this vortex for 1 round per age category.

**Wave Control (Su):** A very old or older thunder dragon can create and control the waves of the open ocean. It may use the waves to move itself, and any creatures or vessels within 100 feet at twice its normal speed. It may also use a wave to make a bull rush attack as a standard action, using its CMB for the attack.

**Water Breathing (Ex)** A thunder dragon breathes water and can use its breath weapon, spells, and abilities underwater.

Age Category	Special Abilities	Caster Level
Wymling	Grab, swallow whole, water breathing	-
Very Young	<u>Alter currents</u>	-
Young	Electrical aura	-
Juvenile	Breach, <u>cloak of waves</u>	1
Young Adult	DR 5/magic, spell resistance	3
Adult	<u>Undertow</u>	5
Mature Adult	DR 10/magic	7
Old	<u>Control weather</u> , <u>reverse buoyancy</u>	9
Very Old	Wave control, DR 15/magic	11
Ancient	Vortex, <u>whirlpool</u>	13
Wyrms	DR 20/magic	15
Great wyrm	Tidal wave	17

## YOUNG THUNDER DRAGON CR 10

XP 9,600

N Huge dragon (water)

**Int** +5; **Senses** dragon senses; Perception +14

### DEFENSE

**AC** 21; touch 9, flat-footed 20, (+1 Dex, +12 natural, -2 size)

**hp** 118 (10d12+40)

**Fort** +13, **Ref** +8, **Will** +9

**Immune** electricity, paralysis, sleep

### OFFENSE

**Speed** swim 60 ft.

**Melee** bite +16 (2d8+8 plus grab), tail slap +12 (2d6+12)

**Space** 15 ft.; **Reach** 10 ft.

**Special Attacks** breath weapon (100 ft. line, DC 19, 6d10 sonic), electrical aura (DC 19), grab, swallow whole (2d8+12 bludgeoning damage, AC 16, hp 12)

**Spell-like Abilities** (CL 10)

2/day-alter currents

### STATISTICS

**Str** 26, **Dex** 12, **Con** 19, **Int** 14, **Wis** 14, **Cha** 12

**Base Atk** +10, **CMB** +20, **CMD** 31

**Feats** Critical Focus, Great Fortitude, Improved Initiative, Power Attack, Weapon Focus (tail)

**Skills** Appraise +14, Bluff +13, Intimidate +13, Knowledge (geography) +14, Knowledge (nature) +14, Perception +14, Sense Motive +14, Stealth +4, Survival +14

**Languages** Aquan, Draconic

**SQ** Water breathing

## ADULT THUNDER DRAGON CR 14

XP 38,400

N Gargantuan dragon (water)

**Int** +4; **Senses** dragon senses; Perception +23

**Aura** electrical (10 ft., 1d6), frightful presence (180 ft., DC 21)

### DEFENSE

**AC** 27; touch 6, flat-footed 27 (+21 natural -4 size)

**hp** 200 (16d12+70)

**Fort** +18, **Ref** +10, **Will** +14

**DR** 5/magic; **Immune** paralysis, sleep; **SR** 25

### OFFENSE

**Speed** swim 60 ft.

**Melee** bite +23 (4d6+11), tail slap +19 (2d8+16)

**Space** 20 ft.; **Reach** 15 ft.

**Special Attacks** breath weapon (120 ft. line, DC 24, 12d10 sonic), breach (DC 24, 4d6+16), grab, swallow whole (4d6+16 bludgeoning damage, AC 20, hp 20)

**Spell-like Abilities** (CL 16)

2/day-undertow (DC 19), cloak of waves, alter currents

**Spells Known** (CL 5th)

1st (6/day)-*chill touch* (DC 16), *magic missile*, *shocking grasp* (DC 16)  
 0 (at will)-*daze* (DC 13), *dancing lights*, *detect magic*, *flare* (DC 13), *mage hand*

**STATISTICS**

**Str** 32, **Dex** 10, **Con** 23, **Int** 16, **Wis** 18, **Cha** 16

**Base Atk** +16, **CMB** +31, **CMD** 41

**Feats** Critical Focus, Diving Strike, Great Fortitude, Improved Initiative, Improved Vital Strike, Power Attack, Vital Strike, Weapon Focus (tail)

**Skills** Appraise +22, Bluff +22, Intimidate +22, Knowledge (geography) +22, Knowledge (nature) +22, Perception +23, Sense Motive +23, Stealth +7, Survival +23

**Languages** Aquan, Ceti, Common, Draconic

**SQ** Water breathing

**ANCIENT THUNDER DRAGON****CR 19**

**XP** 204,800

N Colossal dragon (water)

**Int** +3; **Senses** dragon senses; Perception +33

**Aura** electrical (20 ft., 2d6), frightful presence (300 ft., DC 27)

**DEFENSE**

**AC** 34; touch 1, flat-footed 34; (-1 Dex, +33 natural, -8 size)

**hp** 348 (24d12+192)

**Fort** +16, **Ref** +13, **Will** +19

**DR** 15/magic; **Immune** electricity, paralysis, sleep; **SR** 30

**OFFENSE**

**Speed** swim 80 ft.

**Melee** bite +31 (4d8+15), tail slap +27 (4d6+22)

**Special Attacks** breath weapon (140 ft. line, DC 30, 20d10 sonic), breach (DC 30, 4d8+33), grab, swallow whole (4d8+22 bludgeoning damage, AC 26, hp 34)

**Spell-like Abilities** (CL 24)

2/day- *control weather*, *reverse buoyancy*, *undertow* (DC 21), *cloak of waves*, *alter currents*, 1/day- *whirlpool*

**Spells Known** (CL 13th)

6th (5/day)-*disintegrate* (DC 21), *true seeing*

5th (7/day)-*cone of cold* (DC 20), *prying eyes*, *teleport*

4th (7/day)-*bestow curse* (DC 19), *fear* (DC 19), *invisibility greater*, *stoneskin*

3rd (7/day)-*dispel magic*, *haste*, *protection from energy*, *tongues*  
 2nd (7/day)-*blindness/deafness*, *dolphin's grace*, *daze monster*, *see invisibility*, *spectral hand* (DC 17)

1st (8/day)-*chill touch* (DC 16), *expeditious retreat*, *floating disk*, *identify*, *mage armor*, *magic missile*, *shocking grasp* (DC 16), *true strike*

0 (at will)-*acid splash*, *bleed*, *daze* (DC 15), *dancing lights*, *detect magic*, *flare* (DC 15), *ghost sounds*, *mage hand*, *touch of fatigue* (DC 15)

**STATISTICS**

**Str** 40, **Dex** 8, **Con** 27, **Int** 20, **Wis** 22, **Cha** 20

**Base Atk** +24, **CMB** +47, **CMD** 56

**Feats** Critical Focus, Diving Strike, Great Fortitude, Greater Overrun, Greater Vital Strike, Improved Bull Rush Improved Initiative, Improved Overrun, Improved Vital Strike, Power Attack, Vital Strike, Weapon Focus (tail)

**Skills** Appraise +32, Bluff +32, Intimidate +32, Knowledge (arcane) +32, Knowledge (geography) +32, Knowledge (nature) +32, Knowledge (religion) +32, Perception +33, Sense Motive +33, Stealth +10, Survival +33

**Languages** Aquan, Auran, Ceti, Common, Delatari, Draconic

**SQ** Vortex, water breathing

Thunder dragons see themselves as the lords of the open sea. They are valued for their unsurpassed knowledge of both the geography of the sea floor and of the islands in the ocean. They tend to be arrogant, and the cost of their knowledge is high. There is very little that these dragons fear, and they are accustomed to getting their own way. Their booming voices carry for miles underwater.

Thunder dragons are very much "on the fence" when it comes to dealing with other sentient beings. Some have been quite benevolent, while others are known to terrorize ships and plunder their wrecks. Some claim that their particular shade of blue helps to betray their true nature; a darker shade revealing a darker temperament. This notion is quite offensive to thunder dragons, which pride themselves in their deep sapphire scales.

A thunder dragon has a set of large teeth, as well as baleen, that it can extend or fold back at will. This baleen not only filters small prey out of the water, it is also razor sharp, slicing the flesh of larger targets. Thunder dragons do not go out of their way to consume intelligent beings, but will devour the remains of any being that falls to them in battle. Sometimes they will hunt powerful creatures, such as krakens, for the sheer sport of it.

Thunder dragons migrate over thousands of miles every year, and keep storehouses of treasure every few hundred miles. They spend a week or more admiring their bounty, before moving on. They will hunt despoilers of their treasure hoards tirelessly.







## Dragonfly Nymph, Cerulean

A merfolk-sized aquatic insect with a menacing appearance crawls from a nearby cave. Suddenly, vicious mandibles unfold from its mouth and jut several feet into your direction.



XP 200

N Medium vermin (aquatic)

**Init** +2; **Senses** darkvision 60 ft.; Perception +4

**Racial Buoyancy** -190; **Depth Tolerance**: 300 feet

### DEFENSE

**AC** 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)

**hp** 5 (1d8+1)

**Fort** +3, **Ref** +2, **Will** +0

**Immune** mind-affecting effects

### OFFENSE

**Speed** 40 ft., **swim** 30 ft., **jet** 80 ft.

**Melee** bite +2 (1d6–1 plus grab)

**Special Attacks**: lunge, sudden strike

### STATISTICS

**Str** 9, **Dex** 15, **Con** 12, **Int** —, **Wis** 10, **Cha** 2

**Base Atk** +0; **CMB** –1 (+3 grapple); **CMD** 11 (19 vs. trip)

**Skills** Perception +4; **Racial Modifiers** +4 Perception

**Feats** Weapon Finesse<sup>B</sup>

### ECOLOGY

**Environment** shallow ocean waters and swamps

**Organization** solitary or swarm

**Treasure** none

### SPECIAL ABILITIES

**Lunge (Ex)** A cerulean dragonfly nymph's mandibles are capable of reaching much farther than normal for a creature of its size. As a full attack action, it can make a single attack with its bite at double its normal reach. When a cerulean dragonfly nymph attacks with a bite in this manner, it gains a +4 bonus on its attack roll. A cerulean dragonfly nymph cannot make attacks of opportunity with its lunge.

**Sudden Strike (Ex)** A cerulean dragonfly nymph is particularly adept at moving quickly when its foes are surprised. During a surprise round, a cerulean dragonfly nymph may act as if it had a full round to act, rather than just one standard action.

**Jet (Ex)** A cerulean dragonfly nymph can jet forward as a full-round action, at a speed of 80 feet. It must move in a straight line, but does not provoke attacks of opportunity while jetting.

## Dragonfly Nymph, Tunneler

This sinister, burrowing version of a giant dragonfly nymph glares at you from four sets of vile-looking compound eyes.

### TUNNELER BUG

CR 3

XP 800

N Large vermin (aquatic)

**Init** +1; **Senses** darkvision 60 ft., low-light vision, tremorsense 60 ft.; Perception +6

**Racial Buoyancy** -865; **Depth Tolerance**: 300 feet

### DEFENSE

**AC** 15, touch 10, flat-footed 14 (+1 Dex, +5 natural, –1 size)

**hp** 30 (4d8+12)

**Fort** +7, **Ref** +2, **Will** +3

**Immune** mind-affecting effects

### OFFENSE

**Speed** 30 ft., **burrow** 20 ft., **swim** 20 ft., **jet** 100 ft.

**Melee** bite +5 (1d6+3 plus grab)

**Space** 10 ft.; **Reach** 10 ft.

**Special Attacks** lunge, spit acid, sudden strike

### STATISTICS

**Str** 16, **Dex** 13, **Con** 16, **Int** —, **Wis** 14, **Cha** 11

**Base Atk** +3; **CMB** +7 (+11 grapple); **CMD** 18 (22 vs. trip)

**Skills** Climb +11, Perception +6, Stealth +1 (+13 while underground); **Racial Modifiers** +4 Perception, +4 Stealth (+12 while underground)

### ECOLOGY

**Environment** ocean caves in shallow waters

**Organization** solitary

**Treasure** incidental

### SPECIAL ABILITIES

**Jet (Ex)** A tunneler bug can jet forward as a full-round action, at a speed of 100 feet. It must move in a straight line, but does not provoke attacks of opportunity while jetting.

**Lunge (Ex)** A tunneler bug's mandibles are capable of reaching much farther than normal for a creature of its size. As a full attack action, it can make a single attack with its bite at double its normal reach. When a tunneler bug attacks with a bite in this manner, it gains a +4 bonus on its attack roll. A tunneler bug cannot make attacks of opportunity with its lunge.

**Sudden Strike (Ex)** A tunneler bug is particularly adept at moving quickly when its foes are surprised. During a surprise round, a tunneler bug may act as if it had a full round to act, rather than just one standard action.

**Spit Acid (Ex)** Once per day, a tunneler bug can spit a 30-foot line of acid. Creatures struck by this acid take 4d4 points of acid damage (Reflex DC 14 halves). The save DC is Constitution-based.

These enormous dragonfly nymphs (tunneler bugs included) are the larval form of particularly large species of dragonflies. Cerulean dragonflies share the same statistics as giant dragonflies (PATHFINDER BESTIARY 2) with the simple juvenile template.

Tunneler bugs often wait near Small-sized holes from which they can shoot out their mandibles and drag small prey into their lairs without fear of larger predators following them inside. The main entrance could be hundreds of feet from the "feeding holes." Tunneler bugs mature into particularly nasty looking giant dragonflies with ebon bodies and striped wings.

## Drake, Reef

*This tiny sea dragon has a mouthful of wicked teeth and a temperament to match.*

### REEF DRAKE

CR 1



XP 400

N Tiny dragon (aquatic)

**Init** +2; Senses blindsense 60 ft., darkvision 60 ft., low-light vision; Perception +6

**Racial Buoyancy** 0; **Depth Tolerance**: 600 feet

### DEFENSE

**AC** 16, touch 14, flat-footed 14 (+2 Dex, +2 natural, +2 size)

**hp** 15 (2d12+2)

**Fort** +4, **Ref** +5, **Will** +4

**Immune** paralysis, sleep; **SR** 12

### OFFENSE

**Speed** 15 ft., **swim** 60 ft.

**Melee** bite +6 (1d3–2 plus poison)

**Space** 2-1/2 ft.; **Reach** 0 ft.

**Special Attacks**: Disorienting breath

### STATISTICS

**Str** 7, **Dex** 15, **Con** 13, **Int** 10, **Wis** 12, **Cha** 10

**Base Atk** +2; **CMB** +2; **CMD** 10 (14 vs. trip)

**Feats** Weapon Finesse

**Skills** Climb +3, Diplomacy +5, Perception +6, Sense Motive +6, Stealth +19 (+23 in kelp forests), Survival +6; Racial Modifiers +4, Stealth (improves to +8 in kelp forests)

**Languages** Draconic; telepathy (60 ft.)

### ECOLOGY

**Environment** temperate seas

**Organization** solitary, pair, or clutch (3-5)

**Treasure** standard

### SPECIAL ABILITIES

**Disorienting Breath (Su)** Once per day, a reef drake can breathe out a 15-foot cone of disorienting venom. Creatures within the cone must succeed on a Fort save (DC 14) or become disoriented for 1d6 rounds.

**Poison (Ex)** Bite—injury; *save* Fort DC 14; *frequency* 1/minute for 10 minutes; *effect* disoriented for 1 minute; *cure* 1 save. The save DC is Constitution-based and includes a +2 racial bonus.

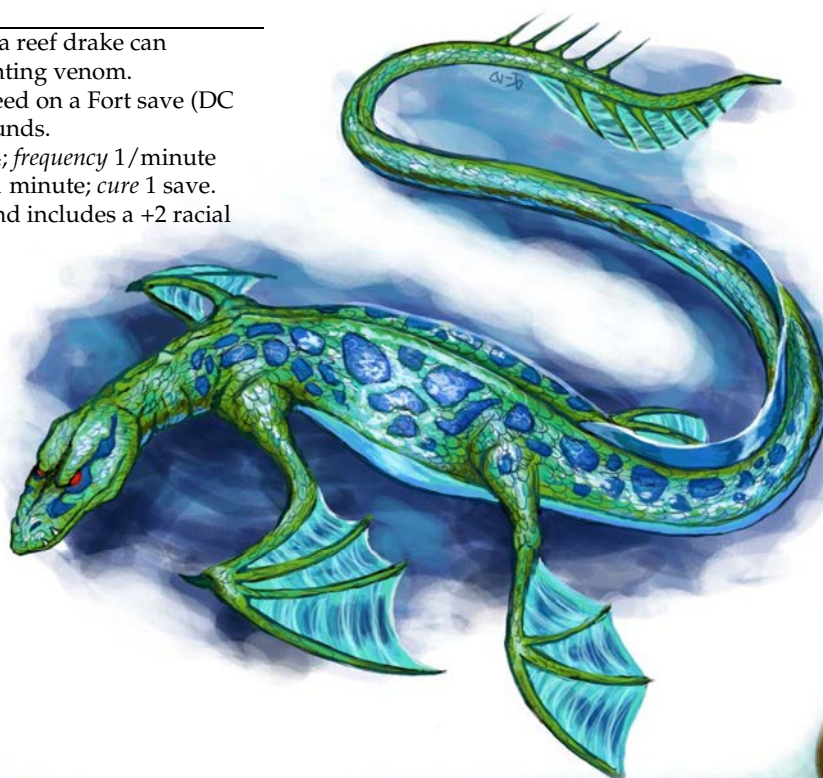
Reef drakes are distant relatives of pseudodragons, and share many similarities. When encountered in the wild, they are vicious predators, capable of taking down prey much larger than themselves. They are mistrustful of strangers but have been known to accept bribes in exchange for simple help.

Reef drakes are about 2-feet-long from nose to tip of the tail, with about half of that length belonging to the tail. They are typically green bodied, often with colored spots or stripes that can be just about any color or combination of colors. Pure black and albino specimens have also been documented. Their four legs end in wing-like fins. They can move on land clumsily, but glide gracefully through the sea.

Mature reef drakes will migrate to the sandy shore yearly to mate and lay eggs. Reef drake nests are sandy cones; which the mother and father take turns guarding. They tend to share territory with both karkanaks and halbokian kappas, both of which have learned to leave them alone. While reef drakes will tolerate the presence of karkanaks, they despise kappa and will often attack them on sight.

Reef drake eggs look very similar in size, shape, and other features to common sea turtles. Hatchlings are almost always baby-blue in color, and are protected by their parents until they reach adulthood. A clutch of reef drakes will tirelessly pursue anyone who steals eggs or hatchlings, tormenting them with guerilla-type tactics until the thieves are slain or relinquish the stolen offspring.

Reef drakes are often bred as pets and for arcane familiars (available from the Improved Aquatic Familiar feat). They make loyal companions to just about anyone who feeds them regularly and protects them from harm. They will readily abandon anyone they deem foolish or dangerous, unless bonded by magic otherwise.





## Drake, Scavenger

*This odd creature has the body of a ray, the legs of a lobster, and the head of a drake. Its tail splits like a lash, each whip ending in a glowing bead.*

### SCAVENGER DRAKE

CR 3



XP 800

N Small dragon (aquatic)

**Init** +2; **Senses** darkvision 60 ft., low-light vision, scent; Perception +10

**Racial Buoyancy** -20; **Depth Tolerance**: 12,000 feet

#### DEFENSE

**AC** 16; touch 13, flat-footed 14 (+2 Dex, +3 natural, +1 size)

**hp** 38 (4d12+12)

**Fort** +7, **Ref** +6, **Will** +4

#### OFFENSE

**Speed** 30 ft., swim 40 ft.

**Melee** bite +5 (1d4+2), tail lash +0 (1d2 plus paralysis)

**Special Attacks** breath weapon, paralysis

#### STATISTICS

**Str** 14, **Dex** 15, **Con** 16, **Int** 5, **Wis** 10 **Cha** 11

**Base Atk** +4; **CMB** +5; **CMD** 17

**Feats** Dolphin Flip\*, Skill Focus (Perception)

**Skills** Acrobatics +7, Intimidate +4, Perception +10, Stealth +9

**Languages** Dagonite, Draconic

**SQ** silent scream

\*CERULEAN SEAS CAMPAIGN SETTING

#### ECOLOGY

**Environment** cold oceans and abyssal plains

**Organization** solitary, pair, battalion (3-15)

**Treasure** none

#### SPECIAL ABILITIES

**Breath Weapon (Su)**: Scavenger drakes may breathe out a ball of glowing spittle once every 1d4 rounds. This ball requires a ranged touch attack to hit. There is enough spittle contained within a ball to cover a single Medium creature. The spittle is highly acidic, dealing 1d6 points of damage when it strikes,

and 1d4 points on the following round. In addition, the victim blazes with bioluminescence, making most Stealth checks impossible, and attracting any predators that notice the light.

**Paralysis (Su)**: Creatures struck by a scavenger drake's tail must make a DC 15 Fortitude save or be paralyzed for 1d4 rounds. This counts as a poison effect.

**Silent Scream (Ex)**: A scavenger drake may, as a free action, create a specific pattern with its bioluminescence that acts as both an alarm call and predator attractant. Any other scavenger drakes that see the alarm lights rush to aid the one making it. If there are any predators nearby (GM's discretion, base chance of 40%) they come to investigate, sensing a chance at an easy meal.

Scavenger drakes are craven nomads, constantly looking for easy food and treasures. They are just intelligent enough to annoy creatures with their constant insults. They prefer ambush and hit and run tactics, as well as raiding hunter's catches and fish farms. In some large cities they gather in great numbers, similar to seagulls near the surface, feeding on garbage, and generally making a nuisance out of themselves.

A school of these drakes will harass larger creatures, darting in to attack then slipping away, until its prey succumbs to blood loss and their paralyzing tail lashes. They are fast to flee any serious resistance, however. They use their silent scream when they are at risk; many predators see them as inedible, but know that there is often paralyzed prey nearby.

Though many view scavenger drakes as useless pests, they do see and hear much when they travel between their niches of stored treasure. If regularly bribed with food and treasure, they may act as free roaming spies and messengers that most beings ignore. As long as they are treated as "equal partners" to their face, they smugly serve as the eyes and ears of their often sinister master.



# Dread Pirate

A headless pirate confronts you. In one hand it holds a trio of antique glass floats, the other holds a dripping cutlass. Its once rich clothing is studded by clinging barnacles. Where its head should be is a ball of crackling blue-green vapors

## DREAD PIRATE

CR 10



XP 9,600

LE Medium undead

Init +1; Senses darkvision 60 ft.; Perception +21

Racial Buoyancy -0; Depth Tolerance: immune to pressure

## DEFENSE

AC 23; touch 11, flat-footed 22 (+1 Dex, +6 armor, +6 natural)

hp 127 (15d8+60)

Fort +9, Ref +6, Will +12

Defensive Abilities channel resistance +2; Immune undead traits

## OFFENSE

Speed 30 ft., swim 30 ft.

Melee +1 corrosive cutlass +16/+11/+6 (1d6+4/19-20 plus 1d6 acid)

Ranged float +12 touch (1d4+3 plus slow)

Special Attacks barnacle touch, witchfire

Spell-like Abilities (CL 15, Concentration +19)

At will-animate dead, death knell (DC 16), detect magic, command undead (DC 16)

3/day-control undead (DC 21), create undead

2/day-control weather, create greater undead

## STATISTICS

Str 16, Dex 13, Con -, Int 18, Wis 17, Cha 18

Base Atk +11; CMB +14; CMD 25, (+27 vs. disarm attempts)

Feats Cleave, Combat Expertise, Great Cleave, Dazzling Display, Greater Disarm, Improved Disarm, Power Attack, Weapon Focus (cutlass)

Skills Acrobatics +16, Climb +21, Intimidate +22, Knowledge (geography) +19, Perception +21, Profession (sailor) +19, Sense Motive +21, Stealth +19

Languages Boggard, Common

SQ summon ship

## ECOLOGY

Environment any ocean

Organization solitary

Treasure NPC gear (+3 sharkhide armor, +1 corrosive cutlass, other gear)

## SPECIAL ABILITIES

**Barnacle Touch (Su):** A dread pirate may make a touch attack as a standard action. If successful it may transfer some of the barnacles to its victim. The target must make a DC 21 Fortitude save or receive 1d4 barnacles. Each barnacle spreads rapidly, granting the target a +1 to its AC but a -10 to its movement rate. A victim that has its movement reduced to 0 or less becomes immobile, and helpless. A caster using *cure disease* must make a DC 21 caster level check to remove the barnacles, otherwise *antilife shell* or *heal* or greater magic will free the victim.

**Float (Ex):** A dread pirate carries three glass floats, wrapped in rope. It may throw these floats, one at a time, like a giant bola. A target struck by a float gets entangled, losing 10 feet off its swim speed per float, and pulling it to the surface. A victim attempting to dive deeper must make a DC 21 Strength check, with a -5 penalty per additional float wrapped around them. The victim must make a DC 21 Escape Artist check per float to escape.

**Summon Ship (Su):** A dread pirate may summon a tattered ship, which appears from a fogbank in the black of night. These galleons have the statistics of a karkanak Goliath (or a galley, if not using Cerulean Seas rules), and are under a permanent *desecrate* and *unhallow* effects. If the ship is destroyed the dread pirate may summon a new one after 24 hours pass. The ship begins to sink 1d4 rounds after the dread pirate that summoned it is destroyed. The ship can only be summoned at night.

**Witchfire (Su):** Once every 1d4 rounds a dread pirate may reach into the swirling flames that make up its head, and toss a handful at a single foe as a ranged touch attack. The witchfire deals 2d6 steam damage and 2d6 electrical damage, and clings to the victim, dealing its damage each round until the target makes a DC 21 Will save or the dread pirate is turned or destroyed.

A dread pirate is the restless, hateful body of an executed pirate. It roams the seas on a rotted galleon, its tattered sails billowing even on windless nights. These ships are crewed exclusively by the dead, all created or conscripted by the dread pirate, who rules with an iron fist, and drives its moaning crew to plunder and kill.

Dread pirates command their undead crew to mob their foes, creating well organized mobs that overwhelm most foes without the pirate even drawing its blade. Dread pirates retain the cruelty they possessed in life, inflicting as much pain and terror as they can while they fight. They are utterly ruthless, and have no mercy.

Dread pirates enjoy twisted games, like wrapping selkies in their floats and having the more intelligent members of their crew throw harpoons at the helpless creature, or crippling a foe with bleeding slashes and tossing them into shark-filled waters. Their personal cabins often contain rich treasures and ancient maps, some showing the world pre-Flood.





## Drong-Foi

Amidst the school of green fish swims a larger mutant. It has bright blue scales, and a single horn jutting from its head. Its bright yellow eyes glimmer as it turns in your direction.

### DRONG-FOI

CR 2



XP 600

N Large animal (aquatic)

**Init** +1; **Senses** low-light vision; Perception +5

**Racial Buoyancy** -110; **Depth Tolerance**: 2,000 feet

### DEFENSE

**AC** 14; touch 10, flat-footed 13 (+1 Dex, +4 natural, -1 size)

**hp** 19 (3d8+6)

**Fort** +4, **Ref** +4, **Will** +2

### OFFENSE

**Speed** swim 30 ft.

**Melee** bite +4 (1d6+3), or gore +4 (1d8+4)

**Special Attacks** powerful charge (gore 2d8+6)

### STATISTICS

**Str** 16, **Dex** 13, **Con** 12, **Int** 1, **Wis** 12, **Cha** 3

**Base Atk** +2; **CMB** +6; **CMD** 17

**Feats** Power Attack, Toughness

**Skills** Acrobatics +6, Perception +5

**SQ** rage pheromone

### ECOLOGY

**Environment** any ocean

**Organization** solitary, school (4-16 plus 10-100 green drong-foi)

**Treasure** none

### SPECIAL ABILITIES

**Rage Pheromone (Ex)**: When injured, a blue drong-foi releases a pheromone into the water that causes all drong-foi within 50 yards to go into an aggressive rage. This is treated as the effects of a *rage* spell, lasting as long as there are attackers or 2d6 rounds after all blue drong-foi are killed.

Drong-foi are important food fish to the undersea world. Green drong-foi are a staple in the diet of many humanoids, and they are hunted with spears, nets, and hook. Fishing for drong-foi carries an element of risk, for 25% of schools contain specimens with bright cobalt blue scales. Blue drong-foi are very aggressive, acting much like a bull sea lion, attacking anything that threatens their school. Worse still, when injured they cause the entire school to turn on their attackers, turning the water red with blood.

Green drong-foi possess a weak bite, and will flee unless captured. Blue drong-foi have powerful jaws, and a wicked spike atop their heads, which they use to impale foes with great force. When a school rages, all its members rush in and bite at the nearest non-member.

Green drong-foi possess the Young Creature template, and lack a gore attack or the powerful charge ability.



## Drow, Deep

*This dusk-hued elf stares forward with blindingly pale eyes. The elf's muscles seemed honed for battle and it carries its weapon with an easy grace.*

**DEEP DROW**

**CR 1/3**



**XP 135**

Deep drow warrior 1

CE Medium humanoid (aquatic, feykind)

**Init** +1; **Senses** darkvision 120 ft.; Perception +2

**Racial Buoyancy** -50; **Depth Tolerance**: 10,000 feet,

**Pressure Sensitivity**: 500 feet

### DEFENSE

**AC** 14, touch 11 flat-footed 13 (+1 Dex, +3 armor)

**hp** 8 (1d10+3)

**Fort** +2, **Ref** +1, **Will** -1; +4 bonus against poisons, +2 vs. cold, enchantment

**Immune**: Sleep, **Weaknesses** light blindness

### OFFENSE

**Speed** 20 ft., swim 50 ft.

**Melee** spear +2 (1d8+1/x3)

**Ranged** hand crossbow +2 (1d4/ 19-20 plus poison)

**Special Attacks** poisonous cloud (1/day)

### STATISTICS

**Str** 13, **Dex** 13, **Con** 10, **Int** 10, **Wis** 9, **Cha** 10

**Base Atk** +1; **CMB** +2 **CMD** 13

**Feats** Toughness

**Skills** Climb +1, Perception +2, Stealth +2; **Racial**

**Modifiers** +2 Perception

**Languages** Salatari

**SQ** poison use

### ECOLOGY

**Environment** temperate deep seas

**Organization** solitary, pair, pack (2-12)

**Treasure** NPC gear (spear, hand crossbow with 20 bolts, drow poison [2 doses], sharkhide armor)

### SPECIAL ABILITIES

**Poisonous Cloud (Su)** Deep drow are more attuned to poison than their dryworld cousins. A deep drow's body secretes a weak toxin that the drow may propel outwards in a cloud once every 2d4+1 rounds. The cloud covers a 5 foot radius centered on the drow. Creatures in the cloud must make a DC 11 Fortitude save or be nauseated for 1 round and sickened for 1d4 rounds thereafter. Deep drow are immune to this poison. The save DC is Constitution-based.

**Poison Use (Ex)** Deep drow are skilled in the use of poison and never risk accidentally poisoning themselves. They favor a poison that causes their victims to fall unconscious.

**Drow Poison** – injury; save Fort DC 13; frequency 1/minute for 2 minutes; initial effect unconsciousness for 1 minute; secondary effect unconsciousness for 2d4 hours; cure 1 save.

The drow under Saloth are by no measure less despicable than those that were under the Spider Queen. While some culture is assuredly different from that of their subterranean cousins, the deep drow and the surface drow share much in common such as a matriarchic society, blind devotion to a chaotic evil goddess, and a hatred of all that is good and holy. While a few exceptions exist, the deep drow are irredeemably evil.

One of those few exceptions exists in the physiology of the deep drow, however. Deep drow seem less attuned to the arcane arts as surface drow or other elven races. Instead their bodies course with a vile toxin they can secrete as a weapon. Additionally, though they possess the traditional elven frail constitution, deep drow are highly resistant to many poisons. This trait serves them well as the deep drow are the sea's most renowned poisoners.

### DEEP DROW CHARACTERS

Deep drow are defined by their class levels – they do not possess racial Hit Dice. All deep drow have the following racial traits.

**+2 Dexterity, +2 Charisma, - 2 Constitution:** Deep drow are lithe and charming if a bit frail.

**Medium:** Deep drow are Medium creatures and have no bonuses or penalties due to size.

**Aquatic:** Deep drow are aquatic and can breathe water.

They possess a land speed of 20 feet and a swim speed of 40 feet.

**Darkvision:** Deep drow possess darkvision up to 120 feet.

**Deep Drow Resistances:** Deep drow gain a +4 racial bonus to saves against poisons.

**Keen Senses:** Deep drow receive a +2 racial bonus on Perception checks.

#### Light Blindness:

Deep drow are not suited for bright lights. Exposure to bright lights blinds a deep drow for 1 round. After the initial round, if the deep drow remains exposed to the light, the deep drow is dazzled.

**Poison Use:** See Special Abilities above.

**Poisonous Cloud:** See Special Abilities above.

**Languages:** Deep drow begin by speaking Salatari. They may acquire the other deep sea languages as bonus languages.





## Dwarf, Austorian

*A well-armed dwarf with a sea-green beard and a Mohawk-like fin on his head unexpectedly saunters out of a nearby cave. What are dwarves doing on the ocean floor?*

### AUSTORIAN DWARF

CR 5



XP 1,600

Male austorian dwarf fighter 6

LN Medium humanoid (aquatic)

**Init** +6; **Senses** darkvision 120 feet; **Perception** +8

**Racial Buoyancy** -190<sup>A</sup>; **Depth Tolerance** immune to pressure

### DEFENSE

**AC** 18, touch 12, flat-footed 16 (+5 armor, +1 shield, +2 Dex)

**hp** 61 (6d10 + 24)

**Fort** +8, **Ref** +2, **Will** +2; +2 vs. fear, poisons, spells, spell-like abilities

**Defensive Abilities** bravery +2, hardy, stability

**Immunity** geopoisons; **Resist** cold 5, steam 5

### OFFENSE

**Melee** mwk azulbryn zharaz +9/+4 (1d4 + 5/x4), mwk azulbryn zharaz +9/+4 (1d4 + 4/x4)

**Space** 5ft.; **Reach** 5ft.

**Special Attacks** weapon training (hafted +1)

### STATISTICS

**Str** 14, **Dex** 15, **Con** 16, **Int** 10, **Wis** 14, **Cha** 6

**Base Atk** +6; **CMB** +9; **CMD** 20

**Feats** Weapon Focus (Austorian Zharaz), Two-Weapon Fighting, Toughness, Improved Initiative, Weapon Specialization (Austorian Zharaz), Two-Weapon Defense

**Skills** Acrobatics +3, Intimidate +4, **Perception** +8

**Languages** Austorian, Dagonite

**Special Qualities** armor training 1, breathe water, greed, landwalker, stonecunning, weapon familiarity

### ECOLOGY

**Environment** Aquatic underground

**Organization** Solitary, Pair, Team (3-5)

**Treasure** NPC Gear (2 masterwork austorian zharaz, +1 scaly armor)

### SPECIAL ABILITIES

**Breathe Water:** Austorians can breathe underwater indefinitely through the fin at the top of their heads. They cannot breathe air, as their lungs have evolved into swim bladders.

**Hardy:** Austorians receive a +2 racial bonus on saving throws against poison, spells, and spell-like abilities.

**Greed:** Austorians receive a +2 racial bonus on Appraise skill checks made to determine the price of nonmagical goods that contain precious metals or gemstones.

**Landwalker:** Austorians can move on land at 75% of their swimming movement rate.

**Stability:** Austorians receive a +4 racial bonus to their Combat Maneuver Defense when resisting a bull rush or trip attempt while in contact with a solid, unyielding, immobile surface.

**Stonecunning:** Austorians receive a +2 bonus on Perception checks to potentially notice unusual stonework, such as traps and hidden doors located in stone structures. They receive a check to notice such features whenever they pass within 10 feet of them, whether or not they are actively looking.

**Weapon Familiarity:** Austorians treat any weapon with the word "austorian" in its name as a martial weapon.

Historically, drylander dwarves and water seldom mix. When encountering flooded terrain, they simply tunneled around it or under it. Occasionally, however, these bodies of water posed impassible and infuriating barriers. One tribe of dwarves, however, found a way through. Austorian legend tells how one tribe from the Austoria Mountains (now submerged), with the aid of contraptions pilfered from conquered aboleth, decided to brave the depths of a fathomless subterranean lake. The riches located there were so vast and bountiful, that it took generations to dig it out. When the lakebed was depleted, the dwarves had become entirely aquatic and moved on to even deeper bodies of water.

Like all dwarves, austorians have a strong love of stonework, a passion for stone- and metal-based craftsmanship, and an overwhelming desire to accumulate gold and other precious metals. The austorians, however, are a particularly reclusive race, preferring to deal with others only when necessary.

### AUSTORIAN DWARF CHARACTERS

Dwarves are defined by their class levels – they do not possess racial Hit Dice. All austorian dwarves have the following traits.

**+2 Constitution, +2 Wisdom, –2 Charisma:** Austorians are both tough and clever, but socially awkward.

**Racial Buoyancy:** -190<sup>A</sup>, **Depth Tolerance:** Immune to pressure  
**Medium:** Austorian dwarves are Medium creatures.

**Slow Swim Speed:** Base swim speed of 20 feet.

**Darkvision:** Austorians can see in the dark up to 120 feet.

**Breathe Water:** See Special Abilities above.

**Greed:** See Special Abilities above.

**Extremophile:** Austorians are enormously resilient against extreme environmental conditions. They have Steam and Cold Resistance 5, and immunity to both pressure and geopoisons.

**Hardy:** See Special Abilities above.

**Landwalker:** See Special Abilities above.

**Stability:** See Special Abilities above.

**Stonecunning:** See Special Abilities above.

**Languages:** Austorians begin play speaking Dagonite and Austorian. Austorians with high Intelligence scores can choose from the following: Common, Echinn, Lok'tar, Salatari, Sahu, and Terran.





# Echinn

*The most terrifying thing about the multi-eyed, tentacle fingered, spine-laden hulk ahead of you is that it appears vaguely intelligent.*

## ECHINN

CR 1



XP 400

Male echinn barbarian 2

CN Medium humanoid (aquatic, anthromorph)

Init +1; **Senses** low-light vision; Perception +5

**Racial Buoyancy** -190; **Depth Tolerance** immune to pressure

## DEFENSE

AC 13, touch 11, flat-footed 12 (+1 dodge, +2 natural)

hp 24 (2d12 + 6)

Fort +6, Ref +1, Will +0

**Defensive Abilities** uncanny dodge

**Immunity** geopoisons; **Resist** cold 5, steam 5

## OFFENSE

**Speed** swim 30 ft.

**Melee** mwk echinn blade +5 (1d10+3/x3)

**Space** 5ft.; **Reach** 5ft.

**Special Attacks** rage (7 rounds/day), rage powers (strength surge)

## STATISTICS

Str 17, Dex 13, Con 16, Int 8, Wis 10, Cha 8

**Base Atk** +2; **CMB** +5; **CMD** 16

**Feats** Sharper Spines

**Skills** Acrobatics +6, Intimidate +3, Perception +5, Survival +4

**Languages** Dagonite, Echinn

**SQ** amphibious, bestial senses, fast movement, landwalker

## ECOLOGY

**Environment** abyssal plane

**Organization** solitary, pair, or school (3–6)

**Treasure** NPC gear (echinn blade)

## SPECIAL ABILITIES

**Amphibious:** Echinn possess gills, and may survive out of water for 1 hour per 2 points of Constitution before beginning to drown.

**Bestial Senses:** Echinn receive a +2 racial bonus to Perception checks to notice potentially animate creatures or objects, and always receive a check to notice movement within 50 feet (even when not actively looking).

**Bioluminescent:** The echinn can (at-will) cause his fingertips, eyes, and chest spots to shed as much light as a torch.

**Landwalker:** Echinn may move on land at 75% of their swim speed.

**Extremophile:** Echinn are enormously resilient against extreme environmental conditions. They have Steam and Cold Resistance 5, and immunity to both pressure and geopoisons.

**Poison Spines:** Any creature attacking an echinn with natural weapons or an unarmed strike takes 1 point of piercing damage. A creature that grapples an echinn takes 1d3 points of piercing damage each round it does so. In addition, those injured by the spines are subject to the following poison:  
*Echinn Venom* Type poison, injury; Save Fort DC 10 + ½ the echinn's character level + the echinn's Constitution modifier Frequency 1/round for 2 rounds Effect 1 Dex; Cure 1 save.

**Iron Stomach:** Echinn can digest just about anything and receive a +4 racial bonus on all saving throws versus ingested poisons.

**Weapon Familiarity:** Echinn treat any weapon with the word "echinn" in its name as a martial weapon.

Standing at nearly 6 feet, this beryl-colored creature is almost as wide as it is tall. It has no neck at all. The echinn's head is merely a large bump near the top of its torso. The head features a massive mouth filled with several rows of sharp little teeth, and 9 reddish-orange insect-like eyes of various sizes. The echinn's arms and legs are thick, muscular, and terminate in a plume of stubby tentacles that glow with a vermillion hue. Four bioluminescent gash-like patches appear on the echinn's chest, which is the only part of its body devoid of sharp, venom-encrusted spines.

Echinn share much in common with other less-developed and more barbaric societies. They tend to group together in large tribes, looking to the oldest and strongest for direction and leadership. Echinn are nomadic, but will normally only leave an area when it has nothing left to offer. They are slow to react to a threat, but relentless once they do. Echinn often harbor long-term grudges.

## ECHINN CHARACTERS

Echinn are defined by their class levels – they do not possess racial Hit Dice. All echinn have the following traits.

**+2 Strength, +2 Constitution, -2 Intelligence, -2 Wisdom:** Echinn are tough in nearly all ways except mentally.

**Racial Buoyancy:** -190, **Depth Tolerance:** Immune to pressure.

**Anthromorph (gilled):** Echinn have the anthromorph subtype.

**Medium:** Echinn are Medium-sized.

**Normal Swim Speed:** Echinn have a base swim speed of 30 ft.

**Low-Light Vision:** Echinn can see twice as far in dim light.

**Bioluminescent:** See Special Abilities above.

**Natural Armor:** Echinn have a natural AC bonus of 2.

**Extremophile:** See Special Abilities above.

**Iron Stomach:** See Special Abilities above.

**Weapon Familiarity:** See Special Abilities above.

**Languages:** Echinn begin play speaking Dagonite and Echinn.

Echinn with high Intelligence scores can choose any of the following: Common, Photok, Salatari, and Lok'tar..





## Eel, Nightmare

*This sleek black eel moves with grace and power through the deep sea. Its body is pure, undulating muscle; its eyes are unnerving points of crimson red that seem to steal your very breath.*

### NIGHTMARE EEL

CR 5



XP 1,600

N Large magical beast (aquatic)

**Init** +8; **Senses** darkvision 60 ft., low-light vision; Perception +13

**Racial Buoyancy** -150; **Depth Tolerance** 1,200 feet

#### DEFENSE

**AC** 18, touch 14, flat-footed 13 (+4 Dex, +4 natural, +1 dodge, -1 size modifier)

**hp** 52 (8d10+8)

**Fort** +7, **Ref** +10, **Will** +4

**Immune** fear effects

#### OFFENSE

**Speed** 20 ft., swim 60 ft.

**Melee** bite +11 (2d6+6 plus poison)

**Special Attacks** fear gaze (DC 16)

**Space** 10 ft.; **Reach** 5 ft.

#### STATISTICS

**Str** 18, **Dex** 18, **Con** 13, **Int** 12, **Wis** 14, **Cha** 15

**Base Atk** +8; **CMB** +6 **CMD** 16

**Feats** Dodge, Improved Initiative, Improved Natural Attack, Lunge

**Skills** Acrobatics +15, Perception +13

**Languages** Common

**SQ** psionic scent

#### ECOLOGY

**Environment** temperate seas

**Organization** solitary or pair

**Treasure** none

#### SPECIAL ABILITIES

**Fear Gaze (Su)** Any creature within 30 feet of a nightmare eel may be subject to its gaze. Creatures thus affected who fail to make a DC 16 Will save become *shaken* for 2d4 rounds. Targets that successfully resist a particular nightmare eel's gaze are immune to that eel's stare for 24 hours. The save's DC is Charisma-based.

**Nightmare Poison (Ex)** Injury; *save* Fort DC 15; *frequency* 1/round for 4 rounds; *effect* 1d3 Wis damage plus 2d6 power point drain; *cure* 2 saves. Drained power points are immediately converted into temporary hit points for the nightmare eel.

**Psionic Scent (Su)** A nightmare eel can unerringly detect creatures who have a reserve of psionic power points. The eel can see all such creatures within 100 feet as if it were using the *detect psionics* power in conjunction with *true seeing*.

Despite being fairly solitary creatures, the presence of a nightmare eel can easily incite fears. These creatures' very form screams predator - large envenomed fangs that shine even more deadly against midnight black scales, red eyes that never waver or blink, and a voice that sends shivers down the proudest warrior's spine.

Nightmare eels have keen intellects, but they are not social creatures. They rarely interact with civilized species except to hunt them; they rarely congregate amongst their own except to mate. This preference for privacy is no doubt driven by the fact both their venom and their ability to unerringly detect psionic usage is sought for study and sale by psions, wizards, and unscrupulous merchants.

Pisceans believe that eating the flesh of these creatures will help them conceive psionic offspring, which are considered a great asset in the ongoing fight against aberrant creatures. They often partake in extremely dangerous fishing expeditions to bring back the meat of this eel, which fetches a steep price in the Piscean market.



## Eel, Dire Electric

A rather plain brown eel this would be, if it were not 20-feet-long and crackling with electricity.

### DIRE ELECTRIC EEL

CR 8



XP 4,800

N Large animal (aquatic)

**Init** +6; **Senses** low-light vision, scent; **Perception** +15

**Racial Buoyancy** -110; **Depth Tolerance**: 1,200 feet

#### DEFENSE

**AC** 17, touch 11, flat-footed 15(+2 Dex, +6 natural, -1 size)

**hp** 119 (14d8+56)

**Fort** +12, **Ref** +11, **Will** +5

**Immune** Electricity

#### OFFENSE

**Speed** swim 80 ft.

**Melee** bite +18 (2d6+8/19–20 plus grab)

**Special Attack** shock

#### STATISTICS

**Str** 27, **Dex** 15, **Con** 17, **Int** 2, **Wis** 12, **Cha** 10

**Base Atk** +10; **CMB** +19 (+23 grapple); **CMD** 31 (35 vs. trip)

**Feats** Improved Critical (bite), Improved Initiative, Run, Skill Focus (Perception), Skill Focus (Stealth), Weapon Focus (bite), Toughness

**Skills** Acrobatics +6, **Perception** +15, **Stealth** +18;

**Racial Modifiers** +4 Acrobatics, +4 Stealth

#### ECOLOGY

**Environment** twilight zone

**Organization** solitary, pair, or school (3–6)

**Treasure** none

#### SPECIAL ABILITIES

**Shock (Ex)** Dire electric eels can deliver an electrical shock to a single opponent within 5 feet. This attack deals 2d8 points of nonlethal electricity damage to living opponents (Reflex DC 21 half).

## Eels, School of Electric

When electric eels hatch, they form large schools of squirming fishlings. Unfortunately, this makes them even more lethal than their solitary adults.

### SCHOOL OF ELECTRIC EELS

CR 5



XP 1,600

N Fine animals (swarm)

**Init** +2; **Senses** low-light vision, scent; **Perception** +6

**Racial Buoyancy** 0; **Depth Tolerance**: 600 feet

#### DEFENSE

**AC** 20, touch 20, flat-footed 18; (+8 size, +2 Dex)

**hp** 60 (11d8+11)

**Fort** +7, **Ref** +7, **Will** +3

**Defensive Abilities** swarm traits; Immune weapon damage

#### OFFENSE

**Speed** swim 30 ft.

**Melee** swarm (2d6 plus 1d6 electricity)

**Space** 10 ft. **Reach** 0 ft.

**Special Attacks** distraction (DC 15), electricity

#### STATISTICS

**Str** 1, **Dex** 15, **Con** 10, **Int** 2, **Wis** 10, **Cha** 2

**Base Atk** +8; **CMB** —; **CMD** —

**Feats** Alertness, Great Fortitude, Lightning Reflexes, Improved Initiative, Run, Toughness

**Skills** Climb +10, **Perception** +6; **Racial Modifiers** +4 Perception

#### ECOLOGY

**Environment** any coastal waters

**Organization** solitary or spawning bed (3–6 swarms)

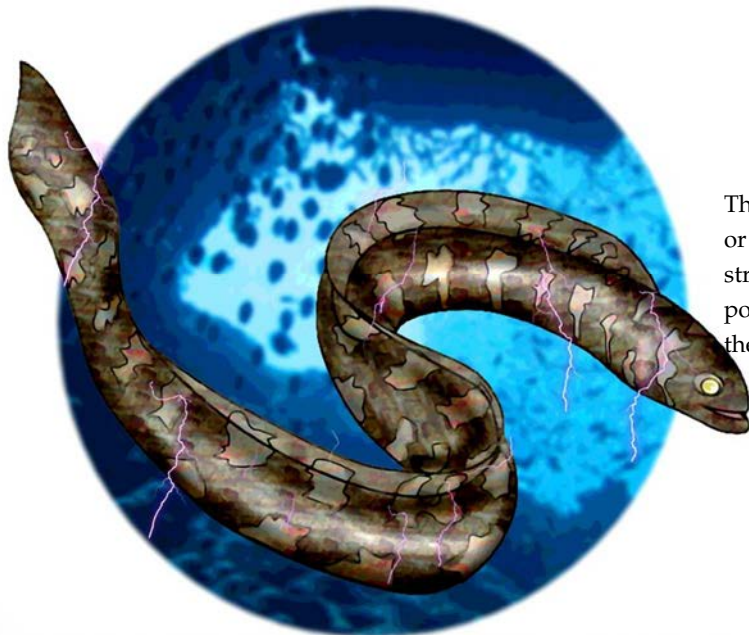
**Treasure** none

#### SPECIAL ABILITIES

**Electricity (Ex)** An electric eel swarm can produce a powerful jolt of electricity, delivering the jolt to targets damaged by the swarm as a standard action. The creature struck must make a DC 17 Fortitude save or be stunned for 1d4 rounds. The save DC is Constitution-based. Those within the swarm are automatically subject to this attack each turn.

Electric eels have an elongated, cylindrical body. The coloration is dark gray-brown on the back and yellow or orange on the belly. Some have lighter colored spots or stripes. They have no scales. The mouth is square, and positioned right at the end of the snout. Despite its name, the electric eel is not closely related to true eels, but is more closely related to catfish.

Electric eels can be voracious predators, even while young. They will use their electrical attack to incapacitate prey and then quickly tear off large chunks of flesh for consumption.





## Eischlange

*This massive wyrm has shimmering plates of ice running its length. Great paddles propel it through the water, as a blue light streams from its open jaws.*

### EISCHLANGE

CR 15



XP 51,200

N Gargantuan magical beast (aquatic, cold)

**Init** +3; **Senses** Darkvision 120 ft., low light vision; Perception +17

**Racial Buoyancy** -870; **Depth Tolerance**: 1,200 feet

### DEFENSE

**AC** 30; touch 5, flat-footed 30 (-1 Dex, +25 natural, -4 size)

**hp** 230 (20d10+120)

**Fort** +20, **Ref** +11, **Will** +7

**Immune** cold, light based attacks; **vulnerability** steam

### OFFENSE

**Speed** swim 50 ft.

**Melee** bite +27 (3d8+16)

**Special Attacks** breath weapon, reflexive icing, swallow whole (4d6 acid, AC 22, 23 hp)

### STATISTICS

**Str** 33, **Dex** 9, **Con** 23, **Int** 3, **Wis** 12, **Cha** 8

**Base Atk** +20; **CMB** +35; **CMD** 44 (can't be tripped)

**Feats** Cleave, Critical Focus, Great Cleave, Great Fortitude, Improved Natural Attack (bite), Improved Initiative, Improved Overrun, Power Attack, Staggering Critical, Stunning Critical

**Skills** Acrobatics +9, Perception +17

### ECOLOGY

**Environment** cold seas

**Organization** solitary, pair

**Treasure** standard.

### SPECIAL ABILITIES

**Breath Weapon (Su)**: Once every 1d4 rounds an eischlange can breathe out a 60 foot cone of icy water. Creatures caught in the cone take 15d6 damage, half cold, half slashing from the large chunks of ice that form within it. Targets receive a DC 26 Reflex save for half damage.

**Reflexive Icing (Su)**: When struck for greater than 20 points of damage, an eischlange reflexively produces a blast of ice from glands along its body. Melee attackers must make a DC 26 Reflex save or take 4d6 points of cold damage and be *slowed* for 1d6 rounds. The serpent gains a +2 armor bonus for one round from the icy coating.

Eischlange are massive arctic serpents that hunt beneath the ice flows. Their bodies are nearly the same temperature as the icy water in which they swim. Great crystalline plates protect their eyes from the glare of the sun on the ice packs, allowing them to scout for prey in shallow waters.

Eischlange generally open with a charge, biting the largest prey it sees. They use their breath weapon on packed groups, enjoying the iced over bodies of its victims.

Eischlange only need to feed once a month, but will greedily devour whatever prey they find. They are particularly fond of feeding on squawks, devouring entire squads at a time. The squawks hate the polar serpents with a passion, and spare no expense in hunting them down.

The shimmering hide of an eischlange can be harvested and made into up to two complete sets of glacial armor that fits a Medium or smaller creature, or one set for a Large creature. This armor is considered masterwork, and has the same properties as glacial armor constructed from ever-ice. Squawks and thanors alike will pay handsomely for a set of eischlange armor, as it is revered as a status symbol among both races.



# Elbst

A purple scaled sea serpent circles the water in an effortless gliding motion. It has four powerful-looking limbs, the foremost of which is made up of 2-foot long, horn-like claws.

ELBST

CR 9



XP 6,400

NE Large magical beast (aquatic)

**Init** +3; **Senses** blindsense 30 ft., darkvision 60 ft., low-light vision; **Perception** +13

**Racial Buoyancy** -225<sup>B</sup>; **Depth Tolerance**: 900 feet

## DEFENSE

**AC** 21, touch 12, flat-footed 18 (+3 Dex, +9 natural, -1 size)

**hp** 114 (12d10+48)

**Fort** +12, **Ref** +11, **Will** +6

**Immune** electricity

## OFFENSE

**Speed** 20 ft., swim 60 ft.

**Melee** 2 gores +20 (1d8+9), bite +20 (1d8+9), 2 claws +20 (1d6+9)

**Space** 10 ft.; **Reach** 10 ft.

**Special Attacks** electric burst (30 ft.; 8d6 electric damage; DC 22; stunned for 2d4 rounds)

## STATISTICS

**Str** 28, **Dex** 17, **Con** 18, **Int** 7, **Wis** 15, **Cha** 12

**Base Atk** +12; **CMB** +22; **CMD** 35 (can't be tripped)

**Feats** Ability Focus (electric burst), Alertness, Greater

Grapple, Improved Grapple<sup>B</sup>, Power Attack, Stealthy

**Skills** Acrobatics +10, Escape Artist +5, Perception +13, Sense Motive +4, Stealth +10

**Languages** Draconic, Auran

**SQ** hold breath

## ECOLOGY

**Environment** temperate and tropical shorelines

**Organization** solitary or pair

**Treasure** standard

## SPECIAL ABILITIES

**Electric Burst (Su)** An elbst can emit a powerful electrical jolt that stuns and damages those nearby. As a standard action, the creature can unleash this electrical attack dealing 8d6 electricity damage to creatures in the water within 30 ft. Those subjected to this effect can attempt a DC 22 Fortitude save (Con-based) for half damage. Those failing are also stunned for 2d4 rounds. On dry land, this attack's range is reduced to 5 feet.

Elbst are strange reptilian creatures that haunt shorelines in warmer climates. In temperate zones, they will migrate in large groups to avoid cold temperatures, but are also least dangerous during this time, instead concentrating on "winning the race" to warmer waters. They tend to mate once a year, laying a single egg on land, and vehemently protecting their offspring as a pair until it hatches, at which point they part ways.

Elbst delight in attacking the bottom of ships, spilling their occupants into the sea, and mercilessly shocking their victims to death. They also very much enjoy thunderstorms, and are most active during this time. Some speculate that elbst recharge their electrical attack by collecting lightning strikes during a storm. While some elbst will even attest to this, there is little evidence linking the potency of an elbst's electrical burst with the prevalence of thunderstorms. Elbst seem to be just as powerful during a drought as they do after a storm.





# Elemental, Sound

The water echoes with strange sounds and eerie vibrations.

## SOUND ELEMENTAL

**Languages** Sonasian

**Racial Buoyancy** 0; **Depth Tolerance:** immune to pressure

### ECOLOGY

**Environment** any (Plane of Sound)

**Organization** solitary, pair, or chorus (3-8)

**Treasure** none

### SPECIAL ABILITIES

**Natural Invisibility (Ex)** This ability is constant—a sound elemental remains invisible at all times, even when attacking. As this ability is inherent, it is not subject to the invisibility purge spell. Against foes that cannot pinpoint it, the sound elemental gains a +20 bonus on Stealth checks when moving, or +40 when standing still—these bonuses are not included in the statistics below.

**Sound Mimicry (Ex)** A sound elemental can mimic any sound with 100% accuracy.

**Vulnerability to Silence (Ex)** A *silence* spell slows a sound elemental (as the *slow* spell) for as long as it under the spell's effect.

## SMALL SOUND ELEMENTAL

CR 1

XP 400

N Small outsider (elemental, extraplanar, sound)

**Init** +7; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +4

### DEFENSE

**AC** 17, touch 14, flat-footed 14 (+3 Dex, +3 natural, +1 size)  
**hp** 13 (2d10+2)

**Fort** +4, **Ref** +6, **Will** +0

**Immune** sonic, elemental traits

**Weaknesses** vulnerability to *silence*

### OFFENSE

**Speed** 30 ft., fly 30 ft. (perfect), swim 120 ft.

**Melee** slam +6 (1d4+1 plus 1d4 sonic)

### STATISTICS

**Str** 12, **Dex** 17, **Con** 12, **Int** 4, **Wis** 11, **Cha** 11

**Base Atk** +2; **CMB** +2; **CMD** 15

**Feats** Improved Initiative<sup>B</sup>, Swim-by Attack, Weapon Finesse<sup>B</sup>

**Skills** Acrobatics +7, Escape Artist +7, Fly +17, Knowledge (planes) +1, Perception +4, Stealth +11

## MEDIUM SOUND ELEMENTAL

CR 3

XP 800

N Medium outsider (elemental, extraplanar, sound)

**Init** +9; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +7

### DEFENSE

**AC** 19, touch 16, flat-footed 13 (+5 Dex, +1 dodge, +3 natural)  
**hp** 30 (4d10+8)

**Fort** +6, **Ref** +9, **Will** +1

**Immune** sonic, elemental traits

**Weaknesses** vulnerability to *silence*

### OFFENSE

**Speed** 30 ft., fly 30 ft. (perfect), swim 120 ft.

**Melee** slam +9 (1d6+3 plus 1d6 sonic)

## STATISTICS

**Str** 14, **Dex** 21, **Con** 14, **Int** 4, **Wis** 11, **Cha** 11

**Base Atk** +4; **CMB** +6; **CMD** 21

**Feats** Dodge, Improved Initiative<sup>B</sup>, Swim-by Attack, Weapon Finesse<sup>B</sup>

**Skills** Acrobatics +9, Escape Artist +9, Fly +17, Knowledge (planes) +1, Perception +7, Stealth +10

## LARGE SOUND ELEMENTAL

CR 5

XP 1,600

N Large outsider (elemental, extraplanar, sound)

**Init** +11; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +11

### DEFENSE

**AC** 21, touch 17, flat-footed 13 (+7 Dex, +1 dodge, +4 natural, -1 size)

**hp** 68 (8d10+24)

**Fort** +9, **Ref** +13, **Will** +2

**DR** 5/—; **Immune** sonic, elemental traits

**Weaknesses** vulnerability to *silence*

### OFFENSE

**Speed** 30 ft., fly 30 ft. (perfect), swim 120 ft.

**Melee** 2 slams +14 (1d8+4 plus 1d8 sonic)

**Space** 10 ft.; **Reach** 10 ft.

### STATISTICS

**Str** 18, **Dex** 25, **Con** 16, **Int** 6, **Wis** 11, **Cha** 11

**Base Atk** +8, **CMB** +13; **CMD** 31

**Feats** Combat Reflexes, Dodge, Improved Initiative<sup>B</sup>, Mobility, Swim-by Attack, Weapon Finesse<sup>B</sup>

**Skills** Acrobatics +15, Escape Artist +15, Fly +21, Knowledge (planes) +5, Perception +11, Stealth +11

## HUGE SOUND ELEMENTAL

CR 7

XP 3,200

N Huge outsider (elemental, extraplanar, sound)

**Init** -1; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +13

### DEFENSE

**AC** 22, touch 18, flat-footed 12 (+9 Dex, +1 dodge, +4 natural, -2 size)

**hp** 95 (10d10+40)

**Fort** +11, **Ref** +2, **Will** +7

**DR** 5/—; **Immune** sonic, elemental traits

**Weaknesses** vulnerability to *silence*

### OFFENSE

**Speed** 30 ft., fly 30 ft. (perfect), swim 120 ft.

**Melee** 2 slams +17 (2d6+6 plus 2d6 sonic)

**Space** 15 ft.; **Reach** 15 ft.

### STATISTICS

**Str** 22, **Dex** 29, **Con** 18, **Int** 6, **Wis** 11, **Cha** 11

**Base Atk** +10; **CMB** +18; **CMD** 37

**Feats** Combat Reflexes, Dodge, Improved Initiative<sup>B</sup>, Iron Will, Mobility, Swim-by Attack, Weapon Finesse<sup>B</sup>

**Skills** Acrobatics +19, Escape Artist +18, Fly +22, Knowledge (planes) +7, Perception +13, Stealth +9.



GREATER SOUND ELEMENTAL	CR 9
XP 6,400	
N Huge outsider (elemental, extraplanar, sound)	
<b>Init</b> +14; <b>Senses</b> darkvision 60 ft., tremorsense 60 ft.; Perception +16	
DEFENSE	
AC 25, touch 19, flat-footed 14 (+10 Dex, +1 dodge, +6 natural, -2 size)	
<b>hp</b> 123 (13d10+52)	
<b>Fort</b> +12, <b>Ref</b> +18, <b>Will</b> +6	
<b>DR</b> 10/—; <b>Immune</b> sonic, elemental traits	
<b>Weaknesses</b> vulnerability to <i>silence</i>	
OFFENSE	
<b>Speed</b> 30 ft., fly 30 ft. (perfect), swim 120 ft.	
<b>Melee</b> 2 slams +21 (2d8+7 plus 2d8 sonic)	
<b>Space</b> 15 ft.; <b>Reach</b> 15 ft.	
STATISTICS	
<b>Str</b> 24, <b>Dex</b> 31, <b>Con</b> 18, <b>Int</b> 8, <b>Wis</b> 11, <b>Cha</b> 11	
<b>Base Atk</b> +13; <b>CMB</b> +22; <b>CMD</b> 42	
<b>Feats</b> Blind-Fight, Combat Reflexes, Dodge, Improved Initiative <sup>B</sup> , Iron Will, Mobility, Power Attack, Swim-by Attack, Weapon Finesse <sup>B</sup>	
<b>Skills</b> Acrobatics +22, Escape Artist +23, Fly +30, Knowledge (planes) +12, Perception +16, Stealth +15	

ELDER SOUND ELEMENTAL	CR 11
XP 12,800	
N Huge outsider (elemental, extraplanar, sound)	
<b>Init</b> +15; <b>Senses</b> darkvision 60 ft., tremorsense 60 ft.; Perception +19	
DEFENSE	
AC 28, touch 20, flat-footed 16 (+11 Dex, +1 dodge, +8 natural, -2 size)	
<b>hp</b> 152 (16d10+64)	
<b>Fort</b> +14, <b>Ref</b> +21, <b>Will</b> +7	
<b>DR</b> 10/—; <b>Immune</b> sonic, elemental traits	
<b>Weaknesses</b> vulnerability to <i>silence</i>	
OFFENSE	
<b>Speed</b> 30 ft., fly 30 ft. (perfect), swim 120 ft.	
<b>Melee</b> 2 slams +25 (2d8+9 plus 2d8 sonic)	
<b>Space</b> 15 ft.; <b>Reach</b> 15 ft.	
STATISTICS	
<b>Str</b> 28, <b>Dex</b> 33, <b>Con</b> 18, <b>Int</b> 10, <b>Wis</b> 11, <b>Cha</b> 11	
<b>Base Atk</b> +16; <b>CMB</b> +27; <b>CMD</b> 48	
<b>Feats</b> Blind-Fight, Cleave, Combat Reflexes, Dodge, Improved Initiative <sup>B</sup> , Iron Will, Mobility, Power Attack, Swim-by Attack, Weapon Finesse <sup>B</sup>	
<b>Skills</b> Acrobatics +30, Escape Artist +30, Fly +34, Knowledge (planes) +19, Perception +19, Stealth +22	

Elemental	Height	Sonic Damage
Small	4 ft.	1d4
Medium	8 ft.	1d6
Large	16 ft.	1d8
Huge	32 ft.	2d6
Greater	36 ft.	2d8
Elder	40 ft.	2d8

The enigmatic sound elemental never reveals itself visually, though it can be detected well with tremorsense and by those who “see” with the use of sound. These creatures describe this elemental as a roughly elliptical vibration, with two concentrated motes of sound over a relatively larger void from which most audible sound emanates. The overall impression is that of a large, disembodied skull. The sound elemental’s sonic attacks range from ear-shattering shrieks to subsonic blasts; never the same sound twice.

Sound elementals hail from a plane that most terrestrial creatures have never heard of. In the Cerulean Seas, it is considered a tertiary plane, and, as such, is given little regard. On their own plane, sound elementals inhabit endless echoing chambers and caverns, both above and below water.

Sound elementals prefer watery realms for two very important reasons. First, they can move four times as fast while swimming. Above water, they are relatively slow for an elemental. Second, their senses work very well underwater compared to land or air. While tremorsense is useful on land, it becomes equivalent to blindsight underwater. It has no use at all while flying.



# Elemental, Steam

*This creature looks like a ghost-like collection of steam bubbles, with eyes that glow like molten rock.*

## STEAM ELEMENTAL

**Languages** Vaporian

**Racial Buoyancy** variable; **Depth Tolerance:** immune to pressure

### ECOLOGY

**Environment** any (Plane of Steam)

**Organization** solitary, pair, or gang (3-8)

**Treasure** none

## SMALL STEAM ELEMENTAL

CR 1

XP 400

N Small outsider (elemental, extraplanar, steam)

**Init** +5; **Senses** darkvision 60 ft.; Perception +4

### DEFENSE

**AC** 16, touch 13, flat-footed 14 (+1 Dex, +1 dodge, +3 natural, +1 size)

**hp** 11 (2d10)

**Fort** +3, **Ref** +4, **Will** +0

**Immune** elemental traits, heat, steam

**Weaknesses** vulnerability to cold

### OFFENSE

**Speed** 50 ft., fly 50 ft. (perfect), swim 50 ft.

**Melee** slam +4 (1d4 plus 1d4 steam)

### STATISTICS

**Str** 10, **Dex** 13, **Con** 10, **Int** 4, **Wis** 11, **Cha** 11

**Base Atk** +2; **CMB** +1; **CMD** 12

**Feats** Dodge, Improved Initiative<sup>B</sup>, Weapon Finesse<sup>B</sup>

**Skills** Acrobatics +5, Escape Artist +5, Fly +15, Knowledge (planes) +1, Perception +4, Stealth +9

## MEDIUM STEAM ELEMENTAL

CR 3

XP 800

N Medium outsider (elemental, extraplanar, fire)

**Init** +7; **Senses** darkvision 60 ft.; Perception +6

### DEFENSE

**AC** 17, touch 14, flat-footed 13 (+3 Dex, +1 dodge, +3 natural)

**hp** 30 (4d10+8)

**Fort** +6, **Ref** +7, **Will** +1

**Immune** elemental traits, heat, steam

**Weaknesses** vulnerability to cold

### OFFENSE

**Speed** 50 ft., fly 50 ft. (perfect), swim 50 ft.

**Melee** slam +7 (1d6 plus 1d6 steam)

### STATISTICS

**Str** 12, **Dex** 17, **Con** 14, **Int** 4, **Wis** 11, **Cha** 11

**Base Atk** +4; **CMB** +5; **CMD** 18

**Feats** Dodge, Improved Initiative<sup>B</sup>, Mobility, Weapon Finesse<sup>B</sup>

**Skills** Acrobatics +8, Escape Artist +8, Fly +16, Knowledge (planes) +1, Perception +6, Stealth +8

## LARGE STEAM ELEMENTAL

CR 5

XP 1,600

N Large outsider (elemental, extraplanar, steam)

**Init** +9; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +11

### DEFENSE

**AC** 19, touch 15, flat-footed 13 (+5 Dex, +1 dodge, +4 natural, -1 size)

**hp** 60 (8d10+16)

**Fort** +8, **Ref** +11, **Will** +4

**DR** 5/—; **Immune** elemental traits, heat, steam

**Weaknesses** vulnerability to cold

### OFFENSE

50 ft., fly 50 ft. (perfect), swim 50 ft.

**Melee** 2 slams +12 (1d8+2 plus 1d8 steam)

**Space** 10 ft.; **Reach** 10 ft.

### STATISTICS

**Str** 14, **Dex** 21, **Con** 14, **Int** 6, **Wis** 11, **Cha** 11

**Base Atk** +8; **CMB** +11; **CMD** 26

**Feats** Dodge, Improved Initiative<sup>B</sup>, Iron Will, Mobility, Spring Attack, Weapon Finesse<sup>B</sup>

**Skills** Acrobatics +10, Escape Artist +12, Fly +21, Knowledge (planes) +5, Perception +11, Stealth +11

## HUGE STEAM ELEMENTAL

CR 7

XP 3,200

N Huge outsider (elemental, extraplanar, fire)

**Init** +11; **Senses** darkvision 60 ft.; Perception +13

### DEFENSE

**AC** 21, touch 16, flat-footed 13 (+7 Dex, +1 dodge, +5 natural, -2 size)

**hp** 85 (10d10+30)

**Fort** +10, **Ref** +14, **Will** +5

**DR** 5/—; **Immune** elemental traits, heat, steam

**Weaknesses** vulnerability to cold

### OFFENSE

**Speed** 60 ft., fly 60 ft. (perfect), swim 60 ft.

**Melee** 2 slams +15 (2d6+4 plus 2d6 steam)

**Space** 15 ft.; **Reach** 15 ft.

### STATISTICS

**Str** 18, **Dex** 25, **Con** 16, **Int** 6, **Wis** 11, **Cha** 11

**Base Atk** +10; **CMB** +16; **CMD** 33

**Feats** Combat Reflexes, Dodge, Improved Initiative<sup>B</sup>, Iron Will, Mobility, Spring Attack, Weapon Finesse<sup>B</sup>

**Skills** Acrobatics +12, Escape Artist +16, Fly +23, Knowledge (planes) +7, Perception +13, Stealth +9

## GREATER STEAM ELEMENTAL

CR 9

XP 6,400

N Huge outsider (elemental, extraplanar, fire)

**Init** +12; **Senses** darkvision 60 ft.; Perception +16

### DEFENSE

**AC** 23, touch 17, flat-footed 14 (+8 Dex, +1 dodge, +6 natural, -2 size)

**hp** 123 (13d10+52)

**Fort** +12, **Ref** +16, **Will** +6

**DR** 10/—; **Immune** elemental traits, heat, steam

**Weaknesses** vulnerability to cold

### OFFENSE

**Speed** 60 ft., fly 60 ft. (perfect), swim 60 ft.

**Melee** 2 slams +19 (2d8+7 plus 2d8 steam)

**Space** 15 ft.; **Reach** 15 ft.

### STATISTICS

**Str** 24, **Dex** 27, **Con** 18, **Int** 8, **Wis** 11, **Cha** 11

**Base Atk** +13; **CMB** +22; **CMD** 40

**Feats** Blind-Fight, Combat Reflexes, Dodge, Improved

Initiative<sup>B</sup>, Iron Will, Mobility, Spring Attack, Weapon

Finesse<sup>B</sup>, Wind Stance

**Skills** Acrobatics +17, Escape Artist +23, Fly +27,

Knowledge (planes) +12, Perception +16, Stealth +15

### ELDER STEAM ELEMENTAL

CR 11

XP 12,800

N Huge outsider (elemental, extraplanar, steam)

**Init** +13; **Senses** darkvision 60 ft.; Perception +19

### DEFENSE

**AC** 26, touch 18, flat-footed 16 (+9 Dex, +1 dodge, +8 natural, -2 size)

**hp** 152 (16d10+64)

**Fort** +14, **Ref** +19, **Will** +7

**DR** 10/—; **Immune** elemental traits, heat, steam

**Weaknesses** vulnerability to cold

### OFFENSE

**Speed** 60 ft., fly 60 ft. (perfect), swim 60 ft.

**Melee** 2 slams +23 (2d8+8 plus 2d10 steam)

**Space** 15 ft.; **Reach** 15 ft.

### STATISTICS

**Str** 26, **Dex** 29, **Con** 18, **Int** 10, **Wis** 11, **Cha** 11

**Base Atk** +16; **CMB** +26; **CMD** 45

**Feats** Blind-Fight, Combat Reflexes, Dodge, Improved

Initiative<sup>B</sup>, Iron Will, Lightning Stance, Mobility,

Spring Attack, Weapon Finesse<sup>B</sup>, Wind Stance

**Skills** Acrobatics +28, Escape Artist +28, Fly +32,

Knowledge (planes) +19, Perception +19, Stealth +20

Elemental	Height	Racial Buoyancy
Small	4 ft.	120 bu.
Medium	8 ft.	1,000 bu.
Large	16 ft.	9,000 bu.
Huge	32 ft.	52,000 bu.
Greater	36 ft.	76,000 bu.
Elder	40 ft.	90,000 bu.

Steam elementals are often mistaken for air elementals and ghosts, the latter of which the steam elemental will often mimic. They are capable of a wide variety of sounds, though a shrill scream is among their favorites. Steam elementals are masters over land, air, and water, moving through each terrain with equal ease. They will often hover near the water's surface so they have an easy exit if needed.

Steam elementals enjoy water realms such as the Cerulean Seas because they advance in status beyond mere "quasi-elementals" to full-fledged elementals. Though still considered "secondary elementals," they are higher rank than any other creature formerly known as a quasi-elemental.

In water worlds, steam elementals can also be summoned like other elementals using any spell that can conjure other forms of elementals, such as *elemental swarm* and *summon sea monster*. They behave like any other summoned elemental.

Steam elementals are similar to fire elementals in temperament and disposition, though they tend to be placid if left unmolested. Once provoked, they are relentless foes, who delight in the pain and misery of their victims.



## Elf, Ice



An unusual elf stares wistfully across the frozen wastes. Her body seems to be composed entirely of ice.

### ICE ELF

CR 6



XP 2,400

Female ice elf rogue 7

CN Medium humanoid (aquatic, cold, feykith)

**Init** +5; **Senses** low-light vision; Perception +12

**Racial Buoyancy** 100; **Depth Tolerance**: 300 feet

### DEFENSE

**AC** 16, touch 16, flat-footed 10 (+5 Dex, +1 dodge)

**hp** 35 (7d8)

**Fort** +2, **Ref** +10, **Will** +2; +2 vs. cold, enchantment

**Defensive Abilities** feykith resistance, limited natural armor

**Immune** cold, sleep; **Weaknesses** vulnerability to steam

### OFFENSE

**Speed** swim 35ft.

**Melee** +1 *auranite sun wheel* +11 (1d4 + 3/x3)

**Space** 5ft.; **Reach** 5ft.

**Special Attacks** sneak attack +4d6

**Bloodline**- Fey

### STATISTICS

**Str** 14, **Dex** 20, **Con** 10, **Int** 13, **Wis** 10, **Cha** 10

**Base Atk** +5; **CMB** +7; **CMD** 21

**Feats** Dodge, Exotic Weapon Proficiency (*Sun Wheel*), Fleet

**Skills** Acrobatics +15, Bluff +10, Disable Device +15, Escape Artist +15, Intimidate +10, Perception +12, Sense Motive +10, Sleight of Hand +15, Stealth +15

**Languages** Common, Qulari

**Special Qualities** beastmaster, feykith magic, feykith resistance, glungs, ice elf magic, keen senses, landwalker, rogue talents (fast stealth, finesse rogue, quick right)

### ECOLOGY

**Environment** ice flow

**Organization** solitary, pair, or gang (3–5)

**Treasure** NPC gear (+1 Sun Wheel, Belt of Incredible Dexterity +2)

### SPECIAL ABILITIES

**Beastmaster:** Handle Animal and Ride are always considered class skills for an ice elf.

**Feykith Magic:** Feykith receive a +2 racial bonus on caster level checks made to overcome spell resistance.

**Feykith Resistance:** Feykith have an immunity to sleep spells and effects. In addition, they receive +2 bonus to saving throws against enchantment spells and effects.

**Glungs:** Feykith can breathe both air and water through their mouth and noses, which is then processed through organs known as glungs. For game purposes, these organs function as both gills and lungs.

**Ice Elven Magic:** Ice elves add +1 to the DC of any saving throws against cold spells that they can cast. Ice elves with a Wisdom of 11 or higher also gains *ice-water jet* as a spell-like ability useable up to 3 times per day. The DC for this spell is equal to 11 + the ice elf's Wisdom modifier.

**Keen Senses:** Feykith have exceptional senses. They receive a +2 racial bonus on Perception skill checks.

**Landwalker:** Feykith can move on land at 75% of their swimming movement rate.

**Limited Natural Armor:** Ice elves gain a +1 natural armor bonus to armor class as long as they are touching water and at a depth of less than 300 feet.

Many mistakenly believe that ice elves are composed entirely of ice. In actuality, they have clear bodies, blood and organs. They also have the ability to coat their bodies in a layer of ice. This ice layer serves as a protective exoskeleton which gives them the appearance of hewn ice statues. Ice elves have the typical elven features including pointed ears, delicate noses and dark blue eyes. While ice elves do not look as if they have a mouth, it is actually behind a thin layer of ice. A thawed ice elf appears as a limp husk of its former self. Luckily, they nearly instantly regenerate their icy shells as long as they are touching water.

Ice elves are quiet, patient and clever. Perhaps this is why most wild beasts seem to feel at ease with their presence. The ice elves have taken advantage of this talent for countless centuries, domesticating hundreds of different animal species.

### ICE ELF CHARACTERS

Ice elves are defined by their class levels – they do not possess racial Hit Dice. All ice elves have the following traits.

**+2 Dexterity, +2 Wisdom, -2 Constitution:** Ice elves are extremely nimble and sly, but have delicate physiques.

**Racial Buoyancy:** 100, **Depth Tolerance:** 300 feet

**Cold Subtype:** Ice elves have immunity to cold and vulnerability to steam.

**Feykith:** Ice Elves have the feykith subtype.

**Medium:** Ice elves are Medium-sized creatures.

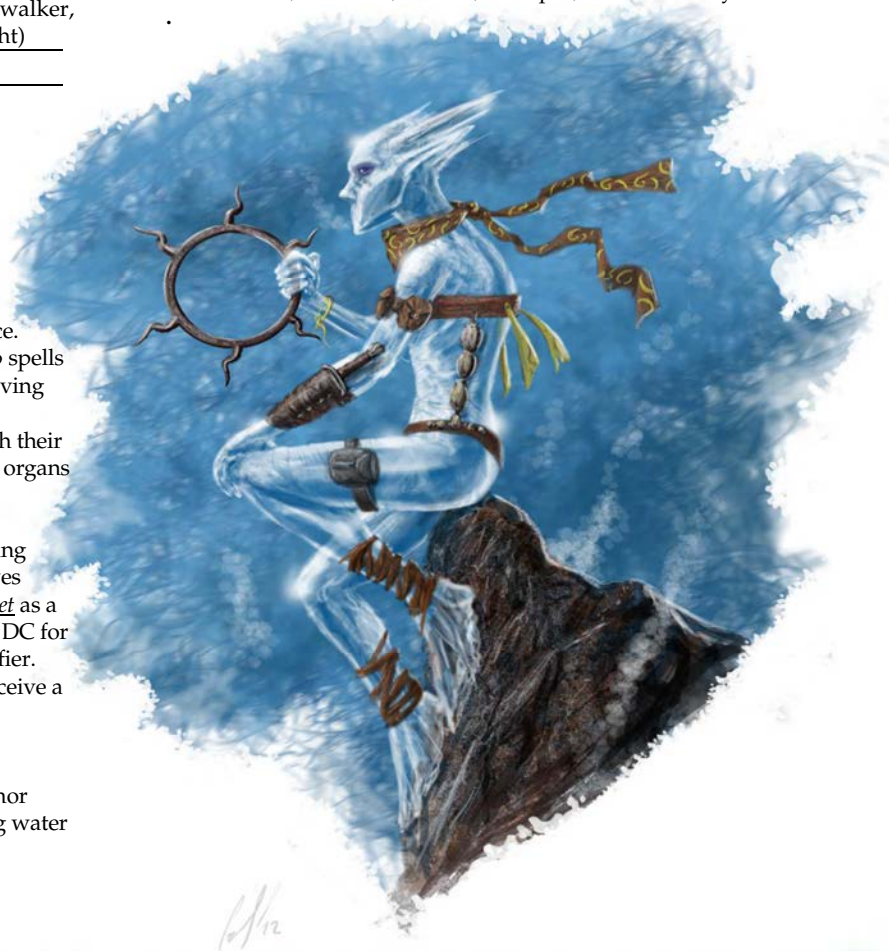
**Normal Swim Speed:** Ice elves have a base swim speed of 30 ft.

**Limited Natural Armor:** See Special Abilities above.

**Beastmaster:** See Special Abilities above.

**Ice Elven Magic:** See Special Abilities above.

**Languages:** Ice elves begin play speaking Common and Qulari. Ice elves with high Intelligence scores can choose any of the following: Aquan, Ceti, Delatari, Glacian, Celestial, Draconic, Lok'tar, Pinnipar, Salatari and Sylvan.



# Elf, Sea



*A blue skinned elf navigates the water ahead of you. He swims with the grace of a dolphin and the smugness of his kin.*

## SEA ELF

CR 1



XP 400

Male sea elf sorcerer 2

CN Medium humanoid (aquatic, feykith)

**Init** +3; **Senses** low-light vision; **Perception** +4

**Racial Buoyancy** -50<sup>A</sup>; **Depth Tolerance** 600 feet

## DEFENSE

**AC** 13, **touch** 13, **flat-footed** 10 (+3 **Dex**)

**hp** 9 (2d6)

**Fort** +0, **Ref** +3, **Will** +4; +2 vs. cold, enchantment

**Immune** sleep

**Defensive Abilities** cold tolerance, feykith resistance

## OFFENSE

**Speed** swim 30ft.

**Melee** mwk dagger +1 (1d4-1/19-20)

**Space** 5ft.; **Reach** 5ft.

**Bloodline Spell-Like Abilities** (CL 2nd; concentration +4)

5/day- *laughing touch* +0

**Sorcerer Spells Known** (CL 2nd, concentration +4)

1st (5/day)- *hypnotism* (DC 16), *mage armor*

0 (at will)- *dancing lights*, *daze* (DC 15), *detect magic*, *mage hand*, *prestidigitation*

## STATISTICS

**Str** 8, **Dex** 16, **Con** 10, **Int** 12, **Wis** 13, **Cha** 15

**Base Atk** +1; **CMB** +0; **CMD** 14

**Feats** Eschew Materials, Spell Focus (enchantment)

**Skills** **Bluff** +7, **Diplomacy** +3, **Perception** +4, **Spellcraft** +5,

**Use Magic Device** +6

**Languages** Common, Delatari, and Draconic

**SQ** Elven magic, feykith magic, glungs, keen senses, landwalker, weapon familiarity

## ECOLOGY

**Environment** coral cities

**Organization** solitary, pair, or band (3-5)

**Treasure** NPC gear

## SPECIAL ABILITIES

**Cold Tolerance:** Feykith are well accustomed to the cold waters of the sea. Feykith receive a +2 racial bonus on Fortitude saves versus cold weather, severe cold, or exposure.

**Elven Magic:** Sea elves receive a +2 racial bonus on Spellcraft checks to identify the properties of magic items.

**Feykith Magic:** Feykith receive a +2 racial bonus on caster level checks made to overcome spell resistance.

**Feykith Resistance:** Feykith have an immunity to sleep spells and effects. In addition, they receive +2 bonus to saving throws against enchantment spells and effects.

**Glungs:** Feykith can breathe both air and water through their mouth and noses, which is then processed through organs known as glungs. For game purposes, these organs function as both gills and lungs.

**Keen Senses:** Feykith have exceptional senses. They receive a +2 racial bonus on Perception skill checks.

**Landwalker:** Feykith can move on land at 75% of their swimming movement rate.

Sea elves resemble their land cousins with their slender bodies and exceptional grace and beauty. They have lustrous blue-grey skin, ranging from pale to dark. Their hair is typically green, silvery, pale blue or white. Sea elves have webbed fingers and toes and strong, lithe bodies adapted to swimming. They usually wear clothing woven from undersea plants, decorated with coral, shells, and pearls.

Sea elves live as they please, coming together under a leader only in times of undersea disaster or great woe for the world in general. The sea elf population consists primarily of artists and craftsman who create some of the most breathtaking splendors of the sea.

## SEA ELF CHARACTERS

Sea elves are defined by their class levels – they do not possess racial Hit Dice. All sea elves have the following traits.

**+2 Dexterity +2 Intelligence, -2 Constitution:** Sea elves are quick in mind as well as body, but have fragile frames.

**Racial Buoyancy:** -50<sup>A</sup>, **Depth Tolerance:** 600 feet

**Medium:** Sea elves are Medium creatures.

**Normal Swim Speed:** Sea elves have a base swim speed of 30 ft.

**Cold Tolerance:** See Special Abilities above.

**Elven Magic:** See Special Abilities above.

**Feykith Magic** See Special Abilities above.

**Feykith Resistance:** See Special Abilities above.

**Glungs:** See Special Abilities above.

**Keen Senses:** See Special Abilities above.

**Landwalker:** See Special Abilities above.

**Weapon Familiarity:** Sea elves are proficient with all weapons with the word “trident” in its name, longbows, and short bows. They treat any weapon with the word “elven” in its name as a martial weapon.

**Languages:** Sea elves begin play speaking Common and

Delatari. Sea elves with high Intelligence scores can choose any of the following: Aquan, Boggard, Celestial, Draconic, Halbok, Nixish, Lok'tar, Salatari and Sylvan.





## Familiar, Aquatic

Presented here are the base animal and vermin statistics for all of the most commonly used aquatic familiars. These statistics can also be used for normal animals as well. Small animals like these use Dexterity to modify Climb checks.

### CAIMAN

CR 1/6



XP 65

N Tiny animal

**Init** +2; **Senses** low-light vision; **Perception** +1

**Racial Buoyancy** -5; **Depth Tolerance**: 300 feet

#### DEFENSE

**AC** 16, touch 14, flat-footed 14 (+2 natural, +2 Dex, +2 size)

**hp** 3 (1d8-1)

**Fort** +1, **Ref** +4, **Will** +1

#### OFFENSE

**Speed** 20 ft., swim 20 ft.

**Melee** bite +4 (1d4-4)

**Space** 2-1/2 ft.; **Reach** 0 ft.

#### STATISTICS

**Str** 3, **Dex** 15, **Con** 8, **Int** 1, **Wis** 12, **Cha** 2

**Base Atk** +0; **CMB** +0; **CMD** 6 (10 vs. trip)

**Feats** Weapon Finesse

**Skills** Acrobatics +10, Climb +10, Stealth +14; **Racial Modifiers** +8 Acrobatics

**SQ** hold breath

#### ECOLOGY

**Environment** warm coastal

**Organization** solitary, pair, or nest (3-6)

**Treasure** none

#### SPECIAL ABILITIES

**Hold Breath (Ex)** A caiman can hold its breath for a number of rounds equal to 4 times its Constitution score before it risks drowning.

Caimans are a tiny species of crocodilian reptile found in warm climates. Full grown specimens are often mistaken for juveniles or hatchlings of common crocodiles. They are found mostly in freshwater marshes, swamps, and mangroves. Most tend to be of an olive-green color, with exceptions occurring as adaptations to varying climates. Its diet consists mainly of small invertebrates, and it can crush shells to feed on turtles and snails.

Marine iguanas share the same statistics as a caiman, though without a natural armor bonus. The marine iguana is an iguana that has the ability, unique among modern lizards, to live and forage in the sea.

### CRAB

CR 1/2



XP 200

N Tiny vermin (aquatic)

**Init** +2; **Senses** darkvision 60 ft.; **Perception** +1

**Racial Buoyancy** -12; **Depth Tolerance**: 5,000 feet

#### DEFENSE

**AC** 16, touch 14, flat-footed 14 (+2 natural, +2 Dex, +2 size)

**hp** 4 (1d8)

**Fort** +2, **Ref** +2, **Will** +1

**Immune** mind-affecting effects

#### OFFENSE

**Speed** 15 ft., swim 15 ft.

**Melee** 2 claws +4 (1d2-4 plus attach)

**Space** 2-1/2 ft.; **Reach** 0 ft.

#### STATISTICS

**Str** 3, **Dex** 15, **Con** 10, **Int** —, **Wis** 12, **Cha** 5

**Base Atk** +0; **CMB** +0; **CMD** 6 (14 vs. trip)

**Feats** Weapon Finesse<sup>B</sup>

**Skills** Acrobatics +10, Climb +12; **Racial Modifiers** +4 Climb, +8 Acrobatics

#### ECOLOGY

**Environment** any ocean

**Organization** solitary, pair, or cast (3-12)

**Treasure** none

#### SPECIAL ABILITIES

**Attach (Ex)** When a crab hits with a claw attack, it automatically grapples its foe, inflicting automatic claw damage each round.

This can represent nearly any variety of Tiny-sized crab or hermit crab. Crabs are known for being cantankerous scavengers.

These statistics can also represent a lobster, though lobsters have a land speed of 10 feet, and a swim speed of 30 feet.

### CUTTLEFISH

CR 1/2



XP 100

N Tiny animal (aquatic)

**Init** +2; **Senses** low-light vision; **Perception** +5

**Racial Buoyancy** -0; **Depth Tolerance**: 2,000 feet

#### DEFENSE

**AC** 14, touch 14, flat-footed 12 (+2 Dex, +2 size)

**hp** 4 (1d8)

**Fort** +2, **Ref** +4, **Will** +1

#### OFFENSE

**Speed** 10 ft., swim 30 ft., jet 100 ft.

**Melee** tentacles +4 melee (1d3-4 plus attach)

**Space** 2-1/2 ft.; **Reach** 0 ft.

#### STATISTICS

**Str** 3, **Dex** 15, **Con** 10, **Int** 2, **Wis** 12, **Cha** 5

**Base Atk** +0; **CMB** +0; **CMD** 6

**Feats** Weapon Finesse

**Skills** Acrobatics +10, Climb +10, Perception +5; **Racial Modifiers** +8 Acrobatics

**SQ**: Camouflage, jet

#### ECOLOGY

**Environment** any ocean

**Organization** solitary, pair, or school (3-30)

**Treasure** none

## SPECIAL ABILITIES

**Attach (Ex)** When a cuttlefish hits with a tentacle attack, it automatically grapples its foe, inflicting automatic tentacle damage each round.

**Camouflage (Ex)** A cuttlefish can change its color and pattern to blend into its surroundings. A DC 17 Perception check is required to notice it before it attacks for the first time. Anyone with ranks in Survival or Knowledge (nature) can use either of those skills instead of Perception to notice this creature.

**Jet (Ex)** A cuttlefish can jet backward once per round as a full-round action, at a speed of 100 feet. It must move in a straight line while jetting, and does not provoke attacks of opportunity when it does so.

Cuttlefish are mollusks that belong to the same family that includes squid, octopi, and nautilus. They are clever predators that often hunt crabs, shrimp, fish, octopi, worms, and even other cuttlefish.

These statistics will also work for octopi, squid, and nautilus with the following adjustments:

**Nautilus:** No camouflage ability, natural armor class +2.

**Octopi:** Land speed and swim speed of 20 feet.

**Squid:** No camouflage ability, gain the “ink cloud” special quality as listed below.

**Ink Cloud (Ex)** A squid can emit a 5-foot-radius sphere of ink once per day as a free action. The ink provides total concealment in water, and persists for 2d4 rounds.

## FISH

CR 1/6



XP 65

N Tiny animal

**Init** +2; **Senses** low-light vision; Perception +1

**Racial Buoyancy** -2; **Depth Tolerance**: 1,200 feet

## DEFENSE

AC 14, touch 14, flat-footed 12 (+2 Dex, +2 size)

hp 3 (1d8-1)

**Fort** +1, **Ref** +4, **Will** +2

## OFFENSE

**Speed** swim 40 ft.

**Melee** bite +4 (1d4-4)

**Space** 2-1/2 ft.; **Reach** 0 ft.

## STATISTICS

**Str** 2, **Dex** 15, **Con** 8, **Int** 2, **Wis** 15, **Cha** 7

**Base Atk** +0; **CMB** +0; **CMD** 6

**Feats** Skill Focus (Perception), Weapon Finesse<sup>B</sup>

**Skills** Acrobatics +6, Perception +6

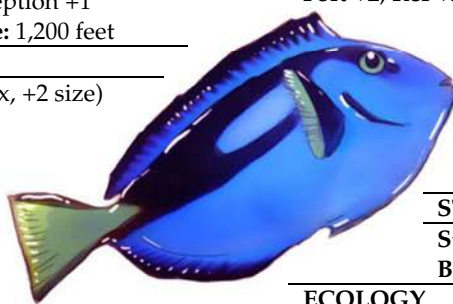
## ECOLOGY

**Environment** any water

**Organization** solitary, pair, or school (3-30)

**Treasure** none

These statistics can represent a large variety of predatory fish, from the colorful inhabitants of the coral reef to the frightening denizens of the midnight zone. Fish come in many shapes and colors.



## FROG

CR 1/8



XP 50

N Diminutive animal (aquatic)

**Init** +1; **Senses** low-light vision, scent; Perception +5

**Racial Buoyancy** -0; **Depth Tolerance**: 300 feet

## DEFENSE

AC 15, touch 15, flat-footed 14 (+1 Dex, +4 size)

hp 2 (1d8-2)

**Fort** +0, **Ref** +3, **Will** +2

## OFFENSE

**Speed** 5 ft., **Swim** 10 ft.

**Space** 1 ft.; **Reach** 0 ft.

## STATISTICS

**Str** 1, **Dex** 12, **Con** 6, **Int** 1, **Wis** 15, **Cha** 4

**Base Atk** +0; **CMB** -3; **CMD** 2 (6 vs., trip)

**Feats** Skill Focus (Perception)

**Skills** Perception +5, Stealth +21; **Racial Mods** +4 Stealth

## ECOLOGY

**Environment** coastal, swamp

**Organization** solitary or chorus (3-12)

**Treasure** none

Frogs are harmless, smooth-skinned amphibians. These statistics can also represent a newt.

## JELLYFISH

CR 1/4



XP 100

N Tiny vermin

**Init** +2; **Senses** blind, blindsense (5 feet), Perception +0

**Racial Buoyancy** -0; **Depth Tolerance**: 2,000 feet

## DEFENSE

AC 14, touch 14, flat-footed 12 (+2 Dex, +2 size)

hp 4 (1d8)

**Fort** +2, **Ref** +2, **Will** +1

**Immune** gaze effects, mind-affecting effects

## OFFENSE

**Speed** swim 10 ft.

**Melee** tentacles +4 touch (poison)

**Space** 2-1/2 ft.; **Reach** 0 ft.

## STATISTICS

**Str** 1, **Dex** 15, **Con** 10, **Int** —, **Wis** 12, **Cha** 3

**Base Atk** +0; **CMB** +0; **CMD** 6

## ECOLOGY

**Environment** any ocean

**Organization** solitary or school (3-30)

**Treasure** none

## SPECIAL ABILITIES

**Poison (Ex)** Tentacles—contact; save Fort DC 12; frequency 1/round for 4 rounds; effect 1d2 Dexterity damage; cure 1 save. The save DC is Constitution-based, and includes a +2 racial bonus.

These statistics will work for most varieties of Tiny-sized jellyfish. These statistics will also work for sea anemones, though the swim speed becomes reduced to 1 foot and they gain the “suction” special quality (see snail).



## MUSKRAT

CR 1/2



XP 200

N Tiny animal

**Init** +2; **Senses** low-light vision; Perception +1**Racial Buoyancy** -5; **Depth Tolerance**: 300 feet

## DEFENSE

AC 15, touch 14, flat-footed 13 (+2 Dex, +1 natural, +2 size)

hp 4 (1d8)

**Fort** +2, **Ref** +4, **Will** +1

## OFFENSE

**Speed** 20 ft., swim 30 ft.**Melee** bite +4 (1d4-4)**Space** 2-1/2 ft.; **Reach** 0 ft.

## STATISTICS

**Str** 3, **Dex** 15, **Con** 10, **Int** 2, **Wis** 12, **Cha** 5**Base Atk** +0; **CMB** +0; **CMD** 6 (10 vs. trip)**Feats** Weapon Finesse**Skills** Acrobatics +10, Climb +10, Escape Artist +3,Stealth +14; **Racial Modifiers** +4 Stealth, +8

Acrobatics

**SQ** hold breath

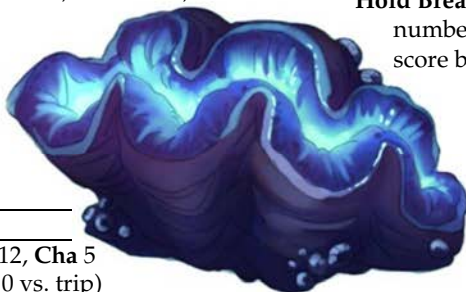
## ECOLOGY

**Environment** any marsh or coastal**Organization** solitary, pair, or colony (3-6)**Treasure** none

## SPECIAL ABILITIES

**Hold Breath (Ex)** A muskrat can hold its breath for a number of rounds equal to 4 times its Constitution score before it risks drowning.

The muskrat is a semi-aquatic rodent that is found in marshy lands close to saltwater or freshwater wetlands, ponds, rivers, or lakes. These statistics would also work for a river otter, which is a smaller cousin of the sea otter (see otter, sea for more information).



## ECOLOGY

**Environment** any warm ocean**Organization** solitary or nest (3-12)**Treasure** none

## SPECIAL ABILITIES

**Poison (Ex)** Bite—injury; save Fort DC 9; frequency 1/round for 6 rounds; effect 1d2 Str; cure 1 save.**Hold Breath (Ex)** A sea snake can hold its breath for a number of rounds equal to 4 times its Constitution score before it risks drowning.

There are many colorful varieties of sea snakes; all of them venomous. Most are shy and will flee rather than fight or bite. They are often mistaken for eels.

These statistics can also be used for eels if the special abilities of poison and hold breath are replaced with the aquatic subtype and the special quality of electricity.

**Electricity (Ex)** An eel can produce a powerful jolt of electricity, delivering the jolt with a successful bite attack. On a critical hit, the creature struck must make a DC 10 Fortitude save or be stunned for 1 round. The save DC is Constitution-based.

## SEA SNAKE

CR 1/2



XP 200

N Tiny animal

**Init** +2; **Senses** low-light vision, scent; Perception +5**Racial Buoyancy** -2; **Depth Tolerance**: 600 feet

## DEFENSE

AC 16, touch 14, flat-footed 14 (+2 natural, +2 Dex, +2 size)

hp 3 (1d8-1)

**Fort** +2, **Ref** +5, **Will** +1

## OFFENSE

**Speed** 20 ft., swim 20 ft.**Melee** bite +5 (1d2-2 plus poison)**Space** 2-1/2 ft.; **Reach** 0 ft.

## STATISTICS

**Str** 4, **Dex** 17, **Con** 8, **Int** 1, **Wis** 13, **Cha** 2**Base Atk** +0; **CMB** +1; **CMD** 8 (can't be tripped)**Feats** Weapon Finesse**Skills** Acrobatics +3, Climb -3, Perception +5,Stealth +16; **Racial Modifiers** +4 Perception, +4

Stealth

**SQ** hold breath

## SNAIL

CR 1/8



XP 50

N Diminutive vermin (aquatic)

**Init** +1; **Senses** darkvision (60 feet); Perception +2**Racial Buoyancy** -1; **Depth Tolerance**: 600 feet

## DEFENSE

AC 17, touch 15, flat-footed 16 (+1 Dex, +4 size, +2 natural)

hp 2 (1d8-2)

**Fort** +0, **Ref** +3, **Will** +2**Immune** mind-affecting effects

## OFFENSE

**Speed** 5 ft., climb 5 ft., swim 5 ft.**Space** 1 ft.; **Reach** 0 ft.

## STATISTICS

**Str** 1, **Dex** 12, **Con** 6, **Int** —, **Wis** 15, **Cha** 4**Base Atk** +0; **CMB** -3; **CMD** 2**SQ** suction

## ECOLOGY

**Environment** any ocean**Organization** solitary, pair, or route (3-8)**Treasure** none

## SPECIAL ABILITIES

**Suction (Ex)** The snail can create powerful suction against any surface, allowing it to cling to inverted surfaces with ease. A snail can establish or release suction as a swift action, and as long as it is using suction, it moves at half speed. Because of the suction, a snail's CMD score gets a +10 circumstance bonus to resist bull rush, awesome blows, and other attacks and effects that attempt to physically move it from its location.

Snails are harmless shelled sea creatures. These statistics can also represent sea slugs (no natural AC bonus) or clams and oysters (no suction, no land or climb speed, and an additional +2 natural AC)

## STARFISH

CR 1/8



XP 50

N Diminutive vermin (aquatic)

**Init** +1; **Senses** blind, blindsense (10 feet), scent; Perception -2**Racial Buoyancy** -1; **Depth Tolerance**: 5,000 feet

## DEFENSE

AC 14, touch 14, flat-footed 14 (+4 size)

**hp** 2 (1d8-2); regeneration 1/hour (fire, magic, steam)**Fort** +0, **Ref** +3, **Will** +2**Immune** mind-affecting effects

## OFFENSE

**Speed** 5 ft., climb 5 ft.**Space** 1 ft.; **Reach** 0 ft.

## STATISTICS

**Str** 1, **Dex** 10, **Con** 6, **Int** —, **Wis** 15, **Cha** 4**Base Atk** +0; **CMB** -3; **CMD** 2**SQ** suction (see snail)

## ECOLOGY

**Environment** any ocean**Organization** solitary or group (3-12)**Treasure** none

Starfish are extremely resilient invertebrates common to oceans all over the world and can be found in even the most extreme environs. They are well-known for their regenerative properties, and can be extremely hard to kill. Even chopping them up into little pieces has proven to be a good way to make hordes of new starfish, as some fishermen have discovered to their dismay.

These statistics will also work for sea urchins, if a natural AC bonus of +2 is added, the regeneration is removed and the spiny and poison special abilities are added.

**Spiny (Ex)** A creature that strikes a sea urchin with an unarmed strike or a natural weapon takes 1 point of piercing damage from the urchin's spines and is affected by its poison.

**Poison (Ex)** Spines—**injury**; save Fort DC 11; frequency 1/round for 4 rounds; effect 1d2 Con; cure 1 save.

## TERN

CR 1/6



XP 65

N Tiny animal

**Init** +2; **Senses** low-light vision; Perception +6**Racial Buoyancy** +5; **Depth Tolerance**: 100 feet

## DEFENSE

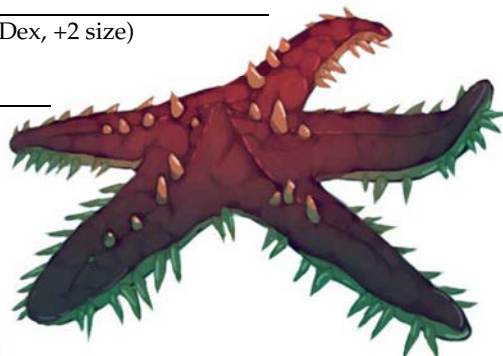
AC 14, touch 14, flat-footed 12 (+2 Dex, +2 size)

**hp** 3 (1d8-1)**Fort** +1, **Ref** +4, **Will** +2

## OFFENSE

**Speed** 10 ft., fly 40 ft.

(average), swim 20 ft.

**Melee** bite +4 (1d3-4)**Space** 2-1/2 ft.; **Reach** 0 ft.

## STATISTICS

**Str** 2, **Dex** 15, **Con** 8, **Int** 2, **Wis** 15, **Cha** 7**Base Atk** +0; **CMB** +0; **CMD** 6**Feats** Skill Focus (Perception), Weapon Finesse<sup>B</sup>**Skills** Fly +6, Perception +6**SQ** hold breath

## ECOLOGY

**Environment** any coastal**Organization** solitary, pair, or flock (3-12)**Treasure** none

## SPECIAL ABILITIES

**Hold Breath (Ex)** A tern can hold its breath for a number of rounds equal to 4 times its Constitution score before it risks drowning.

Terns are common sea birds that can be found in most coastal regions. These statistics could easily refer to most sea birds, such as gulls, pelicans, or cormorants. For an osprey, replace melee with 2 talons (1d4-4). For a penguin, eliminate the fly speed, and grant a swim speed of 40 feet.

## TURTLE

CR 1/6



XP 65

N Tiny animal

**Init** +2; **Senses** low-light vision; Perception +6**Racial Buoyancy** -5; **Depth Tolerance**: 300 feet

## DEFENSE

AC 15, touch 11, flat-footed 15 (+4 natural, -1 Dex, +2 size)

**hp** 9 (1d8+5)**Fort** +4, **Ref** +1, **Will** +1

## OFFENSE

**Speed** 5 ft., swim 20 ft.**Melee** bite -1 (1d4-4)**Space** 2-1/2 ft.; **Reach** 0 ft.

## STATISTICS

**Str** 3, **Dex** 8, **Con** 15, **Int** 1, **Wis** 12, **Cha** 2**Base Atk** +0; **CMB** +0; **CMD** 6 (10 vs. trip)**Feats** Toughness<sup>B</sup>, Weapon Finesse**Skills** Acrobatics -1, Perception +6; **Racial Modifier** +4 Perception**SQ** hold breath

## ECOLOGY

**Environment** warm coastal**Organization** solitary or bale (3-12)**Treasure** none

## SPECIAL ABILITIES

**Hold Breath (Ex)** A turtle can hold its breath for a number of rounds equal to 4 times its Constitution score before it risks drowning.

There are many varieties of aquatic turtles, from the voracious snapping turtle to the gentle leatherback. While clumsy on land, they can be quite skilled swimmers. What they lack in grace, they make up in fortitude.



## Frog, Brill



What at first seemed to be a large pile of glowing rubies turned out to be a large, mauve-colored frog with searing pinpoints of light for eyes.

### BRILL FROG

CR 6



XP 2,400

LN Large outsider (aquatic, earth, elemental, psionic)

**Init** +5; **Senses** darkvision 60 ft., tremorsense 15 ft.; **Perception** +11

**Racial Buoyancy** -2050; **Depth Tolerance** 600 feet

### DEFENSE

**AC** 20, touch 14, flat-footed 15 (+5 Dex, +6 natural, -1 size) **hp** 68 (8d10+24)

**Fort** +11, **Ref** +11, **Will** +4

**DR** 5/bludgeoning; **Immune** elemental traits, steam, cold;

**Resist** electricity 5

### OFFENSE

**Speed** 30 ft., burrow 20 ft., swim 10 ft. (with aid of *float* power, the frog's buoyancy prevents it from swimming otherwise)

**Melee** bite +12 (1d10+3 plus grab)

**Space** 10 ft.; **Reach** 10 ft.

**Special Attacks** swallow whole (1d10 bludgeoning, AC 12, 2 hp)

**Psi-Like Abilities** (ML 8th)

At will—*control object*, *control sound*, *detect psionics*, *empty mind*, *float*, *mind thrust* (2d10, DC 13)

3/day—*fold space*

### STATISTICS

**Str** 14, **Dex** 21, **Con** 17, **Int** 6, **Wis** 11, **Cha** 10

**Base Atk** +8; **CMB** +11; **CMD** 26

**Feats** Combat Reflexes, Great Fortitude, Iron Will, Weapon Finesse

**Skills** Acrobatics +16, Appraise +15, Perception +11, Stealth +16;

**Racial Modifiers** +4 Stealth

### ECOLOGY

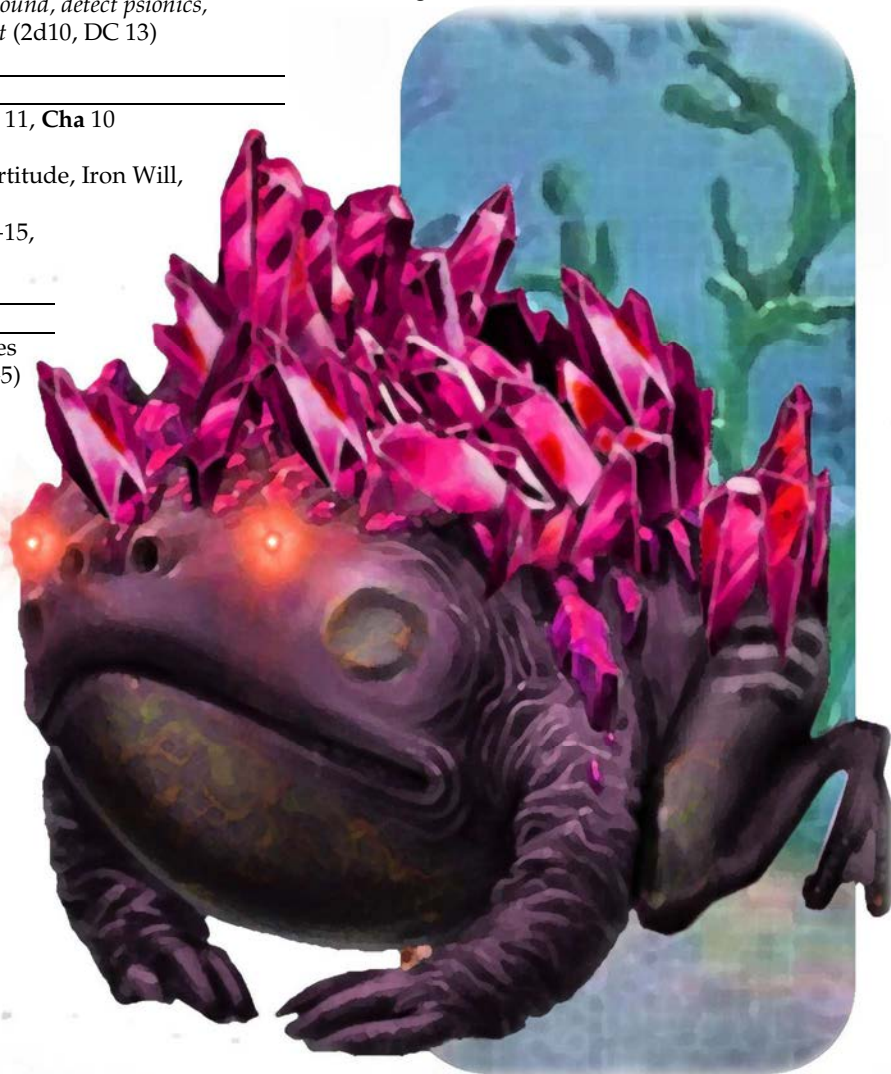
**Environment** subterranean shores

**Organization** solitary or knot (2-5)

**Treasure** double goods (gems only)

Brill frogs often bury themselves in the sand, with only the very tip of their gem-like backs exposed, waiting for something to come close and investigate. They will generally ignore curious animals, preferring to attack sentient creatures. Their goal, like many simple beasts, is food; they subsist on precious gems and pearls. They often kill their prey, and later pick it over for its preferred food. They will even consume metal, though it provides limited nourishment. A partially digested victim, who was swallowed whole, will be regurgitated later to be picked over at the frog's leisure. The frog often keeps a small cache of gemstones for both food storage and to attract potential mates.

Despite their appearance and simple needs, brill frogs are particularly clever creatures with a myriad of hunting tactics. While the most common hunting ploy is the lure method, it will occasionally change this up in areas that have become wary of the frog's presence. Using its psionic powers, it will levitate gems or precious items, mislead with muffled cries for help, or simply charge in from underground and attack. The frog will actively seek out psionic victims, as it finds gems that are psionically charged to be particularly tasty. If the battle goes sour, the brill frog will use *fold space* to teleport to a secret underground tunnel.



## Frog, Domesticated

The soft spot that mogogols have for stray amphibians is well known. Consequently, it is no big surprise they have collected and domesticated a menagerie of frogs and toads to serve as both companions and mounts. While most other races prefer the company of a furry dog or sleek stallion on their journeys, mogogols take comfort in their version of man's best friend; a slimy, googly, high jumping, fly-eating frog. Below are a few examples of the standard, steadfast pals a mogogol might bring along for the ride. Non-mogogols occasionally befriend a few of these creatures as well.

## Frog, Battle Toad

Battle toads are tenacious, 4-foot wide toads, with stubborn attitudes and vicious demeanors. They look very much like regular, albeit largish, toads with red, gray or brown warty skin. Mogogols often keep them on a collar and leash. Their warty skin exudes a mild irritant that prevents them from making effective mounts.



### BATTLE TOAD

CR 1



XP 400

N Medium animal (amphibian)

Init +2; Senses low-light vision, Perception +5

Racial Buoyancy -50<sup>B</sup>; Depth Tolerance 100 feet

#### DEFENSE

AC 16, touch 12, flat-footed 14 (+2 Dex, +4 natural)

hp 18 (2d8+9)

Fort +6, Ref +5, Will +1

#### OFFENSE

Speed 30 ft., swim 30 ft.

Melee bite +2 (1d8+1)

Special Attacks Grasping tongue

#### STATISTICS

Str 13, Dex 15, Con 17, Int 2, Wis 12, Cha 4

Base Atk +1; CMB +2, CMD 14 (18 vs. trip)

Feats Toughness

Skills Acrobatics +6, Perception +5, Stealth +6; Racial Modifiers +4 Acrobatics

#### ECOLOGY

Environment any marsh

Organization solitary or knot (3-12)

Treasure none

#### SPECIAL ABILITIES

**Grasping tongue (Ex)** A battle toad may make a grapple maneuver with its tongue on targets up to 15 feet away without provoking an attack of opportunity and with a +2 bonus).

**Marsh Move (Ex)** A battle toad suffers no movement penalties for moving through marshes or mud.

## Frog, Pigeon Toad

A curiosity of the marsh, the bat-winged pigeon toad was so-named more for humor than for accuracy. These ivory-skinned nocturnal frogs are known to swarm over ponds and streams in search of flying insects. Mogogols will often keep these creatures in bird cages...both for entertainment and for bug control.

### PIGEON TOAD

CR 1/6



XP 65

N Tiny animal (amphibian)

Init +2; Senses darkvision, Perception +9

Racial Buoyancy -5<sup>B</sup>; Depth Tolerance 100 feet

#### DEFENSE

AC 16, touch 14, flat-footed 14 (+2 Dex, +2 size, +2 natural)

hp 4 (1d8)

Fort +1, Ref +4, Will +2

#### OFFENSE

Speed 10 ft., swim 15 ft., fly 30 ft. (good)

Melee bite +4 (1d3-4)

Space 2 ½ ft.; Reach 0 ft.

#### STATISTICS

Str 2, Dex 15, Con 10, Int 2, Wis 15, Cha 2

Base Atk +0; CMB +0, CMD 6 (10 vs. trip)

Feats Skill Focus (Perception), Weapon Finesse<sup>B</sup>

Skills Fly +10, Perception +9

#### ECOLOGY

Environment any marsh

Organization solitary or swarm (10-30)

Treasure none

## Frog, Purple Peeper

Purple peepers are housecat-sized tree frogs who chirp like birds when happy or excited. Aside from providing moral support (which they do about as well as you expect a frog might) they tend to be fairly useless.

### PURPLE PEEPER

CR 1/4



XP 100

N Tiny animal (amphibian)

Init +0; Senses low-light vision, Perception +1

Racial Buoyancy -5<sup>B</sup>; Depth Tolerance 300 feet

#### DEFENSE

AC 12, touch 12, flat-footed 12 (+2 size)

hp 6 (1d8+2)

Fort +4, Ref +2, Will +1

#### OFFENSE

Speed 15 ft., climb 15 ft., swim 15 ft.

Melee bite +2 (1d3-4)

Space 2 ½ ft.; Reach 0 ft.

#### STATISTICS

Str 2, Dex 11, Con 15, Int 2, Wis 13, Cha 2

Base Atk +0; CMB -2, CMD 4 (8 vs. trip)

Feats Weapon Finesse

Skills Acrobatics +4, Climb +0, Stealth +8; Racial Modifiers +4 Climb

#### ECOLOGY

Environment any marsh

Organization solitary or chorus (5-20)

Treasure none



## Frog, Woggart

Woggarts are giant domesticated frogs. In appearance, they seem to be little more than extremely overgrown bullfrogs. To a mogogol, they make fine mounts. One down side to woggarts is that although they only eat once a week, they eat huge amounts, and they prefer meat. A woggart can consume an entire sea hog or five good-sized geese in a few minutes. They also dislike dry climates and do not travel well in the desert.

## Woggart, Battle

The battle woggart is a brawny variety of woggart— typically with dark green skin, white stripes, and fierce red eyes. The occasional black-skinned battle woggart surfaces as well. Battle woggarts have no trouble fighting if provoked or encouraged by an able rider.

### BATTLE WOGGART

CR 3



XP 800

N Large animal (amphibian)

Init +2; Senses low-light vision, Perception +8

Racial Buoyancy -225<sup>B</sup>; Depth Tolerance 100 feet

#### DEFENSE

AC 14, touch 10, flat-footed 13 (+1 Dex, +4 natural, -1 size)

hp 42 (5d8+20)

Fort +9, Ref +6, Will +2

#### OFFENSE

Speed 40 ft., swim 40 ft.

Melee bite +7 (1d10+6)

Space: 10 ft.; Reach 5 ft.

Special Attacks grasping tongue

#### STATISTICS

Str 18, Dex 15, Con 16, Int 2, Wis 12, Cha 7

Base Atk +3; CMB +8, CMD 20 (24 vs. trip)

Feats Great Fortitude, Toughness, Weapon Focus (bite).

Skills Acrobatics +12, Perception +6; Racial Modifiers +4 Acrobatics.

#### ECOLOGY

Environment any marsh

Organization solitary or herd (5-12)

Treasure none

#### SPECIAL ABILITIES

**Grasping tongue (Ex)** A woggart may make a grapple maneuver with its tongue on targets up to 15 feet away without provoking an attack of opportunity and with a +2 bonus).

**Marsh Move (Ex)** A woggart suffers no movement penalties for moving through marshes or mud.

## Woggart, Dwarf Battle

Ideal for small riders, the dwarf battle woggart is of Medium size and is a bit faster than its larger cousin. They are typically very bright colors such as yellow, orange or red with patches of black, blue or purple on their backs.

### DWARF BATTLE WOGGART

CR 2



XP 600

N Medium animal (amphibian)

Init +2; Senses low-light vision, Perception +5

Racial Buoyancy -50<sup>B</sup>; Depth Tolerance 100 feet

#### DEFENSE

AC 15, touch 11, flat-footed 14 (+1 Dex, +4 natural)

hp 25 (3d8+9)

Fort +8, Ref +4, Will +2

#### OFFENSE

Speed 50 ft., swim 50 ft.

Melee bite +4 (1d8+3)

Special Attacks grasping tongue



### STATISTICS

Str 15, Dex 14, Con 15, Int 2, Wis 12, Cha 4

Base Atk +2; CMB +5, CMD 17 (21 vs. trip)

Feats Great Fortitude, Toughness

Skills Acrobatics +10, Climb +6, Perception +5; Racial Modifiers +4 Acrobatics.

### ECOLOGY

Environment any marsh

Organization solitary or herd (5-12)

Treasure none

### SPECIAL ABILITIES

**Grasping tongue (Ex)** Same as battle woggart.

**Marsh Move (Ex)** A woggart suffers no movement penalties for moving through marshes or mud.

## Woggart Riding

Riding woggarts are a slim and timid variety. They are typically bright green with black spots and yellow eyes. Riding woggarts only fight if cornered. Most mogogols prefer this mount for long journeys.

### RIDING WOGGART

CR 1



XP 400

N Large animal (amphibian)

Init +2; Senses low-light vision, Perception +6

Racial Buoyancy -225<sup>B</sup>; Depth Tolerance 300 feet

#### DEFENSE

AC 15, touch 11, flat-footed 13 (+2 Dex, +4 natural, -1 size)

hp 21 (2d8+9)

Fort +6, Ref +5, Will +1

#### OFFENSE

Speed 50 ft., swim 50 ft.

Melee bite -2 (1d8+1)

#### STATISTICS

Str 16, Dex 14, Con 17, Int 2, Wis 13, Cha 4

Base Atk +1; CMB +5, CMD 17 (21 vs. trip)

Feats Endurance<sup>B</sup>, Toughness.

Skills Acrobatics +6, Perception +6; Racial Modifiers +4 Acrobatics. SQ timid

### ECOLOGY

Environment any marsh

Organization solitary or herd (5-12)

Treasure none

### SPECIAL ABILITIES

**Marsh Move (Ex)** Same as above.

**Timid (Ex)** Unless cornered, a riding woggart's bite is treated as a secondary attack.

# Frogodile

What first appeared to be a sizeable crocodile suddenly propels itself out of the water on oversized hind legs. A long, glistening tongue snaps out of its tooth studded maw.

## FROGODILE

CR 2



XP 600

N Large animal (amphibious)

**Init** +1; **Senses** low-light vision; **Perception** +5

**Racial Buoyancy** -225; **Depth Tolerance** 600 feet

## DEFENSE

**AC** 13; touch 10, flat-footed 12 (+1 Dex, +3 natural, -1 size)

**hp** 22 (2d8+9)

**Fort** +5, **Ref** +3, **Will** +2

## OFFENSE

**Speed** 20 ft., swim 40 ft.

**Melee** bite +3 (1d8+4), tail slap -1 (1d4+2)

**Ranged** tongue +4 (1d4+4 plus grab)

**Space** 10 ft.; **Reach** 5 ft., 20 ft. reach with tongue

**Special Attacks** death roll (1d8+6 plus trip), grab

## STATISTICS

**Str** 19, **Dex** 12, **Con** 17, **Int** 1, **Wis** 12, **Cha** 2

**Base Atk** +1; **CMB** +6; **CMD** 17

**Feats** Weapon Focus (tongue)

**Skills** Acrobatics +11, **Perception** +5, **Stealth** +4 (+12 in water); **Racial Modifiers** Acrobatics +10, +8 on Stealth in water

**SQ** hold breath, leap

## ECOLOGY

**Environment** warm rivers and marshes

**Organization** solitary or colony (3-12)

**Treasure** none

## SPECIAL ABILITIES

**Death Roll (Ex):** When grappling a foe of its size or smaller, a frogodile can perform a death roll upon making a successful grapple check. As it clings to its foe, it tucks in its legs and rolls rapidly, twisting and wrenching its victim. The frogodile inflicts its bite damage and knocks the creature prone. If successful, the frogodile maintains its grapple.

**Grab (Ex):** If the frogodile wins the grapple check, the prey is pulled into its mouth, and receives automatic bite damage each round. The frogodile is no longer considered to be in a grapple at this point, nor can it use its bite or tongue attacks as long as its prey is receiving automatic bite damage. It can release its bite as a free action.

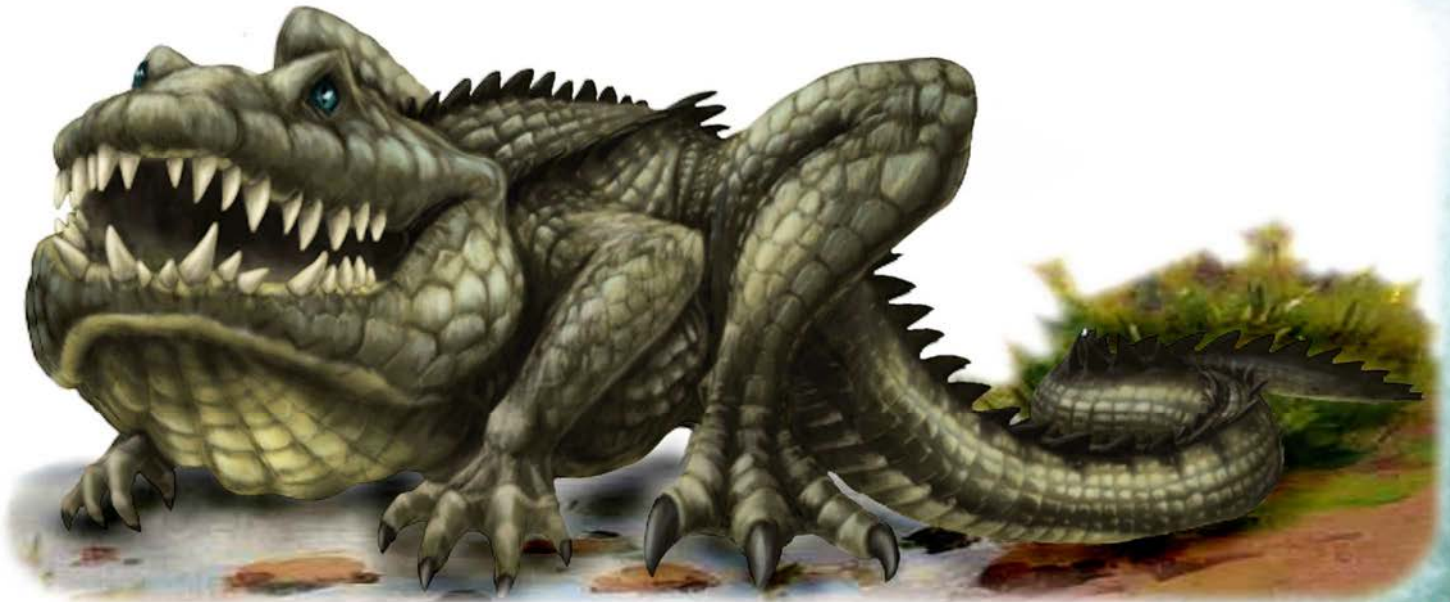
**Hold Breath (Ex):** A frogodile can hold its breath for a number of rounds equal to 4 x its Constitution score before risking drowning.

**Leap (Ex):** A frogodile may make a jump check as a charge attack. If the check succeeds it may make a full attack that round.

A frogodile is an unnatural combination of two common and efficient aquatic predators. They breed rapidly, and often overtake normal crocodile populations wherever they are introduced. They are always hungry, and view anything smaller than themselves as prey.

Frogodiles attack in a sudden rush, leaping out of the water with their frog-like rear limbs, landing in a flurry of snapping jaws and lashing tail. If their prey is small, or weak, the frogodile will simply snare it with its sticky tongue.

A typical frogodile is 10-feet-long, and may weigh half a ton, although they are known to grow much larger.





# Genai



*Blue-skinned and completely hairless, this thin figure moves as fluidly as the water surrounding her.*

GENAI

CR 1/3



XP 135

Genai warrior 1

N Medium humanoid (aquatic, water)

**Init** +5; **Senses** low-light vision; Perception +0

**Racial Buoyancy** -50; **Depth Tolerance**: 1,000 feet

## DEFENSE

**AC** 14, touch 11 flat-footed 13 (+1 Dex, +3 armor)

**hp** 6 (1d10+1)

**Fort** +3, **Ref** +3, **Will** +0

## OFFENSE

**Speed** 20 ft., swim 60 ft.

**Melee** spear +2 (1d8+1/x3)

**Spell-like Abilities** (CL 1<sup>st</sup>)

3/day – *swift retreat* (when swimming only)

1/day – *undertow* (when swimming only)

## STATISTICS

**Str** 13, **Dex** 12, **Con** 13, **Int** 8, **Wis** 10, **Cha** 7

**Base Atk** +1; **CMB** +2 **CMD** 13

**Feats** Improved Initiative<sup>B</sup>, Lightning Reflexes

**Skills** Acrobatics +2

**Languages** Aquan, Halbok

## ECOLOGY

**Environment** aquatic urban

**Organization** solitary, pair

**Treasure** NPC gear (spear, sharkhide armor)

Genai are naturalized undines (see *PATHFINDER BESTIARY 2*) with mostly human and marid ancestry. Some historians consider the genai to be the last remnants of the human race because the genai were founded by a group of human refugees who sought to ensure a future for their offspring by arranging marriages to beings from the watery plane. Their effort was successful. Over time, however, they had more blood-ties to the Elemental Plane of Water than they did to any terrestrial human line. Human traits were nearly bred out entirely. Regardless, genai tend to carry on many customs and traditions as their human ancestors did centuries before. They have one shining bastion in the Cerulean Seas; a city called Harper's Bay. Most (about 95%) of all genai in the realm originate from this city.

There are many factors common to most genai. All are touched by their strong connection to the plane of water. Blue hairless skin, webbed hands, black, lidless eyes – all these physical combinations and more mark a genai as a child of water. In addition to the physical characteristics that differentiate them from their ancestors, genai also tend to be exceedingly patient and stoic. It is as if they are the sea themselves: calm and vast in the depth of their personalities, yet if roused, they are capable of great violence. Many sages find a genai's personality tendencies to be quite remarkable as they are so far removed from a marid's.

## GENAI CHARACTERS

Genai are defined by their class levels – they do not possess racial Hit Dice. All genai have the following traits.

**+2 Dexterity, +2 Constitution, -2 Charisma:** Despite a genai's graceful build, they are relentless and durable. However, they are often too quiet and introverted.

**Medium:** Genai are Medium characters. They possess no penalties or bonuses based on size.

**Low-light Vision:** Genai can see in dim light and possess low-light vision.

**Child of the Sea:** A genai's marid ancestry grants them Improved Initiative as a bonus feat.

### Spell-like

**Abilities:** Genai can cast *swift retreat* three times per day and *undertow* once per day. A genai uses her total character level as her caster level.

### Languages:

Genai begin play with Aquan and Halbok. They may acquire the other deep sea languages as bonus languages.



## Goggayya

*This creature has rubbery, bright red hide. Its face is a leer of massive eyes, and jagged teeth in a mouth caught eternally grinning. Its arms are long and many jointed, ending in clawed hands. A strangely graceful tail propels the creature through the water.*

**GOGGAYYA**

**CR 2**



**XP 600**

**CE** Medium monstrous humanoid (aquatic)

**Init** +3; **Senses** darkvision 100 ft., low-light vision; Perception +6

**Racial Buoyancy** -50; **Depth Tolerance**: 14,000 feet

### DEFENSE

**AC** 15; touch 13, flat-footed 12 (+3 Dex, +2 natural)

**hp** 22 (3d10+6)

**Fort** +3, **Ref** +6, **Will** +3

### OFFENSE

**Speed** swim 30 ft.

**Melee** bite +5 (1d6+2), 2 claws +5 (1d4+2)

### STATISTICS

**Str** 15, **Dex** 16, **Con** 14, **Int** 10, **Wis** 11, **Cha** 9

**Base Atk** +3; **CMB** +5; **CMD** 18

**Feats** Catch Off Guard, Intimidating Prowess

**Skills** Acrobatics +6, Intimidate +11, Perception +6, Stealth +13; **Racial Modifiers** +4 to Intimidate, +4 to Stealth

**Languages** Common, Dagonite

### ECOLOGY

**Environment** deep ocean

**Organization** solitary, pair, band (5-15), pack (20-50)

**Treasure** standard

Goggayya are deep sea boogiemens, snatching the weak and isolated in lightning fast attacks. They find the fear of other creatures hilarious, all the more so if their victim is intelligent. They prefer to eat their prey alive and screaming, after as much torture as the goggayyas can stand before growing bored.

Goggayya are fully capable of using weapons, they simply prefer the terror their natural weapons create. An attacking band of goggayya attack from all angles, reserving their most potent attacks for those behind and below their target. They greatly dislike fair fights, and will scatter only to rejoin and harass their foes for days, if necessary. Goggayya are unusual amidst deep sea creatures in the fact that they possess no light emitting organs, relying on their superior darkvision to find prey.

Goggayya are also known as snatchers, for good reason. They often venture up to the more brightly lit waters and grab unsuspecting "upwaterers," dragging them swiftly to the depths. Loved ones' last view of the victims is the fear on their face as they are swallowed up by the black.

Goggayya will at times work for other powerful evil creatures, acting as scouts and warriors, in exchange for plunder. They hold their independence dear, and will rebel against an overly controlling master. Goggayya often take levels in mariner and rogue to complement their natural abilities.





## Golem, Pumice

*A roughly hewn statue of a shark swims circles around you. Every time it swims close the temperature of the water rises. Thousands of tiny bubbles rise from every inch of the creature.*

### PUMICE GOLEM

CR 11



XP 12,800

N Large construct (aquatic)

**Init** +2; **Senses** darkvision 60 ft., low-light vision; Perception +0

**Racial Buoyancy** 550; **Depth Tolerance:** immune to pressure

### DEFENSE

**AC** 26; touch 11, flat-footed 24 (+2 Dex, +15 natural, -1 size)

**hp** 112 (15d10+30)

**Fort** +5, **Ref** +7, **Will** +5

**DR** 10/adamantine, **Immune** construct traits, magic

### OFFENSE

**Speed** swim 50 ft.

**Melee** bite +23 (2d10+13 plus 2d8 steam)

**Special Attacks** abrade, breath weapon, explosion

### STATISTICS

**Str** 28, **Dex** 15, **Con** -, **Int** -, **Wis** 11, **Cha** 1

**Base Atk** +15; **CMB** +25; **CMD** 37, can't be tripped

**Skills** Acrobatics+2

### ECOLOGY

**Environment** any ocean

**Organization** solitary, pack (2-4)

**Treasure** -

### SPECIAL ABILITIES

**Abrade (Ex):** Any creature that grapples or hits a pumice golem with a natural weapon takes 1d6 points of slashing damage.

**Breath Weapon (Su):** Once every 1d4 rounds a pumice golem can release a 40 foot cone of super-heated water. Creatures caught within the cone take 4d8 points of steam damage, with a DC 17 Reflex save for half.

**Explosion (Su):** When a pumice golem is destroyed it explodes in a blast of steam and white-hot pumice. All targets within 20 feet take 6d10 points of damage, with a DC 17 Reflex save for half.

**Immunity to Magic (Ex):** A pumice golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

Any spell or effect that deals steam damage *hastes* the pumice golem for 1 round per spell level.

Any spell or effect that deals cold damage *slows* the golem for 1 round per spell level.

Any spell that creates air or bubbles sends the golem ten feet toward the surface per spell level. If the golem is already at the surface the spell prevents it from diving for 1 round per spell level.

Pumice golems are created from great blocks carved from the bases of volcanoes. They are generally shaped into deadly shapes like sharks, sea serpents, and the like. Incredibly light for their size, these golems are used as shock troops, hunters and bodyguards.

The internal workings of a pumice golem are fueled by boiling hot water, constantly restored through its porous body. The steaming water flows around its teeth as it bites, and is blasted out to scorch foes as a breath weapon. This water is under massive pressure, and when the golem shatters it rushes out blasting those nearby with razor-like shards of stone.

### CONSTRUCTION

A pumice golem must be carved from a single block of pumice weighing at least a ton, while immersed in boiling water. It is then subjected to great pressure, trapping the water within the essence of the stone.

### PUMICE GOLEM

CL 13th; Price 115,000 gp.

### Construction

**Requirements** Craft Construct, *boiling trap*, *entrapping bubble*, *geas/quest*, *limited wish*, caster must be 13th level, **Skill** Craft (sculpture) or Craft (stonemason) DC 20; **Cost** 57,000 gp.





## Golem, Reef

Part of the reef itself rises into a roughly humanoid form. It is a riot of colored coral, scurrying crabs, and glaring fish. Long tentacles writhe from its club-like arms.

### REEF GOLEM

CR 15



XP 51,200

N Huge construct (aquatic)

**Init** +0; **Senses** darkvision 60 ft., low-light vision; Perception +2

**Racial Buoyancy** -3,000; **Depth Tolerance**: immune to pressure

### DEFENSE

**AC** 30; touch 8, flat-footed 30 (+22 natural, -2 size)

**hp** 161 (22d10+40)

**Fort** +10, **Ref** +10, **Will** +12

**DR** 10/adamantine, **Immune** construct traits, magic

### OFFENSE

**Speed** 30 ft.

**Melee** 2 slams +34 (2d6+12 plus colonizing blow), or 8 tentacles +29 (1d6+12 plus grab)

**Special Attacks** colonizing blow, constrict (1d6+12), poison, shower of darts, swallow whole (3d6 acid, AC 26, 16 hp)

### STATISTICS

**Str** 35, **Dex** 10, **Con** -, **Int** -, **Wis** 14, **Cha** 3

**Base Atk** +22; **CMB** +36; **CMD** 46

### ECOLOGY

**Environment** tropical ocean

**Organization** solitary, gang (2-8)

**Treasure** -

### SPECIAL ABILITIES

**Colonizing Blow (Su)**: Creatures struck by a reef golem's great fists are also showered with clouds of coral spores that take root in the target unless they make a DC 21 Fortitude save. Colonized targets take 1 point of Constitution drain every other round as the corals leech the target's fluids, grow, and calcify the victim. Once the victim's Constitution reaches 0 they die, and become a permanent part of the reef. A *cure disease* or *heal* spell will end the effect.

**Immunity to Magic (Ex)**: A reef golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A flora growth spell affects a reef golem as if it were *shark's strength*.

A command flora spell makes the golem inactive for 1 round per spell level. Any attacks on the golem during that time ends the effect.

Aquatechnics cast on the golem causes the spell to be empowered, enlarged, and extended, centered on the golem.

**Poison (Ex)**: Darts-injury; *save* Fort DC 21; *frequency* 1/round for 4 rounds; *effect* 2d6 Str damage; *cure* 2 saves

**Shower of Darts (Ex)**: Once every 1d4 rounds a reef golem can blast out a swarm of tiny barbed darts attached by hair-thin lines from its entire body. All creatures within 20 feet of the golem must make a DC 21 Reflex save or be pierced by thousands of darts. The victim takes a dose of poison every round, and is pulled 20 feet to the golem on its next turn. It may then attempt a grapple check to "swallow" the target, pulling it within itself to slowly digest it, feeding the plethora of living creatures that makes up its body. The victim may make a DC 21 Strength check to tear free of the darts before being reeled in to the golem. Once engulfed, the creature is considered grappled and automatically subjected to Colonizing Blow without a save.

Reef golems are grown as much as they are created, taking decades if done naturally, although their growth is often sped up by magical means. They are made up of massive limestone blocks covered in an explosion of life, from corals and anemones to shrimp and octopi. All the creatures that live of a reef golem lend their life and will to its existence.

Reef golems are often lovingly created and tended by the cindarians, to both defend and extend their beloved reefs. Creatures foolish enough to earn the wrath of the cindarian often become part on the reef they sought to harm, due to the powerful blows of its guardian reef golems.

### CONSTRUCTION

A reef golem must be shaped from a block of limestone that was once the skeleton of a coral reef, weighing at least a ton. This stone is then carefully seeded with coral and other reef creatures, which are treated with enchanted food and bonded with rituals which cost at least 15,000 gp.

### REEF GOLEM

CL 15th; Price 100,000 gp.

### Construction

**Requirements** Craft Construct, *flora growth*, *geas/quest*, *limited wish*, *live coral*, *polymorph any object*, *summon sea's ally VII*, caster must be 15th level, **Skill** Craft (sculpture) and Profession (farming) DC 20; **Cost** 50,000 gp.





# Grandfather Worm

*A long white worm ungulates through the water. Its face consists of massive eyes, surrounded by small white tentacles, reminding one of an old man, or aged wizard.*

## GRANDFATHER WORM

CR 5



XP 1,600

N Medium aberration (aquatic)

**Init** +0; **Senses** darkvision 60 ft.; Perception +15

**Racial Buoyancy** -1; **Depth Tolerance**: 30,000 feet

### DEFENSE

**AC** 18; touch 10, flat-footed 18 (+8 natural)

**hp** 49 (9d8+9)

**Fort** +4, **Ref** +3, **Will** +9

### OFFENSE

**Speed** 10 ft., swim 20 ft.

**Melee** 2 arms +9 (1d4+2 plus 1d8 steam), 3 tentacles +3 (1d4)

**Space** 5 ft.; **Reach** 5 ft. (10 ft. with arms)

**Spells Known** (CL 9, concentration +11)

4<sup>th</sup> (4/day)-*holy smite* (DC 16), *stoneskin*

3<sup>rd</sup> (6/day)-*bestow curse* (DC 15), *displacement*, *dispel magic*

2<sup>nd</sup> (7/day)-*augury*, *cure moderate wounds*, *invisibility*, *resist energy*

1<sup>st</sup> (7/day)-*alarm*, *chill touch* (DC 13), *command* (DC 13), *mage armor*, *magic missile*

0-*acid splash*, *dancing lights*, *daze* (DC 12), *ghost sound*, *guidance*, *resistance*, *stabilize*, *touch of fatigue* (DC 12)

### STATISTICS

**Str** 14, **Dex** 11, **Con** 12, **Int** 13, **Wis** 17, **Cha** 14

**Base Atk** +6; **CMB** +8; **CMD** 18, can't be tripped

**Feats** Combat Casting, Eschew Materials<sup>B</sup>, Extend Spell, Greater Spell Penetration, Spell Penetration, Weapon Focus (arms)

**Skills** Knowledge: Arcana +13, Perception +15, Spellcraft +13, Stealth +12, Use Magic Device +11

**Languages** Aquan, Common, Dagonite

### ECOLOGY

**Environment** deep ocean

**Organization** solitary, pair, coven (3-8)

**Treasure** standard

### SPECIAL ABILITIES

**Spells:** Grandfather worms cast spells as a 9<sup>th</sup>-level sorcerer, and can cast spells from the cleric list as well as those normally available to a sorcerer. Cleric spells are considered arcane spells for a grandfather worm.

Grandfather worms are an ancient race of seers and sorcerers, dwelling in small groups at the bottom of the ocean. They attempt to adhere to strict neutrality in all things, aiding those that can meet their price without favor to good or evil. Members of the race that show favoritism to one side or the other are cast out, living as hermits.

Grandfather worms avoid combat if possible, relying on creatures paying off their debts as bodyguards to protect them. If forced they will defend themselves with spells and strikes from their glowing hot arm tips.

Grandfather worms dwell in burrows in the sea floor, or the walls of chasms. They create stone tablets covered with writing branded into it by their arm tips. They document the history of the sea races, important events, and in-depth arcana. They are sometimes hired as scribes, describing important events in their impartial way. Debts for services may be paid off in many ways: money, services offered, or trade.

According to zef historical knowledge, grandfather worms were among the first races of the world. The zefs remember grandfather worms in a more sinister light. In the early days, grandfather worms were known as the "hzaswi" and they were destroyers and conquerors. Though these events happened eons ago, the zefs still mistrust grandfather worms and refer to them by their old name in a derogatory way. Grandfather worms, as they have for millennia, simply apologize and avoid confrontation.



## Grotto Hulk

*This creature is roughly both the size and shape of a humanoid, but is bulky and muscled. Long black claws sprout from all four of its hand-like limbs, and a finned tail wraps around behind it. It gives a toothy grin, made chilling by its four pale white eyes.*

### GROTTO HULK

CR 5



XP 1,600

NE Medium magical beast (aquatic)

**Init** +5; **Senses** Darkvision 60 ft., low light vision; Perception +10

**Racial Buoyancy** -50; **Depth Tolerance**: 1,000 feet

#### DEFENSE

**AC** 19; touch 11, flat-footed 18 (+1 Dex, +8 natural)

**hp** 63 (6d10+30)

**Fort** +10, **Ref** +6, **Will** +4

#### OFFENSE

**Speed** 30 ft., swim 30 ft.

**Melee** bite +12 (1d8+5 plus grab), 2 claws +11 (1d6+5), tail +6 (1d6+2)

**Special Attacks** pounce, rake (2 claws +11, 1d6+5)

#### STATISTICS

**Str** 20, **Dex** 13, **Con** 21, **Int** 8, **Wis** 14, **Cha** 11

**Base Atk** +6; **CMB** +11; **CMD** 22

**Feats** Improved Initiative, Power Attack, Weapon Focus (bite)

**Skills** Acrobatics +6, Climb +10, Perception +10

**Languages** Common

**SQ** amphibious

#### ECOLOGY

**Environment** ocean and shorelines

**Organization** solitary, pair, nest (3-8)

**Treasure** standard

#### SPECIAL ABILITIES

**Bioluminescent (Ex)**: Every grotto hulk possesses a tentacle with a bioluminescent sphere. This sphere may shed light as a *light* spell, which the hulk can darken as a free action.

**Massive Wounds (Ex)**: A grotto hulk's jaws leave massive wounds on its victims. Its bite attack deals one die higher damage for a creature its size.

**Jawlock (Ex)**: A grotto hulk that succeeds on a grapple check locks its jaws on its foe, slowing its move by half, and dealing automatic bite damage each round. The victim may make an opposed grapple check to rip free, taking bite damage with a successful check.

Grotto hulks are thick of both body and mind, often sitting still for days. They typically possess a crude sense of humor, and tend to wonder aloud about the edibility of creatures they encounter. While not malicious by nature, they are deeply selfish, and rarely go out of their way to assist others.

Grotto hulks are always hungry, and have little issue in eating intelligent creatures. They prefer to ambush foes, leaping on them and tearing with their claws. Once they get their jaws around a victim, they rarely let go, grinding until their teeth meet through the victim's flesh.

A lone grotto hulk is much more likely to have good relations with nearby humanoids, whether out of loneliness, or mutual defense. Groups of hulks tend to be much more violent, raiding nearby communities for food and captives to entertain them with songs and stories. A talented entertainer can sing their way to freedom, though a sour note will be devoured. Rarely an enterprising nest of grotto hulks will become mercenaries, selling their brute strength to the highest bidder.





# Gurrangath

*This silvery-green creature looks like a cross between a crocodile and some monstrous fish. Eyes that shine with hungry intelligence gleam above jaws filled with dagger-like teeth.*

**GURRANGATH**

**CR 14**



**XP 38,400**

**N** Huge aberration (aquatic)

**Init** +1; **Senses** darkvision 60 ft.; **Perception** +25

**Racial Buoyancy** -565; **Depth Tolerance**: 600 feet

## DEFENSE

**AC** 25; touch 9, flat-footed 24 (+1 Dex, +16 natural, -2 size)

**hp** 225 (18d8+144)

**Fort** +14, **Ref** +7, **Will** +15

## OFFENSE

**Speed** 10 ft., swim 60 ft.

**Melee** bite +22 (3d8+10), tail slap +16 (2d10+5)

**Space** 10 ft.; **Reach** 5 ft.

**Special Attacks** evaporation, grab, swallow whole (1d10+10 plus 1d10 acid, AC 18, hp 22), thirst

## STATISTICS

**Str** 30, **Dex** 12, **Con** 27, **Int** 16, **Wis** 19, **Cha** 19

**Base Atk** +13; **CMB** +35; **CMD** 45

**Feats** Ability Focus (evaporation, thirst), Alertness, Awesome Blow, Critical Focus, Improved Bull Rush, Power Attack, Snatch, Weapon Focus (bite)

**Skills** Acrobatics +22, Bluff +22, Intimidate +25, Knowledge (nature) +24, Perception +25, Stealth +22, Survival +25

**Languages** Aquan, Common

**SQ** amphibious, rock swimming

## ECOLOGY

**Environment** aquatic shallows

**Organization** solitary

**Treasure** double

## SPECIAL ABILITIES

**Evaporation (Su):** A gurrangath can, at will, cause all free liquids (i.e. not part of a living being) to make a DC 25 Fortitude save or evaporate into nothingness. If this power is used on a water elemental, or other creature composed fully of a liquid, that creature must make a DC 25 Fortitude save or take 8d8 points of damage.

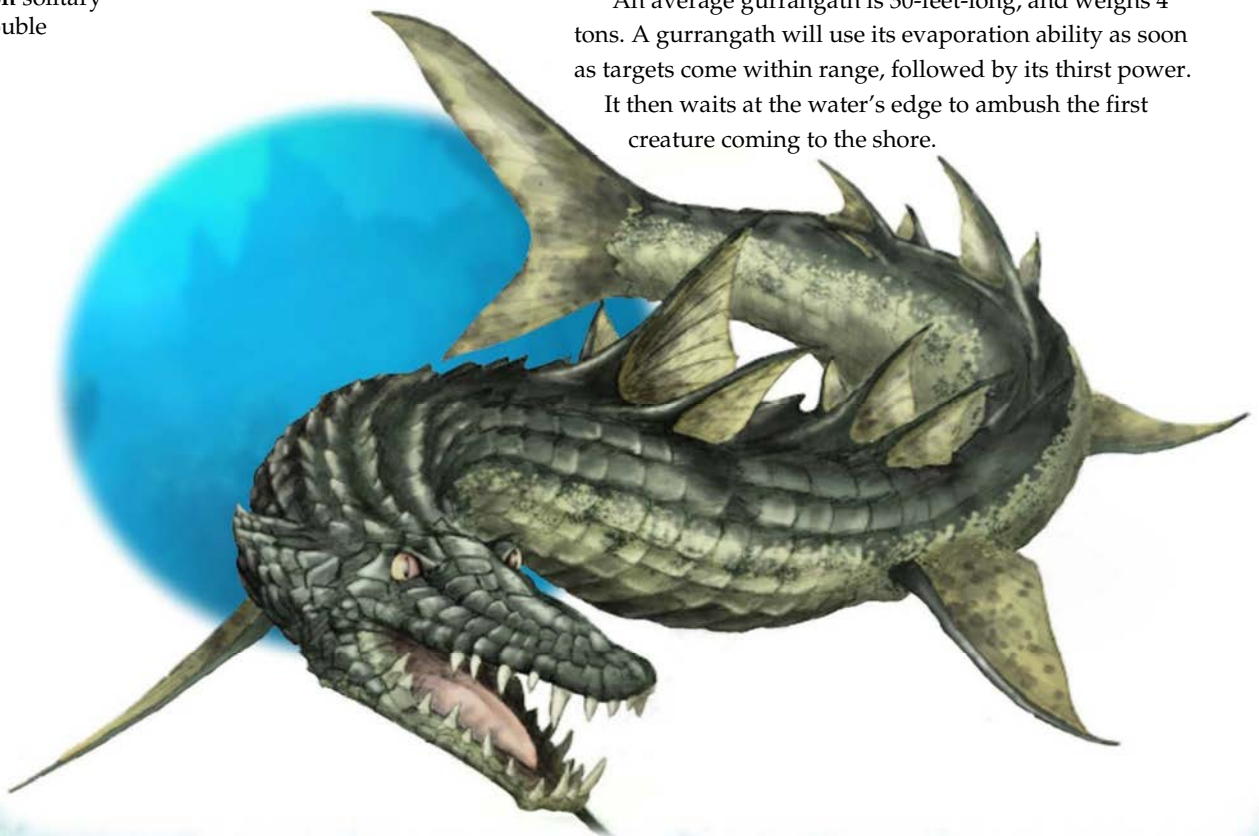
**Rock Swimming (Su):** Once a week, a gurrangath may swim through natural rock or soil at its normal swimming speed, for 24 hours. This effect causes water to flow with and around the gurrangath, and the creature can cause the ground above it to collapse if it "swims" too close to the surface. This power has given rise to the legend that gurrangath are the creators of all rivers.

**Thirst (Su):** A gurrangath can, at will, cause all non-water based creatures within 50 feet to suffer extreme thirst, with a DC 25 Fortitude save to resist this effect. Affected beings are considered fatigued, and will take 1d6 nonlethal damage every hour until they drink at least one quart of fluid.

Gurrangath are intelligent predators with potent magical abilities. It ensures that its prey visits the shoreline, where it can strike from concealment. They will, on occasion, make deals with other powerful aquatic or semiaquatic beings, as long as they are careful not to appear as easy prey.

An average gurrangath is 30-feet-long, and weighs 4 tons. A gurrangath will use its evaporation ability as soon as targets come within range, followed by its thirst power.

It then waits at the water's edge to ambush the first creature coming to the shore.



## Hagfish, Giant

A mer-sized, slimy, pinkish eel-shaped fish swims hungrily towards you. Its visage is both primitive and horrifying, and it reeks of carrion.

### GIANT HAGFISH

CR 1

XP 400

N Medium animal (aquatic)

**Init** +1; **Senses** low-light vision, scent; **Perception** +8

**Racial Buoyancy** -30; **Depth Tolerance**: 20,000 feet

#### DEFENSE

**AC** 14, touch 11, flat-footed 13 (+1 Dex, +3 natural)

**hp** 16 (2d8+7)

**Fort** +5, **Ref** +4, **Will** +1

#### OFFENSE

**Speed** swim 40 ft.

**Melee** bite +2 (1d4-1)

**Special Attacks** slime

#### STATISTICS

**Str** 8, **Dex** 13, **Con** 14, **Int** 1, **Wis** 13, **Cha** 2

**Base Atk** +1; **CMB** +0; **CMD** 11 (can't be tripped)

**Feats** Toughness, Weapon Finesse<sup>B</sup>

**Skills** Acrobatics +9, Climb -1, **Perception** +8, **Stealth** +8; **Racial Modifiers** +4 **Perception**, +4 **Stealth**, +8 **Acrobatics**

#### ECOLOGY

**Environment** any deep sea

**Organization** solitary, pair, or knot (3-8)

**Treasure** none

#### SPECIAL ABILITIES

**Slime (Ex)** An agitated or injured giant hagfish can produce bountiful volumes of slime up to three times per day as a swift action. The produced slime mimics the effects of a *quagmire* spell in a 5-foot radius, centered on the hagfish. The slime is considered a non-magical effect and it cannot be countered or dispelled. The hagfish is immune to the effects of its own slime, the slime of other hagfish, and the hagslime produced by the myxinmave prestige class.

Hagfish, also known as "slime eels," are made up of many subspecies, including some that grow to up to 7 feet long. These "giant hagfish" are more likely to go after live prey, whereas their smaller cousins prefer decaying flesh to targets that could potentially bite back. Hagfish have elongated, eel-like bodies, and paddle-like tails. They have cartilaginous skulls, though no other bones. Because of this, they can contort into nearly any position, and are even known to tie themselves in knots to get a better "footing." Colors depend on the species, ranging from pink to blue-grey, and black or white spots may be present. Hagfish have no true fins and have six or eight barbels around the mouth and a single nostril. Instead of vertically articulating jaws like most fish, they have a pair of horizontally moving structures with tooth-like projections for rasping off flesh.

## Hagfish, Swarm

A wriggling, oozing mass of toothy worm-like eels draws closer, ravenously consuming everything in its path.

### SWARM OF HAGFISH

CR 2

XP 600

N Tiny animal (aquatic, swarm)

**Init** +6; **Senses** low-light vision, scent; **Perception** +5

**Racial Buoyancy** -2; **Depth Tolerance**: 20,000 feet

#### DEFENSE

**AC** 14, touch 14, flat-footed 12 (+2 Dex, +2 size)

**hp** 16 (3d8+3)

**Fort** +4, **Ref** +5, **Will** +2

**Defensive Abilities** swarm traits

#### OFFENSE

**Speed** swim 20 ft.

**Melee** swarm (1d6 )

**Space** 10 ft.; **Reach** 0 ft.

**Special Attacks** slime, distraction (DC 12)

#### STATISTICS

**Str** 2, **Dex** 15, **Con** 13, **Int** 2, **Wis** 13, **Cha** 2

**Base Atk** +2; **CMB** —; **CMD** —

**Feats** Improved Initiative, Skill Focus (**Perception**)

**Skills** Acrobatics +6, **Climb** -4, **Perception** +5, **Stealth** +14

#### ECOLOGY

**Environment** any deep sea

**Organization** solitary, knot (2-5 swarms), or plague (6-12 swarms)

**Treasure** none

#### SPECIAL ABILITIES

**Slime (Ex)** Hagfish swarms can produce copious volumes of slime an unlimited a number of times per day as a free action. The produced slime mimics the effects of a *quagmire* spell within the space of the hagfish swarm. The slime is considered a non-magical effect and it cannot be countered or dispelled. The swarm is immune to the effects of its own slime, as well as the slime of all hagfish and the hagslime produced by the myxinmave prestige class.

Ravenous swarms of hagfish occur naturally near depleted whalefalls and areas where food has once been plentiful, but has recently diminished. While many hagfish species simply look for "greener pastures," others become aggressive and attack anything that moves. They will often use their slime ability to slow down fleeing victims. Regardless, they are not particularly bold predators, preferring to attack smaller, weaker, or injured prey.



## Hippocampus, Reef Horse

The front half of a horse meets a decidedly fish-like lowerhalf in this noble aquatic steed.

### REEF HORSE

CR 1



XP 400

N Large animal (aquatic, merped)

**Init** +2; **Senses** low-light vision, scent; **Perception** +6

**Racial Buoyancy** -155; **Depth Tolerance**: 600 feet

#### DEFENSE

AC 11, touch 11, flat-footed 9 (+2 Dex, -1 size)

**hp** 15 (2d8+6)

**Fort** +6, **Ref** +5, **Will** +1

#### OFFENSE

**Speed** swim 50 ft.

**Melee** 2 hooves -2 (1d4+1)

**Space** 10 ft.; **Reach** 5 ft.

#### STATISTICS

**Str** 16, **Dex** 14, **Con** 17, **Int** 2, **Wis** 13, **Cha** 7

**Base Atk** +1; **CMB** +5; **CMD** 17 (21 vs. trip)

**Feats** Endurance, Run<sup>B</sup>

**Skills** Perception +6

**SQ** docile

#### ECOLOGY

**Environment** any ocean waters

**Organization** solitary, pair, or herd (3–30)

**Treasure** none

#### SPECIAL ABILITIES

**Docile (Ex)** Unless it is a mericorn, a hippocampus's hooves are treated as secondary attacks.

This hippocampus is about 12 feet long. The statistics above are for a reef horse, called by some a "light reef horse." Some reef horses are larger and heartier, bred for labor such as pulling sea carriages and ships. These hippocampi are called "heavy reef horses" and gain adjustments to the base statistics detailed above. Mericorns are bred specifically for combat and have more elaborate fins as well as a sharp horn protruding from the center of their skull. Reef horses are too timid to be trained for combat.

**Heavy Reef Horse:** A heavy reef horse gains the advanced simple template.

**Mericorns:** A mericorn gains a gore attack that inflicts 1d4 damage, and their hoof damage increases to 1d6. There are light and heavy categories of mericorns as well.

## Hippocampus, Sea Pony

A colorful miniature hippocampus prances through the water ahead of you.

### SEA PONY

CR 1/2



XP 200

N Medium animal (aquatic, merped)

**Init** +1; **Senses** low-light vision, scent; **Perception** +5

**Racial Buoyancy** -38; **Depth Tolerance**: 600 feet

#### DEFENSE

AC 11, touch 11, flat-footed 10 (+1 Dex)

**hp** 13 (2d8+4)

**Fort** +5, **Ref** +4, **Will** +0

#### OFFENSE

**Speed** swim 40 ft.

**Melee** 2 hooves -3 (1d3)

#### STATISTICS

**Str** 13, **Dex** 13, **Con** 14, **Int** 2, **Wis** 11, **Cha** 4

**Base Atk** +1; **CMB** +2; **CMD** 13 (17 vs. trip)

**Feats** Endurance, Run<sup>B</sup>

**Skills** Perception +5

**SQ** docile (see horse)

#### ECOLOGY

**Environment** any ocean

**Organization** solitary, pair, or herd (3–30)

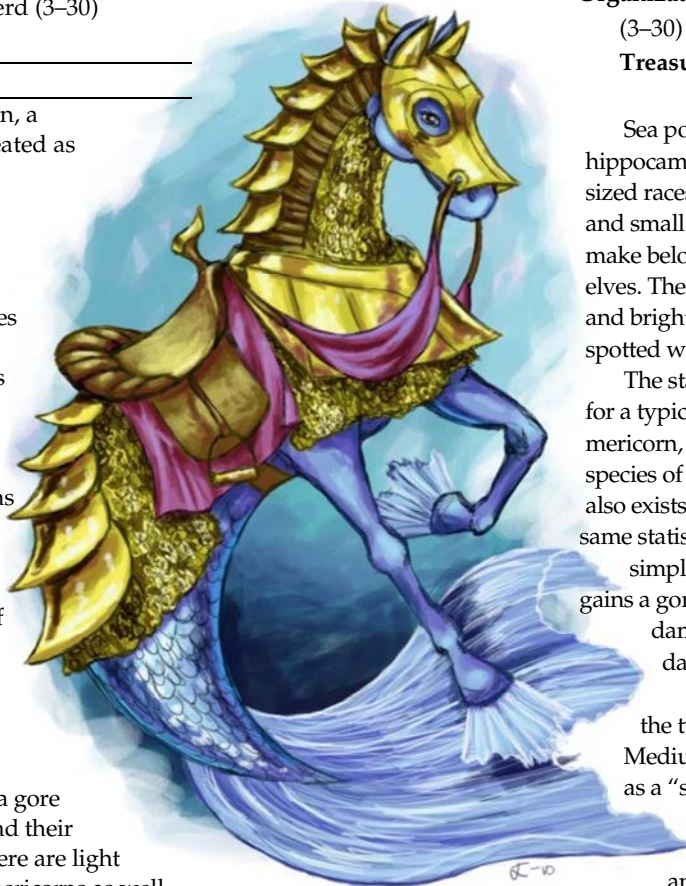
**Treasure** none

Sea ponies are smaller breeds of hippocampi better suited to Small-sized races such as cindarians, nixies, and small mogogols, but they also make beloved pets for seafolk and sea elves. They are typically 6 to 8-foot long and brightly colored, striped, or spotted with ornate or billowing fins.

The statistics presented above are for a typical sea pony. A dwarf mericorn, which is a smaller, squat species of combat-trainable mericorn, also exists. It shares the

same statistics, though has the simple advanced template and gains a gore attack that inflicts 1d3 damage and their hoof damage increases to 1d4.

The crossbreed between the two results in a drab, Medium-sized, sterile steed known as a "sea mule." Sea mules have the advanced template but no horn and remains docile.



# Hippocantes

This hippocampus has shimmering black and crimson scales, edged in silver. Its head is a barely fleshed skull, with hateful light spilling from its eyes. Four limbs ending in spear-like points complete its horrid image.

## HIPPOCANTES

CR 5



XP 1,600

NE Large outsider (aquatic, evil, extraplanar)

**Init** +8; **Senses** darkvision 60 ft.; **Perception** +11

**Racial Buoyancy** -170; **Depth Tolerance**: immune to pressure

## DEFENSE

**AC** 19; touch 13, flat-footed 15 (+4 Dex, +6 natural, -1 size)

**hp** 57 (6d10+24)

**Fort** +7, **Ref** +9, **Will** +4

## OFFENSE

**Speed** swim 40 ft., fly 90 ft. (good)

**Melee** bite +8 (1d4+3), 2 talons +9 (1d8+3 plus 1d4 acid)

**Special Attacks** corrupted bubbles

**Spell-Like Abilities** (CL 6, Concentration +7)

1/day-plane shift (self plus 1 rider only)

## STATISTICS

**Str** 17, **Dex** 18, **Con** 15, **Int** 13, **Wis** 14 **Cha** 12

**Base Atk** +6; **CMB** +10; **CMD** 24

**Feats** Improved Initiative, Run, Weapon Focus (talons)

**Skills** Acrobatics +13, Fly +13, Intimidate +10, Knowledge (planes) +10, Perception +11, Sense Motive +11, Stealth +9

**Languages** Abyssal, Dagonite, Infernal

**SQ** amphibious

## ECOLOGY

**Environment** any ocean

**Organization** solitary

**Treasure** none

## SPECIAL ABILITIES

**Corrupted Bubbles (Su):** A hippocantes may breathe out a 10 foot cone of foul bubbles each round as a free action. Anyone within the cone must make a DC 15 Fortitude save or become sickened. The bubbles are thick and cling to targets, requiring 1d4 rounds of scrubbing to remove. The victim recovers from being sickened 1d6 minutes after the bubbles are removed. The bubbles act as *obscuring mist* for the purposes of concealment. The cone of bubbles last for 1 round.

Evil adapts to changing environments better than any other force in the multiverse. Hippocantes, or aquatic nightmares, are the perfect example of this fact; less than a century after the Flood, evil summoners were able to call the darkly majestic creatures to serve. Hippocantes only partner with those they respect, and they only respect the most corrupt and evil souls. They hate with a passion, and woe to the fool that sees one as a simple mount.

Hippocantes fight intelligently, forcing foes to deal with the rancid bubbles they snort out, while raking them with talons that run with acidic water. They savor their foes fear and suffering, and will feast on the dead, even though they have no need to eat. They will *plane shift* to save themselves, even if it means abandoning their rider.

Hippocantes will take their riders wherever they need to go with great efficiency... if the riders can survive the trip. They pay little heed to the fact that many of their partners cannot breathe air, and often wait until the point of agony before plunging beneath the life giving waves again. A rider that treats them like a pet or mount gets deposited on some far away plane...often one that promises a dry, lingering death.





# Hydrarchos

*A long serpent glides through the water above you. Its long snout possesses a preponderance of jagged teeth, and its eyes are bright and glassy. Its powerful body is crisscrossed with pale scars.*

## HYDRARCHOS

CR 11



XP 12,800

N Large construct (aquatic)

**Init** +2; **Senses** darkvision 60 ft., low-light vision; Perception +14

**Racial Buoyancy** -225; **Depth Tolerance**: 10,000 feet

## DEFENSE

**AC** 25; touch 12, flat-footed 22 (+2 Dex, +1 dodge, +23 natural, -1 size)

**hp** 118 (16d10+30)

**Fort** +7, **Ref** +7, **Will** +8

**DR** 5/adamantine, **Immune** construct traits, magic

## OFFENSE

**Speed** 10 ft., swim 40 ft.

**Melee** bite +23 (2d8+7 plus bleed), tail slap +17 (1d6+7)

**Special Attacks** bleed (1d6)

## STATISTICS

**Str** 24, **Dex** 14, **Con** -, **Int** 3, **Wis** 16, **Cha** 3

**Base Atk** +16; **CMB** 24; **CMD** 36, can't be tripped

**Feats** Dodge, Dolphin Flip, Great Fortitude, Power Attack, Skill Focus (Perception), Taste of Blood, Vital Strike, Weapon Focus (bite)

**Skills** Acrobatics +10, Perception +14

**SQ** link

## ECOLOGY

**Environment** any ocean

**Organization** solitary, pack (2-4)

**Treasure** -

## SPECIAL ABILITIES

**Link (Su):** A hydrarchos is linked to a *crystal ball* upon its creation. The *ball* constantly shows what the creature is seeing, and is nonfunctional for normal scrying. The crystal ball shatters upon the destruction of the golem.

**Immunity to Magic (Ex):** A hydrarchos is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

*Dispel magic* breaks the link between the golem and its attuned *crystal ball* for 1 round per caster level. The golem acts as if it were under the effects of a *confusion* spell until the link is reestablished.

Any spell or effect that deals cold or steam damage *slows* the golem for 1 round per spell level.

Any spell or effect that deals electrical damage ends a *slow* effect on the golem or acts as a *haste* for 1 round per spell level.

Hydrarchos are thought to be a newly discovered species of sea serpent by most sages, having appeared only in the last few decades. In truth they are artificial life, stitched together from the remains of various marine predators, most commonly basilosaurus and tylosaurus, as well as parts of true sea serpents.

Hydrarchos are created to act as spies and assassins, and are sometimes sold as "trained" animals. They are granted enough intelligence to allow them to indulge their predatory instincts while following their creator's instructions perfectly. While that may not understand what they see, all of it gets transmitted back to more intelligent eyes.

## CONSTRUCTION

A hydrarchos is carefully stitched together from the bodies of at least 4 sea monsters that have been freshly slain. The bodies are soaked in rare resins and oils to keep them from rotting and aid in their acceptance of the animating magic. At the same time a *crystal ball* must be constructed, with two eyes carved from the same crystal, shaped and fitted into the golem's skull. The *crystal ball* may be further enchanted at the creator's discretion.

## HYDRARCHOS

CL 10th; Price 142,000 gp.

## Construction

**Requirements** Craft Construct, Craft Wondrous Item, *animate dead*, *geas/quest*, *regenerate*, *scrying*, caster must be 10th level, **Skill** Craft (leather) or Heal DC 16;

**Cost** 71,000 gp.



## Imp, Remora

*This tiny lizard-like mer-creature has a toothless mouth, miniscule eyes, and delicate yet dexterous fingers.*

### REMORA IMP

CR 1/2



XP 200

N Tiny magical beast (aquatic, merped)

**Init** +4; **Senses** darkvision 60 ft., low-light vision, scent; Perception +3

**Racial Buoyancy** 0; **Depth Tolerance**: 1,200 feet

### DEFENSE

**AC** 16, touch 16, flat-footed 12 (+4 Dex, +2 size)

**hp** 5 (1d10)

**Fort** +2, **Ref** +6, **Will** +1

### OFFENSE

**Speed** swim 40 ft.

**Space** 2-1/2 ft.; **Reach** 0 ft.

**Spell-Like Abilities** (CL 3rd)

1/day— *mage hand*, *mending*, *open/close*

### STATISTICS

**Str** 3, **Dex** 19, **Con** 10, **Int** 5, **Wis** 12, **Cha** 6

**Base Atk** +1; **CMB** +3; **CMD** 9

**Feats** Alertness

**Skills** Acrobatics +4, Perception +3, Sense Motive +3, Stealth +16

**Languages** Pelagic

### ECOLOGY

**Environment** any seas

**Organization** solitary, pair, or nest (3-5)

**Treasure** none

Remora imps are harmless sea creatures. The only alarming fact about their innocuousness is that they were originally designed by the treacherous sahuagin during the Bloody War. Their purpose was to act as hands for their other creations, the carchardians which they intended to be elite shock troops. The remora imps were a “finishing touch” capable of performing menial tasks for the armless carchardians such as donning armor and weapons, applying bandages, and manipulating fine objects.

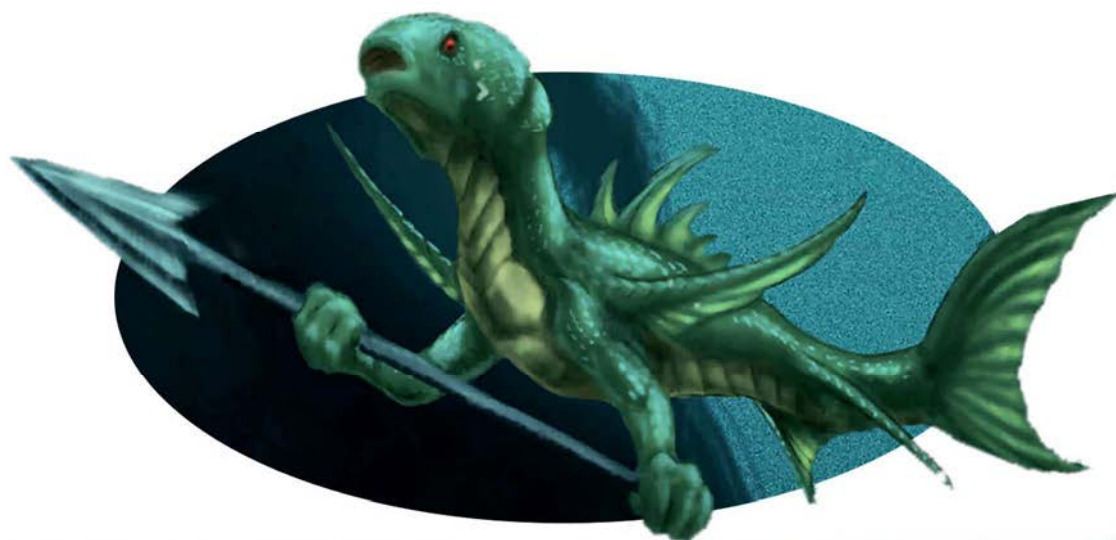
The remora imps were very successful and granted great independence to the carchardians. Unfortunately for the sahuagin, this freedom eventually led to the revolt of the young carchardian race, and the overturn of the sahuagin plot. To make matters worse for the sea devils, the remora imps worked well for other pelagic-speaking trueforms such as the ixarc, who used these tiny creatures to help to build and defend their monasteries.

Remora imps instinctively follow all orders “spoken” in Pelagic to the best of their ability. They will follow the orders of a trueform over that of any other race, and carchardians above all else. They typically run from other creatures that do not speak Pelagic. They do not like sharing a master, and avoid each other’s company whenever possible. When left on their own, they will continually seek out a new master.

Unfortunately for the remora imp, abandonment often equates to death. While they require fresh blood for nourishment, they are not great predators, nor are they particularly good at scavenging or self-defense. They typically wait patiently for their master’s to eviscerate prey, and then eagerly lap the ensuing blood from the water. They have no instinctual survival skills.

About one in a thousand remora imps are the exception. These imps have the simple advanced template, and two claw attacks that deal 1d3 damage each. These aberrant imps have bright red scales and green eyes; the exact opposite of their siblings. This strange coloration and sinister demeanor has led these to be called remora devils, and they are greatly sought after by high-ranking carchardians. Aside from the propensity to care for themselves, the remora devils behave just like the rest of their kin. Unfortunately, remora devils are sterile, and all attempts to breed a consistent strain have failed.

Remora imps breed only when told to, and give birth to one to three live young about a month afterwards. These implings reach maturity in about six months. At maturity, they begin seeking out a master.





## Imp, Squid

*This tiny creature looks like a squid with a roughly humanoid face. Miniature arms hang at its side. Its eyes light up with delight when it sees you.*

### SQUID IMP

CR 1/3



XP 135

CN Tiny aberration (aquatic)

**Init** +2; **Senses** darkvision 60 ft.; Perception +1

**Racial Buoyancy** -1; **Depth Tolerance**: 30,000 feet

### DEFENSE

**AC** 15; touch 14, flat-footed 13 (+2 Dex, +1 natural, +2 size)

**hp** 4 (1d8)

**Fort** +0, **Ref** +2, **Will** +3

**Weaknesses** pressure sensitive 1,000 feet.

### OFFENSE

**Speed** swim 20 ft.; jet 80 ft.

**Melee** 4 tentacles +4 (1d2-2)

**Special Attacks** bitter, poison

### STATISTICS

**Str** 3, **Dex** 14, **Con** 10, **Int** 4, **Wis** 13, **Cha** 11

**Base Atk** +0; **CMB** -6; **CMD** 6

**Feats** Weapon Finesse

**Skills** Acrobatics +6

**Languages** Dagonite

### ECOLOGY

**Environment** deep ocean

**Organization** solitary, pair, swarm (3-12)

**Treasure** standard

### SPECIAL ABILITIES

**Bitter (Ex)**: Squidimps are intensely foul tasting, and few creatures will bite one more than once. Creatures biting one must make a Will save, DC 10 +1 for each consecutive bite to bite one again.

**Jet (Ex)**: A squid imp can jet in a straight line as a full-round action. It does not provoke attacks of opportunity while jetting.

**Poison (Ex)**: Tentacles-injury; *save* Fort DC 10; *frequency* 1/round for 2 rounds; *effect* 1d2 Dex damage; *cure* 1 save

Squidimps should, by rights, be the bottom of the food chain. Their fecund breeding habits, combined with their exceedingly bitter taste allow them to be all too common in the deeper waters of the sea. They swarm over creatures that they find interesting, studying them and attempting to emulate their actions to the best of their rather limited ability.

They may be found in large numbers around both traveling humanoids, and massive predators.

Squidimps possess little combat ability, typically jetting out of harm's way, only to return within minutes. They can make small wounds with their tentacles, injecting a weak poison they use to capture small fish as prey. In general, they avoid combat with larger foes.

Squidimps seem to have a strange fascination with traveling humanoids. They will follow them endlessly, seemingly immune to all attempts to shoo them away, often singing their praises rather poorly. Most simply observe battles their hosts may engage in, but some few make an attempt to assist their heroes, generally getting under foot in the process. A very rare few squidimps are born with human level intelligence, making sages wonder if the squidimps are a devolved race, or an evolving one. The zefs have no recollection of an advanced squid imp race, but have considered them a hosts several times in the ancient past. The notion, however, was always rejected with much ridicule.



## Imp, Stygian

A tiny yet exceedingly hideous creature swims into view. Its body oozes with azure luminescence, further illuminating its repulsiveness.

STYGIAN IMP

CR 2



XP 600

NE Tiny outsider (aquatic, devil, evil, extraplanar)

**Init** +3; **Senses** darkvision 60 ft., *detect good*, *detect magic*, blindvision 60 feet; Perception +7

**Racial Buoyancy** 0; **Depth Tolerance**: immune to pressure

### DEFENSE

**AC** 17, touch 16, flat-footed 13 (+3 Dex, +1 dodge, +1 natural, +2 size)

**hp** 16 (3d10); fast healing 2

**Fort** +1, **Ref** +6, **Will** +4

**DR** 5/good or gold; **Immune** cold, poison; **Resist** acid 10, steam 10



### OFFENSE

**Speed** 15 ft., **swim** 60 ft.

**Melee** bite +8 (1d4 plus poison)

**Space** 2-1/2 ft.; **Reach** 0 ft.

**Spell-Like Abilities** (CL 6th)

Constant—*detect good*, *detect magic*

At will—*invisibility* (self only)

1/day—*augury*, *suggestion* (DC 15)

1/week—*commune* (6 questions, CL 12th)

### STATISTICS

**Str** 10, **Dex** 17, **Con** 10, **Int** 13, **Wis** 12, **Cha** 14

**Base Atk** +3; **CMB** +1; **CMD** 15

**Feats** Dodge, Weapon Finesse

**Skills** Acrobatics +9, Bluff +8, Disable Device +9, Knowledge (arcana) +7, Knowledge (planes) +7, Perception +7, Spellcraft +7

**Languages** Common, Infernal

**SQ** change shape (barracuda, giant lobster, muskrat, or albatross (tern), *beast shape I*), luminescence

### ECOLOGY

**Environment** any (Stygia)

**Organization** solitary, pair, or pod (3-7)

**Treasure** standard

### SPECIAL ABILITIES

**Luminescence (Ex)** A stygian imp's glowing glands provide light in a 10-foot radius. A dead stygian imp's luminescent glands continue to glow for 1d6 days after its death.

**Poison (Ex)** *Bite*—injury; *save* Fort DC 13; *frequency* 1/round for 6 rounds; *effect* 1d6 cold damage; *cure* 1 save. The save DC is Constitution-based, and includes a +2 racial bonus.

Vaguely humanoid, these eyeless creatures are inundated with several luminescent blue stripes. The stripe pattern of glowing blue next to dark green and its knobby skin give the creature a decidedly skeletal appearance. Its hands, arms, and feet are covered in fin like webbing. Vicious teeth protrude from its lipless "face." The creature reeks of methane and sulfur.

Stygian imps are the aquatic equivalent of terrestrial imps, though with far less "charming" demeanors. Their voices are gravelly, their manners nonexistent, and their demeanor is blunt. Unlike their cousins, they are not slaves to orders or contracts. When not under the control of a more powerful master, stygian imps tend to seek out the deepest depths where they terrorize those who happen to enter their territory.

This imp is one of the many imp breeds that some diabolists tell of, and certainly other aquatic varieties do exist. Since they are not particularly loyal or obedient, it is unknown why devils send stygian imps to the Material Plane, unless it is just to get rid of them. Whatever the reasoning, stygian imps are well-known in the Cerulean Seas.



# Jellyfish, Death Shell

An enormous jellyfish drifts overhead. Most of its body is covered with a spiky shell, and four cones of bleak light shine from what little gelatinous flesh you see. Four glowing tentacles wait like alert serpents waiting to strike.

## DEATH SHELL JELLYFISH

CR 14



XP 38,400

N Huge vermin (aquatic)

Init +1; Senses blindsight 100 ft.; Perception +0

Racial Buoyancy -35; Depth Tolerance: 10,000 feet

### DEFENSE

AC 30; touch 9, flat-footed 29 (+1 Dex, +21 natural, -2 size)

hp 190 (20d8+100)

Fort +17, Ref +7, Will +6

DR 10/magic; Immune mind-affecting effects

### OFFENSE

Speed swim 30 ft.

Melee 4 tentacles +19 (1d8+6 plus poison)

Special Attacks armor, sick lights

Space 15 ft.; Reach 15 ft., 30 ft. with tentacles

### STATISTICS

Str 22, Dex 12, Con 20, Int -, Wis 11, Cha 3

Base Atk +15; CMB +23; CMD 34 (can't be tripped)

Skills Acrobatics +13; Racial Modifiers +12 to Acrobatics

SQ half shell

### ECOLOGY

Environment deep ocean

Organization solitary

Treasure -

### SPECIAL ABILITIES

**Armor (Ex):** Creatures attacking a death shell from anywhere other than directly beneath must make a DC 21 Reflex save or take 1d6 points of damage from the mass of spines covering it. Ranged and reach weapons prevent this damage. The shell also possesses cold, electricity, and steam resist 10.

**Half Shell (Ex):** A death shell that is attacked from directly underneath has an AC of 19, touch 9, flat-footed 18 (+1 Dex, +10 natural, -2 size). Creatures within melee range of the creatures underbelly also take the effects of all four of the death shell's sick lights every round from the ambient energies that come from being this close to the light producing organs.

**Poison (Ex):** Tentacles-injury; save Fort DC 25; frequency 1/round for 4 rounds; effect 1d4 Con damage; cure 2 saves

**Sick Lights (Su):** Embedded in the rubbery flesh under a death shell's armor are four searchlight-like organs that constantly shine unhealthy looking light. These lights constantly move, focusing in on anything that moves near, or attacks the death shell. Each sick light creates a 50 foot cone of energy that the death shell may shift as a free action each round. A death shell cannot bring more than one sick light to bear on a target unless that target is directly underneath the creature. One light deals 1d6 points of Strength damage to creatures caught within it, with a DC 25 Fortitude save for half damage. The second deals 1d6 points of Dex damage, with a DC 25 Fortitude save for half damage. The third creates a *confusion* effect for 1d6 rounds, with a DC 25 Will save to resist. The last sick light deals 3d8 points of damage and inflicts 1d6 rounds of nausea, with a DC 25 Fortitude save for half damage and to resist the nausea. Death shells are immune to the effects of the sick lights.

Death shells are rare creatures of legend, drifting randomly in the currents and leaving death and destruction in their wake. Most intelligent creatures recognize a death shell on sight, and flee for their lives. All life that its pale light touches suffers and dies, allowing its dripping tentacles to draw the lifeless bodies into its ever hungry maw.

Death shells target anything they sense with their sick lights, attempting to weaken and kill its prey. It follows up a touch with its lights with a tentacle attack, and if the creature resists, it turns its "gaze" upon it again. Creatures attacking its relatively soft underbelly are targeted with as many attacks as the creature can manage.

For the few that can survive combat with a death shell, its body becomes a treasure trove. Both the creature's shell and light organs are valuable, bringing in a small fortune in larger markets. The most skilled armorers can make suits of spiked mail, resistant to many damaging effects. The creatures flesh is intensely toxic, with similar effects to its tentacle poison, dealing 2d4 Con damage to creatures that ingest it.



## Jellyfish, Goliath

*A beautiful billowing orb with long trails of deadly tentacles bobs peacefully before you.*

### GOLIATH JELLYFISH

CR 1



XP 400

N Medium vermin (aquatic)

**Init** +3; **Senses** blind, blindsense (30 feet); **Perception** +0

**Racial Buoyancy** 0; **Depth Tolerance**: 2,000 feet

#### DEFENSE

**AC** 14, touch 13, flat-footed 11 (+3 Dex, +1 natural)

**hp** 16 (3d8+3)

**Fort** +4, **Ref** +4, **Will** +1

**Immune** gaze attacks, mind-affecting effects

#### OFFENSE

**Speed** swim 20 ft.

**Melee** tentacles +2 touch (ensnare and poison)

#### STATISTICS

**Str** 11, **Dex** 17, **Con** 12, **Int** —, **Wis** 10, **Cha** 2

**Base Atk** +2; **CMB** +2; **CMD** 15

#### ECOLOGY

**Environment** any ocean waters

**Organization** solitary or school (3–8)

**Treasure** incidental

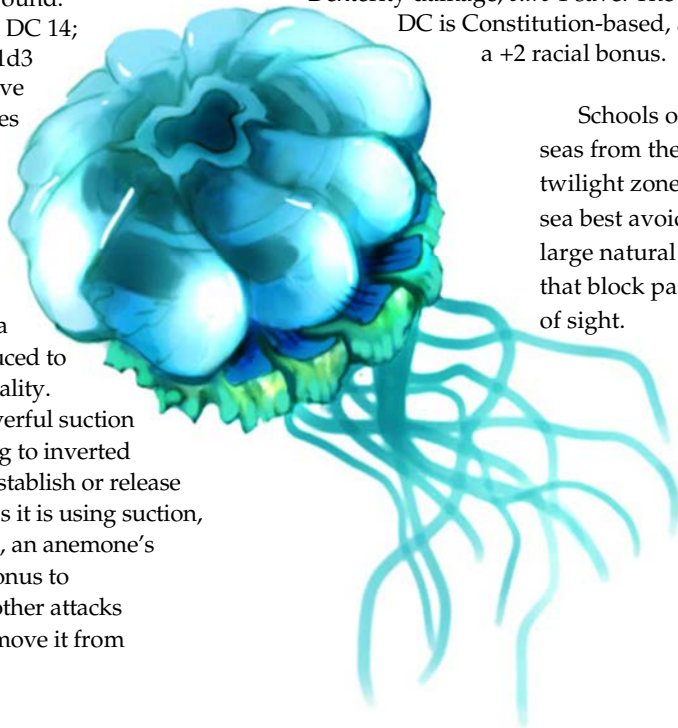
#### SPECIAL ABILITIES

**Ensnare (Ex)** If a goliath jellyfish strikes a Medium or smaller foe with its tentacles, the jellyfish can immediately attempt a grapple check without provoking an attack of opportunity. If the jellyfish wins the check, it draws the foe into an adjacent square. The foe gains the grappled condition, but the jellyfish does not. When ensnared in this manner, the victim automatically loses one hit point per round.

**Poison (Ex)** Tentacles—contact; *save* Fort DC 14; *frequency* 1/round for 4 rounds; *effect* 1d3 Dexterity damage; *cure* 1 save. The save DC is Constitution-based, and includes a +2 racial bonus.

Though slow and docile, happening into one or a swarm of them can be particularly deadly. They will attempt to sting and eat anything that gets too close. These statistics will also work for giant sea anemones, though the swim speed is reduced to 5 feet and they gain the suction special quality.

**Suction (Ex)** The anemone can create powerful suction against any surface, allowing it to cling to inverted surfaces with ease. An anemone can establish or release suction as a swift action, and as long as it is using suction, it cannot move. Because of the suction, an anemone's CMD score gets a +10 circumstance bonus to resist bull rush, awesome blows, and other attacks and effects that attempt to physically move it from its location.



## Jellyfish, School of

*A beautiful orchestra of color and form dances before you, though it may be the last thing you ever see.*

### SCHOOL OF JELLYFISH

CR 4



XP 200

N Diminutive vermin (aquatic, swarm)

**Init** +4; **Senses** blind, blindsense (30 feet); **Perception** +0

**Racial Buoyancy** 0; **Depth Tolerance**: 2,000 feet

#### DEFENSE

**AC** 18, touch 18, flat-footed 14 (+4 Dex, +4 size)

**hp** 31 (9d8–9)

**Fort** +5, **Ref** +7, **Will** +3

**Defensive Abilities** swarm traits, **Immune** weapon damage

#### OFFENSE

**Speed** swim 20 ft.

**Melee** swarm (2d6 acid plus poison and distraction)

**Space** 10 ft.; **Reach** 0 ft.

**Special Attacks** distraction (DC 13), poison

#### STATISTICS

**Str** 1, **Dex** 19, **Con** 8, **Int** —, **Wis** 10, **Cha** 2

**Base Atk** +6; **CMB** —; **CMD** —

**Feats** Weapon Finesse<sup>B</sup>

#### ECOLOGY

**Environment** any ocean

**Organization** solitary, pair, or hive (3–6 swarms)

**Treasure** none

#### SPECIAL ABILITIES

**Poison (Ex)** Tentacles—contact; *save* Fort DC 13; *frequency* 1/round for 6 rounds; *effect* 1d4 Dexterity damage; *cure* 1 save. The save DC is Constitution-based, and includes a +2 racial bonus.

Schools of jellyfish plague seas from the surface to the lower twilight zone. It is a hazard of the sea best avoided, and can act as large natural and mobile walls that block passage or obstruct line of sight.



# Jupervas



*Rising up from the chasm below you is a fish so large your mind at first sees it as part of the rift wall. Glowing orbs stud its dark flesh, their light accentuating its massive size. As its mouth gapes open, you see a strange fleshy organ in place of its tongue.*

## JUPERVAS

CR 23



XP 615,000

N Colossal magical beast (aquatic)

Init -2; Senses blindsight 100 ft., darkvision 60 ft.; Perception +16

Racial Buoyancy -3000; Depth Tolerance: 40,000 feet

## DEFENSE

AC 40; touch 0, flat-footed 40 (-2 Dex, +40 natural, -8 size)

hp 465 (30d10 +300)

Fort +27, Ref +15, Will +11

DR 15/epic; Immune ability damage, cold, disease, energy drain, mind affecting effects, paralyzation, poison, polymorph;

Resist electricity 30, steam 30

## OFFENSE

Speed swim 80 ft.

Melee bite +39 (4d6+17 plus grab), tail slap +34 (4d6+12)

Special Attacks bloop, huge bite, suction, swallow whole (4d6 bludgeoning damage and 4d6 acid damage, AC 30, 46 hp)

Space 30 ft. Reach 30 ft., 60 ft. with tail slap

## STATISTICS

Str 44, Dex 6, Con 30, Int 2, Wis 13, Cha 11

Base Atk +30; CMB +55; CMD 63 (can't be tripped)

Feats Awesome Blow, Critical Focus, Dazing Assault\*, Improved Bull Rush, Improved Overrun, Improved Vital Strike, Lunge, Power Attack, Skill Focus (Perception), Staggering Critical, Stunning Assault\*, Stunning Critical, Stunning Tail Strike, Tail Strike<sup>B</sup>, Vital Strike.

Skills Acrobatics +13, Perception +16

\* found in *ADVANCED PLAYERS GUIDE*

## ECOLOGY

Environment deep ocean

Organization solitary

Treasure incidental

## SPECIAL ABILITIES

**Bloop (Su):** Once per week, a jupervas may let out a massive sonic pulse. Creatures within 10 feet of the fish take 20d6 points of sonic damage. This damage reduces by one die every 10 feet until it is harmless at 200 feet away from the fish. The sound itself carries for hundreds of miles in all directions, both felt as a pressure wave and sounding like a "bloop". The jupervas is immune to the effects of its own bloop.

**Huge Bite (Ex):** As a full round action, a jupervas may use its bite as an area attack, targeting 6 consecutive 5-foot squares. The victims may make a DC 25 Reflex save to attempt to move out of range; if the save fails the fish automatically hits. The fish makes one attack roll and applies it to all targets in the area. A jupervas cannot make a critical hit with a huge bite.

**Suction (Ex):** As a move action a jupervas may suddenly open its mouth, creating a powerful suction effect. All creatures within 20 feet or less directly in front of the fish must make a DC 35 Acrobatics check or end up within the fish's mouth. It typically swallows its victims on its next action.

Jupervas are thankfully rare creatures that dwell only in the deepest valleys in the ocean floor. They are lazy creatures, spending years hibernating in the darkness, blending in with the floor of the rift in which they dwell. When they wake, they rise to feed on anything even faintly organic that they find, sucking in schools of krill, and entire pods of whales before sinking back into the black. Jupervas are difficult to combat, as their massive size renders most attacks nearly useless. In fact often the creature does not even know it is being attacked, at least until its attackers move near the creatures head, when it simply sucks them into its massive maw. Heroes attempting to target the creatures mind report no success, touching only vast, primal emptiness. When the creature is well and truly injured, it will release a great sonic pulse capable of turning entire armies into a bloody murk that drifts away on the currents.

Those that have somehow survived being swallowed by one of these creatures report finding entire ships resting in their gullet. The creatures digestive process slows when it hibernates, allowing for such exploration, although the risk of being crushed to death is an ever present danger. Sages believe that, when inactive, the creature will only actively digest its stomach contents once a decade, which is of no comfort to those swallowed when the creature is active and hunting.

While jupervas can use their sonic bloop to defend themselves from powerful foes, they actually use it to communicate over the vast distances of the deep ocean. The creatures breed once per century, and use their sonic call to find their mates. This is the only time two of these titanic creatures will come within a thousand miles of each other, with chance meetings ending in earth shattering combats to the death.



## Kai-Lio

*A beautiful armored sea-centaur shyly approaches. Her top half is a lovely dark-haired warrior; her lower-half a powerful hippocampus.*

### KAI-LIO

CR 5



XP 1,600

Female kai-lio warrior 7

NG Medium humanoid (aquatic, merfolk)

Init +0; Senses Perception +5

Racial Buoyancy -280<sup>B</sup>; Depth Tolerance: 600 feet

#### DEFENSE

AC 18, touch 11, flat-footed 17 (+7 armor, +1 dodge)

hp 52 (7d10 +14)

Fort +6, Ref +2, Will +2

#### OFFENSE

Speed swim 35 ft.

Melee +1 ever-ice greatspear +12/+7 (2d6+4/19-20)

Space 5ft.; Reach 5ft.

#### STATISTICS

Str 16, Dex 11, Con 12, Int 10, Wis 11, Cha 6

Base Atk +7; CMB +10; CMD 20

Feats Weapon Focus (Greatspear), Power Attack, Toughness, Dodge, Current Rider<sup>B</sup>

Skills Acrobatics -1 (+4 to leave a current), Intimidate +5, Perception +5

Languages Common

SQ merped, mount restriction, water dependent

#### ECOLOGY

Environment open water

Organization solitary, pair, or squad (3-6)

Treasure NPC gear (chitin armor +1, ever-ice greatspear +1)

#### SPECIAL ABILITIES

**Merped:** A kai-lio can carry a buoyancy load of fifty percent more than a standard humanoid.

**Mount Restriction:** A Kai-Lio's large lower half prevents them from using mounts that are standard for Medium-sized creatures. Kai-lio require mounts of Huge size or greater.

**Water Dependent:** This creature can survive out of water for 1 hour per 2 points of Constitution.

Reaching up to 9 feet in length, kai-lios seem an almost magical combination of hippocampus and merfolk, possessing both swift speed and great strength. The humanoid half grows from where the withers of a hippocampus would normally be located. Combined with the enormous frame of their sea-horse bodies, the humanoid torso possesses greater strength than might be presumed at first glance.

Kai-lios prefer to live in remote, almost desolate areas under the open sea. In this wide open wilderness, they live in harmony with nature, craft great works of art, and raise large families. While they are a bit taciturn in everyday situations, they are excellent word-smiths capable of stunning poetry and gripping prose. A kai-lio may not speak often, but when they do, what they say is very much worth listening to.

## KAI-LIO CHARACTERS

Kai-lios are defined by their class levels – they do not possess racial Hit Dice. All kai-lios have the following traits.

**+2 Strength, +2 Wisdom, -2 Charisma:** Kai-lios are strong and wise, but not very sociable.

**Racial Buoyancy:** -280<sup>B</sup>, **Depth Tolerance:** 600 feet

**Medium:** Kai-lio are Medium creatures.

**Merfolk:** Kai-Lio have the merfolk subtype.

**Very Fast Swim Speed:** Kai-lios have a base swim speed of 50 feet.

**Merped:** A kai-lio can carry a buoyancy load of fifty percent more than a standard humanoid.

**Mount Restriction:** A Kai-Lio's large lower half prevents them from using mounts that are standard for Medium-sized creatures. Kai-lio require mounts of Huge size or greater.

**Water Dependent:** This creature can survive out of water for 1 hour per 2 points of Constitution.





# Kairuku

*This man-sized penguin glances at you with bright and curious eyes.*

**KAIRUKU**

**CR 1**



**XP 400**

**N** Medium animal (aquatic)

**Init** +3; **Senses** low light vision; **Perception** +6

**Racial Buoyancy** -20; **Depth Tolerance** 600 feet

## DEFENSE

**AC** 15; touch 13, flat-footed 12 (+3 Dex, +2 natural)

**hp** 10 (2d8+2)

**Fort** +3, **Ref** +5, **Will** +2

## OFFENSE

**Speed** 30 ft., swim 40 ft.

**Melee** bite +2 (1d6+1), kick +0 (1d4)

## STATISTICS

**Str** 12, **Dex** 16, **Con** 13, **Int** 2, **Wis** 15, **Cha** 11

**Base Atk** +1; **CMB** +2; **CMD** 15

**Feats** Run

**Skills** Acrobatics +3, **Perception** +6, **Sleight of Hand** +10;

**Racial Bonus**: +3 **Sleight of Hand**

## ECOLOGY

**Environment** cold oceans and shorelines

**Organization** solitary, pair, flock (4-60)

## SPECIAL ABILITIES

**Hold Breath (Ex):** A kairuku can hold its breath for a number of rounds equal to four times its Constitution score before it risks drowning or suffocating.

**Swipe (Ex):** Kairuku are attracted to objects that are shiny or oddly shaped and will go to great lengths to steal such items. Kairuku have a natural skill at rapidly and stealthily using their beak to pilfer an item that catches their eye, treating **Sleight of Hand** as a class skill. Any stolen items are added to the bird's nest to attract a mate.

Large flocks of kairuku dominate the icy shorelines, with the birds both strutting along the shore and diving beneath the waves. In areas where they are unmolested by humanoids, they can be quite tame unless their breeding grounds are disturbed. They have an unfortunate habit of stealing shiny objects. A humanoid bearing something of interest may be mobbed by an entire flock.

Kairuku feed mostly on large fish and squid. In turn they are prey for many larger creatures. They may also be found feeding on carrion washed up on the shore, from whales to humanoids. The birds themselves are edible, yet oily and foul tasting.

The story of the kairuku's origins in modern Isinblare is nothing less than extraordinary. Originally, the kairuku went extinct ages ago but a flock was well preserved in solid ice till roughly six centuries ago. They were then discovered by the crystalix, who sold them to the squawks. The squawks treated them like treasure and they were put on display (still frozen in blocks of ice). Eventually, one of the frozen birds was stolen by some ice elven rogues, sold to their own kin and later thawed and resurrected. Everyone was so pleased with the creature that emerged that eventually the entire flock was brought back to life and allowed to multiply.

Kairuku are easily domesticated and squawks frequently use them as mounts above and below the waves. A tamed kairuku is utterly loyal to its allies, yet still retains the troublesome habit of pilfering items from those around it.



# Kappa, Halbokian

*Thick and lumbering, this humanoid tortoise's shell looks capable of fending off the most telling of blows. The muscular creature's powerful, bludgeoning fists also appear formidable.*

## HALBOKIAN KAPPA

CR 3



XP 800

NE Medium monstrous humanoid (amphibious, anthromorph)

**Init** +0; **Senses** darkvision 60 ft.; **Perception** +6

**Racial Buoyancy** -50; **Depth Tolerance**: 600 feet

## DEFENSE

**AC** 16, touch 10, flat-footed 16 (+6 natural armor)

**hp** 28 (3d10+12)

**Fort** +6, **Ref** +3, **Will** +3

**Defensive Abilities** shellshock

## OFFENSE

**Speed** 15 ft., swim 30 ft.

**Melee** 2 slams +6 (1d4+3)

## STATISTICS

**Str** 16, **Dex** 10, **Con** 17, **Int** 8, **Wis** 10, **Cha** 8

**Base Atk** +3; **CMB** +6, **CMD** 16

**Feats** Great Fortitude, Toughness

**Skills** Intimidate +5, **Perception** +6, **Survival** +6

**Languages** Kappa

## ECOLOGY

**Environment** temperate and warm seas

**Organization** solitary, pair, group (3-12)

**Treasure** standard

## SPECIAL ABILITIES

**Shellshock (Ex)** A kappa's thick shell can repel blows with resounding force. Every time the kappa is missed in combat there is a 20% chance the attack was blocked by the shell. Attackers who've missed in this manner are dazed for 1 round.

Halbokian kappa are vicious, ignorant thugs. Found everywhere throughout the Cerulean Seas these tortoise-folk are best known for their great strength and durability. Kappa rarely form lasting communities on their own, but instead market their physical abilities as thugs, slavers, and other nefarious jobs.

In spite of this proclivity for unsavory work, kappa do possess an ingrained respect for the sea and her environment. Though they've no qualms about killing a foe in combat or kidnapping a merchant from his home for pay, kappa will not willingly ally with those who'd pervert nature, such as necromancers and their ilk.

Still this moral code is a loose guide at best. Kappa, more so than any other race beneath the waves, are most often found in the employ of criminals, cabals, and other ruffians. These positions allow kappa to explore their other moral guide- exercise power over those that are weaker.

The sebek-ka are originally responsible for naming the halbokian kappa, which were previously referred to as turtle-folk. Sebek-ka legend tells of a sophisticated turtle-like race known as the kappa that was once friendly to the worshipers of Sebek. Upon seeing the indigenous turtle-folk of the Cerulean Seas, they immediately believed that they had discovered their long lost allies and began referring to them as kappa. The name stuck long after the sebek-ka realized their error—the halbokian kappa (halbokian referring to the original name for the region of the Cerulean Seas) were not sophisticated, nor were they allies. Their resemblance to the kappa of legend was determined to be purely superficial.

Other races also have legends of a turtle-like race known as the kappa, but they are more in line with the kappa of this realm- evil and brutish. Some sages speculate that the halbokian kappa are all that remain of the kappa of legend; degenerate and de-evolved from a once civilized species. These sages are quick to point out vestiges of advanced culture such as their reverence for nature, and ability to construct seaworthy vessels from which they launch successful fishing missions.





# Karkanak

A menacing chitin-covered humanoid lumbers toward you. He is reminiscent of an angry male fiddler crab; except that the larger claw is nearly the size of a full-grown man.

## KARKANAK

CR 1/2



XP 200

Male karkanak barbarian 1

NG Medium humanoid (aquatic, anthromorph)

Init +0; Senses Perception +5

Racial Buoyancy -190; Depth Tolerance 600 feet

## DEFENSE

AC 12, touch 10, flat-footed 12 (+2 natural)

hp 15 (1d12 + 3)

Fort +5, Ref +0, Will +1

## OFFENSE

Speed swim 20 ft.

Melee Claw +4 (1d8+3)

Space 5ft.; Reach 5ft.

Special Attacks rage (7 rounds/day)

## STATISTICS

Str 17, Dex 11, Con 16, Int 10, Wis 12, Cha 8

Base Atk +1; CMB +4; CMD 14

Feats Power Attack

Skills Acrobatics +4, Intimidate +3, Perception +5, Survival +5

Languages Common, Clickclack

SQ fast movement (barbarian), innate craft, amphibious, bestial senses, landwalker

## ECOLOGY

Environment shoreline or coastal caves

Organization solitary, pair, or squad (3–6)

Treasure NPC gear

## SPECIAL ABILITIES

**Innate Craft:** Karkanaks may use their Wisdom modifier instead of their Intelligence modifier on Craft skill checks. All Craft skills are class skills for karkanaks.

**Amphibious:** Karkanaks possess gills, and may survive out of water for 1 hour per 2 points of Constitution before beginning to drown.

**Bestial Senses:** Karkanaks receive a +2 racial bonus to Perception checks to notice potentially animate creatures or objects, and always receive a check to notice movement within 50 feet (even when not actively looking).

**Landwalker:** Karkanaks may move on land at 75% of their swim speed.

Karkanaks look like an upright-walking crab with six appendages instead of ten. The lower two legs are called "walking legs," and are used primarily for movement. The first two legs are not really "legs" per se, but rather claws — technically they are called chelipeds.

These claws are used for attacking, and lack dexterity for fine manipulation. The middle legs of both genders end in small, dexterous pinchers used for delicate manipulation.

Karkanaks are common denizens found on all sandy beaches of the realm's shores. While they are great in number, their presence is seldom felt unless they are severely threatened. Karkanaks prefer to spend their day eating, lounging, crafting, and competing for a mate. Innate artisans, they make their living in the seas selling finely crafted wares; typically nets and tools, but sometimes well-made weapons and armor.

## KARKANAK CHARACTERS

Karkanaks are defined by their class levels — they do not possess racial Hit Dice. All karkanaks have the following traits.

**+2 Constitution, +2 Strength, -2 Dexterity:** Karkanaks are built like tanks and are very strong. Unfortunately, their bulky form makes them somewhat clumsy.

**Racial Buoyancy:** -190, **Depth Tolerance:** 600 feet

**Medium:** Karkanaks are Medium creatures.

**Anthromorph:** Karkanaks have the anthromorph subtype.

**Slow Swim Speed:** Base swim speed of 20 feet.

**Gills:** Karkanaks can breathe water indefinitely.

**Innate Craft:** See Special Abilities above.

**Natural Armor:** Karkanaks have a natural AC bonus of 2.

**Natural Weapons:** Female karkanaks possess two slashing natural weapon attacks with their claws that inflict 1d6 points of damage (×2 critical) on a hit. Males have one larger claw that inflicts 1d8 damage, while their smaller claw inflicts 1d4 (each with a ×2 critical). These are primary attacks, or secondary attacks if the karkanak wields a manufactured weapon.

**Languages:** Karkanaks begin play speaking Common and Click-clack.

Karkanaks with high Intelligence scores can choose any of the following: Aquan, Abyssal, Draconic, and Lok'tar.



# Kauila

A massive turtle with a long eel-like tail gazes up at you. Its gold-rimmed eyes are wise and knowing.

KAUILA

CR 13



XP 25,600

NG Huge magical beast (aquatic)

**Init** +3; **Senses** Darkvision 60 ft., low light vision; Perception +23

**Racial Buoyancy** 0; **Depth Tolerance**: immune to pressure

## DEFENSE

**AC** 30; touch 7, flat-footed 30 (-1 Dex, +23 natural, -2 size)

**hp** 189 (14d10+112)

**Fort** +19, **Ref** +8, **Will** +9

## OFFENSE

**Speed** 10 ft., swim 40 ft.

**Melee** bite +19 (2d6+7), 2 slams +19 (1d8+7), tail slap +14 (2d6+3)

**Special Attacks** desalinize, hurricane breath

**Spell-Like Abilities** (CL 14)

at will—create water, guidance, stabilize

3/day—bless water, cure light wounds

2/day—cure moderate wounds, death ward, restoration

1/day—cure serious wounds, mass



## STATISTICS

**Str** 25, **Dex** 9, **Con** 27, **Int** 16, **Wis** 20, **Cha** 22

**Base Atk** +14; **CMB** +23; **CMD** 32

**Feats** Combat Expertise, Critical Focus, Great Fortitude, Greater Sunder, Improved Sunder, Improved Initiative, Power Attack

**Skills** Acrobatics +16, Heal +19, Knowledge (nature) +17, Perception +23, Stealth +8

**Languages** Boggard, Ceti, Common, Delatari

## ECOLOGY

**Environment** warm seas

**Organization** solitary

**Treasure** standard

## SPECIAL ABILITIES

**Desalinize (Su)**: A kauila can pull all the salt out of the water around it in a 30 foot radius as a move action. Creatures within this radius that require salt water must make a DC 25 Fortitude save or be fatigued until they leave the area. The area around the kauila remains fresh water until it wills for the water to become salt again.

**Hurricane Breath (Su)**: Once per day a kauila may breathe out a small hurricane. If used underwater, the area becomes a chaotic mass of swirling currents in a 180 foot radius. Any creature moving within the area must make a DC 25 Swim check each round or be pushed its movement rate in a random direction and be disoriented. In addition the currents are electrically charged, and those attempting to swim within the area take 3d6 points of electrical damage per round, with a DC 25 Reflex save for half damage.

If the kauila uses this ability above the waves, treat it as a hurricane (PATHFINDER ROLEPLAYING GAME). The effect lasts 10 minutes per point of the kauila's Charisma modifier.

Kauilas are the guardians of the tropical seas, nomads that seek to aid the endangered and punish the guilty. They are kind hearted and gentle, yet suffer fools poorly. A kauila may travel a circuit that takes it over thousands of miles, and it knows every good aligned song dragon and other goodly creature along its route. These creatures will aid the turtle however they can, and will avenge any harm to it.

Kauila will fearlessly face any evil they come across, seeing them as a taint upon the waters. They start combat by sucking the very salt out of the sea around them, weakening their enemies. If hard pressed, or facing a large number of foes they will create a hurricane upon their foes' approach.

Kauila put great faith and hope in the mogogol, and will watch over their ships with great affection. They see them as an example of kindness that all races should follow. They are known to enter brackish pools on islands along known trade routes, and transform them into lifesaving fresh water.

More than a few kauila are born with the blood of angels flowing through their veins, half-celestial knights against the forces of darkness.



# Koi-man

*This fish-man has bright orange scales, with bright white patches. It wears a complex series of tubes, lines, pipes, and air bladders.*

KOI-MAN

CR 1/2



XP 200

Male koi-man siren 1

CG humanoid (aquatic)

**Init** -; **Senses** low-light vision; Perception +0

**Racial Buoyancy** -25<sup>A</sup>; **Depth Tolerance**: 600 feet

## DEFENSE

**AC** 14; touch 10, flat-footed 14 (+2 armor, +2 natural)

**hp** 6 (1d8+2)

**Fort** +2, **Ref** +2 **Will** +2

## OFFENSE

**Speed** 30 ft., swim 30 ft.

**Melee** rapier +0 (1d6/18-20)

**Ranged** shock balls (bola) +0 (1d4 electricity)

**Special Attacks** siren song 7 rounds/day (commanding cadence (DC 14), compelling song (DC 14), predators song)

**Siren Spells Known** (CL 1; concentration +4)

1<sup>st</sup> (3/day)-*animate rope, cloak of fog, sleep* (DC 14)

0-*dancing lights, detect magic, ghost sound, prestidigitation*

## STATISTICS

**Str** 10, **Dex** 10, **Con** 14, **Int** 13, **Wis** 11, **Cha** 17

**Base Atk** +0; **CMB** +0 ; **CMD** 10

**Feats** Arcane Strike

**Skills** Acrobatics +4, Bluff +7, Knowledge (geography) +5, Perform +7, Use Magic Device +7

**Languages** Common, hitogoi

**SQ** songstress's grace 1/day

## ECOLOGY

**Environment** any aquatic

**Organization** solitary, pair, school (4-8), or fascinate (20-200)

**Treasure** NPC gear (leather armor, rapier, shock balls, breather)

Koi-men, or hitogoi, are explorers and inventors from faraway lands. They are fresh water dwellers, coming from deep inland lakes and rivers. They wear specialized breathers that allow them to breathe both fresh water and air. They have a burning need to explore and migrate, thus far acting as "tourists", yet many sea dwellers fear a wave of colonists to follow.

Most koi-men encountered in the Cerulean Seas are craftsman and merchants, traveling to learn new crafts and to find new wonders. Some few are traveling adventurers, mainly mariners, monks and sirens, as well as alchemists looking for exotic ingredients. Koi-men of any class can feel the call to exotic waters, however.

Koi-men carry a dizzying array of never before seen items and weapons. They are reluctant to trade these items, although they may give them as gifts to close friends.

Hitogoi are brave, reliable, and at times, a touch naive.

## KOI-MAN CHARACTERS

Koi-men are defined by their class levels-they do not possess racial Hit Dice. All koi-men have the following racial traits.

**+2 Constitution, -2 Wisdom, +2 Charisma:** Koi-man are healthy and have friendly personalities. They are sheltered and see the best in others, however.

**Medium:** Koi-men are medium creatures.

**Low-light vision:** Koi-men see well in low light areas.

**Skilled:** Koi-men gain a +2 to any one Craft skill.

**Weapon Familiarity:** Koi-men are always proficient with shockballs, and treat any weapon with the word "hitogoi" in its name as a martial weapon.

**Languages:** Koi-men begin play speaking Hitogoi and Common. Koi-men with high Intelligence scores can choose from among the following bonus languages: Boggard, Delatari, Nixish, and Lok'tar.

Koi-men have a unique set of equipment that they bring with them on their travels. A few of the most common are highlighted below:

**Bioluminescence Blocker:** Small packets of dark fluid, bioluminescence blockers require a ranged touch attack to hit. If it strikes a target that possesses bioluminescence, that target must make a DC 14 Fortitude save or lose the ability to bioluminesce for 2d6 rounds. A bioluminescence blocker weighs 1 pound and costs 20 gp.

**Breather:** A breather is a complex device that is partly cog powered and partly alchemical. It allows the wearer to breathe salt water and air as naturally as fresh water. A salt water native wearing one of these must make a DC 15 Fortitude save each round or be fatigued until the device is removed and they return to salt water. It is speculated that a fresh to salt version of these

devices exist. A breather weighs 10 pounds and costs 500 gp.

**Shock Balls:** Shock balls come in two forms, a bola style that is easily carried and concealed, and a stronger one based around an air rifle. Both types deal electrical damage on impact, and on following rounds deal their damage whenever the target moves, once per round for 2d4 rounds. Critical hits only apply to the initial hit. Both are exotic weapons for non-hitogoi.

**Bola:** 25 gp., Weight: -2 bu., Damage: 1d3 (Small), 1d4 (Medium), Critical x2, Range: 10 ft., electrical damage.

**Rifle:** 150 Gp. Weight: -8 bu., Damage: 1d4 (Small), 1d6 (Medium), Critical 19-20/x2, Range: 80 ft., electrical damage. Ammo: pellet, 1 gp each, expended upon impact.





# Kraken, Polar



*A blue squid of massive size is entombed in solid ice, backlit by a glowing orb. Suddenly its sea green eyes open and its tentacles thrust through the ice at you!*

## POLAR KRAKEN

CR 15



XP 51,200

NE Huge magical beast (cold, aquatic)

**Init** +6; **Senses** Darkvision 60 ft., low light vision; Perception +23

**Racial Buoyancy** -35; **Depth Tolerance**: 10,000 feet

### DEFENSE

**AC** 30; touch 10, flat-footed 28 (+2 Dex, +20 natural, -2 size)

**hp** 207 (18d10+108)

**Fort** +17, **Ref** +13, **Will** +8

**Immune** cold, mind-affecting effects, poison

**Vulnerability** steam

### OFFENSE

**Speed** 10 ft., swim 40 ft., jet 280 ft.

**Melee** 2 arms +24 (1d8+8), 8 tentacles +22 (1d6+6 plus grab), bite +24 (2d6+8)

**Space** 15 ft.; **Reach** 15 ft. (30 ft. with arms and tentacles)

**Special Attacks** constrict (tentacles, 1d6+6), ice glide, icy ink, light

**Spell-like Abilities** (CL 12, Concentration +16)

1/day-dispel magic, protection from energy, wall of ice

### STATISTICS

**Str** 26, **Dex** 14, **Con** 22, **Int** 19, **Wis** 15, **Cha** 19

**Base Atk** +18; **CMB** +24; **CMD** 36

**Feats** Blind Fight, Cleave, Critical Focus, Greater

Vital Strike, Improved Initiative, Improved Vital

Strike, Multiattack, Power Attack, Vital Strike

**Skills** Acrobatics +23, Climb +29, Intimidate +22,

Perception +23, Stealth +15, Use Magic

Device +22

**SQ** tenacious grapple

### ECOLOGY

**Environment** cold oceans

**Organization** solitary or pair

**Treasure** double

### SPECIAL ABILITIES

**Ice Glide (Su)**: A polar kraken may pass through any body of ice as if it were water. Its passage leaves no trace or track and it can dwell within a body of ice large enough to hold its form. Creatures constricted within its tentacles gain the ice glide ability, allowing it to draw prey into the ice it hides in. A creature released by a kraken while still encased gains the entombed condition\*. Attackers may strike any part of the kraken outside the ice normally; the ice must be destroyed before the polar kraken within may be attacked.

**Icy Ink (Su)**: Three times per day a polar kraken may create a 10 foot by 10 foot cloud of ink. This ink deals 4d6 points of cold damage to any creature caught within it and instantly hardens into solid ice. Creatures within the area may make a Reflex save, DC 26, to escape before it hardens. Creatures trapped within the ice gain the entombed condition\*. Alternatively, the kraken may repair any ice with a use of its ink, repairing 4d6 points per usage

**Light (Ex)**: Polar krakens possess a large light creating organ, which they use to attract prey. They have total control over the light, flashing it on or off as a free action. It can glow up to the intensity of bright light in a 15-foot radius.

**Tenacious Grapple (Ex)**: Polar krakens do not gain the grappled condition when grappling a foe with its arms.

\*Described at the beginning of Appendix 7.

Polar krakens are the degenerate kin of the better known kraken, living even farther towards the poles than their more powerful cousins are comfortable with. They are less concerned with empire building than with feeding, although they usually rule large stretches of sea by default. For all their power, they are craven creatures and flee if they cannot attack by ambush.

Polar krakens use their ice glide ability to hide within massive icebergs or glide just below the surface of ice floes, attacking from concealment while simultaneously being protected. They use their light emitting organ to create brief flashes of light, attracting the curious. They sometimes stock smaller icebergs with the bodies of slain creatures, reaching in to retrieve the frozen corpses whenever it feels hungry.

Polar krakens never stop growing and they can achieve truly monstrous sizes with the passing centuries. Few things are more terror provoking than a nest of massive tentacles erupting from a solid wall of ice. Massive sea serpents, large dragons and true krakens will generally make a polar kraken go into hiding for weeks at a time.





# Krithkakra

*This hulking creature appears to be a humanoid with shrimp-like traits. Powerful looking claws snap in anticipation, and a tail covered in thick chitin sways behind it. A pair of saw-like appendages twitch on its brow.*

## KRITHKAKRA

CR 4



XP 1,200

NE Large monstrous humanoid (aquatic)

**Init** +0; **Senses** darkvision 60 ft., blindsense 60 ft.; Perception +5

**Racial Buoyancy** -865; **Depth Tolerance**: 2,500 feet

### DEFENSE

**AC** 19; touch 9, flat-footed 19 (+10 natural, -1 size)  
**hp** 42 (5d10+15)

**Fort** +4, **Ref** +4, **Will** +4

### OFFENSE

**Speed** 30 ft., swim 30 ft.

**Melee** bite +9 (1d6+5), 2 claws +10 (1d4+5 plus grab), tail +0 (1d8+2)

**Special Attacks** constrict (1d4+5), saw

### STATISTICS

**Str** 20, **Dex** 11, **Con** 17, **Int** 7, **Wis** 10, **Cha** 8

**Base Atk** +5; **CMB** +11; **CMD** 21

**Feats** Cleave, Power Attack, Weapon Focus (claws)

**Skills** Acrobatics +3, Climb +10, Intimidate +4, Perception +5, Survival +5

**Languages** Click-clack, Common

### ECOLOGY

**Environment** ocean and shoreline

**Organization** solitary, pair, party (5-15), village (25-150)

**Treasure** standard

### SPECIAL ABILITIES

**Saw (Ex):** When a krithkakra makes a successful bite attack it may, as a free action, make an attack with the saw like antenna on its forehead. This attack has a +5 to hit, deals 1d4 points of slashing damage with no Strength bonus, and deals 1d4 points of bleed. An exceptional krithkakra may modify this attack with the Weapon Finesse feat.

Krithkakra are thought to be distantly related to the karkanak race, with a shrimp or lobster ancestor. They are conniving thugs that hate their more successful kin with a deep passion. They do not breed as rapidly as the karkanaks, with a 50% mortality rate of their eggs. They are also less adaptable than the crabmen, needing a steady diet of flesh in place of filter feeding. Karkanak is, of course, their favorite food.

Krithkakra prefer having overwhelming power or numbers on their side in combat, often in lightless conditions where their feathery antenna give them an advantage. They are brutal in battle, reveling in biting hunks of flesh from their foes, and raking the wounds with the saw-tooth combs that rest above their eyes. Their heavy

carapace does not lend itself to speed or maneuverability, and they try to corner their foes whenever possible.

Karkanaks try to avoid the krithkakra whenever possible, preferring to live and let live. When they live in close proximity the two races clash fiercely, leaving battlefields littered with shattered shells and ripped off claws.

Roughly one in a hundred krithkakra are born with a larger claw, capable of making a small sonic boom. These pistol shrimp become natural war chiefs, and are generally smarter, stronger and more brutal. They have a primary claw that deals 1d10 points of damage, and once every 1d4 rounds they can let off a sonic attack in a 20 foot cone, dealing 2d6 points of damage, and requiring a Fortitude save DC 10 + half the krithkakra's HD + its Constitution modifier or be stunned 1d3 rounds.



## Lamprey, Dire

This prehistoric fish looks something like a cross between an eel and a leech, complete with a sucker-mouth filled with razor-sharp teeth.

### DIRE LAMPREY

CR 1/2



XP 200

N Tiny magical beast (aquatic)

**Init** +4; **Senses** darkvision 60 ft.; Perception +1

**Racial Buoyancy** -2; **Depth Tolerance**: 800 feet

#### DEFENSE

**AC** 16, touch 16, flat-footed 12 (+4 Dex, +2 size)

**hp** 5 (1d10)

**Fort** +2, **Ref** +6, **Will** +1

#### OFFENSE

**Speed** swim 40 ft.

**Melee** bite +7 (1d3-4 plus attach)

**Space** 2-1/2 ft.; **Reach** 0 ft.

**Special Attacks** blood drain

#### STATISTICS

**Str** 3, **Dex** 19, **Con** 10, **Int** 1, **Wis** 12, **Cha** 6

**Base Atk** +1; **CMB** +3 (+11 grapple when attached); **CMD** 9

**Feats** Weapon Finesse

**Skills** Acrobatics +8, Stealth +12

**SQ** diseased

#### ECOLOGY

**Environment** any ocean

**Organization** solitary or school (3-30)

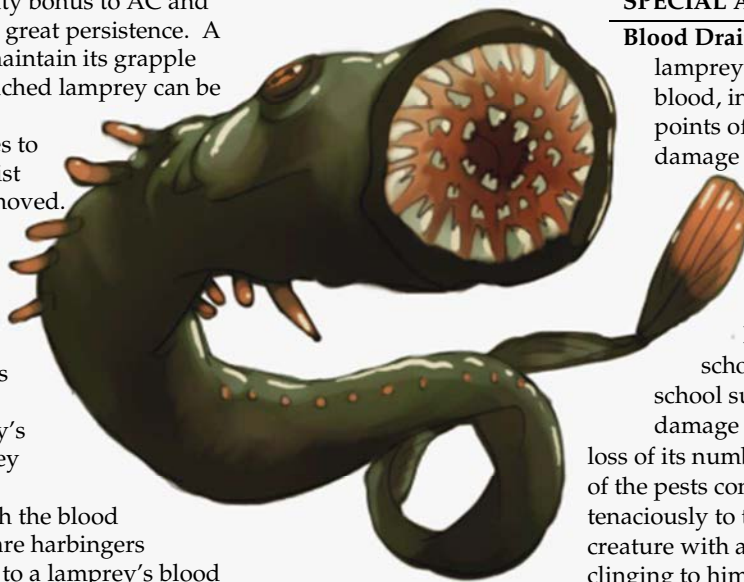
**Treasure** none

#### SPECIAL ABILITIES

**Attach (Ex)** When a lamprey hits with a bite attack, its suction-mouth latches onto the target, anchoring it in place. An attached lamprey is effectively grappling its prey. The lamprey loses its Dexterity bonus to AC and has an AC of 12, but holds on with great persistence. A lamprey has a +8 racial bonus to maintain its grapple on a foe once it is attached. An attached lamprey can be struck with a weapon or grappled itself—if its prey manages to win a grapple check or Escape Artist check against it, the lamprey is removed.

**Blood Drain (Ex)** A lamprey drains blood at the end of its turn if it is attached to a foe, inflicting 1 point of Constitution damage. Once a lamprey has dealt 4 points of Constitution damage, it detaches and swims off to digest the meal. If its victim dies before the lamprey's appetite has been sated, the lamprey detaches and seeks a new target.

**Diseased (Ex)** Due to their contact with the blood of numerous creatures, lampreys are harbingers of disease. Any creature subjected to a lamprey's blood drain attack has a 10% chance of being exposed to filth fever, ick, or a similar disease. Once this check is made, the victim can no longer be infected by this particular lamprey, though attacks by different lampreys are resolved normally and may result in multiple illnesses.



## Lamprey, School of

Young lamprey flock together in a school of voracious blood-lust.

### SCHOOL OF LAMPREY

CR 1



XP 400

N Diminutive vermin (aquatic, swarm)

**Init** +3; **Senses** darkvision 60 ft.; Perception +4

**Racial Buoyancy** 0; **Depth Tolerance**: 800 feet

#### DEFENSE

**AC** 17, touch 17, flat-footed 14 (+3 Dex, +4 size)

**hp** 9 (2d8)

**Fort** +3, **Ref** +3, **Will** +0

**Defensive Abilities** swarm traits; **Immune** mind-affecting effects, weapon damage

**Weaknesses** swarm traits

#### OFFENSE

**Speed** swim 20 ft.

**Melee** swarm (1d6 plus blood drain and distraction)

**Space** 10 ft.; **Reach** 0 ft.

**Special Attacks** cling, distraction (DC 11)

#### STATISTICS

**Str** 1, **Dex** 17, **Con** 10, **Int** —, **Wis** 10, **Cha** 2

**Base Atk** +1; **CMB** —;

**CMD** —

**Skills** Acrobatics +3, Perception +4; **Racial Modifiers** +4 Perception

#### ECOLOGY

**Environment** any ocean

**Organization** solitary or spawning school (3-6 swarms)

**Treasure** none

#### SPECIAL ABILITIES

**Blood Drain (Ex)** A

lamprey school drains blood, inflicting 1d2 points of Constitution damage in addition to its swarm damage each round.

**Cling (Ex)** If a creature leaves a

lamprey

school's square, the school suffers 1 point of damage to reflect the

loss of its numbers as several of the pests continue to cling tenaciously to the victim. A creature with a lamprey school clinging to him takes 1d2 point of damage at the end of his

turn each round. As a full-round action, he can remove the lampreys with a DC 14 Reflex save. Strong water currents or any amount of damage from an area effect destroys all clinging lampreys. The save DC is Dexterity-based.



## Lich, Ice



This undead creature wears rotted yet fine robes of ancient make. Its body is decayed under a thick coating of ice. Pale blue flames flicker in its empty eye sockets.

### ICE LICH

CR 15



XP 51,200

Isqu'illa, the Slush Queen

Seafolk lich wizard 14

LE Medium undead (augmented humanoid, aquatic, cold)

**Init** +2; **Senses** Darkvision 60 ft.; Perception +28

**Aura** fear and freezing (60 ft. radius; DC 22)

**Racial Buoyancy** -35; **Depth Tolerance**: immune

### DEFENSE

**AC** 23; touch 12, flat-footed 21 (+4 armor, +2 Dex, +7 natural)

**hp** 119 (14d6+70)

**Fort** +9, **Ref** +8, **Will** +14

**Defensive Abilities** channel resistance +4; **DR**

15/bludgeoning and magic; **Immune** cold, electricity, undead traits

**Weakness** vulnerability to steam

### OFFENSE

**Speed** swim 30 ft.

**Melee** touch +7/+2 (1d8+7 plus rime touch)

**Special Attacks** hand of the apprentice 10/day, metamagic mastery 4/day, rime touch (DC 22)

**Spells Prepared** (CL 14<sup>th</sup>, Concentration +22)

7<sup>th</sup>-finger of death (DC 24), greater teleport, limited wish (DC 24)

6<sup>th</sup>-boiling light, disintegrate (DC 23), eyebite (DC 23), globe of invulnerability

5<sup>th</sup>-constricting bubble (DC 22), feeblemind (DC 22), symbol of pain (DC 22), wall of force

4<sup>th</sup>-acid bubble (DC 21), animate dead, charm monster (DC 21), greater invisibility, scathing eels (DC 21)

3<sup>rd</sup>-aqueous form, dispel magic, haste, slow (DC 20), vampiric touch

2<sup>nd</sup>-blindness/deafness (DC 19), boiling gaze (DC 19), entrapping bubble (DC 19), ghoul touch (DC 19), stormfire, undertow (DC 19)

1<sup>st</sup>-boiling hands (DC 18), mage armor (already cast), magic missile, protection from good, ray of enfeeblement (DC 18), true strike

0-acid splash, electrify, mage hand, touch of fatigue (DC 17)

### STATISTICS

**Str** 11, **Dex** 14, **Con** -, **Int** 24, **Wis** 17, **Cha** 20

**Base Atk** +7; **CMB** +7; **CMD** 19

**Feats** Bouncing Spell\*, Combat Casting, Craft Rod, Craft Staff, Craft Wondrous Item, Iron Will, Lightning Reflexes, Maximize Spell, Persistent Spell\*, Quickened Spell, Scribe Scroll

**Skills** Acrobatics +20, Appraise +21, Disguise +17, Intimidate +20, Knowledge (arcana) +24, Knowledge (history) +24, Knowledge (religion) +24, Linguistics +19, Perception +28, Sense Motive +23, Spellcraft +22, Stealth +22; **Racial Bonus**: +8 Perception, Sense Motive, Stealth

**Languages** Abyssal, Aquan, Celestial, Common, Dagonite, Delatari, Draconic, Infernal, Glacian, Lok'tar, Pinnipar

### ECOLOGY

**Environment** any cold

**Organization** solitary

**Treasure** NPC gear (bracers of armor +3, crown of blasting, minor, darkwater pearls, scroll of teleport, other gear)

\* found in ADVANCED PLAYERS GUIDE

**Phylactery**: The phylactery of an ice lich must be carved from ice made from the purest possible water. This ice is enchanted to become as strong as any other phylactery, although if exposed to magical fire it is destroyed in a single round.

Ice liches possess a body that matches their spirits. Once dark-hearted mortals, these creatures reduce the world around them to a hell of gleaming ice and thickened waters. All but unknown in warmer climates, ice liches quietly rule the frozen parts of the world, subtle and mostly unseen.

A typical ice lich views combat as a thing below it, best suited to lesser creatures. When they do enter combat, they do everything they can to make sure it is on their terms. They reserve their harshest magic for creatures that show the use of magical fire, destroying them as quickly as possible.



Most ice liches were ambitious beings in life that felt most at home in the bleak wastes of the Isinblarean seas. They preserve their foes with their rime touch, both to display as trophies and to draw upon their knowledge. It is not unknown for an ice lich to gift a magical trinket that protects one from cold damage before freezing them with a touch. These victims are kept helpless but horribly aware, thawed out once every few decades whenever the lich needs to pluck information from their rapidly maddening ravings.

### CREATING AN ICE LICH

"Ice Lich" is an acquired template that can be added to any living creature (referred to hereafter as the base creature), provided it can create the required phylactery. An ice lich retains all the base creature's statistics and special abilities except as noted here.

**CR:** Same as the base creature + 2.

**Alignment:** Any evil.

**Type:** The creature's type changes to undead and gains the cold subtype. Do not recalculate BAB, saves, or skill ranks.

**Senses:** An ice lich gains darkvision 60 ft.

**Armor Class:** An ice lich has a +7 natural armor bonus or the base creature's natural armor bonus +2, whichever is better.

**Hit Dice:** Change all of the creature's racial Hit Dice to d8s. All Hit Dice derived from class levels remain unchanged. As undead, ice liches use their Charisma modifiers to determine bonus hit points (instead of Constitution).

**Defensive Abilities:** An ice lich gains channel resistance +4, DR 15/bludgeoning and magic and immunity to cold and electricity (in addition to those granted by its undead traits). It also gains vulnerability to fire. The ice lich also gains the following ability:

**Rejuvenation (Su):** When an ice lich is destroyed, its phylactery (which is generally hidden by the ice lich in a safe place far from where it chooses to dwell) immediately begins to rebuild the undead spellcaster's body nearby. This process takes 1d10 days—if the body is destroyed before that time passes, the phylactery merely starts the process anew. After this time passes, the ice lich awakens fully healed (albeit without any gear it left behind on its old body), usually with an icy need for revenge against those who previously destroyed it.

**Melee Attack:** An ice lich has a touch attack that it can use once per round as a natural weapon. An ice lich fighting without weapons uses its natural weapons (if it has any) in addition to its touch attack (which is treated as a primary natural weapon that replaces one claw or slam attack, if the creature has any). An ice lich armed with a weapon uses its weapons normally and can use its touch attack as a secondary natural weapon.

**Damage:** An ice lich's touch attack uses negative energy to deal 1d8 points of damage to living creatures + 1 point of damage per 2 Hit Dice possessed by the ice lich. As negative energy, this damage can be used to heal undead creatures. An ice lich can take a full-round action to infuse itself with this energy, healing as much damage to itself as it would have done in a normal touch attack.

**Special Attacks:** An ice lich gains the special attacks described below. Save DCs are equal to 10 + ½ the ice lich's HD + lich's Cha modifier unless otherwise noted.

**Aura of Fear and Freezing (Su):** Creatures of less than 5 HD in a 60-foot radius that look at the ice lich must succeed on a Will save or become frightened. Creatures with 5 HD or more must succeed at a Will save or be shaken for a number of rounds equal to the ice lich's Hit Dice. A creature that successfully saves cannot be affected again by the same ice lich's aura for 24 hours. This is a mind-affecting fear effect.

In addition to the effects of the lich's fear aura, an ice lich radiates a supernatural chill. All creatures not immune to cold within the aura take 1d10 points of damage per round. If the lich is above water, a thick layer of ice forms on all structures and objects within range of its aura. Floors covered by this ice are considered difficult terrain and are treated as if they have a *grease* spell upon them. The lich moves on the ice without difficulty.

Underwater the aura causes water to turn into a slush. All swim speeds other than that of the lich are halved. All creatures within the slush gain concealment. The lich sees through the slush normally.

An ice lich may attempt to suppress its aura by making a DC 25 Will save each round. It may resume the aura as a free action.

**Rime Touch (Su):** Creatures touched by an ice lich rapidly become covered with a thick coating of ice. Victims may make a DC 22 Strength or Escape Artist check on the round they are touched to break free while the ice is forming. Creatures that fail the check are fully encased in supernatural ice and take 1d4 points of cold damage every round. Creatures trapped within are sustained by the ice, requiring no air or food, although they may die from the cold. The ice has a hardness of 5 and 4 hit points per HD of the lich.

**Abilities:** Int +2, Wis +2, Cha +2. Being undead, an ice lich has no Constitution score.

**Skills:** Ice liches have a +8 racial bonus on Perception, Sense Motive and Stealth checks. An ice lich always treats Climb, Disguise, Fly, Intimidate, Knowledge (arcana), Knowledge (religion), Perception, Sense Motive, Spellcraft and Stealth as class skills. Otherwise, skills are the same as the base creature.



## Lobster, Giant



A man-sized lobster creeps forward with its unfettered claws snapping with delight.

### GIANT LOBSTER

CR 1



XP 400

N Medium vermin (aquatic)

**Init** +3; **Senses** darkvision 60 ft.; Perception +4

**Racial Buoyancy** -190; **Depth Tolerance**: 2,000 feet

#### DEFENSE

**AC** 14, touch 13, flat-footed 11 (+3 Dex, +1 natural)

**hp** 16 (3d8+3)

**Fort** +4, **Ref** +4, **Will** +1

**Immune** mind-affecting effects

#### OFFENSE

**Speed** 20 feet, swim 30 ft., jet 80 feet.

**Melee** 2 claws +2 (1d4 plus grab)

#### STATISTICS

**Str** 11, **Dex** 17, **Con** 12, **Int** —, **Wis** 10, **Cha** 2

**Base Atk** +2; **CMB** +2 (+6 grapple); **CMD** 15 (27 vs. trip)

#### ECOLOGY

**Environment** any ocean waters

**Organization** solitary or pod (3–12)

**Treasure** none

#### SPECIAL ABILITIES

**Jet (Ex)** A giant lobster can jet backward once per round as a full-round action, at a speed of 80 feet. It must move in a straight line while jetting, and does not provoke attacks of opportunity when it does so.

Giant lobsters are voracious scavengers who will prey on the weak or injured. If wounded, they tend to jet away and seek safety. While particularly dangerous to young children and the elderly, they are easily scared off by anyone fit enough to cause them any harm at all. Giant lobsters are considered a delicacy by most undersea races, and are hunted relentlessly.

This has decreased their population considerably, and they are now a rare sight.

Karkanaks will occasionally “tame” a giant lobster for use as a beast of burden or even a pet. These lobsters often have their claws tied shut or removed. While never truly domesticated, they can be coaxed to move with food. If not restrained, they will wander off at the first chance that they get.

## Lobster, Phantom



This legendary creature fades into existence and waves an enormous claw in your direction.

### PHANTOM LOBSTER

CR 5



XP 1,600

N Large magical beast (aquatic)

**Init** +7; **Senses** darkvision 60 ft.; Perception +6

**Racial Buoyancy** -865; **Depth Tolerance**: 2,000 feet

#### DEFENSE

**AC** 17, touch 12, flat-footed 14 (+3 Dex, +5 natural, -1 size)

**hp** 57 (6d10+24); regeneration 5 (cold or steam)

**Fort** +8, **Ref** +8, **Will** +3

#### OFFENSE

**Speed** 30 ft., swim 40 ft., jet 80 feet. (see giant lobster)

**Melee** 2 claws +10 (2d4+7 plus grab)

**Space** 10 ft.; **Reach** 5 ft.

**Special Attacks** rend (2 claws, 1d6+9)

**Spell-Like Abilities** (CL 11th)

**At will**—*invisibility* (as free action, self only)

**3/day**—*dimension door*

**1/day**—*greater teleport* (underwater and self only, within a 1 mile radius)

#### STATISTICS

**Str** 20, **Dex** 17, **Con** 16, **Int** 7, **Wis** 13, **Cha** 10

**Base Atk** +6; **CMB** +12 (+16 grapple); **CMD** 25 (37 vs. trip)

**Feats** Improved Initiative, Skill Focus (Stealth), Toughness

**Skills** Climb +11, Perception +6, Stealth +7

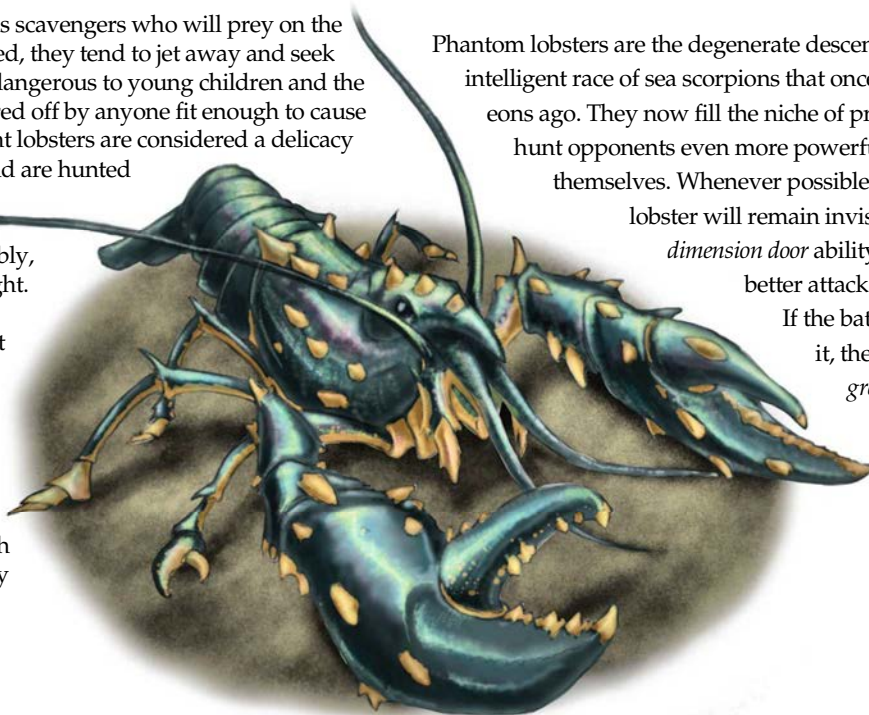
#### ECOLOGY

**Environment** any warm ocean

**Organization** solitary or pod (3–12)

**Treasure** none

Phantom lobsters are the degenerate descendants of an intelligent race of sea scorpions that once ruled the seas eons ago. They now fill the niche of predator, and will hunt opponents even more powerful than themselves. Whenever possible, the phantom lobster will remain invisible, using its *dimension door* ability to maneuver into better attack position if needed. If the battle turns against it, the lobster will use *greater teleport* to return to its lair.



## Lycanthrope, Aquatic

Although many infected aquatic lycanthropes are of the various aquatic races, several natural-born lycanthropes are of human heritage. Being considered extinct in the Cerulean Seas, any creature appearing human is assumed to be a lycanthrope of some sort. In many cases, these beings are reviled and hunted by religious zealots, mercenaries hired by fearful citizens, and trophy seekers.

The ocean's connection to lunar forces is undeniable. It can be seen daily with each high and low tide. As a result, creatures inflicted with aquatic lycanthropy are particularly susceptible to tidal influences. Unlike their land-based cousins, infected lycanthropes of the aquatic variety are forced into their bestial forms during the night of every spring tide. This means they involuntarily assume animal forms twice as often, during both the full moon and the new moon.

## Lycanthrope, Werecrocodile

*A fearful mix of crocodile and man leaps from the water. Powerful jaws snap at the air, and its tail beats the water to froth.*

WERECROCODILE (HUMAN FORM)

CR 12



XP 19,200

Human natural werecrocodile ranger 12 (augmented humanoid)

NE Medium humanoid (human, shapechanger)

**Init** +1; **Senses** low-light vision, Perception +13

**Racial Buoyancy** -50%; **Depth Tolerance**: 100 feet

### DEFENSE

**AC** 18; touch 11, flat-footed 17 (+1 Dex, +3 natural, +4 armor)

**hp** 96 (12d10+30)

**Fort** +10, **Ref** +9 **Will** +7

**Defensive Abilities** evasion

### OFFENSE

**Speed** 30 ft.

**Melee** +2 trident +15/+11/+6 (1d8+5) and sickle +11/+8/+3 (1d6+3)

**Ranged** mwk heavy crossbow +14 (1d10/19-20)

**Special Attacks** favored enemy humanoid (sea elves) +6, humanoid (reptilians) +2, humanoid (aquatic) +2, rend (1d10+4), quarry

**Ranger Spells Prepared** (CL 10, Concentration +13)

3rd-darkvision, water walk

2nd-dolphin's grace, snare

1st-alarm, resist energy, magic fang

### STATISTICS

**Str** 17, **Dex** 12, **Con** 14, **Int** 10, **Wis** 17, **Cha** 9

**Base Atk** +12; **CMB** +15; **CMD** 26

**Feats** Diehard, Double Slice, Endurance, Greater Two-Weapon Fighting, Improved Two-Weapon Fighting, Intimidating Prowess, Skill Focus (Stealth), Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (bite)

**Skills** Acrobatics +11, Climb +13, Craft (traps) +13, Handle Animal +11, Intimidate +13, Knowledge (nature) +10, Perception +13, Stealth +20, Survival +13 (+19 to follow tracks)

**Languages** Common

**SQ** camouflage, change shape (human, hybrid, crocodile; polymorph), favored terrain (water +4, swamp+2), hold breath, hunter's bond (animal companion-crocodile) lycanthropic empathy (crocodiles), swift tracker track +6, wild empathy +11, woodland stride

## ECOLOGY

**Environment** warm swamps

**Organization** solitary or pair

**Treasure** NPC gear (+2 leather armor, +2 trident, masterwork heavy crossbow, amulet of natural armor +3)

WERECROCODILE (HYBRID FORM, CHANGES ONLY)

CR 12

NE Large humanoid (human, shapechanger)

### DEFENSE

**AC** 26; touch 13, flat-footed 22 (+3 Dex, +1 dodge, +9 natural, +4 armor, -1 size)

**hp** 108 (12d10+42)

**Fort** +11, **Ref** +9 **Will** +7

**DR** 10/silver; **Defensive Abilities** evasion

### OFFENSE

**Speed** 30 ft., swim 30. ft., sprint

**Melee** +2 trident +15/+11/+6 (1d8+6) and sickle +11/+8/+3 (1d6+4), and bite +6 (1d8+4 plus grab and curse of lycanthropy DC 15), and tail slap +6 (1d12+2)

**Ranged** mwk heavy crossbow +13 (1d10/19-20)

**Special Attacks** death roll (1d8+6 plus trip), favored enemy humanoid (sea elves) +6, humanoid (reptilians) +2, humanoid (aquatic) +2, rend (1d10+6), quarry

### STATISTICS

**Str** 19, **Dex** 12, **Con** 16, **Int** 10, **Wis** 17, **Cha** 9

**Base Atk** +12; **CMB** +16; **CMD** 27

**Skills** Acrobatics +11, Climb +14, Craft (traps) +13, Handle Animal +11, Intimidate +14, Knowledge (nature) +10, Perception +13, Stealth +16, Survival +13 (+19 to follow tracks)

### SPECIAL ABILITIES

**Death Roll (Ex)**: When grappling a foe of its size or smaller, a werecrocodile can make a death roll upon making a successful grapple check. A death roll inflicts bite damage and knocks both the victim and the werecrocodile prone. If successful, the werecrocodile maintains its grapple.

**Hold Breath (Ex)**: A werecrocodile can hold its breath for a number of rounds equal to 4 times its Constitution modifier before it risks drowning.

**Sprint (Ex)**: Once per minute a werecrocodile may sprint, increasing its land speed to 50 feet of one round.

Werecrocodiles are master hunters, patient, stealthy, and without mercy. While all are cold blooded, they are not necessarily evil. Master survivors, they dwell alone or in small groups on the fringes of civilization, picking off the weak and foolish. In human form werecrocodiles are powerfully built and stoic.

They have little interest in possessions, owning what they can easily carry and conceal. They prefer not to deal with others if they don't have to.





## Lycanthrope, Wereray

*This creature stands on two legs, and has a pair of powerful arms, but all semblance of being a humanoid ends there. Its body is wide, with a pair of muscular "wings" extending through great rends in its armor.*

### WERERAY (HUMAN FORM)

CR 5



XP 1,600

Human natural wereray fighter 5 (augmented humanoid)

NE Medium humanoid (aquatic, human, shapechanger)

**Init** +5; **Senses** low-light vision; Perception +6

**Racial Buoyancy** -50B; **Depth Tolerance**: 100 feet

#### DEFENSE

**AC** 15; touch 11, flat-footed 14 (+1 Dex, +4 armor)

**hp** 37 (5d10+10)

**Fort** +8, **Ref** +2 **Will** +2

**Defensive Abilities** bravery +1

#### OFFENSE

**Speed** 30 ft.

**Melee** shortsword +9 (1d6+4/19-20)

**Ranged** heavy crossbow +6 (1d10/19-20)

**Special Abilities** weapon training (natural +1)

#### STATISTICS

**Str** 18, **Dex** 13, **Con** 14, **Int** 10, **Wis** 12, **Cha** 8

**Base Atk** +5; **CMB** +9; **CMD** 20

**Feats** Cleave, Great Fortitude, Improved Initiative, Power Attack, Weapon Focus (sting), Weapon Specialization (sting)

**Skills** Acrobatics +1, Intimidate +4, Perception +6, Profession (sailor) +5, Survival +6

**Languages** Common

**SQ** armor training 1, change shape (human, hybrid, stingray; *polymorph*), lycanthropic empathy (stingrays)

#### ECOLOGY

**Environment** seas and tropical rivers

**Organization** solitary, pair, or flight (3-10)

**Treasure** NPC gear (hide armor, shortsword, heavy crossbow, other treasure)

### WERERAY (HYBRID FORM)

CR 5

XP 1,600

Human natural wereray fighter 5 (augmented humanoid)

NE Medium humanoid (aquatic, human, shapechanger)

**Init** +5; **Senses** blindsense 30 ft., low-light vision; Perception +6

**Racial Buoyancy** -35; **Depth Tolerance**: 1,000 feet

#### DEFENSE

**AC** 16; touch 11, flat-footed 15 (+1 Dex, +2 natural, +3 armor)

**hp** 42 (5d10+15)

**Fort** +9, **Ref** +2 **Will** +2

**DR** 10/silver; **Defensive Abilities** bravery +1

#### OFFENSE

**Speed** 30 ft., swim 40 ft.

**Melee** shortsword +10 (1d6+5/19-20), and sting +7 (1d4+5 plus poison and curse of lycanthropy)

**Ranged** heavy crossbow +6 (1d10/19-20)

**Special Abilities** weapon training (natural +1)

### STATISTICS

**Str** 20, **Dex** 13, **Con** 16, **Int** 10, **Wis** 12, **Cha** 8

**Base Atk** +5; **CMB** +10; **CMD** 21

**Feats** Cleave, Great Fortitude, Improved Initiative, Power Attack, Weapon Focus (sting), Weapon Specialization (sting)

**Skills** Acrobatics +13, Intimidate +4, Perception +6, Profession (sailor) +5, Survival +6

**Languages** Common

**SQ** amphibious, armor training 1, change shape (human, hybrid, stingray; *polymorph*), lycanthropic empathy (stingrays), split armor

### SPECIAL ABILITIES

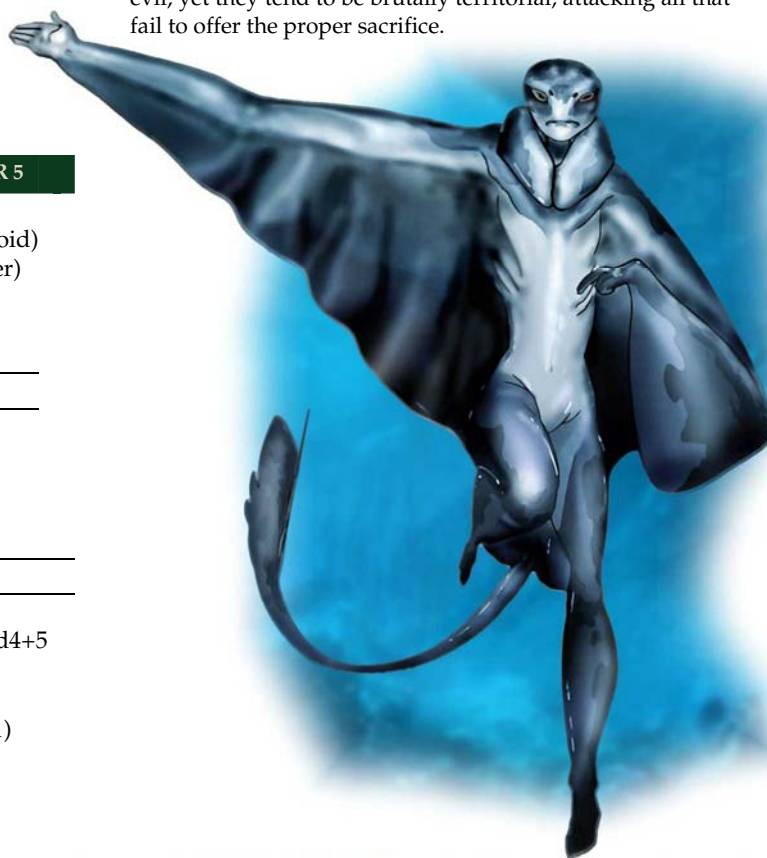
**Poison (Ex)**: Sting-injury; *save* Fort DC 15; *frequency* 1/round for 4 rounds; *effect* 1d3 Dex damage and 1 Con damage; *cure* 1 save

**Split Armor (Ex)**: When a wereray transforms into its hybrid form, if it is wearing nonmetallic armor, its massive wings split the seams of the armor, reducing its bonus to half its normal value.

Wererays are the whispered fear of fishermen and sailors everywhere. In human form, wererays are terse and emotionless, with flabby yet powerful bodies. They live on the outskirts of fishing communities, or on barges far offshore, working alone, and only rarely going to town. They are easily angered, lashing out at perceived insults, at times shapeshifting and entering into a murderous rampage over minor slights.

Some few wererays live away from humankind entirely, swimming the open sea, and raiding both human and merfolk lands for food. Most communities rightly fear strangers that appear, dripping wet, with no sign of a boat or horse.

Many of the largest wererays dwell alone in tropical rivers deep in the jungle. These creatures are less likely to be overtly evil, yet they tend to be brutally territorial, attacking all that fail to offer the proper sacrifice.



## Lycanthrope, Wereseal

*This humanoid has glossy brown skin, and a seal's head. Its eyes glimmer with intelligence.*

### WERESEAL (HUMAN FORM) CR 4



XP 1,200

Half elf natural wereseal magus 4 (augmented humanoid)

NG Medium humanoid (elf, human, shapechanger)

**Init** +6; **Senses** low-light vision,; Perception +0

**Racial Buoyancy** -50<sup>B</sup>; **Depth Tolerance**: 100 feet

### DEFENSE

**AC** 15; touch 12, flat-footed 13 (+2 Dex, +3 armor)

**hp** 22 (4d8+4)

**Fort** +5, **Ref** +3 **Will** +4

### OFFENSE

**Speed** 30 ft.

**Melee** mwk shortsword +5 (1d6/19-20)

**Ranged** mwk light crossbow +5 (1d8/19-20)

**Special Attacks** spell combat, spell strike

**Magus Spells Prepared** (CL 4, Concentration +7)

2nd-invisibility, mirror image

1st-chill touch, corrosive touch, magic missile, shield

0-detect magic, flare, ghost sound, ray of frost

### STATISTICS

**Str** 10, **Dex** 14, **Con** 12, **Int** 16, **Wis** 10, **Cha** 11

**Base Atk** +3; **CMB** +3 ; **CMD** 15

**Feats** Improved Initiative, Skill Focus (acrobatics), Weapon Focus (shortsword)

**Skills** Acrobatics +8, Intimidate +7, Knowledge (arcana) +10, Spellcraft +10, Use Magic Device +7

**Languages** Common, Elvish

**SQ** arcane pool 5, change shape (half elf, hybrid, seal; polymorph), lycanthropic empathy (seals), magus arcana (arcane accuracy), spell recall

### ECOLOGY

**Environment** any ocean

**Organization** solitary, pair, pod (4-8)

**Treasure** NPC gear (+1 leather armor, masterwork light crossbow, masterwork shortsword)

### WERESEAL (HYBRID FORM) CR 4

XP 1,200

Half elf natural wereseal magus 4 (augmented humanoid)

NG Medium humanoid (elf, human, shapechanger)

**Init** +6; **Senses** low-light vision,; Perception +0

**Racial Buoyancy** -50<sup>B</sup>; **Depth Tolerance**: 600 feet

### DEFENSE

**AC** 18; touch 12, flat-footed 16 (+2 Dex, +3 natural, +3 armor)

**hp** 26 (4d8+8)

**Fort** +6, **Ref** +3 **Will** +4

**DR** 10/silver

### OFFENSE

**Speed** 30 ft., swim 30 ft.

**Melee** mwk shortsword +6 (1d6+1/19-20), bite -1 (1d4+1 plus curse of lycanthropy DC 15)

**Ranged** mwk light crossbow +5 (1d8/19-20)

**Special Attacks** spell combat, spell strike

**Magus Spells Prepared** (same as above)

### STATISTICS

**Str** 12, **Dex** 14, **Con** 14, **Int** 16, **Wis** 10, **Cha** 11

**Base Atk** +3; **CMB** +4 ; **CMD** 16

**Feats** Improved Initiative, Skill Focus (acrobatics), Weapon Focus (shortsword)

**Skills** Acrobatics +8, Intimidate +7, Knowledge (arcana) +10, Spellcraft +10, Use Magic Device +7

**Languages** Common, Elvish

**SQ** arcane pool 5, change shape (half elf, hybrid, seal; polymorph), hold breath, lycanthropic empathy (seals), magus arcana (arcane accuracy), spell recall

### SPECIAL ABILITIES

**Hold Breath (Ex)**: A wereseal can hold its breath for a number of minutes equal to 6 times its Constitution score before it risks drowning.

Agile of both body and mind, wereseals tend to be wanderers, explorers, and adventurers by nature. Intensely curious, they explore both sea-side towns and undersea shipwrecks with equal zeal. They are generally friendly to other creatures, and fierce fighters when they must be.

Wereseals actively seek out sunken ships, plunder them of treasure, and often become quite wealthy. They tend to spend freely, and strangers appearing in small coastal towns in the dead of night, buying rounds for the crowds at the inn, are often more than they appear.





## Lycanthrope, Wereshark

This powerfully built creature has the massive head of a shark on a stout humanoid body. An arsenal of triangular teeth gapes as it charges you.

### WERESHARK (HUMAN FORM)

CR 8



XP 4,800

Dwarven natural wereshark barbarian 8 (augmented humanoid)

CE Medium humanoid (dwarf, shapechanger)

**Init** +1; **Senses** darkvision 60 ft.; Perception +9

**Racial Buoyancy** -75<sup>B</sup>; **Depth Tolerance**: 100 feet

#### DEFENSE

**AC** 17; touch 9, flat-footed 16 (+1 Dex, +2 shield, +6 armor, -2 rage)

**hp** 99 (8d12+47)

**Fort** +10, **Ref** +3 **Will** +3

**DR** 1/-; **Defensive Abilities** defensive training, hardy, improved uncanny dodge, stability, uncanny dodge

#### OFFENSE

**Speed** 30 ft.

**Melee** +2 *dwarven waraxe* +15/+10 (1d10+3/x5)

**Special Attacks** hatred, rage, rage powers (no escape, raging swimmer, renewed vigor, unexpected strike)

#### STATISTICS

**Str** 21, **Dex** 12, **Con** 20, **Int** 8, **Wis** 13, **Cha** 6

**Base Atk** +8; **CMB** +13; **CMD** 24

**Feats** Cleave, Furious Focus, Intimidating Prowess, Power Attack  
**Skills** Acrobatics +12, Intimidate +8, Knowledge (nature) +6, Perception +9, Survival +9

**Languages** Common, Dwarven

**SQ** change shape (dwarf, hybrid, shark; *polymorph*), fast movement, lycanthropic empathy (sharks), stonecutting, trap sense +2

#### ECOLOGY

**Environment** ocean

**Organization** solitary or pair

**Treasure** NPC gear (+1 *hide armor*, +2 *dwarven waraxe*, heavy steel shield)

### WERESHARK (HYBRID FORM)

CR 8

XP 4,800

Dwarven natural wereshark barbarian 8 (augmented humanoid)

CE Large humanoid (dwarf, shapechanger)

**Init** +1; **Senses** blindsense, keen scent, darkvision 60 ft.; Perception +9

**Racial Buoyancy** -50; **Depth Tolerance**: 5,000 feet

#### DEFENSE

**AC** 22; touch 8, flat-footed 21 (+1 Dex, +2 shield, +6 natural, +6 armor, -2 rage, -1 size)

**hp** 107 (8d12+55)

**Fort** +11, **Ref** +3 **Will** +3

**DR** 10/silver; **Defensive Abilities** defensive training, hardy, improved uncanny dodge, stability, uncanny dodge



#### OFFENSE

**Speed** 30 ft., Swim 60 ft.

**Melee** +2 *dwarven waraxe* +15/+10 (1d10+6/x3), bite +8 (1d8+3 plus curse of lycanthropy, DC15)

**Special Attacks** hatred, rage, rage powers (no escape, raging swimmer, renewed vigor, unexpected strike)

#### STATISTICS

**Str** 23, **Dex** 12, **Con** 22, **Int** 8, **Wis** 13, **Cha** 6

**Base Atk** +8; **CMB** +15; **CMD** 26

**Feats** Cleave, Furious Focus, Intimidating Prowess, Power Attack

**Skills** Acrobatics +12, Intimidate +9, Knowledge (nature) +6, Perception +9, Survival +9

**Languages** Common, Dwarven

**SQ** change shape (dwarf, hybrid, shark; *polymorph*), fast movement, lycanthropic empathy (sharks), stonecutting, trap sense +2

#### SPECIAL ABILITIES

**Keen Scent (Ex):** A wereshark can notice creatures by scent in a 180-foot radius underwater, and can detect blood in the water at ranges of up to a mile.

Weresharks are brutal creatures, at best living for the thrill of the hunt, at worst bloodthirsty monsters that hunt intelligent creatures for sport. What they lack in subtlety they make up for in raw power and brutality. They revel in close combat, with only the strongest and most charismatic leader able to force them to follow orders or use ranged weapons.

The stats above reflect a wereshark while raging. If encountered while not raging, simply adjust the stats accordingly.

## Lycanthrope, Weresquid

This creature is a nightmare of flailing tentacles and striking arms. Its head bears massive eyes, and a snapping beak for a mouth.

### WERESQUID (HUMAN FORM)

CR 10

XP 9,600

Human natural weresquid monk 10 (augmented humanoid)

LN Medium humanoid (human, shapechanger)

**Init** +7; **Senses** low-light vision,; Perception +13

**Racial Buoyancy** -50 <sup>B</sup>; **Depth Tolerance**: 100 feet

#### DEFENSE

**AC** 21; touch 21, flat-footed 17 (+3 Dex, +1 dodge, +3 Wisdom, +2 deflection, +2 monk)

**hp** 64 (10d8+19)

**Fort** +8, **Ref** +10 **Will** +10; +2 vs enchantments

**Defensive Abilities** improved evasion; **Immune** disease

#### OFFENSE

**Speed** 60 ft.

**Melee** mwk sai +11/+6 (1d4+3), or sai flurry of blows +12/+12/+7/+7 (1d4+3), or unarmed strike +10/+5 (1d10+3), or unarmed strike flurry of blows +11/+11/+6/+6 (1d10+3)

**Special Attacks** flurry of blows, stunning fist (10/day, DC 18, fatigued, sickened)

#### STATISTICS

**Str** 16, **Dex** 17, **Con** 12, **Int** 10, **Wis** 17, **Cha** 6

**Base Atk** +7; **CMB** +10; **CMD** 28

**Feats** Combat Reflexes, Dodge, Greater Grapple, Greater Trip, Improved Disarm, Improved Feint, Improved Grapple, Improved Initiative, Improved Trip, Stunning Fist

**Skills** Acrobatics +9, Climb +12, Escape Artist +12, Intimidate +7, Perception +13, Sense Motive +12, Stealth +12

**Languages** Common

**SQ** change shape (human, hybrid, squid; *polymorph*), fast movement, high jump, *ki* pool (8 points, lawful, magic) lycanthropic empathy (squids), maneuver training, slow fall 50 ft., wholeness of body

#### ECOLOGY

**Environment** ocean

**Organization** solitary, pair, or school (4-16)

**Treasure** NPC gear (masterwork sai, +2 ring of protection, belt of giant strength +2)

### WERESQUID (HYBRID FORM)

CR 10

XP 9,600

Human natural weresquid monk 10 (augmented humanoid)

LN Medium humanoid (human, shapechanger)

**Init** +7; **Senses** low-light vision,; Perception +13

**Racial Buoyancy** -26; **Depth Tolerance**: 10,000 feet

#### DEFENSE

**AC** 24; touch 21, flat-footed 20 (+3 Dex, +1 dodge, +3 Wisdom, +2 deflection, +2 monk, +3 natural)

**hp** 74 (10d8+29)

**Fort** +9, **Ref** +10 **Will** +10; +2 vs enchantments

**DR** 10/silver; **Defensive Abilities** improved evasion, ink cloud (5 ft. radius); **Immune** disease

#### OFFENSE

**Speed** 30 ft., swim 60 ft., jet 240 ft.

**Melee** mwk sai +12/+7 (1d4+4), and 2 tentacles +6 (1d4+2 plus grab) and bite +6 (1d3+2 plus curse of lycanthropy DC 15),



or sai flurry of blows +13/+13/+8/+8 (1d4+4), or unarmed strike +11/+6 (1d10+4), and 2 tentacles +6 (1d4+2 plus grab) and bite +6 (1d3+2 plus curse of lycanthropy DC 15), or unarmed strike flurry of blows +12/+12/+7/+7 (1d10+4)

**Special Attacks** flurry of blows, stunning fist (10/day, DC 18, fatigued, sickened), tangling tentacles

#### STATISTICS

**Str** 18, **Dex** 17, **Con** 14, **Int** 10, **Wis** 17, **Cha** 6

**Base Atk** +7; **CMB** +11; **CMD** 29

**Feats** Combat Reflexes, Dodge, Greater Grapple, Greater Trip, Improved Disarm, Improved Feint, Improved Grapple, Improved Initiative, Improved Trip, Stunning Fist

**Skills** Acrobatics +9, Climb +13, Escape Artist +12, Intimidate +7, Perception +13, Sense Motive +12, Stealth +12

**Languages** Common

**SQ** change shape (human, hybrid, squid; *polymorph*), fast movement, high jump, *ki* pool (8 points, lawful, magic), lycanthropic empathy (squids), maneuver training, slow fall 50 ft., wholeness of body

#### SPECIAL ABILITIES

**Ink Cloud (Ex):** A weresquid can emit a 5-foot-radius cloud of ink once per minute as a free action. This cloud provides total concealment. The ink persists for 1 minute.

**Jet (Ex):** A weresquid can jet in a straight line as a full-round action. It does not provoke attacks of opportunity while jetting.

**Tangling Tentacles (Ex):** The smaller tentacles are not effective as weapons, but add a +10 grapple bonus to the weresquid's grapple checks. In addition a grappling weresquid does not gain the grappled condition when in hybrid or animal form.

Weresquid are alien creatures, always watching the world through cold, emotionless eyes. No matter how different they may be, only rarely does conflict arise between two of these lycanthropes. Instead they often work together to achieve strange and sinister goals. Weresquid tend to roam the open sea, only rarely setting foot on solid land.

Weresquids in human form always have prominent eyes and cold personalities.



## Meganatantia

*This whale-like creature is pinkish orange, and comes equipped with a multitude of grasping claws. Its armored head is eyeless, and reminds you of nothing less than a shrimp grown frighteningly huge.*

### MEGANATANTIA

CR 14



XP 38,400

N Gargantuan vermin (aquatic)

**Init** -1; **Senses** blindsight 120 ft.; Perception +11

**Racial Buoyancy** -3,935; **Depth Tolerance**: 3,500 feet

### DEFENSE

**AC** 28; touch 5, flat-footed 28 (-1 Dex, +23 natural, -4 size)

**hp** 178 (17d8+102)

**Fort** +16, **Ref** +4, **Will** +5

**Immune** mind affecting effects

### OFFENSE

**Speed** swim 50 ft.

**Melee** bite +23 (2d8+15), 6 claws +23 (1d6+15 plus grab), tail slap +18 (2d8+22)

**Special Attacks** gulp, swallow whole (3d6 acid damage, AC 21, 17 hp)

### STATISTICS

**Str** 40, **Dex** 8, **Con** 23, **Int** –, **Wis** 11, **Cha** 4

**Base Atk** +12; **CMB** +31; **CMD** 40 (can't be tripped)

### ECOLOGY

**Environment** any ocean

**Organization** solitary, pair, pod (5-20)

**Treasure** –

### SPECIAL ABILITIES

**Gulp (Ex):** Any large or smaller targets grappled by a meganatantia's claws is transferred to the creature's mouth on the next turn for automatic bite damage and to be swallowed whole.

**Powerful Slap (Ex):** A meganatantia's tail slap deals 1.5 times its Strength damage.

Meganatantias are massive, open ocean shrimp that superficially resemble whales. They migrate in pods, devouring anything they encounter. They typically ignore objects and creatures on both the sea floor and surface unless attacked, preferring to feed in the water column. Like all vermin, they are essentially mindless, existing to eat, swim, and breed.

Meganatantias use their claws to grasp anything from kelp to small whales, endlessly stuffing food into their gaping jaws. They typically only use their bite as an attack against creatures approaching their size, or when they can swim through an entire group of smaller targets. They lash out at creatures that injure them with their massive tail.

Despite the risks inherent to hunting creatures of this size, it is a lucrative business in the seas. They are hunted like whales, often with massive harpoons. The flesh of a meganatantia is shrimp-like, and their massive size allows even a single kill to feed an entire village. Their fist-sized eggs are a delicacy to both animals and humanoids alike, and risking raiding both the massive spawning pods and the monstrous creatures that feed on the falling eggs is a way to earn both a fast fortune and a fast death.



# Melusine, Free-mind



Pale green luminescent eyes meet your gaze as you examine this bizarre, grey-skinned two-tailed merfolk.

## FREE-MIND MELUSINE

CR 8



XP 4,800

Male melusine psychic warrior 9

CN Medium humanoid (aquatic, merfolk, psionic)

**Init** +6; **Senses** darkvision 60 feet; **Perception** +16

**Racial Buoyancy** -170; **Depth Tolerance**: 3,000 feet

## DEFENSE

**AC** 12, touch 12, flat-footed 10 (+2 Dex)

**hp** 72 (9d8 + 28)

**Fort** +9, **Ref** +6, **Will** +6

**Defensive Abilities** resilience

**Weaknesses** aquatic, light sensitivity, pressure sensitive 300 feet, seawalker

## OFFENSE

**Speed** swim 40 ft.

**Melee** +1 ever-ice halberd +12/+7 (1d10 + 7/x3)

**Space** 5ft.; **Reach** 5ft.

**Special Attacks** martial power

**Warrior's Path Powers** (CL 9, Concentration +11)

1<sup>st</sup> - *empty mind*, *inertial armor*, *metaphysical weapon*

**Paths** weaponmaster (primary), mind knight (secondary)

**Psionic Warrior Powers Known** (CL 9, 35 PP, Concentration +11)

3<sup>rd</sup> - *dimension slide*, *hydraulic shell*, *vampiric blade*

2<sup>nd</sup> - *body adaptation*, *strength of my enemy*, *thought shield*

1<sup>st</sup> - *biofeedback*, *force screen*, *slipstream*

## STATISTICS

**Str** 18, **Dex** 14, **Con** 14, **Int** 12, **Wis** 14, **Cha** 6

**Base Atk** +6; **CMB** +10; **CMD** 22

**Feats** Furious Focus, Greater Psionic Weapon, Improved

Initiative, Power Attack, Psionic Body, Psionic Meditation, Psionic Talent, Psionic Weapon, Swim-By Attack, Weapon Focus (Halberd)

**Skills** Acrobatics +18, Autohypnosis +14, Knowledge (psionics) +13, Perception +16, Spellcraft +10

**Languages** Common, Delatari

**SQ** compound eyes, expanded path (weaponmaster), gills, path skill (Acrobatics +4), psionic proficiency, warrior's path (weaponmaster, mind knight)

## ECOLOGY

**Environment** any sea

**Organization** solitary, pair, or squad (3-5)

**Treasure** NPC gear (belt of giant strength +2, +1 ever-ice halberd, cloak of resistance +1)

## SPECIAL ATTACKS

**Light Sensitivity:** Melusines are dazzled in an area of bright light.

**Aquatic:** Melusines cannot breathe air or survive on dry land. They begin suffocating after a number of rounds equal to twice their Con score.

**Compound Eyes:** Melusines receive a +2 racial bonus on Perception checks.

**Gills:** Merfolk can breathe underwater indefinitely through gills in their neck and sides.

**Seawalker:** Merfolk were never meant to move on land. They do so at a movement rate of 5 feet.

**Psionically Attuned:** Melusines must take the Wild Talent feat as the bonus feat for being a merfolk. If they take a level in a psionic class, they instead gain the Psionic Talent feat.

**Psionic Aptitude:** When a melusine takes a level in a favored class, he may choose to receive an extra power point instead of a hit point or skill point.

**Resilience:** When a melusine takes damage, he can spend power points to reduce its severity. As an immediate action, he can reduce the damage he is about to take by 2 hit points for every 1 power point he spends.

Melusine have three different base forms in addition to the standard gender binary. In each form, the female is slightly larger and thinner than the male. The most well-known base-form is the "free-mind," which share the merfolk form and all of the standard characteristics of the melusine. The "overminds" look similar, but are larger and have a third eye in the center of their head in addition to their other eyes and eye-spots. Finally the "low-minds" are sexless bipedal humanoids with advanced muscle structure.

Melusine society is structured largely on gender and base-form. Perhaps a remnant of their Nommo heritage, melusine are matriarchal, and females hold larger standing over males regardless of base-form. As the name suggests, overminds rule over the other base-forms, while free-minds are the race's "middle class." Low-minds are treated as slave labor for the entire race, and those that resist this fate are often made to comply with psionic subjugation.

## FREE-MIND MELUSINE CHARACTERS

Melusine are defined by their class levels – they do not possess racial Hit Dice. All melusine have the following traits.

**+2 Constitution, +2 Intelligence, -2 Charisma:** Melusine are hardy and very intelligent, though they lack social grace.

**Racial Buoyancy:** -170, **Depth Tolerance:** 3,000 feet

**Merfolk:** Melusine have the merfolk subtype.

**Medium:** Melusine are Medium-sized creatures.

**Fast Swim Speed:** Melusine have a base swim speed of 40 ft.

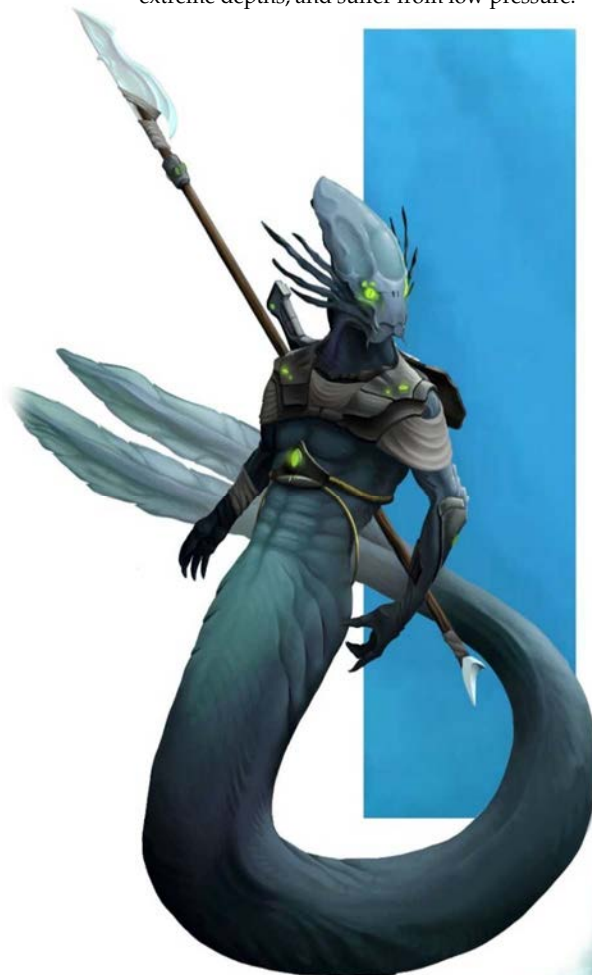
**Darkvision:** Melusine can see in the dark up to 60 feet.

**Light Sensitivity:** Melusine are dazzled in an area of bright light.

**Aquatic, Compound Eyes, Psionically Attuned, Psionic**

**Aptitude, & Resilience:** See Special Abilities above.

**Pressure Sensitive (300 feet):** Melusine are highly acclimated to extreme depths, and suffer from low pressure.





## Melusine, Low-mind

*This heavily muscled humanoid has deep gray flesh, and a fish-like face. Its eyes glow a haunting blue, as do the eye-spots around its eyes. It ignores you as it carries a heavy load upon its back.*

### LOW-MIND MELUSINE

CR 2



XP 600

LN Medium humanoid (aquatic, psionic)

**Init** +1; **Senses** dark vision 60 ft.; Perception +8

**Racial Buoyancy:** -170, **Depth Tolerance:** 3,000 feet

### DEFENSE

**AC** 14; touch 11, flat-footed 13 (+1 Dex, +3 natural)

**hp** 22 (3d8+9)

**Fort** +4, **Ref** +2, **Will** +2

### OFFENSE

**Speed** 30 ft.; swim 20 ft.

**Melee** short spear +7 (1d6+5)

**Ranged** short spear +3 (1d6+5)

**Psi-Like Abilities** (ML 2, concentration +2)

1/day-biofeedback, call weaponry

### STATISTICS

**Str** 20, **Dex** 13, **Con** 15, **Int** 10, **Wis** 12, **Cha** 11

**Base Atk** +2; **CMB** +7; **CMD** 18

**Feats** Power Attack, Toughness

**Skills** Climb +10, Perception +8

**Languages** Common

**SQ** compound eyes, depth resistance, will of the overmind

### ECOLOGY

**Environment** any aquatic

**Organization** solitary, pair, unit (5-50)

**Treasure** standard

### SPECIAL ABILITIES

**Compound Eyes (Ex):** Low-minds have compound eyes, granting them a +2 racial bonus to Perception checks.

**Depth Resistance (Ex):** Low-minds are designed to travel between the depths and the surface, and are immune to changes in pressure.

**Will of the Overmind (Ex):** Low-minds are genetically programmed to ignore mental influences other than that of their overminds, and gain a +5 racial bonus on all mind affecting effects coming from sources other than overminds.

Melusine low-minds are the workhorses and soldiers of their species. Despite being intelligent, they possess little sense of self, and act as drones in an insect colony. They obey their overminds without question, and free-minds are obeyed as long as their orders do not contradict those of an overmind.

Low-minds don't carry their weapons, instead summoning them to their hands psionically. On their own, low-minds attack in a horde; when guided by an overmind, they follow orders with exacting care. Even though they are of the lowest caste, the melusine still regard the low-minds with a great deal of respect. Unlike many enslaved people, the low-minds are not truly of a different race or creed. Instead, they are the children of the free-minds and the overminds. Many see this relationship as similar to a pet and its owner— a mutual fondness with a strict understanding that the owner has a much higher status than the owned.

Low-Minds are mostly utilized as unskilled labor. Hunting, tending kelp farms, building, and scavenging the shorelines for salvage are all common duties. They serve as the bulk of a melusine colony's combat troops, although extended campaigns tend to make low-minds somewhat rebellious and free thinking. Being sexless, they are not seen as contributing to the future of the race, and problem low-minds are ruthlessly dominated or destroyed out of hand.



## Melusine, Overmind



This strange merfolk has three eyes that glow a brilliant green, as well as numerous glowing eye-spots dotting its face. Its powerful body ends in a forked tail.

### OVERMIND MELUSINE

CR 5



XP 1,600

LN Large monstrous humanoid (aquatic, merfolk, psionic)

Init +1; Senses dark vision 60 ft.; Perception +13

Racial Buoyancy: -170, Depth Tolerance: 3,000 feet

#### DEFENSE

AC 18; touch 10, flat-footed 17 (+1 Dex, +4 armor, +4 natural, -1 size)

hp 51 (6d10+18)

Fort +5, Ref +6, Will +7

Weakness light sensitivity, pressure sensitive

#### OFFENSE

Speed swim 40 ft.; 30 ft. in armor

Melee mwk ichida +10 (1d8+6/19-20 x2)

Special Attacks melusine willbreaker, third eye

Space 10 ft.; Reach 5 ft.

Psi-Like Abilities (ML 8, Concentration +14)

1/day-fear cascade (DC 16),  
vanishing strike



Powers Known (CL 6, 53 PP, Concentration +12)

3<sup>rd</sup> level-dispel psionics, energy blast (DC 19), psionic blast (DC 19), time hop

2<sup>nd</sup> level-biofeedback, cloud mind (DC 18), ego whip (DC 18), id insinuation (DC 18), thought shield

1<sup>st</sup> level-broker, demoralize (DC 17), entangling ectoplasm, mind thrust (DC 17)

#### STATISTICS

Str 18, Dex 12, Con 16, Int 23, Wis 15, Cha 13

Base Atk +6; CMB +11; CMD 22

Feats Deep Impact, Endowed Mind, Psicrystal Affinity

Skills Autohypnosis +11, Bluff +7, Diplomacy +7, Intimidate +10, Knowledge (arcane) +12, Knowledge (psionics) +15, Perception +13, Stealth +2, Use Magic Device +7

Languages Aquan, Common, Dagonite, Delatari, Draconic, Nixish, Lok'tar

SQ compound eyes, natural psion, resilience

#### ECOLOGY

Environment any aquatic

Organization solitary, pair, council (3 overminds plus 4-12 free-minds, and 8-24 low-minds)

Treasure standard (scaly armor, masterwork ichida, other gear)

#### SPECIAL ABILITIES

**Compound Eyes (Ex):** Overminds have compound eyes, granting them a +2 racial bonus to Perception checks.

**Melusine Willbreaker (Ex):** All non-overmind melusines take a -4 to all Will saves vs. the psionic powers of an overmind.

**Natural Psion (Ex):** Overminds treat Autohypnosis and Knowledge (psionics) as class skills, as well as possessing the psionic powers of a psion of a level equal to their Hit Dice.

**Pressure Sensitive (300 feet):** Overminds are highly acclimated to extreme depths, and suffer from low pressure. Treat this as if they exceeded their pressure range above depths of 300 feet.

**Resilience (Ex):** When an overmind takes damage, it may spend power points to reduce its severity. As an immediate action it may reduce the damage it is about to take by 4 hit points per 1 power point spent.

**Third Eye (Su):** All overminds possess a mystic third eye that possess potent psionic power. Once every 1d4 rounds may generate one of the following effects, up to twice a day each: *brain lock*, *compelling voice*, *control body*, *fate link*, *mind control*, or *psychic drain*. All powers have a Will save, DC 19 to resist. The save DC is Intelligence based.

Melusine overminds are the enigmatic rulers of their race. They rarely meet with outsiders, preferring to direct their society from the shadows. They are responsible for keeping extensive records of breeding history, ensuring an even mix of all the melusine forms. They also plot their defenses against the nommo.

Overminds keep a constant group of loyal bodyguards around themselves, disdaining personal combat. They do train for battle, however, and show no mercy when they are forced to do battle. They often try to scatter and control their foes with their mental powers, and flee if they use up all their daily uses of their third eye.

Overminds often appear emotionless and alien to other races, and they go to lengths to retain that image. They have found it helps to ensure the privacy of their race, which is one of their main goals. They offer little help or interference to creatures passing through their waters, even if travelers claim to offer assistance against the nommo. Any trade that occurs within their dark waters happens between a series of intermediaries, with as few melusines being directly involved as possible.



# Merkoth



*It is difficult to determine what is more disturbing about the mer-creature swimming in your midst; her disquieting flexibility or the writhing mass of tentacles comprising her lower half.*

## MERKOTH

CR 1



XP 400

Female merkoth wilder 2

CG Medium humanoid (aquatic, merfolk, psionic)

Init +2; Senses Perception +5

Racial Buoyancy -30; Depth Tolerance: 1,000 feet

### DEFENSE

AC 13, touch 13, flat-footed 10 (+2 Dex, +1 dodge)

hp 21 (2d8 + 9)

Fort +1, Ref +2, Will +3

Defensive Abilities elude attack (+1)

Weaknesses seawalker, species aversion

### OFFENSE

Speed swim 30ft.

Melee mwk fisher spear +4 (1d6+2/19-20)

Space 5ft.; Reach 5ft.

Special Attacks surge blast (1d6 force, at-will)

Merkoth Psi-Like Abilities (CL 3, Concentration +3)

1/day – detect psionics, concealing amorpha

Wilder Powers Known (CL 2, 9 PP, Concentration +3)

1st – force screen, energy ray

### STATISTICS

Str 15, Dex 15, Con 12, Int 10, Wis 10, Cha 12

Base Atk +1; CMB +3; CMD 15

Feats Toughness<sup>B</sup>, Psionic Talent<sup>B</sup>, Psionic Body

Skills Autohypnosis +5, Diplomacy +6, Perception +5, Spellcraft +5

Languages Common

SQ gills, psionically attuned, surge bond (warrior's surge), tentacles

### ECOLOGY

Environment any sea

Organization solitary, pair, or gang (3–5)

Treasure NPC gear (masterwork fisher spear)

### SPECIAL ABILITIES

**Gills:** Merfolk can breathe underwater indefinitely through gills in their neck and sides.

**Psionically Attuned:** Merkoths must take the Wild Talent feat as the bonus feat for being a merfolk.

**Seawalker:** Merfolk were never meant to move on land. They do so at a movement rate of 5 feet.

**Species Aversion:** A merkoth becomes sickened when within 30 feet of another merkoth. The sickened condition occurs regardless of whether or not the merkoth is aware of the other's presence.

**Tentacles:** A merkoth can hold, but not use, up to four items that could be held in one hand. The merkoth can retrieve any item held by her tentacles as a swift action. In addition, merkoths gain a +4 racial bonus to CMB while attempting to grapple. The merkoth does not gain any mechanical benefit from items held by these tentacles, such as a shield bonus to AC, and the tentacles do not confer any extra magic item slots.

Instead of piscine influence seen in most merfolk makeup, the merkoth is decidedly part octopus; evident in its elastic, hairless flesh and eight-tentacled lower half. If merkoth had a society to speak of, it was long before recorded history. What could be said of their culture is that merkoth despise each other's company, seeking out a mate once in their lives as a matter of unavoidable instinct. After conception, the merkoth parents part ways and strive never to see each other again. The female lays 1-3 fertilized eggs a few months later. Great care is then taken to find foster parents (of a non-merkoth race) for the new offspring, though no more than one egg is assigned to each family. In fact, the mother merkoth may travel thousands of miles to disperse the eggs far apart from one another. The mother then departs, and avoids ever seeing her offspring, which usually hatch around 6 months later. Merkoth prefer finding foster parents who are psionic or understand psionic power, but exceptions have occurred. When a merkoth is asked why they avoid each other so vehemently, the merkoth will often report that the presence of another of his own species is uncomfortable or spawns an intense headache. Why any species would evolve this trait is a great mystery.

### MERKOTH CHARACTERS

Merkoths are defined by their class levels – they do not possess racial Hit Dice. All merkoths have the following traits.

**+2 Dexterity, +2 Intelligence, -2 Charisma:** Merkoths are notoriously smart and flexible, but their alien outlook is often unnerving in social situations.

**Racial Buoyancy:** -30, **Depth Tolerance:** 1000 feet

**Medium:** Merkoths are Medium-sized creatures.

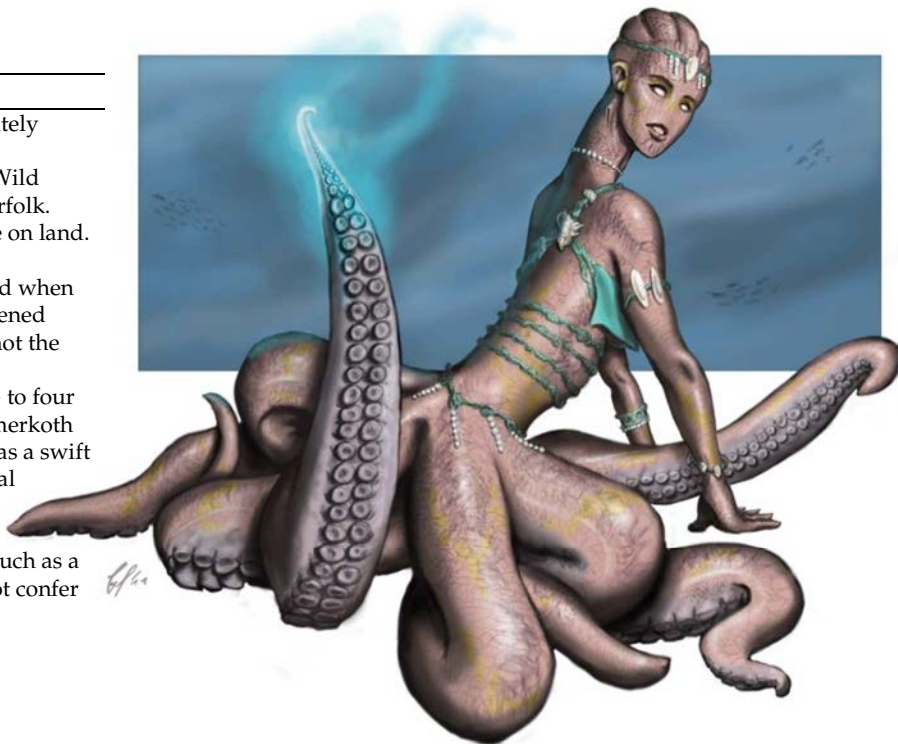
**Merfolk:** Merkoth have the merfolk subtype.

**Normal Swim Speed:** Base swim speed of 30 feet.

**Merkoth Psionics:** Merkoths gain the following psi-like abilities: 1/day—*Detect psionics* and *concealing amorpha*.

The manifester level for these effects is equal to the merkoth's level (minimum 3rd).

**Psionically Attuned, Species Aversion, Tentacles:** See Special Abilities above.



# Mindshrimp, Swarm



*What began as a few dozen glowing, beautiful shrimp swimming around you has become a sparkling wall of vermin.*

## MINDSHRIMP SWARM

CR 5



XP 1,600

N Fine vermin (aquatic, psionic, swarm)

**Init** +4; **Senses** darkvision 60 ft., *detect psionics*;

Perception +0

**Racial Buoyancy** 0; **Depth Tolerance**: 1,200 feet

### DEFENSE

**AC** 22; touch 22, flat-footed 18 (+4 Dex, +8 size)

**hp** 32 (6d8+6)

**Fort** +5, **Ref** +6, **Will** +3

**Defensive Abilities** swarm traits; **Immune** mind-affecting effects, weapon damage

### OFFENSE

**Speed** swim 30 ft.

**Melee** swarm (2d6 plus distraction and power drain)

**Special Attacks** distraction (DC 15), power drain

**Space** 10 ft. **Reach** 0 ft.

**Psi-like Abilities** (ML 6, concentration +8)

constant-*detect psionics*

at will-*dimension slide*, *matter agitation* (targets within swarm only), *telepathic lash* (6 HD, DC 17)

### STATISTICS

**Str** 1, **Dex** 18, **Con** 12, **Int** -, **Wis** 13, **Cha** 15

**Base Atk** +4; **CMB** -; **CMD** -

### ECOLOGY

**Environment** any aquatic

**Organization** solitary, pair, infestation (3-10)

**Treasure** incidental

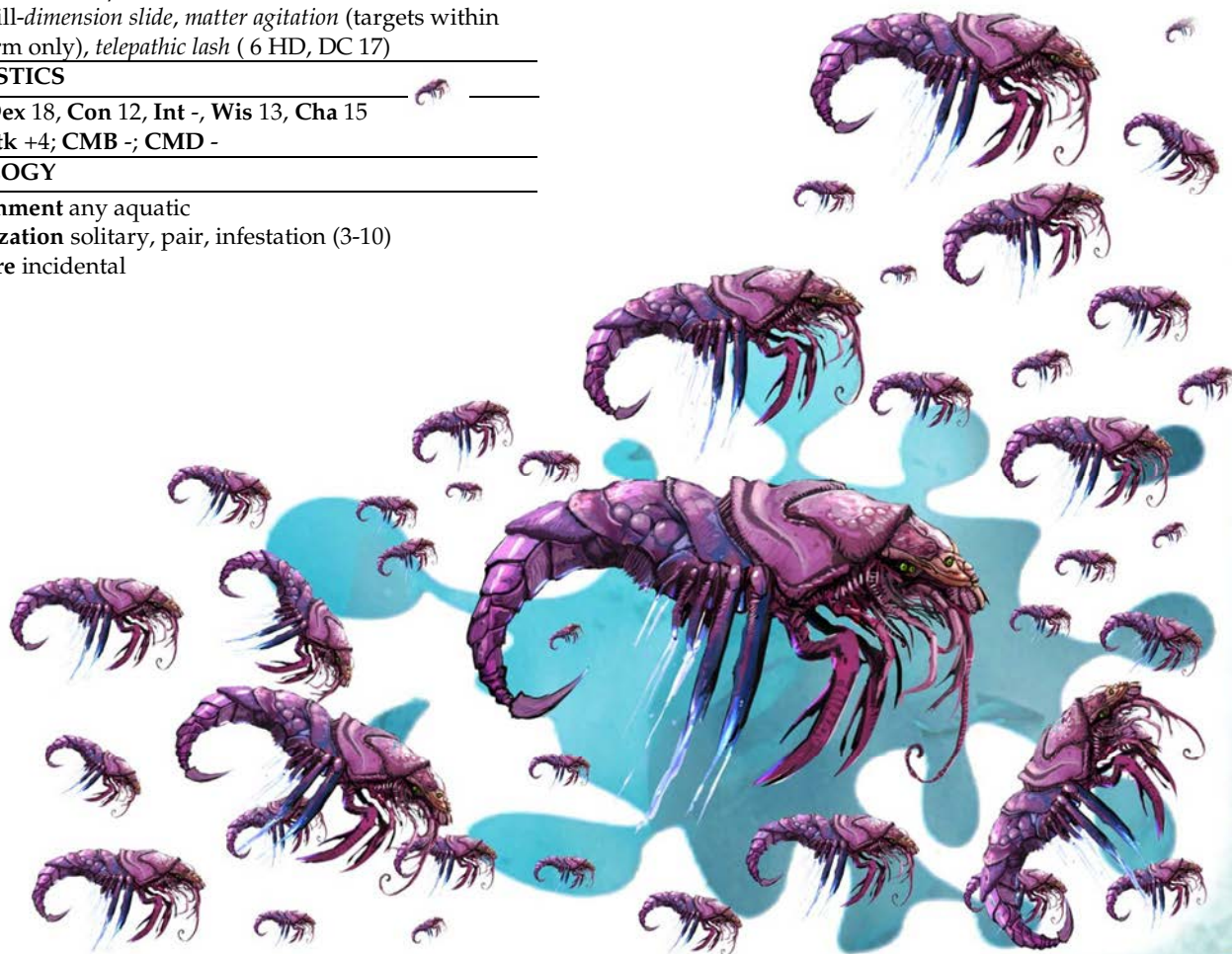
## SPECIAL ABILITIES

**Power Drain (Su)**: A mindshrimp swarm that deals damage to a target with power points also drains 2d6 power points from the victim, adding those points to its hit point total. Hit points above the swarm's maximum disappear at a rate of 1 hp per round.

Mindshrimp swarms typically appear as harmless, if strange looking, shrimp. Each shrimp has a crystalline carapace that is both beautiful and fragile. When the swarm detects a creature with psionic powers, it masses into a fierce attack, feeding off the mental energy of its victim.

A swarm of mindshrimp attack psionic creatures before all other targets, feeding on both their flesh and their power. They will attempt to boil any creature that fights back too strongly.

Mindshrimp are a rare and popular food item, savored by those wealthy enough to purchase them. The difficulties and dangers of attempting to capture mindshrimp mean a sale price of 10 gp. per pound in areas where they are most common. A clean undamaged shell is worth 1gp.





## Moat Monkey

A hairless creature, vaguely humanoid, plays childlike in the sea grass around you. Its skin is glossy pink, and its huge eyes are heart melting.

### MOAT MONKEY

CR 3



XP 800

CN Medium monstrous humanoid (aquatic)

**Init** +5; **Senses** darkvision 60 ft.; **Perception** +7

**Racial Buoyancy** -40; **Depth Tolerance**: 600 feet

### DEFENSE

**AC** 17; touch 15, flat-footed 12 (+5 Dex, +2 natural)

**hp** 22 (4d10)

**Fort** +1, **Ref** +11, **Will** +5

**Defensive Abilities** evasion

### OFFENSE

**Speed** 10 ft., swim 50 ft.

**Melee** bite +5 (1d4+1), 2 claws +5 (1d6+1 plus gill rip)

**Special Attacks** gill rip

### STATISTICS

**Str** 12, **Dex** 21, **Con** 10, **Int** 4, **Wis** 15, **Cha** 16

**Base Atk** +4; **CMB** +5; **CMD** 20

**Feats** Lightning Reflexes, Skill Focus (Acrobatics)

**Skills** Acrobatics +10, **Perception** +7

**Languages** Common (can't speak)

**SQ** enthralling appearance

### ECOLOGY

**Environment** warm seas

**Organization** solitary, pair, troupe (3-8), kingdom (10-50)

**Treasure** standard

### SPECIAL ABILITIES

**Enthralling Appearance (Su)**: Targets that have not been attacked by a group of moat monkeys must make a DC 12 Will save or be unable to see them as a threat. Victims are considered flat footed to the moat monkey's initial assault. This power works once per encounter and is a mind affecting effect.

**Gill Rip (Ex)**: Victims struck by both of a moat monkey's claw attacks take instant bite damage, and if they rely on gills must make a DC 12 Fortitude save or begin to suffocate. The target may make a new save every round, with a cumulative +1 to the DC to end the suffocation.

Moat monkeys are playful, endearing, and harmless looking. This appearance is false, as they are actually vicious predators, with swarms capable of bringing down prey larger than themselves. They have a bloodthirsty reputation, which tends to be dismissed until it is far too late.

Moat monkeys tend to spend their days cavorting and playing, and appear to play up to those that observe them. They gradually work their way closer before suddenly falling on their prey in screaming groups, ripping with teeth and claws. They go for the weakest parts of their prey, generally the gills.

Moat monkeys are a danger in more than the obvious ways. They raid camps, destroy food, release livestock, and steal children. They scatter and hide when actively hunted, and breed rapidly, releasing thousands of eggs every month. They often have hidden piles of shiny objects, often taken from raided campsites. In some outlying areas, farmers live in terror of the bubbly chitters that signals the approach of a troupe of moat monkeys, as the creatures will destroy their livelihoods, and possibly their lives.



# Mogogol



A bright-eyed humanoid frog smiles at you from the murky water. He seems happy to see you.

## MOGOGOL

CR 5



XP 1,600

Male mogogol sorcerer 6

LG Medium humanoid (anthromorph, aquatic)

Init +2; Senses ; Perception +1

Racial Buoyancy -20<sup>A</sup>; Depth Tolerance 300 feet

### DEFENSE

AC 13, touch 12, flat-footed 11 (+2 Dex, +1 natural)

hp 29 (6d6 + 6)

Fort +3, Ref +4, Will +6

### OFFENSE

Speed swim 30ft.

Melee Mwk Quarterstaff +3 (1d6-1)

Space 5ft.; Reach 5ft.

**Special Attacks** bite +2 (1d4-1 plus poison, treated as magic, 7 rounds/day)(Bite-injury; *save* Fort DC 14; *frequency* 1/round for 6 rounds; *effect* 1d2 Con damage; *cure* 1 save)

**Sorcerer Spells Known** (CL 6, Concentration +10)

3rd (4/day): *Suggestion* (DC 18)

2nd(6/day): *Acid Arrow*, *Invisibility*, *Delay Poison*<sup>B</sup>

1st(7/day): *Charm Person* (DC 16), *Magic Missile*, *Shield*, *Ventriloquism* (DC 15), *Hypnotism* (DC 16)<sup>B</sup>

Cantrips (at-will): *Acid Splash*, *Dancing Lights*, *Ghost Sound* (DC 14), *Message*, *Mending*, *Prestidigitation*

**Bloodline**- Serpentine

### STATISTICS

Str 8, Dex 14, Con 12, Int 10, Wis 13, Cha 18

Base Atk +3; CMB +2; CMD 14

**Feats** Eschew Materials, Dodge, Spell Focus (Enchantment)

**Skills** Bluff +13 (+3 from viper familiar), Diplomacy +10, Knowledge (arcana) +6, Knowledge (local) +2, Spellcraft +6

**Languages** Common, Boggard

### ECOLOGY

**Environment** swamp or marsh

**Organization** solitary, pair, or band (3–8)

**Treasure** NPC gear (masterwork quarterstaff, amulet of natural armor +1)

### SPECIAL ABILITIES

**Amphibious:** Mogogols possess lungs, and may survive underwater for 1 hour per 2 points of Constitution before beginning to drown (refer to the Pathfinder Core Rulebook).

**Bestial Senses:** Mogogols receive a +2 racial bonus to Perception checks to notice potentially animate creatures or objects, and always receive a check to notice movement within 50 feet (even when not actively looking).

**Grasping Tongue:** Mogogols may choose to make a grapple maneuver with their tongue on targets up to 10 feet away without provoking an attack of opportunity. This grapple does not suffer a penalty for not having two free hands, and otherwise resolves as normal.

**Landwalker:** Mogogols may move on land at 75% of their swim speed

**Marsh Move:** A mogogol suffers no movement penalties for moving through marshes or mud.

Mogogols are essentially overgrown frogs that managed to learn to speak, walk upright, and wear clothes. A mogogol's form can be patterned after tree frogs, toads, bullfrogs, and can have just about any sort of coloring, spots, stripes, bumps, or superficial differences that make each individual a little different from the other. Mogogols also differ in size greatly unlike other races. About seven out of every ten mogogols grow to be Medium-sized.



Some sages believe the strange mogogol behavior to be the result of a magical curse, although no style of divination has yet been able to prove that the mogogols have any magical taint. Whatever the cause, mogogols will venture from their dismal marshes in search of good deeds and a worthy title. Mogogols are also singularly obsessive, imprinting with this fascination at a very young age, and pursuing it their entire lives. A mogogol's subject of focus could be just about anything, but the dedication to that focus is indelibly concrete.

### MOGOGOL CHARACTERS

Mogogols are defined by their class levels – they do not possess racial Hit Dice. All mogogols have the following traits.

**+2 Constitution, +2 Charisma, -2 Intelligence:** Mogogols are extremely sturdy with enough charm to compensate for their froggish looks, but are often dimwitted.

**Racial Buoyancy:** -20<sup>A</sup>, **Depth Tolerance:** 300 feet

**Medium or Small:** Mogogols can either be Medium-sized creatures or Small-sized creatures. Size is chosen at character creation and does not change.

**Anthromorph (Lunged):** Mogogols have the anthromorph subtype and breathe air with lungs.

**Normal Swim Speed:** Medium-sized mogogols have a base swim speed of 30 feet. Small-sized mogogols have a base swim speed of 20 feet.

**Inborn Alignment:** Mogogols must be of a good alignment. Their alignment cannot be altered.

**Marsh Move, Grasping Tongue:** See Special Abilities above.

**Obsessive:** Mogogols receive a +2 racial bonus on a Knowledge or Profession skill of their choice.

**Skilled Climber** (Small-sized only): Small mogogols gain a +4 racial bonus to Climb skill checks.

**Languages:** Mogogols begin play speaking Common and Boggard. Mogogols with high Intelligence scores can choose from Draconic, Delatari, Halbok, and Lok'tar.



# Mohir

This escarpment-sized creature looks like a massive angler fish. A single hateful eye glares from its head, flanked by a pair of smaller eyes that glow with unnatural light. Four long tentacles, tipped with crackling energy whip around its craggy body.

## MOHIR

CR 25



XP 1,640,000

NE Colossal aberration (aquatic)

**Init** +2; **Senses** darkvision 120 ft.; Perception +49

**Racial Buoyancy** -3,000; **Depth Tolerance**: 30,000 feet

## DEFENSE

**AC** 45; touch 1, flat-footed 45 (-2 Dex, +45 natural, -8 size)

**hp** 589 (38d8+418)

**Fort** +22, **Ref** +10, **Will** +25

**DR** 20/epic; **Immune** cold, electricity, petrification, polymorph; **SR** 36

## OFFENSE

**Speed** swim 80 ft.

**Melee** Bite +37 (5d10+17/19-20), 4 slams +35 (4d8+12 plus 3d6 electricity), and tail slap +25 (5d6+17)

**Ranged** 4 plasma blasts +19 touch (10d10)

**Space** 60 feet., **Reach** 30 feet (50 feet with slams)

**Special Attacks** gaze of the lost, suction, swallow whole (3d6 acid damage and 3d6 electrical damage, AC 32, 55 hp)

**Spell-Like Abilities** (CL 20, Concentration +29)

at will *boiling gaze* (DC 21), *electrical surge* (DC 22), *whispering waves*

3/day *acid murk*, greater dispel magic, symbol of weakness (DC 26)

2/day *boiling murk* (DC 27), *energy drain* (DC 28), *maze*, symbol of insanity (DC 27)

## STATISTICS

**Str** 44, **Dex** 7, **Con** 31, **Int** 22, **Wis** 18 **Cha** 29

**Base Atk** +28; **CMB** +53; **CMD** 61 (can't be tripped)

**Feats** Alertness, Awesome Blow, Critical Focus, *Diving Strike*, Great Fortitude, Improved Critical (bite), Improved Initiative, Improved Natural Attack (bite, slam, tail slap), Intimidating Prowess, Multiattack, Power Attack, Skill Focus (Perception), Staggering Critical, Stunning Critical, *Tail Sweep*<sup>B</sup>, Weapon Focus (plasma blast, slam), Toughness

**Skills** Acrobatics +39, Bluff +47, Intimidate +67, Knowledge (arcane) +47, Knowledge (history) +44, Perception +49, Sense Motive +42, Stealth +23, Survival +45

**Languages** Aquan, Common, Dagonite, Pelagic, Sahu

## ECOLOGY

**Environment** deep ocean

**Organization** solitary

**Treasure** quadruple

## SPECIAL ABILITIES

**Gaze of the Lost (Su):** A mohir can turn its burning gaze on a single target within 100 feet 3 times per day. The victim that meets its gaze must make a DC 38 Will save or be reduced to an Intelligence and Charisma of 1. The victim gets a new save each day, with their attributes returning to normal on a successful save, or by a *wish* or *miracle* spell.

**Plasma Blast (Su):** Once every 1d6 rounds a mohir can blast a 120 foot line of plasma from its tentacles. Targets struck by the plasma take 10d10 damage, with a DC 38 Reflex save for half damage. Targets immune to electricity or steam take -1 damage per die; creatures immune to both take -3 damage per die. Creatures slain by a plasma blast are utterly destroyed, and may be restored only by a *wish*, *miracle*, or direct divine intervention.

**Suction (Ex):** Targets of huge size or smaller within 60 feet of a mohir that suddenly opens its mouth must make a DC 46 Acrobatics check or be sucked into its maw, instantly swallowed. This is a full round action for the mohir, that must have spent the previous round with its mouth closed.

Mohirs are legends to most creatures of the deep sea, and almost unknown to those of the sunlit waters. There are believed to be but a handful of these massive creatures, dwelling immortal, buried under tons of silt. They rarely rouse themselves, but when they do they ravish hundreds of miles, lashing out in a hateful rage.

Mohirs are terrible foes to both the body and mind. They try to catch the most dangerous looking foes in their gaze, rendering them all but helpless. Those that seem immune to their gaze, or succeed in injuring them are simply blasted into oblivion. Lesser foes are simply swallowed and forgotten. Only the most bold and elusive can goad a mohir into communicating; even then their thoughts are ancient and alien to mortal minds.

Those few that return from the gaze of a mohir report fevered dreams of alien seas, filled with amorphous monsters with too many or too few eyes, slime dripping tentacles, and vast intelligences. Some claim these visions are of the distant past, others that it is a far flung world. The latter often have their sanity shattered, forever broken by the terror of those dark visions coming to their world, and the knowledge that that is something that these creatures desire.



# Morgoth

A hulking, slope backed figure rises from the mire. Its mud streaked skin is blubbery and a deep blue-gray. Its head is dominated by black, pit-like eyes, and a broad, tooth studded blade, as long as a sword.

## MORGOTH

CR 9



XP 6,400

N Large aberration (aquatic)

**Init** +2; **Senses** darkvision 60 ft., low-light vision; Perception +11

**Racial Buoyancy** -225; **Depth Tolerance**: 300 feet

### DEFENSE

**AC** 19; touch 11, flat-footed 17 (+2 Dex, +8 natural, -1 size)

**hp** 126 (12d8+72)

**Fort** +9, **Ref** +6, **Will** +8

### OFFENSE

**Speed** 30 ft., swim 30 ft.

**Melee** saw +15 (2d6+7 plus bleed/19-20/x3), 2 claws +14 (1d8+7)

**Space** 10 ft.; **Reach** 10 ft.

**Special Attacks** bleed (1d6), rend (1d6+7)

### STATISTICS

**Str** 25, **Dex** 14, **Con** 21, **Int** 8, **Wis** 10, **Cha** 10

**Base Atk** +9; **CMB** +17; **CMD** 29

**Feats** Improved Critical (saw), Improved Natural Attack (claws), Toughness, Intimidating Prowess, Power Attack, Weapon Focus (saw)

**Skills** Acrobatics +12, Intimidate +15, Perception+11, Stealth+10 (+16 in swamps or water), Survival+8;

**Racial Modifiers** +6 to Stealth in swamps or water  
**SQ** amphibious

### ECOLOGY

**Environment** any swamp

**Organization** solitary or pair

**Treasure** standard

Morgoth are unpredictable denizens of swamps and slow-moving bodies of water. Their name comes from the local boggard word for bloodshed. Their bodies resemble a great hairless ape, with a sawfish-like blade jutting from their head. Below the blade is a wide shark-like mouth.

Morgoths are territorial, and often attack simply to drive creatures away from their hunting area. They are omnivores, and eat anything they can scavenge or kill.

A morgoth stands about 9-feet-tall, and weighs 700 pounds.

A hunting morgoth is stealthy and silent, striking quickly with great sweeps of its saw. When defending its territory, it will make several false charges, along with deep, almost subaudible bellows. If the intruders fail to flee, it will attack without mercy.





# Naga, Benthic



A snake-like humanoid slithers up from the depths. His cold eyes scan you with suspicion.

## BENTHIC NAGA

CR 3



XP 600

Male naga psychic warrior 3

LN Medium humanoid (anthromorph, aquatic, psionic)

Init +2; Senses Perception +8

Racial Buoyancy -50<sup>A</sup>; Depth Tolerance: 300 feet

### DEFENSE

AC 15, touch 13, flat-footed 12 (+1 armor, +2 Dex, +1 dodge, +1 natural)

hp 23 (3d8 + 6)

Fort +3, Ref +1, Will +1; +2 vs. charm, poison

Defensive Abilities scaled hide, guarded thoughts, poison resistant

Immune mind-reading effects

### OFFENSE

Speed swim 30ft.

Melee mwk war fork +6 (1d8+2)

Space 5ft.; Reach 5ft.

Warrior's Path Powers (CL 3, Concentration +5)

1st – *distract* (DC 13), *prevenom weapon* (DC 13)

Psychic Warrior Powers Known (CL 3, 9 PP, Concentration +5)

1st – *force screen*, *metaphysical weapon*, *slipstream*

### STATISTICS

Str 15, Dex 15, Con 14, Int 10, Wis 14, Cha 6

Base Atk +2; CMB +4; CMD 16

Feats Dodge, Psionic Weapon, Psionic Talent<sup>B</sup>, Weapon Focus (War Fork)

Skills Autohypnosis +8, Intimidate +1, Perception +8, Stealth +8

Languages Common, Halbok

SQ amphibious, bestial senses, expanded path (assassin's path) landwalker, naturally psionic, psionic proficiency, warrior's path (assassin's path)

### ECOLOGY

Environment Coral reef

Organization Solitary, Pair, Gang (3-5)

Treasure NPC gear (Masterwork war fork, Bracers of Armor +1)

### SPECIAL ABILITIES

**Amphibious:** Benthic nagas possess lungs, and may survive underwater for 1 hour per 2 points of Constitution before beginning to drown (refer to the *PATHFINDER CORE RULEBOOK*).

**Bestial Senses:** Benthic nagas receive a +2 racial bonus to Perception checks to notice potentially animate creatures or objects, and always receive a check to notice movement within 50 feet (even when not actively looking).

**Guarded Thoughts:** Benthic nagas are immune to any form of mind reading, such as that granted by detect thoughts. This ability also grants a +2 racial bonus on all saves against charm effects.

**Landwalker:** Benthic nagas may move on land at 75% of their swim speed.

**Naturally Psionic:** Nagas gain the Wild Talent feat as a bonus feat at 1st level. If a naga takes levels in a psionic class, he instead gains the Psionic Talent feat.

**Poison Resistant:** Nagas gain a +2 racial bonus on saving throws against poison.

**Scaled Hide:** A naga's skin is hardened scales and grants the character a +1 natural armor bonus to AC.

**Serpent's Bite:** The naga has a natural bite attack with a base damage of 1d8. Once per day, the naga may choose to inject naga venom with a successful bite attack. Naga Venom—*injury*; save Fort DC 12 + ½ the naga's level; *frequency* 1/round for 6 rounds; *effect* 1d2 Con damage; *cure* 2 saves.



To even a novice sage familiar with monster lore, it is evident that the benthic naga is not a true naga at all. Despite its obvious naga-like features, its head seems more reptilian than humanoid, and two very humanoid-looking arms sprout from its torso. In fact, the benthic naga are not pure-blooded naga in the traditional sense, though their progenitors surely were. Whether of mixed lineage or the result of directed adaptation, the benthic naga seem to be a unique species of serpentine people in their own right. The body of a benthic naga is covered in yellow and black striped scales and it has a long, flattened tail that aids in swimming, similar to that of a sea-snake.

Benthic nagas are a secretive lot. As far as they will admit, most originate from a hidden city where they were taught how to master their psionic power. Naga upbringing seems to include several oaths of silence concerning many facets of naga life; the location of their city, their population, their leadership, and even the particulars of their training all appear to be taboo to discuss. It is very possible that the majority of naga do not even hold the answers to these questions about their own kind.

### BENTHIC NAGA CHARACTERS

Benthic nagas are defined by their class levels – they do not possess racial Hit Dice. All benthic nagas have the following traits.

**+2 Dexterity, +2 Wisdom, -2 Charisma:** Benthic Nagas are lightning quick in both form and wit, but their inability to take a joke is a detriment to most social situations.

**Racial Buoyancy:** -50<sup>A</sup>, **Depth Tolerance:** 300 feet

**Anthromorph (lunged):** Nagas have the anthromorph subtype.

**Medium:** Benthic nagas are Medium-sized creatures.

**Normal Swim Speed:** Nagas have a base swim speed of 30 feet.

**Scaled Hide, Naturally Psionic, Guarded Thoughts, Poison Resistant, Serpent's Bite:** See Special Abilities above.

**Languages:** Nagas begin play speaking Common and Halbok. Nagas with high Intelligence scores can choose any of the following: Boggard, Draconic, Delatari, and Lok'tar.

# Naiad, Viridian



*You see a strange sea nymph swimming up from the depths below. She looks something like a cross between a sea elf and sprig of kelp.*

## VIRIDIAN NAIAD

CR 2



XP 600

Female viridian naiad cleric 3

N Medium humanoid (aquatic, feykith)

**Init** +3; **Senses** low-light vision; Perception +6

**Racial Buoyancy** +100; **Depth Tolerance** 2,500 feet

### DEFENSE

**AC** 9, touch 9, flat-footed 9 (-1 Dex)

**hp** 23 (3d8 + 6)

**Fort** +5, **Ref** +0, **Will** +6

**Defensive Abilities** cold tolerance, feykith resistance

### OFFENSE

**Speed** swim 30ft.

**Melee** mwk dagger +3 (1d4/19-20)

**Ranged** net +1

**Space** 5ft.; **Reach** 5ft.

**Special Attacks** channel positive energy 5/day (DC 13, 2d6), coral fist (+1 damage, 6 rounds/day)

**Cleric Spells Prepared** (CL 3, Concentration +6)

2nd- *aid*, *barkskin*<sup>D</sup>, *summon sea monster II*

1st- *entangle*<sup>D</sup>, *magic weapon*, *shield of faith*, *summon sea monster I*

0 (at will)- *create air*, *detect magic*, *guidance*, *light*

<sup>D</sup> domain spell; **Domains** Flora, Travel

### STATISTICS

**Str** 10, **Dex** 8, **Con** 15, **Int** 10, **Wis** 17, **Cha** 14

**Base Atk** +2; **CMB** +2; **CMD** 11

**Feats** Improved Initiative, Selective Channeling

**Skills** Heal +7, Knowledge (religion) +4, Perception +8, Spellcraft +4

**Languages** Common, Aquan

**SQ** agile feet, feykith magic, glungs, landwalker, plantlike, water dependent

### ECOLOGY

**Environment** Shoreline or Coastal

**Organization** solitary, pair, or band (3-5)

**Treasure** NPC gear (dagger, net)

### SPECIAL ABILITIES

**Cold Tolerance:** Feykith are well accustomed to the cold waters of the sea. Feykith receive a +2 racial bonus on Fortitude saves versus cold weather, severe cold, or exposure.

**Feykith Magic:** Feykith receive a +2 racial bonus on caster level checks made to overcome spell resistance.

**Feykith Resistance:** Feykith have an immunity to sleep spells and effects. In addition, they receive +2 bonus to saving throws against enchantment spells and effects.

**Glungs:** Feykith can breathe both air and water through their mouth and noses, which is then processed through organs known as glungs. For game purposes, these organs function as both gills and lungs.

**Keen Senses:** Feykith have exceptional senses. They receive a +2 racial bonus on Perception skill checks.

**Landwalker:** Feykith can move on land at 75% of their swimming movement rate.

**Nature Intuition:** For a viridian naiad, the skill Knowledge (nature) is considered both a class skill and to have the key ability of Wisdom instead of Intelligence. They are born with an instinctive knowledge of their natural surroundings.

**Plantlike:** Viridian naiads receive a +2 racial bonus on saving throws against paralysis, poison, polymorph, and stun effects. In addition, they are affected by spells that affect humanoids and by spells that affect plants.

**Water Dependent:** This creature can survive out of water for 1 hour per 2 points of Constitution.

Viridian naiads are adorned with a prominent leaf-like dorsal fin that runs from the bridge of the nose up the forehead and over the skull, then down the back to the tailbone. It fans out approximately 2 feet at its highest point, between the shoulder blades. They have sleek, hairless skin, similar to a dolphin's in texture, and ranging in color from dark green to light sea-green. Males have a fancier fin array, often highlighted with violet or red coloration. Naiads have pointed ears, and their feet and hands are webbed with small claws.

Naiads have relatively simplistic personalities. They experience very basic emotions—sorrow, happiness, regret, hope—that rapidly change depending on their situation. A naiad who feels sadness at losing a game of chance easily becomes overly joyful when treated to a meal. They bond quickly with others, trusting those who treat them with even the most limited kindness.

### VIRIDIAN NAIAD CHARACTERS

Viridian naiads are defined by their class levels – they do not possess racial Hit Dice. All viridian naiads have the following traits.

**+2 Constitution, +2 Wisdom, -2 Intelligence:** Viridian naiads are hardy and thoughtful, but their minds are not accustomed to retaining large amounts of information.

**Racial Buoyancy:** +100, **Depth Tolerance:** 2,500 feet

**Medium:** Viridian naiads are Medium creatures.

**Normal Swim Speed:** Naiads have a base swim speed of 30 ft.

**Nature Intuition, Plantlike, Water Dependent:** See Special Abilities above.

**Languages:** Viridian naiads begin play speaking Common and Aquan. Naiads with high Intelligence scores can choose any of the following: Delatari, Halbok, Nixish and Sylvan.





# Ningen, Atshen

*Something of a cross between a large merfolk and a killer whale stands before you, well-armed and ready to fight!*

## ATSHEN NINGEN

CR 3



XP 800

CN Large humanoid (aquatic, merfolk)

**Init** +3; **Senses** Perception +3, water sense

**Racial Buoyancy** -110<sup>A</sup>; **Depth Tolerance**: 1,000 feet

### DEFENSE

**AC** 14, touch 12, flat-footed 11 (+2 armor, +3 Dex, -1 size)

**hp** 34 (4d8+16)

**Fort** +8, **Ref** +4, **Will** +1

### OFFENSE

**Speed** swim 50 ft.

**Melee** mwk sea reaver +9 (2d6 +5/19-20)

**Ranged** light crossbow +5 (2d6/19-20)

**Space** 10 ft.; **Reach** 10 ft.

### STATISTICS

**Str** 21, **Dex** 17, **Con** 18, **Int** 10, **Wis** 10, **Cha** 9

**Base Atk** +3; **CMB** +9; **CMD** 22

**Feats** Combat Reflexes, Weapon Focus (sea reaver)

**Skills** Acrobatics +4, Climb +9, Escape Artist +4, Perception +3, Stealth +4

**Languages** Common, Ceti

**SQ** lungs, size alteration, uncanny stealth

### ECOLOGY

**Environment** any aquatic

**Organization** solitary, pair, or pod (4-12)

**Treasure** NPC Gear (shark leather armor, masterwork sea reaver, light crossbow with 10 bolts, other treasure)

### SPECIAL ABILITIES

**Lungs (Ex)** Unlike most merfolk, ningen have lungs instead of gills.

**Size Alteration (Su)** At will, as a standard action, an atshen can change his size between Large and Small. Weapons, armor and other objects on the atshen's person grow proportionally when he changes size (objects revert to normal size 1 round after an atshen releases them). When an atshen becomes Small, his speed decreases to 30 feet, he gains -12 Strength, +2 Dexterity and -6 Constitution and he gains a +2 size bonus to his AC.

**Uncanny Stealth (Ex)** Stealth is always considered a class skill for a ningen.

**Water Sense (Ex)** The ningen can sense vibrations in the water, granting them blindsense 30 feet against creatures that are touching the same body of water.

## ATSHEN NINGEN (SMALL SIZE)

CR 3

XP 800

CN Small humanoid (aquatic, merfolk)

**Init** +4; **Senses** Perception +3, water sense

**Racial Buoyancy** -10<sup>A</sup>; **Depth Tolerance**: 1,000 feet

### DEFENSE

**AC** 17, touch 15, flat-footed 13 (+2 armor, +4 Dex, +1 size)

**hp** 22 (4d8+4)

**Fort** +5, **Ref** +5, **Will** +1

### OFFENSE

**Speed** swim 20 ft.

**Melee** mwk sea reaver +5 (1d6-1/19-20)

**Ranged** light crossbow +8 (1d6/19-20)

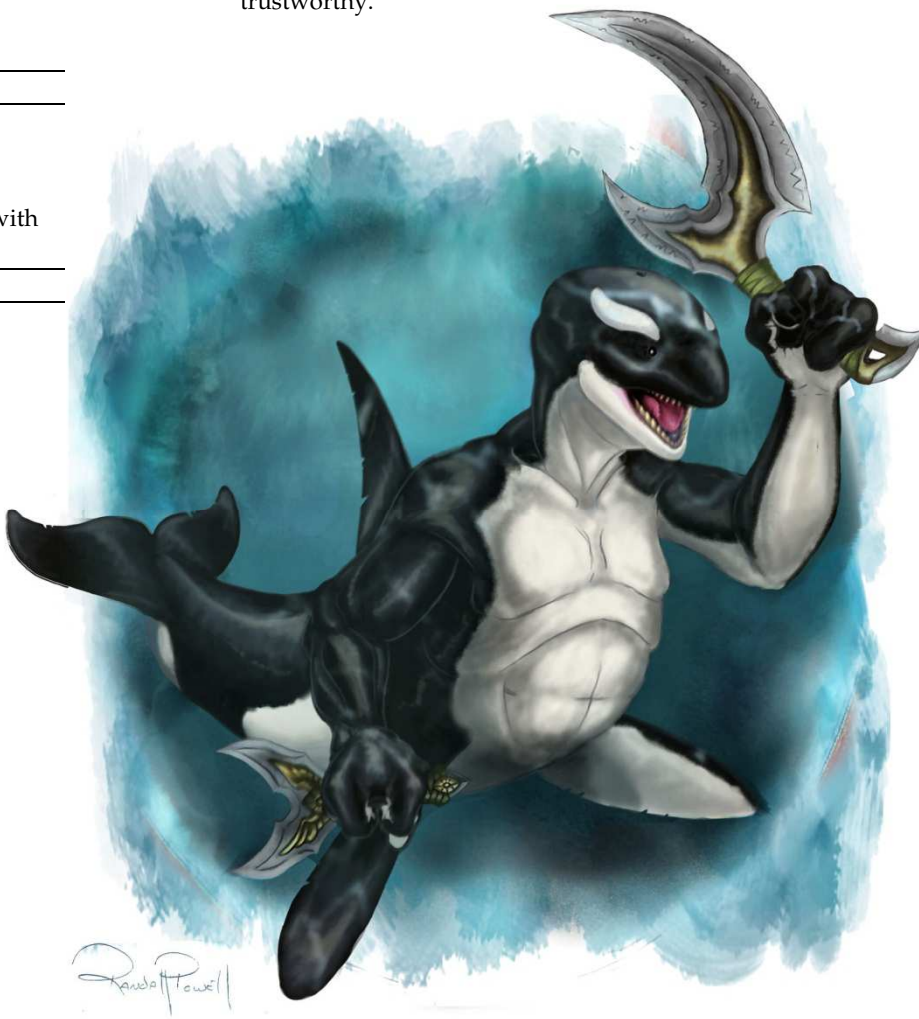
### STATISTICS

**Str** 9, **Dex** 19, **Con** 12, **Int** 10, **Wis** 10, **Cha** 9

**Base Atk** +3; **CMB** +1; **CMD** 15

**Skills** Acrobatics +5, Climb +3, Escape Artist +5, Perception +3, Stealth +9

Atshen are a very unpredictable and aggressive race of ningen that look much like killer whales. Their abilities allow them to appear from seemingly nowhere and disappear in the same way when they need to escape. Like the talilajuk, atshen will occasionally hire themselves out as mercenaries or assassins, though they are much less trustworthy.





## Ningen, Qilanappa

A ningen with a long spiraling horn jutting from his snout suddenly pops into existence. He brandishes a spear in your direction.

### QILANAPPA NINGEN

CR 6



XP 2,400

N Large humanoid (aquatic, merfolk)

**Init** +9; **Senses** Perception +11, water sense

**Racial Buoyancy** -110<sup>A</sup>; **Depth Tolerance**: 1,000 feet

#### DEFENSE

**AC** 20, touch 14, flat-footed 15 (+2 armor, +5 Dex, +4 natural, -1 size)

**hp** 67 (9d8+27)

**Fort** +9, **Ref** +8, **Will** +7

#### OFFENSE

**Speed** swim 50 ft.

**Melee** spear +11/+6 (2d6+5/×3) and gore +6 (1d6+1)

**Space** 10 ft.; **Reach** 10 ft.

#### STATISTICS

**Str** 20, **Dex** 21, **Con** 17, **Int** 14, **Wis** 15, **Cha** 12

**Base Atk** +6; **CMB** +12; **CMD** 27

**Feats** Improved Initiative, Iron Will, Stealthy, Weapon Focus (spear), Weapon Focus (gore)

**Skills** Climb +14, Escape Artist +13, Knowledge (nature) +8, Perception +11, Profession (hunter) +8, Stealth +18, Survival +8; **Racial**

**Modifiers** +4 Stealth

**Languages** Common, Ceti, Pinnipar

**SQ** lungs, teleporting step, uncanny stealth

#### ECOLOGY

**Environment** any cold aquatic

**Organization** solitary, pair, or pod (4-12)

**Treasure** standard (leather armor, spear, other treasure)

#### SPECIAL ABILITIES

**Lungs (Ex)** Unlike most merfolk, ningen have lungs instead of gills.

**Teleporting Step (Su)** Qilanappa can teleport by moving sideways. They may use *greater teleport* (self only) once per round as part of a 5-foot step (caster level 10th). The destination must be within 5 miles and must be underwater. They cannot access this ability if they are being actively watched by more than one sentient creature.

**Uncanny Stealth (Ex)** Stealth is always considered a class skill for a ningen.

**Water Sense (Ex)** The ningen can sense vibrations in the water, granting them blindsense 30 feet against creatures that are touching the same body of water.

These majestic ningen look much like humanoid narwhals, with mottled grey skin and a long twisted horn jutting from their face. The qilanappa are perhaps the most dangerous and feared of all ningen and often act as nature wardens, fiercely protecting the local narwhal populations especially. Entire armies of these creatures have been known to suddenly pop into existence, quickly dispatch a threat and then disappear as quickly as they came. If the battle turns against them, they will flee and hide from view so that they can access their teleporting step power.



# Ningen, Talilajuk

*What happens when you cross a mermaid with a beluga whale? Whatever the result, she is brandishing s a trident in your direction.*

## TALILAJUK NINGEN

CR 5



XP 1,600

Female talilajuk ningen barbarian 6

N Medium humanoid (aquatic, merfolk)

**Init** +1; **Senses** blindsense 30 feet; Perception +10

**Racial Buoyancy** -60<sup>A</sup>; **Depth Tolerance** 1,000 feet

### DEFENSE

**AC** 12, touch 12, flat-footed 10 (+1 Dex, +1 dodge)

**hp** 56 (6d12 + 12)

**Fort** +7, **Ref** +3, **Will** +3

**Defensive Abilities** improved uncanny dodge, trap sense +1

**Weaknesses** seawalker

### OFFENSE

**Speed** swim 50ft.

**Melee** +1 mithrite trident +12/+7 (1d8 + 8)

**Space** 5ft.; **Reach** 5ft.

**Special Attacks** rage (6 rounds/day), rage power (strength surge, no escape, renewed vigor)

### STATISTICS

**Str** 20, **Dex** 13, **Con** 14, **Int** 8, **Wis** 12, **Cha** 8

**Base Atk** +6; **CMB** +11; **CMD** 22

**Feats** Dodge, Power Attack, Skill Focus (Stealth)<sup>B</sup>

**Skills** Acrobatics +7, Intimidate +5, Stealth +13, Perception +10

**Languages** Ceti, Common

**SQ** Eerie stealth, fast movement, lungs

### ECOLOGY

**Environment** Ice flow

**Organization** solitary, pair, or band (3–5)

**Treasure** NPC gear (+1 mithrite trident)

### SPECIAL ABILITIES

**Eerie Stealth:** Stealth is always considered a class skill for a talilajuk. In addition, talilajuk must take the Skill Focus (Stealth) feat as the bonus first level feat received from being a merfolk.

**Lungs:** Unlike most merfolk, talilajuk have lungs instead of gills.

**Seawalker:** Merfolk were never meant to move on land. They do so at a movement rate of 5 feet.

**Water Sense:** The talilajuk can sense vibrations in the water, granting them blindsense 30 feet against creatures that are touching the same body of water.

The talilajuk ningen resembles the merfolk version of a beluga whale. Their bulky bodies are covered in smooth, snow-white skin. Their faces have characteristically small, dark-colored eyes on either side of their heads and a distinctively bulbous forehead. Ningen lack both external ears and noses. Their arms are long, well-muscled and terminated in thick, three-fingered hands. Unlike most merfolk, however, ningen are not egg layers nor ovoviviparous but true eutherians.

Talilajuk are generally a shy race preferring to hide from conflict rather than face it. However, they are formidable once confronted and can be extremely dangerous when defending family or an ally. They are social creatures, preferring the company of others of their own kind to solitude and are often willing to associate with other races if approached on friendly terms. They are also easily motivated towards causes in exchange for goods and services.

### TALILAJUK NINGEN CHARACTERS

Talilajuks are defined by their class levels – they do not possess racial Hit Dice. All talilajuks have the following traits.

**+4 Strength, -2 Intelligence:** Talilajuks are extremely strong but not terribly smart.

**Racial Buoyancy:** -60<sup>A</sup>, **Depth Tolerance:** 1,000 feet

**Medium:** Talilajuks are Medium-sized creatures.

**Merfolk:** Talilajuks have the merfolk subtype.

**Fast Swim Speed:** Talilajuks have a base swim speed of 40 ft.

**Lungs, Water Sense, Eerie Stealth:** See Special Abilities above.

**Additional Language:** Talilajuks gain Ceti in addition to Common as a starting language at first level. They gain additional languages for high intelligence like others of the merfolk subtype.



## Ningen, Takiyok

*A giant merfolk with cetacean features lumbers through the water, armed only with massive fists and the fierce countenance of an angry sperm whale.*

TAKIYOK NINGEN

CR 9



XP 6,400

NE Huge humanoid (aquatic, merfolk)

Init +1; Senses Perception +9; water sense

Racial Buoyancy -565A; Depth Tolerance: 1,000 feet

### DEFENSE

AC 19, touch 9, flat-footed 18 (+1 Dex, +10 natural, -2 size)

hp 135 (12d8+81)

Fort +16; Ref +5; Will +6

Resist cold 10

### OFFENSE

Speed Swim 40 ft.

Melee 2 slams +15 (2d6+8 plus grab)

Space 15 ft.; Reach 15 ft.

Special Attacks trample (2d6+12, DC 20)

### STATISTICS

Str 26, Dex 12, Con 23, Int 5, Wis 11, Cha 10

Base Atk +9; CMB +19 (+23 grapple); CMD 30

Feats Diehard, Great Fortitude, Endurance, Iron Will, Power Attack, Toughness

Skills Acrobatics +5, Perception +7, Stealth +9; Racial Modifiers +4 Stealth

Languages Ceti, Common

SQ change shape, lungs, uncanny stealth

### ECOLOGY

Environment cold oceans

Organization solitary, pair, or pod (3-15)

Treasure standard

### SPECIAL ABILITIES

**Change Shape (Su)** A Takiyok can assume any animal or humanoid form 3/day as if using *polymorph*.

**Lungs (Ex)** Unlike most merfolk, ningen have lungs instead of gills.

**Uncanny Stealth (Ex)** Stealth is always considered a class skill for a ningen.

**Water Sense (Ex)** Ningen can sense vibrations in the water, granting them blindsense 30 feet against creatures that are touching the same body of water.

Takiyoks are the largest and most brutish of their kind. They delight in wrestling and other forms of unarmed combat. They will often assume smaller or less intimidating forms to lure others into a fight, and then proceed to pummel the daylights out of them. Takiyoks typically live in small pods of no more than fifteen individuals, with a single male leader that is usually stronger and undoubtedly crueler than all others.

The takiyoks reputation for bullying has led many other ningen species to claim that the takiyoks simply hide behind the visage of a large ningen, and are a different kind of creature entirely. This assertion, however convincing, is easily dismissed upon the examination of a slain takiyok. Other ningen simply attribute this evidence as "more takiyok trickery."







## Nixie, Swamp

This creature looks a like sea slug from the back, and an ugly humanoid from the front. Its flesh is green-grey, and two long antenna extend from its head.

### SWAMP NIXIE

CR 4



XP 1,200

N Medium fey (aquatic)

**Init** +3; **Senses** low light vision, blindsense 60 ft. in water; Perception +8

**Racial Buoyancy**: -50, **Depth Tolerance**: 300 feet

### DEFENSE

**AC** 17; touch 13, flat-footed 14 (+3 Dex, +4 natural)

**hp** 39 (6d6+18)

**Fort** +5, **Ref** +8, **Will** +5

**DR** 5/cold iron; **Immune** poison

**Weakness** water dependent

### OFFENSE

**Speed** 30 ft., swim 30 ft.

**Melee** 2 claws +6 (1d4+1 plus poison)

**Ranged** spit +6 touch (poison)

**Special Attacks** adaptive poison

**Spell-like Abilities** (CL 6, concentration +7)

continual-speak with animals, speak with plants

at will-control water, ghost sounds

3/day-entangle (DC 12), summon sea's ally III

1/day-ink, quench



### STATISTICS

**Str** 13, **Dex** 16, **Con** 16, **Int** 10, **Wis** 11, **Cha** 13

**Base Atk** +3; **CMB** +4; **CMD** 17

**Feats** Precise Shot, Point-Blank Shot, Weapon Finesse

**Skills** Acrobatics +12, Bluff +7, Craft (poison) +6, Knowledge (nature) +6, Perception +8, Sense Motive +6, Sleight of Hand +11, Stealth +11

**Languages** Nixish

**SQ** toxic flesh

### ECOLOGY

**Environment** swamp

**Organization** solitary, pair, clutch (6-20)

**Treasure** standard

### SPECIAL ABILITIES

**Adaptive Poison (Ex)**: A swamp nixie may choose to absorb any poison it comes in contact with and metabolize it, secreting it as its own. The DC for the poisons save is equal to 10 +1/2 the nixie's HD +its Con modifier, 16 for the standard nixie. It keeps secreting the poison until it chooses to absorb a different toxin (default toxin is striped toadstool poison, found in the *PATHFINDER ROLEPLAYING GAME* corebook.)

**Spit (Ex)**: A swamp nixie's spittle is thick and sticky, clinging to its victim for 4 rounds, and requiring a new Fortitude save against the poison each round. The poison may be washed off with one gallon of alcohol or vinegar. A swamp nixie may spit at a target up to 30 feet away.

**Toxic Flesh (Ex)**: Any creature making a successful bite or drain attack against a swamp nixie ingests its poison, and must save against it as if it was struck with the nixie's spittle.

**Water Dependent (Ex)**: A swamp nixie takes 1 point of Constitution damage per hour it spends out of water. These points return at the same rate once it returns to enough water to cover its body.

Swamp nixies are native to coastal swamps, both fresh and salt. They are curious creatures, and tend to follow and harass outsiders simply to observe their reactions. If seriously pressed, they can become quite dangerous, poisoning nearly everything an outsider eats, drinks or touches.

Swamp nixies prefer to avoid close combat, summoning allies and spitting at foes from a distance. If caught alone they will spit then dive deep into the swamps dark waters. They flee from foes that seem immune to their toxins.

Swamp nixies may venture off shore at times, foraging for food, trading, or simply exploring, but always return to the safety of their swamp. They are a constant thorn in the side of the sebek-kas, targeting nearly everything they do, simply because the crocodilian folk get so riled up. By the time they gather their forces to exterminate the fey, they have vanished into the deepest depths of the swamp.



# Nommo



A large eel-like merfolk swims into view. Magic crackles from her long, webbed fingers.

## NOMMO

CR 7



XP 3,200

Female nommo wizard 8

LN Medium humanoid (aquatic, merfolk)

Init +6; Senses low-light vision; Perception +10

Racial Buoyancy -170; Depth Tolerance 3,000 feet

## DEFENSE

AC 13, touch 13, flat-footed 10 (+2 Dex, +1 dodge)

hp 38 (8d6 + 8)

Fort +5, Ref +4, Will +8

Weaknesses pressure sensitive 300 feet

## OFFENSE

Speed swim 40ft.

Melee +1 tail spikes +5 (1d4+1)

Space 5ft.; Reach 5ft.

Special Attacks hand of the apprentice +7 (6/day)

Wizard Spells Prepared (CL 8th; Concentration +12)

4th- black tentacles, dimension door, summon sea monster IV

3rd- haste, heightened hideous laughter (DC 17), mageboil (DC 17), ray of exhaustion (DC 17)

2nd- boiling jet (x2), invisibility, octopus' cunning

1st- color spray (DC 15), mage armor, ink, magic missile, ray of enfeeblement (DC 15)

0 (at-will)- dancing lights, mage hand, mending, prestidigitation

## STATISTICS

Str 10, Dex 14, Con 12, Int 18, Wis 14, Cha 8

Base Atk +4; CMB +4; CMD 16

Feats Dodge, Eschew Materials, Exotic Weapon Proficiency (tail spikes), Improved Initiative, Heighten Spell, Maximize Spell, Scribe Scroll

Skills Acrobatics +10, Linguistics +11, Knowledge (arcana) +15, Knowledge (the planes) +11, Knowledge (history) +9, Knowledge (nobility) +9, Perception +10, Sense Motive +6, Spellcraft +15

Languages Aquan, Boggard, Common, Dagonite, Delatari, Halbok, Lok'tar, Nixish, Sahu

SQ aquatic, arcane bond (crab familiar), big hands, metamagic mastery

## ECOLOGY

Environment twilight zone

Organization solitary, pair, or squad (4-6)

Treasure NPC gear (crystal dagger)

## SPECIAL ABILITIES

**Aquatic:** Nommos cannot breathe air or survive on dry land.

They begin suffocating after a number of rounds equal to twice their Con score.

**Big Hands:** A nommo can wield a one-handed melee weapon as though it was a light weapon. Light weapons, two-handed weapons, and oversized weapons are not affected by this ability.

Superficially, nommos appear as hulking brutes. They have massive and grotesque humanoid torsos with a catfish-like head, including fishy eyes and a large mouth filled with sharp teeth. Their lower half is eel-like; it consists of a long, flat muscular tail trimmed with fins at the top and bottom.

The Nommo are an ancient race, with ties to the Cerulean Seas that go much farther back than the current residents of the area. Despite their brutish appearance, nommo are scholarly and contemplative, and their curiosity and love of learning mean that they are an established presence in many areas throughout the sea. Although friendly and eager to see new sights and meet new people and races, the nommo have yet to encounter a culture they feel equals their own. In addition, at some point they lost their individualistic viewpoint, preferring to use "we" (meaning the nommo race) instead of "I" when referring to themselves.

Nommos have a matriarchic society, and males are expected to be servants and protectors of the females. A male nommo will gladly give his life to protect a female of the same species. This regard for gender does not extend to other species, though they always favor females in some respect.

## NOMMO CHARACTERS

Nommos are defined by their class levels – they do not possess racial Hit Dice. All nommos have the following traits.

**+2 Strength, +2 Intelligence, -2 Charisma:** Nommos are fiercely strong and smart, but are also a bit conceited.

**Racial Buoyancy:** -170, **Depth Tolerance:** 3,000 feet

**Medium:** Nommos are

Medium-sized creatures.

**Merfolk:** Nommos have the merfolk subtype.

**Fast Swim Speed:** Nommos have a base swim speed of 40 ft.

**Low-light Vision:** Nommos can see twice as far as seafolk in conditions of dim light.

**Aquatic, Big Hands:**

See Special Abilities above.

**Pressure Sensitive (300 feet):**

Nommos suffer from pressures above 300 feet.



## Nucklavee, Morganite

The top half of this deep sea beast is built for battle. Sharp fins, dagger-like fangs, and wicked ebony talons grant the creature many deadly options. The bottom half of the creature only increases its power. Four powerful legs ending in webbed feet move the large monster forward with strong lunges.

MORGANITE NUCKLAVEE

CR 4



XP 1,200

CE Large fey (amphibious)

Init +0; Senses low-light vision; Perception +10

Racial Buoyancy -50; Depth Tolerance: 300 feet

### DEFENSE

AC 16, touch 9, flat-footed 16 (+7 natural, -1 size)

hp 39 (6d6+18)

Fort +5, Ref +5, Will +6

DR 5/gold or auranite

### OFFENSE

Speed 20 ft., swim 60 ft.

Melee treble fork +8 (1d6+5/19-20/x3), claw +3 (1d6+2) or 2 claws (1d6+5)

Space 10 ft., Reach 5 ft.

Special Attacks rage glare (DC 15)

### STATISTICS

Str 20, Dex 11, Con 17, Int 7, Wis 13, Cha 14

Base Atk +3; CMB +9, CMD 19

Feats Improved Bull Rush, Power Attack, Run

Skills Acrobatics +9, Knowledge (nature) +7, Perception +10, Stealth +5

Languages Salatari

SQ charger

### ECOLOGY

Environment temperate seas

Organization solitary, pair, band (3-10)

Treasure standard

### SPECIAL ABILITIES

**Charger (Ex)** When a nucklavee charges it gains a +4 bonus to attacks instead of the normal +2.

**Rage Glare (Su)** A nucklavee may turn its gaze upon a creature to incite a horrible rage within them. This gaze has a range of 30 feet. A creature subject to this gaze must make a Will DC 16 save or become enraged. Enraged creatures suffer a -2 penalty to AC and must engage in melee combat each round. If an enraged creature does not make a melee attack during his turn, he suffers an additional -2 penalty to AC. This effect is cumulative with each penalty. This effect lasts for 1d6+1 rounds. A creature that makes the save cannot be affected by a nucklavees glare for 24 hours. The save DC is Charisma-based.



Nucklavee are monstrously brutish fey that prey upon everything and anything beneath the sea. They often lair above water during the day and then prowl the coastal shores at night. Intelligent enough to be cunning combatants, nucklavee still lack the sophistication to craft decent weapons and armor. Thus victims of a nucklavee raid are not only stripped of their flesh and bone but also of every weapon and scrap of armor.

Nucklavee have a particular hatred of elves and their offshoots. Most of these savage fey will attack an elf on sight even though it may interrupt an ongoing combat. Aside from their unceasing animosity towards elves, nucklavee are some of the simplest fey to be found. They exist only to eat, unleash the anger that roils within them, and to occasionally serve their dark goddess, Morganae, now an aspect of Saloth.

The distinction of "Morganite" was added by sages who have documents of other, rarer, forms and legends of nucklavee that perhaps haunt distant seas. The nucklavee of the Cerulean Seas are distinguished by their reverence for Morganae; a worship that dates back to times long before the Great Flood. In the deeper seas, abandoned temple ruins are often discovered littered with multi-clawed crab idols and statues of fierce-looking nucklavee.



# Obitu, Aquatic



A merfolk skeleton, clad in crimson, glares at you from glowing green orbs in its hollow eye sockets.

## AQUATIC OBITU

CR 1



XP 400

Aquatic obitu inquisitor 2 (merfolk body type)

N Medium humanoid (aquatic)

**Init** +9; **Senses** darkvision 60; Perception +8

**Racial Buoyancy** -75; **Depth Tolerance** 20,000 feet

## DEFENSE

**AC** 12, touch 12, flat-footed 10 (+2 Dex)

**hp** 17 (2d8 + 5)

**Fort** +4, **Ref** +2, **Will** +5; +4 vs. disease, poison

**Defensive Abilities** fossil fortitude, negative energy resistance

**Resist** negative energy 6

**Immune** sleep

## OFFENSE

**Speed** swim 30 ft.

**Melee** mwk *urchin fist* +5 (1d8 + 3)

**Space** 5ft.; **Reach** 5ft.

**Special Attacks** judgment 1/day, touch of darkness 6/day (1 round)

**Inquisitor Spell-Like Abilities** (CL 2, Concentration +5)

At-Will – *detect chaos*, *detect evil*, *detect good*, *detect law*

**Inquisitor Spells Known** (CL 2, Concentration +5)

1st (3/day) – *cure light wounds*, *divine favor*, *inflict light wounds*

0 (at-will) – *bleed* (DC 13), *detect magic*, *light*, *stabilize*, *tattoo* (DC 13)

**Domain** darkness (Vanak)

## STATISTICS

**Str** 16, **Dex** 15, **Con** 12, **Int** 8, **Wis** 15, **Cha** 8

**Base Atk** +1; **CMB** +4; **CMD** 16

**Feats** Blind-Fight<sup>B</sup>, Improved Initiative<sup>B</sup>, Toughness

**Skills** Acrobatics +4, Diplomacy +3, Intimidate +5, Knowledge (religion) +4, Perception +8, Stealth +7, Survival +8

**Languages** Dagonite

**Special Qualities** cunning initiative, gills, monster lore, nimble form, stern gaze, track

## ECOLOGY

**Environment** deep sea

**Organization** solitary, pair, or squad (3–5)

**Treasure** NPC gear (masterwork urchin fist)

## SPECIAL ABILITIES

**Gills:** Aquatic obitu breathe water through gills within their jaw-bones.

**Fossil Fortitude:** Obitu gain a +4 racial bonus on saving throws against disease and poison.

**Nimble Form:** Due to an uncannily agile body, obitu gain a +2 racial bonus on Acrobatics, Escape Artist, and Sleight of Hand skill checks.

**Negative Energy Resistance:** Obitu have negative energy resistance equal to 5 + ½ their character level. This resistance applies to damage from channeled negative energy and spells that harness negative energy to cause damage such as *inflict light wounds* and *harm*.

**Sleep Immunity:** Rather than sleep, obitu enter a meditative state known as trance. They are fully aware of their surroundings while in this state. In addition, obitu are immune to magic sleep effects.

Obitu are neither dead nor undead. Their life begins when an undead succumbs to a magical disease that consumes what's left of its flesh and instills its bones with organic life. In a few centuries, the aquatic obitu have become a powerful force in the Underdeep, culling the vast hordes of undead that once thrived here. In a sense, they are the invasive species that is overtaking the natural residents of the bleakest regions of the Azure Abyss.

Aquatic obitu have no true gender. Their voices are universally similar—a hollow, harsh whisper that actually radiates from inside the skull. In fact, most of the biological functions of an obitu take place within its skull. Regardless of its appearance, obitu eat, drink, and breathe much like other living beings, consuming as much as a creature of Small size.

## AQUATIC OBITU CHARACTERS

Aquatic obitu are defined by their class levels – they do not possess racial Hit Dice. All aquatic obitu have the following traits.

**+2 Strength, +2 Dexterity, -2 Charisma:** Aquatic obitu are supernaturally strong and quick, though often too creepy and morose to be charismatic or charming.

**Racial Buoyancy:** -75, **Depth Tolerance:** 20,000 feet

**Medium:** Aquatic obitu are Medium-sized creatures.

**Normal Swim Speed:** Aquatic obitu swim at a speed of 30.

Legged obitu can also move on land at speed 20.

**Darkvision:** Obitu can see in the dark up to 60 feet.

**Gills, Fossil Fortitude, Nimble Form, Negative Energy Resistance, Sleep Immunity:** See Special Abilities above.

**Improved Initiative:** Obitu gain the Improved Initiative feat at first level as a racial bonus feat.

**Languages:** Obitu begin play speaking Dagonite. Obitu with high Intelligence scores can choose from the following: Common, Delatari, Halbok, Lok'tar, or Salatari.



# Obitu, Source-mind

*Lurking skeletal forms covered in spiky growth, and with disturbing green glowing eyes gather around a greenish growth of brain coral.*

## OBITU SOURCE-MIND

CR 9



XP 6,400

NE Medium plant (aquatic, psionic)

**Init** -2; **Senses** darkvision 50 ft., low-light vision; Perception +14

**Aura** living calcification (DC 22, 30 ft.)

**Racial Buoyancy** -370; **Depth Tolerance**: 50,000 feet

### DEFENSE

**AC** 16; touch 1, flat-footed 16 (-6 Dex, +12 natural)

**hp** 126 (12d8+72)

**Fort** +14, **Ref** -2, **Will** +8

**Defensive Abilities** plant traits, **DR** 10/bludgeoning, **PR** 20

### OFFENSE

**Speed** 0 ft.

**Melee** -

**Psi-like abilities** (ML 14<sup>th</sup>, Concentration +16)

at will-*cloud mind* (DC 16, 14 targets), *control body* (DC 16, no staggered effect)

3/day-*concussion blast* (DC 14, 3d6 damage, 4 targets), *inertial armor* (+7 AC)

### STATISTICS

**Str** 10, **Dex** 0, **Con** 22, **Int** 14, **Wis** 15, **Cha** 19

**Base Atk** +9; **CMB** +9; **CMD** 12 (can't be tripped)

**Feats** Deceitful, Endowed Mind, Ghost Attack, Improved Initiative, Iron Will, Skill Focus (Intimidate)

**Skills** Bluff +13, Intimidate +15, Knowledge (local) +11,

Perception +14, Stealth +15; **Racial Bonuses** +6 to Stealth

**Languages** telepathy 100 ft.

### ECOLOGY

**Environment** deep seas

**Organization** solitary plus 1d6 calcified obitu

**Treasure** standard

## SPECIAL ABILITIES

**Living Calcification (Su)**: Source-minds are constantly surrounded by a telekinetic pull that targets a victim's cartilage, bone, and calcium deposits, slowly pulling it through their flesh. Creatures lacking an internal skeleton are immune to the effects of a source-mind's aura. Each round a victim remains within the source-mind's aura, they must make a DC 22 Fortitude save, or suffer the following effects: 1<sup>st</sup> failed save-the victim is *slowed*. 2<sup>nd</sup> failed save-the victim is staggered and takes 3d6 damage. 3<sup>rd</sup> failed save-the victim is paralyzed, and suffers 4d6 points of damage. 4<sup>th</sup> failed save-death as the creature's internal calcium is fully pulled from its body. A successful save immediately removes any ongoing effects.

Any humanoid or corporeal undead slain by this ability rises as a calcified obitu within 24 hours' time, under the control of the source-mind that killed it.

Shallow water creatures soon discovered one of the simplest ways of dealing with a brain coral (WAVES OF THOUGHT by Alluria Publishing) is to push it over the edge of a chasm, into the abyssal waters below. Most brain corals perish, either from being attacked by great beasts as they fall, or by falling deep enough where the crushing pressures reduce them to rubble. Rarely a brain coral lands in an area where it can live, if not thrive, and it is here they encountered the obitu virus. A brain coral devouring an obitu or obitu corpse becomes changed by the necromantic virus contained within the obitu. It gains a sinister intelligence, and the ability to create enhanced slaves to serve its will.

A source-mind generally allows its slaves to fight on its behalf, using its psionic abilities to assist in pulling targets into its aura, or blasting targets that seem to be overwhelming its slaves. A source-mind that has all its slaves destroyed alternatively begs for its existence, and threatens its foes with wrath and ruin.

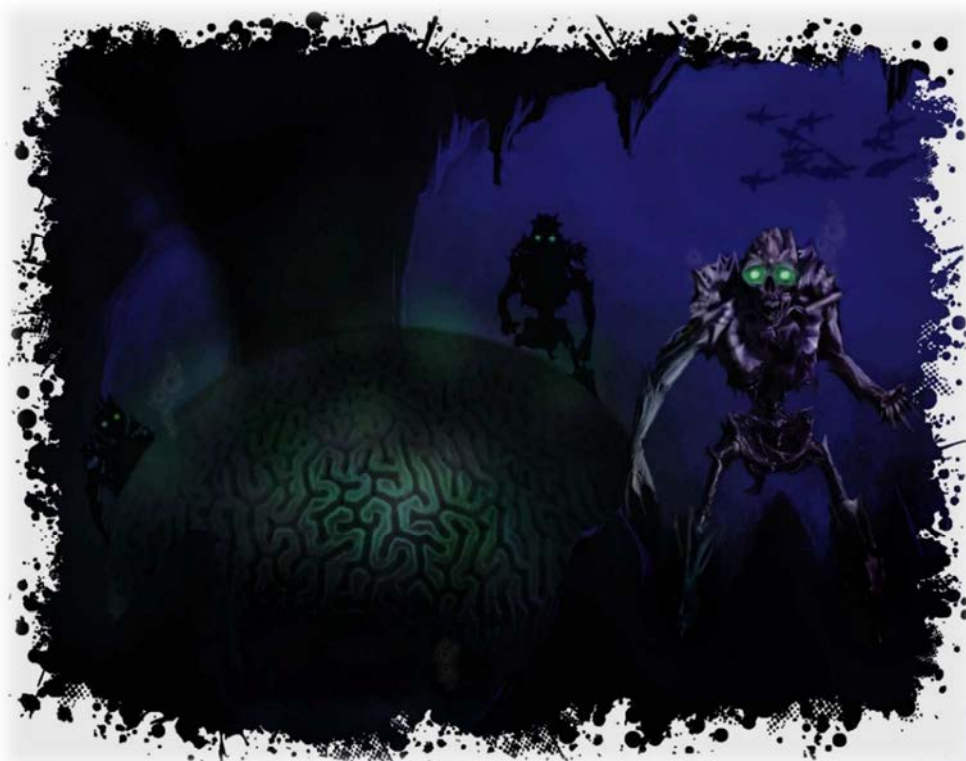
Source-minds feed on the calcium pulled from non-humanoid victims of its aura, leaving the flesh for its slaves. Unless desperate for food, it allows all humanoid to "ripen" into obitu slaves to serve its needs.

## Calcified Obitu

A humanoid that rises as an obitu under the control of an overseer retains no memories or skills from its previous life. It

starts out as a first level character, typically of a martial profession, with divine magic using abilities nearly unknown. A calcified obitu gains a +2 natural armor bonus, and deals 1 point of bleed damage with any natural attack it makes.

If a calcified obitu travels more than 200 feet from the source-mind that created it, it becomes *confused* until such time it moves within the 200 foot radius again. If the source-mind is slain, all calcified obitu it has created are treated as permanently *confused*. These lost creatures tend to wander randomly, throwing themselves into whatever cause catches their attention as best they can, until they are destroyed.





# Occylathan

*This eel-like creature has a multitude of fluttering fins, and would be oddly beautiful if it wasn't for a head consisting of four thick tentacles, each housing a glowing eye. Four slender tentacles ending in large rings of bioluminescent orbs send long beams of light into the dark waters.*

## OCCYLATHAN

CR 12



XP 19,200

NE Huge aberration (aquatic)

Init +7; Senses darkvision 60 ft.; Perception +18

Racial Buoyancy -250; Depth Tolerance: 30,000 feet

### DEFENSE

AC 26; touch 11, flat-footed 23 (+3 Dex, +15 natural, -2 size)

hp 161 (17d8+85)

Fort +10, Ref +8, Will +11

Immune mind-affecting effects

### OFFENSE

Speed swim 40 ft.

Melee 4 tentacles +19 (1d8+8)

Special Attacks captivating lights, rend (2 tentacles 1d8+12, or 4 tentacles 2d6+12)

Space 15 ft.; Reach 15 ft.

### STATISTICS

Str 26, Dex 17, Con 20, Int 14, Wis 13 Cha 19

Base Atk +12; CMB +22; CMD 35 (can't be tripped)

Feats Ability Focus (captivating lights), Cleave, Combat Reflexes, Critical Focus, Great Cleave, Improved Initiative, Power Attack, Vital Strike, Weapon Focus (tentacle)

Skills Acrobatics +23, Intimidate +24, Knowledge (local) +22, Perception +21, Stealth +15, Survival +17

Languages Dagonite, Photok

### ECOLOGY

Environment deep ocean

Organization solitary

Treasure standard

### SPECIAL ABILITIES

**Captivating Lights (Su):** An occylathan has four sets of powerful bioluminescent lights mounted on short tentacles. The lights shine in a 50 foot cone, and all creatures within the cone must make a DC 24 Will save or become captivated. A captivated victim moves toward the occylathan using the most direct means possible. If the path leads through a dangerous area such as through a lava flow or off the edge of a cliff, the victim receives a second save before moving through the dangerous area. Captivated creatures may take no other actions than to defend themselves. A victim within reach of the occylathan simply stays still and offers no resistance to the creature's attacks. The effect lasts for as long as the creature remains within the occylathan's light and for a number of rounds afterward equal to the occylathan's Charisma modifier. A creature that successfully saves against a captivating light is immune to that light for 24 hours, however each light is controlled by a different sub-brain, and is subtly different. A successful save against one light offers no resistance to the other lights that an occylathan possesses.

Occylathans are brutal creatures, boasting an ancient lineage stretching back thousands of years. They are intelligent and cruel, and see creatively ripping their prey apart as an art form to be mastered. They tend to be the rulers of their domains, and flee if a stronger creature moves in, sometimes hiring other creatures to destroy it.

Occylathans are lazy hunters, drawing prey to them with their lights, and devouring it at their leisure. They rip their prey apart, sometimes using all four tentacles, depending on how dangerous their prey is or how dramatic they wish to be. Despite their lazy nature, they are cunning fighters, and try to scatter a group of foes, picking them off one at a time.

Occylathans have four separate brains, one housed in each tentacle. Each brain controls an eye and a set of lights. While known as solitary creatures, rumors swirl on the currents of massive psionic occylathans that lord over small cities hidden deep within ocean rifts. If asked about such things, occylathans only give an unpleasant bubbling laugh, if they don't devour the questioner outright.



# Oceanari

A creature armored in a glowing shell hovers nearby. Four tentacles hang at the ready while it studies you with a face that is both alien and familiar. Even its translucent flesh glows with swirling colors.

## OCEANARI

CR 8



XP 4,800

NG Medium aberration (aquatic, psionic)

Init 3; Senses darkvision 60 ft.; Perception +23

Racial Buoyancy -95; Depth Tolerance: 5,000 feet

## DEFENSE

AC 21; touch 13, flat-footed 18 (+3 Dex, +8 natural)

hp 106 (12d8+52)

Fort +5, Ref +5, Will +10

## OFFENSE

Speed swim 30 ft.

Melee 4 tentacles +10 (1d6+2 plus poison)

Special Abilities constrict (1d6+2 plus poison), dazzling colors, poison

Psi-like Abilities (ML 12, concentration +14)

at will-distract (DC 15), psionic blast (DC 22, 5 round stun)

3/day-body adjustment (4d12), crystal shard (7d6),

dissipating touch (7d6), intellect fortress (2 rounds, breath weapons), mind thrust (DC 18, 7d10 )

2/day-inflict pain (DC 20, 5 targets), id insinuation (DC 20, 5 targets)

1/day-energy retort (DC 17, 7 minutes), fold space (move action), tower of iron will (4 rounds, PR 23)

## STATISTICS

Str 14, Dex 17, Con 17, Int 18, Wis 18, Cha 21

Base Atk +6; CMB +8; CMD 21 (can't be tripped)

Feats Alertness, Psionic Body, Psicrystal Affinity, Weapon Finesse, Weapon Focus (tentacles), Toughness

Skills Acrobatics +18, Autohypnosis +16, Diplomacy +17, Knowledge (history) +16, Knowledge (psionics)

+19, Perception +23, Stealth +18,

Survival +19

Languages Cephalite, Common, Nixish, Pelagic, Pinnipar

SQ clam up

## ECOLOGY

Environment any ocean

Organization solitary, pair, clutch (5-12)

Treasure standard

## SPECIAL ABILITIES

**Clam Up (Ex):** Oceanari can snap their shell shut as a free action, granting them DR 10/-. While within their shell they are blind, lose their Dex bonus to their AC, and may take no movement. An oceanari may open its shell back up as a free action.

**Dazzling Colors (Su):** As a full-round action an oceanari may cause its flesh to blaze with brilliant clashing colors. Targets viewing the display must make a DC 19 Will save or be fascinated for as long as the oceanari keeps displaying plus 1 round afterward.

**Poison (Ex)** Tentacle-injury, *save* Fortitude DC 19; *frequency* 1/round for 5 rounds; *effect* 1d4 Dex, *cure* 1 save. Targets that fail two consecutive saves begin to swell rapidly. Targets in armor or other clothing that will not give take 1d4 points of damage every round until the armor is removed or the poison effect ends.

Oceanari are a reclusive race of powerful psions that act as a subtle force for good in the seas. They have many enemies, counting the deep drow, psionopods, and the dakuwaqa chief among them. They have a hard time trusting other races, even when those races seem to act with the best of intentions, and what aid they give tends to be from behind the scenes. Generally only life and death matters will cause them to reveal themselves to outsiders, with the psionically immune dakuwaqa being the most common cause.

Oceanari are not fond of combat, and try to end it as efficiently as possible. While they are not cruel, they are not merciful, and send their foes to their just rewards swiftly. They flee from dakuwaqa when they can, seeking help from other good creatures. They lend what aid they can, often battling the bleak serpents allies as their champions battle the dakuwaqa itself.

The oceanari claim to have been around from before the time of the Drylanders, and see themselves as one of the first races to be fully intelligent. They believe they taught the younger races not only how to think, but how to survive.

At some point in their oral history, the younger races lost the responsibility that went with gifts they were given, and would not listen to the oceanari's guidance. The oceanari retreated, watching from the shadows, waiting for their younger siblings to see the error of their ways.





# Oculus, Viden

*A large eye swims though the darkness with the aid of various tentacles.*

## VIDEN OCULUS

CR 1/3



XP 135

Viden oculus warrior 1

NE Small aberration (aquatic)

**Init** +1; **Senses** see in darkness; Perception +6

**Racial Buoyancy** -1; **Depth Tolerance** 25,000 feet

### DEFENSE

**AC** 17, touch 11, flat-footed 17 (+6 armor, +1 size)

**hp** 6 (1d10 + 1)

**Fort** +3, **Ref** +1, **Will** +1

**Weaknesses** light blindness, pressure sensitivity 1,000 feet

### OFFENSE

**Speed** swim 30ft.

**Melee** urchin fist +2 (1d6) or harpoon +2 (1d6)

**Ranged** harpoon +3 (1d6)

**Space** 5ft.; **Reach** 5ft.

**Special Attacks** acidic tears

**Spell-like abilities** (CL 1; **Concentration** +1)

constant - *detect magic*, *detect animals or plants*

### STATISTICS

**Str** 11, **Dex** 13, **Con** 12, **Int** 9, **Wis** 12, **Cha** 8

**Base Atk** +1; **CMB** +0; **CMD** 11

**Feats** Exotic Weapon Proficiency (harpoon)

**Skills** Perception +6

**Languages** Dagonite, Oculte

**SQ** acidic tears, all-around vision, bioluminescent

### ECOLOGY

**Environment** deep sea

**Organization** solitary, pair, or squad (3–6)

**Treasure** NPC gear (harpoon, urchin fist, chitin armor)

### SPECIAL ABILITIES

**Acidic Tears:** Videns can exude a slimy substance from their central eye that causes 1 point of acid damage per round to everything sharing the same square as the viden. Metal, bone (or shell), chitin, and oculi are immune to damage from this ability.

**All-Around Vision:** Videns can see all around themselves at once, granting them a +4 racial bonus on Perception checks and making them immune to flanking.

**Bioluminescent:** The viden can (at-will) cause its eyes to shed as much light as a torch.

The first thing that is immediately noticeable about a viden oculus is its large, round, singular eye. This eye is so big, in fact, that it comprises about 75% of the creature's total mass. The eye itself seems similar to that of a fish or squid of much larger size. Radiating from an oblong-shaped, purple, rubbery body that seems to barely encompass the eye are 4 pairs of tentacles, each pair with their own unique function. Above the large eye are two long tendrils that end in glowing bulbs. These bulbs are actually two additional eyes, each charged with arcane sight abilities.

Oculi live in large, hive-like tunnels under the sea floor. They tend to group together under the leadership of a single vigilus, who keeps close watch on 10-30 vilici. The videns are largely unchecked by their larger kin.

## VIDEN OCULUS CHARACTERS

Viden oculus are defined by their class levels – they do not possess racial Hit Dice. All videns have the following traits.

**+2 Dexterity, +2 Wisdom, -2 Strength:** Videns are nimble and perceptive, but not very strong.

**Racial Buoyancy:** -1, **Depth Tolerance:** 25,000 feet

**Aberration:** An oculus is considered to be an aberration with regard to spells and abilities that specifically mention this creature type. They are not considered humanoids.

**Aquatic:** Videns have the aquatic subtype and can breathe water indefinitely. They cannot breathe outside of water.

**Small:** Videns are Small-sized creatures.

**Fast Swim Speed:** Videns have a base swim speed of 30 feet. They cannot move on dry land.

**Acidic Tears, All-Around Vision, Bioluminescent:** See Special Abilities above.

**Light Blindness:** Abrupt exposure to bright light blinds an oculus for 1 round; on subsequent rounds, they are dazzled as long as they remain in the affected area.

**See in Darkness:** Videns can see perfectly in darkness of any kind, including that created by spells such as deeper darkness.

**Spell-Like Abilities:** At character creation, the viden chooses two spells with the word “detect” in their name of 1st level or less from the sorcerer, druid, or cleric spell list. The viden is considered to have constant access to the effects of these spells. The caster level equals the viden's level. Once chosen, these spells cannot be changed.

**Pressure Sensitive (1,000 feet):** Videns are highly acclimated to extreme depths, and suffer from low pressure.

**Languages:** Viden begin play speaking Dagonite and Oculte. Oculus with high Intelligence scores can choose any of the following: Aquan, Common, Delatari, Draconic, Echinn, Lok'tar, Photok, and Salatari.



## Oculus, Vigilus

This large creature's central eye gazes at you with both wisdom and a touch of madness. Thick plates cover its body, through which a myriad of limb-like tentacles sprout.

### VIGILUS

CR 8



XP 4,800

N Large aberration (aquatic)

**Init** +6; **Senses** all-around vision, darkvision 60 ft., *detect good*, *detect thoughts*, see in darkness; Perception +19

**Racial Buoyancy** -430; **Depth Tolerance**: 25,000 feet

#### DEFENSE

**AC** 19; touch 11, flat-footed 17 (+2 Dex, +8 natural, -1 size)

**hp** 102 (12d8+48)

**Fort** +7, **Ref** +6, **Will** +12

**Weaknesses** light blindness, pressure sensitive 1,000 feet.

#### OFFENSE

**Speed** swim 40 ft.

**Melee** sea reaver +10/+6 (1d10+2/18-20), or 2 slams +9 (1d6+2)

**Space** 10 ft.; **Reach** 5 ft.

**Special Attack** acidic tears, spray

**Spell-Like Abilities** (CL 12<sup>th</sup>) constant- *detect good*, *detect thoughts*

#### STATISTICS

**Str** 15, **Dex** 14, **Con** 17, **Int** 17, **Wis** 18, **Cha** 14

**Base Atk** +9; **CMB** +13; **CMD** 25

**Feats** Blind-Fight, Improved Initiative, Step Up, Toughness, Vital Strike, Weapon Focus (sea reaver)

**Skills** Acrobatics +17, Intimidate +17, Knowledge (arcana) +18, Perception +19, Spellcraft +18, Stealth +13, Survival +19

**Languages** Common, Dagonite, Delatari, Nixish, Oculite

**SQ** bioluminescent, time sight

#### ECOLOGY

**Environment** deep sea

**Organization** solitary, or one vigilus and 2-8 vilicus

**Treasure** standard

#### SPECIAL ABILITIES

**Acidic Tears (Ex):** Vigilus exude a slimy substance from their central eye that causes 1d4 points of acid damage per round to everything sharing the same squares as the vigilus. Metal, bone (or shell), chitin and other oculi are immune to damage from this ability.

**Bioluminescent (Ex):** The vigilus may, at will, shed light equal to a torch from its eyes.

**Spray (Ex):** Once every 1d4 rounds a vigilus may create a fan shaped spray of acid from its central eye, striking all targets in ten feet that are directly in front of it. This acid deals 1d8 points of damage, then an additional 1d4 the next round.

**Time Sight (Su):** A vigilus can see several seconds into the future, granting it a +2 insight bonus to its AC, saves, or attack and damage rolls. The vigilus chooses its bonus at the start of each round as a free action.

## Oculus, Vilicus

This chitin covered creature is only vaguely humanoid. It consists of an orb dominated by a huge staring eye and 3 pairs of specialized legs. It clutches a wicked looking spear in one of its pinchers.

### VILICUS

CR 5



XP 1,600

N Medium aberration (aquatic)

**Init** +3; **Senses** all-around vision, darkvision 60 ft., *detect animals* or *plants*, *detect magic*, see in darkness; Perception +13

**Racial Buoyancy** -190; **Depth Tolerance**: 25,000 feet

#### DEFENSE

**AC** 17; touch 13, flat-footed 15 (+3 Dex, +4 natural)

**hp** 38 (7d8+7)

**Fort** +3, **Ref** +5, **Will** +8

**Weaknesses** light blindness, pressure sensitive 1,000 feet

#### OFFENSE

**Speed** swim 30 ft.

**Melee** fisher spear +8 (1d6/19-20)

**Special Attack** acidic tears, gush

**Spell-Like Abilities** (CL 8<sup>th</sup>)

constant- *detect animals* or *plants*, *detect magic*

#### STATISTICS

**Str** 10, **Dex** 16, **Con** 12, **Int** 13, **Wis** 15, **Cha** 13

**Base Atk** +5; **CMB** +5; **CMD** 18

**Feats** Combat Expertise, Iron Will, Skill Focus (Perception), Weapon Finesse

**Skills** Acrobatics +11, Knowledge (nature) +9, Perception +13, Stealth +11

**Languages** Common, Dagonite, Oculite

**SQ** bioluminescent, eye for detail

#### ECOLOGY

**Environment** deep sea

**Organization** solitary, harem (2-8)

**Treasure** standard

#### SPECIAL ABILITIES

**Acidic Tears (Ex):** This is the same as the acidic tears of a vigilus, except that it causes 1d2 points of acid damage per round instead of 1d4.

**Bioluminescent (Ex):** Same as vigilus.

**Eye for Detail (Ex):** Vilicus may reroll the results of a Perception check a number of times per day equal to their Wisdom modifier. They must take the

second result, even if its lower than the first.

**Gush (Ex):** Once every 1d4 rounds a vilicus may create a gush of acidic fluid from its central eye into an adjoining square. This acid deals 1d4 points of damage to any creatures within that square.



*Note: Statistics above are for cultivated specimens that were reared from birth. Adult videns who transgender through feats will have slightly different statistics.*



# Orcoth

*This towering creature has a thick, black and white hide. Combining the fins and tail of an aquatic creature with the powerful limbs of a land dweller, it seems like an unstoppable force made flesh.*

ORCOTH	CR 10			
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XP 9,600

N Huge magical beast (aquatic)

**Init** +3; **Senses** Darkvision 60 ft., low light vision, blindsight 120 ft. in water; **Perception** +8

**Racial Buoyancy** -370; **Depth Tolerance**: 1,900 feet

## DEFENSE

**AC** 27; touch 7, flat-footed 27 (-1 Dex, +20 natural, -2 size)

**hp** 141 (12d10+75)

**Fort** +13, **Ref** +7, **Will** +6

**Resist** cold 10

## OFFENSE

**Speed** 30 ft., swim 20 ft.

**Melee** bite +18 (2d6+9), 2 claws +13 (1d8+4), tail +13 (2d6+4)

**Special Attacks** jet, powerful charge (claw 2d8+12), trample (1d8+12, DC 24)

## STATISTICS

**Str** 26, **Dex** 9, **Con** 21, **Int** 2, **Wis** 14, **Cha** 9

**Base Atk** +12; **CMB** +22; **CMD** 31 (+35 vs trip)

**Feats** Awesome Blow, Improved Bull Rush, Improved Initiative, Intimidating Prowess, Power Attack, Snatch, Toughness<sup>B</sup>

**Skills** Acrobatics +8, Intimidate +10, Perception +8

**SQ** amphibious

## ECOLOGY

**Environment** cold oceans and plains

**Organization** solitary, pair, battalion (3-15)

**Treasure** none

## SPECIAL ABILITIES

**Jet (Ex)**: An orcoth that has recently left the water may use its blowhole to blast targets with a powerful jet of water. This jet fires as an 80 foot line, dealing 2d6 points of bludgeoning damage with a DC 21 Reflex save for half damage. Targets failing the save must make a second Reflex save or be knocked prone.

Designed by the ice elves to maximize both intimidation and destruction on the battlefield, orcoths are one of the most popular beasts of war available at this time. Useful both above and below the waves, they are fairly easy to control, having been bred to be docile with their handlers. A properly directed orcoth will scatter troops, smash fortifications and cause terror in the general population.

Engineered to be hard to kill, orcoths have both a thick hide and a deep layer of fat. Most weapons glance off their rubbery flesh or simply do not cut deeply enough to actually harm the beast. The war-beasts trample most foes in their way, biting any that actually gain their attention with their massive jaws.

The biggest weakness of an orcoth are the handlers riding upon its back. If they are slain the creature loses its direction and becomes unpredictable. Often it continues attacking its initial targets until they are slain or flee. After that they may attack the nearest moving creatures, stand placidly until attacked or a new handler climbs upon its back, or flee to the nearest water. An orcoth in the wild rapidly becomes feral and will attack any creature that approaches. While such rogues are rare, pods of them are becoming more common and are a growing threat in the icy seas.



## Otter, Dire

*An otter the size of a merfolk angrily barks at you as you swim by.*

### DIRE OTTER

CR 2



XP 600

N Medium animal

**Init** +4; **Senses** low-light vision, scent; **Perception** +5

**Racial Buoyancy** -50; **Depth Tolerance**: 300 feet

#### DEFENSE

**AC** 15, touch 14, flat-footed 11 (+4 Dex, +1 natural)

**hp** 19 (3d8+6)

**Fort** +5, **Ref** +7, **Will** +2

#### OFFENSE

**Speed** 20 ft., swim 40 ft.

**Melee** bite +6 (1d8+3 plus grab), 2 claws +6 (1d3+3)

#### STATISTICS

**Str** 16, **Dex** 19, **Con** 15, **Int** 2, **Wis** 13, **Cha** 6

**Base Atk** +2; **CMB** +5 (+9 grapple); **CMD** 19 (23 vs. trip)

**Feats** Skill Focus (Stealth), Weapon Finesse

**Skills** Acrobatics +8, **Perception** +5, **Stealth** +11

**SQ** hold breath

#### ECOLOGY

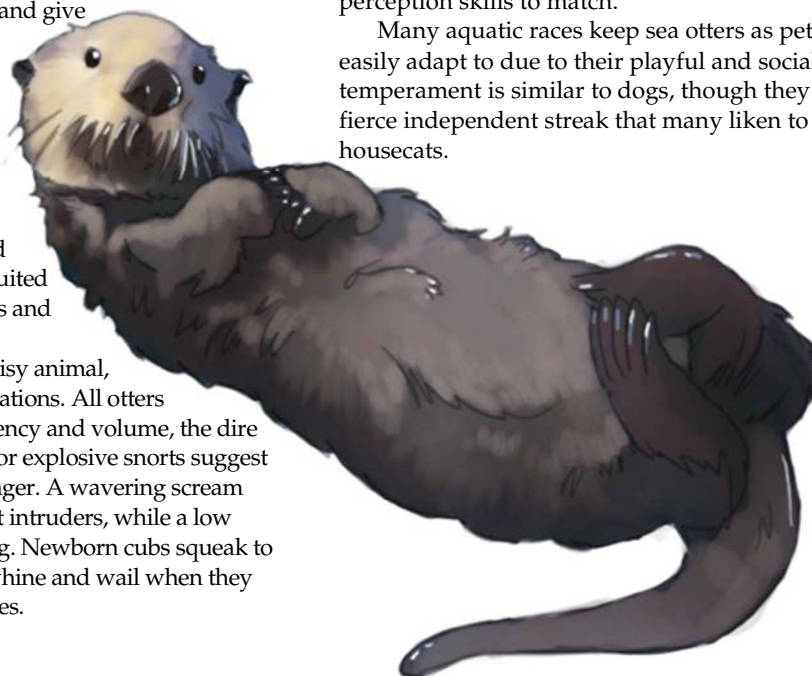
**Environment** any coastal

**Organization** solitary, pair, or romp (3-6)

**Treasure** none

Dire otters are between 6 and 7 feet in length. The animal's well-muscled tail can account for as much as two-feet of total body length. The dire otter has the shortest fur of all otter species; it is typically chocolate brown but may be reddish or fawn, and appears nearly black when wet. The fur is extremely dense, so much so that water cannot penetrate to the skin. Dire otter muzzles are short and sloping and give the head a ball-shaped appearance. The ears are small and rounded. The dire otter's highly sensitive whiskers allow the animal to track changes in water pressure and currents, which aids in detecting prey. The legs are short and stubby and end in large webbed feet tipped with sharp claws. Well suited for an aquatic life, it can close its ears and nose while underwater.

The dire otter is an especially noisy animal, with a complex repertoire of vocalizations. All otters produce vocalizations, but by frequency and volume, the dire otter is the most vocal. Quick barks or explosive snorts suggest immediate interest and possible danger. A wavering scream may be used in bluff charges against intruders, while a low growl is used for aggressive warning. Newborn cubs squeak to elicit attention, while older young whine and wail when they begin to participate in group activities.



## Otter, Sea

*The fuzzy grey-brown sea otter is a common sight along the wooded shorelines of the Cerulean Seas.*

### SEA OTTER

CR 1/3



XP 135

N Small animal

**Init** +3; **Senses** low-light vision, scent; **Perception** +8

**Racial Buoyancy** -20; **Depth Tolerance**: 600 feet

#### DEFENSE

**AC** 14, touch 14, flat-footed 11 (+3 Dex, +1 size)

**hp** 5 (1d8+1)

**Fort** +3, **Ref** +5, **Will** +1

#### OFFENSE

**Speed** 20 ft., swim 40 ft.

**Melee** bite +1 (1d6 plus grab)

#### STATISTICS

**Str** 10, **Dex** 17, **Con** 13, **Int** 2, **Wis** 13, **Cha** 4

**Base Atk** +0; **CMB** -1 (+3 grapple); **CMD** 12 (16 vs. trip)

**Feats** Skill Focus (Perception)

**Skills** Acrobatics +3, **Perception** +8, **Stealth** +7

**SQ** hold breath

#### ECOLOGY

**Environment** any coastal

**Organization** solitary, pair, or romp (3-6)

**Treasure** none

Sea otters are mid-sized otters (larger than river otters, smaller than dire otters) that are very common to wooded coastlines and marshes. They spend much of their time playing, hunting, and eating copious amounts of fish and shellfish. Although thought of as "cute and fuzzy," otters are actually capable predators with razor-sharp teeth and perception skills to match.

Many aquatic races keep sea otters as pets; a role they easily adapt to due to their playful and social nature. Their temperament is similar to dogs, though they do have a fierce independent streak that many liken to that of housecats.



## Paratriopsid

A flattened, armored predator swims through the water on uncountable paddles. A handful of tentacles surround a longer tentacle which ends with a hand-like appendage.

### PARATRIOPSID

CR 6



XP 2,400

N Medium vermin (aquatic)

**Init** +1; **Senses** darkvision 60 ft.; Perception +0

**Racial Buoyancy** -70; **Depth Tolerance**: 5,000 feet

### DEFENSE

**AC** 19; touch 11, flat-footed 18 (+1 Dex, +8 natural)

**hp** 76 (9d8+36)

**Fort** +10, **Ref** +4, **Will** +3

**Immune** mind-affecting effects

### OFFENSE

**Speed** swim 40 ft.

**Melee** sucker +8 (1d6+2 plus attach), and 6 tentacles +3 (1d4+1 plus grab)

**Special Attacks** attach, drain, constrict (1d4+1)

**Space** 5 ft.; **Reach** 5 ft., 10 ft. with tentacles, 20 ft. with sucker

### STATISTICS

**Str** 15, **Dex** 12, **Con** 18, **Int** -, **Wis** 10 **Cha** 1

**Base Atk** +6; **CMB** +8 (+14 grapple); **CMD** 19 (can't be tripped)

**Feats** Dolphin Flip<sup>B</sup>

**Skills** Acrobatics +11; **Racial Modifiers** +10 to Acrobatics  
**SQ** bioluminescent

### ECOLOGY

**Environment** any ocean

**Organization** solitary, swarm (3-12)

**Treasure** none

### SPECIAL ABILITIES

**Attach (Ex)**: Targets struck with a paratriopsid's sucker are instantly grappled without need for an initial grapple check. The paratriopsid then begins to drain its victim's body fluids. The victim may attempt an opposed grapple check each round to escape. A paratriopsid is never considered grappled when attached.

**Bioluminescent (Ex)**: A paratriopsid can flash its bioluminescent light in a blinding glare once every 1d4 rounds. All creatures in 10 feet other than paratriopsids must make a DC 18 Fortitude save or be blinded for 1 round.

**Drain (Ex)**: A paratriopsid drains 2 points of Constitution per round it is attached to a victim.

Paratriopsid are ancient arthropods, distantly related to shrimp. They are highly predatory, and rove in loose groups, attacking anything their size or smaller. They are agile, soaring through the water in graceful dances of death.

Paratriopsid suck the vital fluids out of their prey, while squeezing it with their tentacles. They rush in, competing with other members of their swarm.

Paratriopsid are mid-level predators, being a staple food item for larger sea creatures. They are rarely offered as food items in larger cities, where they are considered high priced fare for the rich and powerful.



# Phantasmal Frogfish

*What you took to be a rock suddenly opens bulbous golden eyes, and a cave-like mouth.*

PHANTASMAL FROGFISH

CR 7



XP 3,200

N Large magical beast (aquatic)

Init -1; Senses darkvision 60 ft.; Perception +12

Racial Buoyancy -170; Depth Tolerance: 15,000 feet

## DEFENSE

AC 20; touch 8, flat-footed 20 (-1 Dex, +12 natural, -1 size)

hp 85 (9d10+36)

Fort +10, Ref +5, Will +6

## OFFENSE

Speed 20 ft., swim 20 ft.

Melee bite +14 (1d8+7 plus grab)

Special Attacks phantasmal fish, swallow whole (1d6 bludgeoning damage, AC 16, 8 hp)

Space 10 ft.; Reach 5 ft.

Spell-Like Abilities (CL 9, Concentration +12)

at will-flare (DC 13), ghost sounds

3/day-minor image (DC 15)

2/day-major image (DC 16)

1/day-hallucinatory terrain (DC 17)

## STATISTICS

Str 21, Dex 9, Con 18, Int 10, Wis 16 Cha 17

Base Atk +9; CMB +15 (+19 grapple); CMD 24

Feats Greater Grapple, Improved Grapple, Power Attack, Skill Focus (Stealth), Weapon Focus (bite)

Skills Acrobatics +22, Perception +12, Stealth +3 (+23 when immobile)

Languages Dagonite

SQ camouflage

## ECOLOGY

Environment deep ocean

Organization solitary

Treasure standard

## SPECIAL ABILITIES

**Camouflage (Ex):** A phantasmal frogfish may take a move action to change the color and texture of its skin to perfectly match its surroundings. As long as the fish is immobile, it gains a +20 to its Stealth checks while so camouflaged.

**Phantasmal Fish (Su):** A phantasmal frogfish may create perfect images of fish, complete with bioluminescence, scent, and pressure waves as a free action. The fish may create the image of 1 Large fish, 2 Medium fish, 4 Small fish, or 8 Tiny fish. If a target has a reason to disbelieve the fish, it may make a DC 17 Will save to see through the phantasm.

Phantasmal frogfish are belligerent creatures, hostile to most others. They fancy themselves quite clever, and enjoy their ability to spy on most other creatures; those that they do not attempt to stuff down their wide gullet, at least. The typical phantasmal frogfish only grudgingly converses with other creatures, generally if it is clearly out matched or well bribed.

Phantasmal frogfish sit in a sheltered location and create the images of fish flitting about them, drawing in prey. Anything that comes close enough to attack the "fish" are savagely bitten and swallowed. When outmatched, the fish will create the image of a Large shark, and swim off, blending into the background where ever it comes to a rest.

Phantasmal frogfish see themselves as the elite of the deep sea, and view all other intelligent creatures as below them. When one does choose to talk to other creatures they are condescending and arrogant, reminding the listener frequently of their superior intelligence gathering skills. Phantasmal frogfish avoid each other's company as much as possible; they find others of their kind overbearingly snobbish in their superior attitudes.





# Phoenix, Abyssal



This towering creature has a thick, black and white hide. Combining the fins and tail of an aquatic creature with the powerful limbs of a land dweller, it seems like an unstoppable force made flesh.

## ABYSSAL PHOENIX

CR 15



XP 51,200

NG Gargantuan magical beast (aquatic)

**Init** +8; **Senses** darkvision 100 ft., *detect magic*, *see invisibility*; Perception +20

**Aura** scintillating glow

**Racial Buoyancy** -870; **Depth Tolerance**: 32,000 feet

## DEFENSE

**AC** 30; touch 14, flat-footed 22 (+8 Dex, +16 natural, -4 size)

**hp** 230 (20d10+120); regeneration 10 (evil or steam)

**Fort** +18, **Ref** +20, **Will** +13

**Defensive Abilities** self-resurrection; **DR** 10/evil; **Immune** cold, color based magic, **SR** 26

**Weakness** vulnerable to steam

## OFFENSE

**Speed** swim 100 ft.

**Melee** bite +23 (2d8+7/19-20 x3), 2 claws +23 (2d6+7 plus grab)

**Special Attacks** cutting light, engulf

**Space** 20 ft. **Reach** 20 ft.

**Spell-like Abilities** (CL 18th, concentration +26)

constant-*see invisibility*, *detect magic*

at will-cure critical wounds, *electrical surge* (DC 21)\*, *greater dispel magic*, *remove curse*

3/day-*electrical cascade* (DC 24)\*, *greater restoration*, *heal*

2/day-mass cure critical wounds, *prismatic spray* (DC 25)

1/day-prismatic sphere (DC 27), *resist energy*

## STATISTICS

**Str** 25, **Dex** 27, **Con** 22, **Int** 21, **Wis** 24, **Cha** 26

**Base Atk** +20; **CMB** +31; **CMD** 49 (can't be tripped)

**Feats** Blinding Critical, Cleave, Combat Expertise, Critical Focus, Great Cleave, Greater Vital Strike, Improved Vital Strike, Power Attack<sup>B</sup>, Swim-By Attack, Vital Strike

**Skills** Acrobatics +26, Diplomacy +19, Intimidate +19, Knowledge (nature) +16, Perception +20, Sense Motive +18, Stealth +9

**Languages** Aquan, Celestial, Common, Fulgurian, Photok

## ECOLOGY

**Environment** deep ocean

**Organization** solitary, pair

**Treasure** standard

## SPECIAL ABILITIES

**Cutting Light (Su)**: Every 1d4 rounds, as a full round action an abyssal phoenix may blast a single foe with a ray of pure color as a ranged touch attack. If the attack is successful, the target is affected as if struck by a beam from a *prismatic spray* (DC 28 save to resist).

**Engulf (Ex)**: An abyssal phoenix may engulf a grappled target within its expansive fins. The target takes 4d6 points of electrical damage every round it remains engulfed, and is subjected to intense and clashing colored lights. The victim must make a DC 26 Fortitude save each round or be blinded for 24 hours. At the end of the 24 hour period the target must make a second Fortitude save, with failure indicating the effect is permanent.

**Scintillating Glow (Su)**: All creatures within 50 feet of an abyssal phoenix are bathed in brilliant and ever-shifting lights. Treat this effect as a *color spray* cast by an 18th level caster. The phoenix may suppress or restart this ability as a free action.

**Self-resurrection (Su)**: A slain abyssal phoenix remains dead for only 1d4 rounds unless its body is completely destroyed by an effect such as *disintegrate*. Otherwise, a fully healed phoenix emerges from the remains 1d4 rounds after its death, as if brought back to life via *resurrection*. The abyssal phoenix gains one permanent negative level when this occurs, although most remove this negative level with *greater restoration* as soon as possible. An abyssal phoenix can self-resurrect only once per year, and if it dies a second time before that year passes its death is permanent. An abyssal phoenix that dies within the area of a *desecrate* spell cannot self-resurrect until the *desecrate* effect ends, at which time it immediately self-resurrects. An abyssal phoenix brought back to life by any other means never gains a negative level as a result.

A shining light in the deep, both literally and figuratively, abyssal phoenixes are a rare bastion of good in the icy depths. They spend much of their time patrolling a territory that spans hundreds of miles, before retreating back to a carefully hidden lair to rest and meditate. They are often aided by a small legion of good creatures, including fierce triton warriors and playful fey.

Abyssal phoenixes have no love for combat, yet show no mercy to truly evil creatures. Few creatures short of great wyrms deal more dramatic destruction to their foes than an abyssal phoenix, the clashing colors of their rage visible for leagues around them. They observe creatures in their territory carefully, measuring their intentions before choosing to aid them, or destroy them.

Legends from when the world possessed more land speak of phoenixes as great birds of fire. The sea elves tell stories how, as the world flooded, many of the firebirds asked the gods of the sea for a new form, one where they could continue their immortal battle against evil. The phoenixes died as one, and were reborn, utterly transformed, yet even more radiant.

Although rare to the point of legend, possessing a piece of an abyssal phoenix carries great punishment in many places, and earns the instant enmity from most sea elves and selkies.



# Piscean



*A fish-headed humanoid bobs ahead of you. He holds up a harpoon and twists his face into an impossibly wide grin.*

PISCAN

CR 2



XP 600

Male piscean warrior 4

LN Medium humanoid (aquatic, anthromorph)

**Init** +2; **Senses** darkvision 60 ft.; Perception +0

**Racial Buoyancy** -50<sup>B</sup>; **Depth Tolerance**: 1,200 feet

## DEFENSE

**AC** 12, touch 12, flat-footed 10 (+2 Dex)

**hp** 22 (4d10)

**Fort** +4, **Ref** +3, **Will** +2 (+2 vs. mind-affecting)

**Defensive Abilities** tempered mind

## OFFENSE

**Speed** swim 30ft.

**Melee** Mwk **Harpoon** +8 (1d8+2)

**Space** 5ft.; **Reach** 5ft.

## STATISTICS

**Str** 14, **Dex** 14, **Con** 11, **Int** 9, **Wis** 12, **Cha** 6

**Base Atk** +4; **CMB** +6; **CMD** 18

**Feats** Exotic Weapon Proficiency (Harpoon), Weapon Focus (Harpoon)

**Skills** Acrobatics +3, Intimidate +2, Perception +3

**Languages** Common, Lok'tar

**SQ** amphibious, bestial senses, fish friend, hatred, landwalker

## ECOLOGY

**Environment** any sea

**Organization** solitary, pair, or squad (3–6)

**Treasure** NPC gear (masterwork harpoon, severed octopus tentacle)

## SPECIAL ABILITIES

**Amphibious**: Pisceans possess gills, and may survive out of water for 1 hour per 2 points of Constitution before beginning to drown.

**Bestial Senses**: Pisceans receive a +2 racial bonus to Perception checks to notice potentially animate creatures or objects, and always receive a check to notice movement within 50 feet (even when not actively looking).

**Fish Friend**: Pisceans gain a +2 racial bonus on Handle Animal checks involving natural fish.

**Hatred**: Pisceans receive a +1 bonus on attack rolls against all non-piscean aquatic humanoids and merfolk.

**Landwalker**: Pisceans may move on land at 75% of their swim speed.

**Tempered Mind**: Pisceans receive a +2 racial bonus to saving throws against all mind-affecting spells and effects.

Pisceans see everything in terms of balance; even the sea exists in a stable tension between profound peace and furious rage, between life-giving beneficence and horrific slaughter. While not as protective of their natural environment as selkies, pisceans are concerned to maintain ecological balance in their territorial waters, and may become involved in adventures to protect that balance.

Pisceans are intelligent and contemplative, and often take longer than other races to weigh situations and assess the possible outcomes before acting. They are caught in an unceasing internal battle between their nature and their philosophy.

## PISCAN CHARACTERS

Pisceans are defined by their class levels – they do not possess racial Hit Dice. All pisceans have the following traits.

**+2 Dexterity, +2 Wisdom, -2 Charisma**: Pisceans are very agile and introspective, but their mannerisms are frequently unsettling to other races.

**Racial Buoyancy**: -50<sup>B</sup>, **Depth Tolerance**: 1,200 feet

**Medium**: Pisceans are Medium creatures.

**Anthromorph (gilled)**: Pisceans have the anthromorph subtype.

**Normal Swim Speed**: Pisceans have a base swim speed of 30 ft.

**Darkvision**: Pisceans can see in the dark up to 60 feet.

**Fish Friend, Hatred, Tempered Mind**: See Special Abilities above.

**Languages**: Pisceans begin play speaking Common and Lok'tar. Pisceans with high Intelligence scores can choose any of the following: Aquan, Abyssal, Ceti, Draconic, Pelagic, Pinnipar, and Sahu.





## Piranha, Giant

This foul fish has teeth the length of daggers and a mouth the size of a dinner plate. These features would be well-suited to a larger creature, but the giant piranha is only about 4-feet in diameter.

### GIANT PIRANHA

CR 3



XP 600

N Medium animal (aquatic)

**Init** +4; **Senses** low-light vision, scent; **Perception** +14

**Racial Buoyancy** -25; **Depth Tolerance**: 300 feet

#### DEFENSE

**AC** 15, touch 12, flat-footed 13 (+2 Dex, +3 natural)

**hp** 34 (4d8+16)

**Fort** +8, **Ref** +6, **Will** +2

#### OFFENSE

**Speed** 60 ft.

**Melee** bite +5 (1d8+3/19-20)

**Special Attacks** vicious bite

#### STATISTICS

**Str** 15, **Dex** 15, **Con** 19, **Int** 2, **Wis** 12, **Cha** 14

**Base Atk** +3; **CMB** +5; **CMD** 17

**Feats** Improved Initiative, Run

**Skills** Acrobatics +10 (+22 jump), **Perception** +14, **Stealth** +15; **Racial Modifiers** +8 Acrobatics, +8 **Perception**, +8 **Stealth**

#### ECOLOGY

**Environment** any coastal

**Organization** solitary, pair, or school (3-12)

**Treasure** none

#### SPECIAL ABILITIES

**Vicious Bite (Ex)** A giant piranha's bite is particularly dangerous. It threatens a critical hit on a 19-20.

The giant piranha is thought to be yet another sinister creation of the cruel sahuagin although it is likely yet another failure in a series of bad moves by the sahuagin. While it is an extremely dangerous fish, it is also completely untamable, and worse... insatiable. Unlike a shark which will take its fill and leave, a giant piranha will eat until it regurgitates, and then it will eat again. A school of these monsters can be particularly lethal. Giant piranhas are relentlessly hunted in an effort to control their population.



## Piranha, School of

A blur of scales and chomping teeth zips through the waters like a malestrom of hungry death.

### SCHOOL OF PIRANHA

CR 3



XP 800

N Diminutive animal (aquatic, swarm)

**Init** +1; **Senses** low-light vision, scent; **Perception** +9

**Racial Buoyancy** -1; **Depth Tolerance**: 300 feet

#### DEFENSE

**AC** 15, touch 15, flat-footed 14; (+1 Dex, +4 size)

**hp** 31 (7d8)

**Fort** +5, **Ref** +3, **Will** +3

**Defensive Abilities** swarm traits; **Immune** weapon damage

**Weakness** swarm traits

#### OFFENSE

**Speed** swim 40 ft.

**Melee** swarm (2d6)

**Space** 10 ft.; **Reach** 0 ft.

**Special Attacks** consume, distraction (DC 13)

#### STATISTICS

**Str** 1, **Dex** 13, **Con** 10, **Int** —, **Wis** 12, **Cha** 9

**Base Atk** +5; **CMB** —; **CMD** —

**Skills** **Perception** +9; **Racial Modifiers** +8 **Perception**

**SQ** swarm traits

#### ECOLOGY

**Environment** any shallows

**Organization** solitary or infestation (3-6 swarms)

**Treasure** none

#### SPECIAL ABILITIES

**Consume (Ex)** A school of piranhas can rapidly consume any creature it envelops. Against helpless or nauseated targets, a school of piranhas attack deals 4d6 points of damage.

In the time of the Great Flood, many species of freshwater fish needed to adapt to a marine environment or perish. The piranha is one of the few that not only adapted, but thrived. After only a few struggling generations, the salt-water piranha began to grow quickly in number. In one short century, all inhabitants of the Cerulean Seas knew of, and feared, the piranha. Piranha prefer the shallows and are rarely seen in water more than 50 feet deep.

## Placoderm, Dunkleosteus

This prehistoric fish looks something like a huge and muscular armored tadpole with a large mouth filled with powerful teeth.

### DUNKLEOSTEUS

CR 9



XP 6,400

N Huge animal (aquatic)

**Init** +1; **Senses** low-light vision, scent; **Perception** +24

**Racial Buoyancy** -370; **Depth Tolerance**: 1,000 feet

#### DEFENSE

**AC** 21, touch 9, flat-footed 20 (+1 Dex, +12 natural, -2 size)  
**hp** 133 (14d8+70)

**Fort** +14, **Ref** +10, **Will** +7

#### OFFENSE

**Speed** Swim 40 ft.

**Melee** bite +21 (2d8+12 plus grab), slam +20 (2d6+12)

**Space** 15 ft.; **Reach** 15 ft.

**Special Attacks** swallow whole (3d6+12 damage, AC 12, hp 13), trample (2d8+18, DC 29)

#### STATISTICS

**Str** 34, **Dex** 12, **Con** 21, **Int** 1, **Wis** 13, **Cha** 7

**Base Atk** +10; **CMB** +24 (+28 grapple), **CMD** 35

**Feats** Endurance, Improved Bull Rush, Improved Iron Will, Iron Will, Power Attack, Skill Focus (Perception), Weapon Focus (bite)

**Skills** Perception +24

#### ECOLOGY

**Environment** any ocean

**Organization** solitary, pair, or school (3-10)

**Treasure** none

Dunkleosteus is made for one thing—to consume copious amounts of meat. It is basically a 35-foot-long armored set of jaws and will attack just about anything that swims.

## Placoderm, Titanichthys

If one could cross a large whale with a polywog and then cover it in bony armor plates, they would have something akin to this creature.

### TITANICHTHYS

CR 7



XP 3,200

N Huge animal (aquatic)

**Init** +0; **Senses** low-light vision, scent; **Perception** +21

**Racial Buoyancy** -370; **Depth Tolerance**: 1,000 feet

#### DEFENSE

**AC** 20, touch 8, flat-footed 20 (+12 natural, -2 size)  
**hp** 93 (11d8+44)

**Fort** +13, **Ref** +7, **Will** +6

#### OFFENSE

**Speed** swim 40 ft.

**Melee** slam +16 (2d6+10) or bite +16 (1d4 plus grab, see below)

**Space** 15 ft.; **Reach** 10 ft.

**Special Attacks** swallow whole (3d6+10 damage, AC 12, hp 9), trample (2d8+15; DC 25)

#### STATISTICS

**Str** 30, **Dex** 10, **Con** 19, **Int** 1, **Wis** 13, **Cha** 7

**Base Atk** +8; **CMB** +20 (+24 grapple); **CMD** 30 (34 vs. trip)

**Feats** Endurance, Great Fortitude, Improved Bull Rush, Iron Will, Power Attack, Skill Focus (Perception)

**Skills** Perception +21

#### ECOLOGY

**Environment** any ocean

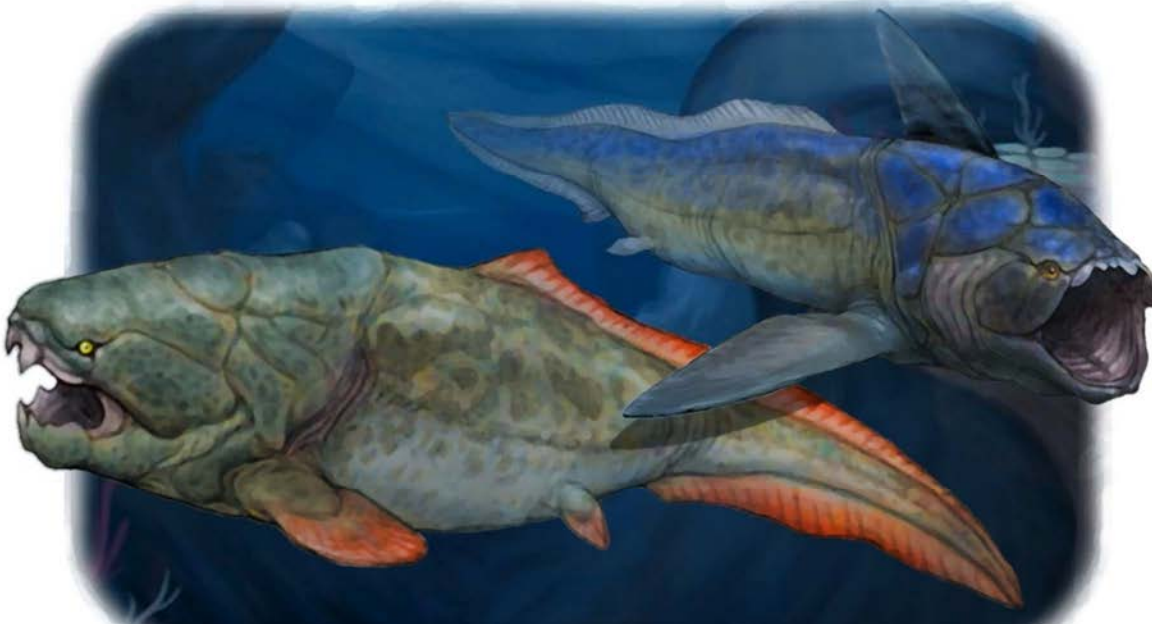
**Organization** solitary, pair, or school (3-10)

**Treasure** none

Titanichthys is a 20-foot-long armored fish that prefers small prey. Its extra-wide mouth is full of small teeth and is designed to “scoop up” entire schools of fish. Against

foes of Medium-size or larger, it simply uses its slam attack. It will try to swallow Small-sized and smaller opponents, however.

It is not nearly as aggressive as its cousin, the dunkleosteus, and will try to avoid confrontation if possible.





# Plesioan



*A strange, long necked reptile darts through the sea. Its long neck ends in a shockingly humanoid face, and its flippers end in digits that resemble fingers. It sneers at you as it banks to attack.*

## PLESIOAN

CR 5



XP 1,600

CE Large monstrous humanoid (aquatic, psionic)

**Init** +9; **Senses** dark vision 60 ft.; low-light vision; Perception +9

**Racial Buoyancy** -155; **Depth Tolerance**: 600 feet

## DEFENSE

**AC** 19; touch 15, flat-footed 13 (+5 Dex, +1 dodge, +4 natural, -1 size)

**hp** 45 (6d10+12)

**Fort** +4, **Ref** +10, **Will** +6

**Defensive Abilities** uncanny dodge

## OFFENSE

**Speed** 10 ft., swim 40 ft.

**Melee** bite +10 (1d6+4) or sea reaver +9 (1d10+3/19-20), and bite +5 (1d6+3)

**Space** 10 ft.; **Reach** 5 ft., 10 ft. reach with bite

**Psi-Like Abilities** (ML 6, Concentration +18)

At will-absorb weapon, telepathic lash (DC 12, up to 8 HD)

3/day-dimension swap, inflict pain (DC 15, 2 targets)

2/day-mind thrust (DC 15, 5d10), psionic blast (DC 15)

1/day-fear cascade (DC 16), vanishing strike

## STATISTICS

**Str** 16, **Dex** 20, **Con** 14, **Int** 11, **Wis** 13, **Cha** 15

**Base Atk** +6; **CMB** +10; **CMD** 25

**Feats** Combat Manifestation, Dodge<sup>B</sup>, Improved Initiative, Weapon Finesse (bite)

**Skills** Intimidate +10, Perception +9, Stealth +11, Survival +9

**Languages** Common, Draconic

**SQ** precognitive combat

## ECOLOGY

**Environment** any aquatic

**Organization** solitary, pair, pack (4-12)

**Treasure** standard

## SPECIAL ABILITIES

**Precognitive Combat (Su):** Plesioans have an innate precognition that kicks in during combat. At the start of each round, the plesioan can choose to apply an insight bonus to either its attack and damage rolls, or its AC and saving throws. This insight bonus starts at +1, and grows by one for every 3 hit dice the plesioan has above 6.

Plesioans are raiders and pirates, traveling the seas in small nomadic packs. They viciously attack any intelligent beings that seem weaker than themselves, killing for both plunder and pleasure. Plesioans would be as deadly a scourge as the sahuagin from times past, if they would only work together in greater numbers.

Plesioans love combat, swooping around their foes in pairs, one blasting a target with mental power, the other closing in for the kill. They avoid attacking land or ship based targets, well aware that their grace disappears once they are out of the water.

Plesioans have no allies, although they may hire themselves out as (somewhat unruly) mercenaries. A lone plesioan is either a survivor of a pack's destruction, or was cast out for failing to best its pack leader in combat. Packs may rarely join together to assault a large community, but nearly always turn on each other after victory, fighting over the spoils.



# Plumed Serpent



*An enormous serpent swims in slow circles around you. Its back is covered with glowing plumes, blazing in the inky water. As it closes, its throat glows brilliant red, and you feel the water begin to heat up around you.*

## PLUMED SERPENT

CR 9



XP 6,400

N Huge magical beast (aquatic)

**Init** +4; **Senses** darkvision 120 ft., low light vision; Perception +8

**Racial Buoyancy** -420; **Depth Tolerance**: 25,000 feet

## DEFENSE

**AC** 23; touch 8, flat-footed 23 (+15 natural, -2 size)

**hp** 114 (12d10+48)

**Fort** +12, **Ref** +8, **Will** +6

**Immune** cold, steam

**Weaknesses** pressure sensitive 500 feet.

## OFFENSE

**Speed** swim 40 ft.

**Melee** bite +13 (2d6+9 plus 1d6 steam), tail +7 (2d6+4)

**Space** 15 ft.; **Reach** 15 ft.

**Special Attacks** bio-electric blast, swallow whole (2d4 bludgeoning plus 2d6 steam, AC 22, 11 hp)

## STATISTICS

**Str** 29, **Dex** 11, **Con** 18, **Int** 2, **Wis** 15, **Cha** 13

**Base Atk** +12; **CMB** +23; **CMD** 33 (can't be tripped)

**Feats** Dazzling Display, Improved Initiative, Power Attack, Skill Focus (Stealth), Vital Strike, Weapon Focus (bite)

**Skills** Acrobatics +23, Intimidate +10, Perception +8, Stealth +11; **Racial Bonus** +6 Intimidate

## ECOLOGY

**Environment** deep sea

**Organization** solitary, pair

**Treasure** none

## SPECIAL ABILITIES

**Bio-Electric Blast (Su)**: Once per day, a plumed serpent can channel its bio-electric energy into an arc that travels from target to target, dealing 6d6 points of damage to each with a DC 20 Fortitude save for half damage. All targets must be within 50 feet of the serpent, and within 10 feet of each other.

Deadly and awe-inspiring, plumed serpents hunt the darkest ocean depths. They use their bio-electric lights to attract prey, then dispatch it with its spear-like teeth, superheated by the heat the creature generates within its throat. The appearance of one of these beasts, sailing out of the endless dark, inspires both awe and terror.

Plumed serpents vary their hunting stratagem based on their prey. Large prey or single targets are stalked, the creature charging out of the dark with a devastating attack. Groups of prey are circled in ever decreasing spirals, allowing the prey to be intimidated and broken by fear.

Plumed serpents are often sacred to primitive people, and are often seen as a totem creature. More civilized people trade in plumed serpent parts, mainly its metallic teeth, the heat organs within its throat, and the plumes of its back. The plumes hold their light for 1d4 days, the teeth make excellent weapons, and the throat organs are powerful spell components.





# Psionopod



This creature looks like a translucent free swimming octopus, with a tall mantle studded with dexterous tentacles. A pair of thicker tentacles hangs below its golden eyes. Streams of glowing energy dart through the creature's body. Six long arms ending in hand-like appendages reach through the dark water.

## PSIONOPOD

CR 10



XP 9,600

NE Large aberration (aquatic, psionic)

Init +3; Senses darkvision 60 ft., detect thoughts; Perception +23

Racial Buoyancy -110; Depth Tolerance 4,500 feet

Pressure Sensitivity 400 feet

## DEFENSE

AC 24; touch 12, flat-footed 21 (+3 Dex, +12 natural, -1 size)

hp 135 (15d8+68)

Fort +7, Ref +6, Will +12

PR 21

## OFFENSE

Speed swim 30 ft.

Melee 6 arms +13 (1d8+6 plus grab), and 2 tentacles +7 (1d6+3 plus grab)

Space 10 ft.; Reach 10 ft. (20 ft. with arms)

Special Attacks draining grip, constrict 1d6+6

Psi-like Abilities (ML 10, Concentration +17)

At will-detect thoughts

Powers Known (ML 10, 123 PP, Concentration +17)

5<sup>th</sup> level-catapsi (DC 22), pierce the veils, psychic crush (DC 22), shatter mind blank (DC 22), tower of iron will

4<sup>th</sup> level-empathic feedback (DC 21), fold space, mindwipe (DC 21), telekinetic maneuvers

3<sup>rd</sup> level-dispel psionics, energy burst (DC 20), psionic blast (DC 20), ubiquitous vision

2<sup>nd</sup> level-cloud mind (DC 19), id insinuation (DC 19), mental disruption (DC 19), recall agony (DC 19)

1<sup>st</sup> level-energy ray, entangling ectoplasm (DC 18), force screen, mind thrust (DC 18)

## STATISTICS

Str 23, Dex 17, Con 18, Int 24, Wis 21, Cha 20

Base Atk +7; CMB +12 (+16 grapple); CMD 25

Feats Psionic Body, Psionic Fist, Psionic Meditation, Unavoidable Strike, Weapon Focus (arm)

Skills Acrobatics +23, Autohypnosis +21, Intimidate +23, Knowledge (arcana) +22, Knowledge (psionics) +25, Perception +23, Spellcraft +25, Stealth +17, Survival +23, Use Magic Device +20

Languages Aklo, Aquan, Cephalite,, Ceti, Common, Dagonite, Draconic, Nixish; telepathy 50 ft.

SQ summoning cloud, tenacious grapple

## ECOLOGY

Environment any aquatic

Organization solitary

Treasure standard

## SPECIAL ABILITIES

**Draining Grip (Su):** If a psionopod grapples a foe with its arms, it may choose to inflict one of the following effects with every successful grapple check:

- ◆ It may drain 2d4 power points from the victim's reserve, adding them to its own total. Power points above its maximum are lost the next time the psionopod regains power points normally.
- ◆ It may steal one arcane spell if the victim is a spellcaster. The stolen spell is chosen at random from the highest level of spells the victim can cast. The psionopod gains the stolen spell as a psi-like ability, losing it after it is manifested.
- ◆ It may deal 1d4 points of Intelligence damage to the victim, gaining a like amount of temporary hit points for an hour.
- ◆ It may blast pure psionic energy into the victim. This attack deals damage equal to the number of power points the psionopod spends, with a Will save (DC 25) for half damage.

A victim with no Intelligence score is immune to all of these effects.

**Psionics:** A psionopod possesses the psionic powers of a 10<sup>th</sup> level psion. In addition psionopods always treat Autohypnosis as a class skill.

**Summoning Cloud (Su):** Once per day, a psionopod may release a cloud of ectoplasmic ink as a swift action. The cloud assumes the shape of the psionopod, and acts as a 9<sup>th</sup> level *astral construct*.

**Tenacious Grapple (Ex):** Psionopods do not gain the grappled condition when grappling a foe with its arms.

Psionopods are deep dwelling horrors that feed upon the intelligence of other creatures. They are aggressive predators that travel up the water column in search of more intelligent prey than the simple sea life that makes up the bulk of their diet. Psionopods believe they are a creation above all other life in the sea, but are well aware that there are creatures that are more powerful than they, and never allow foolish actions or anger risk their existence.

Psionopods prefer to use their superior reach to keep foes distant while feeding upon their minds. They lash foes that get close with their shorter tentacles and their psionic powers. The smaller tentacles that ring its mantle have enough dexterity to use items such as rings, wands, or even the rare staff (with the same number of item slots as a humanoid). Most psionopods hold their summoning cloud in reserve, in case they have to flee. A few more aggressive specimens manifest it shortly after beginning combat, using it to batter their most dangerous foes.

Psionopods speak in deep echoing voices through a funnel-like orifice; they have no mouth, feeding only on the mental energy they drain from other creatures. Despite their hunger, they will often share their knowledge with lesser creatures, provided they are given a great deal of flattery, treasure, and at least one creature, the more intelligent the better, on which to feed. Cerebral crabs see themselves as having a great rivalry with psionopods, and resent their similar abilities. Psionopods, for their part, are barely aware that the cerebral crabs exist.



## Qalupalik

*This naked humanoid has gray-green hairless flesh and an almost seal-like muzzle. Its hands are large for its size, with webbing between each finger.*

### QALUPALIK

CR 5



XP 1,600

CN Medium amphibious fey (cold)

**Init** +4; **Senses** low light vision; Perception +12

**Racial Buoyancy** -155; **Depth Tolerance**: 600 feet

### DEFENSE

**AC** 18; touch 14, flat-footed 14 (+4 Dex, +4 natural)

**hp** 60 (8d6+32)

**Fort** +6, **Ref** +8, **Will** +6

**DR** 5/cold iron; **Immune** cold

**Weakness** vulnerability to steam

### OFFENSE

**Speed** 30 ft., swim 30 ft.

**Melee** bite +7 (1d6+3), 2 claws +8 (1d4+3 plus grab)

**Special Attacks** smother

**Spell-like Abilities** (CL 8, concentration +10)

*At will-dancing lights, ghost sounds*

### STATISTICS

**Str** 17, **Dex** 18, **Con** 18, **Int** 11, **Wis** 15, **Cha** 14

**Base Atk** +4; **CMB** +7, +9 grapple; **CMD** 21

**Feats** Deflect Arrows, Improved Grapple, Improved Unarmed

Strike<sup>B</sup>, Skill Focus (survival), Weapon Focus (claw)

**Skills** Acrobatics +14, Climb +13, Knowledge (local) +10,

Perception +12, Sense Motive +12, Stealth +14,

Survival +11

**Languages** Common, Glacian

**SQ** hold breath

### ECOLOGY

**Environment** cold oceans and shorelines

**Organization** solitary, pair, nest (6-30)

**Treasure** standard

### SPECIAL ABILITIES

**Smother (Su):** If a qalupalik makes a successful grab attempt, it covers the entire face of a living victim up to one size larger than itself with the webbing of its hand. The webbing sucks out the contents of the victim's lungs, causing the victim to begin suffocating. A victim may make a successful grapple check to escape the clutches of the qalupalik. The creature can release its hold as a free action.

Qalupalik are wicked fey of the frozen glaciers. They typically live in burrows created deep within glacial crevasses, climbing out to forage and hunt. While not evil, they possess both an alien mindset and life cycle.

Qalupalik are sexless and reproduce by stealing the young of other humanoids and transforming them into new qalupaliks. For this reason they are universally feared and hated.

A lone qalupalik avoids combat with multiple creatures, instead raiding camps to steal food and picking off stragglers. Single qalupaliks will also slip into villages to steal sleeping children from their beds. Nests of qalupaliks are much bolder, sometimes raiding townships for both food stores and children. About 10% of qalupaliks can cast *sleep* once per day, as a spell-like ability, using this to assist them in their depredations.

Despite their vicious natures, qalupaliks will go to great risks to rescue children in danger, even risking their own lives if necessary. They will assist anyone searching for a lost child, or attempting to save children at risk, acting as guides or combatants. They attempt to take any such children for their own, only rarely allowing a child to return safely home, for their own unknowable reasons.





# Rusalka, Abyssal



A luminescent deep-sea nymph bobs silently ahead of you, her gleaming hair billowing in indiscernible currents.

## ABYSSAL RUSALKA

CR 7



XP 3,200

Female abyssal rusalka cleric 8

LN Medium humanoid (aquatic, feykith)

Init +2; Senses darkvision 60 feet; Perception +9

Racial Buoyancy -20<sup>B</sup>; Depth Tolerance 10,000 feet

### DEFENSE

AC 18, touch 12, flat-footed 16 (+6 armor, +2 Dex)

hp 47 (8d8 + 8)

Fort +6, Ref +4, Will +9; +2 vs. cold, enchantment

Defensive Abilities cold resistance, feykith resistance

Immune sleep

### OFFENSE

Speed swim 20ft.

Melee +1 war fork +8 (1d8 + 1)

Space 5ft.; Reach 5ft.

Special Attacks channel positive energy 6/day (DC 17, 4d6), staff of order (4 rounds, 1/day)

Rusalka Spell-Like Abilities (CL 8, Concentration +11)

1/day- charm person (DC 15)

Cleric Spell-Like Abilities (CL 8, Concentration +11)

6/day- calming touch (1d6 + 8), touch of law

Cleric Spells Prepared (CL 8, Concentration +11)

4th – blessing of fervor, greater magic weapon, order's wrath<sup>D</sup> (DC 17)

3rd – dispel magic (DC 16), prayer<sup>D</sup>, protection from energy, wrathful mantle

2nd – align weapon (law only)<sup>D</sup>, calm emotions (DC 16), hold person (DC 16), shark's strength

1st – bless<sup>D</sup>, divine favor, protection from chaos, shield of faith

0 (at-will) – detect magic, light, mending, stabilize

<sup>D</sup>domain spell; Domains Community, Law (Keilona)

### STATISTICS

Str 10, Dex 15, Con 10, Int 8, Wis 17, Cha 16

Base Atk +6; CMB +6; CMD 18

Feats Dazzling Display, Selective Channeling, Toughness, Weapon Focus (War Fork)

Skills Heal +8, Intimidate +5, Perception +9

Languages Dagonite, Salatari

SQ aura, bioluminescent, blazing blood, seducer, stinging skirt, unity (1/day)

### ECOLOGY

Environment deep sea

Organization solitary, pair, or band (3–5)

Treasure NPC gear (+1 war fork, +2 scaly armor)

### SPECIAL ABILITIES

**Blazing Blood:** An injured rusalka may choose to exude a cloud of luminescent blood once per hour. The glowing red patch spreads out in a 10-foot-radius cloud that provides total concealment and persists for 3d4 rounds. It may also attract hungry predators.

**Bioluminescent:** The abyssal rusalka can (at-will) cause her antennae to shed as much light as a torch.

**Cold Tolerance:** Feykith are well accustomed to the cold waters of the sea. Feykith receive a +2 racial bonus on Fortitude saves versus cold weather, severe cold, or exposure.

**Feykith Magic:** Feykith receive a +2 racial bonus on caster level checks made to overcome spell resistance.

**Feykith Resistance:** Feykith have an immunity to sleep spells and effects. In addition, they receive +2 bonus to saving throws against enchantment spells and effects.

**Glungs:** Feykith can breathe both air and water through their mouth and noses, which is then processed through organs known as glungs. For game purposes, these organs function as both gills and lungs.

**Keen Senses:** Feykith have exceptional senses. They receive a +2 racial bonus on Perception skill checks.

**Landwalker:** Feykith can move on land at 75% of their swimming movement rate.

**Seducer:** Abyssal rusalki add +1 to the saving throw DCs for their spells and spell-like abilities of the enchantment school. In addition, rusalki with a Charisma score of 15 or higher may use charm person once per day as a spell-like ability (caster level is equal to the user's character level).

**Stinging Skirt:** A rusalka's tentacle skirt is capable of draining the life out of those it touches. Each creature that begins their round in the same square as the rusalka loses 1d4 hit points. Each round that the rusalka drains hit points in this manner; she heals herself for 1 hit point of damage. This effect is voluntary on behalf of the rusalka, she may choose not to drain hit points.

Abyssal rusalki are Medium-sized, lithe, and pale female feykith. They have large orange eyes, translucent blue-white skin, and cat-like ears. Their hair is long, transparent, and nearly invisible when not lit by two luminescent antennae that flow from the top of the rusalka's head and down either side of her body. A skirt of dozens of jellyfish-like tendrils sprout from a rusalka's waist, each tipped in blue luminescence. A rusalka's blood is likewise radiant, and her heart can be seen pulsing with red light in her chest.

All abyssal rusalki are female. To become pregnant, they must kill and consume a male specimen of any sentient humanoid species. While some choose not reproduce at all, the maternal drive is strong. Others choose to hunt down humanoids who are notoriously evil for this purpose. Unfortunately, children conceived of evil fathers are often evil themselves. Whatever the source, all offspring are rusalki.

### ABYSSAL RUSALKA CHARACTERS

Abyssal rusalki are defined by their class levels – they do not possess racial Hit Dice. All abyssal rusalki have the following traits.

**+2 Charisma, +2 Dexterity, -2 Strength:** Abyssal rusalki are graceful and lissome but are seldom very strong.

**Racial Buoyancy -20<sup>B</sup>; Depth Tolerance:** 10,000 feet

**Feykith:** Rusalki have the feykith subtype.

**Medium:** Abyssal rusalki are Medium-sized creatures.

**Normal Swim Speed:** Rusalki have a base swim speed of 30 feet.

**Darkvision:** Abyssal rusalki can see in the dark up to 60 feet.




**Blazing Blood, Bioluminescent, Seducer, Stinging Skirt:** See Special Abilities above.

**Languages:** Rusalki begin play speaking Dagonite and Salatari. Rusalki with high Intelligence can choose any of the following: Aquan, Common, Ceti, Echinn, Delatari, Lok'tar, Nixish or Photok.



## Sazae-Oni

This sea turtle has a humanoid head, possessing a blade-like nose, pointed ears, and glowing eyes. Its teeth are sharp and snagged. Its head is topped with a mixture of red hair and jellyfish tentacles.

SAZAE-ONI	CR 10			
XP 9,600				
LE Large outsider (aquatic, native, oni, shapechanger)				
Init +0; Senses Darkvision 60 ft., low-light vision, Perception +19				
Racial Buoyancy -370; Depth Tolerance: 900 feet				
<b>DEFENSE</b>				
AC 27; touch 9, flat-footed 27 (+18 natural, -1 size)				
hp 136 (13d10+65), regeneration 5 (steam or good spells)				
Fort +13, Ref +4 Will +11				
Immune acid; SR 21				
<b>OFFENSE</b>				
Speed 10 ft.; swim 40 ft.				
Melee bite +20 (1d10+8/19-20), 2 slams +15 (1d6+4)				
Special Attacks entangle, poison				
Spell-Like Abilities (CL 10)				
will- <u>boiling gaze</u> (DC 17)*, <u>murk</u> , <u>invisibility</u>				
3/day-accelerate poison, <u>aqueous form</u> , <u>electrical surge</u> (DC 18)				
2/day-charm monster (DC 19), <u>drifting doom</u> (DC 20)				
* ADVANCED PLAYERS GUIDE				
<b>STATISTICS</b>				
Str 21, Dex 11, Con 21, Int 14, Wis 17, Cha 20				
Base Atk +13; CMB +22 (+26 grapple) ; CMD 32				
Feats Combat Expertise, Critical Focus, Improved Critical (bite), Improved Vital Strike, Persuasive, Power Attack, Vital Strike				
Skills Acrobatics + 16, Bluff +21, Intimidate +25, Knowledge (planes) +18, Perception +19, Sense Motive +19, Stealth +12, Spellcraft +18				
Languages Common, Dagonite, Infernal				
SQ amphibious, change shape (any medium or large humanoid)				

### ECOLOGY

**Environment** ocean

**Organization** solitary

**Treasure** standard

### SPECIAL ABILITIES

**Entangle (Su):** Any creature bitten by a sazae-oni must make a DC 21 Reflex save or be entangled in the tentacle-like hair of the creature. Every round the victim is exposed to the oni's poison. The victim may make a grapple check each round to free themselves.

**Poison (Ex)** Stinging tendrils-save Fort DC 26; *frequency* 1/round for 6 rounds; *effect* 1d2 Con, a target that fails 2 consecutive saves also takes 1d4 Str damage each round; *cure* 2 consecutive saves

Sazae-oni are twisted spirits forged into sea turtle form. They hate all other life, and delight in causing strife and warfare, even amidst their allies. They patrol a large area of ocean, hunting for anything larger than a crab, attacking weak looking foes outright, and plotting against more dangerous ones. Sazae-oni are patient evils, and perfectly willing to work with other evil creatures until they gain the power to destroy them.

Sazae-oni prefer to attack with their vicious bite, allowing their toxic hair to engulf their enemies. They will use hit and run tactics, guiding their foes into natural hazards and into the lair of large predators. Their territory tends to be filled with swarms of jellyfish and other unintelligent toxic creatures.

Effectively immortal, sazae-oni sometimes suppress their hate for decades, acting as wise advisers to small villages of humanoids, while slowly guiding them to ruin. Any resisting the slide into corruption are quietly assassinated, as the bulk of the village gradually gets turned to evil, before being destroyed in some campaign of destruction against their neighbors.





## Sea Cat, Dire Merlion

The front half of this massive animal appears very lion-like, with a shaggy mane and dagger-sized canines. The back half has a powerful set of fins and a fish-like tail.

### DIRE MERLION

CR 3



XP 800

N Large animal (amphibious, merped)

**Init** +2; **Senses** low-light vision, scent; Perception +10

**Racial Buoyancy** -160; **Depth Tolerance**: 300 feet

#### DEFENSE

**AC** 14, touch 11, flat-footed 12 (+2 Dex, +3 natural, -1 size)  
**hp** 37 (5d8+15)

**Fort** +7, **Ref** +6, **Will** +2

#### OFFENSE

**Speed** swim 50 ft.

**Melee** 2 claws +7 (1d6+6 plus poison) and bite +6 (1d8+6)

**Space** 10 ft.; **Reach** 5 ft.

#### STATISTICS

**Str** 19, **Dex** 15, **Con** 17, **Int** 2, **Wis** 12, **Cha** 10

**Base Atk** +3; **CMB** +8; **CMD** 20

**Feats** Run, Skill Focus (Perception), Weapon Focus (claws)

**Skills** Perception +10, Stealth +3, Survival +1 (+5 scent tracking);

**Racial Modifiers** +4 Survival when tracking by scent

#### ECOLOGY

**Environment** warm coastal

**Organization** solitary, pair, or pride (3-10)

**Treasure** none

#### SPECIAL ABILITIES

**Poison (Ex)** Claws—injury; *save* Fort DC 18; *frequency* 1/round for 6 rounds; *effect* 1d2 Dexterity damage; *cure* 1 save. The save DC is Constitution-based, and includes a +2 racial bonus.

Dire merlions are fifteen-feet-long, even more savage looking versions of normal merlions. While they retain most of the iconic features of a typical merlion, including a shaggy mane and lionfish lower half, these features are much more primitive. Some have even remarked that the dire merlion looks somewhat reptilian or have gone so far as to claim that these sea cats must have draconic heritage. Their coloration is typically blue, green, yellow or some combination of the three, much unlike the red-orange coloration of their normal-sized cousins.

Dire merlions prefer remote warm coastal regions where they typically hunt dolphins, sea otters, and fish. A pride of dire merlions can take down opponents much bigger than themselves, and have been known to prey on Colossal-sized whales. Their ability to track by scent means that they could show up whenever blood is in the water, though they prefer to hunt rather than scavenge or compete with sharks.

## Sea Cat, Guardcat

Appearing much like a large domestic housecat with a fishlike tail, the guardcat seems both cute and comical...until it shows its razor-sharp claws and needle-like teeth.

### GUARDCAT

CR 1/3



XP 135

N Small animal (amphibious, merped)

**Init** +1; **Senses** low-light vision, scent; Perception +8

**Racial Buoyancy** -20; **Depth Tolerance**: 300 feet

#### DEFENSE

**AC** 13, touch 12, flat-footed 12 (+1 Dex, +1 natural, +1 size)

**hp** 6 (1d8+2)

**Fort** +4, **Ref** +3, **Will** +1

#### OFFENSE

**Speed** swim 40 ft.

**Melee** 2 claws +2 (1d3+1) and bite +2 (1d4+1)

#### STATISTICS

**Str** 13, **Dex** 13, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6

**Base Atk** +0; **CMB** +0; **CMD** 11

**Feats** Skill Focus (Perception)

**Skills** Acrobatics +1 (+9 jumping), Perception +8, Survival +1 (+5 scent tracking); **Racial Modifiers** +4 Acrobatics when jumping, +4 Survival when tracking by scent

#### ECOLOGY

**Environment** any ocean

**Organization** solitary, pair, or pride (3-20)

**Treasure** none

Guardcats are common pets and watch-animals under the sea, kept by a variety of races including seafolk, sea elves, and genai. They come in many different varieties and colors. Long hair, short hair, stripes, spots, fancy fins, plain fins, and even hairless (covered in scales from head to tail) varieties are available. They can be loving companions, feral hellions, or some combination of both.

## Sea Cat, Merlion

This red-colored sea cat looks very much like a lion from the front, and a lionfish from the back.

### MERLION

CR 1



XP 400

N Medium animal (amphibious, merped)

**Init** +2; **Senses** low-light vision, scent; Perception +8

**Racial Buoyancy** -50; **Depth Tolerance**: 300 feet

#### DEFENSE

**AC** 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)

**hp** 13 (2d8+4)

**Fort** +5, **Ref** +5, **Will** +1

## OFFENSE

**Speed** swim 50 ft.

**Melee** 2 claws +2 (1d4+1 plus poison) and bite +2 (1d6 +1)

## STATISTICS

**Str** 13, **Dex** 15, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6

**Base Atk** +1; **CMB** +2; **CMD** 14

**Feats** Skill Focus (Perception)

**Skills** Perception +8, Stealth +6, Survival +1 (+5 scent tracking); **Racial Modifiers** +4 Survival when tracking by scent

## ECOLOGY

**Environment** warm kelp forests

**Organization** solitary, pair, or pride (3-10)

**Treasure** none

## SPECIAL ABILITIES

**Poison (Ex)** Claws—injury; *save* Fort DC 16; frequency 1/round for 3 rounds; *effect* 1d2 Dexterity damage; *cure* 1 save. The save DC is Constitution-based, and includes a +2 racial bonus.

Merlions have a characteristic fiery coloration of reds, yellows, and orange. They are dangerous predators who prefer to be at the top of the food chain in their territory, which they fiercely protect. Their preferred terrain is a large kelp forest, though they have been known to lair near thriving coral reefs. While a merlion can be domesticated, they are very unpredictable and have been known to turn on their masters.

## Sea Cat, Riding Cat

*The riding cat assuredly has some tiger ancestry, with its tawny fur and distinctive black stripes.*

### RIDING CAT

CR 1



**XP** 400

**N** Medium animal (amphibious, merped)

**Init** +2; **Senses** low-light vision, scent; Perception +8

**Racial Buoyancy** -30; **Depth Tolerance**: 600 feet

## DEFENSE

**AC** 13, touch 12, flat-footed 11 (+2 Dex, +1 natural)

**hp** 13 (2d8+4)

**Fort** +5, **Ref** +5, **Will** +1

## OFFENSE

**Speed** swim 40 ft.

**Melee** 2 claws +3 (1d4+3) and bite +3 (1d6+3)

## STATISTICS

**Str** 15, **Dex** 15, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6

**Base Atk** +1; **CMB** +3; **CMD** 15

**Feats** Skill Focus (Perception)

**Skills** Acrobatics +6 (+14 jumping), Perception +8, Survival +1 (+5 scent tracking); **Racial Modifiers** +4 Acrobatics when jumping, +4 Survival when tracking by scent

## ECOLOGY

**Environment** any ocean

**Organization** solitary, pair, or pride(3-12)

**Treasure** none

A riding cat bears more than a superficial resemblance to a terrestrial tiger, including its tiger-like stripes and reddish-tawny fur. Many sages believe that the riding cat was among the first sea cats, and all others were adapted from it. The fusion between cat and fish is much less seamless than with other sea cats.

Riding cats are favorites among small-folk such as nixies and cindarians. A riding cat is fiercely loyal and will protect its rider with its life. They are relatively easy to train compared to most sea cats, and enjoy the company of sentient sea creatures.

The origin of sea cats is somewhat of a mystery, though most agree they did not evolve like natural creatures. Many speculate that they were derived from normal terrestrial cats, magically enchanted to become merpeds like the wondrous hippocampus. Unlike the hippocampus, however, which has many credits to its invention (Poseidon himself being one of them), the sea cat has no one claiming to be its creator. Many believe it was a divine prank that was taken a little too far. Some have claimed that it must have been an insane cat-loving sea witch.



*Russell Powell*



## Sea Cow, Echinotee

Looking something like a large, snub-nosed seal with many spines radiating from its body, this creature moves through the water at a snail's pace.

### ECHINOTEE

CR 2



XP 600

N Medium animal (amphibious)

**Init** +1; **Senses** low-light vision; Perception +8

**Racial Buoyancy** -50<sup>B</sup>; **Depth Tolerance**: 300 feet

#### DEFENSE

AC 15, touch 11, flat-footed 14 (+1 Dex, +4 natural)

hp 22 (3d8+9)

**Fort** +6, **Ref** +6, **Will** +2

**Defensive Abilities** spines

#### OFFENSE

**Speed** swim 20 ft.

**Melee** gore +5 (1d8+3)

**Space** 5 ft.; **Reach** 5 ft.

#### STATISTICS

**Str** 17, **Dex** 12, **Con** 16, **Int** 2, **Wis** 13, **Cha** 5

**Base Atk** +2; **CMB** +3; **CMD** 16 (20 vs. trip)

**Feats** Alertness, Lightning Reflexes

**Skills** Acrobatics +7, Perception +8

#### ECOLOGY

**Environment** warm reefs

**Organization** solitary, pair, or herd (3-20)

**Treasure** none

#### SPECIAL ABILITIES

**Spines (Ex)** Any creature striking an echinotee with a melee attack, natural attack, or unarmed strike takes 1d3 points of piercing damage. A weapon with reach does not endanger the user this way. A creature that grapples an echinotee takes 1d6 points of piercing damage each round it does so.

Echinotees are smaller, spiny cousins to the more commonly known manatees. They are social and curious creatures, often investigating strange sounds or unusual visitors. Like their cousins, echinotees are mostly herbivorous, though they will often munch on coral and sea sponges for additional nourishment. They are also more likely to be encountered far from shore and in much deeper water than their cousins.

Echinotees are seldom hunted by other creatures as their meat is extremely bitter and gristly in addition to their formidable defensive capabilities. A few barbarian tribes, especially those with particularly nefarious reputations, will fashion arms and armor from these creatures. Among these cultures, wearing or using such weapons marks one as a particularly savage individual, especially if the echinotee was slain in unarmed combat by the same individual.

## Sea Cow, Manatee

A large, peaceful looking animal gently bobs in the water above. It turns a curious eye towards you as it continues to munch on a large clump of seaweed.

### MANATEE

CR 3



XP 800

N Large animal (amphibious)

**Init** +0; **Senses** low-light vision, scent; Perception +8

**Racial Buoyancy** -150<sup>B</sup>; **Depth Tolerance**: 100 feet

#### DEFENSE

AC 17, touch 9, flat-footed 17 (+8 natural, -1 size)

hp 42 (5d8+20)

**Fort** +8, **Ref** +4, **Will** +1

#### OFFENSE

**Speed** swim 20 ft.

**Melee** slam +10 (1d6+12)

**Space** 10 ft.; **Reach** 5 ft.

**Special** trample (1d6+12, DC 20)

#### STATISTICS

**Str** 27, **Dex** 10, **Con** 19, **Int** 2, **Wis** 11, **Cha** 4

**Base Atk** +3; **CMB** +12; **CMD** 22 (26 vs. trip)

**Feats** Endurance, Improved Bull Rush, Power Attack

**Skills** Perception +8

#### ECOLOGY

**Environment** warm coastal

**Organization** solitary, pair, or herd (3-20)

**Treasure** none

#### SPECIAL ABILITIES

**Sprint (Ex)** Once per hour, a manatee can double its swim speed for bursts of up to 5 rounds.

Manatees have a large, flexible, prehensile upper lip used to gather food and eat, as well as using it for social interactions and communications. Their small, widely-spaced eyes have eyelids that close in a circular manner. These statistics will also work for a dugong, a close relative of the manatee with a longer snout and a fluked rather than rounded tail.

Manatees prefer to flee when faced with confrontation, but will otherwise show mild curiosity or indifference to other creatures sharing their territory. When cornered or defending a calf, they might use force until they can garner an escape. Regardless of the situation, a manatee is an extremely docile creature that may even allow friendly humanoids to ride it for several leagues at a time. However, aside from short bursts of speed, they are relatively slow compared to other creatures of their size and they tend to avoid deep water. This makes them fairly undesirable for mounts. They are occasionally hunted or even farmed for their meat and hides.

## Sea Cow, Steller

A huge cylindrical beast lazily floats by. Though it is very big, you can tell by its oblivious and peaceful expression that it poses no real threat.

### STELLER SEA COW

CR 5



XP 1,600

N Huge animal (amphibious)

**Init** +1; Senses low-light vision, scent; Perception +19

**Racial Buoyancy** -300<sup>B</sup>; **Depth Tolerance**: 50 feet

#### DEFENSE

AC 18, touch 9, flat-footed 17 (+1 Dex, +9 natural, -2 size)

hp 105 (10d8+60)

**Fort** +15, **Ref** +8, **Will** +5

#### OFFENSE

**Speed** swim 20 ft.

**Melee** slam +15 (2d4+15)

**Space** 15 ft.; **Reach** 10 ft.

**Special Attacks** trample (2d4+15, DC 25)

#### STATISTICS

**Str** 31, **Dex** 12, **Con** 23, **Int** 2, **Wis** 15, **Cha** 8

**Base Atk** +7; **CMB** +19; **CMD** 30 (34 vs. trip)

**Feats** Alertness, Endurance, Great Fortitude, Improved Bull Rush, Power Attack

**Skills** Perception +19, Sense Motive +4

#### ECOLOGY

**Environment** cold shorelines

**Organization** solitary, pair, or herd (3-10)

**Treasure** none

Steller sea cows are the largest and most docile of the sea cows. Like manatees, their primary defense is to simply swim away, although they are incapable of moving very fast or diving outside of their extremely shallow depth tolerance. They spend the majority of their lives floating at the surface.

## Sea Cow, Solenosiren

This horse-snouted animal's most prominent feature is a huge, paddle-like tail that encompasses nearly half its body size. It looks rather annoyed at your presence.

### SOLENOSIREN

CR 4



XP 1,200

N Large animal (amphibious)

**Init** +0; Senses scent; Perception +12

**Racial Buoyancy** -300<sup>B</sup>; **Depth Tolerance**: 300 feet

#### DEFENSE

AC 16, touch 9, flat-footed 16 (+7 natural, -1 size)

hp 42 (5d8+20)

**Fort** +10, **Ref** +4, **Will** +2

#### OFFENSE

**Speed** 40 ft.

**Melee** tail slap +8 (2d8+9)

**Space** 10 ft.; **Reach** 5 ft.

#### STATISTICS

**Str** 22, **Dex** 10, **Con** 19, **Int** 2, **Wis** 13, **Cha** 5

**Base Atk** +3; **CMB** +10; **CMD** 20 (24 vs. trip)

**Feats** Endurance, Great Fortitude, Skill Focus (Perception)

**Skills** Perception +12

#### ECOLOGY

**Environment** any shoreline

**Organization** solitary, pair, or herd (3-12)

**Treasure** none

#### SPECIAL ABILITIES

**Sprint (Ex)** Once per hour, a solenosiren can triple its swim speed for bursts of up to 5 rounds.

Unlike their more passive cousins, the solenosiren can be aggressive and territorial, especially during mating season. Their formidable tails provide them with both amazing bursts of speed and a devastating attack.





# Seafolk



*A friendly looking merfolk with long dark hair approaches you. He smiles as he approaches.*

## SEAFOLK

CR 2



XP 600

Male seafolk rogue 3

CN Medium humanoid (aquatic, merfolk)

Init +2; Senses Perception +7

Racial Buoyancy -60<sup>B</sup>; Depth Tolerance 300 feet

### DEFENSE

AC 11, touch 11, flat-footed 10 (+1 Dex)

hp 23 (3d8 + 6)

Fort +3, Ref +4, Will +2

Defensive Abilities evasion, trap sense +1

Weaknesses seawalker

### OFFENSE

Speed swim 40ft.

Melee mwk short sword +6 (1d6+3/19-20)

Space 5ft.; Reach 5ft.

Special Attacks sneak attack +2d6

### STATISTICS

Str 17, Dex 13, Con 14, Int 10, Wis 12, Cha 8

Base Atk +2; CMB +5; CMD 16

Feats Extra Rogue Talent (Bleeding Attack +2), School Friend, Swim-By Attack<sup>B</sup>

Skills Acrobatics +7, Bluff +3, Diplomacy +3, Disable Device +7, Escape Artist +7, Intimidate +3, Handle Animal +2, Knowledge (local) +4, Linguistics +6, Perception +7, Sleight of Hand +7, Stealth +7

Languages Common, Delatari, Nixish, Dagonite

SQ gills, rogue talent (fast stealth), skilled, trapfinding +1

### ECOLOGY

Environment any sea

Organization solitary, pair, or gang (3-5)

Treasure NPC gear (masterwork ever-ice short sword)

All seafolk have the upper torsos of slender, tall and shapely humans, and the lower bodies of scaled fish. Their skin color on their humanoid half is fair to tan. The hair is usually brown or black although all human hair colors are known to exist within seafolk, and older members often have silver hair. The scale color on their fish half ranges from reddish brown to yellow-green. Seafolk enjoy adorning themselves with coral and shell decorations.

Seafolk are extremely diverse in their abilities and outlook on life. Regardless of their differences, most seafolk revere beauty in all its forms. Some individuals are artisans of surpassing skill, creating beautiful art, vessels, jewelry, weapons, and armor.

Others are great authors and sages, collecting

and disseminating knowledge with talent surpassing even the sea elves. Still others strive to be paragons of an adventuring class. Being well-suited to any profession or calling creates a plethora of choices for all seafolk.

## SEAFOLK CHARACTERS

Seafolk are defined by their class levels – they do not possess racial Hit Dice. All seafolk have the following traits.

**+2 to One Ability Score:** Seafolk get a +2 bonus to one ability score of their choice at creation.

They are the most versatile race of the sea.

**Racial Buoyancy:** -60<sup>B</sup>, **Depth Tolerance:** 300 feet

**Medium:** Seafolk are Medium creatures and have no size bonuses or penalties.

**Merfolk:** Seafolk have the merfolk subtype.

**Fast Swim Speed:** Seafolk have a base swim speed of 40 feet.

**Skilled:** Merfolk gain an additional skill rank at first level and one additional rank whenever they gain a level, since they are versatile and capable.



## Sea Hog

*This pig's body ends in a long finned tail. A spiky fin runs the length of its back to the top of its skull.*

SEA HOG

CR 2



XP 600

N Medium animal (aquatic)

**Init** +1; **Senses** low-light vision, scent; Perception +5

**Racial Buoyancy**: -30<sup>B</sup>, **Depth Tolerance**: 300 feet

### DEFENSE

**AC** 14; touch 11, flat-footed 13 (+1 Dex, +3 natural)

**hp** 14 (2d8+9)

**Fort** +6, **Ref** +4, **Will** +1

**Defensive Abilities** ferocity

### OFFENSE

**Speed** swim 40 ft.

**Melee** gore +4 (1d6+4)

## STATISTICS

**Str** 17, **Dex** 12, **Con** 16, **Int** 2, **Wis** 13, **Cha** 5

**Base Atk** +1; **CMB** +4; **CMD** 15

**Feats** Toughness

**Skills** Acrobatics +5, Perception +5

## ECOLOGY

**Environment** any ocean

**Organization** solitary, pair, group (3-8), school (10-30)

**Treasure** none

Sea hogs (also known as sea pigs or sea boars) are magically created forms of drylander pigs. They are believed to have been created as food items, and many escaped, rapidly becoming feral. Packs of sea hogs are devastating to farmers and fish herders, shredding crops and feasting on fish. They react quickly to any threat, and will charge larger creatures with bared tusks.

Tamed sea hogs are a crucial food supply for many humanoids, and are a staple food throughout the seas. In addition, they make stalwart and underestimated animal companions.

The recent population explosion of these creatures due to farming and domestication has led many sages to speculate that this will lead to devastating ecological ruin. In addition to being an invasive and alien species to these waters, sea hogs cause a large amount of pollution and waste. This waste, while beneficial for nearby kelp farms, has proven to have a significant effect on algae blooms. This algae becomes so abundant that it chokes water-ways, and can lead to red tide and dead zones. It is not uncommon for the area around a large hog farm to be covered in slimy green and brown "fuzz" that chokes out all other indigenous flora.

Several councils exist to limit the population of these creatures, and a few have come up with rather inventive ideas. As a result, many annual celebrations now include organized "hog hunts" that culminate in a large feast. The hope is that this will help cull the population before it reaches disastrous levels.





## Seal

*A slippery seal playfully jumps along the waves, barking happily as it swims.*

SEAL

CR 1/3



XP 135

N Small animal

**Init** +3; **Senses** low-light vision, scent; **Perception** +4

**Racial Buoyancy** -20; **Depth Tolerance**: 600 feet

### DEFENSE

**AC** 15, touch 14, flat-footed 12 (+3 Dex, +1 natural, +1 size)

**hp** 5 (1d8+1)

**Fort** +3, **Ref** +5, **Will** +1

### OFFENSE

**Speed** 10 ft., swim 60 ft.

**Melee** bite +1 (1d6)

### STATISTICS

**Str** 10, **Dex** 17, **Con** 13, **Int** 2, **Wis** 13, **Cha** 4

**Base Atk** +0; **CMB** -1; **CMD** 12

**Feats** Skill Focus (Perception)

**Skills** Acrobatics +7, **Perception** +4, **Stealth** +7

**SQ** hold breath

### ECOLOGY

**Environment** any coastal

**Organization** solitary, pair, or pod (3-12)

**Treasure** none

Common seals, also called “true seals,” are the most diverse and widespread seals. They lack external ears, have more streamlined snouts, and are generally more aquatically adapted than sea lions. They swim with efficient, undulating whole-body movements using their more-developed rear flippers.

## Seal, Dire

*This burly seal has shaggy black fur and huge saber-like teeth.*

DIRE SEAL (SEA BEAR)

CR 5



XP 1,600

N Large animal

**Init** +6; **Senses** low-light vision, scent; **Perception** +11

**Racial Buoyancy** -225; **Depth Tolerance**: 300 feet

### DEFENSE

**AC** 15, touch 11, flat-footed 13 (+2 Dex, +4 natural, -1 size)

**hp** 60 (8d8+24)

**Fort** +9, **Ref** +8, **Will** +3

### OFFENSE

**Speed** 20 ft., swim 50 ft.

**Melee** bite +13 (1d8+7 plus grab)

**Space** 10 ft.; **Reach** 5 ft.

### STATISTICS

**Str** 25, **Dex** 15, **Con** 17, **Int** 2, **Wis** 12, **Cha** 10

**Base Atk** +6; **CMB** +14 (+18 grapple); **CMD** 26

**Feats** Improved Initiative, Run (applies to swimming), Skill Focus (Perception), Weapon Focus (bite)

**Skills** Acrobatics +11, **Perception** +11, **Stealth** +7; **Racial Modifiers** +4 Acrobatics, +4 Stealth

**SQ** hold breath

### ECOLOGY

**Environment** any coastal

**Organization** solitary, pair, or pod (3-8)

**Treasure** none

Dire seals are rare, prehistoric-looking relatives of the common seal, and share many of the same characteristics. Many say that they look something like a cross between a seal and a grizzly bear, lending them the nickname “sea bears.” They are vicious predators, and will collectively hunt down creatures much more powerful than themselves.

## Seal, Elephant

*A huge and bloated seal eyes you from the shore. While slow and lethargic on land, it would be quite formidable in the water.*

ELEPHANT SEAL

CR 2



XP 600

N Large animal

**Init** +0; **Senses** low-light vision, scent; **Perception** +9

**Racial Buoyancy** -225; **Depth Tolerance**: 300 feet

### DEFENSE

**AC** 14, touch 9, flat-footed 14 (+5 natural, -1 size)

**hp** 22 (3d8+9)

**Fort** +6, **Ref** +3, **Will** +1

### OFFENSE

**Speed** 20 ft., swim 40 ft.

**Melee** bite +7 (1d8+9)

**Space** 10 ft.; **Reach** 5 ft.

**Special Attacks** trample (2d6+9, DC 17)

### STATISTICS

**Str** 23, **Dex** 10, **Con** 17, **Int** 2, **Wis** 11, **Cha** 4

**Base Atk** +2; **CMB** +9; **CMD** 19

**Feats** Endurance, Skill Focus (Perception)

**Skills** Perception +9

**SQ** hold breath

### ECOLOGY

**Environment** any coast

**Organization** solitary, pair, or pod (3-10)

**Treasure** none

Elephant seals take their name from the large proboscis of the adult males (bulls) which resembles an elephant's trunk. The bull's proboscis is used in producing extraordinarily loud roaring noises, especially during the mating season. Elephant seals reach a length of 16 to 20 feet, and can be fiercely territorial.

## Seal, Sea Lion

The mischievous sea lion jumps from the water, either it is chasing fish, or just trying to catch your eye.

### SEA LION

CR 1



XP 400

N Medium animal

**Init** +2; **Senses** low-light vision, scent; Perception +8

**Racial Buoyancy** -30; **Depth Tolerance**: 600 feet

#### DEFENSE

AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)

hp 13 (2d8+4)

**Fort** +5, **Ref** +5, **Will** +1

#### OFFENSE

**Speed** swim 50 ft.

**Melee** bite +3 (1d6+3 plus trip)

#### STATISTICS

**Str** 14, **Dex** 15, **Con** 15, **Int** 2, **Wis** 13, **Cha** 6

**Base Atk** +1; **CMB** +3; **CMD** 15

**Feats** Skill Focus (Perception)

**Skills** Acrobatics +6 (+10 while underwater), Perception +8; **Racial Modifiers** +4 Acrobatics while underwater

**SQ** hold breath

#### ECOLOGY

**Environment** any coastal

**Organization** solitary, pair, or pod(3-12)

**Treasure** none

Sea lions have a pointy, whiskered nose and somewhat long, narrow muzzle. The young pups are almost dog-like in profile. Another characteristic that defines the sea lion are their external ear-like flaps which distinguish them from common seals, which they are often confused with. The fore-flippers have a short fur extending from the wrist to the middle of the dorsal fin surface, but other than that, the flippers are covered in black, leathery skin.

Both seals and sea lions are kept as pets in the Cerulean Seas, especially by selkies with whom they share much in common. Seals and sea lions can be trained to perform a variety of tricks and are quite adept at manipulating objects with their noses. Despite their clumsy appearance, they are surprisingly agile. They are usually content in captivity if they are given large living spaces and plenty of fish to eat.

## Seal, Walrus

The walrus watches stoically as you pass, its whiskers bristling, and tusks gleaming.

### WALRUS

CR 7



XP 3,200

N Large animal

**Init** +5; **Senses** low-light vision, scent; Perception +20

**Racial Buoyancy** -225; **Depth Tolerance**: 300 feet

#### DEFENSE

AC 18, touch 10, flat-footed 17 (+1 Dex, +8 natural, -1 size)

hp 95 (10d8+50)

**Fort** +14, **Ref** +8, **Will** +4

**Resist** cold 5

#### OFFENSE

**Speed** swim 40 ft.

**Melee** gore +13 (1d10+7)

**Space** 10 ft.; **Reach** 5 ft.

**Special Attacks** trample (2d8+7, DC 22)

#### STATISTICS

**Str** 25, **Dex** 13, **Con** 21, **Int** 2, **Wis** 12, **Cha** 10

**Base Atk** +7; **CMB** +15; **CMD** 26

**Feats** Great Fortitude, Improved Bull Rush, Iron Will, Power Attack, Skill Focus (Perception)

**Skills** Perception +20

**SQ** hold breath

#### ECOLOGY

**Environment** cold ice flows and coastal

**Organization** solitary, pair, or herd (3-12)

**Treasure** none

The most prominent feature of the walrus is the long tusks. These are elongated canines, which are present in both sexes and can reach a length of up to 3 feet. Tusks are slightly longer and thicker among males, who use them for fighting, dominance and display; the strongest males with the largest tusks typically dominate social groups. Walrus will also use their tusks to form and maintain holes in the ice and haul themselves out of the water, onto the ice.





## Seal, Fantail

A strange, pug-nosed seal that has a delicate fan-shaped tail happily swims by. It seems innocuous until you startle it and the water rings with an ear-piercing scream.

### FANTAIL SEAL

CR 1



XP 400

N Medium animal

**Init** +2; **Senses** low-light vision, scent; **Perception** +12

**Racial Buoyancy** -30; **Depth Tolerance**: 600 feet

#### DEFENSE

**AC** 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)

**hp** 13 (2d8+4)

**Fort** +5, **Ref** +5, **Will** +1

#### OFFENSE

**Speed** swim 50 ft.

**Melee** bite +3 (1d6+3 plus trip)

#### STATISTICS

**Str** 14, **Dex** 15, **Con** 15, **Int** 2, **Wis** 13, **Cha** 6

**Base Atk** +1; **CMB** +3; **CMD** 15

**Feats** Skill Focus (Perception)

**Skills** Acrobatics +6 (+10 while underwater), **Perception** +8 (+12 while underwater); **Racial Modifiers** +4 Acrobatics and Perception (while underwater only)

**SQ** hold breath, shriek

#### ECOLOGY

**Environment** cold seas

**Organization** solitary, pair, or herd (3-12)

**Treasure** none

#### SPECIAL ABILITIES

**Shriek (Ex)** A frightened or injured fantail can emit a piercing sound that may last up to 3 rounds without the seal needing a breath. This shriek makes it impossible to hear any other sound within 60 feet. The sound attracts nearby predators and other fantails that may join in the wailing.

Fantail seals are a relatively harmless species of seal that is often kept as highly effective watchdogs. Their piercing shrieks can be heard for miles underwater and they can be trained to shriek on command or in response to certain circumstances.

They are also one of the few seals whose life cycle is entirely aquatic. They do not typically venture on dry land.

## Seal, Pelagiartcos

This 10-foot long pinniped looks something like a cross between a dire seal and a walrus, with a massive head full of saber-sharp teeth.

### PELAGIARTCOS

CR 7



XP 3,200

N Large animal

**Init** +5; **Senses** low-light vision, scent; **Perception** +20

**Racial Buoyancy** -225; **Depth Tolerance**: 600 feet

#### DEFENSE

**AC** 16, touch 10, flat-footed 15 (+1 Dex, +6 natural, -1 size)

**hp** 95 (10d8+50)

**Fort** +14, **Ref** +8, **Will** +4

#### OFFENSE

**Speed** 30 ft., swim 60 ft.

**Melee** bite +13 (1d8+7 plus trip)

**Space** 10 ft.; **Reach** 5 ft.

**Special Attacks** rage

#### STATISTICS

**Str** 25, **Dex** 13, **Con** 21, **Int** 2, **Wis** 12, **Cha** 10

**Base Atk** +7; **CMB** +15; **CMD** 26

**Feats** Great Fortitude, Improved Bull Rush, Iron Will, Power Attack, Skill Focus (Perception)

**Skills** Perception +20

**SQ** hold breath

#### ECOLOGY

**Environment** cold ice flows and coastal

**Organization** solitary, pair, or herd (3-12)

**Treasure** none

#### SPECIAL ABILITIES

**Rage (Ex)** A pelagiartcos that takes damage in combat flies into a rage on its next turn, madly attacking until either it or its opponent is dead. It gains +4 to Strength, +4 to Constitution and -2 to AC. The creature cannot end its rage voluntarily.

This ancient relative of the walrus is feared throughout the icy seas. This mega-predator has been known to attack any creature that threatens it and prey upon anything smaller than itself, except for fantail seals, which it often uses as a dinner bell.



## Seal, Waterhorse (Megalotaria)

*A long necked beast with gray flesh and a dog-like head swims in circles around you. When it nears, you see it has a fine coat of pale fur and that its teeth are long and yellowed.*

### WATERHORSE

CR 5



XP 1,600

N Huge animal (amphibious)

**Init** +5; **Senses** low light vision, scent; **Perception** +6

**Racial Buoyancy** -370; **Depth Tolerance**: 1,000 feet

### DEFENSE

**AC** 18; **touch** 13, **flat-footed** 13 (+5 Dex, +5 natural, -2 size)

**hp** 60 (8d8+24)

**Fort** +9, **Ref** +11, **Will** +3

**Resist** cold 5

### OFFENSE

**Speed** 20 ft., swim 60 ft.

**Melee** bite +9 (2d6+4 plus grab)

**Special Attacks** pluck

### STATISTICS

**Str** 17, **Dex** 20, **Con** 16, **Int** 2, **Wis** 13, **Cha** 11

**Base Atk** +6; **CMB** +11; **CMD** 26

**Feats** Skill Focus (Acrobatics, Stealth), Stealthy, Weapon Finesse

**Skills** Acrobatics +16, Escape Artist +7, Perception +6, Stealth +10; **Racial Bonus**: +8 Stealth

**SQ** hold breath

### ECOLOGY

**Environment** cold oceans

**Organization** solitary, pair, pack (4-16)

**Treasure** none

### SPECIAL ABILITIES

**Pluck (Ex)**: When at the surface or on land, a waterhorse that succeeds in a grab attack on a target at least two sizes smaller than itself lifts the target 20 feet into the air and chews its victim. Each round that the waterhorse makes a successful grapple check against the victim it deals automatic bite damage, while a victim that succeeds against the waterhorse falls 20 feet. The waterhorse may drop the victim as a free action.

Waterhorses, also known as megalotaria and long-necked seals, are rare and shy creatures found both in deep lakes and open seas. They generally feed on fish and squid but will attack humanoids if desperate or pressed. On rare occasions a pack will attempt to “play” with a humanoid, turning more aggressive once the victim’s soft flesh is punctured and blood is in the water.

Waterhorses snatch their prey and pull it high above the water, worrying it to death. Many an intrepid selkie has been snatched from the deck of her ship, her blood raining down on her companions.

In many places sightings of “sea serpents” are actually sightings of these serpentine seals. They are viewed with superstitious dread in many places, with a sighting seen as a powerful ill omen for the viewer. They are exceedingly difficult to domesticate, though the ice elves have had moderate success. Thanor pay lots of money for adult waterhorses and this species has become the favored mount of their paladins.





## Sea Titan, Abyssal

*The largest of the sea titans is nearly 30 feet long. It has purple skin, light blue hair, and the lower half of a giant squid.*

### ABYSSAL TITAN

CR 11



XP 12,800

N Huge humanoid (aquatic, giant)

**Init** +1; **Senses** darkvision 60 feet, low-light vision, scent; Perception +17

**Racial Buoyancy** +35; **Depth Tolerance**: 10,000 feet

#### DEFENSE

**AC** 25, touch 9, flat-footed 24 (+4 armor, +1 Dex, +12 natural, -2 size)

**hp** 168 (16d8+96)

**Fort** +16, **Ref** +6, **Will** +10

**Defensive Abilities** ink cloud (20-ft. radius)

#### OFFENSE

**Speed** 20 ft., swim 50 ft., jet 260 ft.

**Melee** short spear +22/+17/+12 (4d6+18) or 2 slams +22 (2d6+12), and tentacles +20 (4d6+6 plus grab)

**Space** 15 ft.; **Reach** 15 ft.

**Special Attacks** constrict (4d6+12)

**Spell-Like Abilities** (CL 16th)

At will—*ink*

1/day—*murk*

#### STATISTICS

**Str** 35, **Dex** 13, **Con** 23, **Int** 12, **Wis** 16, **Cha** 12

**Base Atk** +12; **CMB** +26 (+30 to grapple);

**CMD** 37 (immune to trip)

**Feats** Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Overrun, Intimidating Prowess, Iron Will, Power Attack, Multiattack<sup>B</sup>

**Skills** Bluff +8, Climb +17, Craft (any one) +10, Diplomacy +9, Intimidate +24, Perception +17

**Languages** Common, Giant

**SQ** oversized weapon

#### ECOLOGY

**Environment** abyssal plains

**Organization** solitary, gang (2–5), school (2–5 plus 35% noncombatants plus 1 sorcerer or cleric of 4th–7th level and 2–5 goblin sharks), or tribe (6–20 plus 1 sorcerer or cleric, oracle of 7th–12th level and 2–5 goblin sharks)

**Treasure** standard

#### SPECIAL ABILITIES

**Ink Cloud (Ex)** An abyssal titan can emit a 20-foot-radius cloud of ink once per minute as a free action while underwater. This cloud provides total concealment. The ink persists for 1 minute.

**Jet (Ex)** An abyssal titan can jet in a straight line as a full-round action. It does not provoke attacks of opportunity while jetting.

**Oversized Weapon (Ex)** An abyssal titan can wield Gargantuan weapons without penalty. Most favor the use of immense short spears.

Abyssal titans live most of their existence in the shadowy depths of the abyssal plains. There they form small communities based around a common goal or concept. Sometimes these are noble goals, such as to rid their territory of aberrations or undead. Just as often, they are nefarious aims—abyssal titans are drawn to either side of the alignment spectrum.

Whatever their cause, they tend to socialize only with others of their kind and avoid contact with other races as much as possible. When one encounters an abyssal titan, they can count on it being a very short meeting, possibly of the most violent sort. Consequently, little is known of them aside from their love of jewelry and sharp, pointy weapons.



## Sea Titan, Ice

*This muscular hulk has bluish white skin, brown hair, and the lower half of a walrus.*

### ICE TITAN

CR 9



XP 6,400

NE Large humanoid (amphibious, cold, giant)

**Init** +1; **Senses** low-light vision; **Perception** +12

**Racial Buoyancy** -225; **Depth Tolerance**: 800 feet

### DEFENSE

**AC** 21, touch 8, flat-footed 21 (+4 armor, -1 Dex, +9 natural, -1 size)

**hp** 133 (14d8+70)

**Fort** +14, **Ref** +3, **Will** +6

**Immune** cold

**Weaknesses** vulnerability to steam

### OFFENSE

**Speed** 10 ft. swim 40 ft.

**Melee** halberd +18/+13 (2d8+13) or 2 slams +18 (1d8+9)

**Space** 10 ft.; **Reach** 10 ft.

**Special Attacks** icy breath (breath weapon, 30-foot cone, cold, Reflex DC 19 for half )

### STATISTICS

**Str** 29, **Dex** 9, **Con** 21, **Int** 10, **Wis** 14, **Cha** 11

**Base Atk** +10; **CMB** +20; **CMD** 29

**Feats** Cleave, Great Cleave, Improved Overrun, Improved Sunder, Martial Weapon Proficiency (halberd), Power Attack, Skill Focus (Stealth)

**Skills** Climb +13, Craft (any one) +7, Intimidate +9, Perception +12, Stealth +2 (+6 in icy terrain);

**Racial Modifiers** +4 Stealth in icy terrain

**Languages** Common, Giant

### ECOLOGY

**Environment** cold coastal

**Organization** solitary, gang (3–5), band (6–12 plus 35% noncombatants and 1 adept or cleric of 1st–2nd level), raiding party (6–12 plus 35% noncombatants, 1 adept or sorcerer of 3rd–5th level, 1–4 dire seals, and 2–3 orcas), or tribe (21–30 plus 1 adept, cleric, or sorcerer of 6th–7th level; 1 barbarian of 7th–9th level; and 15–36 dire seals, 13–22 orcas, and 1–2 walruses)

**Treasure** standard

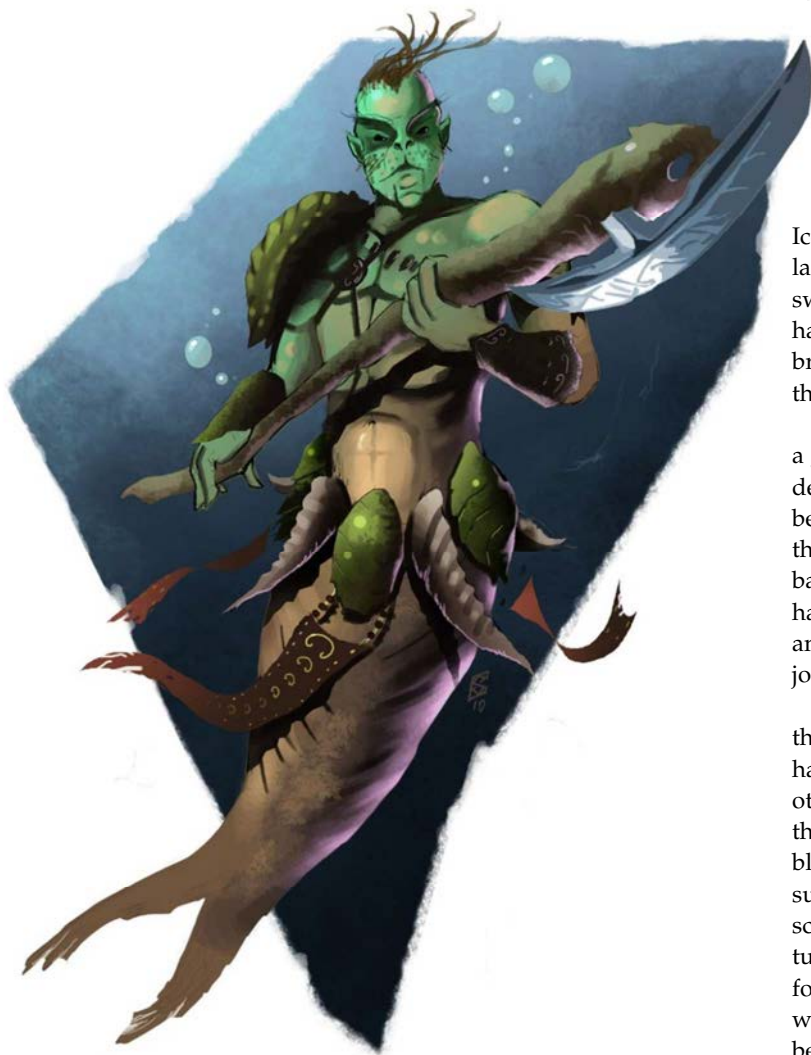
### SPECIAL ABILITIES

**Icy Breath (Su)** The ice titan can breathe forth a cone of icy cold water for 4d6 cold damage every 4 rounds as a standard action. The cold also causes living creatures to be sickened for 3 rounds. A Reflex save halves the damage and negates the sickened effect. The DC is Constitution-based and includes a +3 racial bonus.

Ice titans are around 15 feet long, and move clumsily on land. They are agile swimmers, however, and move quite swiftly with the aid of their powerful walrus-like lower half. Their bluish-white skin supports patchy bristles of brown, red, or blonde hair. Their lower half is covered in thick seal-like fur.

Most ice titans in the Cerulean Seas descended from a group of young stowaways that were living in a cave deep within the Lochgelly Cityberg. The selkies only became aware of their existence long after their arrival in the Cerulean Seas, at which point the titans were banished. Since then, the greedy ice titans have been haunting the coldest waters in the realm. Occasionally, another ice titan family will float in on a stray iceberg and join the local population.

Ice titans are typically lazy, cruel, and selfish creatures that squabble amongst each other and any other races that happen to be nearby. They prefer cold waters to any other, and enjoy the company of walruses. The halberd is their traditional weapon—historically fashioned from the blades of snow sleds. However, with snow sleds in short supply, they have become adept at forging them from scratch. They also enjoy creating harpoons out of walrus tusks. Like many sea titans, and giants in general, they are fond of jewelry, fine armor, and decorative apparel. They will attack and kill others for objects that they desire, before even considering to ask or barter for the objects.





## Sea Titan, Maelstrom

*This muscular giant has deep-blue skin, long white hair, and the lower half of a baleen whale.*

### MAELSTROM TITAN

CR 13



XP 25,600

NG Huge humanoid (amphibious, giant, merfolk)

**Init** +2; **Senses** low-light vision; Perception +23

**Racial Buoyancy** -760; **Depth Tolerance**: 1,200 feet

#### DEFENSE

**AC** 28, touch 10, flat-footed 26 (+6 armor, +2 Dex, +12 natural, -2 size)

**hp** 199 (19d8+114)

**Fort** +17, **Ref** +8, **Will** +13

**Immune** electricity

#### OFFENSE

**Speed** swim 50 ft. (swim 40 ft. in armor)

**Melee** mwk greatspear +27/+22/+17 (4d6+21/17-20) or 2 slams +26 (2d6+14)

**Ranged** mwk composite longbow +15/+10/+5 (3d6+14/×3)

**Space** 15 ft.; **Reach** 15 ft.

**Spell-Like Abilities** (CL 15th)

Constant—*freedom of movement*

2/day—*control weather*, *levitate*

1/day—*electrical surge* (DC 15), *electrical cascade* (DC 18)

#### STATISTICS

**Str** 39, **Dex** 14, **Con** 23, **Int** 16, **Wis** 20, **Cha** 15

**Base Atk** +14; **CMB** +30; **CMD** 42

**Feats** Awesome Blow, Cleave, Combat Reflexes,

Improved Bull Rush, Improved Critical (greatspear),

Improved Sunder, Improved Vital Strike, Iron Will,

Power Attack, Vital Strike

**Skills** Acrobatics +16, Climb +18, Craft (any one) +11,

Diplomacy +18, Intimidate +18, Perception +23,

Perform (sing) +10, Sense Motive +22

**Languages** Aquan, Common, Draconic, Giant

**SQ** militant

#### ECOLOGY

**Environment** any open sea

**Organization** solitary or pod (2-5 plus 1 sorcerer or cleric of 7th-10th level, 1-2 sperm whales, 2-5 orcas, and 4-12 dolphins with the simple advanced template)

**Treasure** standard

#### SPECIAL ABILITIES

**Militant (Ex)** Maelstrom giants are proficient with all simple and all martial weapons.

One of the few species of noble sea titans, the stately maelstrom titan dedicates his life to protecting nature, thwarting evil, and helping those less fortunate. Unfortunately, they are a dying race; with less and less witnessed yearly. There are many causes for this, including an extremely long gestation cycle which tends to ensure maelstrom titan families will be small. Maelstrom titans take several hundred years to mature, and they live for roughly 800 years.

Eons before the Bloody War, maelstrom titans were a proud race of warriors that dominated the seas with their vast unstoppable armies. While they carry on their warrior traditions as they have for millennia before, it is rare to see more than a few at a time, and an army of maelstrom titans has not been seen for over a thousand years.



## Sea Titan, Marsh

*An ugly green brute with menacing eyes, long black hair, and the lower half of an immense crocodile shoots a cruel sneer in your direction.*

### MARSH TITAN

CR 7



XP 3,200

CE Large humanoid (amphibious, giant)

**Init** -1; **Senses** low-light vision; Perception +5

**Racial Buoyancy** -225; **Depth Tolerance**: 600 feet

### DEFENSE

**AC** 21, touch 8, flat-footed 21 (+4 armor, -1 Dex, +9 natural, -1 size)

**hp** 85 (10d8+40)

**Fort** +11, **Ref** +2, **Will** +3

### OFFENSE

**Speed** 20 ft., swim 40 ft.; sprint

**Melee** moon glaive +14/+9 (2d8+10) or 2 slams +13 (1d8+7)

**Space** 10 ft.; **Reach** 10 ft.

**Special Attacks** death roll (2d8+14 plus trip)

### STATISTICS

**Str** 25, **Dex** 8, **Con** 19, **Int** 6, **Wis** 10, **Cha** 7

**Base Atk** +7; **CMB** +15 (+19 to grapple); **CMD** 24 (28 vs. trip)

**Feats** Cleave, Intimidating Prowess, Exotic Weapon Proficiency (moon glaive), Power Attack, Weapon Focus (moon glaive)

**Skills** Climb +7, Intimidate +10, Perception +5

**Languages** Giant

### ECOLOGY

**Environment** any marsh

**Organization** solitary, gang (2–5), band (6–8), raiding party (9–12 plus 2d4 crocodiles), or tribe (13–30 plus 35% noncombatants plus 1 barbarian or fighter chief of 4th–6th level, 12–20 crocodiles, 1–4 halbokian kappas, and 13–20 bogger slaves)

**Treasure** standard

### SPECIAL ABILITIES

**Death Roll (Ex)** When grappling a foe of its size or smaller, a marsh titan can perform a death roll upon making a successful grapple check. As it clings to its foe, it tucks in its legs and rolls rapidly, twisting and wrenching its victim. The marsh titan inflicts its slam damage and knocks the creature prone. If successful, the marsh titan maintains its grapple.

**Sprint (Ex)** Once per minute a marsh titan may sprint, increasing its land speed to 40 feet for 1 round.

Marsh titans are among the most dreadful sea titans in existence. They routinely maim, demolish, and torture for sport. They are truly lawless creatures that form unstable societies based on families. Their malice is reflected in their ugliness; faces twisted with hatred and rage.

While many marsh titans eschew weapons in favor of fists, they are just as likely to wield a moon glaive, which they see as a status symbol. They will enslave creatures specifically to force them to create this weapon. While the sebek-kas purposefully avoid associating with this already similar race, they also share this in common; the moon glaive is considered a holy weapon of Sebek. This strange crocodilian connection suggests that marsh titans and sebek-ka may have worked together in ancient history.





## Sea Titan, Steam

*A fiery giant with crimson skin and long dark hair grimaces at your approach. His lower half is that of a tremendous bright-red crab, replete with snapping pinchers.*

### STEAM TITAN

CR 10



XP 9,600

LE Large humanoid (aquatic, giant, steam)

**Init** -1; **Senses** low-light vision; Perception +15

**Racial Buoyancy** -865; **Depth Tolerance**: 2,000 feet

### DEFENSE

**AC** 24, touch 8, flat-footed 24 (+8 armor, -1 Dex, +8 natural, -1 size)

**hp** 142 (15d8+75)

**Fort** +14, **Ref** +4, **Will** +9

**Immune** steam

**Weaknesses** vulnerability to cold

### OFFENSE

**Speed** 40 ft., swim 40 ft.

**Melee** greatspear +21/+16/+11 (3d6+15) or 2 slams +20 (1d8+10), and 2 pinchers +18 (1d8+10)

**Space** 10 ft.; **Reach** 10 ft.

**Special Attacks** rend (2 pinchers, 1d8 +15), steam breath (breath weapon, 60-foot line, steam, Reflex DC 19 for half)

### STATISTICS

**Str** 31, **Dex** 9, **Con** 21, **Int** 10, **Wis** 14, **Cha** 10

**Base Atk** +11; **CMB** +22; **CMD** 31 (43 vs. trip)

**Feats** Cleave, Great Cleave, Improved Overrun, Improved Sunder, Iron Will, Martial Weapon Proficiency (greatspear), Multiattack<sup>B</sup>, Power Attack, Weapon Focus (greatspear)

**Skills** Climb +14, Craft (any one) +8, Intimidate +11, Perception +15

**Languages** Common, Giant

### ECOLOGY

**Environment** volcanic vents and hot springs

**Organization** solitary, cast (2–5), band (6–12 plus 35% noncombatants and 1 adept or cleric of 1st–2nd level), raiding party (6–12 plus 1 adept or sorcerer of 3rd–5th level, 2–5 hammerhead sharks, and 2–3 scraggs or phantom lobsters), or tribe (20–30 plus 1 adept, cleric, or sorcerer of 6th–7th level; 1 fighter or mariner of 8th–9th level as king; and 17–38 hammerhead sharks, 12–22 scraggs, 7–12 phantom lobsters, and 1–2 young scream dragons)

**Treasure** standard

### SPECIAL ABILITIES

**Steam Breath (Su)** The steam titan can breathe forth a line of boiling water for 4d6 steam damage every 4 rounds as a standard action. The hot water also causes living creatures to be sickened for 3 rounds. A Reflex save halves the damage and negates the sickened effect. The DC is Constitution-based and includes a +3 racial bonus.

These 20-foot-tall sea titans form well-ordered hostile bands. A war-mongering race, the steam titans militaristically patrol their territory and are ruthless to intruders. They are in constant conflict with those around them as they try to expand this territory. While lacking any sort of empathy or compassion, they do have a strict moral code when it comes to obeying orders. As a result, many evil races consider them to be excellent mercenaries, and are often employed by the deep drow as body guards. Their superficial resemblance to the deep drow goddess, Saloth, has made female steam titans quite popular with this race, which will pay a hefty sum to keep them employed... or go to great lengths to enslave them.



## Sea Titan, Tidal

The grotesque grey-skinned giant opened his mouth to reveal a set of shark-like teeth, which matches well his lower half, which is also that of a shark.

### TIDAL TITAN

CR 8



XP 4,800

NE Large humanoid (aquatic, giant, merfolk)

**Init** +2; **Senses** darkvision 60 feet, keen scent, low-light vision; Perception +10

**Racial Buoyancy** -110; **Depth Tolerance**: 1,200 feet

### DEFENSE

**AC** 22, touch 11, flat-footed 20 (+2 Dex, +11 natural, -1 size)

**hp** 102 (12d8+48)

**Fort** +12, **Ref** +6, **Will** +7

### OFFENSE

**Speed** swim 60 ft.

**Melee** glaive +16/+11 (2d8+12) or 2 slams +16 (1d8+8), and bite +11 (1d6+8)

**Ranged** light crossbow +11/+6 (1d10+12)

**Space** 10 ft.; **Reach** 20 ft.



### STATISTICS

**Str** 27, **Dex** 15, **Con** 19, **Int** 10, **Wis** 12, **Cha** 10

**Base Atk** +9; **CMB** +18; **CMD** 30

**Feats** Iron Will, Martial Weapon Proficiency (glaive), Point-Blank Shot, Power Attack, Precise Shot, Quick Draw

**Skills** Acrobatics +7, Intimidate +10, Perception +10

**Languages** Common, Giant

### ECOLOGY

**Environment** any open sea

**Organization** solitary, gang (2–5), school (4–8), hunting party (9–12 plus 1 elder), or tribe (13–30 plus 35% noncombatants, 1–3 elders, and 4–6 titanichthys)

**Treasure** standard

### SPECIAL ABILITIES

**Keen Scent (Ex)** A tidal titan can notice creatures by scent in a 180-foot radius underwater and can detect blood in the water at ranges of up to a mile.

Tidal titans are fierce predators of the open sea that delight in consuming Medium-sized and smaller sentient races. They are characteristically nomadic, with entire tribes migrating throughout the seas, often following food and resources. Despite their resemblance to sharks, they avoid the company of other predators as much as possible. Tidal titans do not like sharing or competing for anything. This is why they prefer the titanichthys as an animal companion, as it is large enough to be an effective beast of burden and typically consumes creatures too small to be of concern to a tidal titan.

While often mistaken for big, dumb brutes, tidal titans are actually quite calculating and logical. Their basic drive is to get as much as they can with as little effort as they can muster. If one can convince a tidal titan that there is a better, easier way to obtain what they are after, they will very likely take that route. However, that doesn't mean that they won't return afterwards or feel the least bit indebted for good advice.



# Sebek-ka

*With arms bearing semblance from a forgotten time, this crocodilian warrior steps forward with holy fury in his eyes and blood on his teeth.*

## SEBEK-KA

CR 9



XP 6,400

Male sebek-ka paladin 10

LG Medium humanoid (amphibious, anthromorph)

Init +0; Senses Perception +5

Racial Buoyancy -50<sup>A</sup>; Depth Tolerance 300 feet

Aura courage (10 ft.), resolve (10 ft.)

## DEFENSE

AC 14, touch 10, flat-footed 14 (+4 shield)

hp 89 (10d10 + 30)

Fort +11, Ref +6, Will +9

Defensive Abilities divine grace, reptilian mind

Immune charm, disease, fear

## OFFENSE

Speed swim 30ft.

Melee +1 mithrite moon glaive +15 (1d10+5) or bite +14 (1d8+4)

Space 5ft.; Reach 5ft.

Special Attacks: ferocious hunger, channel positive energy (DC 17, 5d6), smite evil 4/day (+2 to attack and AC, +10 to damage)

Paladin Spell-Like Abilities (CL 10, Concentration +12)

At-will—*detect evil*

Paladin Spells Prepared (CL 7, Concentration +9)

2nd—*resist energy*, *shark's strength*

1st—*knight's calling* (DC 13), *protection from evil*, *create air*

## STATISTICS

Str 18, Dex 10, Con 14, Int 10, Wis 10, Cha 14

Base Atk +10; CMB +13; CMD 23

Feats Exotic Weapon Proficiency (moon glaive), Power Attack, Shield Focus, Saving Shield, Toughness

Skills Diplomacy +10, Knowledge (religion) +8, Perception +5, Sense Motive +8

Languages Common, Halbok

SQ amphibious, aura of good, bestial senses, detect evil, divine bond (weapon, +2, 2/day), landwalker, lay on hands (5d6 7/day), mercies (fatigued, shaken, poison)

## ECOLOGY

Environment warm shoreline

Organization solitary, pair, or band (3–5)

Treasure NPC gear (+2 mithrite small shield, +1 mithrite moon glaive)

## SPECIAL ABILITIES

**Amphibious:** Sebek-ka possess lungs, and may survive underwater for 1 hour per 2 points of Constitution before beginning to drown.

**Bestial Senses:** Sebek-ka receive a +2 racial bonus to Perception checks to notice potentially animate creatures or objects, and always receive a check to notice movement within 50 feet (even when not actively looking).

**Ferocious Hunger:** Sebek-kas receive a +1 bonus on attack rolls against foes of Tiny size or smaller.

**Landwalker:** Sebek-ka may move on land at 75% of their swim speed.

**Reptilian Mind:** If a Sebek-ka fails a Will saving throw, he may reroll and take the second result.

Sebek-kas are fundamentally humanoid archosaurs. They have long crocodilian snouts and their bodies are covered in thick scales that range in color from brilliant green to dark brown. They have long, massive tails that help them swim. They are well adapted to aquatic life by having webbed feet, nostrils on top of their snout that can be closed by valves, and eyes with a transparent membrane that closes while underwater.

In the centuries since the flood, the sebek-ka have resurrected a long dead civilization. While their leader, or pharaoh, is not a human this time around, he is no less venerated. Their population has grown ten-fold, and they have temples dotted throughout the Cerulean Seas.

## SEBEK-KA CHARACTERS

Sebek-kas are defined by their class levels – they do not possess racial Hit Dice. All sebek-kas have the following traits.

**+2 Strength, +2 Wisdom, -2 Intelligence:** Sebek-kas are powerful and highly in-tune with their surroundings. Unfortunately, most individuals are not intellectuals.

**Racial Buoyancy:** -50<sup>A</sup>, **Depth Tolerance:** 300 feet

**Medium:** Sebek-kas are Medium creatures.

**Swim Speed:** Sebek-kas have a base swim speed of 30 feet.

**Anthromorph (lunged):** Sebek-kas have the anthromorph subtype.

**Bite Attack:** A sebek-ka has a fierce bite which is natural weapon attack that inflicts 1d8 points of damage (×2 critical) on a hit. This is a primary attack or a secondary attack if the sebek-ka wields any other weapon.

**Ferocious Hunger, Reptilian Mind:** See Special Abilities above.

**Languages:** Sebek-kas begin play speaking Common and Halbok. Sebek-kas with high Intelligence scores can choose any of the following: Boggard, Draconic, Delatari, and Lok'tar.



# Selkie, Lochgelly

*A beautiful dark-hair sea nymph rests on the shore, stroking her pet seal. In her eyes, you can see a touch of shadow and madness.*

## LOCHGELLY SELKIE

CR 4



XP 1,200

Female selkie witch 5

CE Medium humanoid (amphibious, feykith)

**Init** +3; Senses low-light vision; Perception +5

**Racial Buoyancy** -50<sup>A</sup> (elf), -25<sup>A</sup> (seal); **Depth Tolerance** 600 ft.

## DEFENSE

**AC** 14, touch 14, flat-footed 10 (+3 Dex, +1 dodge)

**hp** 25 (5d6 + 5)

**Fort** +2, **Ref** +4, **Will** +6

**Defensive Abilities** cold tolerance, feykith resistance

## OFFENSE

**Speed** swim 30ft. (elven), 60 ft. (seal)

**Melee** mwk dagger +2 (1d4-1/19-20))

**Space** 5ft.; **Reach** 5ft.

**Witch Spells Prepared** (CL 5, Concentration +8)

3rd- *bestow curse* (DC 17), *suggestion* (DC 16)

2nd- *blindness/deafness* (DC 16), *fester* (DC 16), *boiling gaze* (DC 15)

1st- *ink*, *mage armor*, *ray of enfeeblement* (2, DC 15)

0 (at will)- *dancing lights*, *detect magic*, *read magic*, *touch of fatigue* (DC 14)

**Patron** Deception

## STATISTICS

**Str** 8, **Dex** 16, **Con** 12, **Int** 16, **Wis** 10, **Cha** 12

**Base Atk** +2; **CMB** +1; **CMD** 14

**Feats** Dodge, Iron Will, Spell Focus (Necromancy)

**Skills** Acrobatics +11, Heal +6, Intimidate +6, Knowledge (arcana) +11, Perception +5, Spellcraft +11

**Languages** Aquan, Common, Delatari, Lok'tar, Pinnipar

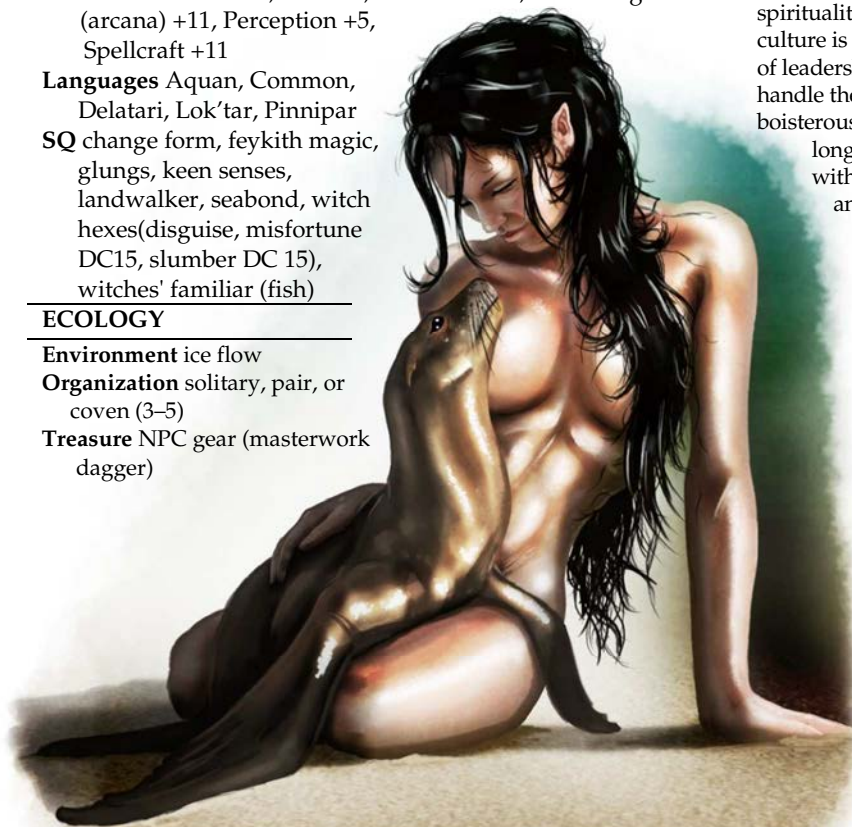
**SQ** change form, feykith magic, glungs, keen senses, landwalker, seabond, witch hexes(disguise, misfortune DC15, slumber DC 15), witches' familiar (fish)

## ECOLOGY

**Environment** ice flow

**Organization** solitary, pair, or coven (3-5)

**Treasure** NPC gear (masterwork dagger)



## SPECIAL ABILITIES

**Change Form:** Lochgelly selkies can change form from elf to seal or from seal to elf as a full-round action. They may remain in their new form indefinitely; though they instantly revert back to their seal form when unconscious or slain.

Equipment does not change with a selkie when she changes, though it can be magically enchanted to do so. Aside from base speed, and buoyancy, a lochgelly selkie's statistics remain the same in either form, though the following bonuses and limitations apply to their seal form:

**Animal Mimicry:** Selkies in seal form can easily pass as normal seals. Selkies make a Disguise check with a +5 bonus to blend in with or pass as a normal, "non-sentient" animal. To accomplish this, however, they must not be wearing any equipment, as that would surely betray their true nature.

**Seawalker:** Seals were never meant to move gracefully on land. They do so at a base speed of 5 feet.

**Trueform:** Selkies in seal form have all the physical limitations of a normal animal of the same type. Selkie seals cannot wield weapons made for humanoids, operate complex devices, or generally do anything that normally requires delicate manipulation.

**Seabond:** Lochgelly selkies are in tune with their homeland, and can use the magnetic pull of the planet to find their way home. They must bond with any location they consider their home over the course of a lunar cycle.

In seal form, lochgelly selkies are indistinguishable from normal Medium-sized seals, aside from a faint magical aura visible through divination spells. In elven form, lochgelly selkies look very human. Their hair color often changes to fiery red, black, or sandy brown. Their eyes remain the same shade of brown. Their ears are still smaller than the typical elf but pointed. The elven form also has webbed fingers and toes.

Selkies are fiercely territorial, and will defend their homeland with violent fury. Like other tribal societies, spirituality takes a great importance in everyday matters. Their culture is matriarchal, but males are allowed to be in positions of leadership if they possess the desire and the patience to handle the responsibility. Selkies love freedom and the right to boisterous celebration. Every moon cycle has at least one day-long holiday in selkie tradition, which is typically filled with competitive games and fighting, gluttonous eating, and consuming intoxicating substances.

## LOCHGELLY SELKIE CHARACTERS

Lochgelly selkies are defined by their class levels – they do not possess racial Hit Dice. All Lochgelly selkies have the following traits.

**+2 Dexterity, +2 Charisma, -2 Wisdom:** Selkie are lissome and charismatic, but are prone to act without thinking.

**Racial Buoyancy:** -50<sup>A</sup> (elf) / -25<sup>A</sup> (seal), **Depth Tolerance:** 600 feet

**Medium:** Lochgelly selkies are Medium creatures.

**Feykith:** Selkies have the feykith subtype.

**Variable Swim Speed:** Lochgelly selkies have a base swim speed of 30 feet in elven form, and 60 feet in seal form.

**Change Form, Seabond:** See Special Abilities above.

**Languages:** Lochgelly selkies begin play speaking Common and Pinnipar. Selkies with high Intelligence scores can choose any of the following: Aquan, Ceti, Delatari, Draconic, Lok'tar, and Sylvan.



## Septapus

A large octopoid creature possessing a flattened head studded with ten black eyes studies you. Seven long tentacles tipped with hand-like claws sway around it, and a long tentacle tipped with a siphon rears like an angry snake.

### SEPTAPUS

CR 8



XP 4,800

N Large animal (aquatic)

**Init** +8; **Senses** low-light vision; Perception +8

**Racial Buoyancy** -10; **Depth Tolerance**: 1,000 feet

### DEFENSE

**AC** 19; touch 13, flat-footed 15 (+4 Dex, +6 natural, -1 size)

**hp** 67 (9d8+27)

**Fort** +9, **Ref** +10, **Will** +5

### OFFENSE

**Speed** 20 ft., swim 30 ft., jet 400 ft.

**Melee** bite +9 (1d8+4 plus poison), 7 tentacles +8 (1d6+4 plus grab), or bite +9 (1d8+4 plus poison), 7 claws +9 (1d6+4)

**Space** 10 ft.; **Reach** 10 ft. (30 ft. with tentacles)

**Special Attacks** constrict (1d6+4), great rend, syphon

### STATISTICS

**Str** 18, **Dex** 19, **Con** 17, **Int** 2, **Wis** 14, **Cha** 3

**Base Atk** +6; **CMB** +11 (+15 grapple); **CMD** 25 (can't be tripped)

**Feats** Combat Reflexes, Improved Initiative, Multiattack, Skill Focus (Stealth), Weapon Focus (tentacle)

**Skills** Acrobatics +10, Perception +8, Stealth +15; **Racial Modifiers** Stealth +6

### ECOLOGY

**Environment** tropical ocean

**Organization** solitary

**Treasure** standard

### SPECIAL ABILITIES

**Great Rend (Su)**: A septapus that hits with multiple claws in a single round deals an additional 1d6 points of damage for each claw that hits after the first.

**Jet (Ex)**: A septapus can jet in a straight line as a full-round action. It does not provoke an attack of opportunity while jetting.

**Poison (Ex)** Bite-injury, *save* Fortitude DC 17; *frequency* 1/round for 4 rounds; *effect* 1d3 Str, *cure* 1 save.

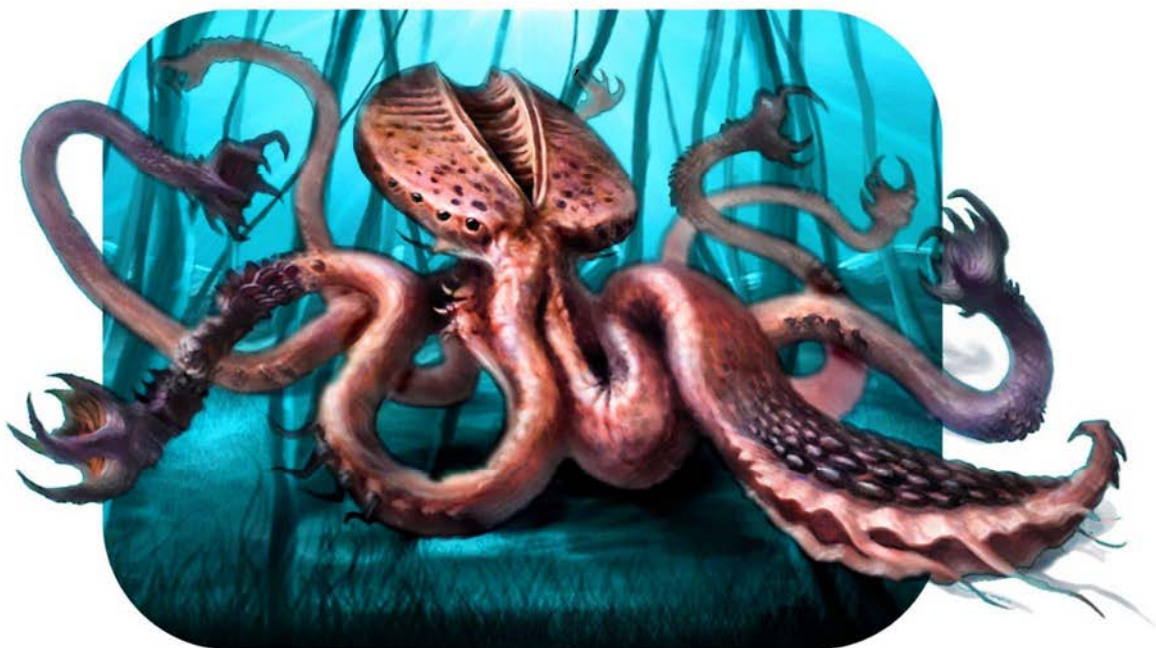
**Syphon (Ex)**: A septapus may blast a 30-foot line of water as a full-round action, with all targets in the line making a DC 17 Reflex save or be knocked prone. Alternatively the septapus may target a single creature of Medium size or smaller within 30 feet and pull it 30 feet closer to the creature.

Septapus are a greatly feared tropical predator, thankfully rare due to their own cannibalistic traits. They are inquisitive, and will investigate any unfamiliar object they see, often attacking the owners of said objects when they react with fear or aggression. A septapus need only feed on a creature of its size once a week to survive, and spend much of their time slumbering in hidden dens.

An angry septapus is a brutal foe, blasting foes with jets of water before pulling a choice morsel close to tear apart with its clawed tentacles. Even the largest predators in their range rapidly learn to avoid a septapus for the damage they deal. They are fast to flee a determined foe, however, jetting to safety.

Septapus have an unfortunate habit of lurking near fish farms, poaching both fish and, on occasion, the farmer. In general they avoid humanoids unless disturbed or very hungry. They amass piles of shiny items, ranging from fish scales, shells, weapons, and even ancient coins.

Rumors persist of conclaves of awakened septapi hidden deep within the wildest reefs. No sage or storyteller claims to have any actual evidence of such creatures, yet just the idea is enough to cause fear in those that have battled a septapus.



# Sharg



The monster races through the water like a shark. Its body is sleek, and the beast's wide jaws are filled with teeth. Between the shark-like face and body two unnatural arms jut out holding a spear.

## SHARG

CR 2



XP 600

CE Medium monstrous humanoid (aquatic, merfolk)

Init +5; Senses low-light vision, blindsense 30 ft.;

Perception +6

Racial Buoyancy -25; Depth Tolerance: 1,200 feet

## DEFENSE

AC 14, touch 11 flat-footed 13 (+1 Dex, +3 natural)

hp 20 (3d10+4)

Fort +3, Ref +4, Will +3

Defensive Abilities evasion

## OFFENSE

Speed 5 ft., swim 60 ft.

Melee spear +4 (1d8+1/x3), bite -1 (1d6) or bite +4 (1d6+1 plus bleed)

Ranged javelin +4 (1d6+1/x3)

Special Attacks feeding frenzy

## STATISTICS

Str 13, Dex 13, Con 14, Int 6, Wis 11, Cha 9

Base Atk +3; CMB +4 CMD 15

Feats Improved Initiative, Lightning Reflexes

Skills Acrobatics +4, Perception +6

Languages Sahu

SQ dart

## ECOLOGY

Environment temperate seas

Organization solitary, pair, pack (2-12)

Treasure standard

## SPECIAL ABILITIES

**Bleed (Ex)** Whenever a sharg bites a target as part of a standard action, the sharg's bite deals 1 point of bleed damage.

**Dart (Ex)** Sharg's are masters of getting into and out of combat. A sharg that successfully hits after a charge attack may move 15 feet as a free action. This move does not provoke attacks of opportunity.

**Feeding Frenzy (Ex)** Once per day, a sharg that deals damage in combat can fly into a frenzy the following round. It gains +2 Constitution and +2 Strength but takes a -2 penalty to AC. The frenzy lasts 1 minute or as long as the battle, whichever comes first.

Shargs are bred to be soldiers and slaves to sahuagin. Their tenacity, quickness, and stupidity have ensured they perfectly serve those roles. Fearless and possessed of a shark's savagery, shargs plummet headlong into battle at the behest of their masters.

Shargs resemblance to sharks is no happy accident. The sahuagin labored to magically fuse the hunting instincts and deadly weapons of the shark into a more useful form. It is rumored that many of the rejected efforts of the sahuagin's early attempts still roam the sea. These rumors speak of beasts so feral and deadly that they can capsize boats in seconds or devour a whole seafolk in the blink of an eye.

While whatever happened to the sahuagin's first attempts is open to discussion, the success of the sharg is not. Many other races fret and fear over the devil fish's slave stock and worry that a looming invasion is at hand. If they are correct, the sharg will lead the way for their bloodthirsty masters.

An ongoing feud exists between the shargs and the carchardians. Both are the results of sahuagin tinkering; while the carchardians had the good sense to abandon their creators, the shargs seem incapable of rebellion. Truly, shargs outnumber sahuagin in the Cerulean Seas, as the latter is rarely seen at all, and shargs have been spotted everywhere. Carchardians believe that if they bully the shargs long enough, they can coerce their loyalty. The two races fight like rival siblings.





## Shark, Edestus

At first glance, this fish appears to be a particularly huge, azure-colored great white shark with elongated features and a short dorsal fin. Then the jaws come into view—a scissor-like array of razor-sharp teeth unnaturally extending from its head.

### EDESTUS

CR 7



XP 800

N Huge animal (aquatic)

**Init** +2; **Senses** low-light vision, scent; **Perception** +9

**Racial Buoyancy** -370; **Depth Tolerance**: 1,200 feet

#### DEFENSE

**AC** 20, touch 11, flat-footed 17 (+2 Dex, +1 dodge, +9 natural, -2 size)

**hp** 105 (10d8+60)

**Fort** +14, **Ref** +9, **Will** +4

#### OFFENSE

**Speed** swim 50 ft.

**Melee** bite +14 (2d8+12/18-20 plus grab)

**Space** 15 ft.; **Reach** 20 ft.

**Special Attacks** eviscerating bite, swallow whole (2d4+8 bludgeoning damage, AC 14, 10 hp)

#### STATISTICS

**Str** 26, **Dex** 15, **Con** 20, **Int** 2, **Wis** 13, **Cha** 9

**Base Atk** +7; **CMB** +17; **CMD** 30

**Feats** Dodge, Great Fortitude, Mobility, Toughness, Weapon Focus (bite)

**Skills** Acrobatics +10, **Perception** +9

#### ECOLOGY

**Environment** any ocean

**Organization** solitary or school (3-12)

**Treasure** none

#### SPECIAL ABILITIES

**Eviscerating Bite (Ex)** An edestus's bite is particularly dangerous. It threatens a critical hit on a 18–20.

The edestus, or scissor-head shark is a powerful predator from prehistoric times. Their deadliness is only matched by their insatiable appetite. Wounds from an edestus bite are horrific; the monster does not just chomp down,

but also retracts its jaw in a saw-like fashion. The edestus preys on Anything smaller than itself. They grow 25-30 feet long.

## Shark, Goblin

A greyish-pink shark with a long, trowel-shaped, beak-like snout swims by. Fascination turns to horror when it turns in your direction, contorts its head into a nightmarish visage and unleashes a set of protrusable jaws filled with dagger-like teeth.

### GOBLIN SHARK

CR 4



XP 1,200

N Large animal (aquatic)

**Init** +4; **Senses** blindsight 60 ft., low-light vision, scent; **Perception** +12

**Racial Buoyancy** -110; **Depth Tolerance**: 6,000 feet,

**Pressure Sensitivity**: 300 feet

#### DEFENSE

**AC** 15, touch 9, flat-footed 15 (+6 natural, -1 size)

**hp** 42 (5d8+20)

**Fort** +7, **Ref** +4, **Will** +2

#### OFFENSE

**Speed** swim 40 ft.

**Melee** bite +8 melee (2d6+9)

#### STATISTICS

**Str** 23, **Dex** 10, **Con** 17, **Int** 2, **Wis** 13, **Cha** 8

**Base Atk** +3; **CMB** +10; **CMD** 20

**Feats** Improved Initiative, Skill Focus (Perception), Toughness

**Skills** Perception +12

#### ECOLOGY

**Environment** midnight zone

**Organization** solitary or school (3-12)

**Treasure** none

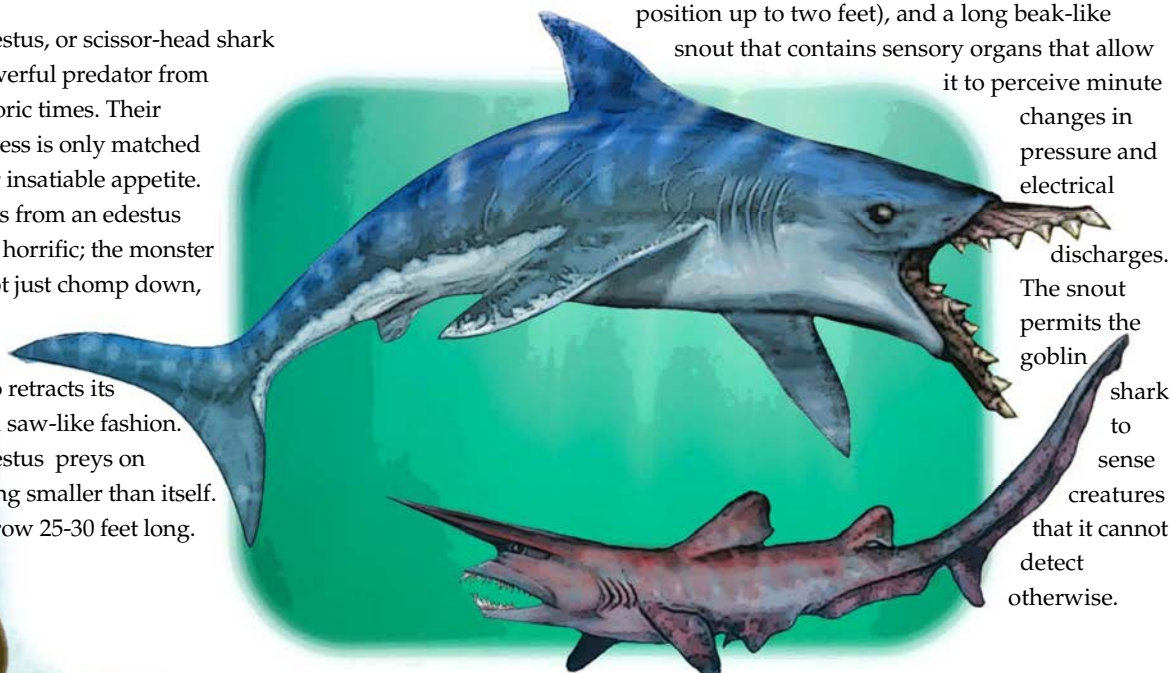
The goblin shark is a common deep-sea shark with many unusual qualities. It grows up to fifteen feet long, has a pinkish coloration, protrusable jaws (they extend from their normal position up to two feet), and a long beak-like snout that contains sensory organs that allow

it to perceive minute changes in pressure and electrical

discharges.

The snout permits the goblin

shark to sense creatures that it cannot detect otherwise.



## Shark, Helicoprion

This large shark has a long beak-like mouth. Its lower jaw has a spiraling set of teeth that look designed to shred flesh.

HELICOPRION	CR 3			
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XP 800

N Large animal (aquatic)

**Init** +5; **Senses** darkvision 60 ft., low-light vision; Perception +6

**Racial Buoyancy** -110; **Depth Tolerance**: 900 feet

### DEFENSE

**AC** 15; touch 10, flat-footed 14 (+1 Dex, +5 natural, -1 size)

**hp** 26 (4d8+8)

**Fort** +9, **Ref** +5, **Will** +2

### OFFENSE

**Speed** swim 60 ft.

**Melee** bite +6 (1d8+4)

**Special Attacks** slice armor

### STATISTICS

**Str** 16, **Dex** 15, **Con** 15, **Int** 1, **Wis** 12, **Cha** 2

**Base Atk** +3; **CMB** +7; **CMD** 19

**Feats** Improved Initiative, Weapon Focus (bite)

**Skills** Acrobatics +7, Perception +6

### ECOLOGY

**Environment** any ocean

**Organization** solitary, pair, school (4-8)

**Treasure** none

### SPECIAL ABILITIES

**Slice Armor (Ex)**: Every time a helicoprion deals max damage or gets a successful critical, the victim's natural or worn armor takes a -1 to its AC bonus. Natural armor returns as the damage that was dealt is healed, manufactured armor requires a DC 13 Craft (armor) check.

Helicoprions are an ancient line of primitive sharks, most common in shallow coastal waters. They prefer to feed on heavily armored ammonites and nautilus, but will take whatever prey becomes available. They tend to flee creatures that are their size or larger, but will fight fiercely if threatened.

Helicoprions have a massive bite with their curving, saw-like teeth. The teeth puncture armor, be it shell or stronger material, and rip pieces off to expose softer flesh underneath. Groups of helicoprions often form into loose nomadic packs, working together to surround and tear prey apart.

## Shark, Maulhead

This shark would look very much like a standard hammerhead shark, if it were not for its long, serpent-like neck.

MAULHEAD SHARK	CR 5			
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XP 1,600

N Large animal (aquatic)

**Init** +7; **Senses** blindsense 30 ft., low-light vision, keen sense; Perception +8

**Racial Buoyancy** -110; **Depth Tolerance**: 600 feet

### DEFENSE

**AC** 18; touch 12, flat-footed 15 (+3 Dex, +6 natural, -1 size)

**hp** 52 (8d8+16)

**Fort** +10, **Ref** +9, **Will** +3

### OFFENSE

**Speed** swim 60 ft.

**Melee** bite +10 (2d4+6 plus grab)

**Space** 10 ft.; **Reach** 10 ft.

**Special Attacks** snatch

### STATISTICS

**Str** 18, **Dex** 17, **Con** 14, **Int** 1, **Wis** 12, **Cha** 3

**Base Atk** +6; **CMB** +11; **CMD** 24

**Feats** Great Fortitude, Improved Initiative, Power Attack, Weapon Focus (bite)

**Skills** Acrobatics +10, Perception +8

### ECOLOGY

**Environment** any ocean

**Organization** solitary, pair, pack (3-6)

**Treasure** none

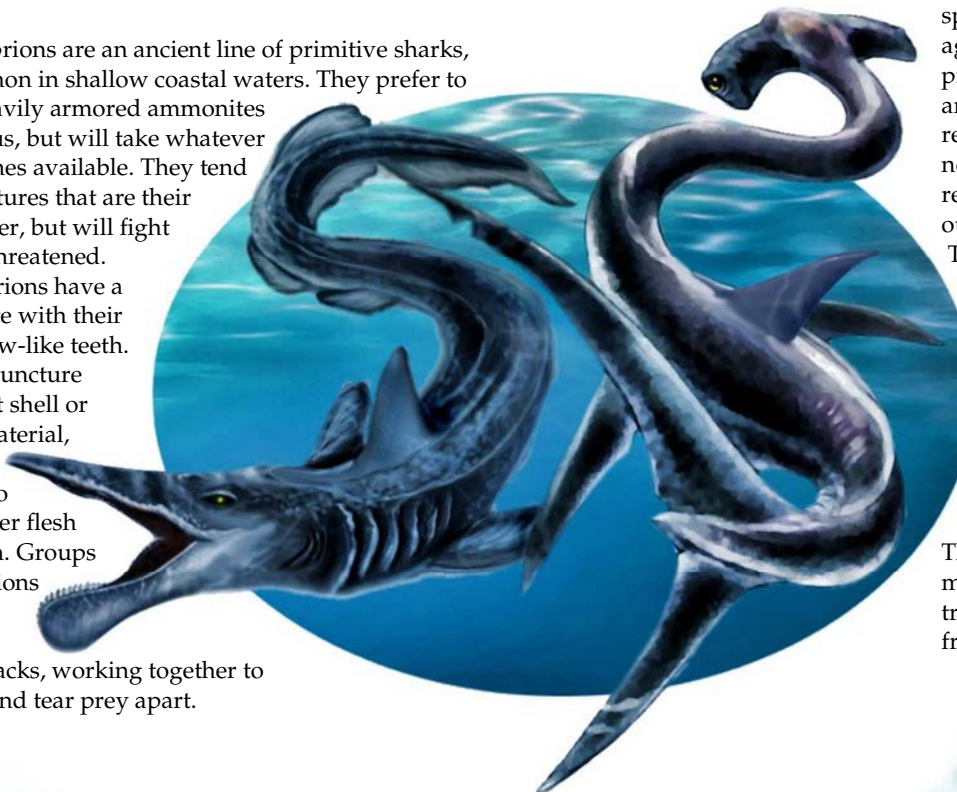
### SPECIAL ABILITIES

**Snatch (Ex)**: A maulhead that succeeds in a grab attack on a target at least one size smaller than itself can pull a target off a ship or shore with a successful grapple check.

Maulheads are a rare species of highly aggressive shark that prefers to attack from ambush, using its natural reach to pull prey out of nooks and crannies in reefs...or off boats and outdoors of dwellings.

They will stalk prey for days at a time, waiting for it let down its guard or sleep.

Maulheads commonly attack creatures their size or smaller, trusting in their natural reach to give them an advantage. They seem to relish mogogol flesh, and will travel miles to hunt the frog folk down.





# Ship of the Damned

A ship looms out of the fog before you. Its sails are tattered but operational. Despite the fact no one answers your hails, the ship itself seems seaworthy and well preserved.

## SHIP OF THE DAMNED

Languages Common

Racial Buoyancy 0; Depth Tolerance: immune to pressure

### ECOLOGY

Environment ocean

Organization solitary

Treasure standard

### SPECIAL ABILITIES

**Animate Objects (Su):** A ship of the damned can animate parts of itself at will, attacking those that board it. It gains 4 Construction Points (CP) at Medium size, 6 CP at Large size, 8 at Huge size, 10 at Gargantuan, and 12 at Colossal. It may purchase off the table on page 14 of the *Bestiary* and from the following list:

**Anchor (Ex, 1 CP):** The ship may make an attack roll at its highest attack bonus to strike a target swimming below it with its anchor. This blow deals 1d6 points of damage per size category of the ship, and takes 1 round per 10 feet of depth to reset.

**Bow Drop (Ex, 1 CP):** The ship drops its bow into the water, causing a wave to sweep across its deck. All on deck must make a Reflex save, DC 10 + half the ship's HD + its Strength modifier to resist being swept into the sea.

**Crab Trap (Ex, 2 CP):** The ship is equipped with heavy traps that swing at a victim, gaping wide open. It makes an attack similar to its slam attack, and it gets a grapple attack as a free action. If successful it slams shut on the victim, trapping her, and dropping her into the sea on its next action.

**Crow's Nest (Ex, 2 CP):** A ship of the damned must be at least Large to possess this feature. If a target climbs to the crow's nest the bottom separates, dropping the unfortunate to the decks below, and dealing damage based on the drop.

**Fishing Lines (Ex, 3 CP):** The vessel is loaded with long fishing lines, studded with wicked hooks and heavy weights. The ship makes a slam attack, dealing 3d6 points of both piercing and bludgeoning damage. The lines leave the character entangled, and deal 1d6 points of damage per round. Removing the lines take 1d4 rounds and deal an additional 1d6 damage to the victim. The ship often (50% of the time) has the gear rigged to dump the lines, with the weights heading directly to the seabed.

**Nets (Ex, 1 CP):** The ship is equipped with massive nets, large enough to hold 6 Medium creatures. These nets sweep across the deck, requiring a Reflex save, DC 10 + half the ship's HD + its Dexterity modifier to resist. Creatures caught within the nets are hoisted to the height of the masts. Cutting through the rope requires 16 hit points of damage with a light slashing weapon.

**Poltergeist Attack (Su, 3 CP):** The ship can animate objects on the ship such as swords, spears, and the jaws of predators like sharks. It may make a number of attacks per round equal to its Charisma modifier, at its highest attack bonus.

**Rope (Ex, 2 CP):** The ship possesses 1 coil of rope per size category that act as ropes of entanglement.

**Sweeping Mast (Ex, 1 CP):** The ship may make a slam attack against up to 3 targets in connecting squares. The targets take slam damage, and must make a Strength check or be knocked prone. Targets near the railing of the ship may instead be knocked overboard.

**Ram (Ex):** A ship of the damned deals its ram damage to all targets in the water that it passes over.

## MEDIUM SHIP OF THE DAMNED

CR 4

XP 1,200

NE Medium undead (aquatic)

Init +4; Senses darkvision 60 ft.; Perception +10

### DEFENSE

AC 17; touch 10, flat-footed 17 (+7 natural)

hp 42 (5d8+20)

Fort +5, Ref +1, Will +6

Immune undead traits, DR 2/-

### OFFENSE

Speed swim 30 ft.

Melee slam +5 (1d4+2), or ram +5 (1d6+2)

Special Attacks animate object, ram

Spell-like Abilities (CL 5, Concentration +9)

At will-clairaudience/clairvoyance, magic aura, persistent image (DC 20)

1/day-control weather, summon (1d3 sharks, 100%)

### STATISTICS

Str 12, Dex 10, Con -, Int 9, Wis 15, Cha 18

Base Atk +3; CMB +4; CMD 14, (can't be tripped)

Feats Improved Initiative, Weapon Focus (ram, slam)

Skills Acrobatics +1, Intimidate +12, Perception +10, Sense Motive +9

## LARGE SHIP OF THE DAMNED

CR 7

XP 3,200

NE Large undead (aquatic)

Init +3; Senses darkvision 60 ft.; Perception +16

### DEFENSE

AC 20; touch 8, flat-footed 20 (-1 Dex, +12 natural, -1 size)

hp 85 (10d8+40)

Fort +7, Ref +2, Will +10

Defensive Abilities channel resistance 3; Immune undead traits, DR 5/-

### OFFENSE

Speed swim 60 ft.

Melee 2 slams +12 (1d6+5), or ram +12 (1d8+7)

Special Attacks animate object, ram

Spell-like Abilities (CL 10, Concentration +14)

At will-clairaudience/clairvoyance, magic aura, persistent image (DC 20)

1/day-call lightning (DC17), control weather, summon (2d4 sharks or 1 giant squid, 100%)

### STATISTICS

Str 20, Dex 9, Con -, Int 12, Wis 17, Cha 19

Base Atk +7; CMB +13; CMD 22, (can't be tripped)

Feats Improved Initiative, Power Attack, Vital Strike, Weapon Focus (ram, slam)

Skills Acrobatics +9, Intimidate +17, Knowledge (arcana) +14, Perception +16, Sense Motive +16

## HUGE SHIP OF THE DAMNED

CR 11

XP 12,800

NE Huge undead (aquatic)

Init +3; Senses darkvision 100 ft.; Perception +23

### DEFENSE

AC 25; touch 7, flat-footed 25 (-1 Dex, +18 natural, -2 size)

hp 142 (15d8+75)

Fort +10, Ref +4, Will +14

Defensive Abilities channel resistance 5; Immune undead traits, DR 10/-

### OFFENSE

Speed swim 100 ft.

Melee 2 slams +20 (1d8+10), or ram +20 (2d6+15)

Special Attacks animate object, ram



### Spell-like Abilities (CL 15, Concentration +20)

At will-*clairaudience/clairvoyance*, *magic aura*, *persistent image* (DC 21)  
1/day-*call lightning* (DC 18), *control weather*, *summon* (2d4 sharks or 1d2 giant squid, 100%)

### STATISTICS

**Str** 30, **Dex** 8, **Con** -, **Int** 15, **Wis** 21, **Cha** 20

**Base Atk** +11; **CMB** +23; **CMD** 32, (can't be tripped)

**Feats** Awesome Blow, Improved Bull Rush, Improved Initiative, Improved Vital Strike, Power Attack, Vital Strike, Weapon Focus (ram, slam)

**Skills** Acrobatics +8, Intimidate +23, Knowledge (arcana, religion) +20, Perception +23, Sense Motive +23, Stealth +0

### GARGANTUAN SHIP OF THE DAMNED

CR 15

XP 51,200

NE Gargantuan undead (aquatic)

**Init** +2; **Senses** darkvision 120 ft.; Perception +32

### DEFENSE

**AC** 30; touch 4, flat-footed 30 (-2 Dex, +26 natural, -4 size)

**hp** 219 (22d8+120)

**Fort** +12, **Ref** +5, **Will** +20

**Defensive Abilities** channel resistance 5; **Immune** undead traits, DR 15/-

### OFFENSE

**Speed** swim 100 ft.

**Melee** 3 slams +25 (2d6+12), or ram +25 (2d8+18)

**Special Attacks** animate object, ram

**Spell-like Abilities** (CL 22, Concentration +28)

At will-*clairaudience/clairvoyance*, *magic aura*, *persistent image* (DC 23)

1/day-*call lightning* (DC 20), *control weather*, *summon* (2d6 sharks or 1d3 giant squid, 100%)

### STATISTICS

**Str** 35, **Dex** 7, **Con** -, **Int** 19, **Wis** 24, **Cha** 21

**Base Atk** +16; **CMB** +32; **CMD** 40, (can't be tripped)

**Feats** Awesome Blow, Dazzling Display Improved Bull Rush, Improved Initiative, Improved Overrun, Improved Vital Strike, Power Attack, Toughness, Vital Strike, Weapon Focus (ram, slam)

**Skills** Acrobatics +20, Intimidate +30, Knowledge (arcana, geography, religion) +28, Perception +32, Sense Motive +32, Stealth +11

### COLOSSAL SHIP OF THE DAMNED

CR 20

XP 307,200

NE Colossal undead (aquatic)

**Init** +2; **Senses** darkvision 120 ft.; Perception +50

### DEFENSE

**AC** 36; touch 1, flat-footed 36 (-2 Dex, +36 natural, -8 size)

**hp** 371 (34d8+218)

**Fort** +20, **Ref** +12, **Will** +30

**Defensive Abilities** channel resistance 5; **Immune** undead traits, DR 20/-

### OFFENSE

**Speed** swim 150 ft.

**Melee** 4 slams +34 (2d8+15), or ram +34 (4d6+22)

**Special Attacks** animate object, ram

**Spell-like Abilities** (CL 30, Concentration +37)

At will-*clairaudience/clairvoyance*, *magic aura*, *persistent image* (DC 23)  
1/day-*call lightning* (DC 20), *control weather*, *summon* (3d6 sharks or 1d4 giant squid, 100%)

### STATISTICS

**Str** 40, **Dex** 6, **Con** -, **Int** 23, **Wis** 28, **Cha** 23

**Base Atk** +26; **CMB** +49; **CMD** 57, (can't be tripped)

**Feats** Alertness, Awesome Blow, Cleave, Dazzling Display, Great Cleave, Greater Vital Strike, Improved Bull Rush, Improved Initiative, Improved Overrun, Improved Vital Strike, Power Attack, Run, Shatter Defenses, Swim-By Attack, Vital Strike, Weapon Focus (ram, slam)

**Skills** Acrobatics +32, Intimidate +43, Knowledge (arcana, religion) +43, Knowledge (geography, history) +40, Perception +50, Sense Motive +46, Spellcraft +43, Stealth +19

Ships of the damned are the slowly rotting remains of vessels that experienced an evil so great that the spirits of the dead infused into the ship itself. They endlessly wander the seas, near enough to shipping lanes to be discovered repeatedly, yet not so close to become well known. Once boarded by those seeking salvage, or by the simply curious, they begin to terrorize and assault their "guests", steering away from the interloper's ship, and calling to sharks and other predators to help prevent the escape of its victims. Destroying the ship ends the haunting, but generally sinks the ship, stranding the survivors in hostile waters.

Some ships of the damned harbor the undead forms of their former crew, as well as greater undead such as dread pirates or liches. A ship of the damn close enough to feel the call of a dread pirate summoning a ship always answers, forming a deadly partnership.



## Sinkfish

*This long fish has dozens of slender legs encased in crab-like armor. On either side of its tooth-studded mouth rest short palps, bearing glowing lights.*

### SINKFISH

CR 6



XP 2,400

N Large magical beast (aquatic)

**Init** +3; **Senses** darkvision 60 ft., scent; **Perception** +8

**Racial Buoyancy** -570; **Depth Tolerance**: 40,000 feet

### DEFENSE

**AC** 20; touch 13, flat-footed 16 (+1 dodge, +3 Dex, +7 natural, -1 size)

**hp** 68 (8d10+24)

**Fort** +9, **Ref** +9, **Will** +4

### OFFENSE

**Speed** 50 ft., swim 40 ft.

**Melee** bite +11 (1d8+4 plus grab)

**Space** 10 ft.; **Reach** 5 ft.

**Special Attacks** gnaw, seizure, sink, wrap around

### STATISTICS

**Str** 18, **Dex** 17, **Con** 17, **Int** 2, **Wis** 14 **Cha** 11

**Base Atk** +8; **CMB** +13 (+15 grapple); **CMD** 26 (can't be tripped)

**Feats** Combat Reflexes, Dodge, Greater Grapple, Improved Unarmed Strike<sup>B</sup>, Improved Grapple, Mobility<sup>B</sup>

**Skills** Acrobatics +16, Climb +8, **Perception** +8, **Stealth** +5

### ECOLOGY

**Environment** deep ocean

**Organization** solitary, pair, brood (3-5) or swarm (10-50)

**Treasure** incidental

### SPECIAL ABILITIES

**Gnaw (Ex)**: If a sinkfish begins a round with a grabbed foe, it inflicts automatic bite damage. Sinkfish possess a second pair of jaws in their throat that aid in ripping prey apart, and can make a second bite attack (+11, 1d6+2) against a foe it has already grabbed.

**Seizure (Su)**: The strange light coming from a sinkfish's palps interacts with the nervous systems of higher creatures. Living creatures other than sinkfish within

10 feet of a sinkfish must make a DC 17 Will save each round or take 1d4 points of Intelligence damage and be sickened. Arcane spellcasters and beings that use psionics make this save at DC 21.

**Sink (Su)**: Once every 1d4 rounds, a sinkfish can breathe out a 40 foot cone of bubbles. Creatures and objects within the bubbles have their buoyancy affected as if they were caught within an area of methane bubbles (CERULEAN SEAS CAMPAIGN SETTING) for 1d4 rounds.

**Wrap Around (Ex)**: A sinkfish wraps its flexible body around grappled foes, sinking its needle sharp legs into its prey to hold it still. The victim takes 2d4 points of piercing damage a round and has a 50% chance of splitting any damage done to the sinkfish equally between the sinkfish and the victim. The victim may make a grapple check to break free, or may do so by a DC 18 Strength or Escape Artist check.

Filling the role of both predator and scavenger, sinkfish are the bane of explorers everywhere. They savagely attack any creature of their size or smaller, and are blindingly fast in their movements. They can infest nearly any environment, and will cannibalize their own kind if food supplies grow slim. They breed rapidly, with a single pair producing hundreds of eggs at a time. They are kept only slightly in check by the hatchlings tendency to devour the unhatched eggs of its kin.

While not intelligent, sinkfish are creative hunters. They cling to walls or ceilings, waiting for prey to pass by. Massive swarms of the creatures will appear seemingly out of nowhere to feed on large corpses, such as whales. Creatures swimming above such a gruesome scene are often blasted with cones of bubbles, and begin to slowly sink toward the creatures gaping mouths.

Sinkfish are only somewhat trainable, and are often used as guardians in areas not regularly entered by the owners of a cave system or subsea castle. It is thought that some anglers and inquisitors, specially trained to hunt wizards or psionics, keep *charmed* sinkfish as companions and attack beasts, although this has never been confirmed.



## Sinklings

A swarm of tiny rotting corpses rushes up from the dark waters below. They seem to be made up of every known race, their faces locked in leers of insane glee.

### SINKLINGS

CR 7



XP 3,200

CE Tiny undead (aquatic, swarm)

Init +7; Senses darkvision 100 ft.; Perception +14

Racial Buoyancy -10; Depth Tolerance: immune to pressure

### DEFENSE

AC 20; touch 15, flat-footed 17 (+3 Dex, +5 natural, +2 size)

hp 76 (9d8+36)

Fort +7, Ref +6, Will +10

Defensive Abilities channel resistance +4, swarm traits;

Immune undead traits, weapon damage, pressure

Weakness swarm traits

### OFFENSE

Speed swim 30 ft.

Melee swarm (2d6 plus drag down)

Space 10 ft.; Reach -

Special Attacks create spawn, distraction (DC 18), drag down

### STATISTICS

Str 4, Dex 17, Con -, Int 10, Wis 15, Cha 19

Base Atk +6; CMB -; CMD -

Feats Combat Expertise<sup>B</sup>, Go Unnoticed\*, Improved Disarm, Improved Initiative, Iron Will, Skill Focus (Stealth)

Skills Acrobatics +15, Intimidate +16, Perception +14, Stealth +26

Languages Common, Dagonite

SQ keening

\*ADVANCED PLAYERS GUIDE

### ECOLOGY

Environment any aquatic

Organization solitary, pair, gathering (3-7)

Treasure standard

### SPECIAL ABILITIES

**Create Spawn (Su):** Any creature killed by or within 100 yards of a sinkling swarm adds its spirit to the swarm, breaking up into as many individual sinklings as it has hit dice. Casting *bless* or *hallow* on the body within 1d4 rounds after death prevents this from happening.

**Drag Down (Su):** Creatures caught within a sinkling swarm add a cumulative -100 buoyancy per round as the creatures cling and pull down on the target. They actively attempt to prevent targets from leaving their space, requiring a DC 18 Escape Artist or DC 20 Strength check to move out of the swarm.

**Keening (Ex):** The constant keening a sinkling swarm makes as it attacks the living draws predators as if *summon sea's ally VI* or *summon sea monster VI* was cast.

Sinklings are the hateful spirits of the drowned, always wanting for the company of the living in the depths. They take the form of a rolling school of miniature humanoids, eyes glazed with insane glee. They roil up from the deepest water, searching for humanoids that are on or close to the surface, and dragging them down to the sea bed. Creatures that don't die from the cold, pressure, or grasping claws rapidly fall victim to predators that have learned that the sinkling's keening means easy prey.

Sinklings prefer to creep up on their victims from below, suddenly engulfing them in grasping arms and teeth. They cling to any limb they can, as well as pulling hair, yanking fins, and tugging at clothing and possessions. As they pull their victim ever downward, they giggle, gibber and scream, sounds that echo horrifyingly for over a mile.

Sinklings prefer to dwell at depths of at least several hundred feet. Adventurers and merchants speak of massive swarms, large enough to engulf a dragon, boiling up out of deep sea trenches that tear deep into the sea floor. They are known to be a constant thorn in the hide of the deep drow, and it is rumored their dark priestesses are searching for ways to control and direct the undead masses.





# Slurg

*This giant slug has eyestalks capped off with fluorescent orbs. Its skin is rubbery and bulbous, and each movement the creature makes is accompanied by a sickening release of slime.*

## SLURG

CR 5



XP 1,600

N Medium aberration (amphibious)

Init +0; Senses darkvision 60 ft., Perception +12

Aura mental static (30 ft.)

Racial Buoyancy -2; Depth Tolerance: 3,200 feet

## DEFENSE

AC 16, touch 10, flat-footed 16 (+6 natural)

hp 52 (7d8+21)

Fort +5, Ref +2, Will +9

DR 5/magic

## OFFENSE

Speed 5 ft., swim 20 ft.

Melee 2 claws +6 (1d6+1)

Special Attacks luring light (DC 15)

Spell-Like Abilities (CL 7<sup>th</sup>)

3/day – charm person, detect thoughts, suggestion

## STATISTICS

Str 12, Dex 10, Con 17, Int 17, Wis 15, Cha 14

Base Atk +5; CMB +6 CMD 16

Feats Endurance, Improved Natural Attack (claws), Iron Will, Improved Iron Will

Skills Intimidate +12, Knowledge (arcana) +13, Knowledge (dungeoneering) +10, Knowledge (history) +13, Knowledge (planes) +10, Perception +12, Spellcraft +13

Languages -

SQ mind slime, telepathy

## ECOLOGY

Environment temperate seas

Organization solitary, pair

Treasure standard

## SPECIAL ABILITIES

**Luring Light (Su)** Three times per day a slurg may emit a trance-inducing blast of light from its eyestalks. All creatures within a 30 foot radius of the slurg must make a DC 15 Will save or become nauseated for 2d6+2 rounds. Creatures who are nauseated as such must take their move action, and they must move towards the slurg. Creatures that succeed on the saving throw are instead dazzled for one round. The save DC is Charisma-based.

**Mental Static (Su)** Spellcasters find their ability to concentrate on using magic hindered in the presence of a slurg. To cast any spell requires a DC 15 concentration check. If the caster is already making a concentration check for another reason, the DC increases by 5 when the caster is within the aura.

**Mind Slime (Ex)** Slurgs produce a thick, oily slime that has the insidious effect of distracting one and wearing away their resolve. Any creature that is struck by a slurg's natural attack, touches a slurg, or comes in contact with a slurg must make DC 16 Fortitude save or suffer a -2 penalty to all Will saves for the period of 1 hour.

**Telepathy (Su)** A slurg can communicate with anyone they can see telepathically. Language is not a barrier for this communication.

Slurgs are one of the Cerulean Sea's greatest mysteries. They've only begun mingling with the other races over the past decade or so, and each encounter is always one of deep trepidation for the peoples involved. Despite the variety of cultures beneath the waves, slurgs alone stand out as the most alien and shrouded. They garner mistrust for their sickening appearance and for the fawning mind-slaves they keep at their side.

The slurg's intentions and history are completely unknown to the vast majority of underwater denizens. As such, these slug-like people are the center of many rumors—rumors that run the gamut of mind-controlling overlords to alien researchers. No one can quite pin down the slurg, and they do not seem to be forthcoming with information anytime soon.



## Slurg, Psionic



*This giant slug has eyestalks capped off with fluorescent orbs. Its skin is rubbery and bulbous, and each movement the creature makes is accompanied by a sickening release of slime.*

### PSIONIC SLURG

CR 8



XP 4,800

N Medium aberration (amphibious, psionic)

**Init** +7; **Senses** darkvision 60 ft., Perception +12

**Aura** Psychic static (30 ft., DC 16)

**Racial Buoyancy** -2; **Depth Tolerance**: 3,200 feet

### DEFENSE

**AC** 21, touch 14, flat-footed 17 (+3 Dex, +1 dodge, +7 natural)

**hp** 102 (12d8+48)

**Fort** +8, **Ref** +9, **Will** +11

**DR** 10/magic

### OFFENSE

**Speed** 5 ft., swim 20 ft.

**Melee** 2 claws +16 (1d6+7) plus mind slime

**Special Attacks** luring light (DC 15)

**Psi-Like Abilities** (ML 12<sup>th</sup>)

3/day—*attraction*, DC 16\*, *dimension slide*, *ego whip* (1d4, DC 16\*), *fortify*, *mental barrier*, *mind thrust* (ML 4<sup>th</sup>, 4d10, DC 16\*)

1/day—*body adjustment* (heal 1d12\*), *ego whip* (DC 19)

The save DCs are Charisma-based.

\*Includes augmentation for the slurg's manifester level.

### STATISTICS

**Str** 24, **Dex** 16, **Con** 19, **Int** 7, **Wis** 12, **Cha** 17

**Base Atk** +9; **CMB** +16; **CMD** 30

**Feats** Combat Reflexes, Critical Focus, Dodge, Improved Initiative, Iron Will, Lightning Reflexes

**Skills** Perception +12, Stealth +14, Survival +12, Psicraft +13

**Languages** none (see telepathy)

**SQ** mind slime, telepathy

### ECOLOGY

**Environment** temperate seas

**Organization** solitary, pair

**Treasure** standard

### SPECIAL ABILITIES

**Luring Light (Su)** Three times per day a slurg may emit a trance-inducing blast of light from its eyestalks. All creatures within a 30 foot radius of the slurg must make a DC 17 Will save or become nauseated for 2d6+2 rounds. Creatures who are nauseated as such must take their move action, and they must move towards the slurg. Creatures that succeed on the saving throw are instead dazzled for one round. The save DC is Charisma-based.

**Psychic Static (Su)** A psionic slurg's presence has a disruptive effect on the use of psionics. This duplicates the effects of the *catapsi* power with the following exceptions: it costs no power points, concentration, or actions to maintain, and cannot be augmented. Psionic Slurgs are immune to the aura of their own species, but can be affected by the *catapsi* power or other similar effects.

**Mind Slime (Ex)** Slurgs produce a thick, oily slime that has the insidious effect of distracting one and wearing away their resolve. Any creature that is struck by a slurg's natural attack, touches a slurg, or comes in contact with a slurg must make DC 16 Fortitude save or suffer a -2 penalty to all Will saves for the period of 1 hour.

**Telepathy (Su)** A slurg can communicate telepathically with anyone they can see. Language is not a barrier for this communication.

Normal slurgs (CERULEAN SEAS CAMPAIGN SETTING) consider psionic slurgs to be genetic throwbacks to an earlier time in their evolution. While psionic slurgs are indisputably stronger in combat aptitude, psionic might, and physical prowess, they are considerably less clever. These slurgs are typically used as bodyguards and laborers in slurg society. While virtually identical in appearance to a normal slurg, the psionic slurg does exhibit minor coloration differences including a brownish-red hide and pale green eyes, as opposed to the yellow-brown or greenish-brown skin and yellow or chartreuse eyes of their modern bretheren.





# Snag

A rotted corpse, covered in lines, nets, and other castoffs, swims toward you. Its eyes blaze with baleful light. The clinging lines stretch toward you, against the current.

**SNAG**

**CR 2**



**XP 600**

**CE** Medium undead (aquatic)

**Init** +1; **Senses** darkvision 60 ft.; Perception +8

**Racial Buoyancy** -30; **Depth Tolerance**: immune to pressure

## DEFENSE

**AC** 15; touch 11, flat-footed 14 (+4 natural, +1 Dex)

**hp** 19 (3d8+6)

**Fort** +4, **Ref** +3, **Will** +5

**DR** 5/bludgeoning; **Immune** undead traits

## OFFENSE

**Speed** 30 ft., swim 30 ft.

**Melee** 2 claws +6 (1d4+4 plus grab)

**Special Attacks** create spawn, entangling spawn

## STATISTICS

**Str** 18, **Dex** 13, **Con** -, **Int** 10, **Wis** 15, **Cha** 15

**Base Atk** +2; **CMB** +6 (+8 grapple); **CMD** 16

**Feats** Improved Grapple, Improved Unarmed Strike<sup>B</sup>, Skill Focus (Disguise)

**Skills** Acrobatics +4, Disguise +11, Perception +8, Stealth +11; **Racial Modifiers** +4 to Stealth

**Languages** Common

**SQ** imitate prey

## ECOLOGY

**Environment** any aquatic

**Organization** solitary, school (3-6), swarm (10-30)

**Treasure** standard

## SPECIAL ABILITIES

**Create Spawn (Su)**: Any humanoid killed by a snag that touches the bottom of the waterway the snag came from within 24 hours of its death becomes a snag in 1d4 rounds.

**Entangling Touch (Su)**: A snag is covered in clinging seaweed, shreds of nets, and coils of lost fishing lines. Any creature grappled by a snag suffers a cumulative -2 to its grapple check per round as it gets entangled within all the detritus it wears.

**Imitate Prey (Su)**: A snag can use its Disguise skill to imitate the feel of a fish on a line, or trapped in a net. If the target beats the snags Disguise check with a Profession: fisherman check, they sense something amiss with the feel of the pulling.

Snags are the animated corpses of fishermen lost at sea. They still practice their craft in reverse: They grab a fisherman's line or net, and allow themselves to be pulled to its victim, only to drag them down to the seabed. Unfortunates killed there rise to take their place beside their killer, patiently waiting for someone else to take their bait.

Snags prefer to grapple with their prey, dragging them from boats, or pulling them into deeper water. The lines and nets hanging from their rotted forms wrap around victims as if they were living things. Any magical nets or ropes wrapped around a snag in this way retain their mystic properties.

Snags prefer to dwell in thick weeds or rocks on the floor of a deep body of water, where their yanks on the line may be misinterpreted as a "real" snag or a large fish. They actively attempt to keep their local environment healthy, knowing that fish bring in fishermen. Only rarely do they leave the depths, typically to visit their former home, staring in windows, and lurking in the shadows.



# Snell



*Covered in slimy seaweed and behaving much like a timid dog, this snail-like creature has none of the grace, charm, or wit of a zef, though it looks very similar.*

SNELL

CR 1/3



XP 100

Snell warrior 1

NE Small humanoid (anthromorph, psionic)

Init +1; Senses Perception +2

Racial Buoyancy -20; Depth Tolerance: 2,400 feet

## DEFENSE

AC 12, touch 12, flat-footed 11 (+1 Dex, +1 size)

hp 4 (1d8)

Fort +2, Ref +1, Will -1

Weakness fear of light

## OFFENSE

Speed 10 ft. swim 20 ft.

Melee slam +1 (1d3-1) or club +1 (1d4-1)

Psi-Like Ability (ML 3rd)

3/day— ectoplasmic sheen (DC 14), entangling ectoplasm (DC 14)

## STATISTICS

Str 9, Dex 13, Con 10, Int 6, Wis 8, Cha 8

Base Atk +2; CMB -1, CMD 10

Skills Perception +2, Stealth +6

Feats Skill Focus (Perception)

Languages Snell

SQ protective shell

## ECOLOGY

Environment temperate swamps

Organization solitary, pair, or rout (4-10)

Treasure incidental

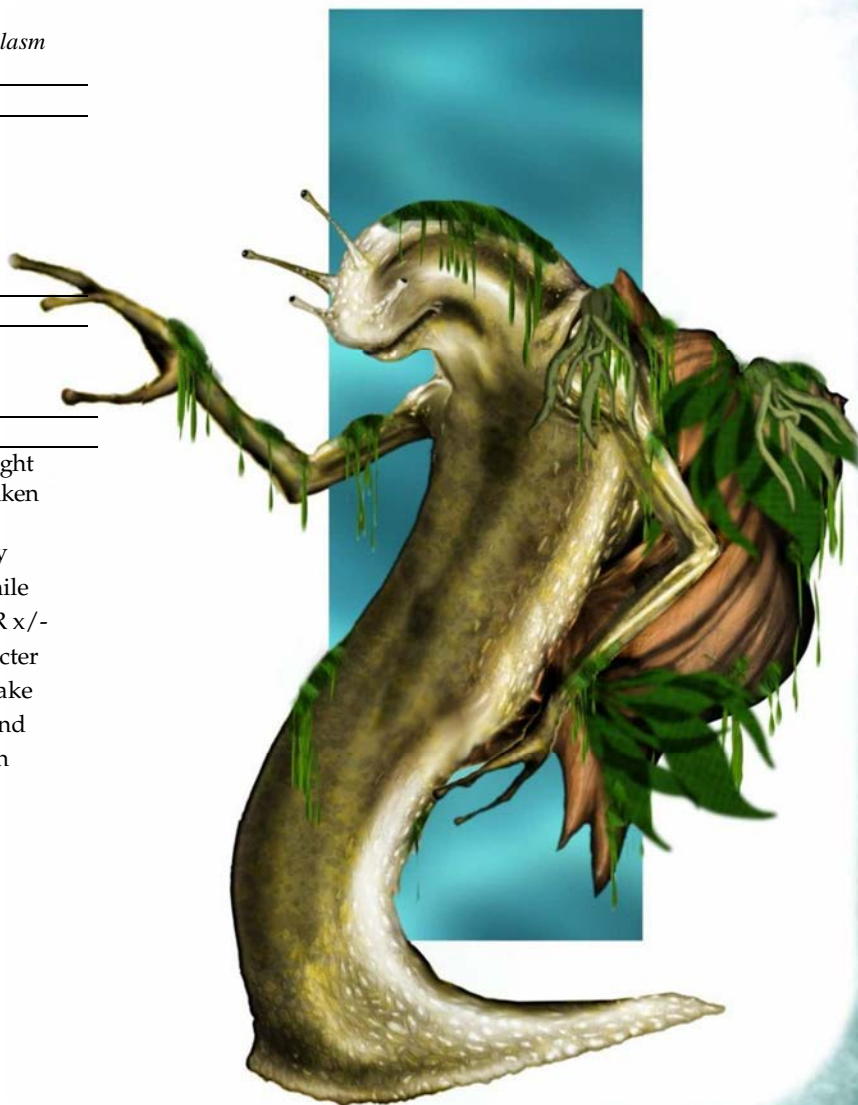
## SPECIAL ABILITIES

**Fear of Light (Ex):** Snells are inexplicably afraid of bright light. In brightly lit conditions, a snell gains the shaken condition.

**Protective Shell (Ex):** A snell can pull its entire body into the shell on its back as a standard action. While inside the shell, the snell is blinded, and gains DR x/- where x equals 5 + the snell's Hit Dice and character levels. While inside the shell the snell may only take purely mental actions that do not require sight, and coming out of its shell as a standard action, which immediately ends the effects listed above.

The snell race has been in decline for centuries, and has essentially devolved into a species of cowardly deviants. They subsist on the refuse of greater races, occasionally raiding small farm communities for valuables and food. Before the zefs, the snells were just another pest race, placed a bit below the boggers as a potential threat.

When the zefs adopted them as their host race, many were offered lavish living arrangements where their every need was catered to. After a few generations of this lifestyle, the domesticated snell is of little threat. Content to be cared for like livestock, it seems either oblivious or indifferent to its eventual fate. The zefs chose the snells for several reasons, including their psionic potential, their slow decline into depravity, and their relatively low intelligence. While the snell body is well-suited to psionic talent, the zefs do not inherit the psi-like abilities of their hosts, which are lost when the snell's brain is absorbed.





## Soak Bug

A large beetle shambles out of the surf. It bears massive curved claws that snap in anticipation. It bears another set of limbs that end in spear-like spikes, and a third that are tipped by webbed feet.

SOAK BUG

CR 4



XP 1,200

N Large vermin (aquatic)

**Init** +2; **Senses** darkvision 60 ft.; Perception +0

**Racial Buoyancy** -865; **Depth Tolerance**: 100 feet

### DEFENSE

**AC** 20; touch 11, flat-footed 18 (+2 Dex, +19 natural, -1 size)

**hp** 37 (5d8+15)

**Fort** +7, **Ref** +3, **Will** +1

**Defensive Abilities** spined shell; **Immune** mind affecting

### OFFENSE

**Speed** 40 ft., swim 20 ft.

**Melee** 2 claws +6 (1d8+4 plus grab)

**Special Attacks** acid spew, constrict (1d8+4), crush, impale

### STATISTICS

**Str** 18, **Dex** 15, **Con** 17, **Int** -, **Wis** 10, **Cha** 2

**Base Atk** +3; **CMB** +9; **CMD** 21

**SQ** amphibious

### ECOLOGY

**Environment** shorelines

**Organization** solitary, pair, colony (3-12)

**Treasure** incidental

### SPECIAL ABILITIES

**Acid Spew (Ex):** Once every 1d4 rounds a soak bug may vomit out a glob of concentrated acid. It may do this as a ranged touch attack, dealing 4d4 points of damage the first round, 3d4 the second round, 2d4 the third round, and 1d4 on the fourth round. Alternatively it may coat one of its claws in the acid, dealing an extra 2d4 points of acid damage on each claw and constrict attack with that claw. Soak bugs are immune to soak bug acid.

**Crush (Ex):** A soak bug dealing constrict damage also deals it to any manufactured armor that its victim is wearing. If the claw is soaked in its acid, the acid soaks into the damaged armor, dealing its damage as well.

**Impale (Ex):** As a standard action a soak bug may lift its spiky limb and attempt to impale a grappled target. It makes an attack at its highest attack bonus, and if successful deals 2d6 points of damage as it penetrates the target and spreads the spikes apart.

**Spined Shell (Ex):** A soak bug's shell is covered in small hooked spines. Targets making a natural attack or grapple against the bug must make a DC 15 Reflex save or take 1d4 points of damage and be stuck to the bug's shell. Stuck targets are treated as if they are entangled, and may make a DC 20 Strength check to pull free, taking an additional 1d4 damage in the process.

Soak bugs are hated by any creature that makes its life along the edge of the sea. These hulking beetles lumber out of the sea whenever they notice creatures their size or smaller. Soak bugs are also well known for taking over any large carcasses that wash up on the beach, battling each other over their rotting bounty.

Soak bugs swipe at foes with their massive claws, crushing carapace and armor alike. They often drool their acidic secretions onto their claws, further causing agonizing damage to their victims. If wounded, a soak bug will spit a sticky glob of this acid at their attacker.

Soak bugs are not only dangerous pests, but they are viewed as nearly useless. Their flesh is acidic, and inedible to most creatures, and their shells break down rapidly, becoming useless as armor or tools. While many races are experimenting on ways to preserve the shells, no one has even come close as of yet. Their corpses despoil wherever they lay, causing frustration even in victory.



# Squawk

*A penguin-shaped humanoid rushes toward you brandishing a scythe-like weapon. The look in his eyes tells you this is no laughing matter.*

## SQUAWK

CR 3



XP 800

Male squawk warrior 5

LE Small humanoid (amphibious, anthromorph)

**Init** +1; **Senses** Perception +0

**Racial Buoyancy** -20<sup>A</sup>; **Depth Tolerance** 1,500 feet

## DEFENSE

**AC** 13, touch 13, flat-footed 11 (+1 Dex, +1 dodge, +1 size)

**hp** 42 (5d10 + 15)

**Fort** +6, **Ref** +2, **Will** +1 (+2 vs. poison, spells)

**Defensive Abilities** battle training, hardy, insulated hide

## OFFENSE

**Speed** swim 30ft.

**Melee** mwk skith +9 (2d3+3/x4)

**Space** 5ft.; **Reach** 5ft.

## STATISTICS

**Str** 14, **Dex** 13, **Con** 14, **Int** 7, **Wis** 10, **Cha** 8

**Base Atk** +5; **CMB** +6; **CMD** 18

**Feats** Weapon Focus (skith), Sorasel Style, Toughness

**Skills** Acrobatics +6

**Languages** Common, Squawk

**Special Qualities** amphibious, bestial senses, landwalker, weapon familiarity

## ECOLOGY

**Environment** Ice Flow

**Organization** Solitary, Pair, Gang (3-5)

**Treasure** NPC equipment (Masterwork skith)

## SPECIAL ABILITIES

**Amphibious:** Squawks possess lungs, and may survive underwater for 1 hour per 2 points of Constitution before beginning to drown (refer to the Pathfinder Core Rulebook).

**Battle Training:** Squawks gain a +1 bonus to CMD and a +1 dodge bonus to Armor Class.

**Bestial Senses:** Squawks receive a +2 racial bonus to Perception checks to notice potentially animate creatures or objects, and always receive a check to notice movement within 50 feet (even when not actively looking).

**Hardy:** Squawks gain a +2 racial bonus on saving throws against poison, spells and spell-like abilities.

**Insulated Hide:** Squawks are considered to be wearing cold weather outfits at all times, even while completely nude.

**Landwalker:** Squawks may move on land at 75% of their swim speed.

**Weapon Familiarity:** Squawks consider the skith to be a martial weapon.

While somewhat variable in color and shape, all squawks unmistakably resemble penguins. Their club-shaped bodies are covered in a layer of downy black and white feathers. Squawks, as their name might suggest, have voices that are loud and harsh. Many wield a large, scythe-like weapon that they refer to a skith that seems strange and unwieldy.

To the uninitiated, a squawk seems somewhat adorable or perhaps even a little absurd. Few would assume the resolute martial prowess it might possess or the fierceness with which it fights. What it lacks in size and intellect, the squawk more than makes up for in sheer ferocity and combat expertise. Throughout the long history of this race, they were always renowned warriors capable of spectacular victories.

## SQUAWK CHARACTERS

Squawks are defined by their class levels – they do not possess racial Hit Dice. All squawks have the following traits.

**+2 Dexterity, +2 Constitution, -2 Intelligence:** Squawks are quick and sturdy but not too smart.

**Racial Buoyancy:** -20<sup>A</sup>, **Depth Tolerance:** 1,500 feet

**Anthromorph (lunged):** Squawks have the anthromorph subtype.

**Small:** Squawks are Small creatures.

**Fast Swim Speed:** Squawks have a base swim speed of 30 ft.

**Battle Training, Hardy, Insulated Hide, Weapon Familiarity:** See Special Abilities above.

**Languages:** Squawks begin play speaking Common and Squawk. Squawks with high Intelligence scores can choose any of the following: Aquan, Ceti, Delatari, Glacian, Celestial, Draconic, Lok'tar, Pinnipar, Qulari, Salatari and Sylvan.





## Squid, School of

What at first appears to be a school of iridescent fish later turns out to be a pack of ravenous tentacles and razor-sharp beaks.

### SCHOOL OF SQUID

CR 2



XP 800

N Tiny animal (aquatic, swarm)

**Init** +6; **Senses** low-light vision, scent; **Perception** +8

**Racial Buoyancy** -0; **Depth Tolerance**: 5,000 feet

#### DEFENSE

**AC** 14, touch 14, flat-footed 12 (+2 Dex, +2 size)

**hp** 16 (3d8+3)

**Fort** +4, **Ref** +5, **Will** +2

**Defensive Abilities** ink cloud (10ft. radius), swarm traits

#### OFFENSE

**Speed** swim 40 ft.

**Melee** swarm (1d6)

**Space** 10 ft.; **Reach** 0 ft.

**Special Attacks** distraction (DC 12)

#### STATISTICS

**Str** 2, **Dex** 15, **Con** 13, **Int** 2, **Wis** 13, **Cha** 2

**Base Atk** +2; **CMB** —; **CMD** —

**Feats** Improved Initiative, Skill Focus (Perception)

**Skills** Acrobatics +6, **Perception** +8, **Stealth** +14

#### ECOLOGY

**Environment** any ocean

**Organization** solitary or pack (2-12 swarms)

**Treasure** none

#### SPECIAL ABILITIES

**Ink Cloud (Ex)** A school of squid can emit a 10-foot-radius cloud of ink once every 4 rounds as a free action while underwater. This cloud provides total concealment. The ink persists for 1 minute.

Young squid, as well as some full-grown Tiny-sized species, will form massive schools that can be quite dangerous to those swimming through them.

Even the slightest stress, and the school jointly releases

an opaque cloud of ink, further confusing the viewer as to the school's whereabouts. They typically use this ink cloud as a

diversion to better escape enemies.

## Squid, Swamp Kraken

A titanic yellow-brown squid suddenly and silently raises up out of the swamp. You have a sense that its large, alien eyes see you only as potential food.

### SWAMP KRAKEN

CR 9



XP 6,400

N Gargantuan animal (amphibious)

**Init** +6; **Senses** low-light vision; **Perception** +15

**Racial Buoyancy** -80; **Depth Tolerance**: 300 feet

#### DEFENSE

**AC** 22, touch 8, flat-footed 20 (+2 Dex, +14 natural, -4 size)

**hp** 120 (16d8+48)

**Fort** +13, **Ref** +14, **Will** +8

**Defensive Ability** fog cloud (30-ft. radius)

#### OFFENSE

**Speed** 20 ft., swim 80 ft.

**Melee** tentacles +18 (2d6+9/19-20 plus grab), 2 arms +17 (2d8+9), bite +15 (2d8+9)

**Space** 20 ft.; **Reach** 15 ft. (40 ft. with arms and tentacles)

#### STATISTICS

**Str** 28, **Dex** 15, **Con** 17, **Int** 2, **Wis** 12,

**Cha** 11

**Base Atk** +12; **CMB** +25 (+29 grapple); **CMD** 37

**Feats** Improved Critical (tentacles), Improved Initiative, Iron Will, Lightning Reflexes, Multiattack<sup>B</sup>, Power Attack, Skill Focus (Perception), Swim-by Attack, Weapon Focus (tentacles)

**Skills** Acrobatics +13, **Perception** +15

#### ECOLOGY

**Environment** any marsh or swamp

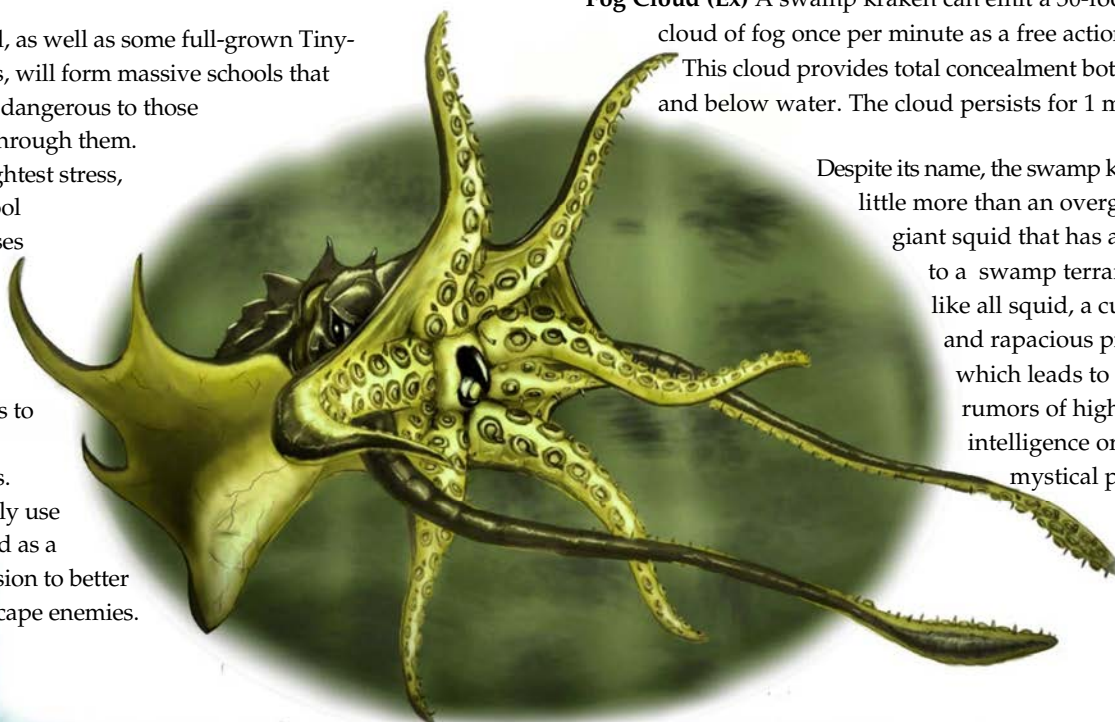
**Organization** solitary

**Treasure** none

#### SPECIAL ABILITIES

**Fog Cloud (Ex)** A swamp kraken can emit a 30-foot-radius cloud of fog once per minute as a free action. This cloud provides total concealment both above and below water. The cloud persists for 1 minute.

Despite its name, the swamp kraken is little more than an overgrown giant squid that has adapted to a swamp terrain. It is, like all squid, a cunning and rapacious predator, which leads to false rumors of higher intelligence or mystical powers.



## Stingray, Dire

A huge stingray with a long, lashing tail suddenly rushes upwards from the sand below. That such a large creature can be so undetectable in relatively open terrain is quite remarkable. The 2-foot-long stinger is also quite eye-catching.

### DIRE STINGRAY

CR 2



XP 600

N Large animal (aquatic)

**Init** +2; **Senses** low-light vision, blindsense 40 ft.;

Perception +8 (+12 with blindsense)

**Racial Buoyancy** -110; **Depth Tolerance**: 2,300 feet

### DEFENSE

**AC** 14, touch 11, flat-footed 12 (+2 Dex, +3 natural, -1 size)

**hp** 22 (4d8+4)

**Fort** +5, **Ref** +6, **Will** +3

### OFFENSE

**Speed** swim 40 ft.

**Melee** sting +5 (1d8+4 plus poison)

**Space** 10 ft.; **Reach** 5 ft.

### STATISTICS

**Str** 17, **Dex** 15, **Con** 13, **Int** 2, **Wis** 14, **Cha** 6

**Base Atk** +3; **CMB** +7; **CMD** 19

**Feats** Alertness, Stealthy

**Skills** Acrobatics +7, Perception +8, Stealth +4 (+8 near sand or silt); **Racial Modifiers** +4 to Stealth when near sand or silt, +4 Perception with blindsense

### ECOLOGY

**Environment** any ocean

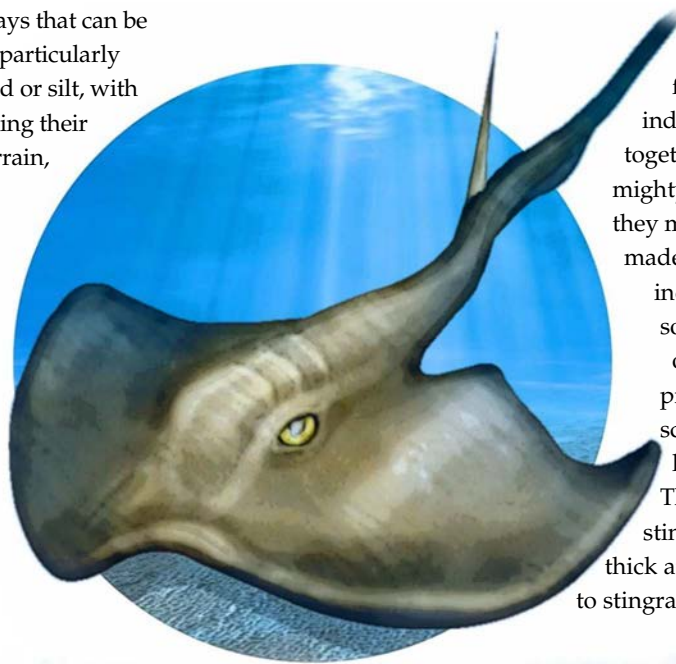
**Organization** solitary or school (2-12)

**Treasure** none

### SPECIAL ABILITIES

**Poison (Ex)** Sting—injury; *save* Fort DC 15 (includes a +2 racial bonus); *frequency* 1/round for 6 rounds; *effect* 1d2 Str; *cure* 1 save.

Dire stingray are 12' diameter stingrays that can be found in nearly any ocean. They are particularly good at hiding underneath loose sand or silt, with only their eyes poking up and watching their surroundings. Even in non-sandy terrain, they can blend into the background with limited color-changing properties. Dire stingrays, like many other stingray species, have specialized senses on their ventral surfaces which detect small changes in water pressure that allow them to sense prey without sight. While they are excellent hunters, they are not particularly aggressive towards Medium-sized and larger creatures.



## Stingray, School of

A school of tiny stingray create a dark cloud of billowing fins and envenomed stingers.

### SCHOOL OF STINGRAYS

CR 2



XP 600

N Diminutive animal (aquatic, swarm)

**Init** +2; **Senses** blindsense 20 ft., low-light vision;

Perception +9 (+13 when using blindsense)

**Racial Buoyancy** -0; **Depth Tolerance**: 1,200 feet

### DEFENSE

**AC** 16, touch 16, flat-footed 14 (+2 Dex, +4 size)

**hp** 13 (3d8)

**Fort** +3, **Ref** +7, **Will** +3

**Defensive Abilities** swarm traits; **Immune** weapon damage

### OFFENSE

**Melee** swarm (1d6 plus poison)

**Space** 10 ft.; **Reach** 0 ft.

**Special Attacks** distraction (DC 11)

### STATISTICS

**Str** 3, **Dex** 15, **Con** 11, **Int** 2, **Wis** 14, **Cha** 4

**Base Atk** +2; **CMB** —; **CMD** —

**Feats** Lightning Reflexes, Skill Focus (Perception)

**Skills** Acrobatics +7, Perception +9; **Racial Modifiers** +4 Perception when using blindsense

**SQ** swarm traits

### ECOLOGY

**Environment** any ocean

**Organization** solitary or swarm (3-6 schools)

**Treasure** none

### SPECIAL ABILITIES

**Poison (Ex)** Sting—injury; *save* Fort DC 15 (includes a +2 racial bonus); *frequency* 1/round for 6 rounds; *effect* 1d2 Str; *cure* 1 save.

Young stingray of certain species will school together for protection. While individually they are harmless, together they form a force as mighty as the strongest adult. As they mature, stingray schools are made up of fewer and fewer individuals. Many adults are solitary, or form small schools of up to twelve. Most predators avoid stingray schools, just as they have learned to avoid the adults. Those creatures that do prey on stingray schools usually have thick armor and an immunity to stingray venom.



# Sunhunter

*A strange and beautiful creature looking like a cross between a great cat and a walrus basks on the ice. It is covered with shining, golden fur and has several sail-like appendages angled to catch the sun.*

## SUNHUNTER

CR 7



XP 3,200

N Large magical beast

**Init** +1; **Senses** Darkvision 60 ft., low light vision; Perception +6

**Racial Buoyancy** -110; **Depth Tolerance**: 600 feet

## DEFENSE

**AC** 18; touch 10, flat-footed 17 (+1 Dex, +8 natural, -1 size) **hp** 73 (7d10+35)

**Fort** +10, **Ref** +6, **Will** +3

## OFFENSE

**Speed** 30 ft., swim 30 ft.

**Melee** bite +13 (1d8+6/19-20 plus grab), 2 claws +12 (1d6+3 plus grab)

**Special Attacks** flash, pounce, rake (2 claws +12 1d6+3), sunray

## STATISTICS

**Str** 22, **Dex** 13, **Con** 20, **Int** 4, **Wis** 13, **Cha** 11

**Base Atk** +7; **CMB** +14; **CMD** 25

**Feats** Ability Focus (sunray), Power Attack, Vital Strike, Weapon Focus (bite)

**Skills** Acrobatics +8, Perception +6, Stealth +1 (+21 in ice burrow); **Racial Bonus** +20 circumstance bonus to Stealth when within ice burrow

**SQ** solar healing

## ECOLOGY

**Environment** cold shorelines and oceans

**Organization** solitary, pair, pack (4-12)

**Treasure** standard

## SPECIAL ABILITIES

**Flash (Su)**: A sunhunter can utilize one of its sunray uses to create a blinding flash in a 50 foot burst. All creatures within the effect must make a DC 18 Fortitude save or be blinded for 2d6 rounds. Sunhunters are immune to the effects of the flash and any sunhunters in the burst radius other than the creature creating it regain one usage of their sunray ability up to the maximum.

**Solar Healing (Su)**: A sunhunter gains fast healing 3 when in sunlight.

**Sunray (Su)**: Once every 1d4 rounds a sunhunter may release a ray of concentrated solar energy from its sails. This ray deals 6d6 points of damage in an 80 foot line. Creatures negatively affected by sunlight treat this as being exposed to natural sunlight. The solar ray melts ice instantly, allowing the creature to bore tunnels through the ice with ease. The sunhunter may use this ability a number of times per day equal to its Constitution modifier. Spending two hours doing nothing but basking in direct sunlight restores one of these uses.

Sunhunters are powerful glacier predators that harness the power of the sun. They are opportunists that will attack any easy meal, including humanoids. They are most common in places with long seasons of 24 hour sunlight, allowing them to recharge their abilities effortlessly.

Sunhunters create elaborate tunnels through glacial ice, allowing them to stalk prey unseen. They are intelligent enough to use their sunray to create areas of ice that are inches thick in places where the ice may normally be as solid as walking on stone. They prefer ambushing prey by bursting up through ice they have previously weakened or waiting for prey to fall through barely covered ice pits.

Sunhunters are wary of large parties of humanoids and ships, as they are frequently hunted for their glorious pelts, their solar sails and their tusks. It is not unheard of for unusually large and intelligent bulls to gain a deep hatred for humanoids, stalking them for weeks, picking them off one by one.

Thanors regard sunhunters as sacred animals and will fiercely protect them from other races. However, they will occasionally hunt them to procure garments for their royalty. A commoner caught wearing a sunhunter pelt will be publically executed in most thanor settlements.







## Tangie

An old man limps up the beach, supported on a glittering staff. His eyes are sea green, as is his beard. He wears a cloak of crab carapaces, reeking in the sun.

### TANGIE

CR 9



XP 6,400

NE Medium fey (aquatic, shapeshifter)

Init +0; Senses low light vision; Perception +17

Racial Buoyancy -50<sup>A</sup>; Depth Tolerance: 300 feet

### DEFENSE

AC 23; touch 16, flat-footed 23 (+6 Deflection,, +3 armor, +4 natural)

hp 102 (17d6+43)

Fort +13, Ref +16, Will +21

DR 10/cold iron; SR 20

### OFFENSE

Speed 30 ft., swim 30 ft.

Melee +2 quarterstaff +13 (1d6+4), or shell +2 dagger +13 (1d4+4)

Ranged 2 shell +2 shurikens +11(1d2+4)

Special Attacks cloak of crabs, sea's gift, shells, staff

Spell-like Abilities (CL 17, concentration +23)

at will—alter self, beast shape IV, bleed, water walk

3/day—baleful polymorph (DC 21), longstrider, trueshield

Spells Prepared (CL 10, concentration +16)

5<sup>th</sup>—call red tide (DC 21), control current (DC 21), plague of lamprey

4<sup>th</sup>—bloody claws (DC 20)\*, dispel magic, jumbo shellfish, summon sea's ally IV

3<sup>rd</sup>—bestow curse (DC 19), call red current (DC 19), spike growth (DC 19), summon sea's ally III

2<sup>nd</sup>—accelerate poison (DC 18)\*, enthrall (DC 18), feast of silt\* (DC 18), summon sea's ally II, undertow (DC 18)

1<sup>st</sup>—alter currents (DC 17), bristle\*, ink, hydraulic push\*, jump, summon sea's ally

0—detect magic, detect poison, electrify (DC 16), read magic

\* found in the ADVANCED PLAYERS GUIDE

### STATISTICS

Str 14, Dex 10, Con 15, Int 15, Wis 21, Cha 22

Base Atk +8; CMB +10; CMD 20

Feats Combat Expertise, Greater Trip, Improved Disarm,

Improved Trip, Quarterstaff Master<sup>A</sup>, Toughness, Tripping Staff<sup>A</sup>, Weapon Focus (quarterstaff, shell)

<sup>A</sup> found in ULTIMATE MAGIC

Skills Acrobatics +16, Bluff +20, Craft (alchemy, poison, or traps)

+14, Disguise +16, Fly +12, Knowledge (geography, local,

nature) +14, Perception +17, Perform (acting) +20, Sense Motive

+19, Sleight of Hand +14, Stealth +12, Use Magic Device +18

Languages Common, Lok'tar, Nixish

SQ amphibious, unearthly grace

### ECOLOGY

Environment shoreline

Organization solitary

Treasure standard

### SPECIAL ABILITIES

**Cloak of Crabs (Su):** All tangies wear a cloak of crab shells, woven together by seaweed, and decorated by dried fish, shells, and assorted bits of junk washed ashore. The cloak provides the tangie with a +3 armor bonus, and at the tangies command, may become 2d6 crab swarms. These swarms obey the fey's commands without question, and cannot be turned against him. The swarms remain until the tangie returns them to cloak form or they are destroyed. A tangie may rebuild a destroyed cloak in 1 week's time.

**Sea's Gift (Su):** A tangie may choose to be under the effect of any one of the following at a time: crocodile's endurance, dolphin's grace, osprey's splendor, shark's strength, or turtle's wisdom. The tangie may change which affects it as a free action at the start of its turn. If dispelled it may restart the effect at the start of its next turn.

**Shells(Su):** A sea geezer may change any roughly fist sized shell into a +2 dagger for as long as it holds it. It can transform smaller shells into a +2 shuriken. The shuriken transform back into shells after striking their target, as does a dagger if thrown.

**Spells:** A tangie casts spells as a 10<sup>th</sup> level kahuna.

**Staff (Su):** All tangie carry a +2 staff of the depths that is a symbol of their link to the sea. The staff is tied to their soul, and they always know its location and distance from them. A sea geezer will take whatever actions needed to recover a stolen staff. If the staff is destroyed the tangie instantly dies, and a slain tangie's staff melts away to water in 24 hours. A tangie that has had his staff stolen loses one Constitution point a week until he dies, and the staff melts away. Any lost Constitution points instantly return upon regaining the staff. A staff of weather (PATHFINDER ULTIMATE EQUIPMENT) can be used in place of the staff of the depths for non-Cerulean Seas games.

**Unearthly Grace (Su):** A sea geezer adds his Charisma modifier as a racial bonus on all his saving throws, and as a deflection bonus to his Armor Class.

Tangies, or sea geezers as they are more commonly known, are malevolent fey that embody the cruelty of the coastal environment. They greatly value their solitude, and view any intrusion on their beach as a great affront. While they may be bribed or threatened into acting as guides or sages, and they grudgingly respect anyone that out smarts them, they never forget a slight, and are quick to use any opportunity to turn on intruders. A lone traveler or weak group that has been respectful will be taunted, tormented, and left badly beaten and without possessions on the beach. Those that seem dangerous or insulting are simply slain and devoured.

Sea geezers are more capable in battle than their aged form would seem. They typically prefer to fight with their staff, a blue blur knocking weapon aside and foes off their feet. They keep a good supply of shells on their person, as back up weapons or distractions. They only deploy their cloak of crabs if they must, preferring to keep it as disturbing, and smelly, protection. They often take the form of healthy, half wild mounts, luring the foolish onto their back. They will ride to shore, and deposit seafolk to suffocate on the beach, or drag air breathers into deep water to drown. Consummate scavengers, they collect anything of value that washes up on the shore, and often have hoards of coins, jewelry and magic items hidden on their persons.

Tangies often masquerade as simple hermits, doling out food, shelter, and information to travelers. Of course the food is poisoned, the shelter is trapped, and the information is at best half true, leading fools into greater danger. They never give a fully honest answer, even with their lives at stake, and are incapable of kindness, gratitude, or friendship. They only willingly work with others when their precious shorelines are at risk of destruction.



# Thanor

*A towering walrus-man knight stands before you, armed to the tusk. He does not look pleased.*

## THANOR

CR 11



XP 12,800

Male thanor paladin 12

LG Large humanoid (amphibious, anthromorph)

Init +1; Senses Perception +9

Racial Buoyancy -225B; Depth Tolerance 600 feet

Aura courage (10 ft.), resolve (10 ft.)

## DEFENSE

AC 21, touch 10, flat-footed 20 (+10 armor, +1 Dex, +1 natural, -1 size)

hp 106 (12d10 + 36)

Fort +12, Ref +7, Will +9

Defensive Abilities divine grace, divine health

Immune charm, disease, fear

## OFFENSE

Speed swim 20ft.

Melee +2 auranite moon glaive +17/+12/+7 (1d10 + 6), bite +10 (1d8 + 2)

Space 10ft.; Reach 5ft.

Special Attacks channel positive energy (DC 18, 6d6), smite evil 4/day (+2 to attack and AC, +12 to damage)

Paladin Spell-Like Abilities (CL 12, Concentration +14)

At-Will – detect evil

Paladin Spells Prepared (CL 9, Concentration +11)

3rd – sanctify armor

2nd – resist energy, paladin's sacrifice, shark's strength

1st – bless, protection from evil, create air

## STATISTICS

Str 18, Dex 12, Con 14, Int 8, Wis 9, Cha 14

Base Atk +12; CMB +17; CMD 28

Feats Alertness, Exotic Weapon Proficiency (moon glaive), Extra Lay On Hands, Power Attack, Toughness, Weapon Focus (moon glaive)

Skills Diplomacy +7, Knowledge (religion) +4, Perception +9

Languages Common, Pinnipar

Special Qualities amphibious, aura of good, aura of justice, bestial senses, detect evil, divine bond (weapon, +3, 2/day), landwalker, lay on hands (6d6 10/day), mercies (fatigued, dazed, poison, stunned)

## ECOLOGY

Environment Ice Flow

Organization Solitary, Pair, Band (3-5)

Treasure NPC gear (+2 auranite moon glaive, +3 glacial armor)

## SPECIAL ABILITIES

**Amphibious:** Thanors possess lungs, and may survive underwater for 1 hour per 2 points of Constitution before beginning to drown.

**Bestial Senses:** Thanors receive a +2 racial bonus to Perception checks to notice potentially animate creatures or objects, and always receive a check to notice movement within 50 feet (even when not actively looking).

**Insulated Hide:** Thanors are considered to be wearing cold weather outfits at all times, even while completely nude.

**Landwalker:** Thanors may move on land at 75% of their swim speed.

Thanors are large, walrus-like anthromorphs. Their bodies are that of a powerful humanoid covered in wrinkly brown hide. Their equally huge feet have impressive flippers that aid in swimming. Their faces are the most walrus-like, with small eyes, bristly round snouts and large tusks. Thanor have thick necks and no external ears.

Thanors consider themselves to be the most civilized race in all of Isinblare. While it is true that they hold the most sophisticated military, complex government and elaborate cities, they are also known to be among the most dangerous and destructive races in the realm. Thanors regard their "Code of Magnanimity" to be the standard of diplomacy in the realm, though other races often see the code as nothing more than "polite savagery."

## THANOR CHARACTERS

Thanors are defined by their class levels – they do not possess racial Hit Dice. All thanors have the following traits.

**+4 Constitution, +2 Strength, -2 Dexterity, -2 Wisdom:**

Thanor are strong as iron but they are clumsy in both wit and form. Females of Medium size do not receive the +2 Strength or -2 Dexterity ability adjustments, as they are weaker but more agile.

**Racial Buoyancy -225B; Depth Tolerance: 600 feet**

**Anthromorph (lunged):** Thanors have the anthromorph subtype.

**Large:** Thanor are Large creatures. Females may opt to be Medium-sized at character creation.

**Slow Swim Speed:** Thanors have a base swim speed of 30 ft.

**Natural Armor:** Thanors gain a +1 natural armor bonus to their armor class.

**Insulated Hide:** See Special Abilities above.

**Tusks:** Thanors gain a natural bite attack. Male thanors deal 1d8 damage with their bite attack, while females deal 1d6 (or 1d4 if

Medium sized). The bite is a primary attack, or a secondary attack if the thanor is wielding a manufactured weapon.

**Languages:**

Thanors begin play speaking Pinnipar and Common. Thanors with high Intelligence can choose any of the following: Aquan, Ceti, Delatari, Glacian, Celestial, Lok'tar, or Qulari.



# Tidal Scavenger



A barely bipedal salamander-like creature slips out of the surf. Its smooth skin seems translucent, and wavers about the edges.

## TIDAL SCAVENGER

CR 5



XP 1,600

N Medium magical beast (aquatic, psionic)

**Init** +3; **Senses** Darkvision 60 ft., low light vision, scent; Perception +6

**Racial Buoyancy** -60; **Depth Tolerance**: 300 feet

### DEFENSE

**AC** 19; touch 14, flat-footed 15 (+3 Dex, +1 dodge, +5 armor)

**hp** 45 (6d10+12)

**Fort** +7, **Ref** +8, **Will** +4

### OFFENSE

**Speed** 30 ft., swim 30 ft., climb 20 ft.

**Melee** bite +9 (1d6+2 plus poison), 2 claws +8 (1d4+2)

**Special Attacks** ectoplasmic spray, poison, pounce, rake (2 claws +8, 1d4+2)

### STATISTICS

**Str** 14, **Dex** 17, **Con** 15, **Int** 8, **Wis** 14, **Cha** 9

**Base Atk** +6; **CMB** +8; **CMD** 21

**Feats** Dodge, Mobility, Weapon Focus (bite)

**Skills** Acrobatics +7, Climb +6, Perception +6, Stealth +7, Survival +3

**Languages** Lok'tar (can't speak)

**SQ** ectoplasmic body

### ECOLOGY

**Environment** warm aquatic and shorelines

**Organization** solitary, pair, swarm (3-12)

**Treasure** incidental

### SPECIAL ABILITIES

**Ectoplasmic Body (Su):** The familiar form of a tidal scavenger is actually created out of ectoplasm. This body allows the creature to move about freely on land without fear of suffocating, as well as to scavenge and hunt. The tidal scavenger can form its ectoplasmic body as a swift action once per day, lasting for an hour per HD. The ectoplasmic body is considered to have a level 12 manifester level for purposes of dispelling. In addition, for every three Hit Dice the creature possesses, it may modify the ectoplasmic body in one of the following ways:

- ◆ The tidal scavenger gains a +4 bonus to its CMD against bull rush, trip and any combat maneuvers that attempt to move it from its current location, as well as a +4 circumstance bonus to Climb checks.
- ◆ The tidal scavenger gains a +2 bonus to its Strength, Dexterity, or Constitution.
- ◆ The tidal scavenger gains a 25% chance to negate the extra damage from a critical hit or sneak attack.
- ◆ The tidal scavenger gains fast healing 2.
- ◆ The tidal scavenger gains DR 5/-.
- ◆ The tidal scavenger gains a +10' bonus to a given speed.

**Ectoplasmic Spray (Su):** Once every 1d4 rounds a tidal scavenger may blast a gout of ectoplasm out of the spiracles on its head or flanks. A target struck by ectoplasm shot from the creature's head are affected as if targeted by *ectoplasmic cocoon*, with a DC 15 Reflex save to resist. If the creature releases ectoplasm from the flank spiracles, it creates an *ectoplasmic sheen* in a 10 foot radius around the creature, with a reflex save DC of 16 to avoid falling. These abilities have a manifester level equal to the tidal scavenger's HD in relation to attempts to dispel them.

**Poison (Ex):** The poison of a tidal scavenger causes painful swelling in its victim, as well as depositing bioluminescent dyes in their flesh. These dyes cause the target to glow a pale green, granting a -5 to all Stealth checks, and attracting any predators that happen to see the victim.

**Tidal Scavenger poison:** bite-injury, *save* Fortitude DC 15; *frequency* 1/round for 6 rounds; *effect* 1d3 Dex, *cure* 1 save.

Tidal scavengers live up to the name, lurking in shallow waters by day and stalking the shorelines by night, feeding on whatever washes up on the beach. While they are well known as scavengers, they are equally active predators, willing to attack even small groups if it can ambush them.

While hardly intelligent, tidal scavengers are smarter than they appear. They look for any ambush sites or, failing that, will go out of their way to appear harmless, tearing at rotten fish until they pounce. They can spray ectoplasm to bind their prey, or to slow down foes that prove too much for it as it flees to the water.

Tidal scavengers hide their true form within their dense ectoplasmic bodies. When not manifesting their armor, a tidal scavenger is a Small salamander-like amphibian. The creature is nearly helpless without its armor, possessing only a harmless bite, and barely able to crawl. Most intelligent beings assume it was prey of its larger form, if they notice it at all. When pressed, it will get near an area with many hiding places for its smaller form, and dismiss their ectoplasmic body.





# Tizheruk

This massive creature has a reptilian head studded with sword-like teeth and a long eel-like body, ending in a fluke that could cover a wagon. Two powerful limbs lift its body high off the ground.

## TIZHERUK

CR 14



XP 38,400

CN Gargantuan magical beast (aquatic, cold)

**Init** +3; **Senses** darkvision 60 ft., low light vision, scent; Perception +15

**Racial Buoyancy** -870; **Depth Tolerance**: 3,000 feet

## DEFENSE

**AC** 29; touch 5, flat-footed 25 (-1 Dex, +25 natural, -4 size)

**hp** 218 (19d10+114)

**Fort** +17, **Ref** +10, **Will** +11

**Weakness** vulnerability to steam

## OFFENSE

**Speed** 40 ft., swim 60 ft.

**Melee** bite +27 (2d8+24 plus grab), slam +22 (2d6+6), tail slap +22 (2d8+18)

**Special Attacks** powerful bite, powerful tail, shattering roar, swallow whole (4d6 acid damage, AC 22, 21 hp)

**Domain Abilities** copycat-6/day, master's illusion-19 rounds/day

**Spell-Like Abilities** (CL 19, Concentration +23)

At will-dancing lights, ghost sound, mage hand, prestidigitation

1/day-lesser globe of invulnerability, invisibility

## STATISTICS

**Str** 34, **Dex** 9, **Con** 22, **Int** 10, **Wis** 17, **Cha** 19

**Base Atk** +19; **CMB** +36; **CMD** 45

**Feats** Awesome Blow, Critical Focus, Improved Initiative, Improved Bull Rush, Iron Will, Lunge, Power Attack, Skill Focus (stealth), Snatch, Stealthy

**Skills** Acrobatics +32, Escape Artist +1, Perception +16, Stealth +7

**SQ** amphibious, domain powers

## ECOLOGY

**Environment** cold oceans

**Organization** solitary, pair

**Treasure** standard

## SPECIAL ABILITIES

**Domain Powers (Sp)**: A tizheruk uses the domain abilities from the Trickery domain as a cleric with a level equal to its HD.

**Powerful Attacks (Ex)**: A tizheruk applies double its Strength modifier to its bite damage and one and a half its modifier to its tail slap damage.

**Shattering Roar (Su)**: Once every 1d4 rounds a tizheruk can let out a mighty roar in a 60 foot cone. Creatures and objects within the cone take 10d6 points of sonic damage, with a DC 25 Fortitude save for half damage. Nonmagical ice automatically shatters when struck by the tizheruk's roar.

Tizheruk are massive, intelligent predators with a mischievous nature. They delight in playing tricks on intelligent beings and observing the results. Tizheruk may help those that handle their pranks well but will happily devour those that threaten or attack it. Their natural diet consists of fish, which they can swallow entire schools of at a time and large game drawn to the water's edge by their magical tricks.

Tizheruk enjoy the thrill of combat and gulp down foes with glee. It is not uncommon to see maimed hunters of tizheruk that fell victim to their massive bite and crushing tail attacks. They prefer to lair in ice caves where their shattering roar can bring down entire walls and ceilings on dangerous foes.

Tizheruk may "adopt" an area, watching over it and studying the inhabitants. The beings that live there ply the creature with treasures and put up with its pranks in return for its protection. For its part, the tizheruk views the local creatures rather as pets that keep it from boredom.

Rumors exist of tizheruk that have been corrupted and turned foul by pacts with dark beings. These evil creatures can freely trade their Trickery domain abilities for those of the Madness domain. These creatures do everything in their power to break the minds and wills of creatures that dwell near them, making them into insane, easily managed cattle.



# Triton, Shazalarian

*Regal and strong, this human-like figure has a scaly lower-half with the torso and face of a handsome, muscled elf.*

## SHAZALARIAN TRITON

CR 1/3



XP 135

Triton warrior 1

NG Medium humanoid (aquatic, water)

**Init** +5; **Senses** low-light vision, blindsense 30 ft.; Perception +5

**Racial Buoyancy** -0; **Depth Tolerance**: immune to pressure

### DEFENSE

**AC** 15, touch 10, flat-footed 15 (+5 armor)

**hp** 6 (1d10+1)

**Fort** +3, **Ref** +0, **Will** +0

### OFFENSE

**Speed** 20 ft., swim 50 ft.

**Melee** trident +4 (1d8+2)

**Ranged** javelin +4 (1d6+2/x3)

**Spell-like Ability** (CL 1<sup>st</sup>)

1/day – *summon sea's ally I* (every 2nd character level the triton gains increases the spell to its next higher variant; 3<sup>rd</sup>, 5<sup>th</sup>, etc.)

### STATISTICS

**Str** 15, **Dex** 10, **Con** 12, **Int** 7, **Wis** 10, **Cha** 11

**Base Atk** +1; **CMB** +3, **CMD** 13

**Feats** Weapon Focus (trident)

**Skills** Acrobatics +9, Intimidate +4

**Languages** Aquan

**SQ** speak with sea creatures, water-dependent

### ECOLOGY

**Environment** temperate seas (Shazalar)

**Organization** solitary, pair, guardians (3-12)

**Treasure** NPC gear (trident, 3 javelins, seashell armor)

### SPECIAL ABILITIES

**Speak with Sea Creatures (Ex)**

All tritons are capable of speaking with animals that live beneath the sea. This is a permanent effect but otherwise operates as the spell *speaks with animals*.

**Water-Dependent (Ex)** Tritons are wholly creatures of the sea. This creature drowns when out of water. See the Pathfinder Roleplaying Game Core Rulebook for drowning rules.

If genai are the mixed breed of a noble planar origin, the tritons are the true-bloods. Though their noble background is shrouded in their own lore, and thus their exact ancestry is difficult to determine, tritons carry themselves as lords of the sea. They take that title seriously and cling to the responsibilities they believe it bears. Primal and deeply respectful of the natural bounty the ocean offers, tritons revere the sea and its animals almost as fervently as some worship actual deities.

Their harmonious existence with the world about them should not be mistaken for weakness, however. Tritons, when roused to battle, are fiercely protective of their clan and homes. Their ability to speak with the fauna of the ocean assures that a battle against a triton community is also a battle against whale, octopus, shark, and whatever other creatures may lair nearby.

The tritons of Shazalar purposefully distinguish themselves from other tritons, although there are no obvious physical differences. The Shazalarian tritons tell of a slightly different set of innate abilities, and of a different overall purpose. According to triton conjecture, Shazalarian tritons are not born in any traditional sense; they spontaneously come into being as full-grown adults on the Elemental Plane of Water whenever the need arises. Unfortunately, whatever this “need” is, or what the overall purpose of these tritons is and how it differs from other tritons has been an unsolved mystery for centuries.

### SHAZALARIAN TRITON CHARACTERS

Tritons are defined by their class levels – they do not possess racial Hit Dice. All tritons have the following traits.

**+2 Strength, -2 Intelligence, +2 Wisdom:**

Tritons are strong and focused, but their lack of outside communication keeps them close-minded.

**Medium:** Tritons are

Medium characters and they do not gain a bonus or penalty for their size.

**Spell-like Abilities:** All triton characters can speak with sea creatures as if under the effects of a permanent *speaks with animals* spell.

Additionally, once per day and at a caster level equal to their character level a triton may cast *summon ocean's ally I*. Every 2<sup>nd</sup> character level after 1<sup>st</sup>, this spell advances to its next highest variant.

**Water-Dependent:** Tritons cannot exist on land for long. If removed from the ocean or a watery environment they begin to drown.





## Trueform, General

Not long ago the civilized races began noting unique members of the animal community. These creatures could speak, think, and even use tools as if they were humanoids. Where these creatures came from they could not say themselves; they simply 'awakened.' Although their origin could not be pinned down, these creatures themselves took to crafting one. They were trueforms. The pinnacle of their species. The way the gods intended their kind to be.

With this declaration an uneasy peace grew between the haughty trueforms and those that neighbored with them. These beasts easy discussion of their perfection and the fact they arose from simple animals gave many people reason to worry. Though, as a whole, trueforms have not banded together the way some feared they would, they can be dangerous depending on the species. While trueform dolphins happen to be playful and friendly, trueform sharks can be cruel and unrelenting machines of destruction fueled by endless hunger.

## Creating a Trueform.

"Trueform" is an inherited template that can be added to any natural living, corporeal creature with the animal or vermin type. A trueform uses all the base creature's statistics and special abilities except as noted here.

**CR:** HD 4 or less, as base creature +1; HD 5 or more, as base creature +2.

**Type:** The trueform's type becomes magical beast though no stats need to change.

**Subtype:** Trueforms gain the trueform subtype.

**Qualities:** The trueform creature gains the Tool-Use quality. This allows them to use weapons and armor, as well as things like potions, scrolls, etc.

**Melee/Ranged:** A trueform creature can use weapons if its form allows.

### Special Attacks:

*Summon the Lesser Form (Su):* A trueform can summon two of its base creature once per day.

**Abilities:** The trueform gains a +10 Int bonus, a +2 Wis bonus, and +4 Cha bonus.

**Skills/Feats:** A trueform can gain skills (from the magical beast list) to represent a shift in its thoughts.

## Trueform, Dire Shark (Greater Carchardian)

GREATER CARCHARDIAN

CR 11



XP 12,800

LN Gargantuan magical beast (aquatic, trueform)

**Init** +6; **Senses** blindsense 30 ft., keen scent; Perception +26

**Racial Buoyancy** -10; **Depth Tolerance:** 3,200 feet

### DEFENSE

**AC** 28, touch 8, flat-footed 26 (+2 Dex, +15 natural, +5 armor, -4 size)

**hp** 112 (15d8+45)

**Fort** +14, **Ref** +13, **Will** +9

### OFFENSE

**Speed** swim 60 ft.

**Melee** bite +17 (4d10+15/19-20 plus grab)

**Space** 20 ft., **Reach** 20 ft.

**Special Attacks** summon the lesser form, swallow whole (2d6+15 damage, AC 17, 11 hp)

### STATISTICS

**Str** 30, **Dex** 15, **Con** 17, **Int** 11, **Wis** 15, **Cha** 14

**Base Atk** +11; **CMB** +25 (+29 grapple); **CMD** 37

**Feats** Bleeding Critical, Critical Focus, Great Fortitude, Improved Critical (bite), Improved Initiative, Iron Will, Lightning Reflexes, Skill Focus (Perception)

**Skills** Acrobatics +12, Perception +26

**Languages** Common and Pelagic

**SQ** tool use

### ECOLOGY

**Environment** any ocean

**Organization** solitary

**Treasure** standard (metal armor)

Greater carchardians were derived sometime after the Great Flood, when megladons began swimming the seas again. Using the spoils of countless victories against the sahuagin, the standard carchardians hired sea elven wizards to piece together the original formulas and incantations that led to their own creation. They all looked forward to the might that a gargantuan counterpart could contribute to the side of freedom and justice.

However, much like the carchardians were a disappointment to the sahuagin, the greater carchardians were not what their creators expected. Despite being several tons of killing prowess, nearly all greater carchardians are pacifists, killing only when necessary. The greater carchardians immediately rejected any sort of military involvement, instead electing to be diplomatic emissaries and mediators. Their intimidating size and physical nature does tend to quiet conflict and command attention. In this measure, the greater carchardians are very successful at what they do.

## Trueform, Dolphin (Delphin)



DELPHIN

CR 1



XP 400

CG Medium magical beast (trueform)

**Init** +2; **Senses** low-light vision, blindsight 120 ft.;

**Perception** +11

**Racial Buoyancy** -25; **Depth Tolerance**: 1,200 feet

### DEFENSE

**AC** 13, touch 12, flat-footed 11 (+2 Dex, +1 natural)

**hp** 11 (2d8+2)

**Fort** +4, **Ref** +5, **Will** +2

### OFFENSE

**Speed** swim 80 ft.

**Melee** slam +3 (1d4+1)

**Special Attacks** summon the lesser form (see template)

### STATISTICS

**Str** 12, **Dex** 15, **Con** 13, **Int** 12, **Wis** 15, **Cha** 10

**Base Atk** +1; **CMB** +2 **CMD** 14

**Feats** Weapon Finesse

**Skills** Acrobatics + 15, **Perception** +11; **Racial Modifier** +4  
**Perception**

**Languages** Common, Ceti

**SQ** hold breath, tool use (see template)

### ECOLOGY

**Environment** any ocean

**Organization** solitary, pair, or pod (3-18)

**Treasure** standard

Delphin have a long history of helping that is often overshadowed by the accomplishments of other races. In nearly every major battle, there were delphin there as supporting troops, reinforcements, and even great commanders. Nearly all underwave cities owe a debt to at least one pod of delphins for defending it, helping to build it, or even founding it. However, delphins are quite content in the helping part, and rarely seek recognition-- and are therefore, and unfortunately, often left out of the history books.

Such an example is during the Bloody War. Sahuagin were notorious for their well-trained sharks. Without the expert precision that delphins have versus these creatures, thousands would have perished. While the valiant effort against the sahuagin owned sharks should have been memorialized, it is lost among the accounts of the carchardians later on in the war, and how they virtually eliminated the threat of sahuagin controlled sharks altogether. Such is the history of the delphins; noble but always humble.





## Trueform, Jellyfish (Medusian)



*Swimming before you is what can only be described as an average-looking man-sized jellyfish. Average in every way, except for its luminous green “brain,” and the fact that it is wearing a crown of spiked coral and brandishing a trident.*



XP 600

N Medium magical beast (aquatic, psionic, trueform)

**Init** +3; **Senses** blind, blindsense (60 feet); **Perception** +10

**Racial Buoyancy** 0; **Depth Tolerance**: 2,000 feet

### DEFENSE

**AC** 19, touch 13, flat-footed 16 (+5 armor, +3 Dex, +1 natural)

**hp** 16 (3d8+3)

**Fort** +4, **Ref** +4, **Will** +5

**Immune** gaze attacks

### OFFENSE

**Speed** swim 20 ft.

**Melee** tentacles +5 touch (entangle and poison), trident +4 (1d8)

**Psi-Like Abilities** (ML 2, Concentration +15)

*At will- create sound, empathy, detect hostile intent, know direction and location*

*3/day- far hand, sense link, vigor*

**Special Attacks** Summon the lesser form

### STATISTICS

**Str** 11, **Dex** 17, **Con** 12, **Int** 10, **Wis** 15, **Cha** 6

**Base Atk** +2; **CMB** +2 (+6 grapple); **CMD** 15 (can't be tripped)

**Feats** Iron Will, Multiattack<sup>B</sup>, Weapon Finesse

**Skills** Acrobatics +13, **Perception** +12, **Stealth** +12

**Languages** Common, Medusian; telepathy 50 ft.

**SQ** telekinetic tentacle control

### ECOLOGY

**Environment** any ocean waters

**Organization** solitary or school (8–20)

**Treasure** NPC gear (trident, sea-shell armor)

### SPECIAL ABILITIES

**Entangle (Ex)** If a medusian strikes a Medium or smaller foe with its tentacles, the jellyfish can immediately attempt a grapple check without provoking an attack of opportunity. If the medusian wins the check, it draws the foe into an adjacent square. The foe gains the grappled condition, but the jellyfish does not. When entangled in this manner, the victim automatically loses one hit point per round.

**Poison (Ex)** Tentacles—contact; save Fort DC 14; frequency 1/round for 4 rounds; effect 1d3 Dexterity damage; cure 1 save. The save DC is Constitution-based, and includes a +2 racial bonus.

**Summon the Lesser Form (Su)** A Medusian can summon two goliath jellyfish (CERULEAN SEAS CAMPAIGN SETTING) once per day.

**Telekinetic Tentacle Control (Su)** Even though the medusian lacks the physical mechanisms to manipulate objects with its tentacles, it has constant telekinetic control over its body that perfectly mimics the muscle control of more advanced invertebrates such as octopi and squid. The only notable exception is that a medusian's ability to wield weapons and use tools can be negated by effects that cancel out psionic activity, such as a null psionic field.

Medusians are the trueform variety of goliath jellyfish. They are peaceful hunters, seeking out sustenance amid the eerie twilight zone of the ocean's depths. While completely lacking vision in the conventional sense, they more than make up for it with their psionic aptitude, and tend to be even more aware of their surroundings than those with ordinary sight.

Medusians often organize into large schools where they converse and cooperate, often exchanging weapons, armor, information, and food among one another. They are a shy race that works with other races only when necessary. When conflict arises, most medusians will passively leave the affected area. If repeatedly provoked or cornered, however, the medusian is a merciless opponent that will summon others, both the well-armed variety and the mundane.



# Trueform, Octopus (Squibbon)



**SQUIBBON**

**CR 2**



**XP 600**

**CN** Small magical beast (aquatic, trueform)

**Init** +3; **Senses** low-light vision; **Perception** +12

**Racial Buoyancy** -1; **Depth Tolerance**: 10,000 feet

## DEFENSE

**AC** 15, touch 14, flat-footed 12 (+3 Dex, +1 natural, +1 size)

**hp** 19 (3d8+6)

**Fort** +5, **Ref** +6, **Will** +5

**Defensive Abilities** ink cloud (as normal octopus)

## OFFENSE

**Speed** 20 ft., swim 30 ft., jet 200 ft.

**Melee** bite +6 (1d3+1 plus poison), tentacles +4 (grab)

**Special Attacks** summon the lesser form

## STATISTICS

**Str** 12, **Dex** 17, **Con** 14, **Int** 12, **Wis** 15, **Cha** 7

**Base Atk** +2; **CMB** +2 (+6 grapple); **CMD** 15 (can't be tripped)

**Feats** Iron Will, Multiattack<sup>B</sup>, Weapon Finesse

**Skills** Acrobatics +13, Escape Artist +13, Perception +12, Stealth +20; **Racial Modifiers** +8 Stealth, +10 Escape Artist

**Languages** Common, Cephalite

**SQ** tool use

## ECOLOGY

**Environment** any ocean

**Organization** solitary, pair, or school (3-12)

**Treasure** standard

The squibbon, as they are now, are a fairly new race, originating sometime after the Bloody War. For millennia, their ancestors, known then as simply "green octopi" were consider a non-sentient pest of the dolphin race. Green octopi commonly kidnapped baby dolphins, dragging them to unknown places, where they were never seen again. Even today, dolphin mothers tell naughty children to behave or she'll "let the octopi carry them away."

After the Bloody War, in which the green octopi played almost no part, the dolphins began to study this odd race and found that they were quite intelligent, capable of communicating complex ideas to each other, and having complex beliefs and even religion. However all attempts to communicate with these little mollusks ended in failure. Desperate for an end to the octopi menace, the dolphin called upon a powerful marid. With her aid, the squibbon race was born; all green octopi suddenly had the ability to speak and understand common.

Ever since then, most races wished the marid hadn't interfered. It turns out that the centuries of kidnapping were because the squibbon didn't think dolphins were sentient, and believed that they would make wonderful pets. However, now that they can talk with the squibbon, the octopi no longer find them desirable in that regard. While the kidnappings completely ceased, the dolphins, as well as all other races, have to endure the incessant ramblings of the squibbons, who despite being a sentient race, seem to be utterly insane. Now that they have a whole new world that they can talk to, they do, and seldom stop.





# Trueform, Ray (Ixarc)



**IXARC**

**CR 1**



**XP 200**

**LG** Small magical beast (aquatic, trueform)

**Init** +2; **Senses** low-light vision, blindsense 30 ft.;

**Perception** +5

**Racial Buoyancy** -10; **Depth Tolerance**: 3,200 feet

## DEFENSE

**AC** 13, touch 13, flat-footed 12 (+2 Dex, +1 size)

**hp** 4 (1d8)

**Fort** +2, **Ref** +4, **Will** +1

## OFFENSE

**Speed** swim 80 ft.

**Ranged** javelins +2 (1d4/x3)

**Special Attacks** summon the lesser form

## STATISTICS

**Str** 10, **Dex** 15, **Con** 10, **Int** 12, **Wis** 13, **Cha** 11

**Base Atk** +1; **CMB** +0 **CMD** 12

**Feats** Run

**Skills** Acrobatics +11, **Perception** +5

**Languages** Common, Pelagic

**SQ** tool use

## ECOLOGY

**Environment** any ocean

**Organization** solitary, pair, or flight (3-12)

**Treasure** standard

Before the Bloody War, the ixarcs, known as “devil rays,” were a selfish and greedy race. Not much of a force in the seas because of their distrust of others, including their own kind, ixarcs were never taken seriously.

However, shortly before the war, a great philosopher emerged among them. The ixarc philosopher, known as Jaxlen, taught that all creatures are innately selfish, but it is by the gift of freedom of will that one can strive to improve oneself. Strangely, and much to the astonishment of other sea-dwellers, the philosophy caught on like wildfire.

During the Bloody War, ixarcs turned to the life of the monk, focusing on both martial arts as well as developing their mental potential. While their new philosophy prevented them from taking a proactive role in the war, many sahuagin forces perished while trying to take down an ixarc monastery.

It has been centuries since anyone has made the mistake of not taking the power of the ixarcs seriously. The philosophy of the ixarc seems to be part of some great racial flaw, and the race is powerless to avoid it. The teachings do not seem to have that effect on other races, but races other than ixarcs are a welcomed part of nearly every ixarc monastery.

A typical ixarc monastery has a small shrine to Jaxlen, although he is not worshiped like a god. In essence, the ixarcs worship the ideals of Jaxlen and pay homage to how the race has improved from his teachings. Today, ixarcs are respected members of the undersea community, and can be found throughout the Cerulean Seas.



## Trueform, Seal (Hydrurgan)

*An armored leopard seal swims into view. If the manufactured armor is not proof enough, a fierce intellect burns in its eyes, telling you that this is no ordinary animal.*

### HYDRURGAN

CR 3



XP 800

N Large magical beast (amphibious, trueform)

**Init** +0; **Senses** low-light vision, scent; **Perception** +11

**Racial Buoyancy** -225; **Depth Tolerance**: 600 feet

### DEFENSE

**AC** 14, touch 9, flat-footed 14 (+5 natural, -1 size)

**hp** 22 (3d8+9)

**Fort** +6, **Ref** +3, **Will** +3

### OFFENSE

**Speed** 20 ft., swim 40 ft.

**Melee** bite +7 (1d8+9)

**Space** 10 ft.; **Reach** 5 ft.

**Special Attacks** trample (2d6+9, DC 17)

### STATISTICS

**Str** 23, **Dex** 10, **Con** 17, **Int** 12, **Wis** 13, **Cha** 8

**Base Atk** +2; **CMB** +9; **CMD** 19

**Feats** Endurance, Skill Focus (Perception)

**Skills** Acrobatics +6 (+10 while underwater),

Perception+10, Stealth +7; **Racial Modifiers**

+4 Acrobatics while underwater

**Languages** Common, Pinnipar

**SQ** hold breath, tool use

### ECOLOGY

**Environment** any coastal

**Organization** solitary, pair, or pod (3-12)

**Treasure** none

### SPECIAL ABILITIES

**Summon the Lesser Form (Su)** A

Hydrurgan can summon two normal leopard seals (same statistics as an elephant seal,

CERULEAN SEAS CAMPAIGN

SETTING) once per day.

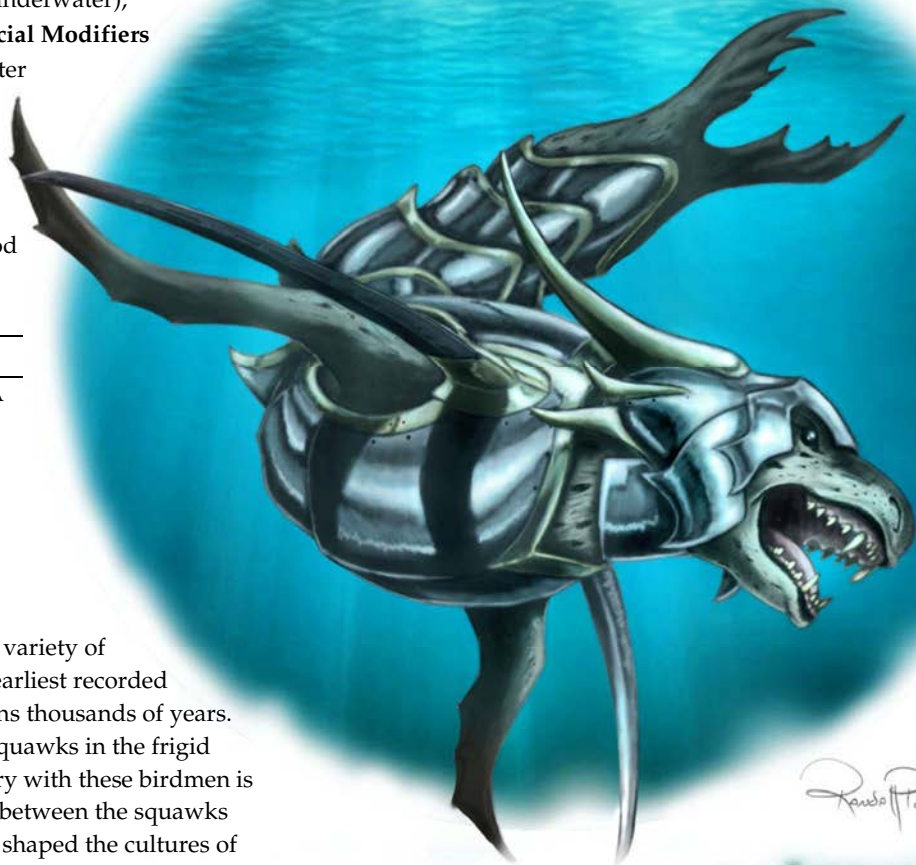
Hydrurgans are the trueform variety of leopard seals and are one of the earliest recorded trueform races. Their history spans thousands of years. Hydrurgans evolved alongside squawks in the frigid lands of Fiskheim and their rivalry with these birdmen is legendary. The constant conflict between the squawks and the hydrurgans has not only shaped the cultures of the species involved but also those around them.

Like standard leopard seals, the hydrurgan is large and muscular with a dark grey back and light grey on its stomach. Its throat is whitish with black spots. Females are slightly larger than the males, with the average adult between 8 to 12 feet long.

Compared to other Pinniparians, (those intelligent race who share Pinnipar as their native tongue, including Selkies and Thanor) the hydrurgan may seem solitary or even a bit stoic. Indeed, they value their individuality and ability to be self-sufficient. They even prefer to hunt alone, believing others to be too much of a distraction.

Hydrurgan tactics are likewise tailored around guerrilla-style combat. Their style is well-suited to overtaking rigid military formations and other cooperative combat methods, which are commonly used by the squawks and other enemies that are historically common in their waters.

Hydrurgan lairs are typically carved in the underside of thick ice and glaciers and usually consist of a labyrinth of tunnels and traps that only the hydrurgan knows how to traverse without incident. They tend to guard these lairs very well and can be fiercely territorial.



*Rando Powell*



# Trueform, Shark (Carchardian)

CARCHARDIAN

CR 3



XP 600

LN Large magical beast (aquatic, trueform)

Init +5; Senses blindsense 30 ft., keen scent; Perception +11

Racial Buoyancy -110; Depth Tolerance: 1,200 feet

## DEFENSE

AC 18, touch 10, flat-footed 17 (+1 Dex, +4 armor, +4 natural, -1 size)

hp 27 (5d8+5)

Fort +7, Ref +5, Will +3

## OFFENSE

Speed swim 60 ft.

Melee bite +6 (1d8+4) or 2 fin razors +6 (1d8+4/19-20) or marlin harness +6 (2d6+4/19-20)

Space 10 ft.; Reach 5 ft.

Special Attacks summon the lesser form

## STATISTICS

Str 17, Dex 12, Con 13, Int 11, Wis 14, Cha 6

Base Atk +4; CMB +8; CMD 19

Feats Martial Weapon Proficiency (marlin harness), Great Fortitude, Improved Initiative

Skills Acrobatics +9, Perception +11, Stealth +9

Languages Common, Pelagic

SQ tool use

## ECOLOGY

Environment any ocean

Organization solitary, pair, squad(3-6), or legion (7-13)

Treasure standard

Before the Bloody War, the carchardian race did not exist. Using aboleth technology, the sahuagin biologically engineered the carchardians from normal great white sharks. They imbued the sharks with sentience and free will, but ingrained in their minds a strong sense of loyalty and duty. Trying to create a perfect soldier, they gave the carchardians a sharp military intellect, and topped off their versatility with the creation of the remora imp, which could work as their hands.

In essence, the carchardians were considered a great failure by the sahuagin, for while they did have a deep sense of loyalty, they also had an unquenchable thirst for freedom, and soon they turned on their creators. Thousands of sahuagin were slaughtered by the carchardians before they drove the smart sharks off to other regions of the sea. To complete the failure, the fast-reproducing remora imp quickly infested the seas, and the Ixarcs, sharing the Pelagic language, also learned to control their useful little hands. The sahuagin lust for omnipotence came back to bite them, quite literally. Carchardians of today will be found wherever freedom is threatened or war is imminent. While considered warmongers by most, the carchardians have proven to be champions of freedom, and securers of peace.



## Trueform, Starfish (Estrel)

*Before your eyes a rather large starfish nearly as tall as a nixie proceeds to stand up on two of its five arms. With two more arms, it brandishes a dagger and shield.*

### ESTREL

CR 1



XP 400

N Small magical beast (aquatic)

**Init** +2; **Senses** darkvision 60 ft., scent; Perception +0

**Racial Buoyancy** -15; **Depth Tolerance**: 26,000 feet

### DEFENSE

**AC** 15, touch 13, flat-footed 13 (+2 Dex, +2 natural, +1 size)

**hp** 18 (2d10+7); regeneration 1/hour (acid, magic, steam)

**Fort** +5, **Ref** +3, **Will** +0

### OFFENSE

**Speed** swim 15 ft., climb 15ft.

**Melee** dagger +2 (1d3)

**Special Attacks** summon starfish

### STATISTICS

**Str** 11, **Dex** 15, **Con** 14, **Int** 10, **Wis** 11, **Cha** 10

**Base Atk** +2; **CMB** +1 (+5 grapple); **CMD** 13 (can't be tripped)

**Feats** Toughness

**Skills** Escape Artist +5, Stealth +10;

**Racial Modifiers** +4 Stealth

**Language** Dagonite & Echinn

**SQ** Suction, tool use (as per trueform)

### ECOLOGY

**Environment** abyssal plains

**Organization** solitary or constellation (3-12)

**Treasure** none

### SPECIAL ABILITIES

**Suction (Ex)** An estrel can create powerful suction against any surface, allowing it to cling to solid surfaces with ease. An estrel can establish or release suction as a swift action, and as long as it is using suction, it moves at half speed. Because of the suction, an estrel's CMD score gets a +10 circumstance bonus to resist bull rush, awesome blows, and other attacks and effects that attempt to physically move it from its location.

**Summon Starfish (Su)** An estrel can summon two normal starfish once per day.

Estrels are strange deep-sea trueform starfish that scour the abyssal plains in search of food and treasure. While scavengers by nature, their intellect allows them to become apt conmen and thieves. They are often found in the company of echinn, as the two races not only share a similar biology, but have a long history of cooperation and cultural exchange. In fact, many believe that the echinn language and naming practices are actually estrelian in origin. In addition, it is not unknown to find a lone estrel leading a tribe of echinns. Consequently, it is rare to find an estrel cooperating with karkanaks. Karkanaks often view estrels as exciting delicacies.

While estrels procreate in the typical manner of all starfish, they also possess the same amazing regenerative qualities that can also lead to reproduction. An estrel that is split in half will regenerate into two identical individuals in a very short time. If these individuals had obtained class levels, the levels get divided equally among them. Those that are familiar with the estrel know that it will likely take magic to put a stop to them. Those that are not acquainted with the estrel's peculiar regeneration abilities may be in for a bit of a surprise after what may have seemed like a resolute victory.







## Turtle, Giant Leatherback

A 12-foot-long sea turtle glides by with the aid of four powerful flippers. They are typically peaceful creatures, unless they are hungry and they happen to mistake you for food.

### GIANT LEATHERBACK

CR 4



XP 600

N Large animal

Init +0; Senses scent; Perception +12

Racial Buoyancy -225; Depth Tolerance: 600 feet

#### DEFENSE

AC 20, touch 9, flat-footed 20 (+11 natural, -1 size)

hp 42 (5d8+20)

Fort +10, Ref +4, Will +2

#### OFFENSE

Speed 10 ft., swim 60 ft.

Melee bite +8 (2d6+9)

Space 10 ft.; Reach 5 ft.

#### STATISTICS

Str 22, Dex 10, Con 19, Int 2, Wis 13, Cha 5

Base Atk +3; CMB +10; CMD 20 (24 vs. trip)

Feats Endurance, Great Fortitude, Skill Focus (Perception)

Skills Perception +12

SQ hold breath

#### ECOLOGY

Environment any ocean

Organization solitary, pair, bale (3-12), or herd (10-30)

Treasure none

These gentle giants spend most of their lives cycling through a long migratory process. They will occasionally travel together in large herds, often on a popular current, in order to get to their pre-programmed destinations where they mate, lay eggs, and eat—each location several hundred miles from the other. Giant leatherbacks are carnivores; though they typically only hunt small fish, squid and shellfish, they will occasionally mistake a merfolk for a meal. They are quick to retreat when they make such an error.

Giant leatherbacks are popular quarry for sentient undersea hunters, as they provide a lot of meat, and their carapaces can be fashioned into everything from armor to boats.

## Turtle, Marine Snapping

This well armored turtle comes equipped with huge jaws and razor-sharp claws.

### MARINE SNAPPING TURTLE

CR 6



XP 2,400

N Large animal

Init +0; Senses scent; Perception +15

Racial Buoyancy -225; Depth Tolerance: 300 feet

#### DEFENSE

AC 21, touch 9, flat-footed 21 (+12 natural, -1 size)

hp 76 (8d8+40)

Fort +13, Ref +6, Will +3

#### OFFENSE

Speed 20 ft., swim 40 ft.

Melee bite +14 (2d8+13/19-20) plus rend

Space 10 ft.; Reach 5 ft.

Special Attacks rend (bite, 1d6+14), vicious bite

#### STATISTICS

Str 28, Dex 10, Con 21, Int 2, Wis 13, Cha 3

Base Atk +6; CMB +16; CMD 26 (30 vs. trip)

Feats Diehard, Endurance, Great Fortitude, Skill Focus (Perception)

Skills Perception +15

SQ hold breath

#### ECOLOGY

Environment any saltwater marsh or shoreline

Organization solitary

Treasure none

#### SPECIAL ABILITIES

**Rend (Ex)** A marine snapping turtle is allowed one automatic rending attack when it hits with a bite; essentially tearing with both of its claws in a sweeping movement. It does not attack with its claws otherwise.

**Vicious Bite (Ex)** A snapping turtle's bite is particularly dangerous. It threatens a critical hit on a 19–20.

A marine snapping turtle is a larger cousin to the freshwater snapping turtle. These voracious reptiles will attack anything that crosses their path. Luckily, they are not too fast, and not overly zealous in their pursuit of prey; preferring instead a quick and easy kill.

## Turtle, Keel

*With a puff of stale air a monstrous turtle surfaces near your boat. Its barnacle covered shell has a huge spike that terminates a few feet above the turtle's head. It glares at you with dull, angry eyes.*

### KEEL TURTLE

CR 9



XP 6,400

N Huge animal (aquatic)

**Init** +1; **Senses** low-light vision; **Perception** +9

**Racial Buoyancy** -760; **Depth Tolerance**: 300 feet

### DEFENSE

**AC** 24; touch 9, flat-footed 23 (+1 Dex, +15 natural, -2 size)

**hp** 126 (12d8+72)

**Fort** +15, **Ref** +9, **Will** +6

**DR** 10/magic

### OFFENSE

**Speed** 10 ft., swim 30 ft.

**Melee** bite +16 (2d6+9), or ram +16 (3d8+9 plus stun)

**Space** 15 ft.; **Reach** 10 ft.

**Special Attacks** ram, grab, swallow whole (1d8 plus 1d4 acid, AC 17, hp 12)

### STATISTICS

**Str** 28, **Dex** 12, **Con** 21, **Int** 2, **Wis** 11, **Cha** 10

**Base Atk** +9; **CMB** +20; **CMD** 31

**Feats** Endurance, Great Fortitude, Improved Bull

Rush, Iron Will, Power Attack, Toughness

**Skills** Acrobatics +18, **Perception** +9

**SQ** amphibious, hold breath

### ECOLOGY

#### Environment

tropical seas

#### Organization

solitary

#### Treasure

none

### SPECIAL ABILITIES

#### Hold Breath (Ex):

A keel turtle can hold its breath for a number of minutes equal to 6 times its Constitution score before it risks drowning.

**Ram (Ex):** As long as there is distance to do so, a keel turtles preferred attack is to charge and ram a target. This attack deals 3d8+9 points of damage. If the target is a creature, it may take either an attack of opportunity or make a Reflex save, DC 25 for half damage.

Upon ramming a ship, in addition to the actual damage, a keel turtle may make a Strength check to breach the hull, with a +5 racial bonus due to the sharp point of its shell. Any vessel breached will sink in 1d10 minutes. The break DC

varies on the type of craft rammed: rowboat DC 20, keelboat DC 23, sailing ship or longship DC 25, warship DC 27, or galley DC 30.

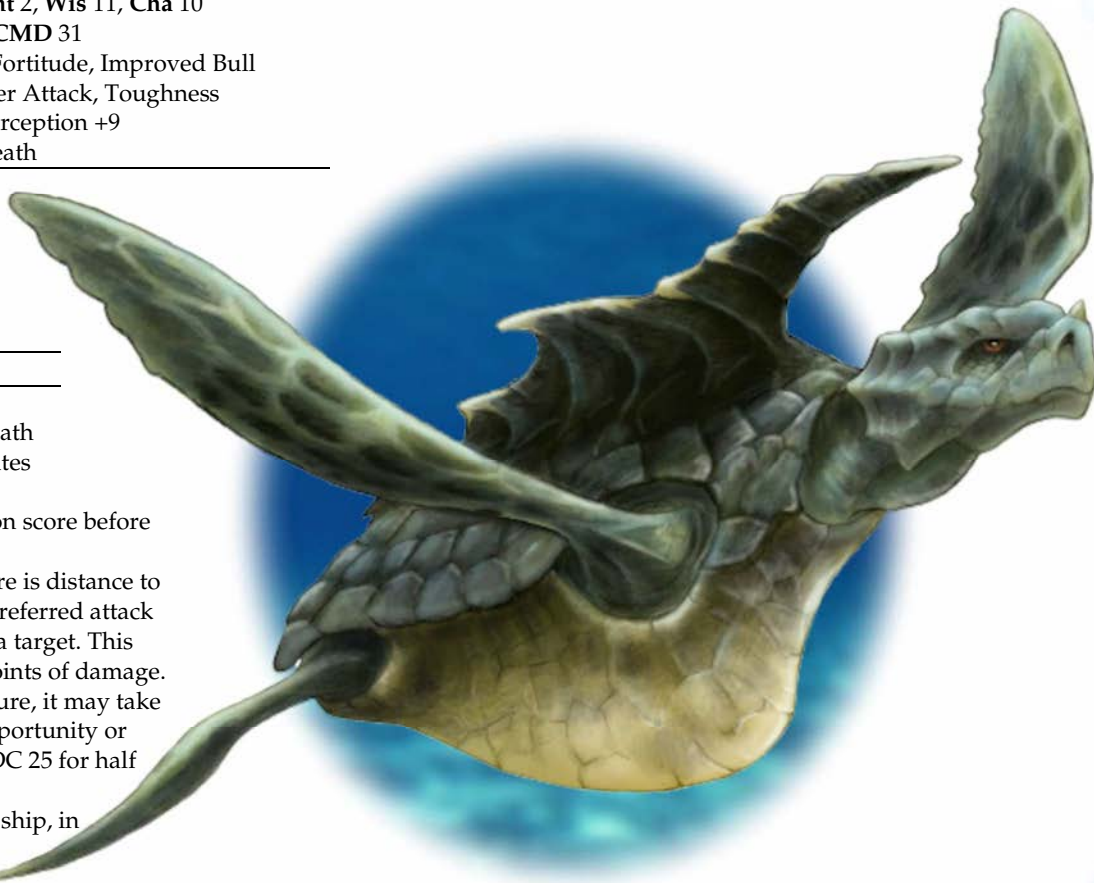
Regardless of the check results, every creature aboard must make a DC 15 Reflex saving throw. Success means the creature takes 1d10 points of damage from being tossed about; failure means the creature is tossed overboard.

These aggressive reptiles patrol territories that span miles of open sea, and may shift at any time. They will ram any large object they encounter; regardless of if it is living or inanimate. They are powerful enough to scuttle all but the largest of boats.

They often battle dragon turtles over territory, and generally lose to their smarter foe.

A keel turtle is roughly thirty feet long, and weighs eight tons.

A keel turtle will circle a target several times before starting a charge. In closer combat it will bite with its great beak. It will ram anything size Large or bigger, and will simply attempt to eat smaller targets.





## Viperfish, dire

This ebony eel-like fish has an oversized mouth studded with teeth the size of spears. A glowing orb dangles from a fleshy stem before its jaws.

### DIRE VIPERFISH

CR 4



XP 1,200

N Large animal (aquatic)

**Init** +2; **Senses** darkvision 60 ft., low-light vision; Perception +11

**Racial Buoyancy** -110; **Depth Tolerance**: 26,000 feet

### DEFENSE

**AC** 17; touch 11, flat-footed 15 (+2 Dex, +6 natural, -1 size) **hp** 38 (7d8+7)

**Fort** +6, **Ref** +7, **Will** +4

### OFFENSE

**Speed** swim 40 ft.

**Melee** bite +8 (2d6+4 plus grab)

**Special Attacks** swallow whole (2d4 acid damage, AC 13, 4 hp)

### STATISTICS

**Str** 17, **Dex** 14, **Con** 13, **Int** 2, **Wis** 14 **Cha** 11

**Base Atk** +5; **CMB** +9 (+11 to grapple); **CMD** 21 (can't be tripped)

**Feats** Improved Grapple, Improved Unarmed Strike, Lunge<sup>B</sup>, Skill Focus (Stealth), Weapon Focus (bite)

**Skills** Acrobatics +16, Perception +11, Stealth +9; **Racial Modifiers** +6 to Stealth, +4 to Perception

**SQ** Expandable stomach

### ECOLOGY

**Environment** deep ocean

**Organization** solitary

**Treasure** incidental

### SPECIAL ABILITIES

**Expandable Stomach (Ex)**: A dire viperfish can swallow one Huge creature, 2 Large creatures, 4 Medium creatures, 8 Small creatures, 16 Tiny creatures, 32 Diminutive creatures, or 64 Fine creatures without penalty.

Dire viperfish are cagy ambush predators, capable of swallowing creatures far larger than themselves. Deep-sea hunters always keep a concern in the back of their minds that the bioluminescence that they are stalking may turn out to be one of these saber-fanged fish, and the chance the hunter becomes the prey.

Dire viperfish hunt in several ways. Most commonly they float in the water column, shining their lure above their massive jaws. They also sometimes cut off their bioluminescence, ambushing passing creatures in the pitch black. No matter how prey is found, the fish gapes its jaws and engulfs its victim.

Dire Viperfish digest their prey over the course of hours to days, depending on the size of its meal. Metal, shell, and stone are all eventually vomited up, falling into the depths. A fish with fresh kills may contain items of value within its stomach, and the undamaged stomach of a dire viperfish is a valuable treasure itself to some beings.



# Vodnik

*Bulbous, bloodshot eyes and sickly green skin pockmarked with moles makes this fishy-smelling gremlin almost too ugly to look upon.*

## VODNIK

CR 3



XP 800

CE Small fey (aquatic)

**Init** +6; **Senses** low-light vision; Perception +1

**Racial Buoyancy** -110; **Depth Tolerance**: 26,000 feet

### DEFENSE

**AC** 15, touch 13, flat-footed 13 (+2 Dex, +2 natural, +1 size)

**hp** 27 (5d6+10)

**Fort** +3, **Ref** +6, **Will** +5

**DR** 5/cold iron

### OFFENSE

**Speed** 20 ft., swim 40 ft.

**Melee** 2 claws +5 (1d3+2)

**Space** 5 ft.; **Reach** 5 ft.

**Special Attacks** drowning touch, filthy spittle, sneak attack +1d6

### STATISTICS

**Str** 15, **Dex** 14, **Con** 15, **Int** 7, **Wis** 12, **Cha** 8

**Base Atk** +2; **CMB** +3; **CMD** 15

**Feats** Ability Focus (drowning touch), Improved Initiative, Power Attack

**Skills** Acrobatics +10, Bluff +7, Climb +10, Stealth +10

**Languages** Aklo

**SQ** amphibious

### ECOLOGY

**Environment** any swamp

**Organization** pair, group (3-6), or band (5-20)

**Treasure** half

### SPECIAL ABILITIES

**Amphibious (Ex)** A vodnik can survive on land indefinitely.

**Drowning Touch (Su)** Once per day, a vodnik can drown a creature with a touch. A character hit in such a manner must make a DC 16 Fortitude save or begin immediately drowning. This power starts the drowning process at the point characters must make Constitution checks. If a victim succeeds at two checks, they survive and the sensation passes. Additionally, another creature may make a heal check (DC 15) to forcibly expel the water forming in the creature's lungs. The save DC is Constitution-based.

**Filthy Spittle (Ex)** A vodnik may make a ranged touch attack (+5) to spit a dirty mixture of muck, saliva, and swamp water at its foes. Any creature struck is blinded until they expend a standard action to clean themselves. The range increment is 10 ft.

Vodniks, or water gremlins, are scrawny green-blue deformed fey. Arguably they are the ugliest creatures inhabiting the fey realm. Accordingly, vodniks do their best to avoid direct contact with most races, only venturing forth from their swampy homes to kidnap slaves and food.

Legend associates vodniks with any number of curses as origin stories, the one that holds the most currency has it that vodniks are dark-hearted gnomes whose sins and corruptions slowly altered their form. While this is open to debate, its ability to shift between the mortal and the fey realm during a full moon is not. The only question is how? All that is known is that the water gremlins shift en masse, seemingly capable of the movement only when they are gathered with others of their kind at the bottom of the swamp.

## VODNIK BOG TROLL

Some vodniks actually breed with trolls; most of the times this coupling results in the death of the newborn, but occasionally a vodnik bog troll is conceived.

**Challenge Rating:** As normal vodnik +2

**Hit Die:** As normal vodnik +3

**Armor:** A vodnik bog trolls natural armor bonus increases by +3. The vodnik bog troll is also Medium size.

**Abilities:** A vodnik bog troll gains a +4 Strength, and a -4 Intelligence and -2 Charisma

**Attacks:** A vodnik bog Troll gains a bite attack.

**Regeneration:** A vodnik bog troll gains regeneration 5 (acid or fire)

**Weaknesses:** A vodnik bog troll gains vulnerability to acid and fire.







## Void Fungus

This fungal creature possesses a set of thin arms ending in sharp claws, four whip-like tentacles, and a lower body made up of thick lobes. A single watery eye stares from the pulsing mass of its body.

### VOID FUNGUS

CR 10



XP 9,600

CN Large aberration (aquatic)

Init +5; Senses darkvision 60 ft.; Perception +19

Racial Buoyancy -10; Depth Tolerance: 20,000 feet

### DEFENSE

AC 24; touch 10, flat-footed 23 (+1 Dex, +14 natural, -1 size)

hp 127 (15d8+60)

Fort +10, Ref +6, Will +11

Immune mind affecting effects

### OFFENSE

Speed swim 40 ft.

Melee 4 claws +13 (1d4+3), 4 tentacles+13 (1d6+3 plus soften), and 4 slams +11 (breakdown)

Special Abilities breakdown, eyebeam, soften

Spell-Like Abilities (CL 16)

at will-magic mouth, phantom trap,

3/day-charm monster (DC 18)

2/day-silence, speak with dead

1/day-prying eyes

### STATISTICS

Str 16, Dex 13, Con 19, Int 17, Wis 14, Cha 18

Base Atk +11; CMB 15; CMD 16 (can't be tripped)

Feats Combat Expertise, Combat Reflexes, Critical Focus, Great Fortitude, Improved Initiative, Improved Vital Strike, Multiattack, Vital Strike

Skills Acrobatics +17, Bluff +19, Intimidate +20, Knowledge (arcana) +20, Perception +19, Spellcraft +19, Stealth +13, Use Magic Device +13

Languages Ceti, Common, Dagonite, Salatari; can't speak

### ECOLOGY

Environment any ocean

Organization solitary, pair, growth (3-6)

Treasure standard

### SPECIAL ABILITIES

**Breakdown (Ex):** Void fungi that strike a target with their slam attack that has been affected by their soften ability begin to break down the flesh of their victim. The target takes an equal amount of Constitution damage to the

soften damage, and the fungi heals that amount of damage.

For every 10 points of healing over the fungi's maximum hit points, it gains an additional permanent point of Constitution. A creature killed by being reduced to 0 Constitution in this way is broken down on a molecular level, and may only be returned to life by a *wish*, *miracle*, or *true resurrection* spell.

**Eyebeam (Su):** At the start of a void fungus's turn, all creatures in a 60 foot cone in front of it are targeted by *dispel magic* as a free action. The fungus cannot voluntarily end this ability.

**Soften (Ex):** A void fungus always treats its tentacles as a primary attack. Targets struck by a void fungus' tentacles lose 1d4 points off of their natural armor bonus, or off any organic armor, with a DC 21 Fortitude save for half damage. Armor made of metal, glass or similar exotic materials are immune to this effect. If a worn armor's bonus is reduced to 0, it is considered broken. If a worn armor is reduced to a negative armor bonus it is destroyed. Creatures without an armor bonus, or that possess a natural armor bonus that has been reduced to 0 take Charisma damage instead. Natural armor bonuses heal at a rate of the targets Constitution modifier in points per day, minimum of one point per day. Void fungi may target inanimate objects and carried items as if it was making sunder attempts, with the item losing hardness with each strike.

Void fungi are alien life forms, claiming to have come from the depths of space, and in some cases time. No two fungi give an identical answer, if indeed they speak at all. They communicate with non-fungi solely by creating *magic mouths*, and it is unknown how they communicate with each other. Void fungi never combat each other, even when they are in direct conflict; they may use slaves or hired mercenaries against each other in chess-like games, with the victor gaining status and whatever random goal that attracted their attention at the moment.

Void fungi are rarely outwardly hostile unless attacked or hungry. They typically prefer not to attract the ire of organized groups of what they view as lesser creatures. That said, they will feast on their foes until nothing is left but a pile of oozing protoplasm.

Void fungi are functionally insane by most creature's standards, at times taking great risks for mundane items, or trading powerful magic for colored sand. They do this with all seriousness, claiming to being committed to their survival "once the stars align". A few preach of dark and powerful beings returning from their sleep when this event happens, while most just stare at the questioner before gliding away.



## Walking Vent

*A roughly quadruped form, made up of equal parts stone and magma, lumbers along the sea floor. Long smoking vents jut from its back.*

### WALKING VENT

CR 12



XP 19,200

N Huge outsider (elemental, native)

**Init** +0; **Senses** darkvision 60 ft.; Perception +18

**Aura** boiling water (10 ft. 1d6 steam)

**Racial Buoyancy** -3000; **Depth Tolerance**: immune to pressure

### DEFENSE

**AC** 27; touch 8, flat-footed 27 (+29 natural, -2 size)

**hp** 168 (16d10+80)

**Fort** +17, **Ref** +5, **Will** +11

**DR** 10/-, **Immune** elemental traits, pressure, steam

### OFFENSE

**Speed** 30 ft., burrow 20 ft.; earth glide

**Melee** 2 slams +22 (2d8+8 plus 1d6 steam)

**Special Attacks** melt, molten fling, toxic water

### STATISTICS

**Str** 27, **Dex** 10, **Con** 20, **Int** 5, **Wis** 12 **Cha** 7

**Base Atk** +16; **CMB** +26; **CMD** 36

**Feats** Awesome Blow, Blind-Fight, Blinding Critical, Cleave, Critical Focus, Great Cleave, Great Fortitude, Power Attack

**Skills** Climb +16, Intimidate +15, Perception +18, Stealth +9; **Racial Bonus** +10 Stealth in vent fields

**Languages** Terran

### ECOLOGY

**Environment** deep sea vents

**Organization** solitary, pair, gang (3-8)

**Treasure** none

### SPECIAL ABILITIES

**Earth Glide (Ex):** A walking vent can pass through dirt, stone, lava, or almost any other sort of earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple, though the area it passes through feels warm for 1 round afterward. A move earth spell cast on an area containing a burrowing living vent flings the elemental back 30 feet, stunning the creature for 1 round unless it makes a DC 15 Fortitude save.

**Melt (Ex):** Nonmagic weapon striking a walking vent lose 1d2 points of hardness each time they hit, becoming broken when it reaches 0 hardness. Magical weapons slowly become covered in hardening magma, requiring a DC 23 Reflex save with each hit or lose 1d2 points of damage and gaining -4 lb (or 2 pounds) to its buoyancy/weight. Once the weapon becomes too heavy to wield or deals 0 damage it is useless until cleaned. Cleaning a weapon enrobed in stone requires a DC 20 Craft stonemason or weapon check. Striking a walking vent with an unarmed or natural attack deals 1d6 points of steam damage to the attacker.

**Molten Fling (Ex):** Once every 1d4 rounds a walking vent

can fling molten stone in a 30 foot arc in front of it.

Creatures 10 feet or less away take 3d10 points of steam damage, creatures 20 feet away take 2d10 points of steam damage, and creatures 30 feet away suffer 1d10 points of steam damage. Creatures in the arc may make a DC 23 Reflex save for half damage.

**Toxic Water (Ex):** Walking vents continually give off bursts of toxic water from within their core. Every 4 rounds it releases a 20 foot burst, centered on the elemental. Living creatures other than walking vents within the burst must make a DC 23 Fortitude save or take 1d3 Constitution damage and start to suffocate. Suffocating victims may make a new save each round to end the effect.

Walking vents are massive elementals that dwell in, tend, and protect deep water hydrothermal vents. They are single minded, and do not tolerate trespassers. Unaffected by the crushing pressure and scalding heat, they stand eternal watch over their charges, for no reason that can be determined by mortal creatures. They are rare outside the deep ocean, but can sometimes be found tending shallow water hot springs.

Walking vents simply try to crush their foes with their boiling arms. They radiate the same heat as the hottest vents, making them nearly impossible to approach, weapons used against them soften and melt rapidly. They will not pursue their enemies once they flee from the vent fields.

It is thought that walking vents form spontaneously around the deepest and most elemental of hydrothermal vents, sometimes traveling to smaller and weaker vents. Unable to swim, walking vents move ponderously across the sea floor. Some kahuna believe that migrating walking vents search out places of power, and join with the seabed itself, becoming a new vent into the earth.





## Whale, Dire

A nightmarishly titanic whale meanders by, occasionally snapping up huge whales with teeth the length of longspears.

DIRE WHALE

CR 13



XP 25,600

N Colossal animal (aquatic)

**Init** +4; **Senses** low-light vision, scent; **Perception** +28

**Racial Buoyancy** -3000; **Depth Tolerance**: 5,000 feet

### DEFENSE

**AC** 27, touch 2, flat-footed 27 (+25 natural, -8 size)

**hp** 228 (19d8+152)

**Fort** +19, **Ref** +13, **Will** +11

### OFFENSE

**Speed** swim 100 ft.

**Melee** bite +24 (4d8+24/19-20 plus grab)

**Space** 30 ft.; **Reach** 30 ft.

**Special Attack** swallow whole (4d6+24, AC 23, hp 22)

### STATISTICS

**Str** 42, **Dex** 10,

**Con** 26, **Int** 2,

**Wis** 21, **Cha** 5

**Base Atk** +14;

**CMB** +30 (+34 to grapple);

**CMD** 40

**Feats** Alertness, Cleave, Swim-by Attack, Improved Bull Rush, Improved Critical (bite), Improved Initiative, Improved Vital Strike, Power Attack, Vital Strike

**Skills** Acrobatics +12, **Perception** +28

**SQ** hold breath

### ECOLOGY

**Environment** any open sea

**Organization** solitary

**Treasure** none

This apex predator of the deep eats anything and everything it encounters, even other dire whales. If its size and gigantic teeth were not frightening enough, it is also unnaturally clever, and uses this wit to hunt its more intelligent prey.

## Whale, Sperm

This huge whale sings a melancholy song as it snaps up squid with its large, sharp teeth.

Sperm Whale

CR 7



XP 3,200

N Huge animal (aquatic)

**Init** +0; **Senses** low-light vision, scent; **Perception** +19

**Racial Buoyancy** -370; **Depth Tolerance**: 3,200 feet

### DEFENSE

**AC** 17, touch 8, flat-footed 17 (+9 natural, -2 size)

**hp** 93 (11d8+44)

**Fort** +13, **Ref** +7, **Will** +6

### OFFENSE

**Speed** swim 80 ft.

**Melee** bite +16 (2d8+10 plus grab)

**Space** 15 ft.; **Reach** 10 ft.

**Special Attack** swallow whole (2d6+10, AC 15, hp 9)

### STATISTICS

**Str** 30, **Dex** 10, **Con** 19, **Int** 2, **Wis** 13, **Cha** 7

**Base Atk** +8; **CMB** +20 (+24 to grab); **CMD** 30

**Feats** Endurance, Great Fortitude, Improved Bull Rush, Iron Will, Power Attack, Swim-by Attack

**Skills** **Perception** +19

**SQ** hold breath

### ECOLOGY

**Environment** any open waters

**Organization** solitary, pair, or pod (3-6)

**Treasure** none

Sperm whales are typically peaceful predators that prefer eating copious amounts of squid and fish. Occasionally, however, a few individuals, or even entire pods, will acquire a taste for other, more challenging prey.

Sperm whales are also commonly domesticated as beasts of burden and often used to pull ships or other such vehicles. They are typically docile if kept well fed. They eat about a ton of food every day.



## Whale, Icebreaker

*This great whale has deep gray flesh and angry eyes. Its head is dominated by an immense, twisted horn. The horn breaks off into smaller spikes and subhorns, making it appear deadly.*

### ICEBREAKER WHALE

CR 13



XP 25,600

N Gargantuan animal (aquatic)

**Init** +2; **Senses** blindsight 120 ft., low light vision;  
Perception +11

**Racial Buoyancy** -870; **Depth Tolerance**: 1,000 feet

### DEFENSE

**AC** 28; touch 4, flat-footed 28 (-2 Dex, +24 natural, -4 size)

**hp** 195 (17d8+119)

**Fort** +17, **Ref** +8, **Will** +5

### OFFENSE

**Speed** swim 40 ft.

**Melee** gore +25 (3d6+17/18-20), tail slap +20 (2d8+8)

**Special Attacks** impale, powerful charge (gore, 3d6+25),  
toss

### STATISTICS

**Str** 44, **Dex** 6, **Con** 25, **Int** 2, **Wis** 11, **Cha** 9

**Base Atk** +12; **CMB** +33; **CMD** 41 (can't be tripped)

**Feats** Bleeding Critical, Cleave, Critical Focus, Great  
Cleave, Improved Initiative, Improved Vital Strike,  
Penetrating Strike, Power Attack, Vital Strike

**Skills** Acrobatics +16, Perception +11

**SQ** hold breath, icebreaker

### ECOLOGY

**Environment** any aquatic

**Organization** solitary,  
pair, pack (4-12)

**Treasure** standard

### SPECIAL ABILITIES

**Hold Breath (Ex)**: An icebreaker whale can hold its breath for a number of rounds equal to four times its Constitution score before it risks drowning or suffocating.

**Icebreaker (Ex)**: An icebreaker whale can move half its normal speed through ice up to 10 feet thick. An icebreaker whale deals double damage to all objects struck with its gore attack.

**Impale (Ex)**: An icebreaker whale that scores a successful critical hit impales the victim on one of its horns. The target takes half of all subsequent gore damage that the whale deals while it is impaled. The target must make a DC 25 Strength check or Escape Artist check to free itself from the impalement, taking 1d6 points of damage in the process.

**Toss (Ex)**: Large or smaller creatures struck by a gore attack must make a DC 25 Reflex save or be tossed 6d6 feet in a random direction. Targets struck on or within 6 feet of the water's surface take 2d6 points of damage from the impact of landing.

Icebreaker whales use their massive horns and sheer power to slice through polar ice sheets in search of prey or mates. They use the same horn to shred anything from large schools of fish to giant sharks, swallowing the tiny pieces that are left. Many of the more aggressive polar races have tamed icebreaker whales as living siege engines, a process that is both expensive and dangerous.

Icebreaker whales, tamed or not, attack with a mighty rush, shaking its head back and forth to hit as many targets as possible. Their horns are covered in constantly changing splinters and jagged edges that impale whatever targets cannot escape.

Icebreaker whales are aggressive, seeing creatures smaller than themselves as prey and targets their size or larger as potential rivals. Few ships survive a strike from the horn of one of these whales and the image of the twisted horn tearing through the decks like parchment is something no sailor will ever forget.



J.R. Barker



# Winter Hulk



What first appeared as a floating block of ice begins lashing out at you with roughly formed arms.

## WINTER HULK

CR 6



XP 2,400

N Large construct (aquatic, cold)

Init +0; Senses Darkvision 60 ft.; Perception +7

Racial Buoyancy 550; Depth Tolerance: 300 feet

## DEFENSE

AC 19; touch 9, flat-footed 19 (+20 natural, -1 size)

hp 74 (8d10+30)

Fort +2, Ref +2, Will +4

DR 5/magic; Immune cold, magic, modified construct traits

Weakness vulnerability to steam



## OFFENSE

Speed swim 30 ft.

Melee 2 slams +13 (1d8+5 plus 1d4 cold)

Special Attacks cold (1d4)

## STATISTICS

Str 20, Dex 9, Con -, Int 10, Wis 15, Cha 13

Base Atk +8; CMB +14; CMD 24 (can't be tripped)

Feats Cleave, Great Cleave, Power Attack, Weapon Focus (slam)

Skills Acrobatics +18, Perception +7, Stealth +2 (+10 in ice fields);

Racial Bonus: +8 Stealth in ice fields

Languages Lok'tar

SQ inhabited, repair

## ECOLOGY

Environment cold oceans

Organization solitary, pair, flotilla (3-9)

Treasure standard

## SPECIAL ABILITIES

**Cold (Su):** The body of a winter hulk generates intense cold, dealing 1d4 points of damage to all it touches and to any creature attacking it with a natural attack or unarmed strike.

**Immunity to Magic (Ex):** The body of a winter hulk is immune to any spell or spell-like ability that allows spell resistance, with the exception of spells and spell-like abilities that have the Fire or Steam descriptor and mind affecting effects, which affect it normally. Any magical effect that deals cold damage heals a winter hulk 1 point for every 3 points of damage it would inflict.

**Inhabited (Ex):** The body of a winter hulk is a simple shell, controlled from within. When the winter hulk's body is destroyed, a Small, vaguely humanoid fish with an axe-like beak is found inside. It will attempt to escape into the sea at the first opportunity. The winter hulk fish is a magical beast that has the following stats: 5 hp, AC 12 (+1 Dex, +1 size), immune to cold, Fort +1, Ref +2, Will +2, Str 4, Dex 12, Con 10, BAB +1 Slam -2 (1d4-2). It possesses all skills listed above and has no feats of its own. A winter hulk that is within a body of ice at least one size larger than itself can take a full-round action to animate the ice as a fully working shell.

**Modified Construct Traits (Ex):** A winter hulk possesses a mind within the shell of ice and all attempts to use mind affecting magics on the winter hulk affect the creature inside the construct.

**Repair (Su):** A winter hulk in arctic water gains fast healing 5.

Winter hulks, also known as ice hermits, are carefully hidden predators, appearing first as simple floes of ice and then as some exotic golem when they attack. In truth, they are a fully intelligent fish. Many survivors of a winter hulk attack fail to take note of the creature as it slips away into the depths, only to return hours later to chip their way into another ice floe, animating it as their hunting tool.

Winter hulks rarely plan their attacks, simply attempting to bludgeon whatever happens to swim within reach. Rarely a family of winter hulks will stay close together; even then they tend to fight as individuals. A few clever winter hulks keep several empty shells floating within easy reach of each other, swimming to a new shell as soon as the previous one is destroyed.

Winter hulks are deeply selfish creatures, viewing all other creatures as dangerous foes or as food. They often seem puzzled when attempts to communicate with them are put forward. They can be convinced to act as guards by a persistent (and well-armed) creature, as long as they are provided with a constant supply of food and reasonable safety.



## Wraith, Water

*A group of figures trudge across the sea floor in your direction. As they close, you see their faces frozen in grimaces of fear and agony. You would take them as statues made of solid water save for their ominous and unerring steps toward you.*

### WATER WRAITH

CR 8



XP 4,800

NE Medium undead (aquatic)

**Init** +10; **Senses** darkvision 60 ft.; **Perception** +17

**Aura** aqua impia

**Racial Buoyancy** 0; **Depth Tolerance**: immune to pressure

### DEFENSE

**AC** 21; touch 16, flat-footed 15 (+6 Dex, +5 natural)

**hp** 102 (12d8+48)

**Fort** +9, **Ref** +10, **Will** +11

**Defensive Abilities** amorphous, channel resistance +5;

**Immune** cold, undead traits

### OFFENSE

**Speed** swim 50 ft.

**Melee** 2 claws +16 (1d4+5 plus 1d6 cold)

**Special Attacks** absorb steam, create spawn, violate, vortex

### STATISTICS

**Str** 20, **Dex** 22, **Con** -, **Int** 12, **Wis** 17, **Cha** 19

**Base Atk** +9; **CMB** +14; **CMD** 30 (can't be tripped)

**Feats** Critical Focus, Improved Initiative, Power Attack, Vital Strike, Weapon Finesse, Weapon Focus (claws)

**Skills** Acrobatics +27, Intimidate +17, Knowledge (arcana, religion) +12, Perception +17, Sense Motive +16, Stealth +19; **Racial Bonus** +10 Acrobatics

**Languages** Common, Dagonite

**SQ** water bound

### ECOLOGY

**Environment** any ocean

**Organization** solitary, pair, pack (3-6), host (9-15)

**Treasure** none

### SPECIAL ABILITIES

**Absorb Steam (Ex)**: A water wraith struck by any kind of steam damage boils for 1 round per spell level. Its cold damage changes to steam damage, and it takes a -10 to all Stealth checks to avoid the intense bubbling of its form.

**Aqua Impia (Su)**: The water around a water wraith becomes cursed by its unholy nature in a 20 foot radius. Non-evil creatures entering this area must make a DC 20 Will save or be shaken for 1d4 rounds. Creatures that take damage from unholy water receive 2d6 points of damage each round they remain in the area.

**Create Spawn (Su)**: Any humanoid, monstrous humanoid or trueform slain by a water wraith rises as one in 1d6 hours.

**Violate (Su)**: A water wraith may force its liquid form into other creatures, infecting them with its evil. The wraith may inflict 1 negative level per round (DC 20 to remove), or attempt to overtake the victims will, controlling their actions. The victim may make a DC 20 Will save every round to resist the wraiths control for that round. If the victim takes damage, the wraith must make a Will save, DC 10 + the damage taken or be forced out. A *protection from evil* or similar effect forces the wraith out. If the victim dies the wraith is ejected and stunned for 1 round.

**Vortex (Su)**: A water wraith can become a whirlpool as a standard action at will. This ability functions identically to the whirlwind special attack, but can only form underwater, and cannot leave the water.

**Waterbound (Su)**: A water wraith that fully leaves the water is instantly destroyed.

Water wraiths are undead spirits that wander the seas in a constant search for living victims. They can be found everywhere, from under the polar ice to large bodies of fresh water. They appear as they did in life, sculpted out of water, faces twisted in pain and hate. Once they find a victim, they will not rest until it, or they, are destroyed.

Despite their apparent single-mindedness, water wraiths are canny foes, emotionlessly choosing the most efficient way to devastate their foes. They often battle their foes for a few moments, then become a whirlpool, battering their foes into senselessness. Worse yet they can squeeze into any orifice, invading the very body of their victim, slowly draining their essence away, taking them over to reach better hunting grounds.

A perceptive guard can pick out a violated victim attempting to gain access to a town or other at-risk target. A victim under the influence of a wraith retains the undead's lack of emotion, and few have the focus for any skill at acting. Of course discovering a water wraith and stopping it are two different matters.







You see what can only be described as a green-skinned humanoid snail emerge from a seashell. The creature turns to you as wizened eyes sprout from stalks on its head.

ZEF

CR 7



XP 3,200

Male zef psion 8 (shaper)

CN Small humanoid (aquatic, anthromorph, psionic)

Init +2; Senses Perception +10

Racial Buoyancy -20; Depth Tolerance 2,400 feet

#### DEFENSE

AC 14, touch 13, flat-footed 12 (+1 armor, +2 Dex, +1 size)

hp 38 (8d6 + 8)

Fort +3, Ref +4, Will +8

Defensive Abilities protective shell

#### OFFENSE

Speed swim 20ft.

Melee mwk dagger +3 (1d4-2/19-20)

Space 5ft.; Reach 5ft.

Psi-Like Abilities (CL 8, Concentration +13)

At will- create sound, ectoplasmic creation

Psion Powers Known (CL 8, 80 PP, Concentration +13)

4th - energy adaptation, modify matter, telekinetic maneuver, wall of ectoplasm

3rd - dispel psionics (DC 18), ectoplasmic cocoon (DC 18), hydraulic shell, telekinetic force (DC 18)

2nd - cloud mind (DC 17), concussion blast, swarm of crystals, thought shield

1st - astral construct, ecto protection, entangling ectoplasm, energy ray, inertial armor

Discipline metacreativity

#### STATISTICS

Str 6, Dex 14, Con 13, Int 21, Wis 14, Cha 10

Base Atk +4; CMB +1; CMD 13

Feats Boost Construct, Collective Mind, Collective Power, Power Penetration, Psionic Talent<sup>B</sup>, Speed of Thought

Skills Acrobatics +10, Autohypnosis +13, Knowledge (Arcana) +16, Knowledge (Psionic) +16, Perception +10, Spellcraft +16, Use Magic Device +11

Languages Ancient, Common

Special Qualities ectoplasmic protection, inborn knowledge, summoner's call

#### ECOLOGY

Environment shoreline or coastal

Organization solitary, pair, or gang (3-5)

Treasure NPC gear (masterwork dagger, bracers of armor +1, headband of vast intellect +2)

#### SPECIAL ABILITIES

**Inborn Knowledge:** At first level, zefs gain an additional skill rank which they must apply to a Knowledge skill. This skill is always considered a class skill for this zef.

**Protective Shell:** A zef can pull its entire body into the shell on its back as a standard action to avoid most damage. While inside the shell, the zef is blind, paralyzed and gains DR x/-, where x equals 5 + the zef's character level. While withdrawn, the zef can retain its clothing (not including containers such as scabbards, pouches, or bandoliers), light armor, or jewelry. Any equipment falling outside those categories that is worn or carried by the zef at the time of its withdrawal is considered to be removed and dropped. If these items cannot be removed easily (such as heavy manufactured armor) the character cannot withdraw until it is. While in the shell, the only action that the zef can do is come out of his shell as a standard action, which ends the above effects instantly.

In the primordial eons of forgotten times, before any beast roamed on land, the sea was teeming with life. Some of these creatures are still around in similar forms such as the shark, the horseshoe crab, and the sea slug. During the age of the ammonites, another creature was also quite successful. This mollusk did not have teeth like the shark, nor did it have a hard shell like the crab. It did have two amazing abilities, however, that helped it to survive the countless ages. First, it was a parasite. It could attach itself to the nervous systems of other mollusks and assume control over the host's body. The zefs, as they came to call themselves, were also extremely intelligent. Originally, the zefs preferred the ammonites as hosts. With the ammonite forms, they built great cities. The peaceful prehistoric world that the zefs created eventually ended in a cataclysmic apocalypse of steam, ice, and lightning. The ammonites were wiped from the realm. The zefs, however, retreated and survived. For the next several eons they would survive in the bodies of colossal deep sea squids. There they stayed in relative anonymity until the Great Flood. This fostered a revolution among the zefs, many of which saw this as the rebirth of their golden age. They adopted a new host, a cowardly species of primitive snail people known as the snell, and slowly began infiltrating aquatic society.

#### ZEF CHARACTERS

Zefs are defined by their class levels – they do not possess racial Hit Dice. All zefs have the following traits.

**+2 Intelligence, +2 Wisdom -2 Strength:** Zefs have exceptionally keen intellects and instincts, though they are scrawny.

**Racial Buoyancy -20; Depth Tolerance:** 2,400 feet

**Anthromorph (gilled):** Zefs have the anthromorph subtype.

**Small:** Zefs are Small creatures.

**Normal Swim Speed:** Zefs have a base swim speed of 20 ft.

**Inborn Knowledge, Protective Shell:** See Special Abilities above.

**Naturally Psionic:** Zefs gain the Wild Talent feat as a bonus feat at 1st level. If a zef takes levels in a psionic class, it instead gains the Psionic Talent feat.

**Languages:** Zefs begin play speaking Ancient and Common. Zefs with high Intelligence scores can choose from any language available to the core races.



# Zoh



A frightful creature stalks you from the dark waters. Its flesh is nearly transparent, save for its armored chest and a nautilus-like shell on its back. It is bedecked with jewelry. Pearl-like eyes peer at you from a tentacle studded face, and four long tentacles flex in the current. Unusually long arms end in hands tipped with deadly claws.

ZOH

CR 7



XP 3,200

LE Large aberration (aquatic, psionic)

Init +3; Senses darkvision 60 ft., read thoughts; Perception +13

Racial Buoyancy -110; Depth Tolerance 7,000 feet

Pressure Sensitivity 400 feet

## DEFENSE

AC 20; touch 12, flat-footed 17 (+3 Dex, +8 natural, -1 size)

hp 80 (8d8+44)

Fort +7, Ref +5, Will +8

PR 17

## OFFENSE

Speed swim 30 ft.

Melee 2 claws +10 (1d6+5), and 4 tentacles +8 (1d6+3 plus grab)

Space 10 ft.; Reach 5 ft.

Special Attacks chewing tentacles, fluid drain

Psi-like Abilities (ML 10, Concentration +16)

At will-*charm monster* (DC 18), *compelling voice* (4 targets, DC 16), *mindlink* (up to 9 targets), *psionic blast* (DC 19, 3 round stun), *read thoughts* (DC 19)

3/day-*call to mind* (+8 bonus)

1/day-*cloud mind* (4 targets, DC 16), *dispel psionics*, *mindwipe* (DC 18, 3 negative levels)

## STATISTICS

Str 21, Dex 17, Con 20, Int 21, Wis 14, Cha 19

Base Atk +6; CMB +12 (+16 grapple); CMD 24

Feats Greater Grapple, Improved Grapple, Improved Unarmed Strike<sup>B</sup>, Multi-Attack<sup>B</sup>, Open Mind, Psionic Body

Skills Acrobatics +12, Autohypnosis +12, Intimidate +15, Knowledge (history) +17, Knowledge (psionics) +18, Perception +13, Spellcraft +18, Stealth +10, Use Magic Device +12

Languages Aklo, Aquan, Cephalite, Common, Dagonite, Draconic, Halbok; telepathy 100 ft.

SQ inborn knowledge, protective shell

## ECOLOGY

Environment any aquatic

Organization solitary, pair, nest (3-15)

Treasure standard

## SPECIAL ABILITIES

**Chewing Tentacles (Ex):** A zoh has tiny sharp fanged mouths running the length of their tentacles, that rip into any creature that they grapple. A grappled victim takes 2d4 points of damage each round it is grappled. In addition creatures with fewer Hit Dice than the zoh that witness this horrific sight must make a DC 18 Will save or become shaken.

**Fluid Drain (Ex):** A zoh may attempt to extract the cerebral fluids of any living creature that possesses a brain. The target must be helpless or grappled to be targeted by the zoh's facial tentacles. Each round that the zoh makes a successful grapple check, the target takes 2d4 points of Intelligence damage.

**Inborn Knowledge (Ex):** Zohs gain an additional skill rank that must be applied to a Knowledge skill. That knowledge becomes a class skill for the zoh.

**Protective Shell (Ex):** A zoh can pull its entire body into the shell on its back as a standard action. While inside the shell, the zoh is blinded, and gains DR x/- where x equals 5 + the zoh's Hit Dice and character levels. While inside the shell the zoh may only take purely mental actions that do not require sight, and coming out of its shell as a standard action, which immediately ends the effects listed above.

Zohs are an organized and deadly race born with powerful psionic might. They view most other creatures as simple cattle, to be fed upon at their leisure. They attack creatures more powerful than themselves in groups, using mind controlled slaves to take the bulk of the damage. Those same slaves serve as labor, entertainment, and food as the zohs plot complete takeover of the seas.

Zohs avoid direct combat unless they are sure that they are superior to their prey. They use their mental powers to weaken and confuse their targets, before wrapping them in their tentacles and feeding simultaneously on their body and mind, leaving a torn corpse spinning to the sea floor in a cloud of blood.





## Simple Templates

The following templates can be used to create aquatic creatures from typically land-based creatures.

### AQUATIC TEMPLATE (CR +0)

**Appearance:** The creature gains webbed feet (or hands or paws), and small fins on body to aid with swimming.

**Depth Tolerance:** The creature gains depth tolerance of 300 feet.

**Subtype:** The creature gains the amphibious subtype (which is the same as a creature with an aquatic subtype, but it can survive indefinitely on land).

**Speed:** The creature gains a swim speed equal to its normal base-land speed. The creature's new base land speed is half its normal base-land speed.

### DEEP SEA TEMPLATE (CR +0)

To gain this template, the creature must have either the amphibious or aquatic subtype.

**Appearance/Abilities:** Creature is typically much paler than those found in shallow waters. Eyes are two to four times larger.

**Senses:** Creature gains darkvision 60 ft.

**Depth Tolerance:** The creature gains depth tolerance of 5,000 feet.

**Pressure Sensitivity:** The creature gains a pressure sensitivity of 300 feet.

**Subtype:** If the creature has the amphibious subtype, it instead gains the aquatic subtype.

### MERPED/MERFOLK TEMPLATE (CR +0)

**Appearance/Abilities:** The creature gains loses its lower half (from the midsection down) including all abilities associated with the lower half (kicking, tail stinger, etc.). Creature gains a fish-like tail.

**Depth Tolerance:** The creature gains depth tolerance of 600 feet.

**Subtype:** The creature gains the aquatic subtype and can breathe underwater with gills.

**Speed:** The creature gains a swim speed equal to twice its normal base-land speed. The creature's new base land speed becomes 5 feet.

### SEMI-AQUATIC TEMPLATE (CR +0)

**Appearance/Abilities:** The creature gains webbed feet (or hands or paws), and small fins on body to aid with swimming.

**Depth Tolerance:** The creature gains depth tolerance of 200 feet.

**Special Qualities:** The creature gains the "hold breath" special quality (can hold its breath for a number of rounds equal to 4 times its Constitution score before it risks drowning.)

**Speed:** The creature gains a swim speed equal to half of its normal base-land speed. The creature's base land speed remains the same.

## Uncharacteristic Aquatics

Many monsters that were once commonly known to be land-based menaces easily adapted to an aquatic environment, either because they are immune to drowning or had pre-existing aquatic cousins that quickly filled their niche. Below are a few examples of such creatures.

### ABERRATIONS

Aberrations adapt quickly to a changing environment, and many have a life cycle in which they are aquatic or partially aquatic. Most aberrations that once terrorized land-based creatures now threaten creatures of the deep.

### CONSTRUCTS

While most constructs are unable to swim unless specifically designed to do so, they do not need to breathe and can exist underwater without significant problems. Most simply walk across the ocean floor, completely oblivious to the fact that they are submerged.

### GARGOYLES

Gargoyles have an aquatic variant called a kapoacanth, which uses its wings to swim instead of fly.

### GHOULS

Aquatic ghouls are called lacedon, but have nearly no other differences.

### ELEMENTALS

All elementals with the exception of fire elementals can exist and even thrive in an underwater environment.

### LYCANTHROPES

While wererats and werewolves are not likely to be encountered, weresharks, wererocodiles, and wereseals are not unheard of.

### OUTSIDERS

Most outsiders have aquatic variants that visit the aquatic material plane.

### TROLLS

Trolls have an aquatic cousin known as the scrag which is essentially a troll with the aquatic template.

### UNDEAD

Undead do not drown, and can even be created from sentient sea creatures. Vampire sea elves, zombie karkanaks, and even skeletal seafolk have all been commonly documented. Drylander undead still exist as well; haunting forgotten wrecks and lost temples, hating aquatic life as much as they did terrestrial.

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## Appendix 2: Glossary

Words listed below are often referred to throughout the Cerulean Seas campaign and are defined here for clarification. More advanced definitions can be found in the CERULEAN SEAS CAMPAIGN SETTING sourcebooks.

**Aglootech:** Complex devices typically invented by aglooliks that mimic arcane effects by using natural science.

**Anthromorph:** A humanoid sea animal. Mogogols, sebek-ka, pisceans, and karkanaks are anthromorphs.

**Black Smoker:** A black smoker or sea vent is a type of hydrothermal vent found on the seabed, typically in the abyssal and hadal zones. They appear as black, chimney-like structures that emit a cloud of black material.

**The Bloody War:** A war that ended over 400 years ago between sahuagin and the good denizens of the sea. The sahuagin lost and were hunted to near extinction.

**Buoyancy Units (bu.):** These reflect an item's buoyancy. Positive buoyancy ratings float, while negative ratings sink.

**Cerulean Seas:** The known world that is divided into 9 sections (or seas) by location.

**Depth Tolerance:** The maximum depth a creature can safely traverse. This is detailed in the section on pressure in the CERULEAN SEAS CAMPAIGN SETTING sourcebook.

**Feldorheim:** Feldorheim was once thought to be a mirror world or parallel dimension by the inhabitants of Fiskheim. Feldorheim is the northern (arctic) pole.

**Fiskheim:** Fiskheim is the region of the southern (Antarctic) pole. When it is winter in Fiskheim, it is summer in Feldorheim.

**Feykith:** Any variety of water fey descendants, including nixies, sea-elves, naiads, selkies, and deep drow.

**Geopoison:** Geopoisons are environmental toxins that result from the erosion of certain naturally occurring minerals into isolated pockets of seawater. They usually only occur in sufficient quantity near hydrothermal vents, cold seeps, and sub-abyssal caverns. The onset for geopoisons is typically very slow, from several hours to several days, during which the exposure to the toxin must be either continuous or cumulative over several days. The poison effect does not occur until the exposure equals the onset time. If the affected creature manages to avoid the specific geopoison for a duration equal to the onset time, the poison works its way out of the creature's system, and the exposure time becomes reset. Extremophiles are immune to most geopoisons, due to generations of increasing exposure.

**The Great Flood:** A catastrophe that raised the ocean level several hundred feet, drowning most of the land and those that inhabited it. This happened 522 years ago.

**Isinblare:** The two poles (Fiskheim and Feldorheim), considered to be the "civilized world" by its inhabitants.

**Kahuna:** An undersea class that replaces the druid's niche in the Cerulean Seas campaign setting. Kahunas call on spirits of the sea to bless their allies in battle.

**Mariner:** An undersea class that replaces the ranger's niche in the Cerulean Seas campaign setting. While they are quite skilled in combat, their focus on movement and speed is what sets them apart.

**Merfolk:** A creature with a humanoid torso and fish-like lower half. Cindarians, seafolk, boggers, nommo, and kai-lio are all merfolk.

**Merped:** A creature with the upper body of a quadruped and the lower body of a fish. Sea cats and hippocampi are merpeds. Merpeds are often used as mounts.

**Midnight Zone:** Ninety percent of the ocean is in the midnight zone. It is oppressively dark, the water pressure is extreme, and the temperature is near freezing. Living creatures found here live close to cracks in the planet's crust. These cracks give off mineral-rich materials that nourish bacteria, which form the bottom of the food chain here, much like plankton does in the waters above. Deep drow, the aquatic equivalent of the surface dark elves, claim this realm as their own.

**Planar:** A humanoid with heritage from the elemental plane of water, including genai and tritons.

**Siren:** An undersea class that replaces the bard's niche in the Cerulean Seas campaign setting. Sirens are masters of enchantment who muddle their foes' hearts and minds with a simple song.

**Spring Tides:** When the moon is full or new, the gravitational pull of the moon and sun are combined. At these times, the high tides are very high and the low tides are very low. This is known as a spring high tide or spring tide. Spring tides do not have anything to do with the season however; they are just exceptionally strong tides.

**Sunlit Zone:** This is the top layer, nearest the surface. Here there is enough light penetrating the water to support photosynthesis. More than ninety percent of all marine life lives in the sunlit zone. The sunlit zone goes down about 600 feet. Most fish and other sentient races live in this zone.

**Trueform:** An intelligent species of nonhumanoid form. Carchardians, dolphins, ixarcs, and squibbons are trueforms. While not standard PC races, they do contribute to the overall society of the campaign setting.

**Twilight Zone:** Only a small amount of light can penetrate the water at this depth. As the water becomes deeper, the pressure also increases. Plants do not grow here. Only animals that have adapted to low light survive. The nommo and the deepwater nixie call this zone home. This gloomy part of the ocean begins at about 600 feet under the water and extends to the darkest part, which begins about 3,000 feet down. Bioluminescent creatures abound in this zone.

**Whirlpool (or Vortex):** A specific environmental hazard that creates a funnel of water and strong currents. Please refer to rules presented in the CERULEAN SEAS CAMPAIGN SETTING.



## Appendix 3: Pronunciation Guide

Aear Emerwen	air ih- <b>mur</b> -wen
Aegaeon	<b>ee-jee</b> -uhn
Ægir	<b>ee-jir</b>
Agloolik	ah- <b>gloo</b> -leek
Ahbka	ob- <b>kaw</b>
Aivuk	ey- <b>vook</b>
Amphian	am- <b>fee</b> -uhn
Amsinganoi	am- <b>sin</b> -guh-noi
Angakkuit	ahng- <b>uk</b> -koo-eet
Angakkuq	ahng- <b>uk</b> -kook
Apsar	ap- <b>sahr</b>
Apsara	ap- <b>sair</b> -uh
Architeuthian	ahr-kih- <b>tyoot</b> -ee-uhn
Asrai	as- <b>rahy</b>
Attinia	at- <b>tin</b> -ee-uh
Aumanil	ah- <b>mahn</b> -eel
Austorian	aw- <b>stawr</b> -ee-uhn
Azulbryn	<b>azh</b> -ool-brahyn
Brill	<b>bril</b>
Brinicle	<b>brahyn</b> -eh-kuhl
Bulonakula	buh-lon- <b>ak-yuh</b> -luh
Byakko	<b>bahy</b> -ak-koh
Carchardian	kar- <b>kar</b> -dee-uh n
Cetus	<b>see</b> -tuhs
Cihuateotl	three-woo-tee- <b>oh</b> -tehl
Cindarian	sin- <b>dair</b> -ee-uh n
Clagguth	<b>klag</b> -guhth
Congulair	<b>kong</b> -yuh-leyr
Crucian	<b>kroo</b> -see-uh n
Crystolix	kris- <b>toh</b> -liks
Dagon	<b>dey</b> -gon
Delatari	del-uh- <b>tawr</b> -ee
Delphin	del- <b>fahyn</b>
Dijo	dee- <b>zhoh</b>
Echinn	<b>ek</b> -uhn
Eischlange	<b>ahysh</b> -leynj
Feldorheim	fel-dawr-hahym
Fiskheim	fisk-hahym
Gelugarma	jel-yoo- <b>gahr</b> -muh
Genai	<b>jee</b> -nahy
Goggayya	gawg- <b>gahy</b> -yuh
Gorgulth	<b>gohr</b> -guhth
Guthlak	guhth-lak
Halbok	<b>hal</b> -bok
Hefring	hee-fring
Helegaeor	hel-ehg- <b>ahy</b> -ahr
Helicoprion	hee-lee-ko- <b>pree</b> -uhn
Hithuul	hith-yool
Ichida	ahy- <b>keed</b> -uh
Inuksuit	ee-nook- <b>soo</b> -eet
Inuksuk	ee- <b>nook</b> -shook
Iquala	ee- <b>koo</b> -ahl-uh
Isinblare	ahys-in- <b>blair</b>
Ixarc	iks-ahrk
Jaadel	ja-uh- <b>del</b>
Jaxlen	<b>jaks</b> -lin
Kahuna	kuh- <b>hoo</b> -nuh
Kai-Lau	kahy- <b>lou</b>
Kai-Lio	kahy-lee-oh
Kairuku	kahy-roo-koo

Karkanak	<b>kar</b> -kan-ak
Kauila	kow- <b>ee</b> -luh
Kawzuk (Empire)	kaw- <b>zook</b>
Keilona	keel- <b>oh</b> -nuh
Kirah	<b>kuhr</b> -uh
Krithkakra	<b>Krehth</b> -kak-ruh
Kul	kool
Kyla	<b>kahy</b> -luh
Lochgelly	lok- <b>gel</b> -ee
Lok'tar	lohk'- <b>tahr</b>
Mahilon	<b>mah</b> -hee-lon
Mariblee	<b>mair</b> -uh-blee
Melusina	meh-loo- <b>see</b> -nuh
Melusine	meh- <b>loo</b> -sahyn
Merkoth	<b>mur</b> -kawth
Merped	mur-ped
Mogogol	moh- <b>goh</b> -gohl
Morganae	mawr- <b>guh</b> n-ey
Mroe	<b>mur</b> -oh
Myxinmave	<b>mik</b> -suhn-meyv
Naga	<b>nah</b> -gah
Ningen	<b>nin</b> -jen
Nommo	<b>nom</b> -oh
Oanne	oh- <b>an</b>
Oceanid	oh- <b>see</b> -uh-nid
Oculus	<b>ok</b> -yuh-luhs
Olhaiyu	awl- <b>hey</b> -yoo
Ondine	awn- <b>deen</b>
Pincoy	<b>pen</b> -koi
Piscean	<b>pahy</b> -see-uh n
Pluvak	<b>ploo</b> -vok
Polynya	<b>puh</b> -lin-yuh
Rakailoch	ra- <b>kahy</b> -lock
Salatari	sal-uh- <b>tawr</b> -ee
Saloth	<b>sal</b> -awth
Sarla	<b>sahr</b> -luh
Scalis	<b>skeyl</b> -is
Sebek	seh- <b>bihk</b>
Sebek-Ka	seh- <b>bihk</b> -kah
Sedna	<b>sed</b> -nə
Shazalar	shah- <b>zah</b> -lahr
Takiyok	<b>tak</b> -ee-yawk
Talashakar	tawl-uh- <b>shok</b> -ahr
Talashaku	tawl-uh- <b>shaw</b> -koo
Talilajuk	<b>Tahl</b> -ee-lah-yook
Tathba	tahth- <b>bah</b>
Tel-Am-Karu	tel-uhm- <b>kah</b> -roo
Thulu	<b>thoo</b> -loo
Tupilaq	too- <b>pee</b> -lahk
Typhon	<b>tahy</b> -fon
Undine	uhn-deen
Vanak	<b>van</b> -ak
Viden	<b>vahyd</b> -n
Vigilus	<b>vij</b> -uhl-uhs
Vilicus	<b>vuh</b> -lahy-kuhs
Vrahg	vrawg
Zas	zhaws
Zef	zef
Zharaz	<b>zuh</b> -raz
Zil	zil
Zoh	zoh

## Appendix 4: Aquatic Materials

**Abyssal Steel:** This strange metal alloy is a specialty of the wooly karkanaks, who have been smelting it for generations. They are particularly well suited to the creation of this metal, as they start the process by consuming large quantities of metal muck that has a specific "flavor" (a taste, no doubt, which can only be appreciated by creatures who find abyssal mud palatable). The wooly karkanak's digestive system then concentrates the metal, which is excreted several days later to be further processed. The calico-colored result is similar to normal steel, though fairly resistant to corrosion and moderately magnetic (ferrous items will cling to it, but can be separated without the requirement of a Strength check). Metal weapons made of this material are three-quarters the normal price.

**Aqua Gravis:** Used by alchemists and brew-masters, this thick viscous oily liquid serves as a base for potions and brews. By itself, it is odorless and tasteless, but is a wonderful solvent for flavors and other ingredients. If dumped into the water, it will disperse in 1d6 rounds, but will stay in an opened container as it is heavier than water.

**Auranite:** This yellowish metal looks much like brass, but does not corrode underwater and is as strong (and as heavy as) steel. Because auranite is an iron alloy that contains pure gold, it is expensive, but not as expensive as mithril or adamantite.

**Azulbryn:** The austorian dwarves have discovered vast deposits of this beautiful-but-deadly metal hidden far beneath the ocean floor. Pure azulbryn (also known as raw azulbryn) shines with the radiance of a torch, giving off a light blue light. In this form, it is a somewhat brittle metal. However, when alloyed with iron, manganese, and cobalt it becomes as strong as steel and extremely resistant to corrosion. While the radiance is slightly diminished, its toxicity is not.

### AZULBRYN [GEOPOISON]

*Azulbryn is a radiant blue metal often mined by austorian dwarves in remote sub-abyssal caverns.*

**Type** poison, inhaled, contact; **Save** Fortitude DC 24

**Onset** 4d6 hours; **Frequency** 1/day for 4d6 days

**Effect** 1d4 Con damage and nausea that lasts until the poison is neutralized. ; **Cure** 3 consecutive saves during no continued exposure.

**Brill:** An extremely rare and ancient luminescent stone that is actually crafted from an elf (typically a drylander elf). Brill come in blue, green, and red. Only the blue ones can be successfully transformed back into an elf (with memories of times long before the Bloody War). Green stones turn into surface elves and red into surface drow. It is considered evil to release an elf from a green or red stone, as they have no place to go. Brill stones range from tiny pea-sized specimens (most common) to large rocks the size of coconuts (extremely rare). Brill is often fashioned into jewelry and used to decorate magic weapons and armor. It is one of the most expensive and controversial materials in the sea.

**Coral, Shell, or Chitin:** Items made from this are harvested from natural sources and then refined and shaped through alchemical processes. They are relatively cheap, but not particularly strong compared to auranite or mithrite. These materials break down out of the water within two weeks. (1d6 + 7 days).

**Ever-ice:** Buoyant but a bit brittle, this blue ice is the main export of the Lochgelly selkies. It is magically treated to be both durable and resistant to melting. In fact, only extreme magical sources of heat will melt this material. It is cheap compared to other magical materials, and makes beautiful items. Ever-ice can be created from any iceberg or glacial ice, harvested from lochgelly city (the selkies know how to replace it) or from icebergs that float into the area from the cerulean current from time to time.

**Kelp Cloth:** This is basically seaweed put through a slew of alchemical processing to produce a tough but soft and durable material. Most clothing is made from kelp cloth. However, as soon as it dries (within 24 hours of leaving the water) it crumbles into a fine powder. Kelp cloth can be any color.

**Lyra Cloth:** This fuzzy white cloth is woven from the tendrils of a particular species of harp sponge (a strange carnivorous sponge common to abyssal depths). The cloth sticks to itself like Velcro, and can be dyed a large variety of colors. It is often used to make self-fastening, form-fitting clothing.

**Mithrite:** Another iron alloy, this time fortified with mithril dust. While the process makes the metal dull grey and somewhat brittle, it is very hard and does not corrode in sea water. Unfortunately, its requirement for a small amount of a very rare metal keeps it just as expensive as auranite.

**Mussel Cloth:** This brown material is made from the beard of the spinner mussel (a clam-like mollusk). It is extremely strong and durable. It is often referred to as the "silk of the sea". It does not take well to dying processes and is most often tan, brown, or black.

**Pykrete:** Pykrete is a frozen composite material made of approximately one part sawdust or wood pulp and six parts water. The resulting peach or tan-colored substance is as strong and durable as concrete, so long as it remains frozen. Selkies will liberally use this material to provide support for their huge ever-ice structures. Like ever-ice, it can be magically or alchemical treated so that it does not melt. Because pykrete is buoyant, it can be used to create barges and other aquatic transport.

**Sponge Wool:** Harvested from the wooly sea sponge, the wild-looking material is warm and comfy. Not particularly strong by itself, it is often fortified with either kelp or mussel fibers. Out of water, it falls apart within hours. Sponge Wool can be dyed any color.

**Swampwood:** Wood from the roots of a swampwood tree is buoyant and at home in wet environments. It does not warp or rot, and it remains strong while submerged. It is as strong as normal wood, but will not burn. If allowed to dry out, it becomes brittle and useless.

**Worm Tube, Ochre:** Tube worms are quite prolific in the deep sea, and a few are even farmed for their cylindrical sheaths. While the sheaths of most of tube worm species are thin and brittle, those of the ochre variety are somewhat cartilaginous and flexible, much like leather in strength and versatility. These sheaths are used in the creation of many different items from clothing to backpacks.

**Worm Tube, Violet:** The violet tube worm produces a thick and fibrous sheath, similar in strength and appearance to bamboo of the surface world. It is often used in place of wood, and its strength, length, and occasional straightness can even be used to craft spear hafts.

### AQUATIC MATERIALS

Substance	Hardness	Hit points
Abyssal Steel	9	23/inch of thickness
Auranite or mithrite	10	25/inch of thickness
Azulbryn	10	25/inch of thickness
Brill	5	4/inch of thickness
Chitin	4	8/inch of thickness
Ever-ice	6	8/inch of thickness
Hardened Coral or Shell	7	15/inch of thickness
Kelp Cloth	0	2/inch of thickness
Lyra Cloth	1	3/inch of thickness
Mussel Cloth	3	5/inch of thickness
Pykrete	9	20/inch of thickness
Sponge Wool	0	4/inch of thickness
Swamp Wood	5	10/inch of thickness
Worm tube, ochre	3	6/inch of thickness
Worm tube, violet	5	12/inch of thickness



## Appendix 5: Aquatic Arms & Armor

### AQUATIC WEAPONS

Simple Weapons	Cost*	Dmg (S)	Dmg (M)	Critical	Range	Buoyancy <sup>1</sup>	Type <sup>2</sup>	Special
<i>Light Melee Weapons</i>								
Gaff	5 gp	1d2	1 d3	×3	—	-1	P and S	barbed, disarm, trip
Gut Razor	4 gp	1d3	1d4	×3	—	-1	S	barbed
Stickleback spear	1 gp	1d3	1d4	×2	—	-3	P	brace
Ulu	1 gp	1d3	1d4	×3	—	-1	S	—
<i>One-Handed Melee Weapons</i>								
Battle spade	10 gp	1d4	1d6	×2	—	-6	S	—
Fisher Spear	3 gp	1d4	1d6	19-20/×2	10 ft.	-3	P	barbed, plunge
Kelp Fork	4 gp	1d4	1d6	×3	—	-4	P	—
Urchin Fist	9 gp	1d6	1d8	×2	—	-7	B and P	strapped
<i>Two-Handed Melee Weapons</i>								
Chisel Spear	3 gp	1d6	1d8	×2	—	-6	P and S	—
Paddle Staff	10 gp	1d4/1d4	1d6/1d6	19-20/×2	—	-10	S	double
<b>Martial Weapons</b>								
<i>Light Melee Weapons</i>								
Short Trident	12 gp	1d6	1d8	×2	—	-3	P	—
Sea Reaver	15 gp	1d6	1d8	18-20/×2	—	-6	P	—
<i>One-Handed Melee Weapons</i>								
Excaecara fork	10 gp	1d4	1d6	19-20 ×2	—	-7	P	Barbed, brace
Ice Blade	75 gp	1d6	2d4	×3	—	-7	S	—
Ichida	15 gp	1d4	1d6	19-20/×2	40 ft.	-3	P	plunge, brace
Leiomano	3 gp	1d4	2d3	×3	—	+3	S and B	—
Triton Fork	30 gp	1d6/1d4	2d4/1d6	19-20/×2	—	-7	P	double
War Fork	10 gp	1d6	1d8	×2	—	-3	P	brace
<i>Two-Handed Melee Weapons</i>								
Flayspear	15 gp	1d6	1d8	×4	—	-9	P	barbed
Long Trident	20 gp	1d6	1d8	×2	—	-13	P	reach
Treble Fork	12 gp	1d6	1d8	19-20/×3	—	-9	P	reach
<b>Exotic Weapons</b>								
<i>Light Melee Weapons</i>								
Austorian zharaz	60 gp	1d3	1d4	×4	—	-4	S	—
Azulbryn Spurs	2 gp	—	—	—	—	-1/10 units	—	—
Sun Wheel	10 gp	1d3	1d4	×3	—	-1	S	—
Tail Spikes	10 gp	1d2	1d4	×2	—	-1	P	strapped
Tsuribari	5 gp	1d2/1d2	1d3/1d3	×2	—	-1	P	double (monk only), monk
<i>One-Handed Melee Weapons</i>								
Dragon Fork	15 gp	1d6	1d8	×3	—	-9	P	monk
Echinn Blade	5 gp	1d8	1d10	×3	—	-10	S	Trip
Elven Fork	25 gp	1d8	1d10	×3	—	-11	P and S	brace
Fin Razors	30 gp	1d4	1d6	19-20/×2	—	-9	S	strapped
Harpoon	5 gp	1d6	1d8	×2	25 ft.	-6	P	plunge, barbed, see text
Jaw Blades	10 gp	1d6	1d8	×3	—	-6	P	strapped, trueform
Moon Glaive	20 gp	1d8	1d10	×2	—	-11	S	monk
Narwhal Harness	30 gp	1d4	1d6	19-20/×2	—	-9	P	strapped, trueform
<i>Two-Handed Melee Weapons</i>								
Dire Fork	20 gp	1d6/1d6	1d8/1d8	×2	—	-15	P	double
Ice Claws	100 g	2d4	2d6	19-20/×2	—	-8	S	—
Marlin Harness	60 gp	1d6	2d4	19-20/×2	—	-11	P	brace, strapped, trueform
Pincer fork	10 gp	1d4	1d6	×3	—	-7	S	Nonlethal
Skith	18 gp	2d3	—	×4	—	-8	S	Trip

## AQUATIC WEAPON QUALITIES

Aquatic weapons may have the unique qualities listed below.

**Barbed:** Barbed weapons are often designed for fishing purposes, and can trap tiny creatures. When creatures two size categories smaller than you are damaged by this weapon, make a combat maneuver check to grapple it (without the –4 penalty for not having two hands free); success means you and the target are grappled. Once the target is grappled, you can perform a move or damage grapple action against it. A barbed weapon requires a DC 15 Strength check to break free. If you drop the weapon, the target can free itself as a standard action.

**Plunge Weapons:** There are no thrown weapons that have any significant range in the Cerulean seas campaign setting. However, some weapons can be plunged towards opponents. Plunged weapons are in fact propelled at full speed in the direction of their buoyancy. To be used effectively, the character must be either directly above (for negatively buoyant weapons) or directly below (for positively buoyant weapons) their intended target. The plunge weapon has a range increment, much like a thrown weapon, which is often slightly longer than their thrown counterparts.

**Strapped:** Strapped weapons are physically strapped or attached to you in some way and therefore cannot be disarmed.

**Trueform:** These weapons are specially designed for creatures with the trueform subtype, and are useable only by creatures with that subtype.

## AQUATIC ARMOR

Armor <sup>1</sup>	Cost	Armor Bonus	Maximum Dex Bonus	Armor Check Penalty	Arcane Spell Failure	Swim Speed <sup>3</sup>		Buoyancy <sup>4</sup>
						30 ft.	20 ft.	
Light Armor								
Padded Kelp	5 gp	+1	+8	0	5%	30 ft.	20 ft.	+10
Muck	5 gp	+2	+6	0	10%	30 ft.	20 ft.	-0
Sharkhide	15 gp	+3	+5	-1	15%	30 ft.	20 ft.	-10
Chain shirt <sup>5</sup>	150 gp	+4	+4	-2	20%	30 ft.	20 ft.	-125
Medium Armor								
Jellyfish	25 gp	+3	+4	-3	20%	20 ft.	15 ft.	+0
Scaly	50 gp	+4	+3	-4	25%	20 ft.	15 ft.	-30
Seashell	100 gp	+5	+2	-5	30%	20 ft.	15 ft.	-40
Clamshell	200 gp	+5	+3	-4	25%	20 ft.	15 ft.	-30
Heavy Armor								
Chitin	200 gp	+6	+0	-7	40%	20 ft. <sup>2</sup>	15 ft. <sup>2</sup>	-75
Turtle	250 gp	+6	+1	-6	35%	20 ft. <sup>2</sup>	15 ft. <sup>2</sup>	-35
Glacial	900 gp	+7	+0	-7	40%	20 ft. <sup>2</sup>	15 ft. <sup>2</sup>	+50
Coral	1,500 gp	+8	+1	-6	35%	20 ft. <sup>2</sup>	15 ft. <sup>2</sup>	-50
Shield								
Auranite or Mithrite Buckler	30 gp	+1	—	-1	5%	—	—	-25
Shell Buckler	15 gp	+1	—	-1	5%	—	—	-5
Light Shield, swampwood	3 gp	+1	—	-1	5%	—	—	+25
Light Shield, coral	8 gp	+1	—	-1	5%	—	—	-5
Light Shield, auranite or mithrite	20 gp	+1	—	-2	10%	—	—	-50
Extras								
Armor spikes <sup>5</sup>	+75 gp	—	—	—	—	—	—	-25
Gauntlet, locked <sup>5</sup>	8 gp	—	—	special	n/a	—	—	-15
Shield Spikes <sup>5</sup>	+10 gp	—	—	—	—	—	—	-15

<sup>1</sup> Metallic armors in the *PATHFINDER ROLEPLAYING GAME CORE RULEBOOK* may still be available at ten times the price listed. The buoyancy rating for those armors is equal to the armor's weight × -5. Non-metallic armors from this source are not available (with the exception of armor made from dragon-hide).

<sup>2</sup> When running in heavy armor, you move at only triple your speed, not quadruple.

<sup>3</sup> Tactical swim speed for other base swim speeds is explained in more detail on Table 1-6 in Chapter 1 of *CERULEAN SEAS CAMPAIGN SETTING*.

<sup>4</sup> Most aquatic armors are very heavy on land, bogging the character into immobility.

<sup>5</sup> These items are described in the *PATHFINDER ROLEPLAYING GAME CORE RULEBOOK*, though are typically made of auranite or mithrite in the Cerulean Seas.



## Appendix 6: Aquatic Feats

The following feats are either referenced in this tome, or can be used for NPC and monster customization.

### ADJUSTING TRANSFORMATION

*Your equipment adjusts to fit while you transform.*

**Prerequisite:** Selkie.

**Benefit:** Any equipment that is possible for you to wear in both elf and seal form, automatically adjusts to fit you while you transform to either form.

**Normal:** Equipment normally falls off while you transform.

### AMBASSADOR TO THE DEEP

*You have permanently acclimated to deeper depths.*

**Prerequisite:** A depth tolerance of less than 1,000 feet.

**Benefit:** Your racial depth tolerance increases by 100 feet.

**Special:** This feat can be taken multiple times, until depth tolerance is equal to 1000 feet.

### AMBASSADOR TO THE SHALLOWS

*You have permanently acclimated to shallower depths.*

**Prerequisite:** racial pressure sensitivity

**Benefit:** The nommo's pressure sensitivity decreases by 100 feet.

**Special:** This feat can be taken up to 3 times until pressure sensitivity is zero.

### AWELESS

*You have overcome the effects of magical fear.*

**Prerequisites:** Crystolix, Wis 15.

**Benefit:** If a spell or spell-like effect causes you to be panicked or frightened, you are instead shaken, which also triggers your Unshakable racial ability (you may re-roll the failed save). You cannot be shaken otherwise by a spell or spell-like effect.

### AZULBRYN EATER

*You gain power from consuming radioactive metal.*

**Prerequisite:** Austorian dwarf, Con 13

**Benefit:** As a standard action, you may swallow approximately one cubic inch of azulbryn. Upon doing so, you gain 5 temporary hit points for every three Hit Dice you have and a +1 alchemical bonus on Constitution-based checks and skills. The effects

last 1 hour. Consuming additional azulbryn does not confer additional bonuses, but may replenish temporary hit points to a maximum of 5 for every three Hit Dice.

### BECKONING CALL

*Your song can draw others near to you.*

**Prerequisite:** Abyssal rusalka, Perform (sing) 12 ranks

**Benefit:** Once per day, as a standard action, you can sing an enchanting song, causing all non-feykith creatures within a 100-foot radius to approach your position as if compelled to do so via a *suggestion* spell (Will negates). A creature that successfully saves is not subject to your beckoning call for 24 hours. When an affected creature begins its turn adjacent to you, it is fascinated for that round. These effects continue as long as you take a standard action to maintain the effect, plus 1 additional round. This is a mind-affecting effect. The save DC is equal to 12 + your Charisma modifier.

### BLOODIED BEAK

*You can make attacks using your beak.*

**Prerequisites:** Squawk

**Benefit:** You gain a natural bite attack that deals 1d3 points of damage.

### BOON OF BONES

*Slashing and piercing weapons easily slip harmlessly between your bones.*

**Prerequisites:** Aquatic Obitu, Character level 5<sup>th</sup>.

**Benefit:** You gain Damage Reduction 1 / bludgeoning.

**Special:** You can take this feat multiple times, adding an additional point of DR each time.

### BRACE FOR IMPACT

*You channel your natural resilience into shaking off some of the effects of one attack.*

**Prerequisites:** Austorian Dwarf

**Benefit:** Once per day, when melee damage is dealt to you, you may treat half the damage as nonlethal damage. You cannot use this ability against confirmed critical hits or if you are immune to nonlethal damage. When your base attack bonus reaches +10, you may use this ability an additional time per day.

### BREATHLINK

*You can share your ability to breathe water with other creatures that do not have gills.*

**Prerequisite:** Feykith subtype

**Benefit** You may share your ability to breathe underwater with any adjacent creature as a free action. There is no limit on the duration, though the effect must be reactivated each round. If the subject is ever not adjacent to you, the effect ends. This effect does not interfere with the subject's ability to breathe air.

**Special:** You may take this feat more than once. Each time you may add one more person to your breathlink at a time.

### CAUSTIC FLESH

*You have developed poisonous skin that burns those that bite you.*

**Prerequisite:** Naiad.

**Benefit** A creature that makes a successful bite attack against you takes 1d4 acid damage.

Creatures immune to poison are not affected.

### CLOBBER (COMBAT)

*You can trample with your hooves.*

**Prerequisites:** Kai-lio, base attack bonus +1.

**Benefit:** When you attempt to overrun an opponent your target may not choose to avoid you. You may make one hoof attack against any target you knock down, gaining the standard +4 bonus on attack rolls against disoriented targets.

**Special:** A kai-lio fighter may select Clobber as one of his fighter bonus feats.

### CORAL LINK

*You can make a telepathic link through coral formations.*

**Prerequisite:** Gills.

**Benefit:** This feat confers the ability to link with any open coral formation. You can exchange information across vast distances almost instantaneously. While you are within 100 feet of any part of any open coral reef, you can speak with any other creature currently linked to the same reef (usually using the same feat), instantly and telepathically. All cindarians gain this feat at first level.

### COLLECTIVE MIND

*You can tap into the great zef collective to gain knowledge.*

**Prerequisites:** Zef

**Benefit:** You can use all Knowledge skills untrained. Three times per day, you can meditate to actively tap the collective for a +2 racial bonus on a Knowledge check. Tapping the collective can also give you a second attempt on a Knowledge skill roll you have previously failed on your own.

### CRAW DADDY

*Your claws have grown abnormally large.*

**Prerequisites:** Karkanak, base attack bonus +3.

**Benefit:** Your smaller attack claw (or both claws if you are female) has grown abnormally large. Both attack claws inflict 1d8 damage instead of 1d6 or 1d4. The male karkanak's large claw is unaffected by this feat.

### CRYPTID ANONYMITY

*Your talent for stealth has crossed into the realm of the supernatural.*

**Prerequisites:** Ningen, Stealth 5 ranks.

**Benefit:** By making a Stealth check, DC 20, you can cast *invisibility* as a spell-like ability up to three times per day.

### CURRENT RIDER

*You have learned how to compensate for water currents.*

**Benefit:** For every 5 feet that you sacrifice to fight the effects of a water current, you may subtract 10 feet from how far the current takes you. In addition, you gain a +5 circumstance bonus to any Acrobatics check made to leave a current.

**Normal:** While in a current you travel at a rate equal to the speed of the current, minus any of your base swim speed that you wish to sacrifice to the current.



### DAZZLING LIGHTS

*You can create a dazzling display of bioluminescence.*

**Prerequisite:** Asterak, Cha 13

**Benefit:** Once per day, you may force all creatures in squares adjacent to yourself to make a Fortitude save or become dazzled for 1d4 rounds. The DC of this Fortitude save is equal to 10 + your Charisma modifier. Creatures with sensitivity to light automatically fail this save. This feat has no effect on creatures that do not rely on eyes for sight.

### DEFENDER OF THE VENTS

*You have grown accustomed to hot water.*

**Prerequisites:** Nixie, Con 10.

**Benefit:** You gain energy resistance 5 against steam and heat. If you already have energy resistance against steam and heat, it increases by 5.

**Special:** You can take this feat multiple times, increasing the energy resistance by 5 each time.

### DIVING STRIKE (COMBAT)

*With a tremendous dive, you can both move and attack your foe.*

**Prerequisites:** Base attack bonus +3.

**Benefit:** When you charge, you may make both a bull rush and a basic melee attack, in that order.

### DOLPHIN FLIP (COMBAT)

*You dart away from an opponent that you just hit.*

**Prerequisites:** Dodge.

**Benefit:** After making a standard action melee attack, you may withdraw as a move action as long as you are swimming away.

### ECTOPLASMIC INK [PSIONIC]

*You can create a cloud of ink that cannot be dispersed.*

**Prerequisites:** Merkoth

**Benefit:** By expending your psionic focus, you can emit a 15-foot-radius cloud of murky purple ink as a free action while underwater. This cloud provides total concealment and remains where it was released. The ink persists for 1 minute, and is immune to environmental and magical effects that would normally disperse murky water.

### ENTHRALLING PERFORMANCE [PSIONIC]

*While using your perform skill, you cause your audience to become fascinated.*

**Prerequisites:** Amphian, 5 ranks in any Perform skill

**Benefit:** While you are psionically focused and actively using a Perform skill, you can cause a creature to become fascinated with you. The creature must be within 90 feet and able to see, hear and pay attention to you. You must also be able to see the target. The distraction of nearby combat or other dangers prevents the ability from working. For every three levels you have attained, you can target one additional creature with this ability (two at 3rd level, three at 6th level, etc.)

### EXPANDED POISON CLOUD

*Your poison cloud increases in area of effect.*

**Prerequisite:** Deep Drow, poison cloud racial ability

**Benefit:** The area of your poison cloud increases from a 5-foot radius to a 10-foot radius.

**Special:** You may take this feat multiple times, expanding the cloud radius each time by five feet to a maximum of a 20-foot radius.

### EXPANDED SENSES

*Your ultrasonic senses have expanded in range.*

**Prerequisites:** Ningen, Perception 3 ranks.

**Benefit:** The range of your water sense ability increases by 10 feet.

**Special:** You can gain this feat multiple times, each time extending the range of your water sense ability by 10 feet, to a maximum of 60 feet.

### FANTASTIC TONGUE (COMBAT)

*Your tongue is very long and good at grappling.*

**Prerequisite:** Mogogol.

**Benefit:** When using your *grasping tongue* racial trait, your range improves by 10 feet, and you gain a +2 bonus on checks made to grapple a foe in this way.

### FISTS OF ICE

*Your unarmed attacks can inflict cold damage.*

**Prerequisite:** Ice Elf

**Benefit:** You may (at your discretion) deal an additional 1d4 cold damage on a successful unarmed melee attack. This ability only works with bare fists.

### FLYING FISH LEAP

*You are an expert at jumping out of the water.*

**Prerequisite:** 8 ranks in Acrobatics skill

**Benefit:** When you make a High Jump out of the water, you do not receive the normal -10 penalty. In addition, you can move as far horizontally as you can jump vertically.

### FREEZING WEAPONS (COMBAT)

*Supernatural cold stirs within your body and the weapons that you wield.*

**Prerequisites:** Ice Elf

**Benefit:** As a swift action, you can make up to two held manufactured metallic or ever-ice weapons become super-cooled for 1 round, dealing 1d3 additional points of cold damage with a successful hit. This does not stack with other effects that add cold damage to weapons, such as the frost weapon special ability. When you are grappling, you deal this damage to your grappling opponent on your turn.

### FORM OF SEBEK

*You can assume the form of a crocodile or alligator.*

**Prerequisites:** Sebek-ka, 9<sup>th</sup> level, Wis 13.

**Benefit:** You gain a spell-like racial ability that functions like the *beast shape I* spell, except as noted here. You can only turn into a crocodile or alligator. You may use this ability once per day. The effect lasts for 1 hour, or until you change back. Changing form (to crocodilian or back) is a standard action and doesn't provoke an attack of opportunity.

### GREATER AMPHIBIOUSNESS

*Your ability to traverse land and sea improves.*

**Prerequisite:** Anthromorph subtype.

**Benefit:** If you have lungs, you can survive underwater for 1 hour per point of Constitution. If you have gills, you can survive on land for 1 hour per point of Constitution.

### HYPNOTIC EYES [PSIONIC]

*You can initiate a powerful hypnotic gaze attack.*

**Prerequisites:** Naga

**Benefit:** At the beginning of your turn, you may spend your psionic focus as a free action to initiate a powerful hypnotic gaze attack. Any creature within 30 feet of you may be subject to your gaze. Creatures thus affected who fail to make a Will save (DC 12 + ½ your level) become fascinated with you for 2d4 rounds. Targets that successfully resist your

gaze attack become immune to your gaze for 24 hours.

### ICY GRASP

*You deal extra cold damage while lightly armored and grappling.*

**Prerequisite:** Ice Elf

**Benefit:** If you are wearing light or no armor, you deal an extra 1d6 cold damage on a successful grapple attack to deal damage.

### INDISSOLUBLE WILL [PSIONIC]

*Your Will save remains unaffected by effects that specifically target it.*

**Prerequisites:** Melusine

**Benefit:** Spend your psionic focus as an immediate action to ignore all penalties to your Will save for a number of turns equal to your character level.

### KUL'S INTUITION

*You get a second chance to disable a device.*

**Prerequisite:** Agloolik, 3 ranks in Disable Device.

**Benefit:** If you fail a Disable Device check to disable a trap or open a lock, you may immediately reroll and use the second result instead. This effect is used as an immediate action after the first check is attempted but before the results are revealed by the GM.

### LIQUEFY [PSIONIC]

*Once per day, you can turn to liquid and escape bonds and grapples.*

**Prerequisites:** Asrai

**Benefit:** Once per day, you may spend your psionic focus as a swift action to automatically escape a grapple or free yourself from any bonds or shackles.

### LIQUID BODY [PSIONIC]

*You are less susceptible to critical hits.*

**Prerequisites:** Asrai

**Benefit:** You have learned how to let massive shock flow through your body without causing great damage to you. While you are psionically focused, any critical threats made against you only confirm if the second roll results in a natural 20 on the die.



### MAGIC OF THE FEY

*You gain a minor spell-like ability.*

**Prerequisite:** Feykith subtype, Cha 15.

**Benefit:** Choose a 0<sup>th</sup> level spell. You may cast this spell once per day as a caster equal to your character level. The DC (if any) is 10 + Charisma modifier.

**Special:** You may take this feat multiple times, each time choosing a different 0<sup>th</sup> level spell.

### MIDWINTER HIDE

*Your hide has grown particularly thick and insulated.*

**Prerequisites:** Thanor

**Benefit:** You gain an additional +1 natural armor bonus and cold resistance 5.

### MIND VENOM [PSIONIC]

*Your bite introduces venom that makes your victims more susceptible to your telepathic attacks.*

**Prerequisites:** Naga

**Benefit:** While you maintain psionic focus, your bite attack inflicts the following venom instead of the standard naga venom:

Mind Venom—injury; save Fort DC 12 + ½ your level; frequency 1/round for 6 rounds; effect 1d2 Wis damage. In addition, anyone under the influence of your venom takes a -2 penalty to all Will saves against your psionic powers. ; cure 3 saves.

### NATURAL INSTINCT

*You can access your natural instincts of nature and survival.*

**Prerequisite:** Anthromorph subtype.

**Benefit:** You get a +2 racial bonus on all Knowledge (nature) checks and Survival checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

### NIBBLE ARMOR

*You rasp at the opponent's items or armor with your abrasive teeth.*

**Prerequisite:** Echinn

**Benefit:** When grappling, you can attempt to sunder your opponent's armor in place of a damage action by using your teeth, without provoking an attack of opportunity. Your specialized nibbling technique deals 1d6 plus your Strength modifier in damage to the armor on a successful attempt.

If your opponent is not wearing armor, you instead deal a bite attack for 1d4 damage. This feat does not confer a bite attack otherwise.

### OVERSEEING EYE [PSIONIC]

*You can detect psionics at will.*

**Prerequisites:** Melusine

**Benefit:** When you are psionically focused, an eye spot will appear in the center of your forehead. The eye spot will allow you to cast Detect Psionics as a psi-like ability at will, as a caster equal to your character level.

### PIRANHA JAWED

*You gain a natural bite attack.*

**Prerequisite:** Nommo or Piscean.

**Benefit:** You gain a bite attack which is a natural attack that inflicts 1d6 points of damage (×2 critical) on a hit. This is a primary attack or a secondary attack if you wield any other weapon.

### PLUNGE ANYTHING (COMBAT)

*You are a master at using buoyancy to attack with whatever you have on hand.*

**Benefit:** You do not suffer any penalties for using an improvised plunging weapon. You receive a +1 circumstance bonus on attack rolls made with plunging splash weapons.

**Normal:** You take a -4 penalty on attack rolls made with an improvised weapon.

### PUFFER QUILLS [PSIONIC]

*Your body becomes covered in sharp quills.*

**Benefit:** While you are psionically focused, you may form sharp ectoplasmic quills over your skin or whatever you are wearing. While they are formed, you are treated as though you are equipped with armor spikes, even if you are not wearing armor. You may form or dismiss the quills as a free action.

### QUICK SHIFTER

*You can transform very quickly.*

**Prerequisites:** Selkie, Dex 13

**Benefit:** You can shift into sea elf form as a free action, and back into seal form as a move equivalent action.

**Normal:** You can transform as a standard action (in either direction).

### REDUNDANT PROCESS

*Your scrupulous designs seldom fail.*

**Prerequisites:** Agloolik, Craft (any) 5 ranks.

**Benefit:** Whenever you make Craft check to create something, you can roll two dice and take the higher result.

### SEA SIGHT

*Your vision is not hampered from looking down into the water from above it.*

**Prerequisite:** 4 ranks in Profession (sailor)

**Benefit:** When peering down into the water from above, ignore cover due to the target being submerged.

**Normal:** Partially submerged targets have improved cover, and completely submerged targets have total cover versus those viewing from above the water.

### SCHOOL FRIEND

*You are skilled at blending into schools of fish without disrupting them.*

**Benefit:** You may make a DC 20 Handle Animal skill check to enter into a school of fish. While within a school of fish you gain concealment. The school must be larger than you for you to receive any benefit, and any sudden or violent movements on your part will cause the school to scatter.

### SHARK-BLOODED

*You gain the traits of a shark, along with its aggressive nature.*

**Prerequisite:** Cindarian, kai-lio, or sea folk

**Benefit:** You may take this feat multiple times; each time you gain a new trait listed below. If you take two or more traits, your Charisma drops by 2 points, as you grow more aggressive and feral.

**Keen Scent:** You can notice creatures by scent in a 100-foot radius underwater, and can detect blood in the water at ranges of up to a half mile.

**Razor Teeth:** You gain a bite attack, dealing 1d2 points of damage at Small size, and 1d4 at Medium size.

**Toothy Skin:** Your skin develops fine denticles; granting a +1 natural armor bonus, and dealing 1 point of damage to creatures that grapple you or that you grapple.

### SHARPER SPINES

*Your spines do more damage.*

**Prerequisite:** Echinn, poison spines racial ability.

**Benefit:** Any creature attacking you with natural weapons or an unarmed strike takes 1d3 points of piercing damage. A creature that grapples with you takes 1d6 points of piercing damage each round it does so.

### SHOCKING STRIKE

*Your critical hits trigger a burst of electric energy.*

**Prerequisites:** Asterak, base attack bonus +5

**Benefit:** Upon striking a successful critical hit with an unarmed attack or metallic melee weapon, you deal an additional 1d10 points of electricity damage.

### SORSALSEL STYLE (COMBAT)

*You have been trained in the traditional fighting style of your people.*

**Prerequisites:** Acrobatics 1 rank, Proficiency with a skith, Squawk

**Benefit:** You can charge through squares that contain allies while wielding a skith. Furthermore, once per round, if you miss an opponent with your skith, you may make an Acrobatics skill check with the DC equal to the missed opponent's AC. If successful, the miss is instead considered to be a hit and damage is dealt normally.

### SPELL SEAL

*You can cast spells that require somatic components while in seal form.*

**Prerequisite:** Selkie.

**Benefit:** You can complete somatic components of spells while in seal form. You can also use any material components or focuses that you possess.

**Normal:** You can speak normally while in seal form and cast spells that require only verbal components. However, you cannot cast spells that require somatic components. You also have difficulty manipulating material components with enough aptitude to cast a spell.



### STAGGERING TOUCH

*Your touch can temporarily stagger opponents.*

**Prerequisite:** Abyssal rusalka

**Benefit:** Once per day, a creature touched by you must succeed at a Fortitude save or be staggered for 1 round by overwhelming feelings of desire and shame. This is a mind-affecting effect. The save DC is equal to 12 + your Charisma modifier.

### STUNNING TAIL STRIKE (COMBAT)

*You can stun opponents with your tail.*

**Prerequisites:** Tail Strike, base attack bonus +8, Wis 13.

**Benefit:** The attacker must declare the use of this feat before the attack, and roll for attack as usual. Target must be the size of the user or smaller. Instead of striking the target directly, the attacker with this feat uses his tail to slap a forceful blast of water at the target. The water-blast does the amount of damage the character would normally do on a successful tail strike attack, but in addition forces the target to make a Fortitude saving throw at DC 10 + 1/2 attacker's level + Str modifier. If the defender fails this save, he is stunned for one round (until just before your next action). A stunned character cannot act and loses any Dexterity bonus to AC, while attackers gain +2 bonus on attack rolls. The character may attempt a Stunning Tail Strike once per day for every four levels attained, and no more than once per round.

### SWIM-BY ATTACK (COMBAT)

*You attack as you swim by an opponent.*

**Prerequisite:** Base swim speed greater than 30 feet

**Benefit:** When using a move action to swim, you may take a standard action at any point during your movement. You cannot use a second move action during a round when you make a swim-by attack.

**Normal:** Without this feat, you take a standard action either before or after your move.

### TAIL OF TALES [PSIONIC]

*You are extremely quick in undersea combat.*

**Prerequisite:** Merfolk subtype

**Benefit:** When you make a melee attack as a standard action, if you are psionically focused, you gain a +2 Dodge bonus to AC until the beginning of your next turn.

### TAIL STRIKE (COMBAT)

*You smack opponents with your tail or deflect projectiles.*

**Prerequisites:** A tail (typically a merfolk or sebek-ka), base attack bonus +1, Dex 13.

**Benefit:** As a standard action, you can use your tail to strike a target without incurring the usual attack of opportunity for striking unarmed. The attack does 1d4 damage for Small-sized creatures, 1d6 damage for Medium, and 1d8 damage for larger creatures (adding strength modifiers as well). In addition, instead of attacking with the tail, the user may elect to deflect projectiles of arrow size or smaller by knocking them off course with the current generated by the Tail Strike. The user makes a reflex save DC 20, with magical bonuses adding to the DC. If successful, the projectile is deflected. This use of the ability does not count as an action and cannot be used out of water. This ability may be used a maximum of once per round, and once per day per two character levels.

### TAIL SWEEP (COMBAT)

*You whip your tail around, attacking everyone within reach.*

**Prerequisites:** Combat Expertise, Tail Strike, Mobility, Swim-By Attack

**Benefit:** When performing the full attack action, you can give up your regular attacks and instead make one melee attack at your full base attack bonus against each opponent within reach. Damage is the same as for a normal Tail Strike.

### TALENTED TENTACLES

*You can use your tentacles to greater effect.*

**Prerequisites:** Merkoth, base attack bonus +4

**Benefit:** Your tentacles can (as a group) hold and make use of any item that can be held in one hand, such as a shield, light weapon, or one-handed weapon. Attacks made with an item held by the tentacles suffer a -2 penalty to attack rolls (in addition to any other penalties, such as fighting with two weapons). The tentacles do not grant any extra attacks beyond the character's normal capabilities, only an alternate "arm" with which to make the normal attacks with.

### TASTE OF BLOOD (COMBAT)

*The taste of blood bolsters your bite attack on the following round.*

**Prerequisites:** natural bite attack, base attack bonus +6.

**Benefit:** When you score a hit with your bite attack, you gain a +2 racial bonus to your attack roll for your bite attack during the next round.

### TEARING TUSKS

*You are capable of inflicting terrible wounds with your tusks.*

**Prerequisites:** Thanor

**Benefit:** Double the critical threat range of your tusks. Furthermore, when you confirm a critical hit with your bite attack, you also deal 1 point of bleed damage.

**Special:** The bleed effect from this feat stacks with that of the Bleeding Critical feat and similar effects, adding 1 point to your bleed damage.

### THICKENED SPELL (METAMAGIC)

*Your spells cause the water around your targets to gel, slowing their movements.*

**Benefit:** Thickened Spell may be applied to any spell that targets one or more creatures. The targets have their movement rate slowed by half, and a -2 to their melee attacks for the duration of the spell. If the spell has a duration of “instantaneous” the gel lasts one round. A thickened spell uses up a spell slot one level higher than the spell’s actual level.

### TRIPLE JOINTED

*Your ability to move your limbs in unnatural directions allows you to escape bonds and grapples more easily.*

**Prerequisite:** Aquatic Obitu.

**Benefit:** You receive a +4 racial bonus on your Combat Maneuver Defense whenever an opponent tries to grapple you. In addition, gain an additional +2 racial bonus on Escape Artist skill checks (bringing the total racial bonus on this skill check to +4).

### TRUTHSEER [PSIONIC]

*Your clairsentience powers become stronger and last longer.*

**Prerequisites:** Amphian, Manifester level 3<sup>rd</sup>.

**Benefit:** While you are psionically focused, all of your powers in the clairsentience discipline have double range and duration.

### ULTIMATE AMPHIBIAN

*You can survive on land or in sea equally.*

**Prerequisites:** Anthromorph subtype, Greater Amphibiousness.

**Benefit:** If you have lungs, you develop gills. If you have gills, you develop lungs. You still retain your original breathing features; you can now breathe in both environments with equal ease.

### UNDINE’S CHOSEN

*You are especially in tune with the flora of the sea.*

**Prerequisites:** Naiad, Wis 13.

**Benefit:** You gain a +4 insight bonus on all Knowledge (nature) checks, and gain a +2 insight bonus to all skill checks that involve natural plants or coral.

### VENOM OF THE LION

*Your fins are particularly venomous.*

**Prerequisite:** Cindarian

**Benefit:** Any creature that makes a successful unarmed or natural attack against you takes one point of piercing damage and 1d4 points of Dexterity damage. The Dexterity damage is cumulative per hit, and wears off all at once; 3d4 rounds after the last point of Dexterity damage was received.

### VICIOUS BITE

*You have a vicious bite that you can use as an off-hand attack.*

**Prerequisite:** Anumus.

**Benefit:** You gain a bite as a natural attack. The bite does 1d6 damage (critical x2). You are considered proficient with this attack.

### VIRULENT POISON CLOUD

*Your poison cloud increases in potency.*

**Prerequisite:** Deep Drow, poison cloud racial ability.

**Benefit:** Add +2 to the DC for Fortitude saving throws against your poison cloud attack.

### WATERJOT

*You can run across the surface of water.*

**Prerequisite:** Mogogol.

**Benefit:** You can run over the surface of water without sinking. When you stop running, you sink normally.

### WOUNDING BITE (COMBAT)

*Your teeth inflict wounds that bleed profusely.*

**Prerequisites:** Natural bite attack, Weapon Focus (bite), Str 15, Improved Critical (bite).

**Benefit:** Your bite attack inflicts 1 point of bleed damage when it hits a creature. Bleeding can be stopped by a DC 15 Heal check or by application of any spell that cures hit point damage.



## Appendix 7: Aquatic Spells & Powers

### AQUATIC CONDITIONS

The sea offers a couple of new bodily conditions that a character might have to endure.

#### DISORIENTED

The prone condition has been replaced by the “disoriented” condition. When an effect would normally elicit a prone position, the effect causes the character to be disoriented instead. When disoriented, the character has lost track of which way is up and therefore cannot account for buoyancy and is terribly off-balance. The character gains a -4 penalty on melee attack rolls and cannot use any ranged weapon. A spinning and flopping disoriented defender gains a +4 bonus to AC against ranged attacks, but takes a -4 penalty to AC against melee attacks. Righting oneself is a move-equivalent action that provokes an attack of opportunity. A character can, as a free action, choose to flop around so erratically that he causes himself to become disoriented. This would be a good way to avoid ranged attacks, as the target becomes harder to hit as its movement becomes chaotic and unpredictable.

#### ENTOMBED

A creature with this condition is incased in a layer of solid ice at least one inch thick. Entombed creatures are frozen motionless, suffocating and each round a creature remains entombed it takes 1d6 points of cold damage. Whether or not the entombed creature can break free of its own volition is determined by the size of the creature and the thickness of the ice. Small and smaller creatures cannot break free. For Medium-sized and larger creatures, use the table below. If the thickness of the ice for the creature's size has a result of “Break,” the entombed creature may attempt to break free with a DC 20 Strength, Escape Artist, or combat maneuver check.

Another creature can free an entombed target by damaging the entombed victim. By doing at least 10 damage per inch of ice (or half this amount if using steam damage) to the victim, he will be freed. The ice will also melt slowly under normal circumstances, or can be slowly and safely chipped away at up to 3 hit points per round.

An entombed creature's buoyancy is also affected by the ice, adding the buoyancy of a float of two size categories smaller than the entombed creature for every inch of ice that encases him.

Some creatures, such as the crystalloids, do not die from suffocation or cold damage when entombed. Instead, they fall unconscious and do not wake up until the entombed condition ends. While entombed, they are immune to hunger, thirst, bleeding, aging and all natural processes are suspended. It is at the Game Master's discretion which creatures have this ability, though it is common to many polar invertebrates and even a few fishes. It is extremely rare in higher life forms.

#### BREAKING THROUGH ICE

Ice Thickness	Small	Medium	Large	Huge
Up to 1 inch	At risk	Break	Break	Break
2–3 inches	Safe	At risk	Break	Break
4–6 inches	Safe	Safe	At risk	Break
7–23 inches	Safe	Safe	Safe	At risk
24+ inches	Safe	Safe	Safe	Safe

#### FROSTED

The character is coated in chunks of ice and frost. Being frosted impedes movement but does not entirely prevent it. A frosted creature moves at half speed, cannot run or charge and takes a -1 penalty on all attack rolls and a -2 penalty to Dexterity. Frosted characters take 1 point of cold damage per round. Spellcasters must make a concentration check (DC 15 + spell level) to cast a spell. In addition, the character also gains buoyancy as if he was carrying a float of three size categories smaller than himself.

### TERRESTRIAL SPELL EQUIVALENTS

These spells differ in name only, refer to the source book of origin for their effects.

Aquatic Spell	Terrestrial Equivalent
Crab Haul	Ant Haul*
Crocodile's Endurance	Bear's Endurance
Crocodile's Endurance, Mass	Bear's Endurance, Mass
Shark Nose	Bloodhound*
Tattoo, Greater	Brand, Greater*
Tattoo	Brand*
Shark's Strength	Bull's Strength
Shark's Strength, Mass	Bull's Strength, Mass
Dolphin's Grace	Cat's Grace
Dolphin's Grace, Mass	Cat's Grace, Mass
Cuttlefish Stride	Chameleon Stride*
Silt of Twilight	Dust of Twilight*
Eye of the Osprey	Eagle Eye*
Osprey's Splendor	Eagle's Splendor
Osprey's Splendor, Mass	Eagle's Splendor, Mass
Feast of Silt	Feast of Ashes*
Bubble Bob	Feather Step*
Bubble Bob, Mass	Feather Step, Mass*
Light of Judgment	Fire of Judgement*
Octopus's Cunning	Fox's Cunning
Octopus's Cunning, Mass	Fox's Cunning, Mass
Holy Trident	Holy Sword
Mageblade	Mage's Sword
Turtle's Wisdom	Owl's Wisdom
Turtle's Wisdom, Mass	Owl's Wisdom, Mass
Eel's Armor	Stormbolts*
Urchin Body	Thorn Body*
Whispering Waves	Whispering Wind

\*These spells are detailed in the *PATHFINDER ROLEPLAYING GAME ADVANCED PLAYER' GUIDE*.

### AQUATIC SPELLS

The spells listed below appear in previous *Cerulean Seas* sourcebooks, and appear here for easy reference.

#### ACID BUBBLE

**School** conjuration (creation) [acid]; **Level** sorcerer/wizard 4, summoner 4

**Components** V, S, M (drop of acid), F (Metal hoop worth 10 gp)

**Saving Throw** Reflex negates; see text; **Spell Resistance** no

This spell functions as *entrapping bubble*, except that the bubble is filled with corrosive acid. Trapped creatures take 2d6 points of acid damage per round spent in contact with the acid. In addition, exposed items carried by a creature in the bubble may be harmed. Refer to Table 9–2 in Chapter 9 of the *Pathfinder Roleplaying Game Core Rulebook*. Items are affected one at a time in the order listed on the table, and must make Fortitude saves after 3 consecutive rounds in the acid or gain the broken condition. Objects with the broken condition (regardless of how they became broken) must make a Fortitude saving throw each round spent within the acid or be destroyed. The walls of the bubble are extremely elastic and require an Escape Artist check, DC of 30, to escape.

## ACID MURK

**School** conjuration (creation) [acid]; **Level** sorcerer/wizard 6

**Casting Time** 1 standard action

**Components** V, S, M (crushed kelp berries and a hippocampus hoof)

**Range** medium (100 ft. + 10 ft./level)

**Effect** murk spreads in 20-ft. radius sphere

**Duration** 1 round/level

**Saving Throw** none; **Spell Resistance** no

*Acid murk* creates a billowing mass of foggy murk similar to that produced by a *murk* spell. In addition to slowing creatures down and obscuring sight, this spell's haze is highly acidic. Each round on your turn, starting when you cast the spell, the murk deals 2d6 points of acid damage to each creature and object within it. The spell effect does not extend beyond the water and cannot be cast outside of the water.

## ALTER CURRENTS

**School** transmutation [water]; **Level** kahuna 1, sorcerer/wizard 1

**Casting Time** 1 minute

**Components** V, S

**Range** touch

**Area** immobile 10-ft.-radius emanation

**Duration** 1 hour/level

**Saving Throw** Will negates; **Spell Resistance** yes

You subtly enhance or diminish the effects of natural water currents within the spell's area, which is an immobile emanation around a point touched by you as the spell is cast. Within the area, natural (but not magical) current speeds are either increased or decreased in speed by 20 feet. *Alter currents* has no effect on magical water current effects.

## ANGRY ALGAE

**School** conjuration (creation); **Level** kahuna 9

**Casting Time** 1 standard action

**Components** V, S

**Range** medium (100 ft. + 10 ft./level)

**Effect** three or more algoids, no two of which can be more than 30 ft. apart; see text

**Duration** 7 days or 7 months (D); see text

The *angry algae* spell creates 1d4+2 algoids with the advanced template. The creatures willingly aid you in combat or battle, perform a specific mission, or serve as bodyguards. The creatures remain with you for seven days unless you dismiss them. However, if the algoids are created only for guard duty the duration of the spell is seven months. In this case, the algoids can only be ordered to guard a specific site or location. Algoids summoned to guard duty cannot move outside the spell's range, which is measured from the point where each first appeared. You can only have one angry algae spell in effect at one time. If you cast this spell while another casting is still in effect, the previous casting is dispelled. This spell does not work on dry terrain.

## ANIMATE FLORA

**School** transmutation; **Level** kahuna 7

**Casting Time** 1 standard action

**Components** V

**Range** close (25 ft. + 5 ft./2 levels)

**Targets** one Large plant per three caster levels or all flora within range; see text

**Duration** 1 round/level or 1 hour/level; see text

**Saving Throw** none; **Spell Resistance** no

You imbue inanimate flora (plants, coral, and other immobile sea life such as sea sponges and anemones) with mobility and a semblance of life. Each animated flora life-form then immediately attacks whomever or whatever you initially designate as though it were an animated object of the appropriate size category. You may animate one Large or smaller flora life-form, or a number of larger flora life-forms as follows: a Huge flora life-form counts as two Large or smaller flora life-forms, a Gargantuan flora life-form as four, and a Colossal flora life-form as eight. You can change the designated target or targets as a move action, as if directing an active spell.

Use the statistics for animated objects (see Pathfinder RPG Bestiary), except that flora life-forms smaller than Large don't have hardness. Animate flora life-forms cannot affect plant or coral-based creatures, nor does it affect nonliving vegetable material.

**Entangle:** Alternatively, you may imbue all flora within range with a degree of mobility, which allows them to entwine around creatures in the area. This usage of the spell duplicates the effect of an entangle spell. Spell resistance does not keep creatures from being entangled. This effect lasts 1 hour per caster level.

## AQUATECHNICS

**School** transmutation; **Level** sorcerer/wizard 2

**Casting Time** 1 standard action

**Components** V, S, M (coral reef or seaweed)

**Range** long (400 ft. + 40 ft./level)

**Target** one coral reef or patch of seaweed, up to a 20-ft. cube

**Duration** 1d4+1 rounds, or 1d4+1 rounds after creatures leave the plankton cloud; see text

**Saving Throw** Will negates or Fortitude negates; see text;

**Spell Resistance** yes or no; see text

Aquatechnics turns a coral reef or patch of seaweed into either a burst of deafening popping shrimp or a thick cloud of choking plankton, depending on the version you choose.

**Popping Shrimp:** Popping Shrimp are a cacophonous bunch of tiny crustaceans common to most coral reefs and seaweed patches that simultaneously begin the clatter for which they are named for. This effect causes creatures within 120 feet of the affected area to become deafened for 1d4+1 rounds (Will negates). These creatures must be able to hear to be affected. Spell resistance can prevent deafness.

**Plankton Cloud:** A writhing stream of tiny plankton exudes out from the source, forming a choking cloud. The cloud spreads 20 feet in all directions and lasts for 1 round per caster level. All sight, even darkvision, is ineffective in or through the cloud. All within the cloud take –4 penalties to Strength and Dexterity (Fortitude negates). These effects last for 1d4+1 rounds after the cloud dissipates or after the creature leaves the area of the cloud. Spell resistance does not apply.

A coral or plant-based creature used as a source is not harmed by this spell and is immune to its affects.



### AQUEOUS FORM

**School** transmutation; **Level** alchemist 3, sorcerer/wizard 3

**Casting Time** 1 standard action

**Components** S, M/DF (a copper spoon)

**Range** touch

**Target** willing corporeal creature touched

**Duration** 2 min./level (D)

**Saving Throw** none; **Spell Resistance** no

The subject and all its gear dissolve into the surrounding water and becomes translucent and insubstantial. Its material armor (including natural armor) becomes worthless, though its size, Dexterity, deflection bonuses, and armor bonuses from force effects still apply. The subject gains damage reduction 10/magic and becomes immune to poison and critical hits. It can't attack or cast spells with verbal, somatic, material, or focus components while in aqueous form. The subject also loses supernatural abilities while in aqueous form. If it has a touch spell ready to use, that spell is discharged harmlessly when the aqueous form spell takes effect.

An aqueous creature can swim at a maximum speed of 10 feet. It can pass through small holes or narrow openings, even mere cracks, with all it was wearing or holding in its hands, as long as the spell persists. The creature is subject to the effects of currents, and it cannot leave the water. It also can't manipulate objects or activate items, even those carried along with its aqueous form. Continuously active items remain active, though in some cases their effects may be moot.

### BOILING BUBBLE

**School** evocation [steam]; **Level** kahuna 2, sorcerer/wizard 2

**Casting Time** 1 standard action

**Components** V, S, M/DF (tallow, brimstone, and flakes of rust)

**Range** medium (100 ft. + 10 ft./level)

**Effect** 5-ft.-diameter sphere

**Duration** 1 round/level

**Saving Throw** Reflex negates; **Spell Resistance** yes

A bubble of steam floats in whichever direction you point and burns those it strikes. It moves 30 feet per round. If it enters a space with a creature, it stops moving for the round and deals 3d6 points of steam damage to that creature, though a successful Reflex save negates that damage. The bubble moves as long as you actively direct it (a move action for you); otherwise, it merely stays at rest and releases a trickle of steam bubbles. If exposed to large amounts of air (such as reaching the surface), the spell effect ends. The surface of the bubble has a spongy, yielding consistency and so does not cause damage except by its heat. It cannot push aside unwilling creatures or batter down large obstacles. A boiling bubble pops out of existence if it exceeds the spell's range.

### BOILING GAZE

**School** evocation [steam]; **Level** kahuna 2, sorcerer/wizard 2, witch 2

**Casting Time** 1 standard action

**Components** V, S, M/DF (eye of a mundane salamander)

**Range** personal

**Target** you

**Duration** 1 round/level

**Saving Throw** Fortitude negates (see text); **Spell Resistance** yes

Your eyes burn like molten magma, allowing you to boil targets with a glance. As a standard action as long as this spell's effects persist, you may direct your boiling gaze against a single creature or object within 30 feet of your location. Targeted creatures must succeed at a Fortitude save or take 1d6 points of steam

damage. Unattended objects do not get a save. Subjects that miss their initial save continues to boil for an additional 1d3 rounds for 1d6 damage each round, avoiding this damage with a successful Fortitude save. Note that this spell does not grant an actual gaze attack—foes and allies are not in danger of boiling simply by meeting your gaze.

### BOILING HANDS

**School** evocation [steam]; **Level** sorcerer/wizard 1, witch 1

**Casting Time** 1 standard action

**Components** V, S

**Range** 15 ft.

**Area** cone-shaped burst

**Duration** instantaneous

**Saving Throw** Reflex half; **Spell Resistance** yes

A cone of boiling steam shoots from your fingertips. Any creature in the area of the steam takes 1d4 points of steam damage per caster level (maximum 5d4). A cloud of steam bubbles persist in the area of the cone for 1d3 rounds after the spell is cast, granting concealment to all those inside it. This cloud dissipates instantly when exposed to any current moving 20 feet or faster.

### BOILING JET

**School** evocation [steam]; **Level** sorcerer/wizard 2

**Casting Time** 1 standard action

**Components** V, S

**Range** close (25 ft. + 5 ft./2 levels)

**Effect** one or more rays

**Duration** instantaneous

**Saving Throw** none; **Spell Resistance** yes

You blast your enemies with a boiling jet of steam. You may fire one ray, plus one additional ray for every four levels beyond 3rd (to a maximum of three rays at 11th level). Each ray requires a ranged touch attack to hit and deals 4d6 points of steam damage. The rays may be fired at the same or different targets, but all rays must be aimed at targets within 30 feet of each other and fired simultaneously.

### BOILING LIGHT

**School** evocation [steam]; **Level** sorcerer/wizard 6

**Casting Time** 1 standard action

**Components** V, S

**Range** close (25 ft. + 5 ft./2 levels)

**Target** three or more rays

**Duration** 3 rounds

**Saving Throw** none; **Spell Resistance** yes

You blast several enemies with beams of boiling-hot light. You may fire three rays, plus one additional ray for every four levels beyond 11<sup>th</sup> (to a maximum of five rays at 19<sup>th</sup> level).

Each ray requires a ranged touch attack to hit and deals 4d6 points of steam damage. The rays may be fired at the same or different targets, but all rays must be aimed at targets within 30 feet of each other and fired simultaneously. Every round on your turn, a new ray of light launches from each creature who took damage from the spell in the previous round—these new rays attack as if you fired them, but their point of origin is the previous creature damaged. You can choose the new targets as a free action, all of whom must be within close range (25 ft. + 5 ft./2 levels) of their new starting point. This boiling light continues for a total of three rounds—a creature can be struck more than once by this spell over the course of these three rounds, although never by a ray of fire that launches from itself.

### BOILING MURK

**School** conjuration (creation) [steam];

**Level** sorcerer/wizard 8, summoner 6

**Casting Time** 1 standard action

**Components** V, S

**Range** medium (100 ft. + 10 ft./level)

**Area** murk spreads in 20-ft. radius sphere

**Duration** 1 round/level (D)

**Saving Throw:** Reflex half, see text; **Spell Resistance:** no

A *boiling murk* spell creates a cloud of black murk riddled with boiling bubbles of steam. The murk obscures all sight as a *murk* spell does. In addition, the steam bubbles within the cloud deal 6d6 points of steam damage to everything within the cloud on your turn each round. All targets can make Reflex saves each round to take half damage. As with a *murk* spell, the murk moves away from you at 10 feet per round. Figure out the murk's new spread each round based on its new point of origin, which is 10 feet farther away from where you were when you cast the spell. By concentrating, you can make the murk move as much as 60 feet each round. Any portion of the murk that would extend beyond your maximum range dissipates harmlessly; reducing the remainder's spread thereafter. As with a *murk* spell, water currents disperse the murk, and the spell can't be cast out of the water.

### BUMBLE BUBBLES

**School** conjuration (creation); **Level** sorcerer/wizard 1

**Casting Time** 1 standard action

**Components** V, S, F (miniature shovel costing 10 gp)

**Range** close (25 ft. + 5 ft./2 levels)

**Effect** see text

**Duration** 1 round + 1 round/level

**Saving Throw** Reflex partial; **Spell Resistance** no

You create a sphere of disorienting bubbles. The bubbles occupy a single 5-foot cube. Any creature occupying the square when you first create the bubbles, or who later enters the square containing the bubbles, must make a Reflex saving throw to avoid becoming disoriented. A creature that makes its saving throw is still thrown off ever so slightly and takes a –1 penalty on all rolls and checks for 1 round. The spell has no effect on creatures adjacent to the square containing the bubbles. In addition, buoyancy is affected as if entering an area of methane bubbles (described in Chapter 1).

### CALL RED CURRENT

**School** evocation [acid]; **Level** kahuna 3

**Casting Time** 1 round

**Components** V, S

**Range** medium (100 ft. + 10 ft./level)

**Effect** one or more 30-ft.-long vertical streams of algae

**Duration** 1 min./level

**Saving Throw** Reflex half; **Spell Resistance** yes

Immediately upon completion of the spell, and once per round thereafter, you may call down a 5-foot-wide, 30-foot-long, vertical current of corrosive red algae that deals 3d6 points of acid damage. The algae sweeps down in a vertical stroke at whatever target point you choose within the spell's range (measured from your position at the time). Any creature in the target square or in the path of the current is affected. The algae immediately dissipates harmlessly, but may later infest the area, as it continues to reproduce. You need not call a red current immediately; other actions, even spellcasting, can be performed. However, each round after the first you may use a standard action (concentrating on the spell) to call a current. You may call a total number of currents equal to your caster level (maximum 10 currents). If

you are in an area already afflicted with red algae—each current deals 3d10 points of acid damage instead of 3d6. This spell does not function indoors, underground, or out of water.

### CALL RED TIDE

**School** evocation [acid]; **Level** kahuna 5

**Casting Time** 1 round

**Components** V, S

**Range** long (400 ft. + 40 ft./level)

**Effect** one or more 30-ft.-long vertical streams of algae

**Duration** 1 min./level

**Saving Throw** Reflex half; **Spell Resistance** yes

This spell functions like *call red current*, except that each current deals 5d6 points of acid damage (or 5d10 if created in an area already afflicted with red algae), and you may call a maximum of 15 currents.

### CLOAK OF WAVES

**School** abjuration [air]; **Level** kahuna 3, sorcerer/wizard 3

**Casting Time** 1 standard action

**Components** V, S

**Range** close (25 ft. + 5 ft./2 levels)

**Target** one living creature

**Duration** 1 minute/level

**Saving Throw** Fortitude negates (harmless); **Spell Resistance** yes (harmless)

You shroud a creature in a whirling screen of strong water currents moving at a speed of 60 feet. The subject ignores the effects of currents of a lesser speed (whether natural or magically created), and ranged attack rolls against the subject take a –4 penalty. Tiny or smaller creatures must succeed at a Fortitude save to successfully touch or attack the subject in melee. Failure knocks the attacker disoriented and pushes it 5 feet away from the subject per level of the caster. This movement can pass through the squares of other creatures without affecting them and does not provoke attacks of opportunity, but the creature takes 3d6 points of nonlethal damage, plus 1d6 if the creature strikes a solid object that blocks its movement.

### COMMAND FLORA

**School** transmutation; **Level** kahuna 4

**Casting Time** 1 standard action

**Components** V

**Range** close (25 ft. + 5 ft./2 levels)

**Targets** up to 2 HD/level of flora creatures, no two of which can be more than 30 ft. apart

**Duration** 1 day/level

**Saving Throw** Will negates; **Spell Resistance** yes

This spell allows you some degree of control over one or more flora creatures. Affected flora creatures can understand you, and they perceive your words and actions in the most favorable way (treat their attitude as friendly). They will not attack you while the spell lasts. You can try to give a subject orders, but you must win an opposed Charisma check to convince it to do anything it wouldn't ordinarily do. (Retries are not allowed.) A commanded flora creature never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing. You can affect a number of flora creatures whose combined level or HD does not exceed twice your level. Flora includes plants, coral, sea sponges and other non-mobile sea-life such as anemones and sea fans.



### CONE OF ICE

**School** evocation [cold]; **Level** sorcerer/wizard 5, witch 6

**Casting Time** 1 standard action

**Components** V, S, M (a small crystal or glass cone)

**Range** 60 ft.

**Area** cone-shaped burst

**Duration** instantaneous

**Saving Throw** Reflex half; **Spell Resistance** yes

*Cone of ice* creates an area of extreme cold, originating at your hand and extending outward in a cone. It drains heat, dealing 1d4 points of cold damage per caster level (maximum 15d4). At a depth of 300 feet and above, this cold is accompanied by razor sharp ice shards that deal an additional point of slashing damage per caster level as they quickly float towards the surface (and melt). Those above the shards within 100 feet are also subject to the slashing damage. Below 300 feet, the pressure is too great for ice to form, and the spell instead causes 1d6 points of cold damage per cast level (maximum 15d6). The spell does not function above water, and its effects stop at the surface of the water.

### CONSTRICTING BUBBLE

**School** conjuration (creation); **Level** sorcerer/wizard 5, summoner 5

**Saving Throw** Reflex negates; Reflex half; see text **Spell Resistance** no

This spell functions as *entrapping bubble*, except that the bubble has the ability to squeeze and crush any creature trapped within it. Anyone trapped within the bubble takes 4d6 points of bludgeoning damage each round as the bubble contracts and then returns to its normal size (a successful Reflex save halves this damage). The walls of the bubble are ever-shifting and elastic; they require an Escape Artist check, DC of 35, to escape.

### CONTROL CURRENT

**School** transmutation [water]; **Level** kahuna 5

**Casting Time** 1 standard action

**Components** V, S

**Range** 40 ft./level

**Area** 40 ft./level radius cylinder 40 ft. long

**Duration** 10 min./level

**Saving Throw** Fortitude negates; **Spell Resistance** no

You alter water currents in the area surrounding you. You can make the current move in a certain direction or manner, increase its speed, or decrease its speed. The new current's direction and speed persist until the spell ends or until you choose to alter your handiwork, which requires concentration. You may create an "eye" of calm water up to 80 feet in diameter at the center of the area if you so desire, and you may choose to limit the area to any cylindrical area less than your full limit.

**Current Direction:** You may choose one of four basic water current patterns to function over the spell's area.

- An upflow moves from the center outward in equal strength in all directions.
- An eddy moves from the outer edges in toward the center in equal strength from all directions, veering upward before impinging on the eye in the center.
- A gyre causes the waters to circle the center in clockwise or counterclockwise fashion.
- A jet simply causes the water to flow in one direction across the entire area from one side to the other.

**Current Speed:** For every three caster levels, you can increase or decrease current speed by up to 20 feet, to a maximum of 120 feet at 18<sup>th</sup> level. A gyre moving at 120 feet is considered a whirlpool.

### CONTROL FLORA

**School** transmutation; **Level** kahuna 8

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** close (25 ft. + 5 ft./2 levels)

**Targets** up to 2 HD/level of flora creatures, no two of which can be more than 30 ft. apart

**Duration** 1 min./level

**Saving Throw** Will negates; **Spell Resistance** no

This spell enables you to control the actions of one or more flora-based creatures for a short period of time. You command the creatures by voice and they understand you, no matter what language you speak. Even if vocal communication is impossible, the controlled plants do not attack you. At the end of the spell, the subjects revert to their normal behavior. Suicidal or self-destructive commands are simply ignored. Flora includes plants, coral, sea sponges and other non-mobile sea-life such as anemones and sea fans.

### CREATE AIR

**School** conjuration (creation) [air]; **Level** cleric 0, kahuna 0, inquisitor 0, paladin 1

**Casting Time** 1 standard action

**Components** V, S

**Range** close (25 ft. + 5 ft./2 levels)

**Effect** up to 1 cubic foot of air/level

**Duration** instantaneous

**Saving Throw** none; **Spell Resistance** no

This spell generates a single bubble (or several small bubbles if the caster desires) of clean air. Air can be created in an area as small as will actually contain the gas (and still maintain equalized pressure inside the container) or in an area three times as large—possibly filling many small receptacles or floats. Most containers when filled with air become positively buoyant, and will float to the surface (treat as a Float of the appropriate size). 1 cubic foot of air has a buoyancy rating of 650. This spell can also be used to aerate stagnant water.

**Note:** Conjunction spells can't create substances or objects within a creature. If the bubble of air is cast around a creature, the creature does not travel with the air to the surface (the air simply bubbles to the surface, leaving the creature behind).

### DANCING JELLYFISH

**School** transmutation [light]; **Level** cleric 1, sorcerer/wizard 1, witch 1

**Casting Time** 1 standard action

**Components** V, S, F (a jellyfish)

**Range** touch

**Effect** controls one jellyfish

**Duration** 1 hour/level (D)

**Saving Throw** none; **Spell Resistance** no

You take control of one Diminutive-sized jellyfish, imbue it with greater mobility and bioluminescence, and order it to follow you. The jellyfish floats at shoulder height and remains within 5 feet of you, no matter how fast you move. The jellyfish cannot support any additional weight. The jellyfish illuminates the same area as a lantern would. For the purposes of spells or effects targeting it the jellyfish always acts as if in your possession even when not directly on your person. A dancing jellyfish can be made permanent with a permanency spell.

### DISGORGE SCHOOL

**School** conjuration (summoning); **Level** alchemist 2, witch 2

**Casting Time** 1 standard action

**Components** S

**Range** personal

**Effect** one school of lampreys

**Duration** 1 round/level

You vomit forth a school of lamprey (see Chapter 9) that attacks all other creatures within its area. The school begins adjacent to you, but if no living creatures are within its area, it moves in one direction of your choosing at its normal speed. You can move the school or change the school's direction by spending a standard action to concentrate on the school, otherwise it continues moving in its current direction. If your caster level is at least 7th, you can vomit forth a school of piranha instead. Finally, if your caster level is at least 13th, you can vomit forth a school of electric eels.

### DRIFTING DOOM

**School** conjuration (summoning); **Level** kahuna 7, summoner 5

**Casting Time** 1 standard action

**Components** V, S

**Range** close (25 ft. + 5 ft./2 levels)/100 ft.; see text

**Effect** four swarms of jellyfish

**Duration** 1 round/level

**Saving Throw** Fortitude partial, see text; **Spell Resistance** no

This spell summons four massive swarms of stinging jellyfish. These swarms appear adjacent to one another, but can be directed to move independently. Treat these swarms as jellyfish swarms with the following adjustments. The swarms have 60 hit points each and deal 4d6 points of damage with their swarm attack. The save to resist their poison and distraction effects is equal to the save DC of this spell. Creatures caught in multiple swarms only take damage and make saves once.

You may summon the swarms so that they share the area of other creatures. As a standard action, you can command any number of the swarms to move toward any target within 100 feet of you. You cannot command any swarm to move more than 100 feet away from you, and if you move more than 100 feet from any swarm, that swarm remains stationary, attacking any creatures in its area (but can be commanded again if you move within 100 feet).

### ELECTRICAL CASCADE

**School** evocation [electricity]; **Level** sorcerer/wizard 6, witch 7

**Casting Time** 1 standard action

**Components** V, S, F (an eel skin; a piece of amber, glass, or a crystal rod; plus one gold pin per caster level)

**Range** long (400 ft. + 40 ft./level)

**Targets** one primary target, plus one secondary target/level (each of which must be within 30 ft. of the primary target.)

**Duration** instantaneous

**Saving Throw** Reflex half; **Spell Resistance** yes

Electrical Cascade effects one object or creature initially, and then affects other targets. The surge deals 1d6 points of electricity damage per caster level (maximum 20d6) to the primary target. After it discharges, the electricity surges on a number of secondary targets equal to your caster level (maximum 20). The secondary surges each hit one target and deal half as much damage as the primary one did (rounded down). Each target can attempt a Reflex saving throw for half damage. You choose secondary targets as you like, but they must all be within 30 feet of the primary target, and no target can be affected more than once. You can choose to affect fewer secondary targets than the maximum.

### ELECTRICAL SURGE

**School** evocation [electricity]; **Level** sorcerer/wizard 3, witch 3

**Casting Time** 1 standard action

**Components** V, S, M (a few scales from an electric eel)

**Range** 120 ft.

**Area** 120-ft. line

**Duration** instantaneous

**Saving Throw** Reflex half; **Spell Resistance** yes

You release a pulse of electrical energy that deals 1d6 points of electricity damage per caster level (maximum 10d6) to each creature within its area. The pulse begins at your fingertips, and moves forward at lightning speed to the end of the area. While the end effect is the same as its surface equivalent "lightning bolt," the source of the damage is basically a five foot diameter sphere of electricity traveling through the extent of the area very quickly rather than a continuous stream of electrical energy arcing from the caster to the target.

The electrical surge can melt metals with a low melting point, such as lead, gold, copper, silver, or bronze. If the damage caused to an interposing barrier shatters or breaks through it, the pulse may continue beyond the barrier if the spell's range permits; otherwise, it stops at the barrier just as any other spell effect does. Out of water, this spell has a range of touch, with an area of "creature touched".

### ELECTRIFY

**School** evocation [electricity]; **Level** cleric 0, kahuna 0, sorcerer/wizard 0, witch 0

**Casting Time** 1 standard action

**Components** V or S

**Range** close (25 ft. + 5 ft./2 levels)

**Target** one Fine object

**Duration** instantaneous

**Saving Throw** Fortitude negates (object);

**Spell Resistance** yes (object)

You can electrically charge an unattended Fine metallic object. The next living creature to touch that object (including the caster) will take 1d4 points of electricity damage. The object will hold the charge for 1 hour, and then it dissipates harmlessly if not discharged.



### ENTRAPPING BUBBLE

**School** conjuration (creation); **Level** sorcerer/wizard 2, summoner 2

**Casting Time** 1 standard action

**Components** V, S, F (metal hoop costing 10 gp)

**Range** medium (100 ft. + 10 ft./level)

**Effect** 10-ft. diameter bubble

**Duration** 1 round + 1 round/level

**Saving Throw** Reflex negates; **Spell Resistance** no

You create a 10-foot diameter bubble filled with air. The bubble exists in an extradimensional space, is immune to the effects of buoyancy and water currents, and remains in the fixed space where it was cast. Any creature swimming in the area where you first conjured the bubble must make a Reflex saving throw to avoid being entrapped within it. In addition, the walls of the bubble are extremely permeable in one direction (from the outside to the inside) and any creature ending its turn on a square adjacent to the bubble must make a Reflex saving throw with a +2 bonus to avoid being sucked into it. Creatures subjected to an effect intended to push them into the bubble (such as bull rush) do not get a saving throw to avoid getting sucked in if they are affected by the pushing effect. Creatures and objects inside the bubble are affected as if they were on dry land. The bubble's internal walls seem to be made of a rubbery, slightly yielding, self-healing substance. Squirming out of the bubble requires an Escape Artist check, DC of 25. When the duration of the spell ends, the bubble pops, releasing its occupants, if any. The bubble effectively contains eight five-foot cubes of space per 2 caster levels to a maximum of 24 squares and will not hold creatures more than space will allow. Any creature or object that is partially inside the bubble will be immediately expelled if it cannot be quickly drawn inside. The bubble cannot be conjured into a place where it cannot fit. If the bubble is no longer in water, is unable to immediately expel or draw in a creature or object that is only partially inside it, or it is suddenly in a space in which the bubble no longer fits, the bubble pops and the spell ends. Creatures can be seen within the bubble from outside, but appear distorted, misshapen, and smaller.

### FLORA GROWTH

**School** transmutation; **Level** kahuna 3

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** see text

**Target or Area** see text

**Duration** instantaneous

**Saving Throw** none; **Spell Resistance** no

Flora growth has different effects depending on the version chosen.

**Overgrowth:** This effect causes normal flora (plants, coral, and other immobile sea life such as sea sponges and anemones) within long range (400 feet + 40 feet per caster level) to become thick and overgrown. The sea life entwines to form a thick reef that creatures must hack or force a way through. Speed drops to 5 feet, or 10 feet for Large or larger creatures. The area must have coral or seaweed in it for this spell to take effect. If this spell is cast on an area that is already affected by any spell or effect that enhances flora, such as entangle, any DC involved with these spells is increased by 4. This bonus is

granted for 1 day after the casting of flora growth. At your option, the area can be a 100-foot-radius circle, a 150-foot-radius semicircle, or a 200-foot-radius quarter circle. You may designate places within the area that are not affected.

**Enrichment:** This effect targets flora within a range of a half-mile, raising their potential productivity over the course of the next year to one-third above normal.

### FRAZIL ICE

**School** evocation [cold]; **Level** kahuna 4, sorcerer/wizard 4, witch 4

**Casting Time** 1 standard action

**Components** V, S, M/DF (a pinch of silt and a few bubbles of air)

**Range** long (400 ft. + 40 ft./level)

**Area** cylinder (20-ft. radius sphere)

**Duration** 1 round/level (D)

**Saving Throw** none; **Spell Resistance** yes

Wickedly sharp ice shards form and flood the area for 1 full round, dealing 3d6 points of slashing damage and 2d6 points of cold damage to every creature in the area. A -4 penalty applies to each Perception skill check made within the frazil ice's effect, and all swimming within its area is at half speed. At the end of the duration, the ice disappears, leaving no aftereffects (other than the damage dealt). This spell causes only cold damage above the water.

### GLACIAL CURRENT

**School** evocation [cold]; **Level** sorcerer/wizard 8

**Casting Time** 1 standard action

**Components** V, S, F (a white ceramic cone or prism)

**Range** medium (100 ft. + 10 ft./level)

**Effect** ray

**Duration** instantaneous

**Saving Throw** none; **Spell Resistance** yes

A blue-white jet of freezing water and ice springs from your hand. You must succeed on a ranged touch attack with the ray to deal damage to a target. The jet deals 1d6 points of cold damage per caster level (maximum 25d6). It does this subtly, creating only a thin coating of ice around the target, causing an additional 1d4 points of Dexterity drain. This is an ideal spell when cold damage is favorable, but large amounts of ice are not.

### HOT SPRING

**School** evocation [water, steam]; **Level** kahuna 6, sorcerer/wizard 6

**Casting Time** 1 standard action

**Components** V, S, M/DF (handful of fine sand cast into the water)

**Range** medium (100 ft. + 10 ft./level)

**Area** cylinder (20-ft. radius, 60 ft. long)

**Duration** 1 round/level (D)

**Saving Throw** Fortitude partial, see text; **Spell Resistance** yes

A burst of boiling hot water blasts upward, inflicting 4d6 steam damage +1 point per caster level to all creatures in the area and disorienting them. A successful Fortitude save halves the steam damage and negates being disoriented. Swimming creatures are forced towards the surface by the powerful up-flow unless they make a DC 15 Acrobatics skill check, in which case they remain at their original depth.

Any creature that takes damage from a *hot spring* becomes fatigued (or exhausted, if already fatigued, such as from a previous round of exposure to a *hot spring* spell). Creatures with the air subtype take a -4 penalty on all saving throws against this spell and take double normal damage.

## ICE ARMOR

**School** conjuration (creation) [cold]; **Level** paladin 3

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** personal

**Target** you

**Duration** 1 minute/level (D)

Your current armor or clothing becomes sheathed in magically reinforced ice, thus upgrading it temporarily to glacial armor. At your option, the ice armor can be decorated with your religion's holy symbol in a prominent place, such as upon the breastplate or helm. You retain access to the magical qualities of the armor or clothing that you were wearing when this spell was cast. However, the armor behaves as if it was glacial armor in regards to base armor bonus, maximum Dexterity bonus, arcane spell failure chance, and so on. In addition, the armor temporarily gains qualities of Improved Energy Resistance (cold) and Improved Slick for the duration of the spell.

**Note:** This spell may actually downgrade armor better than glacial armor (such as coral armor), though it does still add additional qualities that may still be a fair sacrifice for a point or two of armor class.

## ICE-WATER JET

**School** evocation [cold]; **Level** sorcerer/wizard 0

**Casting Time** 1 standard action

**Components** V, S

**Range** close (25 ft. + 5 ft./2 levels)

**Effect** ray

**Duration** instantaneous

**Saving Throw** none; **Spell Resistance** yes

A ray of freezing water and ice projects from your pointing finger. You must succeed on a ranged touch attack with the ray to deal damage to a target. The ray deals 1d3 points of cold damage. Alternatively, the ice-water jet can be used to create small amounts of normal ice at depths of less than 300 feet. This ice cannot be used to trap or hamper targets directly, and always takes a spherical shape, about one foot in diameter (60 bu.). Less ice can be made if desired. Ice-water jet does not make ice if something other than open water is targeted by the ray. Ice created by this spell is nonmagical, and will tend to float to the surface and melt normally.

## ICY SPHERE

**School** evocation [cold]; **Level** sorcerer/wizard 6

**Casting Time** 1 standard action

**Components** V, S, F (a small crystal sphere)

**Range** long (400 ft. + 40 ft./level)

**Target, Effect, or Area** see text

**Duration** instantaneous or 1 round/level; see text

**Saving Throw** Reflex half; see text; **Spell Resistance** yes

*Icy sphere* creates a frigid globe of cold energy that streaks from your fingertips to the location you select, where it explodes in a 40-foot-radius burst, dealing 1d6 points of cold damage per caster level (maximum 15d6) to each creature in the area. A creature of the water subtype instead takes 1d8 points of cold damage per caster level (maximum 15d8) and is staggered for 1d4 rounds. In addition, the *icy sphere* freezes the water at the edge of its effect, creating a 40-foot diameter sphere of ice, with walls that are six-inches thick. This ice lasts for 1 round per caster level. Creatures that were swimming in the area become trapped in the sphere of ice. Attempting to break free is a full-round action. A trapped creature must make a DC 25 Strength check or a DC 25 Escape Artist check to do so. The ice effect does not occur above

the water or at depths of greater than 300 feet. If the spell is cast near the limits of these boundaries, it will create a horizontal wall of ice, 6 inches thick, thus sealing off a partial sphere precisely at the border of either the water's surface or 300 feet.

A globe of ice that is 80 feet in diameter and 6 inches thick exerts a force of nearly 20,000 bu., and will undoubtedly rush towards the surface where it will protrude about 5 feet out of the water, much like an iceberg. If area of the spell protrudes beyond the surface of the water, the flat side of the partial sphere will still rise about 5 feet above the waterline.

You can refrain from firing the globe after completing the spell, if you wish. Treat this as a touch spell for which you are holding the charge. You can hold the charge for as long as 1 round per level, at the end of which time the freezing sphere bursts centered on you (and you receive no saving throw to resist its effect). Firing the globe in a later round is a standard action.

## INK

**School** conjuration (creation); **Level** cleric 1, kahuna 1, siren 1, sorcerer/wizard 1, witch 1

**Casting Time** 1 standard action

**Components** V, S

**Range** 20 ft.

**Effect** cloud spreads in 20-ft. radius sphere centered on you

**Duration** 1 min./level (D)

**Saving Throw** none; **Spell Resistance** no

Murky black ink pervades the water around you. It is stationary. The ink obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target).

A water current moving at least 10 feet will disperse the ink in 4 rounds. A water current moving more than 20 feet disperses the ink in 1 round.

This spell does not function above the water.

## JAWS

**School** illusion [shadow]; **Level** witch 3

**Casting Time** 1 standard action

**Components** V, S

**Range** close (25 ft. + 5 ft./2 levels)

**Effect** one shadowy shark

**Duration** 1 minute/level (D) or until destroyed

**Saving Throw** none; **Spell Resistance** no

You shape the essence of the Plane of Shadow to create a powerful shark-like companion that serves you loyally for the duration of the spell. *Jaws* has the statistics of a huge shark with the following adjustments. It gains a deflection bonus to Armor Class equal to your Charisma bonus, its hit points when created are equal to your full normal hit points, and it uses your base attack bonus instead of its own (adding its bonus from strength and -2 penalty from size as normal). You can command jaws as a move action just as if it were fully trained to perform all the tricks listed in the Handle Animal skill. If *jaws*'s hit points are reduced to 0, it is destroyed. *Jaws* is treated as a magical beast for the purpose of spells and effects, but it can also be dispelled. You can only have one *jaws* in existence at a time. If you cast a second *jaws* spell while the first is still active, the first shark is instantly dispelled.



## JUMBO SHELLFISH

**School** transmutation; **Level** cleric 4, kahuna 4

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** close (25 ft. + 5 ft./2 levels)

**Targets** 1 or more vermin, no two of which more than 30 ft. apart

**Duration** 1 min./level

**Saving Throw** none; **Spell Resistance** yes

You turn a number of normal-sized crabs, dragonfly nymphs, or lobsters into their larger counterparts (see *Pathfinder RPG*

*Bestiary* for the giant crab, and this tome for the cerulean dragonfly nymph and giant lobster). Only one type of vermin can be transmuted (so a single casting cannot affect both a crab and a lobster). The number of vermin which can be affected by this spell depends on your caster level, as noted on the table below. Giant vermin created by this spell do not attempt to harm you, but your control of such creatures is limited to simple commands ("Attack," "Defend," "Stop," and so forth). Orders to attack a certain creature when it appears or guard against a particular occurrence are too complex for the vermin to understand. Unless commanded to do otherwise, the giant vermin attack whomever or whatever is near them.

Caster Level	Crabs	Dragonfly Nymphs	Lobsters
9 <sup>th</sup> or lower	1	3	2
10 <sup>th</sup> –13 <sup>th</sup>	2	4	3
14 <sup>th</sup> –17 <sup>th</sup>	3	6	4
18 <sup>th</sup> –19 <sup>th</sup>	5	8	5
20 <sup>th</sup> or higher	6	12	8

## LAVA SWARM

**School** evocation [steam]; **Level** sorcerer/wizard 9

**Casting Time** 1 standard action

**Components** V, S

**Range** long (400 ft. + 40 ft./level)

**Area** four 40-ft.-radius spreads, see text

**Duration** instantaneous

**Saving Throw** none or Reflex half, see text; **Spell Resistance** yes  
Lava swarm is a very powerful and spectacular spell that is similar to *mageboil* in many aspects. When you cast it, four-foot-diameter spheres spring from your outstretched hand and streak in straight lines to the spots you select. The lava spheres leave a boiling trail of steam. If you aim a sphere at a specific creature, you may make a ranged touch attack to strike the target with the lava ball. Any creature struck by a sphere takes 2d6 points of bludgeoning damage (no save) and takes a –4 penalty on the saving throw against the sphere's steam damage (see below). If a targeted sphere misses its target, it simply explodes at the nearest corner of the target's space. You may aim more than one sphere at the same target.

Once a sphere reaches its destination, it explodes in a 40-foot radius spread, dealing 6d6 points of steam damage to each creature in the area. If a creature is within the area of more than one sphere, it must save separately against each. Despite stemming from separate spheres, all of the steam damage is added together after the saves have been made, and steam resistance is applied only once.

## LAVAMARK

**School** transmutation [steam]; **Level** sorcerer/wizard 7

**Casting Time** 1 standard action

**Components** V, S

**Range** close (25 ft. + 5 ft./2 levels)

**Target** one creature/4 levels, no two of which can be more than 30 ft. apart

**Duration** 1 round/level

**Saving Throw** Will negates (harmless), but see below;

**Spell Resistance** yes (harmless)

You mark several allies with a rune that glows like molten lava. This rune does not cause damage, and sheds light as if it were a torch. While the lavamark blazes, any creature it marks is immune to damage from any steam spell you cast. All of the target's weapons (both natural and manufactured) inflict +1d6 points of steam damage on a hit (this bonus steam damage stacks with any amount of steam damage a creature's weapons might already inflict). At any point during the spell's duration, a creature bearing a lavamark can launch a jet of boiling water at any target within 30 feet as a swift action. This ray requires a ranged touch attack to hit and deals 6d6 points of steam damage. Once a creature uses its lavamark to fire a ray in this manner, the effects of the spell end for that creature.

## LIVECORAL

**School** transmutation; **Level** kahuna 6

**Casting Time** 10 minutes

**Components** V, S

**Range** touch

**Target** tree touched

**Duration** 1 day/level (D)

**Saving Throw** none; **Spell Resistance** no

This spell turns a section of coral reef into a protector or guardian. The spell can only be cast on a single patch of coral at a time; while *livecoral* is in effect, you can't cast it again on another section of coral. *Livecoral* must be cast on a healthy copse of living coral, at least 15 feet in diameter. A triggering phrase of up to one word per caster level is placed on the targeted coral formations. The *livecoral* spell triggers the coral into animating as a coral shepherd. If *livecoral* is dispelled, the coral settles immediately wherever it happens to be. If released by you, the coral tries to return to its original location before settling.

## MAGEBOIL

**School** evocation [steam]; **Level** sorcerer/wizard 3

**Casting Time** 1 standard action

**Components** V, S, M (a crab claw and sulfur)

**Range** long (400 ft. + 40 ft./level)

**Area** 20-ft.-radius spread

**Duration** instantaneous

**Saving Throw** Reflex half; **Spell Resistance** yes

A *mageboil* spell generates a boiling explosion of steam that detonates with a low roar and deals 1d6 points of steam damage per caster level (maximum 10d6) to every creature within the area. Unattended objects also take this damage. The explosion creates almost no pressure. You point your finger and determine the range (distance and depth) at which the *mageboil* is to burst. A glowing, pea-sized bead streaks from the pointing digit and, unless it impacts upon a material body or solid barrier prior to attaining the prescribed range, blossoms into the *mageboil* at that point.

An early impact results in an early detonation. If you attempt to send the bead through a narrow passage, such as through an arrow slit, you must "hit" the opening with a ranged touch attack, or else the bead strikes the barrier and detonates prematurely. If the damage caused to an interposing barrier shatters or breaks through it, the *mageboil* may continue beyond the barrier if the area permits; otherwise it stops at the barrier just as any other spell effect does. A *mageboil* will not function out of the water, and the effect ends at the water's surface.

## MIND MURK

**School** enchantment (compulsion) [mind-affecting]; **Level** siren 5, sorcerer/wizard 5, witch 5

**Casting Time** 1 standard action

**Components** V, S

**Range** medium (100 ft. + 10 ft./level)

**Effect** murk spreads in 20-ft. radius sphere

**Duration** 30 minutes and 2d6 rounds; see text

**Saving Throw** Will negates; **Spell Resistance** yes

*Mind murk* produces a gulf of violet-tinged water that weakens the mental resistance of those caught in it. Creatures in the *mind murk* take a –10 penalty on Wisdom checks and Will saves. (A creature that successfully saves against the murk is not affected and need not make further saves even if it remains in the murk.) Affected creatures take the penalty as long as they remain in the murk and for 2d6 rounds thereafter. The murk is stationary and lasts for 30 minutes (or until dispersed by water currents). A water current moving over 10 feet disperses the murk in 4 rounds; a water current with a speed over 20 feet disperses the murk in 1 round. The murk is thin and does not significantly hamper vision, though it may make it difficult to discern certain colors.

## MURK

**School** conjuration (creation); **Level** kahuna 2, sorcerer/wizard 2, witch 2

**Casting Time** 1 standard action

**Components** V, S

**Range** medium (100 ft. + 10 ft. level)

**Effect** murk spreads in 20-ft. radius sphere

**Duration** 10 min./level

**Saving Throw** none; **Spell Resistance** no

A gulf of murk billows out from the point you designate. The murk obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target).

A water current with a speed of greater than 10 feet disperses the murk in 4 rounds; a water current moving faster disperses the murk in 1 round.

The spell does not function out of the water.

## MURKILL

**School** conjuration (creation); **Level** sorcerer/wizard 5, witch 5

**Casting Time** 1 standard action

**Components** V, S

**Range** medium (100 ft. + 10 ft./level)

**Effect** murk spreads in 20-ft. radius sphere

**Duration** 1 min./level

**Saving Throw** Fortitude partial; see text; **Spell Resistance** no

This spell generates a gulf of yellow-green murk, similar to a *murk* spell, except that the solution is poisonous. This solution automatically kills any living creature with 3 or fewer HD (no save). A living creature with 4 to 6 HD is slain unless it succeeds on a Fortitude save (in which case it takes 1d4 points of Constitution damage on your turn each round while in the murk). A living creature with 6 or more HD takes 1d4 points of Constitution damage on your turn each round while in the murk (a successful Fortitude save halves this damage). Holding one's breath doesn't help, but creatures immune to poison are unaffected by the spell.

Unlike *murk*, the *murkill* moves away from you at 10 feet per round, first floating vertically to the surface, then rolling along the surface of the water. Figure out the murk's new spread each round based on its new point of origin, which is 10 feet farther away from the point of origin where you cast the spell.

Because the murk is positively buoyant, it floats to the shallowest depth, even trickling up and out of cavern openings or portholes. It cannot penetrate into the air, nor can it be cast above the water.

## NET

**School** conjuration (creation); **Level** sorcerer/wizard 2, witch 2

**Casting Time** 1 standard action

**Components** V, S, M (strand of mussel rope)

**Range** medium (100 ft. + 10 ft./level)

**Effect** nets in a 20-ft.-radius spread

**Duration** 10 min./level (D)

**Saving Throw** Reflex negates; see text; **Spell Resistance** no

*Net* creates a tangled mass of semi-transparent fishing nets.

These nets trap those caught in them. If not anchored to two or more solid and diametrically opposed points, the mass begins to sink (as a negatively buoyant item). If it hits an unyielding solid surface (such as the sea floor) the nets collapse and the effect ends. Creatures caught within a *net* become grappled by the tangled strands of rope.

Attacking a creature in a *net* doesn't cause you to become grappled. Anyone in the effect's area when the spell is cast must make a Reflex save. If this save succeeds, the creature is inside the net but is otherwise unaffected. If the save fails, the creature gains the grappled condition, but can break free by making a combat maneuver check or Escape Artist check as a standard action against the DC of this spell. The entire area of the net is considered difficult terrain. Anyone moving through the nets must make a combat maneuver check or Escape Artist check as part of their move action, with a DC equal to the spell's DC. Creatures that fail lose their movement and become grappled in the first square of netting that they enter. If you have at least 5 feet of net between you and an opponent, it provides cover. If you have at least 20 feet of net between you, it provides total cover.

A current moving at least 60 feet or more will destroy a *net*, although *net* is virtually unaffected by weaker currents. *Net* can be made permanent with a permanency spell. A permanent *net* that is damaged (but not destroyed) regrows in 10 minutes. The spell does not function out of the water.

## PHANTASMAL NET

**School** illusion (phantasm) [mind-affecting]; **Level** siren 5, sorcerer/wizard 5

**Casting Time** 1 standard action

**Components** V, S

**Range** medium (100 ft. + 10 ft./level)

**Target** one creature/level, no two of which may be more than 30 ft. apart

**Duration** 1 round/level (D)

**Saving Throw** Will disbelief, then Fortitude partial; see text; **Spell Resistance** yes

You implant within the minds of your targets the illusion that they are engulfed in tangled nets teeming with swarms of tiny crabs. Those who fail to disbelieve the phantasmal net are treated as if in a *net* spell, but must also make a Fortitude save at the beginning of each turn or become nauseated for that round by the phantasmal crabs. As the *phantasmal net* exists only in the minds of the targets, it cannot be destroyed, and it provides no cover (though it does provide concealment) against attacks made by the targets. Targets cannot escape the *phantasmal net* by moving, even by teleportation. *Freedom of movement* allows unobstructed movement but does not negate the concealment or nausea effects. Targets of the spell perceive everyone else around them to be engulfed in nets and swarming crabs, but the spell has no visible effect to other creatures (who may assist allies to disbelieve the effect).



### PIRANHA PLAGUE

**School** conjuration (summoning); **Level** cleric 5, kahuna 5, summoner 4

**Casting Time** 1 round

**Components** V, S, DF

**Range** long (400 ft. + 40 ft./level)

**Effect** one school of piranha per three levels, each of which must be

adjacent to at least one other school

**Duration** 1 min./level

**Saving Throw** none; **Spell Resistance** no

You summon a number of schools of piranha (one per three levels, to a maximum of six schools at 18th level). The schools must be summoned so that each one is adjacent to at least one other school (that is, the schools must fill one contiguous area). You may summon the schools of piranha so that they share the area of other creatures. Each school attacks any creatures occupying its area. The schools are stationary after being summoned, and won't pursue creatures that flee. The spell does not function out of the water.

### PLAGUE OF LAMPREY

**School** conjuration (summoning); **Level** witch 5

**Casting Time** 1 round

**Components** V, S

**Range** medium (100 ft. + 10 ft./level)

**Effect** one school of dire lamprey in a 20-ft. diameter sphere

**Duration** 1 round/level

**Saving Throw** none; **Spell Resistance** yes, see text

A swarm of dire lamprey viciously attacks all other creatures within a 20-foot spread, inflicting damage and spreading filth fever (see the *PATHFINDER ROLEPLAYING GAME CORE RULEBOOK*). A creature in the school that takes no action other than fighting off the lamprey takes 1d4 points of damage on its turn and makes a Fortitude saving throw against DC 15 + your Intelligence bonus to avoid contracting filth fever. A creature in the school who takes any other action, including leaving the school, takes 1d4 points of damage per caster level, and must save at a -4 penalty to avoid contracting the disease. Spellcasting or concentrating on spells within the school is impossible. The lampreys' attacks are non-magical, so being incorporeal, damage reduction and other defenses can protect a creature from damage. The disease effect is magical and spread by touch. Any corporeal creature in the school that is subject to disease may contract it. The swarm cannot be fought effectively with weapons, but steam and damaging area effects can force it to disperse. The school disperses when it has taken a total of 8 points of damage per caster level from these attacks. A *swamp water* spell and similar area or effect spells disperse a school immediately. As a move-equivalent action, you can direct the school to move up to 40 feet per round.

### QUAGMIRE

**School** conjuration (creation); **Level** sorcerer/wizard 4, witch 4

**Components** V, S, M (A clump of mud, a bit of kelp, and a drop of mogogol spit)

**Duration** 1 min./level

**Spell Resistance** no

This spell functions like *murk*, but in addition to obscuring sight, the *quagmire* is so thick that it impedes movement.

Creatures moving through *quagmire* swim at half their normal speed and take a -2 penalty on all melee attack and

melee damage rolls. The *murk* prevents effective ranged weapon attacks (except for magic rays and the like). Buoyancy acceleration is cancelled out for a creature or object that moves through *quagmire*, causing those affected by buoyancy to sink or float at a maximum rate of 10 feet per round due to buoyancy while within the effect. A creature cannot take a 5-foot-step while in *quagmire*. *Quagmire*, and effects that work like *quagmire*, do not stack with each other in terms of slowed movement and attack penalties.

Unlike normal *murk*, only a current moving faster than 30 feet disperses the cloud, and it does so in 1 round.

*Quagmire* can be made permanent with a permanency spell. A permanent *quagmire* dispersed by water currents reforms in 10 minutes.

### REVERSE BUOYANCY

**School** transmutation; **Level** kahuna 8, sorcerer/wizard 7

**Casting Time** 1 standard action

**Components** V, S, M/DF (a sinker fastened to a bobber)

**Range** medium (100 ft. + 10 ft./level)

**Area** up to one 10-ft. cube/level (S)

**Duration** 1 round/level (D)

**Saving Throw** none; see text; **Spell Resistance** no

This powerful spell has a relatively simple effect: all positively buoyant items become negatively buoyant and all negatively buoyant items become positively buoyant within the spell's area of effect. In the area of effect, all things that float now sink and all that sink now floats. Creatures in the area effect when the spell begins, or who later enter the area of effect for the first time, must make a Reflex save or become disoriented.

### SCATHING EELS

**School** evocation [water, electricity]; **Level** kahuna 4, sorcerer/wizard 4

**Casting Time** 1 standard action

**Components** V, S, M/DF (a diminutive gold trident)

**Range** medium (100 ft. + 10 ft./level)

**Effect** two or more 5-ft.-diameter spheres

**Duration** 1 round/level

**Saving Throw** Reflex negates; **Spell Resistance** yes

You create two Small-sized ghostly electric eels that swim in whichever direction you indicate. For every 4 caster levels above 7th, you create an additional electric eel (3 eels at 11th, 4 eels at 15th, to the maximum of 5 eels at 19th). These eels have a swim speed of 40 feet. Because they are insubstantial and comprised entirely of water and electricity, they are immune to water pressure, water currents, buoyancy, damage of any sort, and cannot push aside unwilling creatures or move solid objects.

If an eel enters a space with a creature, it stops moving for the round and deals 3d6 points of electricity damage to that creature, though a successful Reflex save negates the damage.

Each eel moves as long as you actively direct it (it's a move action for you to direct all the eels created by a single casting of this spell); otherwise they stay at rest. An electric eel winks out if it exceeds the spell's range.

## SCHOOL OF SARDINES

**School** conjuration (creation) [water]; **Level** kahuna 3, sorcerer / wizard 3, witch 3

**Casting Time** 1 standard action

**Components** V, S, M/DF (a live sardine)

**Range** long (400 ft. + 40 ft./level)

**Area** cylinder (40-ft. radius, 20 ft. long)

**Duration** 1 round/level

**Saving Throw** none; **Spell Resistance** no

A cloud of frantic live sardines blocks all sight (even darkvision) within it. A creature can swim through the area of sardines at half normal speed with a DC 10 Acrobatics check. Failure means it can't move in that round, while failure by 5 or more means it becomes disoriented.

## SCHOOL OF SCALES

**School** transmutation; **Level** kahuna 6, witch 6

**Casting Time** 1 standard action

**Components** V, S, M/DF (a crushed barnacle shell)

**Range** personal

**Target** you

**Duration** see text

You convert all of your soft tissue into schools of fish or other creatures and send them off to do your bidding, leaving nothing but your bones and gear behind. These schools have all their normal qualities and abilities but also bear a tiny portion of your consciousness that allows you to perceive what they do and to control their actions. While in this form, you cannot use any of your own abilities or take any actions other than controlling the schools.

Each time you cast this spell you get a total allotment of levels equal to your caster level and any school you choose to create costs one or more of those levels. You can "spend" your allotment of levels to create any combination of schools so long as their total does not exceed your caster level.

Once you create these schools they remain in existence until destroyed or you order them to return to your body. When all schools have returned to your body or are destroyed, your flesh wraps itself back around your bones and you regain the ability to act normally. If your bones are not where you left them you must first locate them in order to regain access to your body. You always know if your bones are destroyed and your consciousness remains in control of the schools until they too are destroyed (and you die). If you can use the schools to get help and arrange for someone to repair your bones (using anything that would normally restore you to life), you can return the schools to your body at that point.

Number of Levels	School Type(s)
2 caster levels	Lamprey
4 caster levels	Squid
6 caster levels	Crab* or piranha
8 caster levels	Jellyfish or leech*
10 caster levels	Electric eels

\*found in the PATHFINDER ROLEPLAYING GAME BESTIARY.

The rest are found in this tome.

## SEAQUAKE

**School** evocation [water]; **Level** cleric 8, kahuna 8

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** long (400 ft. + 40 ft./level)

**Area** 80-ft.-radius sphere (S)

**Duration** 1 round

**Saving Throw** see text; **Spell Resistance** no

When you cast *seaquake*, an intense but highly localized tremor rips the water. The powerful shockwave created by this spell disorients sea creatures, collapses structures, creates massive temporary currents, and more. The effect lasts for 1 round, during which time creatures in the area can't move or attack. A spellcaster in the area of effect must make a Concentration check (DC 20 + spell level) or lose any spell he or she tries to cast. The *seaquake* affects all terrain, vegetation, structures, and creatures in the area. Each creature swimming in the area of a *seaquake* must make a DC 15 Reflex save or become disoriented. The area is effected by a tremendous upflow; a current moving at a speed of 100 feet in all directions leading away from the center of the effect. Any creature fighting the current (sacrificing base swim speed to it), takes 1d10 points of damage. The creature may also be subject to additional damage by being slammed into stationary objects. Additional effects of a *seaquake* spell depend on the nature of the terrain where it is cast.

**Cave, Cavern, or Tunnel:** The roof collapses, dealing 8d6 points of damage to any creature caught under the cave-in (Reflex DC 15 half) and pinning that creature beneath the rubble (see below). A *seaquake* cast that encompasses the roof of a very large cavern could also endanger those outside the actual area but below the falling debris and rubble.

**Cliffs:** *Seaquake* causes a cliff to crumble, creating a landslide that travels horizontally as far as it falls vertically. Any creature in the path takes 8d6 points of bludgeoning damage (Reflex DC 15 half) and is pinned beneath the rubble (see below).

**Structure:** Any structure within the area of effect takes 100 points of damage, enough to collapse a typical coral or masonry building, but not a structure built of stone or reinforced masonry. Hardness does not reduce this damage, nor is it halved as damage dealt to objects normally is. Any creature caught inside a collapsing structure takes 8d6 points of bludgeoning damage (Reflex DC 15 half) and is pinned beneath the rubble (see below).

**Shallow water or shore (less than 30 feet deep):** Water is completely displaced from that area and forming muddy ground. Soggy marsh or swampland becomes quicksand for the duration of the spell, sucking down creatures and structures. Each creature in the area must make a DC 15 Reflex save or sink down in the mud and quicksand. At the end of the spell, the seawater rushes in to replace the drained water.

**Pinned Beneath Rubble:** Any creature pinned beneath rubble takes 1d6 points of nonlethal damage per minute while pinned. If a pinned character falls unconscious, he or she must make a DC 15 Constitution check or take 1d6 points of lethal damage each minute thereafter until freed or dead.



### SLIPPERY ICE

**School** conjuration (creation); **Level** sorcerer/wizard 1, summoner 1

**Casting Time** 1 standard action

**Components** V, S, M (whale blubber)

**Range** close (25 ft. + 5 ft./2 levels)

**Target** one object or 10-ft. square

**Duration** 1 min./level (D)

**Save** see text; **SR** no

A *slippery ice* spell covers a solid surface with a layer of slick ice. Any creature gripping that surface must make a Reflex save or let go of it. This save is repeated on your turn each round that the creature remains in contact with the area. The spell can also be used to cover an item in the *slippery ice*. Material objects not in use are always affected by this spell, while an object wielded or employed by a creature receives a Reflex saving throw to avoid the effect. If the initial saving throw fails, the creature immediately drops the item. A saving throw must be made in each round that the creature attempts to pick up or use the slippery item. A creature wearing armor or clothing coated in *slippery ice* gains a +10 circumstance bonus on Escape Artist checks and combat maneuver checks made to escape a grapple, and to their CMD to avoid being grappled.

### SLOW BOIL

**School** evocation [steam]; **Level** sorcerer/wizard 7

**Duration** 5 rounds or less; see text

This spell functions like *mageboil*, except that it is more powerful and can detonate up to 5 rounds after the spell is cast. The burst of steam deals 1d6 points of steam damage per caster level (maximum 20d6). The glowing bead created by *slow boil* can detonate immediately if you desire, or you can choose to delay the burst for as many as 5 rounds. You select the amount of delay upon completing the spell, and that time cannot change once it has been set unless someone touches the bead. If you choose a delay, the glowing bead sits at its destination until it detonates. The bead has zero buoyancy, and hangs in the water where it is cast. It can be picked up and moved, but does not make an effective ranged or plunged weapon, though it could be attached to one if time allows. If a creature handles and moves the bead within 1 round of its detonation, there is a 25% chance that the bead detonates while being handled.

### STEAM STRIKE

**School** evocation [steam]; **Level** cleric 5, inquisitor 5

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** medium (100 ft. + 10 ft./level)

**Area** cylinder (10-ft. radius, 40-ft. long)

**Duration** instantaneous

**Saving Throw** Reflex half; **Spell Resistance** yes

A *steam strike* evokes a vertical column of divine steam. The spell deals 1d6 points of damage per caster level (maximum 15d6). Half the damage is steam damage, but the other half results directly from divine power and is therefore not subject to being reduced by resistance to steam-based attacks.

### STEAMING EEL

**School** evocation [steam]; **Level** kahuna 5, sorcerer/wizard 5

**Casting Time** 1 standard action

**Components** V, S, M (a scale from an eel)

**Range** 60 ft.

**Area** see text

**Duration** instantaneous

**Saving Throw** Reflex half; **Spell Resistance** yes

You create a sinuous line of boiling water that you may shape as desired. The *steaming eel* affects one 5-foot square per caster level, and each square must be adjacent to the previous square, starting with you. The *steaming eel* may not extend beyond its maximum range. Creatures in the path of the *steaming eel* take 1d6 points of steam damage per caster level (maximum 15d6).

### STORMFIRE

**School** evocation [light]; **Level** cleric 3, inquisitor 3, sorcerer/wizard 2

**Casting Time** 1 standard action

**Components** V, S, M (ruby dust worth 50 gp)

**Range** touch

**Target** object touched

**Effect** magical, heatless aura of light

**Duration** permanent

**Saving Throw** none; **Spell Resistance** no

A ghostly glowing blue-violet aura of light, equivalent in brightness to a torch, envelops an object that you touch. The effect looks similar to a rare aquatic effect (also known as stormfire) that happens to ships in a lightning storm, but carries none of the ill-omens associated with the effect for which it was named after. A *stormfire* can be covered and hidden. Light spells counter and dispel darkness spells of an equal or lower level.

### SUMMON SCHOOL

**School** conjuration (summoning); **Level** kahuna 2, sorcerer/wizard 2, summoner 2

**Casting Time** 1 round

**Components** V, S, M/DF (a square of red kelp cloth)

**Range** close (25 ft. + 5 ft./2 levels)

**Effect** one school of lampreys, squid, or stingrays

**Duration** concentration + 2 rounds

**Saving Throw** none; **Spell Resistance** no

You summon a school of lampreys, squid, or stingrays (your choice), which attacks all other creatures within its area. (You may summon the school so that it shares the area of other creatures.) If no living creatures are within its area, the school attacks or pursues the nearest creature as best it can. The caster has no control over its target or direction of travel.

#### SUMMON SEA MONSTER I

**School** conjuration (summoning) [see text]; **Level** cleric 1, sorcerer/wizard 1, summoner 1, witch 1

**Casting Time** 1 round

**Components** V, S, F/DF (a tiny hook and a live minnow)

**Range** close (25 ft. + 5 ft./2 levels)

**Effect** one summoned creature

**Duration** 1 round/level (D)

**Saving Throw** none; **Spell Resistance** no

This spell summons an extraplanar sea creature (typically an outsider, elemental, or magical beast native to another plane). It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions. The spell conjures one of the creatures from the 1st Level list on Table 6-3. You choose which kind of creature to summon, and you can choose a different one each time you cast the spell.

A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them. Creatures summoned using this spell cannot use spells or spell-like abilities that duplicate spells with expensive material components (such as wish).

When you use a summoning spell to summon a creature with an alignment or elemental subtype, it is a spell of that type. Creatures on Table 6-3 marked with an "\*" are summoned with the celestial template, if you are good, and the fiendish template, if you are evil. If you are neutral, you may choose which template to apply to the creature (see the Pathfinder Roleplaying Game Bestiary for these templates). Creatures marked with an "\*" always have an alignment that matches yours, regardless of their usual alignment. Summoning these creatures makes the summoning spell's type match your alignment.

#### SUMMON SEA MONSTER II

**School** conjuration (summoning) [see text]; **Level** cleric 2, sorcerer/wizard 2, summoner 2, witch 2

This spell functions like *summon sea monster I*, except that you can summon one creature from the 2nd-level list or 1d3 creatures of the same kind from the 1st-level list.

#### SUMMON SEA MONSTER III

**School** conjuration (summoning) [see text]; **Level** cleric 3, sorcerer/wizard 3, witch 3

This spell functions like *summon sea monster I*, except that you can summon one creature from the 3rd-level list, 1d3 creatures of the same kind from the 2nd-level list, or 1d4+1 creatures of the same kind from the 1st-level list.

#### SUMMON SEA MONSTER IV

**School** conjuration (summoning) [see text]; **Level** cleric 4, sorcerer/wizard 4, summoner 3, witch 4

This spell functions like *summon sea monster I*, except that you can summon one creature from the 4th-level list, 1d3 creatures of the same kind from the 3rd-level list, or 1d4+1 creatures of the same kind from a lower-level list.

#### SUMMON SEA MONSTER V

**School** conjuration (summoning) [see text]; **Level** cleric 5, sorcerer/wizard 5, summoner 4, witch 5

This spell functions like *summon sea monster I*, except that you can summon one creature from the 5th-level list, 1d3 creatures of the same kind from the 4th-level list, or 1d4+1 creatures of the same kind from a lower-level list.

#### SUMMON SEA MONSTER VI

**School** conjuration (summoning) [see text]; **Level** cleric 6, sorcerer/wizard 6, witch 6

This spell functions like *summon sea monster I*, except you can summon one creature from the 6th-level list, 1d3 creatures of the same kind from the 5th-level list, or 1d4+1 creatures of the same kind from a lower-level list.

#### SUMMON SEA MONSTER VII

**School** conjuration (summoning) [see text]; **Level** cleric 7, sorcerer/wizard 7, summoner 5, witch 7

This spell functions like *summon sea monster I*, except that you can summon one creature from the 7th-level list, 1d3 creatures of the same kind from the 6th-level list, or 1d4+1 creatures of the same kind from a lower-level list.

#### SUMMON SEA MONSTER VIII

**School** conjuration (summoning) [see text]; **Level** cleric 8, sorcerer/wizard 8, witch 8

This spell functions like *summon sea monster I*, except that you can summon one creature from the 8th-level list, 1d3 creatures of the same kind from the 7th-level list, or 1d4+1 creatures of the same kind from a lower-level list.

#### SUMMON SEA MONSTER IX

**School** conjuration (summoning) [see text]; **Level** cleric 9, sorcerer/wizard 9, summoner 6, witch 9

This spell functions like *summon sea monster I*, except that you can summon one creature from the 9th-level list, 1d3 creatures of the same kind from the 8th-level list, or 1d4+1 creatures of the same kind from a lower-level list.



## SUMMON SEA MONSTER

1 <sup>st</sup> Level	Subtype
Barracuda <sup>1*</sup>	—
Boil crab <sup>1</sup>	—
Dolphin*	—
Otter <sup>1*</sup>	—
Poisonous frog*	—
Sea Pony (hippocampus) <sup>1*</sup>	—
Seal <sup>1*</sup>	—
Snapping turtle <sup>5*</sup>	—
Sting Ray (ray) <sup>5*</sup>	—
Viper (snake) <sup>3*</sup>	—

2 <sup>nd</sup> Level	Subtype
Elemental (Small)	Elemental <sup>4</sup>
Gar <sup>5*</sup>	—
Giant frog*	—
Giant hermit crab <sup>1*</sup>	—
Giant spider <sup>3*</sup>	—
Goliath jellyfish <sup>1*</sup>	—
Hippocampus <sup>5*</sup>	—
Lemure (devil) <sup>3</sup>	Evil, Lawful
Manta ray (ray) <sup>5*</sup>	—
Merlion <sup>1*</sup>	—
Octopus*	—
Reef horse (hippocampus) <sup>1*</sup>	—
Sea lion <sup>1*</sup>	—
Squid*	—

3 <sup>rd</sup> Level	Subtype
Constrictor snake <sup>3*</sup>	—
Crocodile*	—
Diplocaulus <sup>2*</sup>	—
Dire barracuda <sup>1*</sup>	—
Dire otter <sup>1*</sup>	—
Dire stingray <sup>1*</sup>	—
Dretch (demon) <sup>3</sup>	Evil, Chaotic
Electric eel*	—
Elephant seal <sup>1*</sup>	—
Frogdile <sup>2*</sup>	—
Giant crab*	—
Giant leech*	—
Giant lizard <sup>3*</sup>	—
Giant toad <sup>5*</sup>	—
Lantern archon <sup>3</sup>	Good, Lawful
Shark*	—

4 <sup>th</sup> Level	Subtype
Cerulean dragonfly nymph <sup>1*</sup>	—
Cryptoclidus (dinosaur) <sup>1*</sup>	—
Dire merlion <sup>1*</sup>	—
Elemental (medium)	Elemental <sup>4</sup>
Giant leatherback turtle <sup>1*</sup>	—
Giant piranha <sup>1*</sup>	—
Giant scorpion <sup>3*</sup>	—
Hammerhead shark (shark)*	—
Mephit	Elemental <sup>4</sup>
Tiger shark (shark)*	—
Taniwhasaurus (dinosaur) <sup>1*</sup>	—
Walrus <sup>1*</sup>	—

5 <sup>th</sup> Level	Subtype
Babau (demon) <sup>3</sup>	Chaotic, Evil
Bearded devil <sup>3</sup>	Evil, Lawful
Bralani azata <sup>3</sup>	Chaotic, Good
Elemental (large)	Elemental <sup>4</sup>
Giant gar <sup>5*</sup>	—
Giant moray eel*	—
Great white shark (shark) *	—

Henodus (dinosaur) <sup>1*</sup>	—
Orca (dolphin)*	—
Rock crab (crab)*	—
Xill <sup>3</sup>	Evil, Lawful

6 <sup>th</sup> Level	Subtype
Glacier toad <sup>5*</sup>	—
Edestus (shark) <sup>1*</sup>	—
Elasmosaurus (dinosaur)*	—
Elemental (huge)	Elemental <sup>4</sup>
Erinyes (devil) <sup>3</sup>	Evil, Lawful
Giant octopus*	—
Hydodaemon (daemon) <sup>5</sup>	Evil
Keel turtle (turtle) <sup>2*</sup>	—
Lillend azata <sup>3</sup>	Good, Lawful
Titanichthys (placoderm) <sup>1*</sup>	—
Shadow demon <sup>3</sup>	Chaotic, Evil
Shark-eating crab (crab)*	—
Sperm whale (whale) <sup>1*</sup>	—
Succubus (demon) <sup>3</sup>	Chaotic, Evil
Tylosaurus (dinosaur) <sup>5*</sup>	—

7 <sup>th</sup> Level	Subtype
Bebelith <sup>3</sup>	Chaotic, Evil
Behemoth hippopotamus <sup>5*</sup>	—
Bone devil <sup>3</sup>	Evil, Lawful
Dire crocodile*	—
Dire shark*	—
Elemental (greater)	Elemental <sup>4</sup>
Giant anaconda (snake) <sup>5*</sup>	—
Giant reef crab (crab)*	—
Giant snapping turtle <sup>5*</sup>	—
Giant squid*	—
Liopleurodon (dinosaur) <sup>1*</sup>	—
Piscodaemon (daemon) <sup>5</sup>	Evil
Shonisaurus (dinosaur) <sup>1*</sup>	—
Vrock (demon) <sup>3</sup>	Chaotic, Evil
Whale <sup>5*</sup>	—

8 <sup>th</sup> Level	Subtype
Barbed devil <sup>3</sup>	Evil, Lawful
Dire whale (whale) <sup>1*</sup>	—
Elemental (elder)	Elemental <sup>4</sup>
Hezrou (demon) <sup>3</sup>	Chaotic, Evil
Omox (demon) <sup>5</sup>	Chaotic, Evil
Shipwrecker crab (crab)*	—

9 <sup>th</sup> Level	Subtype
Astral deva (angel) <sup>3</sup>	Good
Ghaele azata <sup>3</sup>	Chaotic, Good
Glabrezu (demon) <sup>3</sup>	Chaotic, Evil
Great white whale <sup>5*</sup>	—
Ice devil <sup>3</sup>	Evil, Lawful
Nalfeshnee (demon) <sup>3</sup>	Chaotic, Evil
Trumpet archon	Good, Lawful

\*This creature is summoned with the celestial template if you are good, or the fiendish template if you are evil; you may choose either if you are neutral.

<sup>1&2</sup> This creature can be found this tome.

<sup>3</sup>This creature is summoned with the aquatic template.

<sup>4</sup>Fire elementals cannot be summoned into aquatic environments.

<sup>5</sup>This creature can be found in the *PATHFINDER BESTIARY 2*.

#### SUMMON SEA'S ALLY I

**School** conjuration (summoning); **Level** kahuna 1

**Casting Time** 1 round

**Components** V, S, DF

**Range** close (25 ft. + 5 ft./2 levels)

**Effect** one summoned creature

**Duration** 1 round/level (D)

**Saving Throw** none; **Spell Resistance** no

This spell summons to your side a natural sea creature (typically an animal, fey, magical beast, outsider with the elemental subtype, or a giant). The summoned ally appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions as you command.

A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them. Creatures summoned using this spell cannot use spells or spell-like abilities that duplicate spells that have expensive material components (such as wish). The spell conjures one of the creatures from the 1st Level list on Table 6–4. You choose which kind of creature to summon, and you can change that choice each time you cast the spell. All the creatures on the table are neutral unless otherwise noted.

When you use a summoning spell to summon a creature with an alignment or elemental subtype, it is a spell of that type. All creatures summoned with this spell without alignment subtypes have an alignment that matches yours, regardless of their usual alignment. Summoning these creatures makes the summoning spell's type match your alignment.

#### SUMMON SEA'S ALLY II

**School** conjuration (summoning); **Level** kahuna 2

This spell functions as *summon sea's ally I*, except that you summon one 2nd-level creature or 1d3 1st-level creatures of the same kind.

#### SUMMON SEA'S ALLY III

**School** conjuration (summoning); **Level** kahuna 3

This spell functions like *summon sea's ally I*, except that you can summon one 3rd-level creature, 1d3 2nd-level creatures of the same kind, or 1d4+1 1st-level creatures of the same kind.

#### SUMMON SEA'S ALLY IV

**School** conjuration (summoning); **Level** kahuna 4

This spell functions like *summon sea's ally I*, except that you can summon one 4th-level creature, 1d3 3rd-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.

#### SUMMON SEA'S ALLY V

**School** conjuration (summoning); **Level** kahuna 5

This spell functions like *summon sea's ally I*, except that you can summon one 5th-level creature, 1d3 4th-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.

#### SUMMON SEA'S ALLY VI

**School** conjuration (summoning); **Level** kahuna 6

This spell functions like *summon sea's ally I*, except that you can summon one 6th-level creature, 1d3 5th-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.

#### SUMMON SEA'S ALLY VII

**School** conjuration (summoning); **Level** kahuna 7

This spell functions like *summon sea's ally I*, except that you can summon one 7th-level creature, 1d3 6th-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.

#### SUMMON SEA'S ALLY VIII

**School** conjuration (summoning); **Level** kahuna 8

This spell functions like *summon sea's ally I*, except that you can summon one 8th-level creature, 1d3 7th-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.

#### SUMMON SEA'S ALLY IX

**School** conjuration (summoning); **Level** kahuna 9

This spell functions like *summon sea's ally I*, except that you can summon one 9th-level creature, 1d3 8th-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.

#### SUMMON SEA'S ALLY

1st Level	Subtype
Barracuda <sup>1</sup>	—
Boil crab <sup>1</sup>	—
Dolphin	—
Otter <sup>1</sup>	—
Poisonous frog	—
Sea pony (hippocampus) <sup>1</sup>	—
Seal <sup>1</sup>	—
Snapping turtle <sup>6</sup>	—
Sting ray (ray) <sup>6</sup>	—
Viper (snake) <sup>3</sup>	—

2nd Level	Subtype
Elemental (Small)	Elemental <sup>4</sup>
Gar <sup>6</sup>	—
Giant amoeba <sup>6</sup>	—
Giant frog	—
Giant hermit crab <sup>1</sup>	—
Giant spider <sup>3</sup>	—
Goliath jellyfish <sup>1</sup>	—
Hippocampus <sup>6</sup>	—
Manta ray (ray) <sup>6</sup>	—
Merlion <sup>1</sup>	—
Nixie <sup>5</sup>	—
Octopus	—
Reef horse (hippocampus) <sup>1</sup>	—
Sea lion <sup>1</sup>	—
Squid	—



3 <sup>rd</sup> Level	Subtype
Constrictor snake <sup>3</sup>	—
Crocodile	—
Diplocaulus <sup>2</sup>	—
Dire barracuda <sup>1</sup>	—
Dire otter <sup>1</sup>	—
Dire stingray <sup>1</sup>	—
Electric eel	—
Elephant seal <sup>1</sup>	—
Giant crab	—
Giant leech	—
Giant lizard <sup>3</sup>	—
Shark	—

4 <sup>th</sup> Level	Subtype
Cerulean dragonfly nymph <sup>1</sup>	—
Cryptoclidus (dinosaur) <sup>1</sup>	—
Dire merlion <sup>1</sup>	—
Elemental (medium)	Elemental <sup>4</sup>
Giant dragonfly nymph <sup>6</sup>	—
Giant leatherback turtle <sup>1</sup>	—
Giant piranha <sup>1</sup>	—
Giant scorpion <sup>3</sup>	—
Kelpie <sup>6</sup>	—
Hammerhead shark (shark)	—
Mephit	Elemental <sup>4</sup>
Tiger shark (shark)	—
Taniwhasaurus (dinosaur) <sup>1</sup>	—
Walrus <sup>1</sup>	—

5 <sup>th</sup> Level	Subtype
Elemental (large)	Elemental <sup>4</sup>
Cyclops <sup>3</sup>	—
Dire seal <sup>1</sup>	—
Giant gar <sup>6</sup>	—
Giant moray eel	—
Great white shark (shark)	—
Hippopotamus <sup>6</sup>	—
Henodus (dinosaur) <sup>1</sup>	—
Orca (dolphin)	—
Rock crab (crab)	—

6 <sup>th</sup> Level	Subtype
Edestus (shark) <sup>1</sup>	—
Elasmosaurus (dinosaur)	—
Elemental (huge)	Elemental <sup>4</sup>
Giant octopus	—
Glacier toad <sup>6</sup>	—
Keel turtle (turtle) <sup>2</sup>	—
Marsh titan <sup>1</sup>	—
Marsh giant <sup>6</sup>	—
Nymph <sup>3</sup>	—
Shark-eating Crab (crab)	—

Sperm whale (whale) <sup>1</sup>	—
Tidal titan <sup>1</sup>	Water
Titanichthys (placoderm) <sup>1</sup>	—
Tylosaurus (dinosaur) <sup>6</sup>	—

7 <sup>th</sup> Level	Subtype
Behemoth hippopotamus <sup>6</sup>	—
Dire crocodile	—
Dire shark	—
Elemental (greater)	Elemental <sup>4</sup>
Giant anaconda (snake) <sup>6</sup>	—
Giant reef crab (crab)	—
Giant snapping turtle <sup>6</sup>	—
Giant squid	—
Ice titan <sup>1</sup>	Cold
Liopleurodon (dinosaur) <sup>1</sup>	—
Nereid <sup>6</sup>	—
Shonisaurus (dinosaur) <sup>1</sup>	—
Steam titan <sup>1</sup>	Steam

8 <sup>th</sup> Level	Subtype
Abyssal titan <sup>1</sup>	Water
Dire whale (whale) <sup>1</sup>	—
Elemental (elder)	Elemental <sup>4</sup>
Shipwrecker crab (crab)*	—

9 <sup>th</sup> Level	Subtype
Great white whale <sup>6</sup>	—
Maelstrom titan <sup>1</sup>	—
Sea serpent	—

<sup>1&2</sup>This creature can be found in this tome.

<sup>3</sup>This creature is summoned with the aquatic template.

<sup>4</sup>Fire elementals cannot be summoned into aquatic environments.

<sup>5</sup>This creature can be found in the *PATHFINDER BESTIARY* 3.

<sup>6</sup>This creature can be found in the *PATHFINDER BESTIARY* 2.

## SWAMP WATER

**School** conjuration (creation); **Level** sorcerer/wizard 3, witch 3

**Casting Time** 1 standard action

**Components** V, S, M (a clump of sargassum weed)

**Range** medium (100 ft. + 10 ft./level)

**Effect** murk spreads in 20-ft. radius, 20 ft. radius sphere

**Duration** 1 round/level

**Saving Throw** Fortitude negates; see text;

**Spell Resistance** no

*Swamp water* creates a gulf of murk like that created by a *murk* spell, except that the waters are nauseating. Living creatures in the murk become nauseated. This condition lasts as long as the creature is in the murk and for 1d4+1 rounds after it leaves. (Roll separately for each nauseated character.) Any creature that succeeds on its save but remains in the murk must continue to save each round on your turn.

Swamp water can be made permanent with a *permanency* spell. A permanent *swamp water* dispersed by water currents reforms in 10 minutes.

### SWIFT RETREAT

**School** transmutation; **Level** alchemist 1, inquisitor 1, sorcerer/wizard 1, summoner 1

**Casting Time** 1 standard action

**Components** V, S

**Range** personal

**Target** you

**Duration** 1 min./level (D)

This spell increases your base swim speed by 30 feet. This adjustment is treated as an enhancement bonus. There is no effect on other modes of movement, such as burrow, climb, fly, or land-based speed. As with any effect that increases your speed, this spell affects your jumping distance (see the Acrobatics skill).

### TIDES OF VENGEANCE

**School** evocation [water]; **Level** cleric 9, kahuna 9, sorcerer/wizard 9

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** personal

**Target** you

**Duration** 1 minute/level

You surround yourself with a buffeting shroud of supernatural, maelstrom-force water currents. These currents add 60 feet to your base swim speed as an enhancement bonus. Neither your armor nor your buoyancy load affects your speed while under the effects of this spell. The water currents shield you from any other water current effects, and form a shell of clean water around you, protecting you from splash attacks, murk spells, red tide, and similar effects. Ranged weapons passing through the water currents are deflected and automatically miss you. Steam and most steam breath weapons cannot pass through the water currents.

In addition, when a creature hits you with a melee attack, you can shape your water currents so they lash out at that creature as an immediate action. The creature must make a Fortitude saving throw or take 5d8 points of bludgeoning damage and become disoriented. On a failed save, Huge creatures are checked and Large-sized or smaller creatures are blown away instead of disoriented (see page the *Pathfinder Roleplaying Game Core Rulebook* for more information). On a successful save, the damage is halved and the creature is not disoriented (or checked or blown away).

### UNDERTOW

**School** evocation [water]; **Level** kahuna 2, sorcerer/wizard 2

**Casting Time** 1 standard action

**Components** V, S

**Range** 60 ft.

**Effect** line-shaped water current emanating out from you to the extreme of the range

**Duration** 1 round

**Saving Throw** Fortitude negates; **Spell Resistance** yes

This spell creates a blast of water (water current with a speed of 100 feet) that originates from you, affecting all creatures in its path. A Tiny or smaller creature is disoriented and takes 1d4 points of nonlethal damage for every 10 feet that it attempts to fight (by sacrificing base swim speed). Small creatures are automatically disoriented. Medium or smaller creatures are unable to move forward against the force of the blast unless they sacrifice at least 100 feet from their base swim speed, provided that they have that amount. Large or larger creatures may move normally within an *undertow* effect. This spell can't move a creature beyond the limit of its range. Any creature, regardless of size, takes a -4 penalty on ranged attacks and Perception checks in the area of an *undertow*. In addition to the effects

noted, an *undertow* can do anything that a sudden blast of water would be expected to do. *Undertow* can be made permanent with a *permanency* spell. This spell does not function out of the water, and its effect will not extend beyond the water's surface.

### VACUUM BUBBLE

**School** conjuration (creation); **Level** sorcerer/wizard 3, summoner 3

This spell functions as entrapping bubble, except that the bubble is devoid of both water and air. Creatures that happen into the bubble begin suffocating immediately. The walls of the bubble are ever-shifting and elastic; they require an Escape Artist check, DC of 20, to escape.

### VOLCANIC VENT

**School** transmutation [steam]; **Level** sorcerer/wizard 4

**Casting Time** 1 standard action

**Components** V, S, M (a scale from a scream dragon)

**Range** long (400 ft. + 40 ft./level)

**Target** the sea floor

**Duration** instantaneous

**Saving Throw** Will negates and Reflex negates; see text;

**Spell Resistance** no

*Volcanic vent* causes the ocean basin to erupt into a deafening blast of super-heated boiling water. The spell must be cast upon the natural sea floor, and cannot be cast on artificial floors or platforms, nor can it be cast out of the water.

The boiling flow of steam fills a hemispherical burst with a radius of 60 feet. All creatures and objects in the area take 5d6 points of steam damage. This spell instantly destroys all naturally occurring flora and non-stone terrain in the area of effect, leaving a flattened heap of sand. The area continues to boil for 1d4 rounds afterwards, causing an additional 1d6 points of steam damage per round to each creature remaining in the area of effect. Creatures that make successful Reflex saves take half damage and ignore the effects of residual steam damage afterwards. Creatures within 120 feet of the center of the effect are deafened for 1d4+1 rounds (sonic attack, Will negates).

### WALL OF JELLYFISH

**School** evocation [electricity, light]; **Level** kahuna 2, sorcerer/wizard 3

**Casting Time** 1 standard action

**Components** V, S, M/DF (a live jellyfish)

**Range** close (25 ft. + 5 ft./2 levels)

**Effect** 20-ft.-radius sphere centered on living coral reef

**Duration** 2 hours/level; see below (D)

**Saving Throw** none; **Spell Resistance** yes

You can create a barrier around a living coral reef of at least 5-feet in diameter that shelters everyone inside so long as the coral continues to live. The barrier appears as a shimmering sphere of luminescent jellyfish, providing as much illumination as a torch. The barrier blocks line of sight, granting creatures on either side of the barrier total concealment from creatures on the other side. Any object or creature passing through the barrier from outside takes 1d6 points of electricity damage and is also outlined with light equivalent to that of a torch, for 1d6 minutes. Creatures outlined in this way are plainly visible regardless of the light conditions and do not benefit from any sort of concealment, magical or otherwise. The light is not bright enough to have any special effect on undead or creatures vulnerable to light.

Creatures inside the barrier can leave without penalty, but if they try to return they suffer the same consequences as anyone else. If the living coral at the barrier's center is killed or moved, the spell ends.



### WALL OF STEAM

**School** evocation [steam]; **Level** kahuna 5, sorcerer/wizard 4, summoner 3

**Casting Time** 1 standard action

**Components** V, S, M/DF (a crab claw)

**Range** medium (100 ft. + 10 ft./level)

**Effect** opaque sheet of boiling water up to 20 ft. long/level or a ring of boiling water with a radius of up to 5 ft./two levels; either form 20 ft. long

**Duration** concentration + 1 round/level

**Saving Throw** none; **Spell Resistance** yes

An immobile, bubbling curtain of shimmering steam springs into existence. One side of the wall, selected by you, sends forth waves of heat, dealing 2d4 points of steam damage to creatures within 10 feet and 1d4 points of steam damage to those past 10 feet but within 20 feet. The wall deals this damage when it appears, and to all creatures in the area on your turn each round. In addition, the wall deals 2d6 points of steam damage + 1 point of steam damage per caster level (maximum +20) to any creature passing through it. The wall deals double damage to undead creatures.

If you evoke the wall so that it appears where creatures are, each creature takes damage as if passing through the wall. If any 5-foot length of wall takes 20 points or more of cold damage in 1 round, that length goes away. (Do not divide cold damage by 2, as normal for objects.)

Wall of steam can be made permanent with a permanency spell. A permanent wall of steam that is extinguished by cold damage becomes inactive for 10 minutes, then reforms at normal strength.

### WATER WALL

**School** evocation [water]; **Level** cleric 3, kahuna 3, sorcerer/wizard 3, summoner 2

**Casting Time** 1 standard action

**Components** V, S, M/DF (a sea fan)

**Range** medium (100 ft. + 10 ft./level)

**Effect** wall up to 10 ft./level long and 5 ft./level tall (S)

**Duration** 1 round/level

**Saving Throw** none; see text; **Spell Resistance** yes

An invisible vertical curtain of water current appears. It is 2 feet thick and of considerable strength. It is a roaring blast sufficient to sweep away any fish smaller than a halibut, or tear papers and similar materials from unsuspecting hands. (A Reflex save allows a creature to maintain its grasp on an object.) Tiny and Small swimming creatures cannot pass through the barrier. Loose materials and cloth garments fly upward when caught in a water wall. Arrows and bolts are deflected upward and miss, while any other normal ranged weapon passing through the wall has a 30% miss chance. Splash weapons, murk effects, most steam breath weapons and attacks, and creatures in aqueous form cannot pass through the wall (although it is no barrier to incorporeal creatures). While the wall must be vertical, you can shape it in any continuous path that you like. It is possible to create cylindrical or square water walls to enclose specific points.

### WATERPROOF

**School** transmutation; **Level** sorcerer/wizard 1

**Casting Time** 1 round

**Components** V, S

**Range** 10 ft.

**Target** one object of up to 10 bu./level

**Duration** 1 day /level

**Saving Throw:** Will negates (harmless, object); **Spell**

**Resistance:** yes (harmless, object)

This spell creates a magical moisture barrier around one object, making it both impervious to damage from the effects of normal water (saltwater or otherwise), and protects the object from the effects of drying out, for the duration of the spell. It does not protect the object from acid, nor does it protect it from violent water currents.

### WHIRLPOOL

**School** evocation [water]; **Level** kahuna 8

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** long (400 ft. + 40 ft./level)

**Effect** one 25-foot diameter vortex (see whirlpools, Chapter 1)

**Saving Throw Reflex** negates; see text; **Spell Resistance** yes

This spell creates a powerful vortex (25 foot diameter whirlpool) of raging water. You can concentrate on controlling the vortex's every movement or specify a simple program. Directing the vortex's movement or changing its programmed movement is a standard action for you. The vortex always moves during your turn. If the vortex exceeds the spell's range, it moves in a random, uncontrolled fashion for 1d3 rounds and then dissipates. (You can't regain control of the vortex, even if it comes back within range.) You may direct the vortex to eject any creatures trapped in the vortex whenever you wish, depositing the hapless souls wherever the vortex happens to be when they are released.

### AQUATIC POWERS

These powers do not function outside of water and their effects do not extend beyond the water's surface.

### HYDRAULIC SHELL

**Discipline:** Psychokinesis

**Level:** Aquanaut 3, Psion/wilder 3, Psychic Warrior 3

**Display:** Material and visual

**Manifesting Time:** 1 swift action

**Range:** Personal

**Target:** You

**Duration:** 1 minute/level

**Saving Throw:** Fortitude (negates, for qualifying attackers only);

**Power Resistance:** No

**Power Points:** 5

You become enshrouded in a whirling screen of pressurized water swirling around you at a speed of 100 feet. You ignore the effects of currents of a lesser speed (whether natural or supernaturally created), and ranged attack rolls against you take a -4 penalty. Tiny or smaller creatures must succeed at a fortitude save to successfully touch or attack you in melee. Failure knocks the attacker disoriented and pushes it 5 feet away from you (in a random direction) per level of the manifester. Pushed creatures can pass through the squares of other creatures without affecting them and does not provoke attacks of opportunity, but the creature takes 3d6 points of nonlethal damage plus 1d6 bludgeoning damage if the creature strikes a solid object that blocks its movement.

### JELLYFLOAT

**Discipline:** Psychoportation

**Level:** Aquanaut 1, psion/wilder 1, psychic warrior 1

**Display:** Auditory

**Manifesting Time:** 1 immediate action

**Range:** Personal

**Target:** You

**Duration:** 1 round/ level

**Power Points:** 1

Your current buoyancy becomes 0, and you lose the disoriented condition. You may manifest this power in response to floating or sinking out of control, or becoming disoriented. affected creatures, but the mechanical effect of the power is the same.

### SLIPSTREAM

**Discipline:** Psychoportation

**Level:** Aquanaut 1, psion/wilder 1, psychic warrior 1

**Display:** Material and visual

**Manifesting Time:** 1 standard action

**Range:** Personal or touch; see text

**Target:** You or one willing creature or one unattended object (total weight up to #50 bu./level); see text

**Duration:** 1 min./level (D)

**Saving Throw:** None; **Power Resistance:** Yes (harmless, object)

**Power Points:** 1

You, another willing creature, or an unattended object is subject to a large reduction of the effects of drag and water resistance for the duration of the power. If you manifest *slipstream* on yourself or another creature, the subject's swim speed increases by 15 feet (This adjustment is treated as an enhancement bonus.) When moving in the direction of the subject's buoyancy (upwards for positive buoyancy, or downwards for negative) this speed bonus is doubled.

If you manifest *slipstream* on an object, treat the object as 3 size categories smaller (minimum Fine sized) for the purposes of calculating drag (found in Chapter 1 of the CERULEAN SEAS CAMPAIGN SETTING).

**Augment:** For every additional power point you spend, you can affect an additional target.

### SPLASH

**Discipline:** Psychokinesis

**Level:** Aquanaut 1, psychic warrior 1

**Display:** Auditory and visual

**Manifesting Time:** 1 standard action

**Range:** 20 ft.

**Area:** Cone-shaped spread

**Duration:** Instantaneous

**Saving Throw:** Reflex negates; **Power Resistance:** No

**Power Points:** 1

A wave of your fins, flippers, or webbing precipitates a psychokinetic shock wave that travels through the water, tumbling creatures and loose objects. The shock wave affects only creatures under the water within the power's area. Creatures that fail their saves are disoriented and take 1d4 points of nonlethal damage.

**Augment:** For every additional power point you spend, this power's nonlethal damage increases by 1d4 points. For every additional 2d4 points of nonlethal damage, the power's save DC increases by 1.

### SYNAPTIC MURK

**Discipline:** Telepathy [Mind-Affecting]

**Level:** Psychic warrior 5, telepath 5

**Display:** Visual

**Manifesting Time:** 1 standard action

**Range:** 20 ft.

**Area:** 20-ft. radius emanation, centered on you

**Duration:** 1 minute per level and 2d6 rounds; see text

**Saving Throw:** Will negates; **Power Resistance:** Yes

**Power Points:** 9

You charge the water around you with telepathic power, creating a slightly luminous, hazy, green murk that weakens the mental resistance of other creatures caught in it. Creatures in the *synaptic murk* take a -10 penalty on Wisdom checks and Will saves. (You and creatures that successfully save against the murk are not affected and need not make further saves even if they remain in the murk.) Affected creatures take the penalty as long as they remain in the murk and for 2d6 rounds thereafter. The murk remains centered on you and is unaffected by water currents. The murk is thin and does not significantly hamper vision, though it may make it difficult to discern certain colors.

### WHIRLPOOL BLAST

**Discipline:** Psychokinesis

**Level:** Kineticist 9

**Display:** Auditory and visual; see text

**Manifesting Time:** 1 round

**Range:** Long (400 ft. + 40 ft./level)

**Area:** 40-ft.-radius spread

**Duration:** Instantaneous

**Saving Throw:** Reflex half; see text; **Power Resistance:** No

**Power Points:** 17

You induce the formation of a very peculiar, slender whirlpool. Aside from appearance, this vortex follows a different set of rules than those previously presented, as it does not create any significant water currents. When you manifest this power, a vortex of water visibly and audibly snakes out from your outstretched hand. All creatures in the area of effect are picked up and violently dashed about, taking 17d6 points of damage each (Reflex save for half). After the battering, every creature is deposited in a new space 1d4 x 10 feet away from their original location, in a random direction. Walls and other barriers can restrict this relocation; in this case, the creature ends up in the nearest legal space to the barrier.

You may aim this power at a specific creature when you manifest it: if you do, make a ranged touch attack against the target. A successful hit deals 8d6 damage with no save possible, in addition to the effects above (the target may still save for half of the main damage).

**Augment:** For every additional power point you spend, this power's area damage (not the damage from direct contact dealt to a specific creature) increases by 1d6 points. For each extra 2d6 points of damage, this power's save DC increases by 1.



## Appendix 8: Aquatic Monsters by CR

Listed below is the compiled list of aquatic, semi-aquatic, and swamp dwelling monsters from various sources, including this book [page number listed], and Paizo Publishing's PATHFINDER ROLEPLAYING GAME BESTIARY [PB], PATHFINDER ROLEPLAYING GAME BESTIARY 2 [PB2], PATHFINDER ROLEPLAYING GAME BESTIARY 3 [PB3] and PATHFINDER ROLEPLAYING GAME BESTIARY 4 [PB4]. Monsters are listed by Challenge Rating for easy reference. Page numbers are not included for Paizo products to comply with licensing agreements.

### CR 1/8

Frog familiar[101], Snail familiar[102], Starfish familiar[103]

### CR 1/6

Caiman familiar[100], Fish familiar[101], Pigeon toad[105], Tern familiar [103], Turtle familiar[103]

### CR 1/4

Purple peeper[105], Jellyfish familiar[101], Water strider nymph [PB4]

### CR 1/3

Bogger[26], Deep drow[87], Genai[108], Guardcat (sea cat)[182], Merfolk[PB], Reptile anumi[15], Sea otter[169], Seal[188], Shazalarian triton[221], Snapping turtle[PB2], Snell[211], Squid imp[120], Trumpeter Swan [PB4], Viden oculus[166]

### CR 1/2

Alpluachra [PB4], Amphibian anumi [14], Barracuda[22], Boil crab[41], Brother of frost[27], Cerulean dragonfly nymph[82], Cindarian[36], Crab familiar[100], Cuttlefish familiar[100], Dire lamprey[133], Dolphin[PB], Grindylow[PB2], Gripli[PB2], Haniver gremlin [PB4], Karkanak[128], Koiman[130], Locathah[PB2], Muskrat familiar [102], Poison frog[PB], Remora imp[119], Sea pony (hippocampus)[116], Sea snake familiar[102], Stingray[PB2], Undine[PB2]

### CR 1

Aquatic obitu[162], Battle toad[105], Death's head jellyfish[PB3], Delphin (trueform dolphin)[223], Echinn[89], Estrel (trueform starfish)[229], Fantail seal[190], Fuath gremlin[PB3], Gar[PB2], Giant frog[PB], Giant hagfish[115], Giant lobster[136], Giant water strider [PB4], Goliath jellyfish[123], Hippocampus[PB2], Ixarc (trueform ray)[226], Kairuku[126], Lacedon (ghoul)[PB], Lizardfolk[PB], Manta ray[PB2], Merkoth[146], Merlion (sea cat)[182], Ningyo [PB4], Nixie[PB3], Octopus[PB], Reef drake[83], Reef horse (hippocampus)[116], Reefclaw[PB2], Riding cat (sea cat)[183], Riding woggart[106], School of lamprey[133], Sea elf[99], Sea lion (seal)[189], Small ice elemental[PB2], Small magma elemental[PB2], Small mud elemental[PB2], Small sound elemental[94], Small steam elemental[96], Small water elemental[PB], Squid[PB]

### CR 2

Architeuthian[18], Boggard[PB], Bull shark [PB4], Crocodile[PB], Diplocaulus[54], Dire barracuda[22], Dire otter[169], Dire stingray[215], Draugr[PB2], Drong-foi[86], Dwarf battle woggart[106], Echintee (sea cow)[184], Electric eel[PB], Elephant seal[188], Frogodile[107],

Giant crab[PB], Giant leech[PB], Giant sea anemone[PB3], Giant toad[PB2], Goggayya[109], Hagfish swarm[115], Incutilis [PB4], Kappa[PB3], Leopard seal[188], Low-mind melusine[144], Medusian (trueform jellyfish)[224], Nycar [PB4], Piscean[173], Sahuagin[PB], School of squid[214], School of stingrays[215], Sea hog[187], Seafolk[186], Sharg[201], Shark[PB], Skum (ulat-kini)[PB], Slurk[PB2], Snag[210], Squibbon (trueform octopus)[225], Stygian imp[121], Triton[PB2], Viridian naiad[153]

### CR 3

Adaro[PB3], Apsara[17], Atshen ningen[154], Battle woggart[106], Benthic naga[152], Bog nixie[PB3], Bunyip[PB2], Carchardian (trueform shark)[228], Ceratiodi[PB3], Deepwater nixie[158], Dire merlion (sea cat)[182], Freshwater merrow[PB2], Giant dragonfly nymph[PB2], Giant hermit crab[41], Giant piranha[174], Giant seahorse [PB4], Halbokian kappa[127], Helicoprion shark[203], Hydrurgan (trueform leopard seal)[227], Ice mephit[PB], Manatee (sea cow)[184], Medium ice elemental[PB2], Medium magma elemental[PB2], Medium mud elemental[PB2], Medium sound elemental[94], Medium steam elemental[96], Medium water elemental[PB], Moat monkey[148], Ooze mephit[PB], River drake[PB3], Scavenger drake[84], School of piranha[174], Seaweed leshy[PB3], Squawk[213], Steam mephit[PB], Thalassic asrai[20], Tunneler (dragonfly nymph)[82], Vodnik[233], Walrus [PB4], Water mephit[PB], Werecrocodile (lycanthrope) [PB4], Wereshark (lycanthrope) [PB4]

### CR 4

Capricorn[31], Crab swarm[PB], Crystal ooze (grey ooze)[PB], Crystolix[43], Devilfish[PB2], Dire viperfish[232], Douseling[55], Freezing flow [PB4], Giant leatherback turtle[230], Goblin shark[202], Great white shark [PB4], Hydra[PB], Kapoacanth (gargoyle)[PB], Kelpie[PB2], Krithkakra[132], Leech swarm[PB], Lochgelly selkie[199], Medium ship of the damned[204], Morganite nucklavee[161], School of jellyfish[123], Sea cat [PB4], Sea hag[PB], Shaper architeuthian [19], Soak bug[212], Solenosiren[185], Swamp nixie[159], Tentamort[PB2], Voonith[PB3], Weresael (lycanthrope) [139]

### CR 5

Archelon (megafauna)[PB3], Austorian dwarf[88], Cecaalia[PB3], Crinus demon[45], Dire seal[188], Elder thing [PB4], Giant moray eel[PB], Globster[PB3], Grandfather worm[112], Green hag[PB], Grodair[PB3], Grotto hulk[113], Hippocantes[117], Hippopotamus[PB2], Kai-liao[125], Killer seahorse [PB4], Large ice elemental[PB2], Large magma elemental[PB2], Large mud elemental[PB2], Large sound elemental[94], Large steam elemental[96], Large water elemental[PB], Maulhead shark[203], Megalotaria (seal)[191], Mindshrimp swarm[147], Mogogol[149], Nanoqaluk bear[24], Nightmare eel[90], Orca (dolphin)[PB], Overmind melusine[145], Phantom lobster[136], Piranha bear[25], Plesioan[176], Qalupalik[179], School of electric eels[91], Scrag (troll)[PB], Selkie [PB4], Slurg[208], Steller sea cow[185], Talilajuk ningen[156], Tidal scavenger[219], Tojanida[PB3], Vilicus oculus[167], Vodyanoi[PB3], Waterhorse (seal)[191], Wereray (lycanthrope)[138]

#### CR 6

Ahuizotl[PB3], Amphian[12], Annis hag[PB3], Beachcomber[23], Brill frog[104], Giant gar[PB2], Glacier toad[PB2], Henodus (dinosaur)[52], Hodag[PB3], Ice elf[98], Jellyfish swarm[PB2], Karkinoi [PB4], Limestone cave jelly[33], Marine snapping turtle[230], Mudlord [PB4], Paratriopsid[170], Qilanappa ningen[155], River giant [PB4], Saltwater merrow[PB2], Sea drake[PB2], Shambling mound[PB], Sinkfish[206], Swan maiden [PB4], Viridian algoid [11], Winter hulk[238], Young harmony (song) dragon[66]

#### CR 7

Aboloth[PB], Abyssal rusalka[180], Amethyst cave jelly [32], Amsinganoi[13], Brain coral[38], Charda[PB2], Chuul[PB], Coelacanth[37], Cryptoclidus (dinosaur)[52], Edestus shark[202], Fiskheim akhlut[10], Giant jellyfish[PB2], Huge ice elemental[PB2], Huge magma elemental[PB2], Huge mud elemental[PB2], Huge sound elemental[94], Huge steam elemental[96], Huge water elemental[PB], Large ship of the damned[204], Marsh titan (sea titan)[195], Nommo[160], Oceanid [PB4], Pelagiartcos[190], Phantasmal frogfish[171], Qallupilluk [PB4], Remorhaz[PB], Shark-eating crab[PB3], Sinkings[207], Sperm whale[236], Sunhunter[216], Titanichthys (placoderm)[175], Walrus (seal)[189], Water naga[PB3], Young black dragon[PB], Young brine (primal) dragon[PB2], Young cacophony (song) dragon[56], Young choral (song) dragon[60], Young hush (song) dragon[68], Zef[240], Zoh[241]

#### CR 8

Agloolik[9], Byakko[30], Cerebral crab[40], Coral shepherd[39], Dire electric eel[91], Drowning devil [PB4], Emperor walrus [PB4], Free-mind melusine[143], Giant octopus[PB], Giant slug[PB], Hydrodaemon (daemon)[PB2], Iku-turso[PB3], Jade cave jelly[33], Marsh giant[PB2], Oceanari[165], Psionic slurg[209], Septapus[200], Taniwhasaurus (dinosaur)[53], Tidal titan (sea titan)[197], Tylosaurus (dinosaur)[PB2], Vigilus oculus[167], Water wraith[239], Wereshark (lycanthrope)[140], Young chant (song) dragon[58], Young crescendo (song) dragon[62], Young melody (song) dragon[70], Young reed (song) dragon[74], Young rhythm (song) dragon[76], Young sea (imperial) dragon[PB3]

#### CR 9

Beryl cave jelly[32], Bubbler[28], Coral golem [PB4], Dire crocodile[PB], Dire shark (megalodon)[PB], Dragon turtle[PB], Dunkleosteus (placoderm)[175], Elbst[93], Giant snapping turtle[PB2], Giant squid[PB], Greater ice elemental[PB2], Greater magma elemental[PB2], Greater mud elemental[PB2], Greater sound elemental[95], Greater steam elemental[96], Greater water elemental[PB], Ice titan (sea titan)[193], Keel turtle[231], Liopleurodon (dinosaur)[52], Marid (genie)[PB], Minion of saloth (demon)[48], Morgoth[151], Nuckelavee[PB3], Plumed serpent[177], Sargassum fiend[PB3], Sebek-ka[198], Source-mind obitu[163], Swamp kraken (squid)[214], Takiyok ningen[157], Tangie[217], Young bronze dragon[PB], Young din(song) dragon[64], Young orchestra(song) dragon[72], Young scream (song) dragon[78]

#### CR 10

Abaia [PB4], Adult harmony (song) dragon[66], Asterak[21], Behemoth hippopotamus[PB2], Dread pirate[85], Galvo [PB4], Ghawwas (div)[PB3], Giant anaconda (snake)[PB2],

Giant flytrap[PB], Mobogo[PB3], Nereid[PB2], Orcoth[168], Piscodaemon (daemon)[PB2], Psionopod[178], Sazae-oni[181], Shonisaurus (dinosaur)[53], Siyokoy[PB3], Steam titan (sea titan)[196], Void fungus[234], Water orm[PB2], Weresquid (lycanthrope)[141], Whale[PB2], Young thunder (song) dragon[80]

#### CR 11

Abyssal titan (sea titan)[192], Adult black dragon[PB], Adult brine (primal) dragon[PB2], Adult cacophony (song) dragon[56], Adult hush (song) dragon[68], Bulonakula[29], Crustaceamid devil[50], Elder ice elemental[PB2], Elder magma elemental[PB2], Elder mud elemental[PB2], Elder sound elemental[95], Elder steam elemental[97], Elder water elemental[PB], Greater carchardian (trueform dire shark)[222], Hezrou demon[PB], Huge ship of the damned[204], Hydrarchos[118], Lukwata[PB3], Pumice golem[110], Sapphire jellyfish[PB3], Thanor[218]

#### CR 12

Adult chant (song) dragon[58], Adult crescendo (song) dragon[62], Adult melody (song) dragon[70], Adult reed (song) dragon[74], Adult rhythm (song) dragon[76], Adult sea (imperial) dragon[PB3], Basilosaurus (megafauna)[PB3], Blue-green worm (purple worm)[PB], Catoblepas[PB2], Cihuateotl[35], Occylathon[164], Omox demon[PB2], Rusalka[PB3], Sea serpent[PB], Vouivre [PB4], Walking vent[235], Werekrocodile (lycanthrope)[137]

#### CR 13

Adult bronze dragon[PB], Adult choral (song) dragon[60], Adult din (song) dragon[64], Adult orchestra (song) dragon[72], Adult scream (song) dragon[78], Akhlut[PB3], Charybdis[PB2], Dire whale[236], Echenis demon[46], Froghemoth[PB], Ice devil[PB], Icebreaker whale[237], Kauila[129], Maelstrom titan (sea titan)[194], Seaweed siren [PB4], Shipwrecker crab[PB3]

#### CR 14

Adult thunder (song) dragon[80], Avenging apsar[16], Great white whale[PB2], Gurrangath[114], Jormungandi demon[47], Meganatantia[142], Ocean giant [PB4], Tizheruk[220]

#### CR 15

Abyssal phoenix[172], Ancient harmony (song) dragon[67], Cetaceal (agathion)[PB2], Death shell jellyfish[122], Eischlange[92], Gargantuan ship of the damned[205], Ice lich[134], Polar kraken[131], Reef golem[111], Sea bonze[PB3]

#### CR 16

Ancient black dragon[PB], Ancient brine (primal) dragon[PB2], Ancient cacophony (song) dragon[57], Ancient hush (song) dragon[69], Fjord linnorm[PB3], Grootslang[PB3], Scylla[PB2]

#### CR 17

Ancient chant (song) dragon[59], Ancient crescendo (song) dragon[63], Ancient melody (song) dragon[71], Ancient reed (song) dragon[75], Ancient rhythm (song) dragon[77], Ancient sea (imperial) dragon[PB3], Bakekujira [PB4]



## CR 18

Ancient bronze dragon[PB], Ancient orchestra (song) dragon[73], Ancient scream (song) dragon[79], Cryoviathan[42], Dakuwaqa[44], Kraken[PB], Water yai (oni)[PB3]

## CR 19

Ancient thunder (song) dragon[81], Deep sea serpent[PB3], Rahab demon[49], Shoggoth[PB]

## CR 20

Ancient choral (song) dragon[61], Ancient din (song) dragon[65], Colossal ship of the damned[205], Leviathan devil[51], Nightwave (nightshade)[PB2], Tarn linnorm[PB], Thalassic behemoth[PB3]

## CR 21+

Aegaeon[8]<CR 22>, Bokrug (great old one) [PB4] <CR 27>, Cetus[34] <CR 24>, Cthulhu (great old one) [PB4] <CR 30>, Dagon (demon lord) [PB4] <CR 28>, Jupervas[124] <CR 23>, Mohir[150] <CR 25>

## Appendix 9: Aquatic Monsters by Terrain

Listed below is the compiled list of aquatic, semi-aquatic, and swamp dwelling monsters from various sources, including this book [page number listed], and Paizo Publishing's PATHFINDER ROLEPLAYING GAME BESTIARY [PB], PATHFINDER ROLEPLAYING GAME BESTIARY 2 [PB2], PATHFINDER ROLEPLAYING GAME BESTIARY 3 [PB3] and PATHFINDER ROLEPLAYING GAME BESTIARY 4 [PB4]. Monsters are listed by aquatic terrain for easy reference. Page numbers are not included for Paizo products to comply with licensing agreements.

### BEACH, COAST, OR SHORELINE

Akhlut[PB3], Archelon (megafauna)[PB3], Barracuda[22], Beachcomber[23], Bogger[26], Brine (primal) dragon[PB2], Bronze dragon[PB], Bubbler[28], Bunyip[PB2], Caiman familiar[100], Capricorn[31], Cerebral crab[40], Coral golem [PB4], Crab familiar[100], Crab swarm[PB], Crescendo (song) dragon[62], Cryptoclidus (dinosaur)[52], Dire merlion (sea cat)[182], Dire otter[169], Dire seal[188], Douseling[55], Draugr[PB2], Dread pirate[85], Drong-foi[86], Echinotee (sea cow)[184], Edestus shark[202], Elbst[93], Elephant seal[188], Emperor walrus [PB4], Fish familiar[101], Fiskheim akhlut[10], Fjord linnorm[PB3], Fuath gremlin[PB3], Ghawwas (div)[PB3], Giant crab[PB], Giant hermit crab[41], Giant leatherback turtle[230], Giant piranha[174], Giant water strider [PB4], Globster[PB3], Green hag[PB], Grindylow[PB2], Grodair[PB3], Gurrangath[114], Halbokian kappa[127], Haniver gremlin [PB4], Helicoprion shark[203], Henodus (dinosaur)[52], Hydrarchos[118], Hydrurgan (trueform leopard seal)[227], Kairuku[126], Karkanak[128], Karkinoi [PB4], Kauila[129], Kelpie[PB2], Krithkakra[132], Leopard seal[188], Liopleurodon (dinosaur)[52], Manatee (sea cow)[184], Marine snapping turtle[230], Merfolk[PB], Moat monkey[148], Morganite nucklavee[161], Nanoqaluk bear[24], Nereid[PB2], Nucklavee[PB3], Nycar [PB4], Ocean giant [PB4], Oceanid [PB4], Orcoth[168], Pelagiartcos[190], Piranha bear[25], Plesioan[176], Pumice golem[110], Reef drake[83], Reef golem[111], Reefclaw[PB2], Rusalka[PB3], Saltwater

merrow[PB2], School of electric eels[91], School of piranha[174], School of stingrays[215], Scrag (troll)[PB], Scylla[PB2], Sea (imperial) dragon[PB3], Sea bonze[PB3], Sea cat [PB4], Sea drake[PB2], Sea hog[187], Sea lion (seal)[189], Sea otter[169], Sea snake familiar[102], Seal[188], Seaweed leshy[PB3], Seaweed siren [PB4], Selkie [PB4], Shipwrecker crab[PB3], Shonisaurus (dinosaur)[53], Snail familiar[102], Soak bug[212], Solenosiren[185], Steller sea cow[185], Sunhunter[216], Tangie[217], Taniwhasaurus (dinosaur)[53], Tern familiar [103], Tidal scavenger[219], Tizheruk[220], Turtle familiar[103], Tylosaurus (dinosaur)[PB2], Walrus [PB4], Walrus (seal)[189], Water strider nymph [PB4], Water yai (oni)[PB3], Werecrocodile (lycanthrope)[137], Werecrocodile (lycanthrope) [PB4], Wereray (lycanthrope)[138], Wereseal (lycanthrope)[139], Wereshark (lycanthrope)[140], Wereshark (lycanthrope) [PB4], Weresquid (lycanthrope)[141], Zef[240]

### COLD OR ARCTIC WATERS

Agloolik[9], Akhlut[PB3], Annis hag[PB3], Atshen ningen[154], Brother of frost[27], Bunyip[PB2], Charda[PB2], Cryoviathan[42], Crystolix[43], Dire seal[188], Eischlange[92], Elephant seal[188], Emperor walrus [PB4], Fantail seal[190], Fiskheim akhlut[10], Fjord linnorm[PB3], Freezing flow [PB4], Glacier toad[PB2], Hush (song) dragon[68], Hydrurgan (trueform leopard seal)[227], Ice devil[PB], Ice elemental[PB2], Ice elf[98], Ice lich[134], Ice mephit[PB], Ice titan (sea titan)[193], Icebreaker whale[237], Kairuku[126], Leopard seal[188], Lochgelly selkie[199], Megalotaria (seal)[191], Nanoqaluk bear[24], Orca (dolphin)[PB], Orchestra (song) dragon[72], Orcoth[168], Pelagiartcos[190], Polar kraken[131], Qallupilluk [PB4], Qalupalik[179], Qilanappa ningen[155], Remorhaz[PB], Sea lion (seal)[189], Seal[188], Selkie [PB4], Shoggoth[PB], Squawk[213], Steller sea cow[185], Sunhunter[216], Takiyok ningen[157], Talilajuk ningen[156], Thanor[218], Tizheruk[220], Walrus (seal)[189], Walrus [PB4], Waterhorse (seal)[191], Wereseal (lycanthrope)[139], Winter hulk[238]

### GROTTO, SUBMERGED CAVERN, OR AQUATIC TUNNELS

Aboleth[PB], Amethyst cave jelly [32], Austorian dwarf[88], Beryl cave jelly[32], Brill frog[104], Chant (song) dragon[58], Din (song) dragon[64], Giant moray eel[PB], Grotto hulk[113], Jade cave jelly[33], Limestone cave jelly[33], Nycar [PB4], Psionopod[178], Rhythm (song) dragon[76], Sinkfish[206], Skum (ulat-kini)[PB], Source-mind obitu[163], Squid imp[120], Tunneler (dragonfly nymph)[82], Water naga[PB3], Zoh[241]

### ICE FLOW, COASTAL GLACIER, OR ICEBERG

Agloolik[9], Akhlut[PB3], Brother of frost[27], Cryoviathan[42], Crystolix[43], Emperor walrus [PB4], Fiskheim akhlut[10], Freezing flow [PB4], Glacier toad[PB2], Hydrurgan (trueform leopard seal)[227], Ice devil[PB], Ice elf[98], Ice lich[134], Ice mephit[PB], Ice titan (sea titan)[193], Lochgelly selkie[199], Polar kraken[131], Qallupilluk [PB4], Qalupalik[179], Selkie [PB4], Squawk[213], Sunhunter[216], Thanor[218], Walrus [PB4], Walrus (seal)[189], Winter hulk[238]

### KELP FOREST, SARGASSUM MAT, OR MANGROVE COAST

Harmony (song) dragon[66], Merlion (sea cat)[182], Reed (song) dragon[74], Sargassum fiend[PB3], Seaweed siren [PB4], Viridian algoid [11], Viridian naiad[153]

### INLAND LAKE, RIVER, OR POND

Abaia [PB4], Ahuizotl[PB3], Alpluachra [PB4], Battle toad[105], Battle woggart[106], Behemoth hippopotamus[PB2], Cacophony (song) dragon[56], Cerulean dragonfly nymph[82], Crocodile[PB], Diplocaulus[54], Dire crocodile[PB], Dire otter[169], Dwarf battle woggart[106], Electric eel[PB], Freshwater merrow[PB2], Frog familiar[101], Gar[PB2], Giant anaconda (snake)[PB2], Giant dragonfly nymph[PB2], Giant frog[PB], Giant gar[PB2], Giant leech[PB], Giant snapping turtle[PB2], Giant water strider [PB4], Grootslang[PB3], Hippopotamus[PB2], Kappa[PB3], Kelpie[PB2], Koi-man[130], Leech swarm[PB], Lukwata[PB3], Muskrat familiar [102], Nixie[PB3], Pigeon toad[105], Piranha bear[25], Poison frog[PB], Purple Peeper[105], Riding woggart[106], River drake[PB3], River giant [PB4], Rusalka[PB3], Scrag (troll)[PB], Sea otter[169], Snapping turtle[PB2], Snell[211], Swamp kraken (squid)[214], Swamp nixie[159], Swan maiden [PB4], Tarn linnorm[PB], Tojanida[PB3], Trumpeter Swan [PB4], Turtle familiar[103], Vodnik[233], Vodyanoi[PB3], Voonith[PB3], Vouivre [PB4], Water orm[PB2], Water strider nymph [PB4]

### OPEN SEA (DAYLIGHT ZONE)

Adaro[PB3], Aegaeon[8], Amphian[12], Apsara[17], Archelon (megafauna)[PB3], Architeuthian[18], Atshen ningen[154], Bakekujira [PB4], Barracuda[22], Basilosaurus (megafauna)[PB3], Bokrug (great old one) [PB4], Bull shark [PB4], Bulonakula[29], Capricorn[31], Carchardian (trueform shark)[228], Cecaelia[PB3], Cetaceal (agathion)[PB2], Cetus[34], Charybdis[PB2], Choral (song) dragon[60], Cihuateotl[35], Crinus demon[45], Cryoviathan[42], Cryptoclidus (dinosaur)[52], Cthulhu (great old one) [PB4], Cuttlefish familiar[100], Dagon (demon lord) [PB4], Dakuwaqa[44], Death's head jellyfish[PB3], Delphin (trueform dolphin)[223], Dire barracuda[22], Dire electric eel[91], Dire lamprey[133], Dire shark (megalon)[PB], Dire stingray[215], Dire whale[236], Dolphin[PB], Douseling[55], Dragon turtle[PB], Dread pirate[85], Drong-foi[86], Drowning devil [PB4], Dunkleosteus (placoderm)[175], Edestus shark[202], Eischlange[92], Elder thing [PB4], Electric eel[PB], Fantail seal[190], Fish familiar[101], Fuath gremlin[PB3], Galvo [PB4], Genai[108], Ghawwas (div)[PB3], Giant jellyfish[PB2], Giant leatherback turtle[230], Giant lobster[136], Giant octopus[PB], Giant seahorse [PB4], Giant squid[PB], Globster[PB3], Goliath jellyfish[123], Great white shark [PB4], Great white whale[PB2], Greater carchardian (trueform dire shark)[222], Grodair[PB3], Guardcat (sea cat)[182], Halbokian kappa[127], Harmony (song) dragon[66], Helicoprion shark[203], Henodus (dinosaur)[52], Hippocampus[PB2], Hippocantes[117], Hydrarchos[118], Hydrodaemon (daemon)[PB2], Icebreaker whale[237], Iku-turso[PB3], Incutilis [PB4], Ixarc (trueform ray)[226], Jellyfish familiar[101], Jellyfish swarm[PB2], Jupervas[124], Kai-liao[125], Karkinoi [PB4], Keel turtle[231], Killer seahorse [PB4], Kraken[PB], Leviathan devil[51], Liopleurodon (dinosaur)[52], Locathah[PB2], Low-mind melusine[144], Maelstrom titan (sea titan)[194], Manta ray[PB2], Marid (genie)[PB],

Maulhead shark[203], Megalotaria (seal)[191], Meganatantia[142], Melody (song) dragon[70], Merfolk[PB], Merkoth[146], Mindshrimp swarm[147], Nereid[PB2], Nightmare eel[90], Nightwave (nightshade)[PB2], Ningyo [PB4], Oceanari[165], Ocean giant [PB4], Oceanid [PB4], Octopus[PB], Orca (dolphin)[PB], Orchestra(song) dragon[72], Overmind melusine[145], Paratriopsid[170], Piscan[173], Piscodaemon (daemon)[PB2], Plesioan[176], Psionic slurg[209], Pumice golem[110], Qilanappa ningen[155], Reef drake[83], Reef horse (hippocampus)[116], Rahab demon[49], Remora imp[119], Riding cat (sea cat)[183], Sahuagin[PB], Saltwater merrow[PB2], Sapphire jellyfish[PB3], Sargassum fiend[PB3], Sazae-oni[181], School of jellyfish[123], School of lamprey[133], School of squid[214], School of stingrays[215], scylla[PB2], Sea (Imperial) Dragon[PB3], Sea bonze[PB3], Sea drake[PB2], Sea elf[99], Sea hag[PB], Sea pony (hippocampus)[116], Sea serpent[PB], Seafolk[186], Seaweed leshy[PB3], Septapus[200], Shaper architeuthian [19], Sharg[201], Shark[PB], Shark-eating crab[PB3], Shazalarian triton[221], Ship of the damned[204], Shonisaurus (dinosaur)[53], Sinklings[207], Slurg[208], Snag[210], Sound elemental[94], Sperm whale[236], Squid[PB], Stingray[PB2], Takiyok ningen[157], Taniwhasaurus (dinosaur)[53], Thalassic asrai[20], Thalassic behemoth[PB3], Thunder (song) dragon[80], Tidal titan (sea titan)[197], Titanichthys (placoderm)[175], Tojanida[PB3], Triton[PB2], Undine[PB2], Void fungus[234], Water elemental[PB], Water mephitis[PB], Water naga[PB3], Water wraith[239], Water yai (oni)[PB3], Waterhorse (seal)[191], Wereray (lycanthrope)[138], Wereshark (lycanthrope)[140], Wereshark (lycanthrope) [PB4], Whale[PB2]

### DEEP SEA, ABYSSAL DEPTHS, OR MIDNIGHT ZONE

Abyssal phoenix[172], Abyssal rusalka[180], Abyssal titan (sea titan)[192], Aquatic obitu[162], Asterak[21], Blue-green Worm (purple worm)[PB], Bokrug (great old one) [PB4], Byakko[30], Ceratioidi[PB3], Charda[PB2], Coelacanth[37], Crustaceamid devil[50], Crystal ooze (grey ooze)[PB], Cthulhu (great old one) [PB4], Dagon (demon lord) [PB4], Dakuwaqa[44], Death shell jellyfish[122], Deep drow[87], Deep sea serpent[PB3], Devilfish[PB2], Din(song) dragon[64], Dire viperfish[232], Echenis demon[46], Echinn[89], Elder thing [PB4], Estrel (trueform starfish)[229], Galvo [PB4], Giant hagfish[115], Giant squid[PB], Goblin shark[202], Goggayya[109], Grandfather worm[112], Hagfish swarm[115], Hush (song) dragon[68], Iku-turso[PB3], Incutilis [PB4], Jormungandi demon[47], Jupervas[124], Kraken[PB], Lacedon (ghoul)[PB], Minion of saloth (demon)[48], Mohir[150], Nommo[160], Occylathon[164], Phantasmal frogfish[171], Piscodaemon (daemon)[PB2], Plumed serpent[177], Psionopod[178], Sahuagin[PB], Scavenger drake[84], Sinkfish[206], Siyokoy[PB3], Skum (ulat-kini)[PB], Source-mind obitu[163], Squid imp[120], Stygian imp[121], Viden oculus[166], Vigilus oculus[167], Vilicus oculus[167], Walking vent[235], Zoh[241]



## CORAL REEF

Adaro[PB3], Benthic naga[152], Brain coral[38], Calcified skeleton[38], Choral (song) dragon[60], Cindarian[36], Coral golem [PB4], Coral shepherd[39], Echinotee (sea cow)[184], Giant moray eel[PB], Giant sea anemone[PB3], Giant seahorse [PB4], Killer seahorse [PB4], Locathah[PB2], Octopus[PB], Reef golem[111], Reefclaw[PB2], Siyokoy[PB3], Starfish familiar[103], Triton[PB2]

## SHALLOW SEABED OR BENTHIC ZONE

Amsinganoi[13], Benthic naga[152], Blue-green Worm (purple worm)[PB], Brill frog[104], Crab familiar[100], Crab swarm[PB], Crystal ooze (grey ooze)[PB], Giant crab[PB], Giant dragonfly nymph[PB2], Giant hagfish[115], Giant hermit crab[41], Giant lobster[136], Giant sea anemone[PB3], Grindylow[PB2], Hagfish swarm[115], Mud elemental[PB2], Nightmare eel[90], Omox demon[PB2], Ooze mephit[PB], Phantasmal frogfish[171], Psionic slurg[209], Shark-eating crab[PB3], Shipwrecker crab[PB3], Slurg[208], Snail familiar[102], Starfish familiar[103], Steam titan (sea titan)[196], Stingray[PB2], Tunneler (dragonfly nymph)[82]

## SWAMP, MARSH, OR BAYOU

Ahuizotl[PB3], Alpluachra [PB4], Amphibian Anumi [14], Annis hag[PB3], Battle toad[105], Battle woggart[106], Black dragon[PB], Bog nixie[PB3], Boggard[PB], Bogger[26], Cacophony (song) dragon[56], Caiman familiar[100], Catoblepas[PB2], Cerulean dragonfly nymph[82], Chuul[PB], Crocodile[PB], Diplocaulus[54], Dire crocodile[PB], Dwarf battle woggart[106], Frog familiar[101], Froghemoth[PB], Frogodile[107], Giant anaconda (snake)[PB2], Giant flytrap[PB], Giant frog[PB], Giant leech[PB], Giant slug[PB], Giant snapping turtle[PB2], Giant toad[PB2], Green hag[PB], Grippli[PB2], Hezrou demon[PB], Hodag[PB3], Hydra[PB], Hydrodaemon (daemon)[PB2], Leech swarm[PB], Lizardfolk[PB], Lukwata[PB3], Marine snapping turtle[230], Marsh giant[PB2], Marsh titan (sea titan)[195], Mobogo[PB3], Mogogol[149], Morgoth[151], Mud elemental[PB2], Mudlord [PB4], Muskrat familiar [102], Nuckelavee[PB3], Omox demon[PB2], Ooze mephit[PB], Pigeon toad[105], Poison frog[PB], Purple Peeper[105], Reptile Anumi[15], Riding woggart[106], School of electric eels[91], Sea snake familiar[102], Sebek-ka[198], Shambling mound[PB], Slurk[PB2], Snapping turtle[PB2], Snell[211], Soak bug[212], Swamp kraken (squid)[214], Swamp nixie[159], Swan maiden [PB4], Tarn linnorm[PB], Tentamort[PB2], Trumpeter Swan [PB4], Viridian algoid [11], Vodnik[233], Vodyanoi[PB3], Voonith[PB3], Werecrocodile (lycanthrope) [PB4]

## TROPICAL WATERS

Abaia [PB4], Behemoth hippopotamus[PB2], Benthic naga[152], Bubbler[28], Cecaelia[PB3], Cerebral crab[40], Chant (song) dragon[58], Crescendo (song) dragon[62], Cuttlefish familiar[100], Dire merlion (sea cat)[182], Dire stingray[215], Elbst[93], Frogodile[107], Giant piranha[174], Grippli[PB2], Grootslang[PB3], Gurrangath[114], Hippopotamus[PB2], Kauila[129], Keel turtle[231], Krithkakra[132], Marsh titan (sea titan)[195], Maulhead shark[203], Merlion (sea cat)[182], Moat monkey[148], Morgoth[151], Ningyo [PB4], Phantom

lobster[136], Reed (song) dragon[74], Reptile Anumi[15], Rhythm (song) dragon[76], School of piranha[174], Scream (song) dragon[78], Sea cat [PB4], Septapus[200], Solenosiren[185], Tidal scavenger[219], Tidal titan (sea titan)[197], Tylosaurus (dinosaur)[PB2], Werecrocodile (lycanthrope)[137]

## TWILIGHT ZONE

Abyssal phoenix[172], Abyssal titan (sea titan)[192], Bulonakula[29], Byakko[30], Ceratoidi[PB3], Coelacanth[37], Death shell jellyfish[122], Death's head jellyfish[PB3], Deep sea serpent[PB3], Deepwater nixie[158], Devilfish[PB2], Dire electric eel[91], Dire shark (megalodon)[PB], Dunkleosteus (placoderm)[175], Free-mind melusine[143], Giant jellyfish[PB2], Giant octopus[PB], Goblin shark[202], Goggayya[109], Goliath jellyfish[123], Jellyfish familiar[101], Jellyfish swarm[PB2], Low-mind melusine[144], Medusian (trueform jellyfish)[224], Meganatantia[142], Melody (song) dragon[70], Mindshrimp swarm[147], Occylathon[164], Oceanari[165], Overmind melusine[145], Paratriopsid[170], Phantom lobster[136], Plumed serpent[177], Sapphire jellyfish[PB3], Scavenger drake[84], School of jellyfish[123], School of squid[214], Sea hag[PB], Shark[PB], Sinkings[207], Squibbon (trueform octopus)[225], Squid[PB], Thalassic behemoth[PB3], Thunder (song) dragon[80], Titanichthys (placoderm)[175], Void fungus[234], Weresquid (lycanthrope)[141]

## COASTAL OR AQUATIC SETTLEMENT (DAYLIGHT ZONE)

Agloolik[9], Amphian[12], Amphibian Anumi [14], Apsara[17], Avenging apsar[16], Brother of frost[27], Carchardian (trueform shark)[228], Cindarian[36], Crystolix[43], Deepwater nixie[158], Delphin (trueform dolphin)[223], Free-mind melusine[143], Genai[108], Guardcat (sea cat)[182], Ice elf[98], Ixarc (trueform ray)[226], Kai-lio[125], Karkanak[128], Koi-man[130], Lochgelly selkie[199], Medusian (trueform jellyfish)[224], Merkoth[146], Mogogol[149], Nommo[160], Piscean[173], Reef horse (hippocampus)[116], Reptile Anumi[15], Riding cat (sea cat)[183], Sea elf[99], Sea hog[187], Sea pony (hippocampus)[116], Seafolk[186], Sebek-ka[198], Shazalarian triton[221], Squawk[213], Squibbon (trueform octopus)[225], Talilajuk ningen[156], Thalassic asrai[20], Thanor[218], Undine[PB2], Viridian naiad[153], Zeff[240]

## UNDERDEEP SETTLEMENT (MIDNIGHT ZONE)

Aboleth[PB], Abyssal rusalka[180], Aquatic obitu[162], Architeuthian[18], Asterak[21], Austorian dwarf[88], Deep drow[87], Echinn[89], Estrel (trueform starfish)[229], Shaper architeuthian [19], Viden oculus[166], Vigilus oculus[167], Vilicus oculus[167]

## SHIPWRECK OR SUBMERGED RUINS

Amsinganoi[13], Cihuateotl[35], Draugr[PB2], Kapoacinth (gargoyle)[PB], Lacedon (ghoul)[PB], Sharg[201], Ship of the damned[204], Snag[210], Water wraith[239]

## VOLCANIC VENT

Boil crab[41], Magma elemental[PB2], Scream (song) dragon[78], Steam elemental[96], Steam mephit[PB], Steam titan (sea titan)[196], Walking vent[235]

## Appendix 10: Aquatic Monsters by Type

Listed below is the compiled list of aquatic, semi-aquatic, and swamp dwelling monsters from various sources, including this book [page number listed], and Paizo Publishing's PATHFINDER ROLEPLAYING GAME BESTIARY [PB], PATHFINDER ROLEPLAYING GAME BESTIARY 2 [PB2], PATHFINDER ROLEPLAYING GAME BESTIARY 3 [PB3] and PATHFINDER ROLEPLAYING GAME BESTIARY 4 [PB4]. Monsters are listed by type for easy reference. Page numbers are not included for Paizo products to comply with licensing agreements.

### ABERRATION

Aboleth[PB], Amsinganoi[13], Beachcomber[23], Cerebral crab[40], Charybdis[PB2], Chuul[PB], Cthulhu (great old one) [PB4], Dakuwaqa[44], Douseling[55], Elder thing [PB4], Froghemoth[PB], Grandfather worm[112], Grindylow[PB2], Gurrangath[114], Iku-turso[PB3], Incutlis [PB4], Mohir[150], Morgoth[151], Occylathon[164], Oceanari[165], Psionic slurg[209], Psionopod[178], Reefclaw[PB2], Scylla[PB2], Siyokoy[PB3], Slurg[208], Squid imp[120], Tentamort[PB2], Viden oculus[166], Vigilus oculus[167], Vilicus oculus[167], Void fungus[234], Water naga[PB3], Zoh[241]

### ANIMAL

Archelon (megafauna)[PB3], Barracuda[22], Basilosaurus (megafauna)[PB3], Battle toad[105], Battle woggart[106], Behemoth hippopotamus[PB2], Bull shark [PB4], Byakko[30], Caiman familiar[100], Coelacanth[37], Crocodile[PB], Cryptoclidus (dinosaur)[52], Cuttlefish familiar[100], Diplocaulus[54], Dire barracuda[22], Dire crocodile[PB], Dire electric eel[91], Dire lamprey[133], Dire merlion (sea cat)[182], Dire otter[169], Dire seal[188], Dire shark (megalodon)[PB], Dire stingray[215], Dire viperfish[232], Dire whale[236], Dolphin[PB], Drongfoi[86], Dunkleosteus (placoderm)[175], Dwarf battle woggart[106], Echinotee (sea cow)[184], Edestus shark[202], Electric eel[PB], Elephant seal[188], Emperor walrus [PB4], Fantail seal[190], Fish familiar[101], Fiskheim akhlut[10], Frog familiar[101], Frogodile[107], Gar[PB2], Giant anaconda (snake)[PB2], Giant frog[PB], Giant gar[PB2], Giant hagfish[115], Giant leatherback turtle[230], Giant moray eel[PB], Giant octopus[PB], Giant piranha[174], Giant seahorse [PB4], Giant snapping turtle[PB2], Giant squid[PB], Giant toad[PB2], Goblin shark[202], Great white shark [PB4], Great white whale[PB2], Guardcat (sea cat)[182], Hagfish swarm[115], Helicoprion shark[203], Henodus (dinosaur)[52], Hippopotamus[PB2], Icebreaker whale[237], Kairuku[126], Killer seahorse [PB4], Keel turtle[231], Leopard seal[188], Liopleurodon (dinosaur)[52], Manatee (sea cow)[184], Manta ray[PB2], Marine snapping turtle[230], Maulhead shark[203], Megalotaria (seal)[191], Merlion (sea cat)[182], Muskrat familiar [102], Nanoqaluk bear[24], Octopus[PB], Orca (dolphin)[PB], Pelagiartcos[190], Pigeon toad[105], Poison frog[PB], Purple Peeper[105], Reef horse (hippocampus)[116], Riding cat (sea cat)[183], Riding woggart[106], School of electric eels[91], School of

piranha[174], School of squid[214], School of stingrays[215], Sea hog[187], Sea lion (seal)[189], Sea otter[169], Sea pony (hippocampus)[116], Sea snake familiar[102], Seal[188], Septapus[200], Shark[PB], Shonisaurus (dinosaur)[53], Snapping turtle[PB2], Solenosiren[185], Sperm whale[236], Squid[PB], Steller sea cow[185], Stingray[PB2], Swamp kraken (squid)[214], Taniwhasaurus (dinosaur)[53], Tern familiar [103], Titanichthys (placoderm)[175], Trumpeter Swan [PB4], Turtle familiar[103], Tylosaurus (dinosaur)[PB2], Walrus [PB4], Walrus (seal)[189], Waterhorse (seal)[191], Whale[PB2]

### CONSTRUCT

Coral golem [PB4], Hydrarchos[118], Pumice golem[110], Reef golem[111], Winter hulk[238]

### DRAGON

Black dragon[PB], Brine (primal) dragon[PB2], Bronze dragon[PB], Cacophony (song) dragon[56], Chant (song) dragon[58], Choral (song) dragon[60], Crescendo (song) dragon[62], Din (song) dragon[64], Dragon turtle[PB], Fjord linnorm[PB3], Harmony (song) dragon[66], Hush (song) dragon[68], Melody (song) dragon[70], Nycar [PB4], Orchestra (song) dragon[72], Reed (song) dragon[74], Reef drake[83], Rhythm (song) dragon[76], River drake[PB3], Scavenger drake[84], Scream (song) dragon[78], Sea (imperial) dragon[PB3], Sea drake[PB2], Tarn linnorm[PB], Thunder (song) dragon[80]

### FEY

Alpluachra [PB4], Bog nixie[PB3], Fuath gremlin[PB3], Haniver gremlin [PB4], Kelpie[PB2], Morganite nucklavee[161], Nereid[PB2], Nixie[PB3], nuckelavee[PB3], Oceanid [PB4], Qalupalik[179], Rusalka[PB3], Swamp nixie[159], Swan maiden [PB4], Tangie[217], Vodnik[233]

### HUMANOID

Abyssal rusalka[180], Abyssal titan (sea titan)[192], Agloolik[9], Amphian[12], Amphibian Anumi [14], Aquatic obitu[162], Asterak[21], Atshen ningen[154], Austorian dwarf[88], Benthic naga[152], Boggard[PB], Bogger[26], Cindarian[36], Crystolix[43], Deep drow[87], Deepwater nixie[158], Echinn[89], Free-mind melusine[143], Freshwater merrow[PB2], Genai[108], Grippli[PB2], Ice elf[98], Ice titan (sea titan)[193], Kai-lio[125], Karkanak[128], Koi-man[130], Lizardfolk[PB], Locathah[PB2], Lochgelly selkie[199], Low-mind melusine[144], Maelstrom titan (sea titan)[194], Marsh giant[PB2], Marsh titan (sea titan)[195], Merfolk[PB], Merkoth[146], Mogogol[149], Nommo[160], Ocean giant [PB4], Overmind melusine[145], Piscean[173], Qilanappa ningen[155], Reptile Anumi[15], River giant [PB4], Saltwater merrow[PB2], Scrag (troll)[PB], Sea elf[99], Seafolk[186], Sebek-ka[198], Shazalarian triton[221], Snell[211], Squawk[213], Steam titan (sea titan)[196], Takiyok ningen[157], Talilajuk ningen[156], Thalassic asrai[20], Thanor[218], Tidal titan (sea titan)[197],



Viridian naiad[153], Werecrocodile (lycanthrope)[137], Werecrocodile (lycanthrope) [PB4], Wereray (lycanthrope)[138], Wereseal (lycanthrope) [139], Wereshark (lycanthrope)[140], Wereshark (lycanthrope) [PB4], Weresquid (lycanthrope)[141], Zef[240]

#### MAGICAL BEAST

Abaia [PB4], Abyssal phoenix[172], Ahuizotl[PB3], Akhlut[PB3], Blue-green Worm (purple worm)[PB], Bokrug (great old one) [PB4], Bubbler[28], Bulonakula[29], Bunyip[PB2], Capricorn[31], Carchardian (trueform shark)[228], Catoblepas[PB2], Cryoviathan[42], Deep sea serpent[PB3], Dolphin (trueform dolphin)[223], Devilfish[PB2], Eischlange[92], Elbst[93], Estrel (trueform starfish)[229], Galvo [PB4], Glacier toad[PB2], Greater carchardian (trueform dire shark)[222], Grodair[PB3], Grootslang[PB3], Grotto hulk[113], Hippocampus[PB2], Hodag[PB3], Hydra[PB], Hydrurgan (trueform leopard seal)[227], Ixarc trueform ray)[226], Jupervas[124], Kauila[129], Kraken[PB], Lukwata[PB3], Medusian (trueform jellyfish)[224], Mobogo[PB3], Nightmare eel[90], Orcoth[168], Phantasmal frogfish[171], Phantom lobster[136], J, Piranha bear[25], Plumed serpent[177], Polar kraken[131], Remora imp[119], Remorhaz[PB], Sea cat [PB4], Sea serpent[PB], Seaweed siren [PB4], Sinkfish[206], Slurk[PB2], Squibbon (trueform octopus)[225], Sunhunter[216], Thalassic behemoth[PB3], Tidal scavenger[219], Tizheruk[220], Voonith[PB3], Water orm[PB2]

#### MONSTROUS HUMANOID

Adaro[PB3], Annis hag[PB3], Architeuthian[18], Cecaelia[PB3], Ceratoidi[PB3], Charda[PB2], Goggayya[109], Green hag[PB], Halbokian kappa[127], Kapoacanth (gargoyle)[PB], Kappa[PB3], Karkinoi [PB4], Krithkakra[132], Moat monkey[148], Ningyo [PB4], Plesioan[176], Qallupilluk [PB4], Sahuagin[PB], Sea hag[PB], Selkie [PB4], Shaper architeuthian [19], Sharg[201], Skum (ulat-kini)[PB], Vodyanoi[PB3], Vouivre [PB4]

#### OOZE

Crystal ooze (grey ooze)[PB], Freezing flow [PB4], Globster[PB3], Shoggoth[PB]

#### OUTSIDER

Aegaeon[8], Amethyst cave jelly [32], Apsara[17], Avenging apsar[16], Beryl cave jelly[32], Brill frog[104], Brother of frost[27], Cetaceal (agathion)[PB2], Cetus[34], Crinus demon[45], Crustaceamid devil[50], Dagon (demon lord) [PB4], Drowning devil [PB4], Echenis demon[46], Ghawwas (div)[PB3], Hezrou demon[PB], Hippocantes[117], Hydrodaemon (daemon)[PB2], Ice devil[PB], Ice elemental[PB2], Ice mephit[PB], Jade cave jelly[33], Jormungandi demon[47], Leviathan devil[51], Limestone cave jelly[33], Magma

elemental[PB2], Marid (genie)[PB], Minion of saloth (demon)[48], Mud elemental[PB2], Mudlord [PB4], Omox demon[PB2], Ooze mephit[PB], Piscodaemon (daemon)[PB2], Rahab demon[49], Sazae-oni[181], Sound elemental[95], Steam elemental[97], Steam mephit[PB], Stygian imp[121], Tojanida[PB3], Triton[PB2], undine[PB2], Walking vent[235], Water elemental[PB], Water mephit[PB], Water yai (oni)[PB3]

#### PLANT

Brain coral[38], Coral shepherd[39], Giant flytrap[PB], Sargassum fiend[PB3], Seaweed leshy[PB3], Shambling mound[PB], Source-mind obitu[163], Viridian algoid [11]

#### PSIONIC

Amphian[12], Apsara[17], Avenging apsar[16], Benthic naga[152], Brain coral[38], Brill frog[104], Cerebral crab[40], Chant (song) dragon[58], Dakuwaqa[44], Free-mind melusine[143], Low-mind melusine[144], Medusian (trueform jellyfish)[224], Merkoth[146], Mindshrimp swarm[147], Nightmare eel[90], Oceanari[165], Overmind melusine[145], Plesioan[176], Psionic slurg[209], Psionopod[178], Shaper architeuthian [19], Snell[211], Source-mind obitu[163], Thalassic asrai[20], Tidal scavenger[219], Zef[240], Zoh[241]

#### UNDEAD

Bakekujira [PB4], Calcified skeleton[38], Cihuateotl[35], Draugr[PB2], Dread pirate[85], Ice lich[134], Lacedon (ghoul)[PB], Nightwave (nightshade)[PB2], Sea bonze[PB3], Ship of the damned[205], Sinklings[207], Snag[210], Water wraith[239]

#### VERMIN

Boil crab[41], Cerulean dragonfly nymph[82], Crab familiar[100], Crab swarm[PB], Death shell jellyfish[122], Death's head jellyfish[PB3], Giant crab[PB], Giant dragonfly nymph[PB2], Giant hermit crab[41], Giant jellyfish[PB2], Giant leech[PB], Giant lobster[136], Giant sea anemone[PB3], Giant slug[PB], Giant water strider [PB4], Goliath jellyfish[123], Jellyfish familiar[101], Jellyfish swarm[PB2], Leech swarm[PB], Meganatantia[142], Mindshrimp swarm[147], Paratriopsid[170], Sapphire jellyfish[PB3], School of jellyfish[123], School of lamprey[133], Shark-eating crab[PB3], Shipwrecker crab[PB3], Snail familiar[102], Soak bug[212], Starfish familiar[103], Tunneler (dragonfly nymph)[82], Water strider nymph [PB4]

## Appendix 11: Aquatic Animal Companions

Base animals can be found in this book [page number listed], Paizo Publishing's PATHFINDER ROLEPLAYING GAME BESTIARY [PB], PATHFINDER ROLEPLAYING GAME BESTIARY 2 [PB2] or PATHFINDER ROLEPLAYING GAME BESTIARY 3 [PB3]. They are listed here for quick reference.

### Archelon Companions [PB3]

**Starting Statistics:** Size Medium; Speed 15 ft., swim 50 ft.; AC +10 natural armor; Attack bite (1d6); Ability Scores Str 8, Dex 10, Con 9, Int 2, Wis 13, Cha 6; Special Qualities low-light vision, hold breath, scent.

**7th-Level Advancement:** Size Large; AC +2 natural armor; Attack bite (1d8), Ability Scores Str +8, Dex -2, Con +4

### Barracuda Companions [22]

**Starting Statistics:** Size Small; Speed swim 80 ft.; AC +1 natural armor; Attack bite (1d6); Ability Scores Str 10, Dex 15, Con 12, Int 2, Wis 14, Cha 6; Special Qualities low-light vision.

**4th-Level Advancement:** Size Medium; Attack bite (1d8); Ability Scores Str +2, Con +2.

### Basilosaurus Companions [PB3]

**Starting Statistics:** Size Medium; Speed swim 40 ft.; AC +1 natural armor; Attack bite (1d4), tail slap (1d4); Ability Scores Str 11, Dex 14, Con 12, Int 2, Wis 14, Cha 6; Special Qualities low-light vision, hold breath.

**7th-Level Advancement:** Size Large; AC +2 natural armor; Attack bite (1d6), tail slap (1d6); Ability Scores Str +8, Dex -2, Con +4; Special Qualities blindsense 60 ft.

### Byakko Companions [30]

**Starting Statistics:** Size Medium; Speed swim 30 ft.; AC +1 natural armor; Attack bite (1d6), 2 claws (1d4); Ability Scores Str 14, Dex 24, Con 13, Int 2, Wis 12, Cha 11; Special Attacks dazzle, rake; Special Qualities darkvision, scent

**7th Level Advancement:** Size Large; AC +2 natural armor; Speed swim 50 ft.; Attack bite(1d8), 2 claws (2d4); Ability Scores Str +6, Con +4; Special Attacks dazzle, pounce, rake

### Constrictor Snake Companions [PB]

**Starting Statistics:** Size Medium; Speed 20 ft., climb 20 ft., swim 20 ft.; AC +2 natural armor; Attack bite (1d3); Ability Scores Str 15, Dex 17, Con 13, Int 1, Wis 12, Cha 2; Special Attacks grab; Special Qualities amphibious (lunged), scent.

**4th-Level Advancement:** Size Large; AC +1 natural armor; Attack bite (1d4); Ability Scores Str +8, Dex -2, Con +4; Special Attacks constrict 1d4

### Crocodile (or Alligator) Companions [PB]

**Starting Statistics:** Size Small; Speed 20 ft., swim 30 ft.; AC +4 natural armor; Attack bite (1d6); Ability Scores Str 15, Dex 14, Con 15, Int 1, Wis 12, Cha 2; Special Qualities amphibious (lunged), low-light vision.

**4th-Level Advancement:** Size Medium; Attack bite (1d8) or tail slap (1d12); Ability Scores Str +4, Dex -2, Con +2; Special Attacks death roll, grab, sprint

### Dinosaur (Glasmosaurus) Companions [PB]

**Starting Statistics:** Size Medium; Speed 20 ft., swim 50 ft.; AC +2 natural armor; Attack bite (1d8); Ability Scores Str 10, Dex 18, Con 12, Int 2, Wis 13, Cha 9; Special Qualities low-light vision, scent.

**4th-Level Advancement:** Size Large; AC +3 natural armor; Attack bite (2d6); Ability Scores Str +8, Dex -2, Con +4.

### Dolphin (or Porpoise) Companions [PB]

**Starting Statistics:** Size Medium; Speed swim 80 ft.; AC +1 natural armor; Attack slam (1d4); Ability Scores Str 12, Dex 15, Con 13, Int 2, Wis 12, Cha 6; Special Qualities amphibious (lunged), low-light vision.

**4th-Level Advancement:** Ability Scores Str +2, Dex +2, Con +2; Special Qualities blindsight 120 ft.

### Electric Eel Companions [PB]

**Starting Statistics:** Size Small; Speed 5 ft., swim 30 ft.; Attack bite (1d6); Ability Scores Str 12, Dex 14, Con 18, Int 1, Wis 10, Cha 6; Special Qualities amphibious, low-light vision, electricity resistance 5.

**4th-Level Advancement:** AC +2 natural armor; Ability Scores Dex +2, Con +2; Special Qualities electricity (1d6), electricity resistance 10.

### Fantail Seal Companions [190]

**Starting Statistics:** Size Small; Speed swim 40 ft.; Attack bite (1d4); Ability Scores Str 12, Dex 16, Con 12, Int 2, Wis 13, Cha 6; Special Qualities hold breath, shriek

**7th Level Advancement:** Size Medium; AC +2; Speed swim 50 ft.; Attack bite (1d6 plus trip); Ability Scores Str +2, Dex -1, Con +3

### Fiskheim Aklut Companions [10]

**Starting Statistics:** Size Medium; Speed 30 ft., swim 40 ft.; AC +4; Attack bite (1d6); Ability Scores Str 19, Dex 17, Con 12, Int 2, Wis 14, Cha 6; Special Qualities hold breath, savage bite

**7th Level Advancement:** Size Large; AC +4; Speed 40 ft., swim 40 ft.; Attack bite (1d8); Ability Scores Str +4, Dex -2, Con +4; Special Qualities swallow whole

### Frog Companions [PB]

**Starting Statistics:** Size Medium; Speed 30 ft., swim 30 ft.; AC +1 natural armor; Attack bite (1d6); Ability Scores Str 15, Dex 13, Con 16, Int 1, Wis 9, Cha 6; Special Qualities low-light vision, scent, tongue, pull.

**4th-Level Adv.:** Ability Scores Str +2, Dex +2; Special Qualities swallow.



### Giant Snapping Turtle Companions [PB2]

**Starting Statistics:** Size Medium; Speed 20 ft., swim 20 ft.; AC +10 natural; Attack bite (1d6); Ability Scores Str 8, Dex 10, Con 9, Int 1, Wis 13, Cha 6; **Special Qualities** low-light vision, hold breath, scent.

**7th-Level Advancement:** Size Large; AC +2 natural; Attack bite (1d8), Ability Scores Str +8, Dex -2, Con +4; **Special Attack** grab.

### Helicoprion (shark) Companions [203]

**Starting Statistics:** Size Medium; AC +2; Speed swim 40 ft.; Attack bite (1d6 +1-1/2 Str); Ability Scores Str 14, Dex 16, Con 12, Int 1, Wis 12, Cha 2; **Special Qualities** slice armor

**7th Level Advancement:** Size Large; AC +5; Speed swim 60 ft.; Attack bite (1d8 +1-1/2 Str); Ability Scores Str +2, Dex -1, Con +3

### Hippo Companions [PB2]

**Starting Statistics:** Size Medium; Speed 40 ft.; AC +6 natural armor; Attack bite (1d8); Ability Scores Str 11, Dex 12, Con 12, Int 2, Wis 13, Cha 5; **Special Qualities** low-light vision, scent, sweat.

**7th-Level Advancement:** Size Large; AC +2 natural arm.; Attack bite (2d8); Ability Scores Str +8, Dex -2, Con +4; **Special Ability** trample.

### Icebreaker Whale Companions [237]

**Starting Statistics:** Size Medium; Speed swim 30 ft.; AC +6; Attack gore (1d8); Ability Scores Str 22, Dex 10, Con 18, Int 2, Wis 11, Cha 9; **Special Qualities** hold breath, impale, powerful charge

**7th Level Advancement:** Size Large; AC +6; Speed swim 40 ft.; Attack gore (2d6), tail (1d6); Ability Scores Str +8, Dex -2, Con +4; **Special Qualities** toss

### Kairuku Companions [126]

**Starting Statistics:** Size Small; Speed 20 ft., swim 30 ft.; Attack bite (1d4); Ability Scores Str 9, Dex 18, Con 10, Int 2, Wis 15, Cha 11; **Special Qualities** amphibious, hold breath, swipe

**7th Level Advancement:** Size Medium; AC +2; Speed 30 ft., swim 40 ft.; Attack bite (1d6), kick (1d4); Ability Scores Str +3, Dex -2, Con +3

### Leopard Seal Companions [188]

**Starting Statistics:** Size Small; Speed 10 ft., swim 30 ft.; AC +2; Attack bite (1d4); Ability Scores Str 16, Dex 18, Con 12, Int 2, Wis 11, Cha 4; **Special Qualities** hold breath

**7th Level Advancement:** Size Medium; AC +2; Speed 20 ft., swim 40 ft.; Attack bite (1d6 plus trip); Ability Scores Str +4, Dex -1, Con +4

### Manatee (Sea cow) Companions [184]

**Starting Statistics:** Size Medium; Speed 20 ft.; AC +1 natural armor, Attack slam (1d4); Ability Scores Str 14, Dex 12, Con 12, Int 2, Wis 11, Cha 4; **Special Qualities** low-light vision, scent.

**7th-Level Advancement:** Size Large; AC +3 natural armor; Attack slam (1d6); Ability Scores Str +8, Dex -2, Con +4; **Special Qualities** trample.

**Sprint (Ex)** Once per hour, a manatee can double its swim speed for bursts of up to 5 rounds

### Manta Ray Companion [PB2]

**Starting Statistics:** Size Medium; Speed swim 60 ft.; AC +1 natural; Attack tail slap (1d4); Ability Scores Str 8, Dex 15, Con 11, Int 1, Wis 13, Cha 2; **Special Qualities** low-light vision.

**4th-Level Advancement:** Size: Large; AC +2 natural armor; Attack tail slap (1d6); Ability Scores Str +8, Dex -2, Con +4; **Special Qualities** blindsense 30 ft.

### Maulhead (shark) Companions [203]

**Starting Statistics:** Size Medium; AC +3; Speed swim 40 ft.; Attack bite (1d4 +1-1/2 Str); Ability Scores Str 16, Dex 18, Con 11, Int 1, Wis 12, Cha 3; **Special Qualities** grab, snatch

**7th Level Advancement:** Size Large; AC +6; Speed swim 60 ft.; Attack bite (2d4 +1-1/2 Str); Ability Scores Str +2, Dex -1, Con +3

### Merlion Companions [182]

**Starting Statistics:** Size Medium; Speed Swim 40 ft.; AC +1 natural armor; Attack bite (1d6), 2 claws (1d4); Ability Scores Str 13, Dex 17, Con 13, Int 2, Wis 15, Cha 10; **Special Qualities** amphibious (gilled), low-light vision, scent.

**7th-Level Advancement:** Size Large; AC +2 natural armor; Attack bite (1d8), 2 claws (1d6); Ability Scores Str +8, Dex -2, Con +4

### Moray Eel Companions [PB]

**Starting Statistics:** Size Medium; AC +5 natural armor; Speed swim 30 ft.; Attack bite (1d8); Ability Scores Str 14, Dex 16, Con 12, Int 1, Wis 12, Cha 8; **Special Qualities** low-light vision, grab. **7th-Level Advancement:** Size Large; AC +3 natural armor; Attack bite (2d6); Ability Scores Str +8, Dex -2,

Con +4; **Special Qualities** gnaw

### Nanoqaluk Bear Companions [24]

**Starting Statistics:** Size Small; Speed 30 ft., swim 40 ft.; AC +4; Attack bite (1d4), 2 claws (1d4); Ability Scores Str 14, Dex 17, Con 15, Int 2, Wis 12, Cha 6

**7th Level Advancement:** Size Medium; AC +3; Speed 40 ft., swim 50 ft.; Attack bite (1d6), 2 claws (1d6); Ability Scores Str +8, Dex -2, Con +4; **Special Qualities** bear hug

### Octopus Companions [PB]

**Starting Statistics:** Size Small; AC +1 natural; Speed 20 ft., swim 30 ft., jet 200 ft.; Attack bite (1d3), tentacles (grab); Ability Scores Str 12, Dex 17, Con 14, Int 2, Wis 12, Cha 3; **Special Qualities** low-light vision, ink cloud.

**4th-Level Advancement:** Attack bite (1d3 plus poison); Ability Scores Str +2, Con +2

### Orca Companions [PB]

**Starting Statistics:** Size Medium; **Speed** swim 80 ft.; **AC** +1 natural armor; **Attack** bite (1d6); **Ability Scores** Str 11, Dex 19, Con 10, Int 2, Wis 14, Cha 6; **Special Qualities** amphibious (lunged), low-light vision.

**7th-Level Advancement:** Size Large; **AC** +2 natural armor; **Attack** bite (1d8); **Ability Scores** Str +8, Dex -2, Con +4; **Special Qualities** blindsight 120 ft.

### Reef Horse (hippocampus) Companions [116]

**Starting Statistics:** Size Large; **Speed** swim 50 ft.; **AC** +4 natural armor; **Attack** bite (1d4), 2 hooves\* (1d6); **Ability Scores** Str 16, Dex 13, Con 15, Int 2, Wis 12, Cha 6; **Special Qualities** low-light vision, scent, water dependent. \*This is a secondary natural attack, see Chapter 8 of the PATHFINDER ROLEPLAYING GAME CORE RULEBOOK for more information on how secondary attacks work.

**4th-Level Advancement:** **Ability Scores** Str +2, Con +2; **Special Qualities** combat trained

### Sea Hog Companions [187]

**Starting Statistics:** Size Small; **Speed** swim 20 ft.; **Attack** gore (1d4 +1-1/2 Str); **Ability Scores** Str 10, Dex 16, Con 10, Int 2, Wis 13, Cha 5; **Special Qualities** ferocity, low-light vision, scent

**4th Level Advancement:** Size Medium; **AC** +3 natural; **Speed** swim 40 ft.; **Attack** gore (1d6 +1-1/2 Str); **Ability Scores** Str +7, Dex -4, Con +6

### Sea Pony (hippocampus) Companions [116]

**Starting Statistics:** Size Medium; **Speed** swim 40 ft.; **AC** +2 natural armor; **Attack** 2 hooves (1d3); **Ability Scores** Str 13, Dex 13, Con 12, Int 2, Wis 11, Cha 4; **Special Qualities** low-light vision, scent, water dependent.

**4th-Level Advancement:** **Ability Scores** Str +2, Con +2; **Special Qualities** combat trained

### Sea Snake Companions [PB]

**Starting Statistics:** Size Small; **Speed** 20 ft., climb 20 ft., swim 20 ft.; **AC** +2 natural armor; **Attack** bite (1d3 plus poison); **Ability Scores** Str 8, Dex 17, Con 11, Int 1, Wis 12, Cha 2; **Special Attacks** poison (*Frequency* 1 round (6), *Effect* 1 Con damage, *Cure* 1 save, Con-based DC); **Special Qualities** scent.

**4th-Level Advancement:** Size Medium; **Attack** bite (1d4 plus poison); **Ability Scores** Str +4, Dex -2, Con +2

### Sea Turtle Companions [103]

**Starting Statistics:** Size Small; **Speed** 30 ft.; **AC** +6 natural armor; **Attack** bite (1d6); **Ability Scores** Str 15, Dex 15, Con 13, Int 2, Wis 12, Cha 6; **Special Qualities** amphibious (lunged), low-light vision, scent.

**4th-Level Advancement:** Size Medium; **Attack** bite (1d8); **Ability Scores** Str +4, Dex -2, Con +2

### Seal (or Sea Lion) Companions [188]

**Starting Statistics:** Size Small; **Speed** 5 ft., swim 60 ft.; **AC** +2 natural armor; **Attack** bite (1d4); **Ability Scores** Str 13, Dex 17, Con 15, Int 2, Wis 12, Cha 6; **Special Qualities** amphibious (lunged), low-light vision, scent.

**4th-Level Advancement:** Size Medium; **Attack** bite (1d6); **Ability Scores** Str +4, Dex -2, Con +2

### Shark Companions [PB]

**Starting Statistics:** Size Small; **Speed** swim 60 ft.; **AC** +4 natural armor; **Attack** bite (1d4); **Ability Scores** Str 13, Dex 15, Con 15, Int 1, Wis 12, Cha 2; **Special Qualities** scent.

**4th-Level Advancement:** Size Medium; **Attack** bite (1d6); **Ability Scores** Str +4, Dex -2, Con +2; **Special Qualities** blindsense

### Solenosiren (sea cow) Companions [185]

**Starting Statistics:** Size Medium; **AC** +4 natural; **Speed** 40 ft.; **Attack** tail slap (2d6); **Ability Scores** Str 14, Dex 14, Con 15, Int 2, Wis 13, Cha 5; **Special Qualities** scent.

**7th-Level Advancement:** Size Large; **AC** +3 natural armor; **Attack** tail slap (2d8); **Ability Scores** Str +8, Dex -2, Con +4; **Special Qualities** sprint. **Skills** Perception +19, Sense Motive +4

### Squid Companions [PB]

**Starting Statistics:** Size Medium; **AC** +1 natural; **Speed** swim 60 ft., jet 240 ft.; **Attack** tentacles (1d4 plus grab), bite (1d3); **Ability Scores** Str 14, Dex 15, Con 11, Int 2, Wis 12, Cha 2; **Special Qualities** low-light vision, ink cloud.

**4th-Level Advancement:** **Ability Scores** Str +2, Con +2

### Stingray Companion [PB2]

**Starting Statistics:** Size Small; **Speed** swim 40 ft.; **Attack** sting (1d3 plus poison); **Ability Scores** Str 6, Dex 15, Con 13, Int 1, Wis 13, Cha 2; **Special Qualities** low-light vision.

**4th-Level Advancement:** Size Medium; **AC** +1 natural armor; **Attack** sting (1d4 plus poison); **Ability Scores** Str +4, Dex -2, Con +2; **Special Qualities** blindsense 30 ft.

### Waterhorse Companions [191]

**Starting Statistics:** Size Medium; **Speed** 10 ft., swim 30 ft.; **AC** +2; **Attack** bite (1d6 +1-1/2 Str); **Ability Scores** Str 14, Dex 22, Con 13, Int 2, Wis 13, Cha 11; **Special Qualities** hold breath, pluck

**7th Level Advancement:** Size Large; **AC** +3; **Speed** 20 ft., swim 60 ft.; **Attack** bite (1d8 +1-1/2 Str); **Ability Scores** Str +3, Dex -2, Con +3



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Here dragons there'll be!  
In fact, you'll find a few.  
So sail the seas and see  
The Beasts of the Boundless Blue.







# Here, there be dragons!

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