

ALP-CS01:

# Cerulean Seas Adventure Under the Waves



**Role Playing Game Supplement** 

New Undersea Campaign Guide for use with the Pathfinder<sup>®</sup> Roleplaying Game Written by Emily Kubisz, J. Matthew Kubisz, Matthew Cicci, & Sam G. Hing

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## Chapter 1:

# Undersea Basics



## he Legend of the Drylanders

Ages ago, when dry land was bountiful, the drylanders flourished. There were many races that never needed to feel the waves' caress, nor longed to. There were drylander elves that lived in forests of dry wood which were almost as large as the kelp forests of today. In large cities there were humans, who looked much like seafolk, except with elf-like legs and feet instead of fins. Even deep

in the dry earth there was life; dwarves and gnomes lived there, who were said to look like stout, hairy nixies. For the most part, the drylanders were a peaceful lot; preferring to avoid war whenever they could.

While evil did exist on dry land, as it does in the sea, there was no shortage of heroes to keep the peace. Much like us, they had warriors, though their weapon of choice was neither trident, nor spear, but instead a long and broad sword — much too unwieldy for the water. There were wizards, too, who, instead of scalding steam, could wield great billowing flares of bright-hot fire. They even had kahunas that were called druids that held dominion over the nature that was once plentiful above the waves.

During our bloodiest times, when the sahuagin filled the seas and war was rampant, the drylanders had formed a vast empire. It was ruled by a wise council in a spectacular city that floated in the sky like a raft on the waves. This Cloud City could move wherever it was needed, and its armies kept evil at bay. After five centuries, the world of land had known only peace, and the world of sea had known only war. Each nearly forgot the other had existed. Sunken into a struggle against extinction, the denizens of the oceans became myths to the land-folk, who rarely encountered them or lived to tell the tale if they did.

It would seem that this rift would last forever, if it were not for one catastrophic event that would change everything. The great Cloud City, its council, and its armies of good, suddenly and inexplicably fell from the sky. The flying metropolis that maintained peace in all countries on dry land for half a millennium, fell from its lofty perch in the heavens, and sank into the depths of the sea. It landed in the Bay of Cerule, a region of sea that was surrounded by dry land on three sides.

Along with the Cloud City sank the faith of the land-folk, who placed blame on the heavens themselves, vowing to destroy all ties to the divine. In their haste to shut out the sky, they closed the Portals of Oblivion, which manifested as permanent whirlpools in each of the seven seas. What they did not know, is that the portals maintained the balance of land and ocean, and without them in place, the land was soon swallowed by a thirsty sea. The great flood began and the age of land had ended. Most of the land was swallowed in one tide cycle.

All the while, the great Bloody War saw an end in the ever increasing Bay of Cerule. The heart of the cloud city had sunk into the depths of the crumbling merfolk empire of the nommo, the most ancient race of the sea. Miraculously, the heart was still vital and rebuilt itself, aided by the magic which created it. Instead of calling the sky its home, it resided in the depths of the sea, and became a powerful ally to the good creatures under the waves.

As the water rose, the land was drowned. The ocean folk sought shallower depths, and the Bay of Cerule became the Cerulean Seas. This was the epicenter for a turn in the war which brought upon the Sahuagin what they wished to bring upon all others - utter annihilation. Within a hundred years, the sea-devils were brought to the brink of extinction.

Centuries have passed since a sea dweller has seen a drylander or sahuagin settlement. They have long passed into the realm of myth and legend, and are known commonly only by their ruins and treasures. The fate of the world is now ruled by the sea, and the battle of good versus evil still rages on under the ocean's waves. The world goes on, much the same as always.

Great wizards still cast their spells, tridents have replaced swords, and kahunas still maintain the balance of nature. In the center of where it all began, heroes will still rise up to save the day, and fight for the splendor of the Cerulean Seas.

#### Introduction

The design of this tome began nearly a decade ago during the prime of 3<sup>rd</sup> edition Dungeons and Dragons. The complexity of undersea adventuring proved to be daunting. Years of play-testing and rules revisions spanned through 3.5 and all the way to the Pathfinder Roleplaying Game. We are finally very satisfied with the final product and hope you will be too.

In the Cerulean Seas Campaign setting, the world's surface is covered with ninety-nine percent ocean due to a great flood that took place centuries ago. While most of the world is a vast, fathomless, unexplored, and unlivable sea, the game takes place in a shallower region known as the Cerulean Seas. Adventurers take on the role of undersea fantasy races; including merfolk and sea elves.

Cerulean Seas adds a new dimension to fantasy roleplaying; one that not only explores the mysteries of an alien – yet familiar world, but allows for challenges rarely seen in typical campaign settings. For example, nearly all combat under the waves takes place on a three-dimensional battlefield. Even a first level warrior has the luxury of swimming up or down, where this was only possible before with high-level aerial combat aided by powerful flying mounts or advanced magic. This provides challenges for both players and Gamemasters to think in different ways and come up with new solutions.

This setting purposefully departs from the realms of dry land. The land-folk, or drylanders, have gone extinct, mostly due to a catastrophic flood, but also likely due to extensive genocide and other circumstances. Non-aquatic land does exist, as many races still depend on it for reproductive purposes, but the proportion of land to sea is much less than in other campaign worlds. As expected, the shift from a land-based to a water-based world requires many alterations to the rules, entirely new rules, and makes some rules unnecessary. This book addresses these concerns.

Although the setting is quite different, the game is essentially the same. This book utilizes the

core of the Pathfinder Roleplaying Game, which is required to run a game in this setting. Cerulean Seas offers the opportunity of playing in a world that is vastly different without having to learn an entirely new set of rules. This book provides all the additional rules for undersea heroes; including twelve new races, three new classes, class revisions, new prestige classes, and mechanics for pressure, buoyancy, drag and other sea-based challenges.

Despite being a comprehensive guide to undersea roleplaying, this book is not intended to stand alone. The Pathfinder Roleplaying Game core books are both necessary and complementary. This book does not reiterate rules that do not change because of the setting. The majority of the mechanics of combat, for example, still run in basically the same way, and are therefore not covered by this tome. Likewise, aquatic monsters that appear in the Pathfinder Roleplaying Game bestiaries are not contained here.

While the Cerulean Seas Campaign setting is a comprehensive guide to a specific new undersea realm, it can also be used as a guidebook for both other undersea campaign settings and any aquatic adventuring. This book details one region of an entire flooded world where pockets of civilization cling to isolated island chains and reefs. This setting is intended to be incomplete; ripe with unsolved mysteries and the known world being a shallow speck isolated by countless fathoms of water, beyond which only the imagination of the Gamemaster can fill. Plot and setting hooks abound as well. From the mystery of the drylanders' genocide to the uncharted polar homeland of the selkies, there is much for any campaign designer to consider.

Even if the setting itself is not used at all, the book serves as an excellent reference for undersea adventure, including new races, rules, and monsters that can spice up any game. If your campaign has an ocean, there will certainly be something this book can offer it. It is even possible for the catastrophic flood to be a localized phenomenon in your existing campaign world, where neither the flooded location nor the rest of the world know each other exists.

#### Using This Book

This book is divided into 9 chapters with several helpful appendices. The first five chapters contain the basic rules of undersea adventuring. In chapter one, an introduction is followed by guidelines for environmental basics including rules for buoyancy, pressure, drag, and aquatic terrain. Chapter two describes three new humanoid subclasses (anthromorph, feykith, and merfolk) and twelve new races (cindarian, sea elf, kai-lio, karkanak, mogogol, naiad, nixie, nommo, piscean, seafolk, sebek-ka, and selkie). Chapter three examines how existing classes fit into an aquatic world and presents three new classes: the kahuna, mariner, and siren. New and existing skills, feats, equipment and spells are fathomed in chapters four through six. Chapter seven details the campaign setting itself, including a world map, history, and other setting specific information. The last chapters are for the Gamemaster, and include everything from 3D combat to a complete bestiary.

#### Common Terms

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 other sections.

**Anthromorph:** A humanoid sea animal. Mogogols, sebek-ka, pisceans, slurgs, and karkanaks are anthromorphs.

**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.

**Brill:** An extremely rare and ancient glowing stone that is actually a magically transformed elf. Brill come in blue, green, and red. Only the blue ones can be successfully transformed back into an elf (a sea elf with memories of times long before the Bloody War). Green brillstones 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.

**Buoyancy Units (bu.):** These reflect an item's buoyancy, and are described later in this chapter.

**Cerulean Current:** An Antarctic water current that bisects the Cerulean Seas and changes direction annually.

**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 later in this chapter.

**Feykith:** Any variety of water fey descendants, including nixies, sea-elves, naiads, selkies, deep drow, and nucklavee.

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.

**Glimmerkeepers:** An organized crime faction run by the notorious Flickersnitch, a nixie rogue whose exploits are legendary.

**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.

**Leviathan:** Any sea creature of at least Colossal size, usually solitary and aggressive.

**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 kailio 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.

**Planar:** A humanoid with heritage from the elemental plane of water, including genai and tritons.

**Remora Imp:** A tiny imp-like creature that bonds to any creature that can speak pelagic. They are detailed in Chapter 9: An Undersea Bestiary.

**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.

**Trueform:** An intelligent species of nonhumanoid form. Carchardians, delphins, ixarcs, and squibbon are trueforms. While not standard PC races, they do contribute to the overall society of the campaign setting.

## Environmental Basics

#### Light Zones

The ocean can be divided from its surface to its depth into three zones based on the amount of light received. They are:

**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.

**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 Cerulean 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 3000 feet down. Bioluminescent creatures abound in this zone.

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.

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Depth	Bright*	Shadowy*
60 ft. or less	100 ft.	200 ft.
61-120 ft.	60 ft.	120 ft.
121-240 ft.	30 ft.	60 ft.
241-360 ft.	20 ft.	40 ft.
361-400 ft.	10 ft.	20 ft.
401-600 ft.	—	10 ft.
601 ft. or more		

Table 1-0: SUNLIGHT AS A LIGHT SOURCE

\*Creatures with low-light vision can see objects twice as far away as the given distance.

#### Topography

The ocean floor is not as flat and sandy as their more-familiar beaches, nor quite so predictable. In addition to the aquatic mountains, valleys, deserts, and plains, there are features that are foreign to those that live solely on land.

As the land descends beneath the sea, there are drastic changes in the planet's geology. This transitional area, known as the continental margin, includes both the continental shelf and the continental slope. As dry-land fades from sight, the heavy and thick continental granite gives way to a thinner layer of basalt.

The continental shelf normally contains water that is only a couple of hundred feet deep. The neritic zone is located here. The width of the continental shelf varies greatly depending on location. At the edge of the continental shelf, the ocean floor begins a steep descent known as the continental slope. This area is often pervaded by fathomless submarine canyons.

The slope levels out at the ocean basin, which also has some interesting features. Perhaps the most unusual are the abyssal plains which are large, flat areas on the ocean floor covered with a thick layer of sediment and decomposing organic ooze. Large, undersea volcanoes called seamounts occasionally rise from these depths. Sometimes the peaks of these giant underwater volcanoes reach to the surface to form volcanic islands.

Ocean trenches are found along the edge of ocean basins. These trenches contain the deepest parts of the ocean, and therefore, the deepest parts of the world. They can go down several miles, and are known to harbor the most terrible abominations that one could imagine.

#### Tides

Tides are the periodic rising and falling of large bodies of water. The gravitational attraction of the moon causes the oceans to bulge out in the direction of the moon. Another bulge occurs on the opposite side, since the planet is also being pulled toward the moon (and away from the water on the far side). Ocean levels fluctuate daily as the sun, moon and planet interact. As the moon travels around the planet and as they, together, travel around the sun, the combined gravitational



forces cause the world's oceans to rise and fall. Since the planet is rotating while this is happening, two tides occur each day.

Each day, there are two high tides and two low tides. The ocean is constantly moving from high tide to low tide, and then back to high tide. There are about 12 hours and 25 minutes between the two high tides.

When the sun and moon are aligned, there are exceptionally strong gravitational forces, causing very high and very low tides which are called spring tides. When the sun and moon are not aligned, the gravitational forces cancel each other out, and these tides, known as neap tides, are not as dramatically high and low.

**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.

The Proxigean Spring Tide is a rare, unusually high tide. This very high tide occurs when the moon is both at its proxigee (closest point) and in the new moon phase. The proxigean spring tide occurs at most once every 1.5 years. **Neap Tides:** During the moon's quarter phases the sun and moon work at right angles, causing the bulges to cancel each other. The result is a smaller difference between high and low tides and is known as a neap tide. Neap tides are especially weak tides. They occur when the gravitational forces of the moon and the sun are perpendicular to one another (with respect to the planet). Neap tides occur during quarter moons.

The Tidal Effect: In a world with little land, tides can be an important factor. The average tide moves the shoreline 20 to 50 feet, with rare tides or locations changing it even more. This could leave the tops of undersea cities (which are usually built near the shore) to be periodically exposed, stationary objects and creatures to become temporality beached, and dry-land objects to become suddenly submerged. A clever adventurer can use the tides to his advantage, although these advantages are equally available to the villains of the world.

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#### Buoyancy

The Cerulean Seas campaign setting uses a mechanic called buoyancy. Simply put, the higher the buoyancy units, the more strength is required to keep the object from floating. If the units are negative, then more strength is required to keep it from sinking. Most creatures want to obtain zero buoyancy. Sinking items and creatures fall downward at a speed of 10 feet the first round, increasing by 10 feet each round to a maximum of 60 feet. Floating items and creatures rise upward at a speed of 10 feet the first round, increasing by 10 feet each round to a maximum of 60 feet. Zero buoyancy items or creatures sink at a rate of 5 feet per minute if left unattended.

Buoyancy acceleration is always 10 feet per round with a maximum speed upward of 60 feet per round. Swimmers with speeds of greater than 60 feet can move upward at their usual rate. Normal movement can be enhanced if moving in the direction that buoyancy is pulling by up to 10 feet, if the swimmer is moving at a speed of less than 60 feet. For example, if a swimmer with positive buoyancy is swimming upward at 55 feet before the effect of buoyancy is added, buoyancy will add an additional 5 feet to reach a total speed upward of 60 feet. Buoyancy never adds to a character's speed to make it greater than 60 feet.

Basically, the trick is to keep things from sinking or floating (unless this is desired). If a creature cannot add buoyancy to a sinking item, or add negative buoyancy to a floating item, then it is left with physical strength. Buoyancy boils down to an encumbrance-like system.

Table 1-1 reflects the relation of strength and buoyancy. Add the character's racial buoyancy units (listed in each race section) to all the buoyancy units of the equipment (listed with equipment) of the character, and total buoyancy is calculated. This number can be positive or negative. Table 1-1 works with both values (just ignore the negative sign when applying the number to the table).

Negative buoyancy scores works the same way as positive buoyancy, except that the character moves down instead of up. Buoyancy movement is always in a straight line—up or down.

Some or all of a creature's base swim speed can go towards cancelling the effects of sinking or floating. The resolution to cancel buoyancy by sacrificing base speed is a conscious choice made by the character at the beginning of that character's turn. If the character is unable to make that decision, the default is that none of the base speed is sacrificed. If the character decides to sacrifice some or all of her base speed to decrease buoyancy acceleration, that amount is subtracted from this acceleration. If the character has a medium or heavy load as determined by Table 1-1, this sacrifice is increased by 5 feet or 10 feet, respectively. This additional sacrifice of speed due to buoyancy encumbrance does not affect acceleration, but instead allows a character to sacrifice additional speed to decrease acceleration. Acceleration and base speed can never be less than zero. Table 1-2 covers normal encumbrance penalties, and how much additional speed is required to cancel out buoyancy acceleration based on buoyancy encumbrance.

The beginning of a new round adds 10 feet to the *adjusted* buoyancy acceleration, with a maximum of 60 feet. The character's base speed returns to normal at the beginning of her turn, and she may again decide whether or not to sacrifice some of this speed to cancel buoyancy.

Buoyancy movement can happen any time during a characters turn at the discretion of the character, provided that the character is able to swim. If for some reason the character is unable to swim at the beginning of her turn, then she will not be able to cancel her buoyancy, and the movement upwards or downwards happens immediately. If at any point during her turn she is unable to swim and buoyancy has not yet been resolved, buoyancy movement immediately takes effect. In any case, buoyancy must be resolved by the end of the character's turn. Cancelling buoyancy is a free action, and does not provoke an attack of opportunity. Movement from buoyancy alone also does not provoke an attack of opportunity. Movement from buoyancy happens all at once, and cannot be broken up into shorter spurts during a character's turn.

With positive buoyancy, the effect of floating is negated when the character reaches an unyielding object (such as the roof of a cave) or reaches the surface. As long as the character moves along that surface, and his buoyancy remains positive, the character may act as if he has zero buoyancy. The same applies to negative buoyancy, as long as the character is moving along the seabed or floor.

The character can drag five times the buoyancy of a heavy load; provided Drag does not prevent this (the mechanics of Drag are detailed later).

Creatures grappling with each other or who are otherwise connected to one another add their total buoyancy together, and can work together or against each other to cancel that buoyancy, provided that they are still able to swim. Some creatures have built in buoyancy controls such as lungs or swim bladders. These features serve like natural floats (described in Chapter 5: Equipment). This adaptation is denoted as a letter in superscript next to the racial buoyancy rating. This letter is translated as follows.

**Type A Airbladder** (lunged creatures, mogogols, sebek-kas, etc.): Can adjust buoyancy as if they had a float of three size categories smaller than they are.

**Type B Airbladder** (swim-bladdered creatures, fish, seafolk, etc.): Can adjust buoyancy as if they had a masterwork float of three size categories smaller than they are.

**Type C: Airbladder** (creatures with large airsac, some jellyfish, man-o-wars, etc.): adjust buoyancy as if they had a float of two size categories smaller than they are.

A sea elf female wielding a trident and maintaining zero buoyancy

#### **BIGGER AND SMALLER CREATURES**

The figures on Table 1-1 are for Medium creatures. A larger creature can carry more buoyancy depending on its size category, as follows: Large ×2, Huge ×4, Gargantuan ×8, Colossal ×16.

A smaller creature can carry less buoyancy depending on its size category, as follows: Small  $\times$  <sup>3</sup>/<sub>4</sub>, Tiny  $\times$  <sup>1</sup>/<sub>2</sub>, Diminutive  $\times$  <sup>1</sup>/<sub>4</sub>, Fine  $\times$  <sup>1</sup>/<sub>8</sub>.

Merpeds (like sea-cats and hippocampus) can carry bigger loads than other creatures can. Instead of the multipliers given above, multiply the value corresponding to the creature's Strength score from Table 1-1, by the appropriate modifier, as follows: Fine ×  $\frac{1}{4}$ , Diminutive ×  $\frac{1}{2}$ , Tiny ×  $\frac{3}{4}$ , Small ×1, Medium ×1 $\frac{1}{2}$ , Large ×3, Huge ×6, Gargantuan ×12, Colossal ×24.

#### EXAMPLE

Myrna has a heavy load of positive buoyancy. Her base swim speed is 30 feet. She is not yet floating, and she wishes to cancel out all movement upward, so it takes 10 feet for the heavy load, and another 10 feet for the speed of which she would float in the first round, leaving her with an adjusted swim speed of 10. If she wished to move upward with this buoyancy, she can use it to her advantage; moving at a base speed of 40 feet upward the first round, and another 10 feet each additional round until she reaches an upward speed of 60 feet at the beginning of the 3rd round. If she reaches a solid object or the surface, she stops. If she hits a solid object, she takes 1d6 points of damage for every 10 feet of speed above 50 that she was traveling (so at 60 feet per round, she would take 1d6 points of damage). If she wishes to slow down, she can use her movement to cancel out her buoyant movement upward, but since she is moving so fast, it will take longer than one round. The first round she spends all her speed to cancel her buoyancy, which is 30 feet.

Unfortunately, this only slows her down to 40 feet per round since it takes an additional 10 feet for her heavy load. In the next round, she can sacrifice her speed again to obtain an upward velocity of 20 feet per round. Finally, in the third round of deceleration she can sacrifice her swim speed again to maintain the effects of zero buoyancy.

Str Score	Light Load	Medium Load	Heavy Load
1	9 bu. or less	10–18 bu.	19–30 bu.
2	18 bu. or less	19–39 bu.	40–60 bu.
3	30 bu. or less	31–60 bu.	61–90 bu.
4	39 bu. or less	40–78 bu.	79–120 bu.
5	48 bu. or less	49–99 bu.	100–150 bu.
6	60 bu. or less	61–120 bu.	121–180 bu.
7	69 bu. or less	70–138 bu.	139–210 bu.
8	78 bu. or less	79–1 59 bu.	160–240 bu.
9	90 bu. or less	91–180 bu.	181–270 bu.
10	99 bu. or less	100–198 bu.	199–300 bu.
11	114 bu. or less	115–228 bu.	229–345 bu.
12	129 bu. or less	130–258 bu.	259–390 bu.
13	150 bu. or less	151–300 bu.	301–450 bu.
14	174 bu. or less	175–348 bu.	349–525 bu.
15	198 bu. or less	199–399 bu.	400–600 bu.
16	228 bu. or less	229–459 bu.	460–690 bu.
17	258 bu. or less	259–519 bu.	520–780 bu.
18	300 bu. or less	301–600 bu.	601–900 bu.
19	348 bu. or less	349–699 bu.	700–1050 bu.
20	399 bu. or less	400–798 bu.	799–1200 bu.
21	459 bu. or less	460–918 bu.	919–1380 bu.
22	519 bu. or less	520–1038 bu.	1039–1560 bu.
23	600 bu. or less	601–1200 bu.	1201–1800 bu.
24	699 bu. or less	700–1398 bu.	1399–2100 bu.
25	798 bu. or less	799–1599 bu.	1600–2400 bu.
26	918 bu. or less	919–1839 bu.	1840–2760 bu.
27	1038 bu. or less	1039–2079 bu.	2080–3120 bu.
28	1200 bu. or less	1201–2400 bu.	2401–3600 bu.
29	1398 bu. or less	1399–2799 bu.	2800–4200 bu.
+10	x4	x4	x4

#### Table 1-1: BUOYANCY & CARRYING CAPACITY

#### Table 1-2: BUOYANCY ENCUMBRANCE

Load	Max Dex	Check Penalty	Speed to Cancel
Medium	+3	-3	+ 5 feet
Heavy	+1	-6	+ 10 feet

#### Land Encumbrance

Keeping track of weight and land encumbrance is really too much for a mostly underwater game (just as buoyancy would be too much to keep track of in a land-based game). So here is a "quick and dirty" way of determining whether or not the character can move on land and how well. Note that this mechanic takes into account that the character is totally waterlogged, and that most sea creatures out of the water practically collapse under their own weight.

#### Table 1-3: LAND ENCUMBRANCE

Strength	Light Load	Medium Load	Heavy Load
1-12	no equipment	lightly	moderately
1-12	no equipment	equipped	equipped
13-23	lightly	moderately	heavily
13-23	equipped	equipped	equipped
24-29	moderately	heavily	light storage
24-29	equipped	equipped	light storage

**No Equipment:** The character is wearing nearly nothing.

**Lightly Equipped:** One or two weapons, light armor or clothing.

**Moderately Equipped:** two or more weapons, medium armor, backpack

**Heavily Equipped:** Lots of weapons, heavy armor, full backpack

**Light Storage:** As heavily equip, plus character is storing extra equipment.

#### Drag

Drag is the hidden mechanic under the sea that is even more advanced physics than buoyancy. Basically, the bigger the surface area, the harder it is to move under the water. Drag is what makes big objects appear to move in slow motion. Even an item that has zero buoyancy may be so huge that the water around it prevents you from budging it. Table 1-4 explains the effects of drag. It can be assumed that items smaller than "Small" have no significant drag. Size is based on the face of the smallest side. From 1 to 2 square feet it is small, from 3 to 5 square feet it is medium, and from 6 to 10 square feet it is large.

These rules apply only to inanimate objects or immobilized creatures, as beings that can move of their own volition can cancel the effects drag has on their own body. Likewise, incorporeal creatures and objects are immune to the effects of drag. Note that it is nearly impossible to move a large sheet of metal through the water by pushing it face first, but turning it sideways it is quite easy (that is why you take the area of the smallest side). Only very fast and strong creatures can move a large object under water. The table can be extrapolated by multiplying each category by 5, but this probably will not be necessary. A creature with zero or negative speed cannot move.

#### Table 1-4: DRAG AND STRENGTH

Strength Score	Size of Object	Base Speed Adjustment
1-3	Small	-10
4-6	Small	-5
7-10	Small	0
11-14	Small	0
15-18	Small	0
19-2 1	Small	0
22-25	Small	0
26-29	Small	0
1-3	Medium	-50
4-6	Medium	-45
7-10	Medium	-40
11-14	Medium	-35
15-18	Medium	-30
19-21	Medium	-25
22-25	Medium	-20
26-29	Medium	-15
1-3	Large	-250
4-6	Large	-225
11-14	Large	-175
15-18	Large	-150
19-2 1	Large	-125
22-25	Large	-100
26-29	Large	-75



#### Pressure

Water has weight, and weight exerts pressure. In reality, pressure does many things that will not be covered in this game (for the sake of simplicity). However, it wouldn't be an underwater setting if water pressure wasn't a danger. For a non-sea dweller, water pressure has effects at 50 feet of depth or even less. But a sea-dweller is built to handle greater pressure. Pressure resistance varies from race to race, although the effects of going outside that range are the same.

The mechanic for this is called Depth Tolerance. Every race has a Depth Tolerance rating listed in feet. For every 100 feet beyond this number, the creature is affected according to Table 1-10: The Effects of Pressure.

If the character misses the Fortitude save, he takes the damage (considered bludgeoning damage). If he makes the Fortitude save, the pressure category lowers by 100 feet for the next round and he takes no damage. If at any time the depth equivalent becomes lower than 100 feet, the character has acclimated to the new pressure, and no longer has to make saves. The character keeps this adjusted depth tolerance until he reaches a lesser pressure category, at which point he becomes instantly acclimated. Rising too fast in this situation can result in harmful effects (see "the Bends").

#### EXAMPLE

Garano of the Seafolk has a Depth Tolerance of 300 feet. He swims down 420 feet from the surface and must make a fort save DC 10 (as he is between 100-199 feet below his tolerance). The first round, he misses it, and takes 1d6 points of nonlethal damage. The next round, he sinks down another 100 feet. He now must make a Fortitude save DC 15. He misses it and this time takes 2d6 points of nonlethal damage. Poor Garano decides to hold his ground and not sink down any further. The next round, he must make another Fort save, DC 15. This time he makes it! He takes no damage, and 100 feet gets knocked off of the depth. Next round he must make a Fortitude save DC 10. He makes this one too! Garano is now acclimated to this depth. His Depth Tolerance is temporarily 500 feet for a long as he stays at this depth or deeper. Garano is brave, and decides to go down another 100 feet, and must make a Fort save DC 10. He misses and takes 1d6 nonlethal damage. The next round, he swims back to 520 feet below the surface, and does not need to make a save. However, as soon as he climbs above 500 feet, his Depth Tolerance drops by 100. When he is back at 399 feet, all his hard work at pressure acclimating goes away and he must go through it all again if he wishes to reach deeper depths once more.

Some creatures are naturally acclimated to extreme depths, and have problems with low pressure. This is called pressure sensitivity. The mechanic for this works the same way, with Table 1-5. For example, when a nommo with pressure sensitivity gets within 100 feet from the surface, he must make a Fort save each round, DC 15, or take 2d6 damage. He can acclimate to lower pressure by the same means as a creature acclimating to a higher pressure.

#### "THE BENDS"

"The Bends" happens when gas bubbles appear in the bloodstream from rapid depressurizing. While within the range of depth tolerance, a creature does not have to worry about this effect; their body is well accustomed to changes in pressure in that range. However, if a creature becomes acclimated to a pressure that is much different than he is used to, and quickly ascends to shallower depths, this change in pressure can cause terrible effects. Plants, constructs, and undead are immune to the bends. 100 feet per minute is the maximum rate of ascension to avoid any ill effects. A character can rise 100 feet in one round without ill effects, so long as he doesn't raise another 100 feet for at least a minute. A character that rises more than 100 feet in a minute will take 1d4 Constitution damage per each additional 100 feet traveled in that minute. A character 1200 feet under the surface with Depth Tolerance 300 who became acclimated to a depth of 1000 feet who became suddenly jettisoned to the surface in less than a minute will take 6d4 points of Constitution damage (which may kill him if his Constitution falls below 1 point). To figure this out easily, ignore both any distance traveled outside of the range the character was acclimated to and any distance traveled within his normal depth tolerance, and subtract 100 (for the amount of distance that can be traveled safely).

Table 1-5: Effects of Pressure		
Feet Beyond	Fortitude Save DC,	
Depth Tolerance	Damage from Pressure	
100 -199 feet	DC 10, 1d6/round nonlethal	
200 - 299 feet	DC 15, 2d6/round nonlethal	
300 - 399 feet	DC 20, 3d6/round	
400 - 499feet	DC 25, 4d6/round	
500 - 599 feet	DC 25, 5d6/round	
600 - 699 feet	DC 25, 6d6/round	
700 - 799 feet	DC 25, 7d6/round	
800 - 899 feet	DC 30, 8d6/round	
900 - 999 feet	DC 30, 9d6/round	
1000 - 1099 feet	DC 30, 10d6/round	
+ 100 feet	+1 DC, +1d6/round	

#### Water Currents

Water currents move at a particular speed in a particular direction. They can add to your speed if you wish to go in the same direction of the current, otherwise they subtract from your base speed. If the current is faster than a character's base speed, he is swept away at a rate equal to the speed of the current minus any of his base speed that he wishes to sacrifice to the current, in the same way that this is done for buoyancy. For example, if a character enters a water current of speed 100 feet and his base speed is 60, he will be swept away for at least 40 feet per round for as long as he is in the current. Water currents that run vertically can affect buoyancy.

Unlike buoyancy, water currents have an immediate velocity with no acceleration. As soon as a character enters the stream, they are affected by the full speed of the current. Leaving a current is fairly simple; one makes their way to the edge of the current and swims out. Immediately upon entering or leaving a water current with a speed of 30 feet or greater, a character must make an Acrobatics skill check, with a DC equal to 10 + 1 for every 5 feet above 30 feet that the current is moving. Failure means that the character becomes disoriented (described later in this chapter).

Currents have 3 statistics; speed, direction, and diameter. The speed is the speed at which a character is swept away while in it. The direction is the direction in which the character is swept. The diameter is how wide and tall the current is, which could be anywhere from 5 feet to several miles. Currents often change direction like a winding river. Water currents can be both a hazard and a convenient means of transportation. Most are easily detectable by sound, sight, and touch. Often they are warmer or colder than their surroundings, depending on their point of origin. Generally, larger currents are slower moving and go very long distances, while smaller ones move quickly for short distances. The Cerulean Current, while is the largest and most significant current in the campaign setting originates from frigid artic waters, moves fairly slow, and changes direction biannually.

#### RIPTIDE

A rip current, or riptide, is a strong channel of water flowing seaward from near the shore, typically through the surf line. Usual flow is at 10 feet, and can be as fast as 50 feet. They can move to different locations on a beach break, up to a few hundred feet a day. They can occur at any beach with breaking waves. Rip currents are stronger when the surf is rough (such as during high onshore winds, or when a strong hurricane is far offshore) or when the tide is low.

A riptide can have a diameter of 10 to 50 feet, moves often but does not quickly dissipate, and always has a direction opposite the shoreline. The best course of action when caught in a riptide is to swim perpendicular to the current, thus eventually leaving it.

#### UNDERTOW

Undertows are below surface rushes of water returning to sea after coming ashore as breaking waves. They typically pull swimmers away from shore and into breaking waves that can submerge even strong swimmers. If there is an area under the waves, such as a break in a sandbar, where water can flow back out to sea more easily, a narrow rip current can form. If there is no weak point in the surf, then the water flows back out to sea under the waves, forming an undertow.

An undertow is a temporary current with a speed of 5 to 25 feet and a diameter of 5 to 20 feet with a downward and seaward direction. Unlike a riptide, they typically dissipate in 1d4 rounds.

#### Movement

Much like on land, there are several modes of movement under the sea. Instead of walk, hustle, and run, the respective terms are paddle, hustle, and race. Despite the change in terms, the mechanics work exactly the same.

#### TABLE 1-6: TACTICAL SWIM SPEED

Race	No Armor or Light Armor	Medium or Heavy Armor
Cindarian	30 ft.	20 ft.
Elf, sea	30 ft.	20 ft.
Kai-lio	50 ft.	35 ft.
Karkanak	20 ft.	15 ft.
Mogogol, Medium	30 ft.	20 ft.
Mogogol, Small	20 ft.	15 ft.
Naiad	30 ft.	20 ft.
Nixie	30 ft.	20 ft.
Nommo	40 ft.	30 ft.
Piscean	30 ft.	20 ft.
Seafolk	40 ft.	30 ft.
Sebek-ka	30 ft.	20 ft.
Selkie, elf form	30 ft.	20 ft.
Selkie, seal form	60 ft.	40 ft.

#### Terrain

The sea has a large variety of terrain, each with its own challenges and features. Listed below are a few examples of common terrain encountered in an aquatic setting.

#### **BEACH TERRAIN**

Beaches consist of a sandy or rocky shore, usually with very sparse vegetation, if any. The beach is home to a variety of sea creatures who take advantage of easy access to land and water.

The Table 1-6 describes in general terms how likely it is that a given square has a terrain element in it.

**Boulder:** Boulders come in many shapes and sizes, but are generally 1d6×5 feet tall and cover 1d6 squares. Beach boulders can be quite slippery, especially if they rest below the high-tide line. A Climb skill check, DC 15, is required to navigate such a rock successfully while walking upon them. If the boulder is underwater, the character can swim over it without penalty.

TABLE 1-7: BEACH TERRAIN

Feature	Sandy Beach	Rocky Beach
Boulder	5%	15%
Driftwood	10%	20%
Dune	15%	—
Rubble	5%	25%
Sand, loose	25%	—
Sand, packed	15%	—
Standing water	10%	10%
Surf, heavy	10%	20%
Surf, light	15%	10%

**Driftwood:** Wood of all varieties washes up along the beach regularly. It has a characteristically worn appearance including smooth and twisted shapes and sun-bleached pallor. It can form huge piles that act as natural barriers. Moving into these barriers both above and below the water costs one square. It also provides low cover.

**Dune:** Dunes are steep piles of loose sand that are often formed by water currents or wind. Dunes are usually around 4d6×5 feet long, and 1d4×5 feet tall. Dunes cost four squares of movement to climb and two squares of movement otherwise. Dunes also increase the DC of Acrobatics checks by 2.

Creatures that run or charge down a dune must first succeed on an Acrobatics skill check, DC 10, or slide downwards another 1d3 squares. If the check fails by more than 4, the character also falls prone at the end of the slide.

Underwater sand dunes are called sand bars, and work the same way if the character is moving along the sea floor. However, a character can also swim over these features without movement penalty.

**Rubble:** This consists of all manner of stone, wood, animal, plant and artificially-made debris that have gathered into large tangled piles on the beach. The DC of Acrobatics skill checks increases by 2 in these areas. Rubble can exist both above and below the water

**Sand, loose:** This is either soft, dry sand or wet sand that has been recently churned up and not allowed to settle. It costs 2 squares of land movement to enter a square with loose sand. If underwater, characters can swim over them without penalty.

**Sand**, **packed**: This is wet sand that has settled into firm ground. There are no movement penalties in this area.

**Standing water:** Standing water exists on beaches most often from seawater becoming trapped during low tide. This results in shallow pools, usually no more than a foot deep and 1d6×5 feet in diameter. It costs 2 squares of movement to enter a square with standing water and the DC of Acrobatics skill checks increases by 2. Standing pools are typically too shallow to effectively swim in.

**Surf, heavy:** Heavy surf describes fiercely surging water about 5 feet in depth. It costs 4 squares of movement to enter a square of heavy surf, for both swimming and walking. Acrobatics checks automatically fail in areas of heavy surf. It is also very likely to contain a riptide (20%) or undertow (35%), both of which are described previously in this chapter under the heading of "Water Currents." Heavy surf occurs in a long line parallel to the shore, with light surf resting between the heavy surf and the shore.

**Surf, light:** Light surf is rapidly surging water less than three feet in depth. The DC of Acrobatics skill checks increases by 2 in these areas. It costs 2 squares of movement to enter a square of light surf, and it is too shallow to effectively swim in. Areas of light surf are also 20% likely to have an undertow.

Stealth and Detection on a Beach: Sandy beaches offer very limited cover. The maximum distance at which a Perception check to detect the nearby presence of others can succeed is  $6d6 \times 20$ feet. Rocky beaches usually have more cover, reducing this distance to  $4d6 \times 20$  feet.

#### **CORAL REEF TERRAIN**

Coral reefs are usually encountered in warm waters and are made up of thousands of different varieties of living coral. They are home to countless sea creatures and are very rich in biodiversity.

Coral reefs generally occur in water that is  $1d8 \times 10$  feet deep, and can grow to a height of up to  $1d8 \times 5$  feet tall, so long as this remains at least five feet below the water's surface. Although rare, deepwater coral reefs also exist as far down as 300 feet, and are usually lit with spectacular bioluminescence. A coral reef itself, regardless of depth, can be anywhere from 20 feet to several miles in diameter. It also occurs in narrow strips that can be only a few feet wide, but several miles long.

The Cerulean Seas campaign setting features several coral reef systems despite being in a temperate zone. This is due to a high degree of volcanic activity and thermal vents that keep some areas warm enough to support tropical ecosystems.

#### TABLE 1-8: CORAL REEF TERRAIN

Feature	Shallow Coral	Deep Coral
Coral, dead	30%	30%
Coral, living	20%	40%
Coral, surfacing	10%	
Pass	5%	10%
Pit	5%	10%
Sand	5%	10%
Surf, heavy	5%	—
Surf, light	10%	_

The Table 1-7 describes in general terms how likely it is that a given square has a terrain element in it. It is divided into shallow reefs, where the top of the coral is fifteen feet or less from the water's surface, and deep reefs, where the top of the coral and the water's surface exceeds a distance of fifteen feet.

**Coral, dead:** Living coral reefs are built upon dead coral (calcium-rich skeletons of living coral). It is usually pale and worn, often appearing as irregularly shaped stone. Navigating areas of dense dead coral can be tricky. It costs two squares of movement to enter a square with dead coral, and the DC Acrobatics skill checks increases by 4.

**Coral, living:** Entering the area of a living coral reef can be extremely dangerous for any creature of Small size or greater. It is inhabited by all manner of living spines, branches, stingers, and tentacles. A creature entering a square containing living coral much make an Acrobatics skill check, DC 10, or get scratched, stung, or stabbed by the coral. Treat this effect as a slashing melee attack with a +4 attack bonus that deals 1d3 points of damage. Any creature damaged by the coral must also make a DC 14 Fortitude save or contract the fire coral disease (detailed later in this chapter).

**Coral, surfacing:** Surfacing coral is mostly dead coral that reaches up beyond five feet below the water's surface. It is periodically exposed to the air from the action of waves and tide. Due to its irregular formation and shallow depth, it is impossible to swim through an area of surfacing coral. Walking is possible, though it costs 4 squares of movement to enter an area with this feature. Acrobatics checks in this area automatically fail.

**Pass:** Passes are meandering cracks and spaces between the coral, usually with a sandy bottom that is also devoid of coral. A pass is typically  $1d8 \times 5$  feet wide. They range from 10 to 100 feet long, and often branch out to several other passes forming a huge labyrinth.

**Pit:** Much like a pass, a pit is a gap in the coral the leads to a sandy bottom. It is usually five feet in diameter, and can go down 1d8 × 5 feet. This can be an unforeseen obstacle while walking along the top of the coral. A DC 10 Perception skill check is required to notice a pit. Failure to notice a pit means a walking character is now swimming, and subject to the rules of buoyancy. If the pit occurs in an area of living coral, the unwary character will also be subject to being scraped by the coral as if entering the square for the first time.

**Sand:** Sand can cover areas of dead coral, or exist at the bottom of passes and pits. It creates no barrier to movement.

**Surf, heavy & light:** These are essentially the same features that are found on beaches, except that they carry the added risk of being injured by coral or coral fauna. A character entering a square containing heavy surf amid a coral reef must make an Acrobatics skill check, DC 14, or get attacked by the coral as if entering a square of living coral. In light surf, this DC is reduced to a DC of 12.

Stealth and Detection in a Coral Reef: Characters walking on top of a surfacing coral reef are out in the open. In this case the distance at which a Perception skill check to detect the presence of others can succeed is  $6d6 \times 20$  feet. Submerged characters can find an abundance of hiding places within the reef making the encounter distance only  $1d6 \times 10$  feet.

#### ICEBERG TERRAIN

An iceberg is a gigantic block or mass of ice that has broken off from a glacier or ice shelf. This iceberg then floats in the world's oceans and moves via wind and ocean currents. Icebergs are famous for their size and their ability to hide it under water. Typically, only one-tenth of an iceberg's volume is visible above the water's surface, while most of its mass is below. In general, the total size of the average iceberg is  $1d10 \times 25$  feet above sea level, with another  $9d10 \times 25$  feet below sea level. They are typically  $1d12 \times 50$  feet across. Icebergs can be several miles across and several hundred feet tall, however. These super-sized icebergs often break up into smaller icebergs when they reach warm waters. Despite their size, icebergs move an average speed of 10 miles per day, which equates to a speed of around 5 feet per round.

Even though the Cerulean Seas are over one thousand miles from a glacial shelf, they do harbor a strong Antarctic current known as the Cerulean Current. This is the same stream that brought the Lochgelly selkies and their wondrous iceberg city to the realm. Occasionally, other normal icebergs wander in and are often quickly harvested by the selkies before they inevitably melt away as they get trapped in the warmer waters of the Cerulean Seas. Icebergs, especially the large ones, have been known to travel thousands of miles before finally breaking apart completely and melting.

The Table 1-8 describes in general terms how likely it is that a given square has a terrain element in it. It is divided into growlers (less than 100 feet across), standard icebergs (more than 100 feet across, but less than 2000 feet across), and super icebergs (more than 2000 feet across).

Icebergs have a special terrain element, the ice wall, which is marked on the border between squares rather than taking up a square itself.

**Cliff:** This is similar to the terrain feature of the same name described in Hills Terrain section of chapter 13 of the Pathfinder Roleplaying Game, but they are typically  $1d10 \times 10$  feet tall. Cliffs taller than 60 feet take up 20 feet of horizontal space.

**Crevasse:** A crevasse is an irregular crack in the ice caused by ocean currents, shifting winds, or large air pockets in the ice. An average crevasse is anywhere from  $3d10 \times 10$  feet long and  $1d4 \times 25$  feet deep (sometimes deep enough to reach the water below), and 5d6 feet wide. A character falling into a crevasse drops into the water or onto the ice at the bottom. In addition, the steep, slick sides of the crevasse offer little opportunity to climb out of the crevasses are hidden by thin crusts of ice; a character approaching a hidden crevasse is entitled to a Perception skill check, DC 20, to notice the crevasse before stepping into it, although running or charging characters do not get to make this check.

Ice wall: A vertical plane of ice, an ice wall requires a DC 30 Climb check to ascend. A typical ice wall is  $1d8 \times 10$  feet tall on standard icebergs, and  $2d10 \times 10$  feet tall on super icebergs. Ice walls occur on the edges of squares, not in the squares themselves.

#### **TABLE 1-9: ICEBERG TERRAIN**

Feature	Growler	Standard	Super
Cliff	10%	15%	20%
Crevasse	—	5%	5%
Pool	_	5%	10%
Slope, gradual	50%	20%	15%
Slope, steep	40%	55%	50%

**Pool:** Melting icebergs often accumulate large pools of freshwater in their valleys, flat surfaces, and at the bottom of their crevasses. These pools are shallow, usually no more than five feet deep and 1d6×5 feet in diameter. It costs 2 squares of movement to enter a square with a pool and the DC of Acrobatics skill checks increases by 3. Pools are typically too shallow to swim in.

**Slope, gradual and steep:** These function as described in the Hills Terrain section of chapter 13 of the Pathfinder Roleplaying Game, except that Acrobatic skill checks have +2 to their difficulty due to slippery ice.

Stealth and Detection on an Iceberg: The maximum distance in iceberg terrain at which a Perception check for detecting the nearby presence of others can succeed is  $4d10 \times 10$  feet. Standing at a high point of the iceberg may provide a better vantage point, however.

#### **KELP FOREST TERRAIN**

Kelp forests can be seen along much of the coasts of the Cerulean Seas. Kelp is large brownish-green seaweed that lives in cool, shallow waters close to the shore. It grows in thick groupings much like a forest on land. These submerged towers of kelp provide sustenance and shelter for thousands of fish, invertebrates, and marine mammal species. In fact, kelp forests harbor a greater assortment of plants and animals than nearly any other aquatic community. Many creatures use the thick blades of kelp as a safe shelter from predators for their young or from stormy weather.

A square of kelp forest costs 2 squares of movement to enter. Any creature in a square of kelp forest has concealment. A creature more than 1 square away in kelp forest has total concealment. The top of a kelp forest is generally  $1d20 \times 5$  feet from the surface of the water and can grow to a height of  $1d8 \times 10$  feet from the sea floor. Some varieties of kelp can grow hundreds of feet long. Kelp forests can be anywhere from a few hundred feet to several miles in size.

Stealth and Detection in a Kelp Forest: The maximum distance at which a Perception check to detect the nearby presence of others can succeed is  $1d8 \times 10$  feet, due to the heavy cover provided by this massive seaweed.

#### MARSH TERRAIN

Marshes include tidal marshes, saltwater marshes, and freshwater swamps. They are fully described in Chapter 13 of the Pathfinder Roleplaying Game.

#### **OPEN WATER TERRAIN**

Most of the world's ocean is open water. This area is equivalent to a vast and featureless desert. The only visible feature is light itself. From below, sunlight shimmers through the waves at the surface. From above, one can see the light sink into shadowy depths. These elements provide a creature adapted to this environment with a backdrop against which it can attempt to hide. In order to use the gloom below or glow above for concealment, an individual must be within 25 feet of the surface and above the viewer, or at least 100 feet deep and below the viewer.

The open ocean is typically  $1d10 \times 200$  feet deep, but can also go down several miles. The average seafloor in open water is usually made up of featureless sand, muck, or ooze.

Stealth and Detection in Open Water: The maximum distance at which a Perception skill check to detect the nearby presence of others can succeed is  $4d10 \times 10$  feet. Unless a character can get above or below an opponent, there is no concealment to be found.

#### SARGASSUM

Sargassum is free-floating seaweed found several miles offshore in gigantic brownish-green mats throughout the Cerulean Seas. These mats of vegetation provide crucial habitat for a wide variety of marine animals in the open ocean. Occasionally, they grow so dense that they can be walked upon; though doing so is extremely treacherous and risks entanglement. The profusion of rotten seaweed common to sargassum mats often attracts hideous scavenging monsters as well. Sargassum mats are typically  $1d10 \times 20$  feet in size (though they can also be as narrow as five to ten feet wide and go on in miles-long streamers). Sargassum comes in two varieties: sparse and thick.

**Carcass or Wreck:** Occasionally, gigantic creatures get caught in the sargassum mass while trying to surface for air. Ships may also run into this mire of seaweed and become hopelessly entangled. Either result is the same— a rotting hulk is left behind. Aside from leaving a stinking, slime covered vantage point that raises above the seaweed about 10 to 20 feet, these features have little value.

**Mat, sparse:** Sparse sargassum is very difficult to walk on. Characters must spend 4 squares of movement in order to enter a square of sparse mat. Charging and running are not possible. The mat is about five feet thick. Dense tangles of seaweed hang below the mat at a depth of up to twenty feet, thus obstructing swimmers who must spend 2 squares of movement to enter a square of sparse mat.

A Medium creature that ends its move on a square of sparse mat must succeed on a DC 15 Acrobatics skill check or break through. A Large creature that enters a square of sparse mat must succeed on a DC 25 Acrobatics skill check or break through. Huge or larger creatures break through automatically.

Creatures that break through the sparse mat also make a Reflex savings throw or gain the entangled condition. Entangled creatures may attempt to break free as a move action, making a Strength or Escape Artist check. The DC is based on the creature's size; Medium-size or smaller creatures have a DC of 12, Large have a DC of 15, Huge and larger creatures have a DC of 20. Each failed check while still within the sargassum adds an additional 2 points to the DC, as more and more seaweed adds to the entanglement.

If a creature breaks through a sparse mat, it creates a patch of open water equal to its space. In addition, climbing out of the water onto the mat again is difficult; a creature trying to climb back on top of a square of sparse mat must succeed on another Acrobatics check at the same DC, or it fails to climb up out of the water.

**Mat, thick:** Characters must spend 2 squares of movement in order to enter a square of thick sargassum mat and the DC of Acrobatics checks increases by 5. The mat is about ten feet thick, and the seaweed trails up to fifty feet below to hinder

swimmers, who must spend 2 squares of movement to enter a square of thick mat.

TABLE 1-10: SARGASSUM TERRAIN

Feature	Sparse	Thick
Carcass or Wreck	5%	10%
Mat, sparse	50%	20%
Mat, thick	15%	60%
Pass	30%	10%

A Large creature that ends its move on a square of thick mat must succeed on a DC 15 Acrobatics check or break through. Huge or larger creatures break through automatically. They are affected as if passing through a light mat, but the DC both to avoid becoming entangled and to break free from an entanglement increases by 4.

**Pass**: A pass is an expanse of open water in a sargassum mat. Characters walking on top of a sargassum mat must swim (or jump) across passes, while characters swimming through sargassum find easy passage. Passes are usually 1d6×5 feet wide and wind aimlessly amid the floating mats.

Stealth and Detection in Sargassum: Characters on top of the sargassum can detect others at a distance of  $3d6 \times 20$  feet. Submerged, the maximum distance at which a Perception check to detect the nearby presence of others can succeed is  $1d6 \times 10$  feet due to the heavy cover provided by the seaweed mat.

#### MISCELLANEOUS AQUATIC TERRAIN FEATURES

There are some common features that can occur in nearly all aquatic terrains. Some of these features are listed below.

**Coral Wall:** Dead coral can be hewn into bricks and structures much like stone. When a coral wall divides two chambers, it is usually at least 3 feet thick in order to bear the weight of the coral above. It requires a DC 20 Climb check to climb a wall made of dead coral.

**Gravel:** Gravel bottoms are common in colder ocean waters, and are often inundated with many varieties of seaweed. While easier to maneuver through than muck, gravel bottoms are slicker than a clear sandy bottom. Walking creatures pay 2 squares of movement to enter each square of gravel bottom. Running and charging are impossible in this terrain feature, as there is no good way to get footing. The DC of Acrobatics skill checks increases by 5.

**Hydrothermal Vent:** Also called "hot springs" if they occur in shallow water, a hydrothermal vent is a fissure in the planet's surface from which geothermal-heated water issues. Hydrothermal vents are often found near volcanic activity, which is especially common in the north east Cerulean Sea and eastern Harper's Isle. The temperature of these areas can range from pleasantly warm to scalding hot. In the case of the latter, squares that contain vents may be considered areas of severe or extreme heat (see Heat Dangers in Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook*).

**Muck:** Abyssal floors, estuaries, and tidewaters are commonly covered in muck up to three feet deep. Creatures on foot pay 4 squares of movement to enter each square of muck, and running and charging are impossible. The DC of Acrobatics skill checks increases by 5 in these areas.

**Rock Reef:** A rock reef is a quantity of underwater stone which is usually heavily overrun with anemones, barnacles, shellfish, and other small underwater creatures. A rock reef can function as a wall or steep slope underwater, although swimmers can simply go over or around them.

**Sand:** Submerged sand is usually quite waterlogged and well–packed. This provides better footing than gravel, but is still slow-going. Creatures on foot pay 2 squares of movement to enter each square of sandy bottom. The DC of Acrobatics checks increases by 2.

#### Underwater Perils

The sea holds many dangers that an unwary adventurer might encounter. Below are listed a few of these insidious hazards.

#### DISEASE

The sea hosts a myriad of common diseases that plague its citizens and infest the unfortunate. A sampling of these diseases can be found below.

#### FIRE CORAL

Type disease, injury; Save Fortitude DC 12 Onset 1d4 rounds; Frequency 1/day Effect 1d3 Dex damage and victim does not heal or regenerate naturally; Cure 2 consecutive saves

#### ICK

**Type** disease, contact, inhaled, injury; **Save** Fortitude DC 16 **Onset** 1d3 days; **Frequency** 1/day

Effect 1d4 Cha damage and victim is continuously fatigued; Cure 2 consecutive saves

#### **SEA ROT**

**Type** disease, injury; **Save** Fortitude DC 18 **Onset** 3d4 days; **Frequency** 1/day **Effect** 1d4 Dex damage and 1d2 Cha damage; **Cure** 3 saves

#### TAPE WORM

Type disease, ingested; Save Fortitude DC 16

**Onset** 2d6 days; **Frequency** 1/week

Effect 1 Con damage, target must make a second Fort save or damage is drain instead; Cure 3 consecutive saves

#### WHITE SPOT

**Type** disease, contact, injury; **Save** Fortitude DC 12 **Onset** 1d3 days; **Frequency** 1/day **Effect** 1d4 Str damage and 1d4 Cha damage; **Cure** 2

consecutive saves

#### POISON

Poison of the sea usually derives from its more toxic denizens, of which there are plenty. Inhaled poisons are absorbed through gills or glungs; creatures without those features are immune while submerged.

#### **BOX JELLY TINCTURE**

**Type** poison, contact; **Save** Fortitude DC 22 **Frequency** 1/round for 4 rounds **Effect** 1d8 Con damage and paralyzed for 6 rounds

#### **CONCH EXTRACT**

**Type** poison, injury; **Save** Fortitude DC 18 **Onset** 1d3 rounds; **Frequency** 1/round for 4 rounds **Effect** 1d3 Str damage; **Cure** 2 saves

#### LIONFISH VENOM

**Type** poison , injury; **Save** Fortitude DC 16 **Frequency** 1/round for 3d4 rounds **Effect** 1 Str damage; **Cure** 3 consecutive saves

#### **OCTOPOSION**

Type poison, injury, inhaled; Save Fortitude DC 13 Onset 5 minutes; Frequency 1/minute for 5 minutes Effect 1d4 Wis damage and 1 Dex damage; Cure 2 saves

#### **PUFFER TOXIN**

Type poison, ingested; Save Fortitude DC 15 Onset 15 minutes; Frequency 1/hour for 24 hours Effect 1d6 Con damage and nauseated for 24 hours, missing two consecutive saves causes victim to be paralyzed for 1d4 hours (cumulative)

#### SEA SNAKE VENOM

Type poison, injury; Save Fortitude DC 26 Frequency 1/round for 5 rounds Effect 1d4 Str damage

#### **BLOOD IN THE WATER**

Sharks can detect one drop of blood in twentyfive gallons of water and can sense even tiny amounts of blood in the water up to three miles away. It can be assumed that many other sea creatures have similar talents. Since underwater combat almost always yields copious amounts of blood in the water, this can serve as a beacon for predators and scavengers.

#### FRESHWATER

All of the races in the Cerulean Seas setting are adapted to saltwater, which comprises over 99% of the water on the planet. However, freshwater does exist in isolated pockets from natural springs, river deltas, melting ice, and even inland lakes. When any native of the Cerulean Seas becomes fully immersed in freshwater, it must succeed on a DC 15 Fortitude save or become fatigued. Even on a success, it must repeat the save attempt every 10 minutes it remains immersed.

#### HYPOXIC ZONES

Also known as "dead zones," these are particularly oxygen depleted areas of the sea. They can range in size from a few hundred feet to several miles in diameter. They have a variety of causes, including pollution, algae or bacterial bloom, or even magic. Hypoxic zones are most often temporary, lasting a few days or weeks. Permanent hypoxic zones also exist, however, and are often wellmarked by the local denizens to warn travelers not to enter.

Regardless, a hypoxic zone has a distinct lack of natural life in the area. Undead often plague these regions, as they do not need to breathe and can lair there unmolested. Characters entering such a zone immediately begin drowning unless they have the "hold breath" special quality.

#### **METHANE BUBBLES**

Natural methane gas routinely bubbles up from the seabed in locations all around the sea. Normally, this is a passive occurrence. However, every now and then the quantity of methane can be vast. This is typically a very localized phenomenon, rarely exceeding 50 feet in diameter.

Methane bubbles of this magnitude create two distinct hazards. First, the fizzy bubbles immediately reduce the density of the seawater in which this occurs. This, in turn, drastically reduces the buoyancy of objects and creatures moving through this water. Refer to Table 1-11 to determine

how much negative buoyancy the creature is affected with while swimming in this area.

I ABLE 1-11: METHANE BUBBLES & BUOYANCY		
Creature Size	Added Negative Buoyancy	
Fine	0	
Diminutive	1	
Tiny	12	
Small	75	
Medium	190	
Large	865	
Huge	3000	
Gargantuan	7000	
Colossal	25000	

The second hazard is that methane is explosively flammable. Since fire is seldom used by sea denizens, this shouldn't be an issue unless lightning is involved. Lightning or fire damage, either mundane or magical, will immediately ignite the methane, causing an explosion that does 10d10 heat damage to all within three times the area of the methane bubbles. The surface of the water will then be on fire until the methane dissipates (at the GM's discretion) or 1d6 days, whichever is shorter.

#### MURK

Water containing a lot of debris, sediment, or algae is considered murky. Much like a fog, murky water reduces the radius of illumination provided by a light source by half. Extremely murky water obscures all sight, including darkvision, beyond five feet. Creatures five feet away have concealment.

#### **RED TIDE**

Red tide is a phenomenon caused by algal blooms in which algae become so numerous that they tint coastal waters a reddish-brown and fill the area with heavy murk. At night, crashing waves on affected water flash with visible neon-blue light. While the nocturnal effects of this peril can be breathtaking, the real hazard is that these algae are highly toxic. Each round that a creature stays within waters affected by red tide, that creature must make a Fortitude save, DC 12, or take one point of Constitution damage. Red tide kills most wildlife that encounters it, causing a massive rotting stench that may attract scavengers similar to those that frequent areas of thick sargassum. Red tide usually affects several miles of coastline in long strips that start at the shoreline and are  $1d10 \times 100$  feet wide. All of the water in this area is affected. Red tide can last days, weeks, or even become an annual or permanent feature.



#### **WHIRLPOOLS**

A whirlpool is a swirling body of water typically formed by ocean tides. Most whirlpools are not very powerful, nor particularly long lived. More potent ones are more appropriately termed maelstroms, and can be permanent fixtures of the sea. While very powerful whirlpools are created in narrow shallow straits with fast flowing water, the most powerful maelstrom are formed near portals to the Elemental Plane of Water.

Before the great flood, seven gigantic maelstroms once existed that were named the "Portals of Oblivion." When the landfolk destroyed these features in their rebellion against divinity, the flood began. It has been speculated that these maelstroms were actually enormous drains that led to some other plane of existence. This does not explain where the water came from, however, or why the flood eventually stopped even though the whirlpools were never reinstated.

Whirlpools come in one of four sizes: vortex (10 to 50 feet in diameter), standard whirlpool (51 to 100 feet in diameter), maelstrom (101 to 500 feet in diameter), and greater maelstrom (501 feet to 2,000 feet in diameter). Whirlpools are typically as deep as they are wide.

Whirlpools are surrounded by strong feeder currents that can draw in swimmers far from the whirlpool itself. These currents work like strong water currents that always move towards the center of the whirlpool. The speed of a feeder current immediately next to a maelstrom is 120 feet. This speed is divided in half at each range increment from the center of the maelstrom. Table 1-12 describes the length of each range increment based on the size of the whirlpool. The current is generally negligible if its speed is less than five feet.

#### **TABLE 1-12: WHIRLPOOL STATISTICS** Damage Whirlpool Rounds Range Increment Trapped per Round Type Vortex 25 feet 1d4 1d4 Standard 120 feet 1d8 1d8 1d10 Maelstrom 300 feet 2d10 1000 feet 4d12 2d6 Greater

For example, a feeder current that exists 950 feet from the center of a maelstrom moves at a speed of 15 feet, while a greater maelstrom's feeder currents at the same distance would still have a speed of 120 feet.

Once a swimmer is sucked into the whirlpool by the feeder currents rushing toward it, the victim becomes hopelessly trapped. During each round of being trapped the victim takes bludgeoning damage from being violently whipped around and battered. Table 1-12 indicates the number of rounds trapped and the bludgeoning damage for each round that the victim is trapped, based on the size of the whirlpool.

A vortex can only trap objects or creatures of Huge size or smaller. Gargantuan-sized creatures or greater cannot be trapped by standard whirlpools. Maelstroms and greater maelstroms can trap creatures or objects of any size.

At the end of being trapped, the victim is propelled at a speed of 120 feet through the bottom of the whirlpool. This could be the equivalent of being violently shoved to the sea floor, squeezed through a hole in the bottom of the ocean, or punted into the Elemental Plane of Water— depending on what the Gamemaster decides is at the bottom of this terrible peril.

### Aquatic Combat

Combat works essentially the same under the water as it does on land, with a few notable exceptions. While all land moving maneuvers such as a five-foot step and attacks of opportunity apply to swimming, other maneuvers have slightly different effects. The most notable change is that the prone condition is obsolete underwater. This 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.

**Disoriented (condition):** The character has lost track of which way is up and therefore cannot account for buoyancy and is terribly off-balance. In addition to not being able to sacrifice swim speed to battle the effects of buoyancy or water currents, 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 Armor Class 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.

Adjacent Squares: Underwater combat happens in three dimensions. Therefore, there are many more places from which one can be attacked. On land, there are usually 8 adjacent squares; right, left, front, back, and the four diagonals. In the sea, there are potentially 26 adjacent squares; the normal eight plus a plane of nine squares both above and below each Medium or Small-sized individual. This also means that an individual threatens all of these squares because they are considered adjacent squares. Swimming creatures can make a 5-foot step into any adjacent square as well, including strait up.

It makes perfect sense for a combatant to back itself against a rock, move to the surface, or swim to the bottom in an effort to eliminate some of these potential openings for attack. Unfortunately, if these squares aren't completely occupied by something else, they are considered adjacent. Creatures at the surface of the water could be potentially attacked from the plane above, but only by creatures that can fly or move on the surface of the water.

Weapons: While terrestrial races have a lot of issues using weapons underwater, aquatic races do not suffer the same penalties. Aquatic races not only design their weapons aquadynamically, but they train to use them under the water as well; learning how to overcome the forces of buoyancy and drag to get the greatest striking and damage potential. As long as the character is using weapons tailored for undersea combat (detailed in Chapter 5), using natural weapons or striking unarmed, the character suffers no penalties to hit or damage for being under water, regardless of the type of weapon.

**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, but is often slightly longer than their thrown counterparts.

In currents moving 50 feet or faster, a plunge weapon with positive buoyancy can be launched in the direction of the current, though its range increments are cut in half. Currents also affect plunge weapons that are not moving in the direction of the current, conferring a -2 penalty to hit for every 5 feet of speed that the current is moving, and the range increment is halved. Plunge weapons cannot be launched in a current that is moving 50 feet or greater, unless it is in the same direction of that current.

Plunge weapons are typically made to be either positively buoyant or negatively buoyant and come with attachments that can reverse the polarity of their buoyancy. These attachments are typically one buoyancy unit (bu.) greater than the bu. of the weapon in the opposite polarity of the weapon. For example, a harpoon that exhibits -6 bu. has an attachment that exhibits 7 bu. to enable it to be launched from below. Adding these attachments takes a move equivalent action.

Masterwork plunge weapons can be adjusted without an attachment, but still require a move equivalent action to reverse their polarity (usually a twisting or pumping action to increase or release pressure inside the core of the weapon, thus changing its density.)

**Splash Weapons:** These work essentially the same as they do on land, except that they generally do not discharge unless they land in a square with a solid object. In an aquatic setting, it is highly plausible that missing with a splash weapon causes it to land in a square of empty water. Consequently, the splash weapon hangs motionless (if it is a zero buoyancy item), floats, or sinks until someone or something hits it moving at a speed of at least 50 feet. If it floats or sinks for more than 5 rounds and then hits an object, creature, or surface it detonates into that square. Otherwise, it just rests against that object or surface undetonated.

If released into a water current that pulls it faster than buoyancy, it moves in the direction of the current, and could potentially hit any directly upstream object or creature that is not moving with the current. If it is moving at least 50 feet per round, it will discharge.

In addition, the splash effect happens in three dimensions. After missing with a splash weapon, before rolling 1d8 to determine the misdirection of the throw, roll a 1d3. A roll of 1 indicates that the weapon lands in the plane five feet above the target, a roll of 2 indicates that it is in the same plane, and a roll of 3 dictates that it has landed in the plane 5 feet below the intended target. If it is in the same plane as the target, apply the 1d8 directional roll accordingly (where 1 is directly in front of the target, moving clockwise). If it is in a different plane, roll a 1d10 instead, with rolls of 1 through 8 be applied in the same way, and rolls of 9 or 10 referring to squares directly above or below the target, depending on the plane on which it lands. If there is a solid surface above or below the target, any result that would have the splash weapon enter those

areas cause it to instead detonate in the same plane as the target, according to the roll of the 1d8.

Large and larger targets typically take up more than one plane. In such cases, always assume that the center of the creature is the intended target and make attacks accordingly. With this in mind, it is possible to miss the center of a large target and still hit its top or bottom, though this would not be considered a direct hit. Regardless of the size of the target, a missed splash attack only has a chance of landing in a cube of 27 five-foot squares, where the exact center square of the cube is the center of the target.

Aquatically launched splash weapons and the effects associated with splash weapons will not extend beyond the surface of the water due to surface tension. While the surface of the water alone will not detonate a splash weapon, any result that would have the splash weapon or the effects of a splash weapon enter an area beyond the water's surface, instead applies to the plane directly below it.

Splash weapon containers in an aquatic setting are usually not made of glass or ceramic as they are in a terrestrial setting. Instead, the splash weapon is usually contained in a thin membranous material, much like a water balloon. This membrane is typically made of animal intestine, seaweed, or the bodies of common invertebrates such as jelly fish, sea slugs, and sea anemones.





# Chapter 2:

# Undersea Races



## Anthromorphs [humanoid subtype]

Anthromorphs (a shortened form of the word anthropomorphic or "human-shaped") are basically humanoid, intelligent sea creatures. They often share much in common with their animal sides, including diet, temperament, and habits. However, they also have the advantage of a humanoid form, including hands capable of manipulating fine objects, an upright stance, and the ability to walk on dry land.

The karkanak, mogogol, piscean and sebek-ka are PC race anthromorphs. While their culture, appearance, and characteristics all vary widely, they do have some things in common. Many sages speculate that these commonalities point to a possible shared ancestor or perhaps the same racial progenitor. Unfortunately, no evidence of a race of creatures that all anthromorphs could have originated from has ever surfaced. Likewise, no deity or other power claims to have "created" these races.

#### Anthromorph Racial Traits

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). Air floats (detailed in CHAPTER 5: MONEY & EQUIPMENT) are often employed by lung-bearing anthromorphs both to affect buoyancy and as portable air containers used for extended stays under the sea.

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 facilities 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.

#### Karkanaks

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. They spend their earnings on simple pleasures, eschewing material possession in favor of food, drink, and attracting as many desirable mates as possible.

**Physical Description:** Karkanaks look like an uprightwalking crab with six appendages instead of ten. The lower two legs are called "walking legs," and used primarily for movement. The first two legs are not really "legs" per se, but rather claws — technically they are called chelipeds. Females have two medium-sized pincers, while males have one small pincher and one large. These claws are used for attacking, and lack dexterity for fine manipulation. The middle legs (or arms...it's all relative) of both genders end small, dexterous pinchers that are used for more delicate manipulation. Typical coloration is brownish red, but blue, black, green, and even yellow karkanaks are not unknown.

**Society**: Karkanaks are surprisingly gentle despite their brutish strength, appearance, and mannerisms. They tend to avoid conflict whenever possible, preferring to flee. Most will keep to themselves. Young adults have been known to explore and be curious, but most quickly decide to return to a more simple existence. Karkanaks are usually simple huntergatherers, subsisting predominantly on carrion and algae. Much of each karkanak's day is spent hunting, filtering algae, or scavenging along the shore. Karkanaks usually live in coastal caves. Some tribes dig extensive burrows in seaside cliffs. Within a burrow complex, each karkanak has an individual lair, situated near a large, central meeting area. Males and females are found in approximately equal numbers in a tribe. Karkanaks have innate ability to make things, and can be excellent artisans, engineers, and builders with little or no education.

**Relations:** Karkanaks have no particular fondness for other races, but instead have a deep respect for all life. They get along well with all individuals that can return that respect, and have great contempt for those that cannot. Most other races view the karkanaks as very simple, often underestimating their intelligence and mistaking their lack of sophistication for a deficiency of wits.

Alignment and Religion: While evil karkanaks are not unheard of, most karkanaks are of neutral alignment. Rarely swayed by plights of other races, they seldom take up the cause of good. Many karkanaks worship nature itself, and are otherwise atheistic. One could say that their sense of purpose is very tactile; if they cannot touch it, then it is of no concern.

Adventurers: Young karkanaks often set off in search of adventure, hoping to bring home stories or a reputation that will help them attract a mate. Karkanaks will also take up the adventurer's path if they feel they are personally threatened, their territory is in danger, or if others of their kind are being harmed. Most karkanak adventurers are wandering barbarians.

Male Names: Wikakak, Niknak, Mak, Tedernak, Wikwak, Grak

Female Names: Hepik, Wekik, Clekik, Netikik, Thikik, Mik, Grik

#### KARKANAK RACIAL TRAITS

+2 Constitution, +2 Strength, -2 Dexterity: Karkanaks are built like tanks and are very strong. Unfortunately, their bulky form makes them somewhat clumsy and slow.

Racial Buoyancy: -190, Depth Tolerance: 600 feet

Medium: Karkanaks are Medium creatures and have no bonus or penalty due to size

**Slow Swim Speed:** Karkanaks have a base swim speed of 20 feet. **Gills:** Karkanaks can breathe water indefinitely.

Innate Craft: Karkanaks may use their Wisdom modifier instead of their Intelligence modifier when making Craft skill checks. All craft skills are class skills for a karkanak.

**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.

#### Mogogols

The mogogols began as a small family of boggards (frog people) about five centuries ago. Normally, boggards are selfish and evil, but this clan was inexplicably doomed with a positive and altruistic outlook on life. The mogogol family grew in number and became well-known seafarers. They specialized in transporting cargo and in fishing; neither of which they excelled at. During the great flood, many other frog-like people, such as grippli and marsh giants, called to the mogogol ships for help, and eventually they intermingled, providing unnatural genetic diversity in the species. The curse was never diluted, however.

**Physical Description:** 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. All mogogols have three fingers and one thumb on each hand. Their clawed, webbed feet enable them to be excellent swimmers. Mogogols also differ in size greatly unlike other races. About seven out of every ten mogogols grow to be Medium-sized. Players choose the size of their character at the time of creation.

**Society**: 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.

**Relations:** Mogogols enjoy the company of all races. However, the opposite cannot be said. Other anthromorphs tend to find the mogogol viewpoint to be either naïve or disrespectful. Feykith races tend to get along very well with mogogols, especially naiads who share the same childlike view of the world. Merfolk appreciate the mogogol's diligence but often find their zeal to be rather obnoxious.

Alignment and Religion: Mogogols can only be of good alignment, but are found ranging from wildly chaotic to strictly lawful. A mogogol's alignment is largely dependent on his obsession. Mogogols are fond of all good deities, especially those that favor water in some way. Many mogogols are drawn to the paladin and cleric classes, and thrive on fanatical devotion.

Adventurers: Mogogols, much like humans, are found in just about any class. They truly excel at divine magic, where their fanatical obsession and good nature makes them the perfect servants of goodly deities. Their manias drive them in unpredictable directions, and it is not unusual to meet a mogogol who is not well-suited for his class.

**Names:** Mogogols have three important naming practices. The first, and most confusing tradition, is that all mogogols are named Mogogol. The second is the "epitab" which are words that people tack onto the end of a name, such as "Mogogol with the stripes" or "Mogogol who broke his leg". The epitab carries with it no honor, and its use generally denotes a mogogol who has not yet succeeded at anything worthwhile. Noteworthy mogogols have a title, which to the race, just means that someone decided to tack on a noteworthy prefix to their name rather than a suffix. Generally mogogols make no distinction between male and female.

#### **MOGOGOL RACIAL TRAITS**

**+2 Constitution**, **+2 Charisma**, **-2 Intelligence:** Mogogols are extremely sturdy with more than enough charm to compensate for their froggish looks, but are often a little 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 (with normal bonuses and penalties typical of this size). Size is chosen at character creation and does not change.
- **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: A mogogol suffers no movement penalties for moving through marshes or mud.
- **Grasping Tongue:** The mogogol can choose to make a grapple maneuver with its tongue on targets up to 10 feet away. It does not provoke an attack of opportunity or incur penalties for not having both hands free when starting a grapple in this manner. Normal rules for grappling apply afterwards.
- **Lungs:** Mogogols can breathe air indefinitely.
- **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.



#### Pisceans

Pisceans were once considered an evil race. They were selfish, worshipped noxious deities, and were often behind nefarious plots to murder and destroy. Their only saving grace was that they were too greedy to work well with the sahuagin, and the two became savage rivals. During the Bloody War, sahuagins whittled the piscean population down to near extinction. When the tides of war changed, the pisceans were right there with the forces of good to see the sahuagin to their decimation. Somewhere in the process of convincing the other races that they turned a new leaf, their society changed. While not a benevolent race by any account, they found peace in balance. They obliterated their wicked temples, and placed kahunas in positions of leadership. While vestiges of corruption remain, the piscean race now strives towards a life of oneness with nature.

**Physical Description:** Piscean skin is covered in fine scales, which can be just about any color of the rainbow. Their heads are very fish-like, and their hands and feet are webbed. Large eyes are designed to enhance underwater vision and the ear fins enhance hearing. Females and males look very much alike, although the former can be recognized by the two ocher stripes on their lower abdomen marking their egg sacs. Pisceans make their lairs in rocks carved into castle-like strongholds. These aquatic castles are very similar to their surface counterparts. Openings are protected by stout doors, shutters, or coral bars. Often moray eels are used as guard beasts. A herd of giant eels is kept at the edge of each piscean stronghold.

**Society**: 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. **Relations:** Pisceans perceive every race to be part of a greater balance. They are quick to act when they feel one race is becoming too powerful, or another too weak. However, this concern is mitered with seething inborn hatred of all things non-piscean. If a piscean can rationalize genocide being the answer to maintaining balance, he will attempt to carry it out. Perhaps it is this that causes even the altruistic mogogols and trusting naiads to feel some sense of distrust in the species.

Alignment and Religion: Pisceans are stoically neutral most of the time. However, they are prone to sudden and unprovoked rages that can last decades and cause an individual to seep into the madness of his ancestors. Occasionally, when these rages cease, an individual will dedicate the rest of his life to atonement; performing good deeds wherever they are needed.

Pisceans have generally abandoned religion, though a few individuals are known to worship Poseidon. Most despise worshippers of Clagguth, a deity that they once erected temples to. A piscean rite of passage is to sever a tentacle from a large octopus to symbolize their deliberant disassociation from their former lord. They often preserve and wear this tentacle as a reminder not to slip back into evil ways.

Pisceans usually adventure to

up for some evil they have

internal balance, or both. A few

though this could be either

Adventurers: maintain balance; external balance, are looking to make committed.

Names: Pisceans have non-gender specific names that often represent a musical note or sound. Examples: Rey, Mea, Za, Hrum, Dim, Sol, Bri, Dar, Fah.

PISCEAN RACIAL 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 and have no bonus or penalty due to size. **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:** Pisceans gain a +2 racial bonus on Handle Animal skill checks involving natural fish. This can be any sort of fish from a great white shark to a moray eel.

**Gills:** Pisceans can breathe underwater indefinitely through gills in their neck. **Hatred:** Pisceans receive a +1 bonus on attack rolls against all non-piscean aquatic

humanoids and merfolk.

**Tempered Mind:** Pisceans receive a +2 racial saving throw bonus against mind-affecting spells or effects.

**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.

#### Sebek-kas

The sebek-ka race was created by a human civilization that crumbled millennia ago. In that bygone age, they were bred to be representations of the god Sebek to serve as priests, temple protectors, and servants to a pharaoh. As their kingdom crumbled into dust and ruin, the sebek-ka's racial memory of this lost culture stood against the passage of time like the monoliths that they helped to raise. Over the centuries, an encroaching desert pushed this crocodilian race further into an isolated marsh where they faded into obscurity. When the flood came, the sebek-ka took it as a sign for the kingdom of Sebek to rise again.

**Physical Description:** 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.

**Society**: 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 tend to be one of three types of personality and this has much to do with which caste one belongs to. The noble caste, or ahbka, tends to be impulsive and quick to anger. The priestly caste or tathba are quick of wit, sly, and subtle in their dealing

with others. The last of the three castes,

the vrahg or servants, are almost always subservient to those of the upper castes, but their frustrations will frequently manifest in a more violent temperament when dealing with anyone to whom they do not have to show deference.

**Relations:** Sebek-kas are very diplomatic, but equally haughty. They tend to view other races as younger and more naïve. The exception are the nommo, whom they view with suspicion and quiet reverence.

Merfolk, feykith, and other anthromorphs have found the sebek-ka to be trustworthy and great business associates. However, good words seldom go further than that. At best, sebek-ka are viewed as somewhat dangerous, and certainly not a race to anger or show open disrespect. It is well-known that the sebek-ka have very strict laws and even more severe punishments for breaking those laws.

Alignment and Religion: Sebek-kas are typically lawful by nature, a result of their highly structured society. All sebek-ka are expected to worship the god Sebek. Those who do not openly show devotion to their patron deity are labeled outcasts and sent into exile from all sebek-ka cities.

Adventurers: Sebek-ka who tend toward adventuring, often fall outside of their societal structure in some way. They could be outcasts, criminals, or vrahgs whose masters could no longer keep them. Occasionally, they will personally take up a cause that they feel called into by their god, and join adventuring parties with similar goals. Often, their quest is to retrieve ancient relics of their past.

**Names:** Sebek-ka have complex naming practices that include title, rank, birth order, and so on. A full name can literally take minutes to relate. Shortened versions are acceptable for everything except introductions. *Examples of the shortened versions:* Hekera Nephera Mawhesk Vyk'sebekenka, Hteru Meseru Ahnk em Aesau-sen Dal'sebekenka, Neperu Heputep Niripi Em Abkuka Tal'sebekenka

#### SEBEK-KA RACIAL TRAITS

+2 Strength, +2 Wisdom, -2 Intelligence: Sebek-kas are powerful and highly in-tune with their surroundings. Unfortunately, most individuals tend to shy away from intellectual endeavors.

Racial Buoyancy: -50<sup>A</sup>, Depth Tolerance: 300 feet

**Medium:** Sebek-kas are Medium creatures and have no bonus or penalty due to size.

- Normal Swim Speed: Sebek-kas have a base swim speed of 30 feet.
- **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:** Sebek-kas receive a +1 bonus on attack rolls against Tiny or smaller sized creatures.

Lungs: Sebek-kas can breathe air indefinitely.

- **Reptilian Mind:** If a sebek-ka fails a Will saving throw, he may roll again and take the second result.
- Languages: Sebek-kas begin play speaking Common and Halbok. Sebek-kas with high Intelligence scores can choose any of the following: Boggart, Draconic, Delatari, and Lok'tar.



## Feykith [humanoid 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. Feykith have existed and evolved for so long outside the Fey Realm that they can no longer be considered true fey, though they share many of the characteristics of their fey-born namesakes. This causes all feykith to be innately magical creatures.

Similar to the home of their ancestors, feykith are often unpredictable and filled with extremes. Even though their bloodline separated from that magical realm many millennia ago, they still feel strong ties to magic and nature. The feykith of the sea are invariably beautiful creatures who value art, nature, and magic in all its forms.

Fey have always come in a plethora of forms and types. Their legacy in the sea goes back to the creation of the world. This long history has led to many varieties of commonly recognized fey. The feykith known to inhabit the Cerulean Seas are no exception, as they are all new variations of wellknown fey: Elves, naiads, nixies, and selkies.

#### Feykith Racial Traits

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.

#### Elves, Sea

The sea elves of the Cerulean Seas are distant relatives of the surface elves. They share many traits in common including long lives, deep attachment to their surroundings, and arrogant attitudes. Unlike their drylander counterparts, sea elves are by no means considered quiet or reserved. Sea elves are a boisterous lot, and take celebration, vengeance, and pride especially seriously.

**Physical Description:** 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. Eye color is usually dark, from deep blue or green to black. Their ears are delicately pointed like those of land elves. 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.

**Society**: Sea elves have a king or queen to whom they pay tribute, but has limited control over daily life. 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 elven nobility of the sea are mostly responsible for adjudicating trade agreements, treaties, and tariffs. The sea elf population consists primarily of artists and craftsman who create some of the most breathtaking splendors of the sea.

> The most breathtaking of these splendors is the spectacular elven cities that are crafted from living coral.

> > Sea elves revere both magic and nature and seldom hesitate to let one enhance the other. A departure from the philosophies of other elven kind, sea elves are not

afraid to meddle or tinker with the natural order of things. More often than not, this leads to spectacular works of living art. Occasionally, this has also led to great and terrible abominations that cause more harm than good. Sea elves can be prideful and egotistical, and this can easily lead to folly if mixed with unchecked arcane might.

**Relations:** Sea elves often see it as their duty to look after the other races, feeling a sense of obligation to those creatures with the shortest lifespans. They get along well with most races, with nommo and sebek-ka being the exception. Many speculate that this tension arises because all three races feel that they are the oldest and therefore superior to the other races. Other feykith believe that elves are too structured and rigid.

Seafolk and sea elves tend to get along very well, and the two have even been known to become romantically intertwined. While children of this union are naturally impossible, sea elves often seek a magical remedy to this; which usually involves giving up their long lifespans to transform into a seafolk.

Alignment and Religion: Sea elves value freedom and emotional expression, but are generally pulled towards generosity and grace. Like their land cousins, sea elves are often chaotic good. Their racial goddess is known as Aear Emerwen , though this goddess is revered by nearly all good feykith who refer to her as Mariblee. Elves have been known to worship Poseidon as well.

Adventurers: Sea elves are natural explorers with a healthy wanderlust. Many go in search of answers to the many mysteries of the sea. Some are searching for lost lore pertaining to arcane magic or power. Sea elves tend to gravitate towards wizard and mariner classes, as this works well with their physical and mental characteristics. Their love of nature can lead them on the path of the kahuna, as well, but few sea elves have the insight to set aside their egos long enough to truly embrace the true majesty of nature. They tend to see nature more as a beloved tool than as a sentient force.

Male Names: Himaram, Hoviroth, Nicola, Naieh, Noirak, Omih, Riomaht, Soilevi, Solaine, Stau

Female Names: Ailisu. Anairsana, Annalai, Apanax, Aunitna, Ethali, Ethana, Ikalissa, Lia, Liasola

#### SEA ELF RACIAL 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 and have no bonus or penalty due to size.

- Normal Swim Speed: Sea elves have a base swim speed of 30 ft.
- **Elven Magic:** Sea elves receive a +2 racial bonus on Spellcraft skill checks made to identify the properties of magic items.
- **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.

#### Naiads, Oiridian

Viridian naiads are benevolent children of nature that share a close kinship with the flora of the sea. Biologically, viridian naiads seem to be more like plants than feykith. Naiad life begins as a seed pod is planted into the seabed, where it stays for three years. It then sprouts into a bushy kelp-like plant. The plant grows to 4-6 feet tall, slowly taking the form of an adult naiad over the course of seven decades. During this time, the seemingly non-sentient plant is nurtured, protected, and educated by its parents. After around 70 years, the adult-sized naiad uproots and joins society as a child.

**Physical Description:** 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.

**Society**: 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.

Naiads view the world in terms of black and white. When they wade into battle, they believe the forces they fight are bad, while their allies are good. Naiads have difficulty grasping complex concepts such as betrayal and insincerity. Naiads do not abandon their friends and would fight to the end if someone didn't convince them that retreat was better strategy. They value loyalty and friendship above material possessions, fighting more for their allies than any personal gain. Naiads are apt to give away the treasure they acquire as they are to spend it on themselves. **Relations:** Viridian naiads harbor no ill-feeling towards any race in particular. Their child-like nature and determination allows them to get along very well with mogogols. For these same reasons, they tend to have problems fitting in with the nommo. The naiads' intense connection with flora also lends to great partnerships between themselves and the cindarians, who often rely on the naiad's expertise to help repair damaged reefs.

Some of the neutral aligned races, such as the pisceans, often take advantage of the naiads' very neighborly ways. "A naiad's wages" is a popular phrase in the seas that refers to working for little more than praise or flattery.

Alignment and Religion: Naiads are generally good aligned and helpful creatures. Those individuals who lived more isolated lives will exhibit more neutral tendencies, however, and will often seem somewhat disturbed by the presence of others. Most naiads worship Undine, and the race is considered to be Undine's first born children.

Adventurers: Naiads most often adventure to help the cause of those that they consider friends. They are well-suited for kahuna, cleric, and barbarian classes.

Names: Naiads are each possessed of two names: their true names and their chosen names. The true name of a naiad is a long string of flowing syllables, each intimately connected to the others. A true name, when spoken aloud, is like a song that seems to bare the essence of the naiad to whom it belongs. The chosen name of a Naiad can vary wildly, both between each individual and with the long course of a single naiad's life. In general, younger naiads tend to choose

descriptive names (Goodkelp, Waterlily), while elder naiads will opt for less intuitive names (Maayiel, Sutheseyal).

#### VIRIDIAN NAIAD RACIAL 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 feetMedium: Viridian naiads are Medium creatures and have no size bonuses or penalties.Normal Swim Speed: Viridian naiads have a base swim speed of 30 ft.

**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 instinctual knowledge of their natural surroundings.

**Plantlike:** Viridian naiads recieve 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.

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.

#### Nixies, Deepwater

Deepwater nixies are a Small-sized race of feykith that almost always appear childlike and beautiful. They dwell in harmony with the sea and sea creatures. Inquisitive by nature, they are often explorers, traveling the lands in search of a new pleasure or rare experience. Above all, nixies love magic and music, and their power is renown throughout the Cerulean Seas. Deepwater nixies are endlessly curious and highly creative. Nixie settlements, though seldom sized for visitors, often welcome travelers nonetheless. It would be wrong to say nixies do not value wealth, but they are more likely to favor works of art or antiques to coins and gems.

**Physical Description:** Despite their characteristically rounded faces and huge sea-green eyes, deepwater nixies have very thin arms and legs, delicate webbed hands, and long, narrow webbed feet. Nixies are almost without exception fair skinned and have blue, black, or white hair. Besides the hair on their head, and thin eyebrows, nixies are virtually hairless. From their backs sprout ephemeral wings that aid in swimming, but do not allow the nixie to fly. Nixies are inexplicably attracted to body piercing and tattooing. The average nixie will almost always have at least their ears pierced, and sport at least one tattoo, usually of a natural pattern like stripes or spots that one might find on natural aquatic wildlife.

**Society**: As their name suggests, deepwater nixies are fond of the twilight zone depth; their cities sparkle with magic and phosphorescence. They will often build these cities near thermal vents, not because they necessarily need the warmth, but to keep their homes inviting to other races.

Polyamory (multiple long-term loves) is common practice among the nixies, and nixie family lines can be insanely complex. It is not uncommon for a single child to claim six or more parents, who all love and care for the child equally. Traditionally, pregnancy is an extremely private thing to a nixie, and any signs of it are hidden by the entire family, which is no small feat considering the average gestation period for a nixie is around 29 months. The identity of the true birth-mother must only be known to the females in the family, according to nixie tradition, and this information is almost never passed on to the children themselves. Equality in family relationships is paramount in the family life of a nixie. Nixies remain children for around 100 years, after which they spend the next couple of centuries exploring and adventuring, not settling into the complex family life until middle age (at which point they are most fertile).

**Relations:** Deepwater nixies have trouble relating to lawful races, such as nommo and sebek-kas. They are friendly and amicable to all races, but rarely invest much time into foreign social formalities or elaborate customs. Since they typically live in remote environs, they seldom grow accustomed to the social habits of other races.

Most races respect the tenacity and resourcefulness of the deepwater nixie. Other feykith welcome nixies, while merfolk can be a bit suspicious of the nixie's mischievous nature. Sebek-kas and pisceans have similar concerns, though karkanaks and mogogols typically enjoy the company of these small feykith.

Alignment and Religion: Deepwater nixies are often mercurial mischief makers, though generally avoid malicious behavior. This plants them most often in the categories of chaotic or neutral good. They often worship Mariblee, Poseidon, and even Undine.

Adventurers: A nixie's natural curiosity is very compatible with an adventurer's lifestyle. They enjoy seeing new sights, learning novel concepts or ideas, and experiencing different people and cultures. They make wonderful rogues, sirens, and sorcerers.

Male Names: Cirrinero, Tadorfini, Jaredeni, Groskinich, Binderwick, Forndersnip, Billinswhip

**Female Names:** Wilamlea, Aladina, Amilea, Selimna, Gerella, Jelarra, Vinderayla, Ashayrea



#### DEEPWATER NIXIE RACIAL TRAITS

+2 Charisma, +2 Dexterity, -2 Strength: Deepwater nixies are charming and nimble but not very strong.

Racial Buoyancy: -15<sup>A</sup>, Depth Tolerance: 1000 feet

Small: Deepwater nixies are Small creatures and gain a +1 size bonus to AC, +1 size bonus on attack rolls, -1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 size bonus on Stealth checks.

Fast Swim Speed: Nixies have a base swim speed of 30 ft.

**Beast Friend:** Nixies are particularly good with animals. They get a +2 racial bonus Handle Animal skill checks and it is considered a class skills for a nixie.

Nixie Magic: Nixies add +1 to the DC of any saving throws against enchantment spells that they can cast. Nixies with a Charisma of 11 or higher also gains *charm person* as a spell-like ability useable once per day. The DC for this spell is equal to 11 + the nixie's Charisma modifier.

**Supernatural Speed:** As a full round action (no other action can be performed during the round that this ability is used) a nixie can move at a base Speed of 60 feet.

Languages: Deepwater nixies begin play speaking Common and Nixish. Individuals with high Intelligence scores can choose any of the following: Aquan, Delatari. Draconic, Lok'tar, Salatari, Sylvan.
# Selkies, Lochgelly

Lochgelly selkies are a race of magical humanoid shapechangers whose natural form is that of an intelligent seal. The selkie may change its form to that of an aquatic elf, and may remain in this alternate form as long as it wishes. Selkies are a passionate race that live in the moment, thrive on adventure and excitement, and adore beauty and talent in all forms.

**Physical Description:** In seal form, lochgelly selkies are indistinguishable from normal seals, aside from a faint magical aura visible through divination spells. Selkie pups are white and furred at birth to disguise them from predators. As they get older, their fur ranges in color from gray to reddishbrown and is soft and slick. They have big round eyes, flippered legs, and tiny ears (that seal shut underwater).

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. Skin color is that of a fair skinned Caucasian human. Selkies are appealing and charismatic in both forms, but make especially attractive elves.

**Society**: Selkies society is tribal, often lead by a kahuna. They 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.

**Relations:** Selkies are almost always friendlily with sea elves, deepwater nixies, and seafolk. They often find the superior attitude of the nommo difficult to stomach, and have a celebrated distaste for this race. However, this does not prevent them from making alliances with the nommo when expedient, though it is rare for a selkie to actually befriend one.

Alignment and Religion: Lochgelly selkies are generally good and peace-loving, but do enjoy violence for sport. Most selkies value freedom above all else, so chaotic alignments are most prevalent. They worship Poseidon, Undine, and an incarnation of the deity Mariblee, whom they refer to by the name Sedna.

Adventurers: Selkies adventure for the sake of adventure and excitement, rarely thinking twice before embarking on a long and dangerous journey into uncharted waters. They hope to someday return to their beloved home with exciting tales to impress their friends, neighbors, and loved ones.

They make excellent fighters, rogues, sirens, and sorcerers. Some of the rougher sort will even take up the call of the barbarian or kahuna.

Male Names: Valamo, Pelastari, Hedraier, Mako, Jaylen, Seldrian, Nediamo, Udinnar

**Female Names:** Leileena, Galeana, Darielle, Emienne, Hedrielle, Mala, Bjala, Salissa

#### LOCHGELLY SELKIE RACIAL 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 and have no bonus or penalty due to size.

Variable Swim Speed: Lochgelly selkies have a base swim speed of 30 feet in elven form, and 60 feet in seal form.
 Change Form: 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, size, and buoyancy, a lochgelly selkie's statistics remain the same in either form, though the following bonuses and limitations solely apply to their seal form: *Animal Mimicry:* Selkies in seal from 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. *Seatvalker:* 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 such as picking locks or buttoning up a shirt. However, they can wear and use most devices crafted for trueforms (see CHAPTER 5: MONEY & EQUIPMENT for more details) and they are often quite accomplished at basic object manipulation by using their nose and flippers.

Seabond: Selkie are genetically in-tune with their homeland, and can use the magnetic pull of the planet to find their way home. This works in much the same way that a compass points north. While a selkie can detect which direction his homeland is, she gets no indication of distance or obstacles in her path. A selkie can bond to any location that she has lived in for an entire moon cycle, thus losing the ability to sense the direction of any locations previously attuned to. The re-attunement is somewhat voluntary, based on whether or not the selkie considers her new location as home or not.

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.





# Merfolk [humanoid subtype]

All merfolk are basically humanoid from the waist up, and fish from the waist down. While the union of scales and flesh seems almost magical in origin, they are a natural species with an ancient culture and history. Merfolk are not only the most common and widespread of races in the Cerulean Seas, but they are also the most versatile, filling nearly every niche from hunter and soldier to sorcerer and scholar. Merfolk are the most "human" of the sentient sea races, capable of great feats of kindness and deplorable acts of depravation. It would be hard to imagine "undersea adventures" without the merfolk race being a big part of that.

The Cerulean Seas are home to several species of merfolk that make excellent PC races. The oldest of which, the nommo, is said to be the first merfolk from which all other races of merfolk evolved. Sages postulate that the merfolk species evolved to look and behave much like the creatures that they most commonly interacted with. This would mean that seafolk and humans lived closely at some point in their history, kai-lio were likely descended from hippocampi-riding cavaliers, and the cindarians have a long history of living amid coral reefs. Nоммо

# Merfolk Racial Traits

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 (though may move faster by using the Climb skill, see Chapter 4 for details). 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 (except secret languages and Pelagic). CHAPTER 7: THE CERULEAN SEAS describes more of these languages in detail.

# Cindarians

Cindarians are the peaceful inhabitants and protectors of the coral reefs. They are a friendly folk, though fierce whenever a comrade, loved one, or home is threatened. A cindarian has few natural enemies; even mindless predators have learned to avoid them. Cindarians are natural mediators; they specialize in seeing both sides of an issue. Aggression is met with swift and merciful retribution, much like their spiny, poisoned exterior deals with an unwanted nip.

**Physical Description:** 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 (collectively "venom") that are injected via the spines. The venom of a cnidarian may be delivered by spines of the dorsal, tail and arm fins and is known to cause a severe reaction or even death to those persistent enough.

**Society**: To a cindarian the cornerstone of home, family, and community is the coral reef. No cindarian abode will be far from a coral reef, and even cindarians who are forced to live separately from one still speak of the reef as home. Almost all cindarians suffer to some degree from feelings which resemble the condition humans call agoraphobia—a fear of unknown or open places. It's not that cindarians are literally fearful, merely that they become very uncomfortable whenever they're too far away from their coral reefs. 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.

To them, it is merely the way things should be; youth is the time to explore, old age the time for rest and reflection.

**Relations:** Of all the sentient sea people, no culture has displayed such interest, even enthusiasm, in socializing with members of other races. Cindarians, with their cheerful dispositions and gentle resourcefulness, have been openly welcomed into communities of virtually all good and neutrally aligned races. They delight in the company of others, sharing different points of view, and making good friends. Most cindarians are very conscious of social etiquette, regardless of the culture. Consequently, no races have any particular criticisms of the cindarians, and usually view them fondly.

Alignment and Religion: Cindarians are typically social extroverts with honorable intensions. While they do delight in whatever physical comforts their surroundings provide, they are generous and enjoy sharing that pleasure. Cindarians are normally neutral good in alignment, and are known to worship all good deities. Of course, like most merfolk, they have a special reverence for Keilona.

Adventurers: Young cindarians are natural adventurers. They will always seek new experiences and rise to new challenges. Their natural aversion to violence often steers them away from martial endeavors and towards the callings of siren or sorcerer. Cindarians usually concentrate on defensive ability, and this is often reflected in how they decide to use the abilities of their class.

Male Names: Archerak, Briston, Crinz, Ershin, Gristo, Londerak, Miptin, Othan, Risp, Wistak

**Female Names:** Auranelle, Cristol, Corala, Estrelle, Jarella, Lavarol, Merla, Pearl, Seral, Velna

#### **CINDARIAN RACIAL TRAITS**

+2 Constitution, +2 Charisma, -2 Strength: Cindarians are scrawny but remarkably resilient. They have a natural beauty and charm that makes them very pleasant to be around.

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

- Small: Cindarians are Small creatures and gain a +1 size bonus to AC, +1 size bonus on attack rolls, -1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a
  - +4 size bonus on Stealth checks.

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

- **Coral Attunement:** Cindarians are required to take the "Coral Link" feat as the bonus first level feat received from being a merfolk. Cindarians are highly attuned to their natural habitat.
- **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.
- **Venom Resistance:** Cindarians are immune to the venom of their own race, and to the poison of naturally occurring organisms such as jellyfish, anemones, lionfish, and stingrays. In addition, they receive a +2 racial bonus on savings throws against

any other form of poison. This bonus also applies to the fire coral disease. Water Dependent: This creature 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).

#### Kai-lios

Kai-lios are a reticent race of undersea centaurs. They 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 every-day 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.

Physical Description: Reaching up to 9 feet in length, kailios 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. Hair color is predominantly very dark, although a very small proportion of females may be pale grey or white. Skin color is tan, while eye color is shades of black, brown, or dark green. Male kai-lios have an impressive fin crest on their heads that extends down their backs like a dorsal fin, but lack any ear-fins. Females lack the dorsal crest, but have delicate ear fins instead. Hands are webbed, and arms are ridged with fins in both genders. Fins range in color from pale red to purple.

The lower half of a kai-lio is that of a finely scaled hippocampus, including two hoofed legs and a powerful fishtail. Scale color ranges from light-blue or sea green on top to yellow or white underneath. In most individuals, the hooves are covered with fins, but a few individuals are born without that feature, which has no significant game effect.

**Society**: The most notable characteristic of kai-lio mindset is their innate shyness. This can lead to an inclination for isolation from other intelligent beings. Kai-lio society is quiet, peaceful, and inundated with emphasis on family and art. While they do prefer nonviolent outcomes, they will not hesitate to use force to drive out invaders, protect their family, or preserve their way of life.

**Relations:** Kai-lios prefer to remain an enigma to other races, and are notoriously distrustful of most races, including nommo and seafolk. They do enjoy the company of cindarians, who have always been respectful of the kai-lios' privacy. They will make the occasional alliance with naiads and sea elves, usually to procure much need resources for their communities. Other races tend to respect the kai-lio, both for their great strength and for their dedication to kith and kin.

Alignment and Religion: Kai-lios are predominately neutrally aligned. While they are generally benevolent towards their own kind, their distrust of other races can lead many individuals towards prejudice and discrimination. All kai-lios honor Poseidon, whom they view as the progenitor of their race. They do worship other deities of good and neutral alignment, however.

Adventurers: Kai-lios most often adventurer to protect their home or family. Occasionally, they will be drawn away from their homes to pursue a religious or philosophical calling. Still others become outlaws or exiles, leaving their kind more because they are no longer welcomed there than of their own free will. Kai-los make excellent barbarians, fighters, mariners, and paladins.

Male Names: Bree, Hima, Hovir, Nico, Nai, Noi, Om, Riom, Soi, Sol

**Female Names:** Aili. Anaira, Alai, Apaxa, Auna, Brena, Etha, Lissa, Lia, Sola

#### KAI-LIO RACIAL 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 and have no bonus or penalty due to size.
- Very Fast Swim Speed: Kai-lios have a base swim speed of 50 feet.

**Mer-ped:** Kai-lio can carry a buoyancy load of fifty percent more than a standard humanoid. Multiply the buoyancy value on Table 1-1 by 1.5 to apply to this creature's buoyancy encumbrance.

**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 (after that, refer to the suffocation rules in the Pathfinder Roleplaying Game).

#### Nommos

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.

**Physical Description:** Superficially, nommo 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. They have external ears that sweep back behind their heads like fins. Males have thick muscular hands, while females have strikingly long and delicate fingers. Females can be further distinguished from males by having four face tendrils rather than two. These face tendrils work as taste buds and feelers. Nommo also have a prominent dorsal fin on their backs. Their lower half is eellike; it consists of a long, flat muscular tail trimmed with fins at the top and bottom. A nommo's body is covered in fine scales, and ranges in color from dark green to yellow. Fins are highlighted in red, purple, blue or some combination of those colors.

**Society**: Nommo 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.

Female nommo often only lay a single egg in their lifetime, and then hold a tournament to decide which male will fertilize it. After a 3 day contest, the victor fertilizes the basketball sized opaque red egg, which is then locked in a specially designed vault for one year. After a year,

#### NOMMO RACIAL TRAITS

+2 Strength, +2 Intelligence, -2 Charisma: Nommo 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.
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: 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.

**Pressure Sensitive (300 feet):** Nommo 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.

the egg is usually ready to hatch within a few weeks, or on rare occasions, has already hatched. The young nommo's gender is then determined, and raised by whatever gender it happens to be part of.

**Relations:** Many see the nommo as condescending and snooty. While nommo are curious and concerned about other societies and creatures, they do value their own culture and kind above all others. Nommos are particularly annoyed with the piscean race, who they believe "squandered millennia on childish endeavors" and "could have been so much more than they are now."

Alignment and Religion: Nommo are lawful creatures who are capable of justifying malice even though they believe themselves to be unerringly benevolent. Many nommos are lawful good, with large percentages of the population in the neutral good and lawful neutral range.

Nommos worship a version of Keilona that they call Keilonagonar Delitakna, whom they say other merfolk have only an abridged understanding of. Of course, the nommo version of Keilona is often depicted as a giant female nommo, instead of the classic seafolk portrayal common to other races.

Adventurers: Nommo adventure on behalf of the needs of their race, but they are not as selfless as they might lead one to believe. While edicts are passed down and treated with utmost urgency, the individual ultimately interprets these proclamations however they feel is most appropriate. In some cases, a nommo acts on their own interpretation of what may be needed, and may decide on action without ever being asked. This creates an adventurer who always convinces himself that he is doing the best thing for his race, even if the root of the motivation are the drives common to other races.

**Male Names**: Tar Gelan, Hatar Sel, Ji Biwan, Gart Miliarmat (male noble)

**Female Names**: Hissara Gib, Fiwanat Mil, Naganar Webit, Jitallak Sempari (female noble)



## Seafolk

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.

**Physical Description:** 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.

A few days after mating, a seafolk female will lay a single egg about the size of a bowling ball. The egg is clear and gelatinous, and one can see the developing seafolk embryo inside. The embryo develops for nine months, and hatches into a baby seafolk which will grow to maturity in about 13 years. Seafolk are very protective of their young, and keep them hidden deep in their settlements, ensuring that invaders have to run a gauntlet of fierce protectors before breaking through to their inner sanctums.

Much like some fish, seafolk have a swim bladder located in their bodies. These bladders are bags of gas the seafolk can regulate, allowing them to float at different depths. These bags double as lungs when they are on the surface. Because of the oxygen held in their swim bladders, seafolk find it uncomfortable to enter great depths in the ocean.



**Society**: Seafolk society is divided into two important factions, the Carallel and the Barashi. While lesser factions do exist, they comprise less than five percent of the population, and often dissolve as fast as they form. The Carallel faction focuses on art, song, peace, and education. The Barashi focuses on politics, war, bureaucracy, and acquiring territory. Despite the apparently opposing ideals of each faction, they rarely clash. Each respect the others right to exist and understand the need for harmony between them. The faction to which a seafolk belongs to may be the most important decision of his/her young adult life, and helps pave the way for their future.

**Relations:** Seafolk are the only race that interacts with all other races on any given day. This is partly due to their large population and even dispersion throughout the seas. It can be said that this interaction, for the most part, is benign and peaceful. However, being so diverse in drive and spirit means that seafolk will invariably find fault in at least one particular race or group of races, and conflict can arise from not seeing eye to eye. A seafolk's bias can range from mild to severe.

For example, seafolk often find the anthromorphs to be too bestial, the feykith too aloof, and other merfolk too reserved. Then each particular race has dissimilarities to the majority of seafolk. Seafolk view the arrogant natures of the sebek-kas, sea elves, and nommo to be somewhat irritating. The childlike attitudes of the mogogol, naiad, and nixie can lead some seafolk to not take them seriously. Karkanaks, pisceans, and kai-lio are viewed by seafolk to be antisocial. They tend to get along best with cindarians and selkies, but their obvious physical differences can be a point of contention as well.

Alignment and Religion: Seafolk are also the only race of the sea that truly fills alignment spectrum. Chaotic, lawful, good, neutral, and evil individuals abound. Only a small majority of seafolk fall in the neutral and good categories. Evil individuals also exist, and seafolk prisons are brimming with nefarious members of their own race.

Likewise they worship a wide variety of deities. The most popular religion is made up of those who worship Keilona, though Poseidon and Mariblee are also common. Seafolk have even been known to pay homage to gods of chaos and evil such as Clagguth and Dagon.

Adventurers: Seafolk adventure for a large variety of reasons, which are largely personal rather than based on racial motivations.

Male Names: Rhaelussan, Lumal, Shamallo Sira'carallel, Kwalussar of the Coralspire Reef

**Female Names:** Lushalle, Lumalla, Kaleena, Rhulee Dela'barashi of Fuortuna's Shore

#### SEAFOLK RACIAL 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 Buovancy: -60<sup>B</sup>, Depth Tolerance: 300 feet

**Medium:** Seafolk are Medium creatures and have no size bonuses or penalties. **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.

# Seafolk Halfbreeds

Seafolk are the most diverse sentient creatures of the sea. This may be due, at least partially, to their openness to other cultures and ideas. Some speculate this has a biological source; seafolk can successfully interbreed with a multitude of other species, including species that are seemingly vastly different. In fact, the only common sentient races that have no known half-breeds with seafolk are trueforms, sebek-kas, kappas, slurgs, naiads, nixies, nucklavees and tritons. This leaves twelve possible combinations. Each pairing yields consistent and sometimes spectacular specimens, many of which appear to be separate species in their own right. Much like human half-breeds, these mixed seafolk face similar prejudice and trouble relating to either side of their family. Crossbreeds have access to the languages available to both parent races.

#### **CROSSBREED ORIGINS**

Seafolk are oviparous; they lay eggs that are later fertilized. This allows for many different ways they can become fecundated. It seems that seafolk are biologically compatible with all other oviparous humanoids that lay eggs in water. Whereas this disqualifies egg-layers such as the sebek-ka and kappa, who typically lay their eggs on land, it means that mogogols, pisceans, and even karkanaks are possible candidates. The following are common scenarios that lead to crossbred offspring:

Accidental Spawning: Mogogols and karkanaks especially are considered "messy spawners." Both races lay thousands of eggs that are fertilized en masse. While this is to ensure that about one percent of their larval offspring will survive to adulthood, a hapless seafolk egg that happens to be upstream may also take up a rogue seed. Although it is possible for this to happen with any oviparous aquatic, it is typically only excusable for the

mogogols and the karkanaks.

**Crime:** The more nefarious races will steal eggs or even individuals, and further disgrace their enemies by bestowing them with a bastard child that bears their semblance. These children often harbor tortured souls and harsh stigmas. It is a tough life for these half-breeds born of violence or malevolence.

Interspecies Love Affair: Seafolk are open minded creatures, and often fall in love with beings that are not of their race or even their species. This can be quite simple with other merfolk who share the same basic biology. Nommo, cindarians, and kai-lio all have tales of great love affairs between the two races.

However, an equal amount of stories revolve around the adoration between sea elves and seafolk. Unfortunately, the two races are biologically dissimilar. Luckily, this does not dismiss intimacy or even offspring. The feykith are notorious magicians, and with a common transfiguration spell, they can effectively join one species or have the other join them. Magic does not however, change their genetic heritage, and the offspring of such unions are always crossbreeds.

#### MERFOLK HALF-RACES

The most common crossbreeds occur among the merfolk races. All seafolk halfraces lose there "Skilled" racial trait, and usually gain one or two particular traits of the other race. They are otherwise identical in statistics to a seafolk (including aging). The following entries further describe specific combinations:

#### Seafolk/Cindarians

**Common Name:** Cindarfolk **Racial Trait:** Poison Spines (the crossbreeds are immune to their personal venom only, but not to other natural poisons like their cindarian parent).

**Description:** Cindarfolk appear as Medium-sized cindarians, complete with spines. While they are larger than their Small-sized parent, their spines are typically smaller in proportion, and tend to do the same damage and carry the same toxic potency.

kai-lua

halfbreed

#### Seafolk/Boggers

**Common Name:** Bogfolk **Racial Trait:** Claws (1d4 damage each)

Description: The unfortunate bogfolk are particularly ugly-looking Medium-sized seafolk with a mudskipper-like fish tail. As their name implies, they have innate love of muddy or swampy water. Like boggers, bogfolk are strict carnivores; the taste of vegetation causes fits of nausea in most individuals.

#### Seafolk/Kai-lio

**Common Name:** Kai-lua **Racial Trait:** Kai-luas have their own unique racial trait that neither parent possesses.

**Prehensile Tail:** A kai-lua's tail can be used as a third hand. The tail can be used to manipulate objects or even as an extra hand for multiweapon fighting, albeit with an additional -4 penalty to attack with the tail (in addition to other penalties for multiweapon fighting). The tail can be used with skill checks involving precision manipulation and hands in general such as Disable Device and Sleight of Hand, though at a -4 penalty. Finally, the tail confers a +2 racial bonus to the kai-lua's Combat Manuever Bonus while attempting to grapple.

**Description:** Kai-luas look like normal seafolk from the waist up, and colorful seahorses from the waist down. They are Medium-sized and can ride mounts normally. They often have red hair, regardless of their parents' coloration.

#### Seafolk/Nommo

Common Name: Mroe

their female nommo relatives.

**Racial Traits:** Aquatic, Big Hands **Description:** Mroe appear as hulking and muscular seafolk with an eel-like tail. Their skin often has a greenish tinge and their irises are commonly jet-black. They are mostly hairless, though males have a persistent mustache that will grow long and whiskery if not trimmed daily. Females have impossibly long fingers, much like

oceanid crossbreed

#### Seafolk/Sharg

Common Name: Sharkfolk Racial Traits: Bite attack (1d4), Dart (as sharg, see chapter 9) **Description:** The unfortunate sharkfolk have a hairless seafolk upper half that looks fairly normal. On their backs however, sprouts the telltale dorsal fin, and their fish-tails are unmistakably shark-like. Their mouths are filled with sharp, serrated teeth. Though not predestined towards evil, sharkfolk often have violent tempers and are notoriously single-minded.

> FEYKITH CROSSBREEDS Feykith and seafolk tend to make the most attractive

crossbreed children. They are often thin and lithe; flaunting their feykith heritage while maintaining their seafolk body-type. Seafolk-feykith must take Skill Focus as their racial bonus feat, and loose the skilled racial trait that is available to seafolk. Like feykith, they gain Keen Senses and Feykith Resistance, and often gain one racial trait common to their feykith parents. In addition, these crossbreeds inherit the age categories of their feykith bloodline. For the purposes of racial requirements, these crossbreeds count as both parent races. All other statistics remain the same as typical seafolk.

#### Seafolk/Deep Drow

Common Name: Dark Oceanid

Racial Trait: Deep drow resistances

**Description:** Dark oceanids are ebony-hued from head to tail, including hair and fins. Their eyes are the typical colors common to both sea folk and deep drow. While their natural resistance to toxins makes them particularly well-suited to making and using poison, they have no special talents with them, as is common with their deep drow parent.

#### Seafolk/ Elf

#### Common Name: Oceanid

**Racial Trait:** Weapon Familiarity (as described for sea elves).

**Description:** Oceanids are often the envy of sea folk population. They are often very talented and beautiful individuals. However, this is a mixed blessing that sets them apart from those they wish to be close to. Destined to be trapped between the realm of the feykith and merfolk, they often lead lonely, melancholy lives.

#### Seafolk/Selkie

Common Name: Pincoy

Racial Trait: Seabond

**Description:** Pincoys look very much like the elven-form of selkies from the waist up, and the seal-form of selkies from the waist down. Although they cannot transform, they fit in well amongst selkie-kind, and often adopt their culture and mannerisms, regardless of which parent raised them.

#### **ANTHROMORPH CROSSBREEDS**

When a seafolk mingles with an anthromorph (usually by accident), the results can be quite spectacular. Anthromorph crossbreeds are the most alien crossbreeds, and often have a harder time fitting in compared to other variations. Anthromorph crossbreeds do not gain adjustments to ability scores as seafolk, but instead gain the ability score adjustments of their anthromorph parent. Seafolkanthromorphs loose the skilled racial trait and the racial bonus feat that is available to seafolk. Like anthromorphs, they gain Amphibious (gills) and Bestial Senses, and often gain a few racial traits similar to their anthromorph parents. For the purposes of racial requirements, these crossbreeds count as

both parent races. All other statistics remain the same as typical seafolk.

crucian

crossbreed

#### Seafolk/Karkanak

Common Name: Crucian

**Racial Traits:** Natural claw attack (1 claw, 1d6 damage), Natural AC of 1, Innate Craft

**Description:** Crucians have hard blue skin covering their bodies, wiry hair on their heads with antennas, and expressionless, almost mannequinlike, faces. Their lower-half appears very crustacean, similar to a lobster or shrimp. One arm, usually their right arm, is a cheliped from the shoulder down.

#### Seafolk/Mogogol

Common Name: Mergogol

**Racial Traits:** Inborn Alignment, Landwalker, Marsh Move, Obsessive.

**Description:** Mergogols are the only known seafolk crossbreeds that develop legs at puberty. From the waist-up, they appear as normal seafolk with green skin. They have the lower halves of mogogols; distinctive frog legs. The racial curse of the mogogol, lives on in the mergogol, and they often have similar personalities as a result.

# Seafolk/Piscean

Common Name: Oanne Racial Traits: Darkvision, Fish

Friend, Landwalker,

Tempered Mind

Description: Oannes have carplike torsos and heads that resemble neither parent. Their bodies are covered in thick blue-green scales and they have a fishy tail. In all, they look like normal fish that has sprouted arms and legs which could belong to a human, if it were not for their webbed feet and hands.

#### **PLANAR CROSSBREEDS**

The only known planar crossbreed is that of the seafolk/genai combination and they are exceedingly rare.

Referred to as meridians, these planar-crossbreeds appear as genai from the waist-up and seafolk from the waist down. They have the swim-speed of a seafolk, and lose their landwalking ability. Otherwise, they are identical to genai.

# **Oital Statistics**

Below are the vital statistics for the races of the Cerulean Seas campaign setting. These statistics are applied just as described in the vital statistics section of the Pathfinder Roleplaying Game.

# TABLE 2-1: RANDOM STARTING AGE

		Barbarian,	Fighter, Mariner,	Cleric, Kahuna,
Race	Adulthood	Rogue, Sorcerer	Paladin, Siren	Monk, Wizard
Cindarian	20 years	+1d6	+1d8	+2d8
Elf, sea	80 years	+4d6	+5d6	+9d6
Kai-lio	25 years	+1d6	+1d8	+2d8
Karkanak	15 years	+1d4	+1d6	+2d6
Mogogol	12 years	+1d4	+1d6	+2d6
Naiad	150 years	+2d10	+5d10	+10d10
Nixie	90 years	+4d6	+6d6	+10d6
Nommo	25 years	+1d6	+1d8	+2d8
Piscean	18 years	+1d4	+1d6	+2d6
Seafolk	16 years	+1d4	+1d6	+2d6
Sebek-ka	20 years	+1d6	+1d8	+2d6
Selkie	25 years	+1d4	+1d6	+2d6

# TABLE 2-2: AGING EFFECTS

	Middle			Maximum
Race	Age	Old	Age	
Cindarian	4E	(2	<u>80 xx0 amo</u>	80 + 2d20
Cinuarian	45 years	63 years	80 years	years
Elf, sea	175 years	233 years	350 years	350 + 2d%
	iro yeuro	200 years	ooo yeuro	years
Kai-lio	55 years	73 years	90 years	90 + 3d20
	oo yearo	, o years	yo years	years
Karkanak	40 years	70 years	80 years	80 +1d20
Runanuk	40 years	70 years	oo years	years
Mogogol	30 years	45 years	55 years	55 + 2d10
wiogogoi	oo years	45 years	oo years	years
Naiad	Naiads do	not age or ha	we any effects	from aging
Nixie	200 years	350 years	500 years	500 + 2d%
INIXIC	200 years	550 years	500 years	years
Nommo	60 years	82 years	100 years	100 +
Nominio	00 years	02 years	100 years	3d20 years
Piscean	40 years	75 years	90 years	90 +1d20
1 isceali	40 years	75 years	90 years	years
Seafolk	40 years	58 years	75 years	75 + 2d20
Sealoik	40 years	56 years	75 years	years
Sebek-ka	50 voars	90 voare	110 years	110 +2d10
JEDEK-Kd	50 years	90 years	110 years	years
Selkie	60 voare	95 voars	130 voars	130 +3d20
зеткіе	60 years	95 years	130 years	years

## TABLE 2-3: RANDOM HEIGHT /LENGTH

Race/Gender/Type	Base Height/Length	Modifier (in.)
Cindarian, male	3 ft. 2 in.	2d4
Cindarian, female	3 ft.	1d6
Elf, male	5 ft. 4 in.	2d8
Elf, female	5 ft.	2d6
Kai-lio, male	7 ft. 4 in.	3d8

Kai-lio, female	7 ft.	2d8
Karkanak, both sexes	5 ft. 6 in.	10d4
Mogogol, Medium	4 ft. 5 in.	2d12
Mogogol, Small	2 ft. 5 in.	2d4
Naiad, male	5 ft. 5 in.	2d6
Naiad, female	5 ft.	1d12
Nixie, male	2 ft. 8 in.	1d6
Nixie, female	2 ft. 6 in.	1d6
Nommo, male	7 ft. 6 in.	2d10
Nommo, female	7 ft. 6 in.	2d8
Piscean, male	4 ft. 5 in.	2d10
Piscean, female	4 ft. 10 in.	2d10
Seafolk, male	5 ft. 10 in.	2d10
Seafolk, female	5 ft. 5 in.	2d10
Sebek-ka, male	5 ft. 8 in.	3d6
Sebek-ka, female	6 ft. 2 in.	3d6
Selkie, elf form	4 ft. 7 in.	2d10
Selkie, seal form	4 ft.	2d8

# TABLE 2-4: BUOYANCY & DEPTH TOLERANCE

Race	Racial Buoyancy	Depth Tolerance
Cindarian	-15 <sup>A</sup>	300 ft.
Elf, sea	-50 <sup>A</sup>	600 ft.
Kai-lio	-280 <sup>B</sup>	600 ft.
Karkanak	-190	600 ft.
Mogogol, Medium	-20 <sup>A</sup>	300 ft.
Mogogol, Small	-10 <sup>A</sup>	300 ft.
Naiad	+100	2500 ft.
Nixie	-15 <sup>A</sup>	1000 ft.
Nommo	-170	3000 ft.
Piscean	-50 <sup>B</sup>	1200 ft.
Seafolk	-60 <sup>B</sup>	300 ft.
Sebek-ka	-50 <sup>A</sup>	300 ft.
Selkie, elf form	-50 <sup>A</sup>	600 ft.
Selkie, seal form	-25 <sup>A</sup>	600 ft.

# **TABLE 2-5:**

# STARTING RACIAL ABILITY ADJUSTMENTS

Race	Str	Dex	Con	Int	Wis	Cha
Cindarian	-2	-	+2	-	-	+2
Elf, sea	_	+2	-2	+2	-	-
Kai-lio	+2	-	_	-	+2	-2
Karkanak	+2	-2	+2	-	-	-
Mogogol	-	-	+2	-2	-	+2
Naiad	-	-	+2	-2	+2	
Nixie	-2	+2	-	_	-	+2
Nommo	+2	-	_	+2	- 2	-2
Piscean	_	+2	_	-	+2	-2
Seafolk	Seafol	k gain +2	to one al	oility sco	ore of thei	ir choice.
Sebek-ka	+2	-	-	-2	+2	
Selkie	-	+2	-	-	-2	+2



# Chapter 3: Undersea Classes

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# Adapting Existing Classes

With some small adaptations, most classes can be revised for use in an aquatic setting. Each category below discusses the basics of these adaptations and then goes into more specific details relative to the Cerulean Seas campaign setting. Classes marked with an asterisk are featured in the *Pathfinder Roleplaying Game Advanced Player's Guide* by Paizo Publishing. All other classes can be found in the *Pathfinder Roleplaying Game Core Rulebook*. Classes with a red title are not typically available in the Cerulean Seas setting.

When Swim is offered as a class skill, the character receives Acrobatics in its place. When both Swim and Acrobatics are offered as class skills for the same class, the character gains the Athletic feat as a bonus feat instead of the Swim skill.

In Chapter 6: Magic of the Sea, new spell lists are presented for each spell casting class. A selection of core spells has aquatic variants which are also presented in Chapter 6; often with new names and effects. For example, while the spell effects of "incendiary cloud" might be referred to in a particular class trait, Chapter 6 will list this spell, refer to its new name, "boiling murk," and relate new, more aquatic themed effects.

References to fire damage instead refer to steam damage in an aquatic setting. Since there are usually no flammable objects under the waves, nothing can catch on fire.

### Alchemist\*

With the discovery of "aqua gravis," also known as heavy water, the science of alchemy lives on under the sea. This reagent acts as a base for most alchemical formulas because it does not easily flow out of containers or readily mix with sea water. The alchemist class lives on as well, though with a few changes. The most notable change is that the alchemist cannot adequately throw objects such as bombs or formulas, though this is replaced with the ability to drop (or plunge) these items down on opponents, or cause them to float up to opponents.

#### ALCHEMISTS IN THE CERULEAN SEAS

Alchemists are rare, but not unknown, throughout the Cerulean Seas. Sebek-ka, deepwater nixies, and pisceans are particularly fond of this class, and these races comprise around 75% of the total population of alchemists in the realm. Viridian naiads, kai-lio, and karkanaks seldom have any individuals who heed the calling of the alchemist.

# The Cerulean Seas' variant of the alchemist PC class has the following changes:

Any references to throwing can instead refer to plunging (dropping). The concoction can have positive or negative buoyancy, which is determined at the time that the object is released. The object will then float or sink towards its target and burst on impact.

**Plunge Anything (Ex):** All alchemists gain the Plunge Anything feat (detailed in Chapter 4) as a bonus feat at 1st level. An alchemist adds his Intelligence modifier to damage done with splash weapons, including the splash damage if any. This bonus damage is already included in the bomb class feature. This feature replaces the "Throw Anything" class feature.

**Boiling bomb:** The alchemist's bombs now have a splash radius of 10 feet rather than 5 feet. The water in the same square as the creature that takes a direct hit from a boiling bomb begins to boil, causing 1d6 points of heat damage each round. Washing off the solution is a full round action that requires a Reflex save. Rolling in sand or gravel provides the target with a +2 to the save. Exposing at least half of the target's body to air automatically ends the effect. Creatures that enter the same square as the target, or who use an unarmed melee attack against this target are immediately subject to 1d6 heat damage for each round of close proximity or contact. This feature replaces the "explosive bomb" feature.

# Barbarian, Bard, Fighter, Monk, and Rogue

These classes require the least amount of tweaking. The biggest change is the difference in undersea equipment compared to its dry-ground counterparts. Bards may rely on different instruments, for example. As discussed in the Chapter 5: Money and Equipment, fighting beneath the waves demands unique weaponry. However, the new weapons listed in that chapter still fit neatly into the existing categories (simple, martial, exotic) and will not complicate these classes. Instead their proficiencies just grant them access to a variety of weapons more geared towards underwater combat. This applies to armor categories as well.

As for smaller details, both the barbarian and monk's fast movement should apply to their swim speed. Additionally, consider allowing a monk's slow fall to be used in cases of sinking, resisting currents and undertow, and similar situations that are more likely to occur underwater.

#### **BARBARIANS IN THE CERULEAN SEAS**

Wandering tribes of barbaric races have inundated the area of the Cerulean Seas in the centuries since the flood. Karkanaks and kai-lio support large populations of barbarians, and even boast unstoppable barbarian hordes. Mogogols and Seafolk also have several primitive bands from which barbarians hail.

The Cerulean Seas' variant of the barbarian PC class has the following changes:

All movement modifiers apply to swim speed. For example, the Fast Movement ability applies to swim speed.

#### **BARDS IN THE CERULEAN SEAS**

In the Cerulean Seas campaign setting, the bard's niche has been replaced by the siren, and bards are a class that is relatively unknown. The sea singer, a variant bard presented in the *Pathfinder Roleplaying Game Advanced Player's Guide* may be an interesting aquatic option if the Gamemaster would like to allow bards in their game.

#### FIGHTERS IN THE CERULEAN SEAS

Fighters make up the bulk of the classed population in the Cerulean Seas. From the seafolk militia to the nommo sentinels, the sea elf myrmidons to the selkie iceguards, and the karkanak beach patrol to the sebek-ka temple protectors, fighters always have a place in undersea society.

The Cerulean Seas' variant of the fighter PC class has the following changes:

The only obvious changes in an underwater world are weapon groups. In the *Pathfinder Roleplaying Game Core Rulebook*, rules for underwater combat presented in chapter 13 dictate that slashing or bludgeoning weapons are fairly useless underwater; conveying a -2 penalty to hit, and dealing only half damage. Thrown weapons are obsolete, and most ranged weapons aren't very effective at any useful range. Therefore, it is not surprising that aquatic races have an entirely different arsenal to choose from. These specialized weapons work without penalty underwater and out of water. While some may appear the same as their terrestrial counterparts, they are crafted aquadynamically to negate the effects of drag. This

provides entirely new weapon groups to choose from:

*Blades:* dagger, kama, kukri, gut razor, rapier, sickle, starknife, and short sword.

*Bows:* (requires a Strength score of 14 or higher) composite longbow, composite shortbow, longbow, shortbow

*Close:* gauntlet, light shield, punching dagger, spiked armor, spiked gauntlet, spiked shield, tail spikes, urchin fist

*Crossbows:* hand crossbow, heavy crossbow, light crossbow, heavy repeating crossbow, light repeating crossbow.

*Double:* paddle staff, quarter staff, dire fork, triton fork

*Fishing:* fishing spear, gaff, gut razor, harpoon, javelin, net, scoop net

*Forks:* elven fork, dire fork, dragon fork, ichida, kelp fork, long trident, treble fork, trident, triton fork, war fork

Hafted: hand axe, kama, sea reaver, short trident

*Monk:* kama, quarterstaff, sai, shuriken, singham, tsuribari, and unarmed strike

*Natural:* unarmed strike and all natural weapons, such as bite and claw.

*Plunge:* dagger, dart, fisher spear, harpoon, ichida, javelin, net, short spear, shuriken

Pole arms: glaive, guisarme, halberd, ranseur, moon glaive

Spears: flayspear, javelin, harpoon, lance, longspear, shortspear, spear

*Trueform:* (trueforms only) marlin harness, narwhal harness, fin razors, tail spikes

#### MONKS IN THE CERULEAN SEAS

The sudden appearance of ixarc monasteries throughout the sea has attracted races of all sorts to the monk class. Favored in the sea for eschewing armor, weapons, and heavy equipment, the monk has some distinct advantages in an aquatic environment.

The Cerulean Seas' variant of the monk PC class has the following changes:

The Fast Movement ability applies to swim speed. Their weapon list no longer includes club, nunchaku or sling, and instead includes dragon fork, moon glaive, and tsuribari.

**Buoyancy Balance (Ex):** At 4<sup>th</sup> level or higher, a monk's racial buoyancy becomes zero, and he no longer has to worry about sinking or floating unless he is carrying equipment with a buoyancy rating, even while unconscious. This replaces the monk's Slow Fall ability.

Water Walk (Ex): At 5th level, a monk can move with such agility that he can "walk" across short distances of the water's surface at his normal swim speed. Even creatures without legs (such as merfolk) can use this ability to skim across the water's surface. The maximum distance across which the monk can move is equal to the extra speed that he gains from his fast movement ability (10 feet at 5th level, 20 feet at 6<sup>th</sup> level, 30 feet at 9<sup>th</sup> level, and so on). If the monk exceeds his water walk distance without setting foot on land (or some other solid footing), or stops moving while still on water, he immediately falls in. He can use water walk as part of a move action, including charging or running, and can even make Acrobatic skill checks while using water walk. A monk can use this ability to avoid water hazards that do not extend beyond the water's surface such as red tide and splash damage. This ability replaces the monk's High Jump ability.

#### **ROGUES IN THE CERULEAN SEAS**

Rogues pervade the seedier areas of the sea. Some cities, such as Kraken Bay, are so heavily populated by this class that the law dare not enter. Made up primarily of pirates, brigands, and spies, the rogue class holds an indelible spot in the Cerulean Seas. Pisceans, deepwater nixies, lochgelly selkies, and sea folk make up the majority of the population of rogues.

# The Cerulean Seas' variant of the rogue PC class has these additional rogue talents available:

*Fish Flop (Ex):* While disoriented, a rogue with this ability can move at half his swim speed, though this still provokes an attack of opportunity as normal. A rogue with this talent can take a 5-foot step while using fish flop. This talent replaces the Rogue Crawl talent.

*Quick Right (Ex):* A rogue with Quick Right can right themselves from a disoriented condition as a free action. This still provokes an attack of opportunity for righting oneself while threatened by a foe. This talent replaces the Stand Up talent.

*Surfer* (*Ex*): Undersea rogues often use areas of heavy surf as a means to escape their foes. In areas of light surf, rogues with this talent suffer no movement or Acrobatic skill check penalties. While they must spend 2 squares of movement to enter an area of heavy surf, they can still make Acrobatic skill checks at a -2 penalty. This talent replaces Ledge Walker.

# Cavalier\* and Paladin

The underwater knight's primary concern will be finding a proper mount. Creatures that are suitable for an underwater animal companion work well. However, CHAPTER 9: CERULEANS SEAS BESIARY introduces other, more exotic options, such as the hippocampus and giant seahorse.

#### **CAVALIERS IN THE CERULEAN SEAS**

While the noble steed is typically a hippocampus, and the knight usually has the tail of a fish, cavaliers are still fairly common under the waves. These brave sea knights fight for honor and glory of their aquatic kingdoms. Kai-lio, sea elves and sea folk both boast legions of highly trained cavaliers, while other races produce a few as well.

The Cerulean Seas' variant of the cavalier PC class has aquatic names for existing orders:

The Order of the Cockatrice is known as the Order of the Eel.

The Order of the Lion is known as the Order of the Merlion.

The Order of the Sword is known as the Order of the Trident.

#### PALADINS IN THE CERULEAN SEAS

The temples of Keilona, patron goddess of the merfolk and deity of justice, truth, and loyalty sponsors hundreds of new paladins annually. The bulk of these paladins are sea folk, though many other races are also accepted. The sebek-ka also support a large population of paladins that revere Sebek. Poseidon and even Mariblee also have a few well-known paladins to carry their banner.

The rules for playing an undersea paladin are virtually the same as a terrestrial paladin. The only difference is the mount, which is usually one of the common species of hippocampus.

## Cleric, Inquisitor\*, and Oracle\*

These divine classes thrive in an underwater environment. For the cleric and inquisitor, domains need to be given consideration. Core domains such as fire, plant, sun, and weather domain may be greatly altered in an undersea campaign. If a GM wishes to incorporate a set of religions aside from the faiths offered within this chapter, it is important to decide how these domains play, if at all, within a campaign.

#### **CLERICS IN THE CERULEAN SEAS**

There are several religions of the sea, and a multitude of clerics to serve them. Clerics range in importance from the noble priests of the sebek-ka to the wandering vicars of the selkies. The mechanics of playing a cleric are pretty much the same, though many of the spells have been altered slightly to better suit an aquatic environment.

The Cerulean Seas' variant of the cleric PC class has the following changes to domains:

Aquatic domains for the most part have the same spell lists as they do on dry land. Often the names are slightly altered to make more sense, or the effects are more tailored to an underwater setting. These changes are listed in Chapter 6.

The fire and plant domains are no longer available in the undersea setting. They are replaced by the steam and flora domains, respectively. Flora refers to the more classical sense of the word (a living organism that typically lacks the power of locomotion), and not specifically to plants. Flora includes creatures such as seaweed, coral, anemones, sea sponges, and even barnacles.

#### Flora Domain

#### Deity: Undine

**Granted Powers:** You find serenity among aquatic flora and can grow defensive polyps.

*Coral Fist (Su):* As a free action, your hands become as hard as living coral and are covered in stinging polyps. While you have coral fists, your unarmed strikes do not provoke attacks of opportunity, deal lethal damage, and gain a bonus on damage rolls equal to ½ your cleric level (minimum +1). You can use this ability for a number of rounds per day equal to 3 + your Wisdom modifier.

*Reef Armor (Su):* At 6<sup>th</sup> level, you can cause branches of stinging coral to burst from your skin as a free action. While reef armor is in effect, any foe striking you with an unarmed strike or a melee weapon without reach takes 1 point of damage for every two cleric levels that you possess. If the attacker takes damage in this way, he is also subject to the fire coral disease and must make a Fortitude save with the DC equal to 10 + your cleric levels to avoid contracting it. You can use this ability a number of rounds per day equal to your cleric level. These rounds do not need to be consecutive. **Domain Spells:** 1<sup>st</sup> —*entangle*, 2<sup>nd</sup>—*barkskin*, 3<sup>rd</sup> flora growth, 4<sup>th</sup>—*command flora*, 5<sup>th</sup>—*coral wall*, 6<sup>th</sup> repel wood, 7<sup>th</sup>—*animate flora*, 8<sup>th</sup>—*control flora*, 9<sup>th</sup> angry algae

#### Steam Domain

Deities: Saloth, Mariblee

**Granted Powers:** You can boil water at will and withstand even the hottest volcanic vents.

*Boiling Bolt (Su):* As a standard action, you can release a boiling bolt of divine steam from your outstretched hand. You can target any single foe within 30 feet as a ranged touch attack with this jet of steam. If you hit the foe, the boiling bolt does 1d6 points of heat damage plus 1 point for every two cleric levels you possess. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

*Heat Resistance (Su):* At 6<sup>th</sup> level, you gain resist heat 10. This increases to resist heat 20 at 12<sup>th</sup> level, and you become immune to heat at 20<sup>th</sup> level.

**Domain Spells:** 1<sup>st</sup> —boiling hands, 2<sup>nd</sup>—boiling bubble, 3<sup>rd</sup>—mageboil, 4<sup>th</sup>—wall of steam, 5<sup>th</sup>—boiling shield, 6<sup>th</sup>—steam shells, 7<sup>th</sup>—elemental body IV (steam elemental only), 8<sup>th</sup>—boiling murk, 9<sup>th</sup>—elemental swarm (steam elementals only)

#### INQUISITORS IN THE CERULEAN SEAS

While Undine and Mariblee are notable exceptions, most seaborne faiths employ a fair amount of inquisitors to root out their enemies. Sebek and Saloth are particularly concerned with sponsoring inquisitors to scour the seas in search of blasphemers to punish. Carchardians (smart sharks) have highly feared inquisitors that serve in Keilona's name that are known as "the Legionnaires of Jaadel." Inquisitors under the waves have the same powers as those on land.

#### **ORACLES IN THE CERULEAN SEAS**

Oracles occur in any race of the sea, but sea folk are renowned for them. Occasionally, a sea folk is born "pearl-eyed" which means the eyes are either all white or all black. It is said that such a child is destined to be a great oracle. These fated progenies are trained from an early age to fulfill that destiny.

Oracles underwater are the same as above, except that they do not have access to the mysteries of flame or wind.

Faith	AL	Portfolios	Domains	Favored Weapon
Keilona	LG	merfolk & carchardians (patron), justice, loyalty, honor, family, friendship, protection, military	Community, Glory, Good, Law, Protection, War	war fork
Jaadel	LN	carchardians, liberation from tyranny, societal order	Glory, Law, War, Protection, Liberation	fin razors
Keilonagonar Delitakna	LN	nommo, law, ancient knowledge, military	Law, War, Protection, Knowledge, Rune	trident
Poseidon	NG	kai-lio & anthromorphs (patron), sea creatures, strength, healing, bravery, leadership, weather	Animal, Good, Healing, Nobility, Strength, Weather	triton fork
Mahilon	NG	kai-lio, healing, strength, freedom, security	Good, Healing, Liberation, Protection, Strength	longbow
Neptune	LG	military leaders, battle, strategy, defense, cities, physical prowess	Good, Law, Nobility, Protection, Strength	triton fork
Mariblee	CG	feykith & delphins (patron), magic, beauty, art, love, music, steam, air	Air, Charm, Chaos, Good, Magic, Steam	shortbow
Aear Emerwen	CG	sea elves, magic, beauty, love, art, family	Community, Charm, Chaos, Good, Magic	elven fork
Sedna	CN	selkies, sea creatures (especially seals), magic trickery, charm, hunger, food	Animal, Charm, Chaos, Magic, Trickery	harpoon
Sebek	LN	sebek-ka (patron), nobility, construction, earth, wealth, civilization, death rites	Artifice, Earth, Law, Nobility, Repose, Rune	moon glaive
Halbok	LN	genai, contracts, mediation, invention, magic	Artifice, Law, Magic, Nobility, Rune	rapier
Scalis	Ν	dragons, reptiles, leadership, treasure, treasure hunting	Knowledge, Magic, Nobility, Rune, Strength	dragon fork
Undine	N	naiads (patron), nature, water, plants, coral, animals, waves, currents, tides, astronomy, fertility	Animal, Flora, Healing, Sun, Travel, Water	net
Hefring	NG	fishing, animals, waves, astronomy, invention, travel	Animal, Artifice, Good, Sun, Travel	fisher spear
Ondine	Ν	nature, coral, plants, animals, weather, seasons, water currents, tides, fertility	Animal, Flora, Healing, Sun, Weather	net
Clagguth	CN	squibbons (patron), trickery, freedom, secrets, madness, luck, mutiny, gluttony	Chaos, Knowledge, Liberation, Luck, Madness, Trickery	spiked chain
Guthlak	CG	freedom, secrets, celebration, drinking, games of chance, greed	Chaos, Community, Knowledge, Liberation, Luck	sea reaver
Thulu	CE	anarchy, trickery, lies, madness, devouring living creatures	Chaos, Evil, Knowledge, Madness, Trickery	spiked chain
Pluvak	LE	contracts, cold, ice, undeath, tyranny, greed, wrath	Death, Evil, Law, Strength, War, Water	halberd
Dijo	LN	contracts, ice, imprisonment, penitence, sacrifice	Death, Law, Protection, Strength, Water	glaive
Vanak	NE	undeath, greed, agony, wrath, punishment, torture, blindness	Darkness, Death, Evil, Strength, Water	ranseur
Dagon	NE	sahuagin & shargs (patron), evil, destruction, disaster, murder, deceit, insanity, monsters, death	Death, Darkness, Destruction, Evil, Madness, Weather	flayspear
Leviathan	NE	giants, kraken (and other gargantuan monsters), ruin, punishment, obliteration	Death, Destruction, Evil, Strength, War	treble fork
Typhon	CE	aberrations, evil, dismemberment, drowning, insanity, predatory animals	Animal, Chaos, Death, Evil, Madness	flayspear
Saloth	CE	deep drow (patron), poison, hatred, steam, darkness, betrayal, pain, envy, lust	Chaos, Charm, Darkness, Evil, Magic, Steam	crossbow
Morganae	CE	evil feykith, deception, poison, hatred, pain, torture	Chaos, Charm, Evil, Magic, Trickery	crossbow
Sarla	NE	boggers, battle, murk, red tide, sargassum, suffering, death	Evil, Death, Darkness, Madness, War	spear

# TABLE 3-1: DEITIES OF THE CERULEAN SEAS\*

\*Cult versions of major deities are listed in italics. Deities and their associated cults are described in more detail in Chapter 7: The Cerulean Seas.

#### Druid

The biggest issue facing the underwater version of the druid is in the suitability of both its animal companion and its wild shape.

While the *Pathfinder Core Rulebook* does address some aquatic species for both powers, the range is far from exhaustive. However, the *Pathfinder Roleplaying Game Bestiary* has animal companion stats for creatures like dolphins, electric eels, octopus, orca, and squid. Additionally, CHAPTER 9: CERULEAN SEAS BESTIARY offers up creatures like the barracuda, sea turtle and seal. These creatures also serve as ideal wild shape forms.

One final conversion note is twisting the druid's woodland stride into a power that still grants freedom of movement, but does so in corals, algae, seaweed, deep currents, and strong undertows.

#### **CERULEAN SEAS AQUATIC COMPANIONS**

Creatures marked with an asterisk are detailed in Chapter 9 of this book. All others can be found in the *Pathfinder Roleplaying Game Bestiary*. They are listed here for quick reference (other non-druid related features often refer to this list).

#### Barracuda\*

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.

#### Crocodile (or Alligator)

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 (see the *Pathfinder RPG Bestiary*).

#### Dinosaur (Elasmosaurus)

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)

**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

**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.

#### Frog

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 whole (see the *Pathfinder RPG Bestiary*).

#### Hippocampus, reef horse\*

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 (see Chapter 9 for more details)

#### Hippocampus, sea pony\*

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 (see Chapter 9 for more details).

#### Merlion\*

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

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 (see the *Pathfinder RPG Bestiary*).

#### Octopus

**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

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.

#### Seal (or Sea Lion)\*

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

**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.

#### Snake, Constrictor

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 (see the *Pathfinder RPG Bestiary*).

#### Snake, Sea

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, Conbased DC); Special Qualities scent. 4th-Level Advancement: Size Medium; Attack bite (1d4 plus poison); Ability Scores Str +4, Dex –2, Con +2.

#### Squid

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 lowlight vision, ink cloud. 4th-Level Advancement: Ability Scores Str +2, Con +2.

#### Turtle, Sea\*

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.

#### DRUIDS IN THE CERULEAN SEAS

In the Cerulean Seas campaign setting, the druid's niche has been replaced by the kahuna, and druids are a class that is relatively unknown.

Alternatively, the *Pathfinder Roleplaying Game Advanced Player's Guide* offers an excellent aquatic variant to the druid, which can be used if the Gamemaster would like to include this class.

#### Ranger

The issue of hunter's bond and woodland stride can be handled as they were mentioned in the druid section. Unique to the ranger, however, is the idea of favored terrain. Table 3-2 replaces the table used in the Pathfinder Roleplaying Game Core Rulebook.

## **TABLE 3-2: FAVORED WATERS**

Caverns (natural or artificial) Cold (ice, glaciers, and ever ice) Coral Reef Deeps (beyond sunlight) Dry Land (includes all types) Forest (usually kelp) Planes (pick one, other than Material Plane) Ruins (abandoned cities, shipwrecks) Shallows (within tide range) Urban (buildings and channels) Warm (volcanic vents)

#### **RANGERS IN THE CERULEAN SEAS**

In the Cerulean Seas campaign setting, the ranger's niche has been replaced by the mariner. Rangers as a class are not supported by this campaign setting. They could possibly make interesting NPCs from faraway, unchartered lands.

#### Summoner\*

The summoner works well in an aquatic domain. The main concern is some slight modifications to the summoner's eidolon, which needs aquatic forms to be useful in an underwater setting.

#### SUMMONERS IN THE CERULEAN SEAS

While relatively rare, any races that support a population of wizards, witches, or sorcerers also have a few summoners in their midst. These formidable mages introduce powerful sea monsters to places and people who do not normally encounter them.

Perhaps the strangest combination of race and class in the sea; an unexpected amount of mogogols gravitate to this field. Many sages speculate this is due to their boggard heritage.

The Cerulean Seas' variant of the Summoner PC class has the following changes to the eidolon:

## Base Forms

All eidolon, regardless of base form, have a racial buoyancy of -10 (Small-sized), -25 (Medium), -110 (Large), -370 (Huge), -870 (Gargantuan), -3000 (Colossal).

#### Merped

Starting Statistics: Size Medium; Speed swim 40 ft.; AC +2 natural armor; Saves Fort (good), Ref (good), Will (bad); Attack bite (1d6); Ability Scores Str 14, Dex 14, Con 13, Int 7, Wis 10, Cha 11; Free Evolutions bite, gills, limbs (forelegs), tail.

#### Biped

Starting Statistics: Size Medium; Speed 15 ft., swim 30 ft.; AC +2 natural armor; Saves Fort (good), Ref (bad), Will (good); Attack 2 claws (1d4); Ability Scores Str 16, Dex 12, Con 13, Int 7, Wis 10, Cha 11; Free Evolutions claws, gills, limbs (arms), limbs (legs).

#### Serpentine

Starting Statistics: Size Medium; Speed 20 ft., climb 20 ft., swim 20 ft.; AC +2 natural armor; Saves Fort (bad), Ref (good), Will (good); Attack bite (1d6), tail slap (1d6); Ability Scores Str 12, Dex 16, Con 13, Int 7, Wis 10, Cha 11; Free Evolutions bite, climb, gills, reach (bite), tail, tail slap.

#### 1-Point Evolutions

Lungs (Ex): The eidolon has lungs and can breathe out of water indefinitely.

Landwalker (Ex): The eidolon can walk and slither more effectively on dry land. It gains a land speed equal to its swim speed.

Swim bladder (Ex): The eidolon can manipulate its buoyancy as if it had a masterwork float of two size categories smaller than it is.

# 2-Point Evolutions

*Fins (Ex):* The eidolon grows elaborate fins to aid in swimming. Each set of fins increases the eidolon's swim speed by 10 feet. This evolution can be taken multiple times.

*Zero Buoyancy (Ex):* The eidolon's racial buoyancy becomes zero.

## Altering Existing Evolutions

All references to fire instead apply to heat and steam.

# Sorcerer, Witch\*, and Wizard

These three arcane classes are relatively untouched by the move beneath the ocean's surface. The differences here are often superficial – scrolls and books are written on thin layers of shell, or woven kelp strands, as paper would disintegrate. Spell components are waterproof. Fire magic is now steam magic. Familiars are usually aquatic. Keeping these straightforward concepts in mind will ease an arcane caster into underwater combat and life. Chapter 6: Magic of the Sea details how specific spells work in an aquatic environment. Chapter 6 also offers modified and alternative spells, and provides new undersea specific spells.

#### SORCERERS IN THE CERULEAN SEAS

There has never been a shortage of magical creatures in the Cerulean Seas. Even before the great flood, marids, song dragons, tritons, and fey pervaded the area. It is not surprising then that hundreds of sorcerous bloodlines occur throughout the twelve PC races. Most races openly welcome the sorcerer's talents, though sebek-ka view it as proof of racial impurity. Consequently, sebek-ka sorcerers are not allowed to be of the ahbka caste.

The Cerulean Seas' variant of the sorcerer PC class has the following changes to bloodlines:

#### Draconic

Table 3-3 replaces the table regarding dragon type and breath weapon presented in the *Pathfinder Roleplaying Game Core Rulebook.* The Wings feature is available only to cacophony dragon bloodlines, while the rest gain Supernatural Swim.

# TABLE 3-3: AQUATIC DRAGON BLOODLINES

Dragon Type	Energy Type	Breath Shape
Cacophony	Sonic	30-foot cone
Choral	Sonic	30-foot cone
Crescendo	Electricity	30-foot cone
Harmony	Sonic	60-foot line
Hush	Cold	30-foot cone
Melody	Steam	60-foot line
Rhythm	Sonic	60-foot line
Scream	Steam	30-foot cone
Thunder	Sonic	60-foot line

**Supernatural Swim (Su):** At 15th level, you grow powerful fins as a standard action, giving you a base swim speed of 60 feet and a racial buoyancy of 0. If your base swim speed is already 60 feet, it increases by 10 feet. You can dismiss the fins as a free action.

#### Elemental

Air and Fire subtypes are not available.

#### Fey

Woodland Stride is referred to as "Seaweed Stride" and its effects also apply to sargassum terrain.

#### Infernal

Fire refers to steam and heat, as it does for most aquatic adventuring. Hellfire is called "Hellboil" and does steam damage. On Dark Wings is referred to as "On Black Fins" and works like Supernatural Swim, as described for the Draconic Bloodline.

#### WITCHES & WIZARDS IN THE CERULEAN SEAS

Water witches and sea wizards are well-known and feared in every corner of the Cerulean Seas. Aside from their familiars, spell names, and specific spell effects, these classes remain virtually the same.

The Cerulean Seas' variant of the witch and wizard PC classes uses Table 3-4 for familiars.

# TABLE 3-4: AQUATIC FAMILIARS

Familiar	Special Ability
Caiman or marine iguana	Master gains a +3 bonus on Intimidate checks
Crab or lobster	Master gains a +2 bonus on Fortitude saves
Cuttlefish, tiny octopus, or tiny squid	Master gains a +3 bonus on Escape Artist checks
Fish*	Master gains a +3 bonus on Acrobats checks
Frog or newt	Master gains +3 hit points
Jellyfish or sea anemone	Master gains a +2 bonus on Will Saves
Muskrat or river otter	Master gains a +2 bonus on Reflex saves
Sea snake or eel	Master gains a +3 bonus on Bluff checks
Snail, sea slug, clam, or oyster	Master gains a +3 bonus on Stealth checks
Starfish or sea urchin	Master gains a +3 bonus on Heal checks
Tern or other sea bird	Master gains a +3 bonus on Perception checks
Turtle	Master gains a +1 natural armor class bonus

This can be virtually any type of diminutive swimming fish, including lionfish, sea horses, clownfish, and even saltwater versions of common freshwater fish such as piranha or goldfish. Sharks and rays are a bit beyond the size range, typically.

# New Classes

The kahuna, mariner, and siren are new aquatic classes for the Cerulean Seas campaign setting. They replace the druid, ranger, and bard classes' place in the world, respectively, and are considered common PC classes.

#### Kahuna

If the Flood proved anything, it's that the ocean holds power to lay low the greatest achievements of mortal civilization. The kahuna has always known this. Devout and dedicated servants of the oceans, kahunas channel the primal will of the sea. From the savagery of the surf to the cold wisdom of the depths, these shamanistic casters embody everything that inspires fear and respect in oceandwellers. Every kahuna venerates one aspect of the sea, be it the savagery of the shark, the infinite patience of the sea turtle, or the unrelenting tenacity of the kraken. Often serving as witch doctors and spiritual leaders to less civilized regions of the deep, kahunas' ability to fully embody the powerful spirits of the sea make them tremendous allies and terrifying foes.

**Role:** Kahunas call on spirits of the sea to bless their allies in battle. Their devotion grants them access to powerful curative magic, and enhances their foes combat abilities by imbuing predatory aspects into each ally's attack. Mastering such fickle and powerful spirits nurtures wisdom and patience within a kahuna. Outside of combat, these casters possess a great deal of simple knowledge that makes them personable and informative.

Alignment: Any neutral. Hit Die: d8. Starting Wealth: 2d6 × 10 gp

#### **CLASS SKILLS**

The kahuna's class skills are Acrobatics (Dex), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (geography) (Int), Knowledge (nature) (Int), Perception (Wis), Sense Motive (Wis), Survival (Wis) **Skill Ranks per Level:** 4 + Int modifier.

#### **CLASS FEATURES**

All of the following are class features of the kahuna:

**Weapon and Armor Proficiency:** Kahuna are proficient with all simple weapons, plus the short trident, trident, and triton fork. Kahuna are also proficient with all light and medium armor.

**Spells:** A kahuna casts divine spells which are drawn from the kahuna spell list which is presented in Chapter 6. His alignment may restrict him from casting certain spells opposed to her moral or ethical beliefs; se Chaotic, Evil, Good, and Lawful spells. A kahuna must choose and prepare his spells in advance.

To prepare or cast a spell, the kahuna must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a kahuna's spell is 10 + the spell level + the kahuna's Wisdom modifier.

Like other spellcasters, a kahuna can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table 3-5. In addition, he receives bonus spells per day if he has a high Wisdom score.

A kahuna must spend 1 hour each day in thoughtful prayer to her chosen devoted spirit. A kahuna may prepare and cast any spell on the kahuna spell list, provided that he can cast spells of that level, but he must choose which spells to prepare during his daily prayer.

> Orisons: Kahunas can prepare a number of orisons, or 0-level spells, each day, as noted on Table 3-5 under "Spells per Day." These spells are cast like any other spell, but they are not

> > expended when cast and may be used again.

#### TABLE 3-5: KAHUNA

Level	BAB	Fort	Ref	Will	Special	0th	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+0	+0	+2	lesser spirit aspect 1/day, orisons, spirit devotion, strength of spirit	3	1	—	_	—	—	—	_	_	-
2nd	+1	+0	+0	+3	Lesser spirit aspect 2/day	4	2	_	_	_	_	_	_	_	-
3rd	+2	+1	+1	+3		4	2	1	_	_	_	_	_	_	_
4th	+3	+1	+1	+4	Lesser Spirit Aspect 3/day	4	3	2	_	_	_	_	_	_	_
5th	+3	+1	+1	+4		4	3	2	1	—	—	—	—	—	_
6th	+4	+2	+2	+5	Spirit Aspect 1/day	4	3	3	2	—	—	—	—	—	_
7th	+5	+2	+2	+5		4	4	3	2	1	—	—	—	—	_
8th	+6/+1	+2	+2	+6	Spirit Aspect 2/day	4	4	3	3	2	—	—	—	—	_
9th	+6/+1	+3	+3	+6		4	4	4	3	2	1	—	—	—	-
10th	+7/+2	+3	+3	+7	Spirit Aspect 3/day	4	4	4	3	3	2		—	_	_
11th	+8/+3	+3	+3	+7		4	4	4	4	3	2	1	—	—	_
12th	+9/+4	+4	+4	+8	Greater spirit aspect 1/day	4	4	4	4	3	3	2	—	—	_
13th	+9/+4	+4	+4	+8		4	4	4	4	4	3	2	1	_	_
14th	+10/+5	+4	+4	+9	Greater spirit aspect 2/day	4	4	4	4	4	3	3	2	—	_
15th	+11/+6/+1	+5	+5	+9		4	4	4	4	4	4	3	2	1	_
16th	+12/+7/+2	+5	+5	+10	Greater spirit aspect 3/day	4	4	4	4	4	4	3	3	2	_
17th	+12/+7/+2	+5	+5	+10		4	4	4	4	4	4	4	3	2	1
18th	+13/+8/+3	+6	+6	+11	Aspect mastery	4	4	4	4	4	4	4	3	3	2
19th	+14/+9/+4	+6	+6	+11		4	4	4	4	4	4	4	4	3	3
20th	+15/+10/+5	+6	+6	+12	Summon Spirit	4	4	4	4	4	4	4	4	4	4

**Spirit Devotion:** Each kahuna draws their inspiration, their magic, from a fervent worship of a primal sea spirit. The nature of this spirit, often a paragon of some magnificent creature of the deep, grants the kahuna a host of abilities unique to worshippers of that particular spirit. The spirits can be venerated in a variety of ways, though most kahuna's tend to interpret their spirit as a tangible presence that affects the world in an abstract way. That is to say that those who venerate the Great White realize their spirit benefactor is more than just a shark; it is the mystical embodiment of all that the predatory shark represents.

Upon selecting a spirit devotion, a kahuna gains access to a lesser spirit aspect and a strength of spirit power. These abilities are unique to each venerated spirit. At 2<sup>nd</sup> level and every even level thereafter, the kahuna gains more access to their spirit aspect ability. At 6<sup>th</sup> level and 12<sup>th</sup> level, they gain additional spirit aspect powers. The frequency and type of spirit access granted is depicted in the table above, Table 3-5. It is important to note that spirit aspects affect the kahuna in addition to her allies.

The kahuna does gain additional benefits, as well. At 18<sup>th</sup> level he gains aspect mastery. Finally, at 20<sup>th</sup> level, the kahuna gains summon spirit. Again, each of these abilities is unique to a certain spirit devotion. These are described below.

#### **SPIRIT DEVOTIONS**

The following devotions are only the most commonly venerated:

#### Barracuda

The barracuda teaches its followers that quickness of mind and body is key. Kahuna who venerate this sleek fish are often impulsive, devilmay-care, and capable of adapting to fluid situations rapidly. Those who embrace the barracuda's philosophy are rewarded with the gift of speed. **Strength of Spirit:** At 1<sup>st</sup> level the kahuna gains the following ability:

*Darting Strike*: The kahuna may, as a standard action, move 10 feet and make a melee attack. If this attack is successful, the kahuna may take a 5-foot step as a free action after the attack is resolved. This final step does not provoke attacks of opportunity. This power is useable a number of times per day equal to the kahuna's Wisdom modifier + 3.

**Spirit Aspects:** When a kahuna calls upon the barracuda aspect, he imbues allies within 30 feet of him with the speed and mobility of the hunting fish.

**Lesser Spirit Aspect:** *Lunge*: As a swift action, the kahuna may imbue all allies near him with this aspect. Those imbued gain access to the lunge feat for one round as well as a +2 bonus to attacks. If an imbued character already possesses the lunge feat, the distance grows to 10 feet (instead of 5). Despite emulating the bonus of the lunge feat, this lesser spirit aspect does not confer the -2 penalty to AC.

**Intermediate Spirit Aspect:** *Hasty Retreat:* As a swift action, the kahuna grants all nearby allies the alertness of the barracuda. For one round all imbued allies gain a +2 morale bonus to AC and Reflex. If during that one round the ally is attacked and missed, that ally may move 10 feet as a free action.

**Greater Spirit Aspect:** *Swiftness of the Barracuda:* As a swift action, the kahuna imbues allies with the speed of her devoted spirit. For one round all imbued allies add 10 feet per +1 of the kahuna's Wisdom modifier to their base speed. Additionally, they gain a +2 dodge bonus against attacks of opportunity.

Aspect Mastery: The kahuna may now enact the spirit aspects as a free action. Additionally, the duration and benefits of the aspects are doubled. For example, *lunge* would now allow the distance on the attack to be 10 feet (or 15 feet for a character with the lunge feat). Additionally all powers now last for two rounds.

**Summon Spirit:** The kahuna can summon the barracuda spirit. As a full-round action, once per day, the kahuna imbues herself and all allies in sight with the following ability:

*Barracuda's Assault*: For as many rounds equal to the kahuna's Wisdom modifier, all imbued allies double their base speed, gain a +4 dodge bonus to AC and Reflex, and when missed by a melee attack may make an attack of opportunity against the triggering attacker.

#### Crocodile

The crocodile is a patient spirit. Its followers understand the importance of waiting for the right moment to strike. Crocodile kahunas are masters of waiting for that particular moment. When they act they do so with another tenet of the crocodile in mind . . . hold on and never let go, persistence is victory.

**Strength of Spirit:** At 1<sup>st</sup> level the kahuna gains the following ability:

*Lockjaw Bite*: The kahuna may, as a standard action, make a bite attack. This attack does not provoke attacks of opportunity. The bite deals 1d6 + Str modifier damage plus it starts a grapple as a free action. The kahuna gains a morale bonus equal to its Wisdom modifier to its CMB for purposes of initiating, maintaining, and performing grapple maneuvers from this position. A kahuna grappling thus may not cast spells with a verbal component. This ability is useable a number of times per day equal to the kahuna's Wisdom modifier + 3.

**Spirit Aspects:** When a kahuna calls upon the crocodile aspect, he imbues all allies within 30 feet with the tenacity of the powerful reptilian spirit.

**Lesser Spirit Aspect:** *Scaly Hide*: As a swift action, the kahuna may imbue all allies with scaly hide. Those imbued gain DR 3/- for one round.

**Intermediate Spirit Aspect:** *Deadly Patience:* As a swift action, the kahuna grants his allies the patience and hunting skill of his devoted spirit. Each affected ally gains a flanking bonus against the nearest target for one round. If an affected ally hits this target, he may initiate a grapple as a free action.

**Greater Spirit Aspect:** *Death Roll:* As a swift action, the kahuna instills allies with the combat ferocity of the crocodile. For one round all imbued allies gain a +2 morale bonus to CMB. Additionally, if during that round they make a successful attack, they may, as a free action, start a grapple. If they do so and succeed, the target is knocked prone, takes damage, and is still grappled.

**Aspect Mastery:** The kahuna may now enact the spirit aspects as a free action. Additionally, the duration and benefits of the aspects are doubled. For example, *scaly hide* would now offer DR 6/- for two rounds.

**Summon Spirit:** The kahuna can summon the crocodile spirit. As a full-round action, once per day, the kahuna imbues herself and all allies in sight with the following ability.

*Jaws of the Crocodile*: For as many rounds equal to the kahuna's Wisdom modifier, all imbued allies gain a +4 morale bonus to Fortitude, CMB, and CMD, as well as DR equal to the kahuna's Wisdom modifier. Additionally, whenever an affected ally hits an enemy, they may make a *lockjaw bite* attack as a free action.

#### Dolphin

The dolphin spirit instills in its followers the importance of teamwork, protection of the hearth and friends, and that true strength lay in cooperation not individual might. It follows then that those who revere this spirit seek to foster relationships and strengthen the bonds of friendship. Despite following such a peaceful track, dolphin kahunas are more than capable combatants as few others can match these casters' ability to so efficiently coordinate a group.

**Strength of Spirit:** At 1<sup>st</sup> level the kahuna gains the following ability:

*Warding Aura:* The kahuna may, as a swift action, activate an aura that allows allies to diffuse the brunt of an enemy's strike. The aura affects all allies within 30 feet. Allies affected may reposition damage taken by any affected ally to any other affected ally; they may do so however they see fit. For example, if four allies were affected by warding aura, and one ally took four points of damage, the group could reassign that damage as one point per ally or, possibly, dump it on the hero with the highest hit point total left. Warding aura lasts for one round.

**Spirit Aspects:** When a kahuna calls upon the dolphin aspect, he imbues those allies within 30 feet of him with the dolphin's innate teamwork and protective mindset.

Lesser Spirit Aspect: *Drive Back:* As a swift action, the kahuna imbues his allies with the dolphin's ability to force foes away. Those imbued gain a +2 morale bonus to attack and damage for one round; during this time, any successful hit by an imbued ally pushes the target 10 feet.

**Intermediate Spirit Aspect:** *As One:* As a swift action, the kahuna grants his allies the ability to act in perfect synchronization. For the round following this aspect's activation, all imbued allies act on the highest ally's initiative count. Additionally, during this round all allies gain a +2 bonus to AC per ally they are adjacent to (minimum +2 bonus).

**Greater Spirit Aspect:** *Allied Positioning:* As a swift action, the kahuna instills in his allies the defensive mobility of the dolphin spirit. For one round, an ally within 30 feet of another ally may move that ally 10 feet as a swift action. Each ally that is so moved during the round, gains a +2 bonus to AC and attacks for one round.

**Aspect Mastery:** The kahuna may now enact the spirit aspects a free action. Additionally, the duration and benefits of the aspects are doubled. For example, *as one* would last two rounds and grant a +4 bonus to AC per adjacent ally.

**Summon Spirit:** The kahuna can summon the kraken spirit. As a full-round action, once per day, the kahuna imbues herself and all allies in sight with the following ability.

*Strength in Numbers:* For as many rounds equal to the kahuna's Wisdom modifier, all imbued allies that are within 30 feet of each other strike in synchronization. Every time an ally makes a successful attack, they may, as a free action, allow an ally within 30 feet to take a standard action as a free action.

#### Great White

No other spirit of the deep can match the sheer aggression or voracity of the great white. It hungers constantly and devoted shark kahunas often live amongst the most warmongering of clans and cities. That is not to say that the great white doesn't instill important philosophies. The great white, for all of its strength and bluster, demands action, fortitude, and ambition from its followers. Words are weak, say those devoted to the shark, if they are not acted upon. **Strength of Spirit:** At 1<sup>st</sup> level the kahuna gains the following ability:

Savage Bite: The kahuna may, as a standard action, make a bite attack. This attack does not provoke attacks of opportunity. The bite deals 1d8 + Str modifier damage plus 2 bleed damage. This ability is useable a number of times per day equal to the kahuna's Wisdom modifier + 3.

**Spirit Aspects:** When a kahuna calls upon the great white aspect, he imbues allies within 30 feet of him with the unmatched aggression of his devoted spirit.

Lesser Spirit Aspect: *Bloodlust*: As a swift action, the kahuna imbues all allies nearby with the great white's keen scent for prey. Those imbued gain a +2 morale bonus to attacks for one round. During that round, if an imbued ally makes a successful hit they gain temporary hit points equivalent to the kahuna's Wisdom modifier.

**Intermediate Spirit Aspect:** *Jagged Fangs:* As a swift action, the kahuna grants allies the ability to impart deadly and lasting wounds. For one round, all imbued allies gain a +4 bonus to damage rolls, and on a successful attack deal bleed damage equal to the kahuna's Wisdom modifier.

**Greater Spirit Aspect:** *Hunter's Vision:* As a swift action, the kahuna instills in all allies close at hand the single-mindedness of his devoted spirit. All affected allies gain a +4 morale bonus to Will saves, make an immediate saving throw against any adverse effects, and know the location of all creatures within 100 feet of the kahuna. This effect lasts for one round.

**Aspect Mastery:** The kahuna may now enact the spirit aspects as a free action. Additionally, the duration and benefits of the aspects are doubled. For example, *hunter's vision* would now offer a +8 bonus to Will saves, and extend its benefits out to 200 feet while lasting for two rounds.

**Summon Spirit:** The kahuna can summon the great white spirit. As a full-round action, once per day, the kahuna imbues herself and all allies in sight with the following ability:

*Feeding Frenzy*: For a number of rounds equal to the kahuna's Wisdom modifier, all imbued allies gain a +4 morale bonus to attacks and damage. Additionally, whenever an affected ally hits an enemy, they may make a *savage bite* attack as a free action. If the bite hits, the ally gains temporary hit points equal to the kahuna's Wisdom modifier.

#### Kraken

Inarguably the most feared of all deep sea creatures, the kraken spirit emboldens its followers to grasp for all things in life, to avoid sitting by the wayside, and most importantly to remain sharp and educated. Kraken kahunas emulate their devoted spirit by aspiring to extend the reach of all that they do, much like the kraken's mythological reach can crush a boat, or more metaphorically, inspire cults of worship easier than any other undersea beast. Kahunas do this by studying culture and the arts, warfare, medicine, and everything they can get their hands on.

**Strength of Spirit:** At 1<sup>st</sup> level the kahuna gains the following ability:

*Tremendous Reach:* The kahuna may, as a standard action, make a reach attack with a melee weapon. This ability grants a reach of 15 feet. Alternatively, the kahuna may extend the range of a missile or thrown weapon by 30 feet. The reach modifier lasts for one round, and thus affects attacks of opportunity.

**Spirit Aspects:** When a kahuna calls upon the kraken aspect, he imbues those allies within 30 feet of him with the grasping might of the mythical kraken.

**Lesser Spirit Aspect:** *Kraken's Arms*: As a swift action, the kahuna imbues his allies with the kraken's ability to strike multiple foes. Those imbued gain a +2 morale bonus to attacks for one round; the allies may attack each creature adjacent to them at the cost of a single standard action.

**Intermediate Spirit Aspect:** *Reach of the Deep:* As a swift action, the kahuna grants his allies the ability to lash out at a distance. For one round, all imbued allies gain 10 feet of reach on their melee attacks or 20 feet of range increments on missile and thrown weapons. During this round they may make attacks of opportunity accordingly. Finally, creatures that are hit can be pulled 5 feet forward towards the ally.

**Greater Spirit Aspect:** *Mythical Monster:* As a swift action, the kahuna instills in his allies the overwhelming awe that accompanies the kraken. This awe lasts for one round; during that time any enemies struck by an affected ally suffer a penalty to attack rolls, damage rolls, and saving throws equal to the kahuna's wisdom modifier. The penalty lasts for one round.

Aspect Mastery: The kahuna may now enact the spirit aspects as a free action. Additionally, the duration and benefits of the aspects are doubled. For example, *reach of the deep* would last two rounds and add 20 feet of reach to an attack while pulling a foe 10 feet.

**Summon Spirit:** The kahuna can summon the kraken spirit. As a full-round action, once per day, the kahuna imbues herself and all allies in sight with the following ability:

Ancient Foe: For as many rounds equal to the kahuna's Wisdom modifier, all imbued allies' attacks cause foes to become shaken on a successful hit. Foes that are hit and already shaken become paralyzed for the same number of rounds as remains on *ancient foe*'s duration.

#### Sea Lion

Intelligence is the attribute held in most esteem by the sea lion spirit. No problem is unsolvable. No obstacle impossible to overcome. The kahunas devoted to this spirit know that with a bit of time and critical thinking, anything can be achieved. After all, what else besides intelligence could explain the wily sea lion's ability to catch prey twice as fast as it and to avoid predators infinitely stronger?

**Strength of Spirit:** At 1<sup>st</sup> level the kahuna gains the following ability:

Sea Lion's Roar: The kahuna may, as a standard action, unleash a tremendous, bleating roar to damage his enemies. This is a 15-foot cone that emanates from the kahuna. Targets must make a Fortitude save (DC =  $10 + \frac{1}{2}$  the kahuna's level + the kahuna's Wisdom modifier) or take 3d4 points of sonic damage and be deafened for 1 round. The damage of this attack scales up by a d4 every time the kahuna gains another spirit aspect (4d4 when the kahuna gains an intermediate and 5d4 maximum when the kahuna gains access to a greater). This power is useable a number of times per day equal to the kahuna's Wisdom modifier + 3. **Spirit Aspects:** When a kahuna calls upon the sea lion aspect, he imbues those allies within 30 feet of him with the cleverness of the sea lion.

**Lesser Spirit Aspect:** *Quick Thinking:* As a swift action, the kahuna imbues his allies with the sea lion spirit's ability to react quickly. For one round, all imbued allies may add the kahuna's Wisdom modifier to any one roll. If the roll is successful, the ally also gains a +2 morale bonus to AC for one round.

**Intermediate Spirit Aspect:** *Playful Positioning:* As a swift action, the kahuna grants his allies a bit of his devoted spirit's playfulness. For one round, each affected ally gains a +4 moral bonus to Will saves and may cause any enemy within 15 feet to reroll a die as an immediate action. The reroll replaces the original roll.

**Greater Spirit Aspect:** *Mental Resolve:* As a swift action, the kahuna instills in his allies the mental sharpness that helps keep the sea lion safe. For one round, each imbued ally may automatically save for any one saving throw. If not needed, the ally instead gains a +4 morale bonus to all saving throws and skill checks for as many rounds as equal to the kahuna's Wisdom modifier.

Aspect Mastery: The kahuna may now enact the spirit aspects as a free action. Additionally, the duration and benefits of the aspect are doubled. For example, *mental resolve*'s free saving throw would last for 2 rounds, whereas the ancillary benefit would offer a +8 morale bonus for as many rounds as equal to double the kahuna's Wisdom modifier.

**Summon Spirit:** The kahuna can summon the sea lion spirit. As a full-round action, once per day, the kahuna imbues herself and all allies in sight with the following ability:

*Learned Behavior:* For a number of rounds equal to the kahuna's Wisdom modifier all imbued allies gain a sliver of the sea lion spirit's intelligence. Throughout the duration, affected allies gain a set of stacking bonuses based on their failures. Every time they are hit, they gain a +2 bonus to AC. Every time they fail a saving throw, they gain a +2 bonus to saving throws. Every time they miss, they gain a +2 bonus to attacks. Every failed skill check grants a +2 bonus to skill checks. If throughout the duration of this power an imbued ally does not rely on the ability they gain temporary hit points equal to double the kahuna's Wisdom modifier.

#### Sea Turtle

Though its detractors may consider the sea turtle the devoted spirit of those who are slow and plodding, the turtle actually represents unyielding will, toughness, and durability. Kahunas who devote themselves to this spirit see the hard shell of the turtle and think endurance, they see the long-life and think perseverance, they see the slow movement as a sign to take everything in carefully. Turtle kahunas are slow to anger and nearly impossible to deter; they may take their sweet time, but they always see things through to the end.

**Strength of Spirit:** At 1<sup>st</sup> level the kahuna gains the following ability:

*Shell-Shocked:* The kahuna may, as an immediate action once per round, make its skin horribly hard. This effect lasts for one round, during which the kahuna gains a +2 bonus to AC and Fortitude saving throws. Any creature that strikes the kahuna with a melee attack during this time takes damage equal to the kahuna's Wisdom modifier. This ability is useable a number of times per day equal to the kahuna's Wisdom modifier +3.

**Spirit Aspects:** When a kahuna calls upon the turtle aspect, he imbues those allies within 30 feet of him with the unbreakable defenses of the turtle.

Lesser Spirit Aspect: *Reflective Shell*: As a swift action, the kahuna imbues his allies with the turtle's defenses. The effect lasts for one round, during which any imbued ally that takes damage from an enemy deals the same amount to their attacker.

**Intermediate Spirit Aspect:** *Slowing Surge:* As a swift action, the kahuna grants his allies the patience of his devoted spirit. For one round, any imbued ally that moves less than half their base speed gains a +2 morale bonus to AC and saving throws. Allies who adhere to this restriction also regain hit points equal to double the kahuna's Wisdom modifier.

**Greater Spirit Aspect:** *Slowing Strike:* As a swift action, the kahuna instills in his allies magic capable of slowing their foes. For one round, whenever an imbued ally strikes an enemy, that creature is slowed for one round. Additionally, any creatures slowed in this way grant temporary hit points equal to the kahuna's Wisdom modifier to anyone who hits them.

Aspect Mastery: The kahuna may now enact the spirit aspects as a free action. Additionally, the duration and benefits of the aspects are doubled. For example, *slowing surge* would last two rounds and grant a +4 morale bonus to AC and saving throws. Also, imbued allies who adhered to the movement restriction would gain hit points equal to 4x the kahuna's Wisdom modifier.

**Summon Spirit:** The kahuna can summon the turtle spirit. As a full-round action, once per day, the kahuna imbues herself and all allies in sight with the following ability:

Deliberate Presence: For as many rounds equal to the kahuna's Wisdom modifier, all imbued allies gain the effect of the *shell-shocked* ability. Additionally, any enemy adjacent to an imbued ally is slowed for 1 round. Slowed enemies that are struck by imbued allies grant the attacker temporary hit points equal to the kahuna's Wisdom modifier.

#### Stingray

Different from most other devoted spirits, the stingray seeks to accomplish tasks from afar. Graceful, dangerous, and wary of growing too close to others, a stingray kahuna often seems beautifully aloof. The kahuna seeks this distance not because it fears the company of others, but because it knows that violence is a way of life, and that inevitably it will befall them. The stingray kahuna is, like its devoted spirit, always ready for this occurrence.

**Strength of Spirit:** At 1<sup>st</sup> level the kahuna gains the following ability:

*Envenomed Bolt:* The kahuna may, as a standard action once per round, launch a venomous barb that weakens its foes. The attack is a ranged touch attack with a range of 30 feet. If the attack is successful the target must make a Fortitude save ( $DC = 10 + \frac{1}{2}$  kahuna's level + Wisdom modifier). Failure means the creature is fatigued for 1d4 rounds. If a creature is fatigued and struck by this bolt, it becomes exhausted. This ability is useable a number of times per day equal to the kahuna's Wisdom modifier + 3.

**Spirit Aspects:** When a kahuna calls upon the stingray aspect, he imbues those allies within 30 feet of him with his spirit's ability to react quickly to threats.

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**Lesser Spirit Aspect:** *Poisonous Weapons:* As a swift action, the kahuna imbues his allies' attacks with the same venom his *envenomed bolt* possesses. This poisonous boon lasts one round and fades if not used.

**Intermediate Spirit Aspect:** *Graceful Maneuvers:* As a swift action, the kahuna grants his allies the agility of the stingray. For one round, any imbued ally that moves half or more their base speed gains a +4 bonus to AC and Reflex saving throws. Alternatively, imbued allies may instead opt to extend their 5-foot step to 10 feet.

**Greater Spirit Aspect:** *Sudden Venom:* As a swift action, the kahuna instills in his allies the ability to attack as suddenly as the stingray. If attacked and hit during the one round duration, an imbued ally may make a full-round attack action against its attacker as a free action.

Aspect Mastery: The kahuna may now enact the spirit aspects as a free action. Additionally, the duration and benefits of the aspects are doubled. For example, *graceful maneuvers* would last two rounds and grant a +4 morale bonus to AC and Reflex saves or, alternatively, gain a 20-foot step to replace their 5-foot step.

**Summon Spirit:** The kahuna can summon the stingray spirit. As a full-round action, once per day, the kahuna imbues herself and all allies in sight with the following ability:

*Venomous Strikes:* For a number of rounds equal to the kahuna's Wisdom modifier all affected allies gain the benefit of the *poisonous weapons* aspect. However, this poison also has an immediate caustic effect that lends an additional 3d10 points of damage to each successful attack they make during the summoning's duration.

#### Mariner

Nothing is as swift and sure beneath the seas as a mariner. Able to swim at incredible speeds, shift in any direction with alarming alacrity, and capable of the most agile of underwater maneuvers, the mariner seems more at home in the water than even the quickest barracuda. Driven by a desire to master their environment, and perhaps show-off, mariners outswim and outrace everyone. Many consider such talents of motion an inherent blessing of the divine, but the mariner knows better. Each burst of speed and every dangerous dive is the same as each heft of the spear — a result of practice, of honing their bodies to an athletic peak. Such devotion to their body and skills makes mariners a sought after class; they can be found employed as couriers, scouts, and spies, to name but a few options.

**Role:** Mariners are masters of movement. While they are quite skilled in combat, their focus on movement and speed is what sets them apart. Difficult for even the most veteran foe to draw a bead on, mariners burst through combat in a constant blur of motion. As difficult as it is for foes to hit them due to this, it is just as easy for the mariner to continually use their agility to gain the upper hand in combat.

Alignment: Any. Hit Die: d10 Starting Wealth: 5d6 × 10 gp

#### **CLASS SKILLS**

Acrobatics (Dex), Climb (Str), Craft (Int), Escape Artist (Dex), Perception (Wis), Profession (Wis), Stealth (Dex), Survival (Wis).

Skill Ranks per Level: 2 + Int modifier.

**Special:** Mariners gains a +2 competence bonus to Acrobatics skill checks made while swimming.

#### **CLASS FEATURES**

The following are class features of the mariner.

Weapon and Armor Proficiency: A mariner is proficient with all simple and martial weapons and with all light armor and shields (except the tower shield).

**Bonus Feats:** At 1<sup>st</sup> level, and at every three levels thereafter, the mariner gains a bonus feat in addition to those gained from normal advancement. These bonus feats must be selected from the following list: Athletic, Acrobatic Steps, Combat Reflexes, Greater Bull Rush, Greater Overrun, Improved Bull Rush, Improved Lighting Reflexes, Improved Overrun, Lunge, Mobility, Nimble Moves, Run, Shot on the Run, Spring Attack, Step Up, Whirlwind Attack.

# TABLE 3-6: MARINER

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Level	Base Attack Bonus	Fort	Ref	Will	Special
1st	+1	+0	+2	+0	Bonus feat, sudden strike +1d6
2nd	+2	+0	+3	+0	Swim stunt
3rd	+3	+1	+3	+1	Fast movement +10 ft.
4th	+4	+1	+4	+1	Bonus feat
5th	+5	+1	+4	+1	Sudden strike +2d6, swim stunt
6th	+6/+1	+2	+5	+2	Evasion
7th	+7/+2	+2	+5	+2	Bonus feat, fast movement +20 ft.
8th	+8/+3	+2	+6	+2	Swim stunt
9th	+9/+4	+3	+6	+3	Sudden strike +3d6
10th	+10/+5	+3	+7	+3	Bonus feat
11th	+11/+6/+1	+3	+7	+3	Fast movement +30 ft., swim stunt
12th	+12/+7/+2	+4	+8	+4	Improved evasion
13th	+13/+8/+3	+4	+8	+4	Bonus feat, sudden strike +4d6
14th	+14/+9/+4	+4	+9	+4	Swim stunt
15th	+15/+10/+5	+5	+9	+5	Fast movement +40 ft.
16th	+16/+11/+6/+1	+5	+10	+5	Bonus feat
17th	+17/+12/+7/+2	+5	+10	+5	Sudden strike +5d6, swim stunt
18th	+18/+13/+8/+3	+6	+11	+6	Deep diver
19th	+19/+14/+9/+4	+6	+11	+6	Bonus feat, fast movement +50 ft.
20th	+20/+15/+10/+5	+6	+12	+6	Shark's tenacity, swim stunt

Sudden Strike: Whenever a mariner uses one of his bonus feats, his quick movement grants his successful attacks extra damage for one round. The mariner's attack deals this extra damage for the round following a use of one of these feats (making a bull rush with the Greater Bull Rush feat or using Lunge to make an attack, for

> example). This extra damage is 1d6 at first level, and increases by 1d6 every four mariner levels. Should a mariner score a critical hit with a sudden strike, the extra damage is not multiplied. Ranged attacks can count as sudden strikes only if the target is within 30 feet.

**Swim Stunt**: A mariner's mastery of movement beneath the seas only grows better with experience. Starting at 2<sup>nd</sup> level, a mariner may choose a swim stunt. Every three levels thereafter, he may choose one more. Some stunts may be chosen more than once; see descriptions below for specifics.

*Barracuda's Pursuit (Ex)*: To select this stunt, a mariner must have the Step Up feat. This stunt modifies the Step Up feat. The first time this feet is selected it modifies the feat to allow the mariner to move up to 10 feet whenever a creature moves away from him. This movement must be towards the fleeing enemy. This stunt may be used in this way once per day. Additional selection of this feat either increases the movement by 5 feet or the uses per day by one.

*Burst* (*Ex*): A mariner with this ability may use a swift action to gain +10 feet of swim speed on their next movement. The stunt is useable once per day. This stunt may be taken more than once, either adding +10 feet per selection or one more time per day.

*Created Current (Ex):* This stunt allows a mariner to create powerful eddies with each swim stroke. The first selection of this stunt allows the mariner to have all squares adjacent to him before he moves become difficult terrain so long as he moves at least half of his full speed. If selected a second time, the squares he moves through become difficult terrain. If selected a third time, this stunt allows all squares adjacent to his ending spot to also become difficult terrain. This stunt is fully optional; a mariner need not make his squares difficult. To enact any of these options a mariner must move at least half his full speed. Each square of difficult terrain lasts one round.

*Dive and Rise (Ex)*: A mariner with this stunt may, once per day, increase or decrease his buoyancy rating by 100. Each additional selection of this power allows the rating to be adjusted by another 100 or for the stunt to be used an additional time per day.

*Powerful Swimmer (Ex)*: Mariners with this stunt who charge an enemy and hit also add push (5 feet) to their damage. Each additional selection of this stunt increases the range of the push by 5 feet.

Shifty Swimmer (Ex): So long as a mariner with this stunt moves half of their full speed, they gain a +2 dodge bonus against attacks of opportunity.

*Uncanny Dodge (Ex)*: A mariner must be at least 8<sup>th</sup> level to select this stunt. The mariner gains uncanny dodge. He cannot be caught flat-footed, even if the attacker is invisible. He still loses his Dexterity bonus to AC if immobilized or feinted. If a mariner already has uncanny dodge from another class, she automatically gets improved uncanny dodge instead.

**Fast Movement (Ex):** At 3<sup>rd</sup> level, a mariner's swim speed becomes 10 feet faster than the norm for her race. This benefit only applies if the mariner is wearing light or no armor and is not carrying a heavy load. This bonus stacks with any other bonuses to a mariner's speed.

At 7<sup>th</sup> level, the fast movement becomes 20 feet faster instead of 10 feet. Every 4 levels thereafter this bonus continues to grow by 10 feet until reaching a maximum of 50 feet at 19<sup>th</sup> level.

**Evasion (Ex):** When a mariner reaches 6<sup>th</sup> level, he can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a success save, he instead takes no damage. Evasion can be used only if the mariner is wearing light armor or no armor. A mariner may not be helpless and gain the benefits of evasion.

**Improved Evasion (Ex):** At 12<sup>th</sup> level, a mariner's evasion improves. This ability works like evasion, except that while the mariner still takes no damage on a successful Reflex saving throw against attacks, he henceforth takes only half damage on a failed save.

**Deep Diver (Ex):** At 18<sup>th</sup> level, a mariner has mastered the art of swimming and riding currents so well that he may dive to any depth without worry of harm.

**Shark's Frenzy (Ex):** At 20<sup>th</sup> level, a mariner's quickness and skill come together in a frightening display. Whenever a mariner moves his full speed, he gains the benefit of his sudden strike for the following round. Additionally, any attack that is aided by a sudden strike deals 10 points of bleed damage.

#### Siren

To most the ocean simply is home. It is the environment, the setting, the backdrop for their pursuits and lives. However, for the siren, the ocean is a harmonious song that plays eternally. The siren can hear music in the crashing of waves, the squawking of gulls overhead, and the thrum of deep currents. The siren knows this unyielding symphony is a song of independence. Nothing can restrain the ocean for it is both the giver and taker of all life. Siren's tap into this music to fuel their own voices with raw, primal magic. The song of a siren can enchant or destroy, much like the ocean it draws its strength from. Sirens chafe at restriction and confinement; the pulse of music always propels them forward. The wandering sailor, the young waif eking out an existence in the deepest waters, the maiden who is transfixed by the barely imperceptible flow of the ocean's currents - these and others who feel the pull of the song, the irresistible urge to dance to a beat others cannot, will not, hear, are all suitable sirens.

**Role:** Sirens are masters of enchantment. In combat this allows the siren to easily muddle her foes' hearts and minds with a simple song. Off the battlefield, the siren's free spirit and force of personality has much the same effect. Sirens make capable diplomats, spies, and leaders, and though

their fiery passions are rarely reigned in, this brashness makes them all the more endearing. Alignment: Any chaotic. Hit Die: d8 Starting Wealth: 3d6 × 10 gp

#### **CLASS SKILLS**

The siren's class skills are Acrobatics (Dex), Bluff (Cha), Craft (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Knowledge (arcana) (Int), Knowledge (geography) (Int), Knowledge (local) (Int), Knowledge (nature) (Int), Perform (Cha), Use Magic Device (Cha)

#### Skill Ranks per Level: 4 + Int Modifier

#### **CLASS FEATURES**

All of the following are class features of the siren.

Weapon and Armor Proficiency: A siren is proficient with all simple weapons plus the rapier and the short sword. Sirens are also proficient with light armor. A siren can cast siren spells while wearing light armor without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a siren wearing medium or heavier armor incurs the chance of arcane spell failure. A multiclass siren still incurs the normal arcane spell failure chance for the arcane spells received from other classes.

**Spells:** A siren casts arcane spells drawn from the siren spell list presented in Chapter 6. She can cast any spell she knows without preparing it ahead of time. Every siren spell has a verbal component (song or music). To learn or cast a spell, a siren must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a siren's spell is 10 + the spell level + the siren's Charisma modifier.

Like other spellcasters, a siren can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table 3-7. In addition, she receives bonus spells per day if she has a high Charisma score (see table 1-3 in the *Pathfinder Roleplaying Game Core Rulebook*).

TABLE 3-7: SIRE	N
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Level	BAB	Fort	Ref	Will	Special	1st	2nd	3rd	4th	5th	6th
1st	+0	0	2	2	Cantrips, songstress's grace 1/day, commanding cadence, compelling song, predator's song +1, siren song	1	—	—	—	—	-
2nd	+1	0	3	3	Vocal Talent	2	_	_	_	_	_
3rd	+2	1	3	3	Siren song (entrancing voice or shattering note)	3	_	_	_	_	_
4th	+3	1	4	4		3	1	_	_	_	_
5th	+3	1	4	4	Predator's song +2	4	2	—	—	—	
6th	+4	2	5	5	Siren song (bewildering melody or lullaby), Vocal Talent	4	3	_	_	_	_
7th	+5	2	5	5	Songstress's grace 2/day	4	3	1	_	_	_
8th	+6/+1	2	6	6	Expansive Voice +1 1/day	4	4	2	_	_	-
9th	+6/+1	3	6	6	Predator's song +3, siren song (dominating dirge or earsplitting wail)	5	4	3	—	—	-
10th	+7/+2	3	7	7	Vocal Talent	5	4	3	1	_	_
11th	+8/+3	3	7	7	Expansive voice +2 2/day	5	4	4	2	_	_
12th	+9/+4	4	8	8	Siren song (cacophony or heroic harmony)	5	5	4	3	_	_
13th	+9/+4	4	8	8	Predator's song +4, songstress's grace 3/day	5	5	4	3	1	_
14th	+10/+5	4	9	9	Expansive voice +3 3/day, vocal talent	5	5	4	4	2	_
15th	+11/+6/+1	5	9	9	Siren song (lamentations or song of dance)	5	5	5	4	3	_
16th	+12/+7/+2	5	10	10		5	5	5	4	3	1
17th	+12/+7/+2	5	10	10	Expansive voice +4 4/day, predator's song +5	5	5	5	4	4	2
18th	+13/+8/+3	6	11	11	Haunting arias, vocal talent	5	5	5	5	4	3
19th	+14/+9/+4	6	11	11	Song mastery, songstress's grace 4/day	5	5	5	5	5	4
20th	+15/+10/+5	6	12	12	Expansive voice +5, perfect pitch	5	5	5	5	5	5

The siren's selection of spells is limited. A siren begins play knowing four 0-level spells and two 1<sup>st-</sup> level spells of her choice. At each new siren level, she gains one or more new spells, as indicated in Table 3-8. (Unlike spells per day, the number of spells a siren knows is not affected by her Charisma score. The numbers on table 3-8 are fixed.)

Upon reaching 5<sup>th</sup> level, and at every third siren level after that (8<sup>th</sup>, 11<sup>th</sup>, etc.), a siren can choose to learn a new spell in place of one she already knows. In effect, the siren "loses" the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged, and it must be at least one level lower than the highestlevel spell the siren can cast. A siren may swap only a single spell at any given level and must choose whether or not to swap the spell at the same time that she gains new spells known for the level. A siren need not prepare her spells in advance. She can cast any spell she knows at any time, assuming she has not yet used up her allotment of spells per day for the spell's level.

**Cantrips:** Sirens learn a number of cantrips, or 0level spells, as noted on Table 3-8 under "Spells Known." These spells are cast like any other spell, but they do not consume any slots and may be used an unlimited number of times.

**Songstress's grace** When pressed, a siren may call on her charm and force of personality to enhance Charisma-dependent effects. Once per day, the siren may add her Charisma modifier again to any roll that is already enhanced by her Charisma modifier or to enhance the Difficulty Class of her songs or magic. If the latter option, this enhancement only lasts long enough to affect an individual saving throw. It is a free action to summon these reserves. A siren can use this ability one additional time per day for every six siren levels she possesses beyond first, to a maximum of four times per day at 19<sup>th</sup> level.

**Siren Song:** A siren is trained to use the Perform skill to create magical effects on those around her. She can use this ability for a number of rounds per day equal to 4 + her Charisma modifier. At each level after 1<sup>st</sup> a siren can use siren song for 1 additional round per day. Each round, the siren can produce any of the types of siren songs she has mastered, as indicated by her level.

Starting a siren song is a standard action, but it can be maintained each round as a free action. Changing the siren song from one effect to another requires the siren to stop the previous song and start a new one as a standard action. A siren song cannot be disrupted, but it ends immediately if the siren is killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action to maintain it each round. A siren cannot have more than one siren song in effect at one time.

Every siren song has an audible component. This means targets must be able to hear the siren for the song to have any effect. However, the siren song is not language-dependent. A deaf siren has a 20% chance to fail when attempting to use a siren song. If she fails this check, the attempt still counts against her daily limit. Deaf creatures are immune to the effects of a siren song.

Additionally, the siren must be capable of perceiving her intended target.

A siren begins with three songs. At 3<sup>rd</sup> level, and every three levels thereafter, the siren may choose another song to master. Each song has the following effects unless noted otherwise.

- Affects targets within a 60-foot radius centered on the siren.
- Requires that the target be able to hear the siren.
- Requires that the siren be able to perceive the target.
- Is not language-dependent.
- All saving throws DC's are equal to  $10 + \frac{1}{2}$  the siren's level + the siren's Cha modifier.
- All effects last for as long as the siren maintains the song.

*Commanding Cadence (Su):* At 1<sup>st</sup> level, a siren can use her song to force a creature to take a simple action against its will. The target receives a Will save. A target that succeeds on this saving throw is unaffected, and may not be subject to the siren's commanding cadence for 24 hours. If the target fails the saving throw, the siren may direct the actions of the target as per the *command* spell. The siren may continue dictating orders as part of maintaining her song.

If the creature is threatened, it may make another saving throw with a +5 bonus. If the creature is attacked, the enchantment ends. If all the targets of this song successfully save or break free, the siren cannot maintain the song, and must use a standard action to begin the song anew.

Commanding song is an enchantment (compulsion), mind-affecting ability.

*Compelling Song (Su):* At 1<sup>st</sup> level, a siren can use her song to cause one or more creatures to become fascinated with her. The distraction of nearby combat or other dangers prevents this song from taking hold.

Each creature within range receives a Will save to negate the effect. If a creature's saving throw succeeds, the siren cannot attempt to compel that creature again for 24 hours. If the saving throw fails, the creature moves toward the siren, on its own turn, until it is within 20 feet. The creature then stands quietly, listening to the song for as long as the siren continues to maintain it. While fascinated, a target takes a -4 penalty on all skill checks made as a reaction, such as Perception checks. Any potential threat to the target allows the target to make a new saving throw against the effect with a +5 bonus. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a weapon at the target, automatically breaks the effect. A siren and her allies gain a +4 bonus to all Cha-dependent skills when dealing with targets under the effect of this song.

For every three levels beyond first, a siren may affect an additional target with this song.

Compelling song is an enchantment (compulsion), mind-affecting ability.

*Predator's Song (Su):* At 1<sup>st</sup> level, a siren can sing a song that infuses her allies with the strength of the sea's most vicious hunters. To be affected, an ally

must be able to perceive the siren's song. An affected ally receives a +1 morale bonus on damage rolls and adds an extra 5 feet to their base speed. At 5<sup>th</sup> level, and every four siren levels thereafter, the damage bonus increases by +1, to a maximum of +5 at 17<sup>th</sup> level. Every level during which the bonus increase is an odd number (+1, +3, +5), the base speed bonus increases by 5 feet, to a maximum of 15 feet at 17<sup>th</sup> level. Predator's song is a mind-affecting ability.

#### A SIREN MUST CHOOSE ONE OF THE FOLLOWING SONGS AT 3RD LEVEL:

*Entrancing Voice (Su):* A siren of 3<sup>rd</sup> level or higher may use this song to entrance a single target. The target is allowed a Will save. Creatures that succeed on the save cannot be affected by the siren's entrancing voice for 24 hours. If it fails the saving throw, the target sways to the music and is dazed for as long as the siren maintains the song. If, during this time, the creature is threatened it may make a new saving throw with a +5 bonus. If the creature is attacked by allies of the siren, or the siren herself, the enchantment ends immediately.

Charming song is an enchantment (charm), mind-affecting ability.

*Shattering Note (Su):* A siren of 3<sup>rd</sup> level or higher may unleash a keening note capable of destroying physical objects and damaging her enemies. As a standard action a siren may instigate the shattering song and target any one object weighing up to 5 lbs. per siren level. The object is allowed a Fortitude save. An object that fails this save is sundered and gains the broken condition. Creatures adjacent to, or holding, the sundered object suffer 1d4 points of damage for every two levels of siren the singer has (2d4 at 3<sup>rd</sup> level, 3d4 at 5<sup>th</sup> level, 4d4 at 7<sup>th</sup> level, and, the maximum, 5d4 at 9<sup>th</sup> level).

So long as the siren is successful in shattering an object, she may continue to do so each round as part of maintaining her song. However, if an object succeeds on a saving throw, the song is interrupted. If the siren wishes to renew the song she may do so as a standard action.

### A SIREN MUST CHOOSE ONE OF THE FOLLOWING SONGS AT 6TH LEVEL:

*Bewildering Melody (Su):* A siren of 6<sup>th</sup> level or higher can befuddle an enemy into a state of pure confusion. If the target fails a Will save, it is confused for as long as the siren maintains the song. If the creature succeeds on the saving throw, it cannot be affected by the siren's bewildering melody for 24 hours.

Bewildering melody is an enchantment (compulsion), mind-affecting ability.

*Lullaby (Su):* A siren of 6<sup>th</sup> level or higher can sing a creature to sleep so long as it possesses Hit Dice equal to or less than the siren's own level. If the target fails a Will save it falls asleep. Slapping or wounding a creature awakens it, but normal noise does not. Sleeping creatures are considered helpless. A creature that succeeds on its saving throw cannot be affected by the siren's lullaby for 24 hours.

Lullaby is an enchantment (compulsion), mindaffecting ability. The effects of lullaby last as long as the siren maintains the song, with the normal exceptions.

# A SIREN MUST CHOOSE ONE OF THE FOLLOWING SONGS AT 9TH LEVEL:

*Dominating Dirge (Su):* A siren of 9<sup>th</sup> level or higher can crush a target's will and move it to the rhythm of her own song. The target must make a successful Will save or become dominated, per the *dominate person* spell, for the duration of the spell. A creature that is threatened by the siren or her allies, or is forced to act against its nature, is allowed another saving throw immediately with a +5 bonus. A target that successfully saves against this song is not affected by the siren's dominating dirge for 24 hours.

Dominating dirge is an enchantment (compulsion), mind-affecting ability. It is not language-dependent.

*Earsplitting Wail (Su)*: A siren of 9<sup>th</sup> level or higher can bombard an enemy with a scream of pure sonic energy. If the target fails a Fortitude save, it is deafened and suffers 4d6 points of sonic damage for as long as the siren maintains the song. If the target succeeds on the saving throw, it is not deafened, and takes only 2d6 points of sonic damage. In this case, the siren may not maintain the effect as a free action, and if she wishes to instigate the song, she must expend a standard action.

#### A SIREN MUST CHOOSE ONE OF THE FOLLOWING SONGS AT 12TH LEVEL:

*Cacophony (Su):* Sirens of 12<sup>th</sup>-level and higher can sing a shrieking and discordant tune that drives those who hear it to violence. Targets who fail a Will save are subject to committing acts of violence as described in the spell *song of discord*. A creature that saves against this effect is immune to the siren's cacophony for 24 hours.

*Heroic Harmony (Su):* Sirens of 12<sup>th</sup>-level or higher can sing this uplifting tune of bravery and heroism. An ally capable of hearing the siren can be targeted. This target gains the benefit of the spell *greater heroism* for the duration of the song.

#### A SIREN MUST CHOOSE ONE OF THE FOLLOWING SONGS AT 15TH LEVEL:

*Lamentations (Su):* Sirens of 15<sup>th</sup>-level and higher can project feelings of overwhelming sadness with their songs. Targets who fail a Will save are affected by this supernatural grief in the following ways, based on their HD:

HD equal to or greater than the siren's level: The target is sickened.

HD 5 or fewer less than the siren's level: The target is nauseated.

HD 6 and above less than the siren's level: The target is stunned.

Creatures that make a successful Will save cannot be affected by the siren's lamentations for 24 hours.

Lamentations is an enchantment (charm), mindaffecting ability. The effects of lamentations last as long as the siren maintains the song, with the normal exceptions.

*Song of Joy (Su):* Sirens of 15<sup>th</sup>-level and higher can sing songs that instill pure, unadulterated bliss within their audience. Targets who fail a Will save become so overjoyed they dance as if affected by *irresistible dance*. Attacking creatures under the effects of this song does not free them from its effects. A creature that makes a successful saving throw cannot be affected by the siren's song of joy for 24 hours.

Song of joy is an enchantment (compulsion), mind-affecting ability.

*Perfect Pitch (Su):* Sirens of 20<sup>th</sup>-level have so mastered singing their songs that they have attained perfect pitch. Perfect pitch allows a siren to sing a devastatingly beautiful song capable of killing a target from the sheer, rapturous splendor of her voice. A target that fails a Will save immediately falls dead. If the target succeeds, the power of the song still leaves the creature staggered for 1d4 rounds, though the target is immune to perfect pitch for 24 hours.

**Vocal Talent (Su):** As a siren gains experience, she learns a number of vocal tricks to augment her song. Starting at 2nd level, a siren gains one vocal talent. She gains an additional vocal talent for every four levels of siren attained thereafter. If a talent calls for the siren to choose a particular siren song to specialize in, she may choose the ability multiple times, selecting a different song each time.

*Harmonics:* The siren chooses one song that requires a save. Increase the save DC of that song by 2.

*Hypnotic Harmonies:* A siren with this talent sings songs that erode the will of the audience. Any enemy that has been affected by one of the siren's songs suffers a -2 penalty to Will saves for the following 24 hours. A siren must be at least 10<sup>th</sup> level to select this talent.

*Luring Lyrics:* The siren chooses one song. While under the effects of that song, the target must move at least 5 feet per round towards the siren.

*Piercing Frequency:* A siren with this talent can pierce even the effects of a *silence* spell with her song. Creatures in such a zone receive a +4 bonus on any saves they need to make. A siren must be 6<sup>th</sup> level or higher to select this talent.

*Percussive Power*: The siren chooses one song that requires a save. When a creature fails a saving throw against the song's effects and also when the siren stops maintaining the song, the target suffers 2d6 points of sonic damage. This power may be taken multiple times for the same song. Each additional layer of this talent on a song increases the damage by 2d6.

*Resonance:* The siren chooses one song. For every two rounds she sustains that song, it continues to echo for an additional round after she ceases singing it. The song's effects persist for this duration, allowing her to sing a different song or perform other actions. She may even resume the resonant song uninterrupted, as long as she returns to it before the echoes die out. A siren with this talent may not issue commands or direct a dominated creature with echoes; such creatures simply behave as though entranced until the effect ends.



## TABLE 3-8: SIREN SPELLS KNOWN

Level	0th	1st	2nd	3rd	4th	5th	6th
1st	4	2	—	_	_	_	_
2nd	5	3	_	_	_	_	_
3rd	6	4	_	_	_	_	_
4th	6	4	2	—	—	—	_
5th	6	4	3	_	_	_	_
6th	6	4	4	—	—	_	_
7th	6	5	4	2	—	—	_
8th	6	5	4	3	_	_	_
9th	6	5	4	4	_	_	_
10th	6	5	5	4	2	_	_
11th	6	6	5	4	3	_	_
12th	6	6	5	4	4	_	_
13th	6	6	5	5	4	2	_
14th	6	6	6	5	4	3	_
15th	6	6	6	5	4	4	_
16th	6	6	6	5	5	4	2
17th	6	6	6	6	5	4	3
18th	6	6	6	6	5	4	4
19th	6	6	6	6	5	5	4
20th	6	6	6	6	6	5	5

*Song Mastery:* The siren chooses one song. That song may now be activated as a move action. If applied to the same song twice, the song can be activated with a swift action.

*Vocal Power:* The siren chooses one song. The range of that song is doubled.

**Expansive Voice:** Starting at 8<sup>th</sup> level, the siren can, once per day, apply a song's effects to two opponents. At 11<sup>th</sup> level, and every three levels thereafter, the number of opponents and the number of times per day expansive voice can be used increases by one.

Haunting Arias: At 18<sup>th</sup> level the siren's songs are so memorable they leave a lasting effect on their audience. Any creature affected by a siren song spends their first turn free of the song's effect dazed. For a number of rounds equal to the siren's Charisma modifier thereafter the creature is sickened.


# Prestige Classes

The sea holds many prestigious titles for those brave enough to seek them. Listed below are ways to adapt existing prestige classes that are presented in the *Pathfinder Roleplaying Game Core Rulebook* and *Pathfinder Roleplaying Game Advanced Player's Guide* (marked with an asterisk). Afterwards, three new prestige classes are presented.

# THE FOLLOWING PRESTIGE CLASSES CAN BE USED UNDERSEA WITHOUT SIGNIFICANT ALTERATION:

Arcane Trickster, Assassin, Battle Herald\*, Duelist, Eldritch Knight, Holy Vindicator\*, Lore Master, Master Chymist\*, Master Spy\*, Mystic Theurge, Rage Prophet\*, Shadow Dancer, and Stalwart Defender\*.

## THE FOLLOWING PRESTIGE CLASSES ARE NOT AVAILABLE IN THE CERULEAN SEAS SETTING:

Arcane Archer, Pathfinder Chronicler, and Nature Warden\*.

#### THE FOLLOWING PRESTIGE CLASSES HAVE SLIGHT ALTERATIONS TO WORK WITH AN AQUATIC SETTING:

#### Dragon Disciple

New name: Song dragon disciple

**Changes:** The song dragon disciple uses Table 3-3 to determine their draconic heritage. This also applies to his Breath Weapon and Wings abilities. In the case of wings, unless he is of cacophony descent, he will gain Supernatural Swim (described earlier in this chapter) with the adjusted speed applying to swim speed.

#### Horizon Walker\*

New name: Seeker of the blue horizon Changes: The Seeker of the blue horizon uses Table 3-2 to determine their favored waters. This replaces the favored terrain normally offered by this prestige class.

**Terrain Mastery & Dominance:** The seeker of the blue horizon can master entirely new terrain. Caverns (as underground), Cold, Forest, Planes (all), Urban, and Warm (as desert) remain the same as presented in the *Pathfinder Roleplaying Game Advanced Player's Guide* for both mastery and dominance. Resistance to fire translates as resistance to heat and steam.

#### **Aquatic Terrain Mastery**

*Coral Reef:* The seeker of the blue horizon gains Coral Link as a bonus feat.

*Deeps*: The seeker of the blue horizon gains a +2 bonus to Fortitude saves made to acclimate to pressure differences (see Chapter 1). His depth tolerance increases 600 feet.

*Dry Land*: If a seeker of the blue horizon is a landwalker, his base land speed becomes equal to his base swim speed. If he is not a landwalker, he gains a base land speed equal to half his base swim speed.

*Ruins:* The seeker of the blue horizon gains a +4 competence bonus on Appraise checks.

*Shallows:* The seeker of the blue horizon need only spend half the speed required when dealing with riptide and undertows. For example, sacrificing 15 feet from his base speed to fight a riptide counts as 30 feet.

#### **Aquatic Terrain Dominance**

*Coral Reef*: The seeker of the blue horizon becomes immune to the fire coral disease and gains immunity to poison from natural animals and plants found in a coral reef.

*Deeps:* The seeker of the blue horizon gains an additional +2 bonus to Fortitude saves made to acclimate to pressure differences. His depth tolerance increases another 1000 feet. Combined with mastery of this terrain, this equates to a +4 bonus to the Fortitude save and an increase in depth tolerance of 1600 feet.

*Dry Land:* The seeker of the blue horizon's base land speed increases by 20 feet.

*Ruins:* The seeker of the blue horizon gains *detect secret doors* as a spell-like ability a number of times per day equal to 3 + the character's Wisdom modifier (caster level equal to the character's level).

*Shallows:* The seeker of the blue horizon can make acrobatics checks without penalty in areas of light or heavy surf.

#### IN THE CERULEAN SEAS

Each prestige class that is available in the *Pathfinder Roleplaying Game Core Rulebook* and *Pathfinder Roleplaying Game Advanced Player's Guide* has their own unique niche in the Cerulean Seas.

#### Arcane Trickster

Deepwater nixies are the undisputed candidates to become arcane tricksters in the Cerulean Seas. They are often employed by pirates and glimmerkeepers to aid in large raids or plots designed to disrupt or make a statement.

#### Assassin

Assassins exist throughout the sea, as they have on land. While it is somewhat surprising due to their race's gentle demeanor, many cindarians have been known to seek the path of the assassin. Their small size, poison spines, and versatility make them prime candidates for the job.

#### Battle Herald\*

Sea folk of the Barashi faction are known to especially revere the battle herald, whom they see as the epitome of military leadership among all merfolk. This prestigious position holds a special place of honor among the sea elves as well, who often train for centuries to hone their talents.

## Duelist

While somewhat rare, the duelist is renowned in the seas for his skill at arms. The strict and almost fanatical focus that a duelist requires often makes this prestige class a target for many aspiring mogogols.

#### Eldritch Knight

Pisceans, sea elves, and nommo frequently have members of their race who attain the fearsome title of eldritch knight. These formidable lords of magic and combat are legendary among all races of the sea.

#### Holy Oindicator\*

While the agents of Mariblee and Undine rarely see holy vindicators among their ranks, the same could not be said of other faiths. The most common are worshippers of Keilona, who deal out holy justice to those that reject the ways of their goddess.

#### Lore Master

There is a saying in the Cerulean Seas; "All the great knowledge of the sages of eons past is now kept by a many armed mad-man, and he isn't talking." In the time since the flood, the domain of knowledge has indeed shifted towards the eccentric and bizarre. Likewise, most undersea lore masters are considered to be somewhat insane, or at the very least, not entirely stable individuals.

#### Master Chymist\*

Sebek-ka hold alchemy as a holy science, and often seek perfection in its depths. Few things are more terrifying than a mutated sebek-ka chymist. While other races, especially pisceans and sea elves, also invest much into the science of alchemy, they are much less infamous.

#### Master Spy\*

All societies have spies, and undersea societies are certainly no exception. Political, religious, clan, and even industrial spies flourish in the murky sea.

#### Mystic Theurge

Sea elves are one of the few races patient enough to undertake the demands of the mystic theurge prestige class. They are most often neutral good worshippers of Aear Emerwen, a cult division of the goddess Mariblee.

#### Rage Prophet\*

The kai-lios are the only race that regularly produces rage prophets. Their unique talents rival even the highly esteemed pearl-eyes of the sea folk race.

#### Shadow Dancer

Shadow dancers of the sea are usually wellacclimated to the shadowy twilight zone. They often train in these cold and dark depths, where they can have a stronger connection to the forces of the shadow realm.

#### Stalwart Defender\*

Karkanaks, cindarians, and even nixies regularly support this prestige class. The nixies call them "Defenders of the Saloth Vents" and are made up of the burliest members of the race. Clad to the nines in armor, it is easy to see why some draw parallels between the extinct dwarves and the deepwater nixies. One who has never met a nixie defender would never make the connection otherwise.

# Beach Comber Prestige Class

There are those whose desperation reaches such dangerous peaks that they seek the shelter of the land above. To these frantic few, be they criminals, the insane, or escaped slaves, the mysterious and harsh dry land rarely offers reprieve. Though the above sea world's dangerous mystique keeps most hunters at bay, those who are willing to follow a mark out of the water are the most dangerous bounty hunters in the world. The beach comber is one such dedicated mercenary.

Despite the innocent name, beach combers are hardened bounty hunters who've carved a reputation for being willing and able to travel to the world above. Beach combers are not afraid of what the surface world has become; in fact, they revel in the respect that their returns from that harsh land incite. Often derided for being brash, egotistical, and callous, beach combers take each insult as a badge of courage. After all, they are amongst a very small brotherhood of mercenaries capable and willing to get their man . . . no matter where in the world that man seeks shelter.

**Role:** Beach combers are specialized bounty hunters. They track targets down wherever they may be hiding; however, they specialize in retrieving targets that have gone topside. The above sea world holds a lot of ill omens and dark portents to the average citizen beneath the sea. Beach combers scoff at these notions, and though they recognize the dangers the surface world possesses, they are cut from a strong cloth. Part and parcel with such bravado and confidence comes a desire to seek out challenge. Beach combers tend toward more physical classes: fighters, mariners, paladins, and rangers make excellent beach combers.

Alignment: No one alignment purely encompasses what an individual beach comber is capable of. To a man they are all dedicated and unfaltering in the completion of the task set out before them, but the means they use to accomplish said task range greatly. Some rely on devious trickery and cons to get close to a mark, while others are forthright trackers who simply follow a mark and beat it into submission.

Hit Die: d10

#### REQUIREMENTS

To qualify to become a beach comber, a character must fulfill all the following criteria. **Base Attack Bonus:** +4 **Skills:** Climb 2 ranks, Intimidate 2 ranks, Survival 4 ranks **Feats:** Self-Sufficient

#### **CLASS SKILLS**

Acrobatics (Dex), Climb (Str), Escape Artist (Dex), Heal (Wis), Intimidate (Cha), Knowledge (dungeoneering) (Int), Knowledge (nature) (Int), Perception (Wis), Ride (Dex), Sense Motive (Wis), Survival (Wis)

Skill Ranks at Each Level: 4 + Int modifier.

#### **CLASS FEATURES**

All of the following are Class Features of the beach comber prestige class.

Weapon and Armor Proficiency: A beach comber is proficient with all simple and martial weapons. Beach combers are proficient with light and medium armor and all shields.

**Bounty's Mark (Ex):** The beach comber is a dogged foe of his bounty. Starting at 1<sup>st</sup> level the beach comber has a +3 bonus he may distribute as he sees fit towards rolls concerning his mark. A beach comber may designate a target his bounty's mark once per day as a swift action. The bonus may be divvied up, and it is applied after a roll has been made.

Thus a beach comber with a bounty's mark +3 may apply a +1 to an attack and later apply a +2 bonus to damage. This bonus grows by +1 every two levels; it maxes out at +7 at 9<sup>th</sup> level. The number of times a beach comber may designate a mark increases by 1/day for every 4<sup>th</sup> level acquired.

**Track (Ex):** A beach comber may add half of his level (minimum 1) to Survival skill checks made to follow or identify tracks or deep trails. If the beach comber already possesses the track class feature, he gains an additional +2 bonus to Survival skill checks instead.

## TABLE 3-9: BEACH COMBER

Raso Attack

P				
Bonus	Fort Save	<b>Ref Save</b>	Will Save	Special
+1	+1	+0	+0	Bounty's mark +3, track
+2	+1	+1	+1	Relentless, trap sense +1
+3	+2	+1	+1	Bounty's Mark +4
+4	+2	+1	+1	Favored terrain
+5	+3	+2	+2	Bounty's Mark +5 (2/day), trap sense +2
+6	+3	+2	+2	Favored terrain
+7	+4	+2	+2	Bounty's Mark +6
+8	+4	+3	+3	Favored terrain, trap sense +3
+9	+5	+3	+3	Bounty's Mark +7 (3/day),
+10	+5	+3	+3	Favored terrain, no one escapes
	+2 +3 +4 +5 +6 +7 +8 +9	$\begin{array}{c ccccc} +2 & +1 \\ +3 & +2 \\ +4 & +2 \\ +5 & +3 \\ \hline +5 & +3 \\ \hline +6 & +3 \\ \hline +7 & +4 \\ \hline +8 & +4 \\ +9 & +5 \\ \end{array}$	$\begin{array}{c ccccccccccccccccccccccccccccccccccc$	$\begin{array}{c ccccccccccccccccccccccccccccccccccc$

**Relentless (Ex):** During an encounter in which the beach comber is engaged with his bounty's mark, he will not succumb to deadly wounds. A beach comber remains conscious and continues fighting even if his hit point total is below 0. The beach comber is still staggered and loses 1 hit point each round. The beach comber dies when his hit point total reaches a negative amount equal to his Constitution score. Additionally, a beach comber immediately falls and begins dying if he has negative hit points and he does not engage his mark (move towards or attack) on his turn or if his mark dies.

**Trap Sense (Ex):** At 2<sup>nd</sup> level, a beach comber's wariness grants him a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses rise to +2 at 5<sup>th</sup> level and + 3 at 8<sup>th</sup> level. Trap sense bonuses gained from multiple classes stack.

**Favored Terrain (Ex):** At 4th level, a beach comber may select a favored terrain from the ranger favored terrains table. This works exactly like the ranger favored terrain ability. The beach comber gains an additional favored terrain at 6<sup>th</sup>, 8<sup>th</sup>, and 10<sup>th</sup> level, and he can increase the bonus from an existing favored terrain as described in the ranger ability.

> If the beach comber has abilities from other classes that only work in a favored terrain, those abilities work in favored terrains selected as a beach comber.

Alternatively, the beach comber may use *Table 3-2: Favored Waters* instead of the favored terrain offered by the ranger class.

No One Escapes (Ex): Whenever a beach comber successfully hits his mark and uses his bounty's mark bonus in some way (either to raise the attack or damage) he may either inflict bleed damage equal to the amount of the bonus he used, or he may hobble the enemy thus reducing its movement by 5 feet per amount of the bonus used. This is a free action to be decided upon after the hit.



## Glimmerkeeper Prestige Class

Men and women of legend and lore, glimmerkeepers have always been the most esteemed mythic heroes to the common folk beneath the sea. Tales of insubstantial ghosts who kill corrupt princes, heroes who've been able to dodge the kraken's tentacles with blazing speed, and entire dens of thieves wiped out all point to the mysterious glimmerkeepers. The grand fables surrounding these enigmatic few stem in part from the daring heroics they are constantly linked too but also from the perplexing powers that are attributed to them: spectral form, the ability to be in two places at once, to summon forth blinding, dazzling rays of light, and more.

None except the glimmerkeepers know the true source of their unique powers. However, that does not stop the commoner from putting forth theories that run the gamut of the fantastical. Glimmerkeepers are mutants of the sea, born with powers beyond mortal ken. Glimmerkeepers venerate an ancient and legendary hero; they draw their power from the magical items that grant this hero a semblance of life. These rumors and more swirl beneath the sea quicker than any current. Despite myriad outlooks on their origin, most commoners rest assured that these daring heroes seem to fight for them.

**Role:** Glimmerkeepers are stealthy, cunning, and magical combatants. Their proclivity for risky raids, dashing heroics, and lightning-quick skirmishes compliment the abilities of the bard, ranger, and rogue foremost. However, fighters, paladins, monks, and even some clerics fit in well with glimmerkeeper's niche. While glimmerkeepers do possess an astounding array of magical abilities (thanks to their mysterious benefactor), most arcane casters are ill-suited to the physical rigors a glimmerkeeper must often undertake.

Alignment: Glimmerkeepers may not possess evil alignment. First and foremost, glimmerkeepers feel a responsibility to right the wrongs of the world. How law and chaos play into this is secondary to the realization that the commoners do not deserve to be downtrodden. It is because of this that glimmerkeepers are romanticized; their most famous exploits often deliver telling blows to cruel leaders and organizations. However, this romanticizing often overlooks the fact that many glimmerkeepers are not necessarily good. Murder, assassination, theft, and the like are tools some glimmerkeepers use if they believe it helps lessen the yoke of tyranny.

Hit Die: d8

#### **REQUIREMENTS:**

To qualify to become a glimmerkeeper, a character must fulfill all the following criteria.

#### **Base Attack Bonus:** +6

**Skills:** Knowledge (history) 5 ranks, Stealth 5 ranks

Feats: Dazzling Display, Stealthy

#### CLASS SKILLS:

The glimmerkeeper's class skills (and the key ability for each skill) are Acrobatics (Dex), Bluff (Cha), Climb (Str), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Knowledge (history) (Int), Knowledge (local) (Int), Perception (Wis), Ride (Dex), Sense Motive (Wis), Sleight of Hand (Dex), Stealth (Dex), Use Magic Device (Cha)

Skill Ranks at Each Level: 6 + Int modifier.

#### **CLASS FEATURES**

All of the following are Class Features of the glimmerkeeper prestige class.

#### Weapon and Armor Proficiency: A

glimmerkeeper is proficient with all simple and martial weapons. They are also proficient with light armor.

Legendary Aura (Ex): Because glimmerkeepers are so often the center of heroic folktales, glimmerkeepers possess a certain mystique. They find it easy to cow others and impress their will upon them. Whenever a glimmerkeeper makes a Charisma-based skill check, he rolls two d20s. The glimmerkeeper takes the higher of the two rolls. The target of this skill check must be aware that the glimmerkeeper is indeed a glimmerkeeper.

#### TABLE 3-10: GLIMMERKEEPER

Lvl	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 <sup>st</sup>	+0	+0	+1	+0	Legendary aura, spectral form (1/day)
2 <sup>nd</sup>	+1	+1	+1	+1	Glimmer armor (1/day)
3rd	+2	+1	+2	+1	Evasion, fast movement +10 feet,
4 <sup>th</sup>	+3	+1	+2	+1	Spectral form (2/day)
5 <sup>th</sup>	+3	+2	+3	+2	Glimmer armor (2/day)
6 <sup>th</sup>	+4	+2	+3	+2	Fast movement +20 feet, uncanny dodge
7 <sup>th</sup>	+5	+2	+4	+2	Spectral form (3/day)
8 <sup>th</sup>	+6	+3	+4	+3	Glimmer armor (3/day)
9 <sup>th</sup>	+6	+3	+5	+3	Fast movement + 30 feet.
$10^{\text{th}}$	+7	+3	+5	+3	Keeper of the Light

**Spectral Form (Su):** Glimmerkeepers are capable of assuming a ghost-like form. Once per day a glimmerkeeper may turn incorporeal as a move action. While in this form, the glimmerkeeper gains all the appropriate benefits and may make attacks with its weapon as a touch attack; however, the glimmerkeeper deals damage equal to its corporeal attacks. Spectral form lasts for as many rounds as equal to the glimmerkeeper's Charisma modifier. The glimmerkeeper gains an additional use of this power every 3<sup>rd</sup> level, maxing out at three uses per day at 7<sup>th</sup>. Non-corporeal creatures have 0 buoyancy and are unaffected by drag.

Glimmer Armor (Su): Once per day a glimmerkeeper may call on his innate connection to his fellows' unique magical source and blind an opponent. When struck in melee by an opponent, the glimmerkeeper may enact glimmer armor as an immediate action. If done, the creature who struck the glimmerkeeper must make a Fort save (DC 10 + glimmerkeeper's level + Charisma modifier). If the creature saves a flash of light erupts from the glimmerkeeper but no effect takes place; however, if the target fails, the target is blinded for as many rounds as equal to the glimmerkeeper's Charisma modifier. This ability gains multiple uses per day as shown in the above table.

**Evasion (Ex):** At 3<sup>rd</sup> level, a glimmerkeeper gains evasion. If exposed to any effect that normally allows a Reflex save for half damage, the glimmerkeeper instead takes none on a successful save. This ability only works if the glimmerkeeper is wearing light armor or none at all. If the character already possesses this class feature, he is instead granted improved evasion. **Fast Movement (Ex):** At 3<sup>rd</sup> level and every three levels thereafter, the glimmerkeeper gains a +10 foot bonus to his base speed. This ability maxes out at an additional 30 feet at 9<sup>th</sup> level.

**Uncanny Dodge (Ex):** At 6<sup>th</sup> level, a glimmerkeeper cannot be caught flat-footed, even if the attacker is invisible. This ability does not ward off feint attempts. If a glimmerkeeper already possesses this class feature they instead receive improved uncanny dodge.

Keeper of the Light (Su): While most glimmerkeepers are extremely reluctant to share the origin of their newfound power, they are not afraid of showing it. Keeper of the light is the final manifestation of a glimmerkeeper's power; it represents his ability to swath his allies and friends in a heartening 'glimmer' or to cover his foes in soulwrenching darkness. Three times per day, as a standard action, a glimmerkeeper may cause everything within 60 feet of him to be bathed in bright light, or become dim and murky. The bright light operates as a *daylight* spell; however, it also grants all allies within the area of effect a +2 bonus to saving throws and a +2 bonus to attacks. If instead the glimmerkeeper unleashes the gloom aspect of this power, all of his allies within the area of effect are granted the benefit of concealment. Darkvision does not allow creatures to pierce this concealment effect nor does a daylight or dispel magic spell; however, true seeing does.

# Sea Witch Prestige Class

How many lives has the sea claimed? The sea witch knows . . .

The sea witch has changed the pitch of her voice to better call upon another inevitable aspect of life beneath the waves – death. The ocean depths are a cruel and violent place that brooks few mistakes. The sea witch seeks wisdom from those who've gone before. She is in constant communication with the dead and gone through her singing. In focusing their song magic, sea witches expand their knowledge, they believe. Sea witches say that if a siren only listens and sings to the living aspects of the sea, she turns a blind eye to the other half of the equation of life. How can such a siren have a true voice then? A meaningful song?

**Note:** This prestige class is not to be confused with the witch PC class presented in the <u>Pathfinder</u> <u>Roleplaying Game Advanced Player's Guide</u>. In the Cerulean Seas setting, individuals of the witch class are referred to as "water witches" or just simply "witches." The term "sea witch," however, is reserved for a character of this prestige class, and carries even darker connotations.

**Role:** All sea witches practice the song magic of sirens. No other class has mastered the use of song to affect the undead in quite the same way. While sea witches have this necromantic bent, they look at it differently than say, a necromancer or warlock. Sea witches connection to the undead is channeled through the same conduit that ties them to the ocean they love and live in. Thus the way they treat the undead is often more as allies and companions than tools to be used.

Alignment: Sea witches, despite their interest in the dead, are not necessarily evil. Many consort with the dead and undead as a means of better understanding the sea and her past. They see death as one of the fundamental aspects of nature beneath the waves. Other sea witches, however, realize control over the dead is a power best used to intimidate the weak and crush the strong. Even in this latter instance, though, sea witches rarely use the undead as simple fodder – they've too much respect for the circle of life that fuels their magic.

Hit Die: d6

#### **REQUIREMENTS:**

To qualify to become a sea witch, a character must fulfill all the following criteria.

Skills: Knowledge (arcana) 6 ranks, Knowledge (nature) 6 ranks, Knowledge (religion) 6 ranks Feats: Great Fortitude Special: Siren song class feature.

# CLASS SKILLS:

The sea witch's class skills are Bluff (Cha), Craft (Int), Heal (Wis), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (geography) (Int), Knowledge (local) (Int), Knowledge (nature) (Int), Knowledge (religion) (Int), Perform (Cha), Spellcraft (Int), Use Magic Device (Cha)

Skill Ranks per Level: 4 + Int Modifier

#### **CLASS FEATURES**

All of the following are Class Features of the sea witch prestige class.

Weapon and Armor Proficiency: A sea witch is proficient with all simple weapons and light armor. A sea witch can cast siren spells while wearing light armor without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a sea witch wearing medium or heavier armor incurs the chance of arcane spell failure. A multiclass sea witch still incurs the normal arcane spell failure chance for the arcane spells received from other classes.

**Expanded Spell List (Su):** A sea witch's trafficking with the restless dead opens a variety of new spells for her to choose from. Spells from this list can be retrained into as a sea witch levels up.

#### 0-level spells:

Bleed, Disrupt Undead, Touch of Fatigue **1**<sup>st</sup> – level spells:

Cause Fear, Chill Touch, Deathwatch, Detect Undead, Ray of Enfeeblement

#### 2<sup>nd</sup> – level spells:

Command Undead, Death Knell, False Life, Gentle Repose, Ghoul Touch, Scare, Spectral Hand

#### 3<sup>rd</sup> – level spells:

Animate Dead, Halt Undead, Ray of Exhaustion, Speak with Dead, Vampiric Touch

#### 4<sup>th</sup> – level spells:

Death Ward, Enervation, Fear

#### 5<sup>th</sup> – level spells:

Raise Dead, Slay Living, Waves of Fatigue

# 6<sup>th</sup> – level spells:

Antilife Shell, Circle of Death, Create Undead, Undeath to Death

	Base						1000
	Attack	Fort	Ref	Will			
Level	Bonus	Save	Save	Save	Special	Spells per day	
1 <sup>st</sup>	+0	+0	+0	+1	Expanded spell list, mournful dirge	+1 level of existing class	
2 <sup>nd</sup>	+1	+1	+1	+1	Song of undeath	+1 level of existing class	
3 <sup>rd</sup>	+1	+1	+1	+2	Soul stealing-song (3d6)	+1 level of existing class	
4 <sup>th</sup>	+2	+1	+1	+2	Call of the grave I		
5 <sup>th</sup>	+2	+2	+2	+3	Soul-stealing song (4d6)	+1 level of existing class	
6 <sup>th</sup>	+3	+2	+2	+3	Song of the sailor's gift	+1 level of existing class	
7 <sup>th</sup>	+3	+2	+2	+4	Soul-stealing song (5d6)	+1 level of existing class	
8 <sup>th</sup>	+4	+3	+3	+4	Call of the Grave II		
9 <sup>th</sup>	+4	+3	+3	+5	Soul-stealing song (6d6)	+1 level of existing class	
10 <sup>th</sup>	+5	+3	+3	+5	Lasting Call	+1 level of existing class	

**Mournful Dirge (Su):** A sea witch's siren songs carry a supernatural hint of sadness to them. Whenever a creature rolls a natural 1 on a saving throw to avoid the effect of a siren's song they also suffer 1d10 Str damage and the creature is fatigued. If already fatigued the creature is exhausted and so forth.

**Song of Undeath (Su):** The sea witch has keen insight into the existence of the creatures the ocean claims. As long as the sea witch is singing she may weave a calming effect into her song that solely affects the undead. For the duration of her song(s), the sea witch is under the effect of a *sanctuary* spell that protects her from undead only. The sea witch gains this ability at 2<sup>nd</sup> level.



**Soul-Stealing Song (Su):** At 3<sup>rd</sup> level, a sea witch can drain the life force from a target affected by one of her songs. As a standard action, once per day, the sea witch may automatically inflict 3d6 points of damage to a target who is affected by one of her detrimental siren song effects. The sea witch gains temporary hit points equal to half the amount of damage dealt. Every other level (5<sup>th</sup>, 7<sup>th</sup>, 9<sup>th</sup>), the soul-stealing song does an additional 1d6 points of damage.

**Call of the Grave (Su):** At 4th level, the sea witch can use her voice to rouse the ocean's hidden dead to her side. Once per day, as a full-round action, a sea witch may summon undead. The summoned undead operate as if they were called by the summon monster spell; this includes duration and distance. A sea witch may summon either a shadow or wight.

At 8<sup>th</sup> level, the sea witch gains an additional use of this power. She can summon either three shadows or three wights, or she can summon a single mummy or wraith.

**Song of the Sailor's Gift (Su):** At 6<sup>th</sup> level, a sea witch can disburse any temporary HP she receives from her soul-stealing song to allies within 30 feet of her as a free action. She may disburse the temporary hit points in any fashion she sees fit.

**Lasting Call (Su):** At 10<sup>th</sup> level, the sea witch's rapport with the undead is such that she can control them much longer. Any undead summoned by her call of the grave power now has a duration of a number of days equal to the sea witch's Charisma modifier.



# Chapter 4: Aquatic Skills & Feats

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# Skills

Aquatic adventuring requires new uses for the familiar set of terrestrial skills. The Swim skill becomes obsolete, however. Having a Swim skill for an underwater setting would be much like having a Walk skill for a dry-land campaign, and is therefore phased out for the purposes of this campaign setting. While it is true that some species can walk on land, that too is an innate ability, and therefore does not require a separate skill. Situations where a Swim check might be called for will fall to either an Acrobatics skill check or a flat Strength check (at the Gamemaster's discretion) instead. When Swim is offered as a class skill, the character receives Acrobatics in its place. When both Swim and Acrobatics are offered as class skills for the same class, the character gains a + 2competence bonus to Acrobatics skill checks made while swimming.

Appraise, Bluff, Diplomacy, Disable Device, Escape Artist, Heal, Intimidate, Knowledge (all), Perform (all), Profession, Sense Motive, Sleight of Hand, Spellcraft, and Use Magical Device skills have no significant additions or alterations for use under the water. The following skills work slightly different in an aquatic setting.

# Acrobatics

While an aquatic character will not likely be balancing on a ledge or trying to cross a shaky bridge, Acrobatics is still important under and around the water. "Dry" surfaces near water often call for Acrobatics skill checks as they are often moving (such as a boat on the waves) or slippery. Aside from these mundane uses, Acrobatics has three additional uses in an underwater setting; to avoid becoming disoriented when entering and leaving strong water currents, to be able to jump up out of the water, possibly avoiding dangerous attacks in the process, and to dive from the land into the water.

When crossing, entering, or leaving a water current with a speed of 30 or greater, the character must make an Acrobatics skill check, with the DC equal to 10 + 1 for every five feet above 30 feet that the current is moving. Failure indicates that the character is disoriented. A disoriented character will also be unable to sacrifice base speed to avoid being swept away by the current, so this could potentially be a very important check. In the topsy-turvy realm under the sea, Acrobatics can be a matter of life or death, knowing up from down, and the direction away from danger rather than towards it.

The second application for Acrobatics under the waves is the same as it is for its terrestrial counterpart; jumping. However, in an aquatic realm, this is most often used to jump up out of the water. This can be done in an attempt to escape attackers, avoid obstacles, or to maneuver into a better attack position. Aquatic characters use their base swim speed to determine their Acrobatics skill modifier for jumps made while in water, gaining a +4 bonus for every 10 feet by which their base swim speed exceeds 30 feet. If their base swim speed is less than 30 feet, they take a–6 penalty for each 10 feet by which it falls short of 30 feet. For example, a creature with a base swim speed of 50 feet has a +8 bonus on Acrobatics checks made to leap from the water. Creatures without swim speeds usually cannot make jumps out of water.

**Long Jump:** Crossing a horizontal distance in the air requires a long jump, just as described under the Acrobatics skill in Chapter 4 of the *Pathfinder Roleplaying Game Core Rulebook*.

**High Jump:** A swimming high jump works much like the high jump described in the Acrobatic skill description, except that there is a –10 penalty for performing this jump in water. The height you reach measures the distance you get between the water and your feet (or tail, as the case may be). If you attain a negative result, you don't actually get completely out of the water. For example, if your result is a –4, your jump distance is –1 foot, which means that all of your body except for the last foot of your body length gets out of the water, at least for a moment. Launch into the Air: With a successful high jump that gets you completely clear of the water (a result of 0 feet or better), you can begin flying at an elevation of 5 feet (assuming you have a fly speed). Otherwise, you are unable to sufficiently break the surface tension of the water, and you remain at the water's surface. Having the ability to fly does not confer the ability to move directly from sea to air. One must first either crawl onto land, jump free from the water, or move to a position that is floating on top of the water.

**Diving:** Characters who dive into water take no damage on a successful DC 15 Acrobatics skill check, so long as the water is at least 10 feet deep for every 30 feet fallen. Water 30 feet deep is sufficient for a dive from any height. However, the DC of the check increases by 5 for every 50 feet of the dive. Table 4-1 summarizes these rules.

#### TABLE 4-1: DIVING

Dive Height	Minimum Safe Depth	DC	Damage for Failed Dive
10 ft.	10 ft.	15	None
20 ft.	10 ft.	15	None
30 ft.	10 ft.	15	1d3 nonlethal
40 ft.	20 ft.	15	2d3 nonlethal
50 ft.	20 ft.	20	2d3 nonlethal + 1d6
60 ft.	20 ft.	20	2d3 nonlethal + 2d6
70 ft.	30 ft.	20	2d3 nonlethal + 3d6
80 ft.	30 ft.	20	2d3 nonlethal + 4d6
90 ft.	30 ft.	20	2d3 nonlethal + 5d6
100 ft.	30 ft.	20	2d3 nonlethal + 6d6
110 ft.	30 ft.	25	2d3 nonlethal + 7d6
120 ft.	30 ft.	25	2d3 nonlethal + 8d6
160 ft.	30 ft.	30	2d3 nonlethal + 12d6
210 ft.	30 ft.	35	2d3 nonlethal + 17d6
240 ft.	30 ft.	35	2d3 nonlethal + 20d6*

\*Maximum falling damage.

If the water is not deep enough for a safe dive, add 5 to the DC and treat your dive or fall as 30 feet higher than its actual height on the Table 4-1.

#### Climb

In addition to the rules presented in Chapter 4 of the *Pathfinder Roleplaying Game Core Rulebook*, Climb is a useful skill for aquatic creatures who wish to move above the water.

Merfolk and merpeds have a -10 penalty to standard climb checks, but may use these checks to pull themselves out of the water and move along the land. Merfolk and merpeds can use the climb skill to move faster than their typical base land speed across horizontal surfaces as well. Moving along horizontal surfaces does not incur a -10 racial penalty, but is modified by terrain according to Table 4-2 below. Landwalkers do not need to use Climb to move across a horizontal surface, and typically move at one-half their base swim speed.

Regardless of the body type or purpose of the Climb check, a character can move onequarter of their base swim speed (instead of their land speed) with a successful check. By accepting a -5 penalty to the Climb skill check, the character can instead climb at an accelerated pace; one-half of their base swim speed.

# Craft

Most Craft skills can be performed underwater, with the exception of those that require fire or air. These exceptions include most metalworking applications, though creatures that can withstand the heat may forge metal weapons underwater near particularly hot thermal vents. As a result, metalworking is typically reserved for landwalkers, especially sebek-ka (known for making exquisite gold jewelry), karkanaks (standard metal equipment and weapons), and sea elves (masterwork weapons, armor, and mithral). Metallic items are typically not crafted from steel or iron, as its propensity to rust when exposed to seawater makes it undesirable. There are several iron-based alloys that are used, however, that are similar to steel but resistant to corrosion. The most common alloys are called auranite and mithrite, using high amounts of gold or mithral respectively. This significantly increases the cost of the average metallic item.

The most notable change to the Craft is with its alchemical applications. Being in an aqueous environment makes the mixing of chemicals a challenge. But this has not deterred intelligent sea life from developing means to perfect this ancient science. Through manipulation of the medium known to alchemists as "aqua gravis" (a viscous, heavier-than-water liquid), potions and compounds can still be brewed. Many chemically active liquids and oils do not mix with water, and can be combined, along with solid ingredients, to cause chemical reactions, which is the basis of alchemy. While many standard alchemical products of dry-land alchemy such as thunderstones and tindertwigs have been long forgotten, the alchemist now sports a new line of common goods, detailed in Chapter 5. Alchemist's fire, smokesticks, tindertwigs, tanglefoot bags, and thunderstones have been replaced with eyebighter, gillclogger, inkpods, kelp tangles, and waterslick oil.

**TABLE 4-2: AQUATIC CRAFT SKILLS** 

Item	Craft Skill	Craft DC
Acid	Alchemy	15
Eyebighter, gillclogger, or inkpods	Alchemy	20
Antitoxin, kelp tangle, or waterslick oil	Alchemy	25
Raft	Ships	5
Naiad podcraft	Ships	10
Karkanak goliath or Sebek-ka longship	Ships	12
Elven towboat	Ships	13
Mogogol galleon	Ships	15
Sea folk sea-chariot	Ships	17
Elven sea-carriage	Ships	20

## Disguise

Disguise works essentially the same underwater, though has a few more applications. Selkies in seal form, and other true forms such as squibbons, delphins and carchardians can use the disguise skill to pass themselves off as normal animals, so long as they not wearing any equipment that would betray their true nature. This has a check modifier of +5.

Merfolk and merpeds can attempt to disguise themselves as natural fish if the distance from the observer is greater than 30 feet, with a check modifier of -5. Appearing as a normal animal can be useful for both spying and evasion as the sea is teaming with life that, for the most part, is routinely ignored.

#### Fly

Creatures with a fly speed can add onequarter of their fly speed to their base swim speed with a successful Fly check, DC 15. They cannot add this speed in areas with a current moving faster than 30 feet, or when they are disoriented. Having the ability to fly does not confer the ability to move directly from sea to air. One must first either crawl onto land, jump free from the water, or move to a position that is floating on top of the water. In lieu of an Acrobatics skill check to jump from the water, any creature that is actively using its fly speed to enhance its swim speed may make a Fly skill check to launch itself into the air with the same DC that would be required for the Acrobatics skill check. Failure means that the character stops at the surface of the water, and may launch himself into the air on his next turn.

# Kandle Animal

A character well versed in the Handle Animal skill, can teach the following tricks in addition to those presented in Chapter 4 of the *Pathfinder Roleplaying Game Core Rulebook*:

- Disorient (DC 15): The animal becomes disoriented on command and gains all benefits and penalties related to this condition. It will remain this way until commanded otherwise. Normally, animals avoid being disoriented, though some do become disoriented while panicking, which tends to work out defensively.
- Dive (DC 15): The animal dives into water as you direct, possibly from heights far above what it would normally attempt.
- Jump (DC 15): The animal performs a jump from the water as you direct, either a long jump or a high jump.



## Linguistics

The sea holds a new list of languages for the character to choose from. Whenever you put a rank into this skill, you learn to speak and read a new language. Common languages (and their typical speakers) are shown in the list below. Note that certain languages are only available for specific races to learn, due to special physical or auditory requirements. Languages which are specific to the Cerulean Seas campaign setting are described in more detail in Chapter 7 of this book.

- Abyssal (demons and chaotic evil outsiders)
- Aquan (planars, creatures faithful to Undine)
- Auran (flying creatures, air-base creatures)
- Boggard (boggards and mogogols)
- Celestial (angels and other good outsiders)
- Ceti (pisceans, selkies and delphins only)
- Click-clack (Karkanaks only)
- Common (merfolk and the PC races presented in this book)
- Delatari (sea elves, feykith)
- Draconic (dragons, reptilian humanoids)
- Halbok (sebek-ka and genai)
- Lok'tar (pisceans)
- Nixish (nixies)
- Pelagic (carchardians, ixarcs, and pisceans only)
- Pinnipar (selkies)
- Sahu (boggers, sahuagin and shargs)
- Salatari (deep drow, creatures of the underdeep)
- Sylvan (kai-lio, fey creatures, and plant creatures)
- Terran (earth-based creatures)

#### Perception

Perception works similarly to the way it does on land. While it is assumed that all aquatic races have senses that are designed to work underwater, the common elements of perception are sometimes hindered never-the-less. Vision is one of the least valuable senses under the sea, yet still used by nearly all the sea's denizens. Water distorts and refracts light, as well as filtering it. Sound, on the other hand, carries better underwater than it does through the air. Unfortunately sound also carries

from far away, thus filling the sea with strange, unidentifiable noises.

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With this in mind, Perception skill checks work the same as presented in *Pathfinder Roleplaying Game Core Rulebook*, with the following exceptions:

- All vision-based perception checks have a +2 modifier to their DC. This can be further modified in areas of temperature differences or water currents (which greatly distorts vision in the area), and by murk (which obscures vision).
- Perception checks made while actively listening for sounds (which require a move action) have a -2 to the DC. When not actively listening, these sounds tend to blend in with the myriad of other odd sounds that pervade the ocean's waters and the DC is unaffected.

# TABLE 4-3: AQUATIC PERCEPTION MODIFIERS

Perception Modifiers	DC Modifier
Vision-based check in clear water	+2
Vision-based check in current of 30+ ft.	+3
Vision-based check in area that is	
significantly warmer or colder than the	+4
area being viewed	
Vision-based check made in area of	+5
_light murk	+3
Vision-based check made in area of	+10
medium murk	+10
Vision-based check in area of heavy	+15
murk	+15
Sound-based check while actively	-2
listening	

# Ride

Aquatic mounts are ridden the same as terrestrial mounts, though there are a few additional tasks to consider. These are listed on table 4-4.

# TABLE 4-4: AQUATIC RIDE TASKS

Task	Ride DC
Soft fall (aquatic)	5
Guide with tail (merfolk)	10
Fast mount or dismount (aquatic)	10
Leap out of water	20

*Soft fall (aquatic):* Falling off of an aquatic mount does not cause damage but does cause you to become disoriented. A successful ride check DC 5 will allow you to avoid becoming disoriented.

*Guide with tail:* This works just like "guide with legs" except that you use your fish-like tail.

*Fast mount or dismount (aquatic):* Unlike its landbased equivalent, there is no size restriction on the mount this can be used on. *Leap out of water:* You spur your mount to make a leap out of the water. This uses the same mechanics as the leap task, and uses the rules for jumping out of the water. Falling off of the mount from failure of this check does not incur damage, but will cause you to become disoriented.

# Stealth

Stealth works precisely the same under the water as it does land, with one notable addition.

*Scuttling from sight:* Fish will often bob to the surface or sink to the bottom in an unpredictable zigzagging motion to escape predators. To the hunter that is watching them, they appear to drift off into oblivion, although they still might only be less than 20 feet away. These fish are using the flickering glow and lapping waves of the surface or the swirling gloom and ambient sounds of the deep for concealment. A fast and stealthy aquatic character can do the same.

Several very specific conditions must first be met before even attempting this task. First, you must have a base swim speed of greater than 30 feet. Next, either you must be able to move upwards to within 25 feet of the water's surface, or you must be able to move downward to at least 100 feet below the surface. In either case, in one round you must move upward to at least 20 feet above the shallowest observer or downward to at least 20 feet below the deepest observer, and pass through at least 6 squares while doing so (moving at a swim speed of at least 30 feet, but still less than your base swim speed). If the surface is less than 30 feet away from you, you cannot attempt this task by moving upwards. Likewise, if the seabed is less than 100 feet away from you, you cannot attempt this task by moving downwards. If you move at a speed that is greater than half of your base swim speed, you incur a -5 penalty to your Stealth check. If you move through 12 squares or more to perform this task, you gain a +5 bonus to your Stealth check. If all the conditions are met, you can make a Stealth check to disappear while being observed. To an observer that fails his Perception check versus your Stealth check, you appear to jerkily scuttle off and then disappear suddenly. You are in fact, hiding in the concealment provided by the unique sound and lighting effects found in these specific levels of the sea. If you are

hiding above the observer, and the observer moves to a square adjacent to you or to a depth shallower than you, you lose concealment. Similarly, if you are below the observer and the observer moves to an adjacent square or a lower depth than you, you also lose concealment. While this is a particularly tricky use of the Stealth skill, it can give a character an opportunity to use stealth even while being observed in open water.

## Survival

Aquatic survival works the same as any other wilderness survival, though predators and prey do not leave obvious tracks in the medium through which they move. However, they do leave a trail that a trained eye can pick up on. Plankton, particles, and debris get shifted, fish and wildlife become spooked, and the creature being trailed may lose scales and other tell-tale fragments. Instead of tracking, this is referred to as "deep trailing." Unfortunately, a "deep trail" has a much shorter lifespan than tracks, adding +1 to the DC for every 10 minutes that passes since the trail was made. A water current also increases the DC of the Survival check by +5 for every 10 feet of speed that it is moving at. It is impossible to trail anyone moving through heavy waves, any sort of surf, or through a current moving faster than 50 feet.

Otherwise, deep trailing follows the same rules and Survival DC modifiers as tracking does. However, it does not use a surface to determine the base DC of the check. Instead, refer to table 4-5 below.

Water type	Survival DC
Calm Water	5
Light waves or current moving less than 30 feet	15
Moderate waves or current moving between 30 and 50 feet	25
Heavy waves, light surf, or current moving greater than 50 feet	impossible

#### TABLE 4-5: BASE DC FOR DEEP TRAILING

# Feats

The overwhelming majority of feats presented in the Pathfinder Roleplaying Game Core Rulebook and the Pathfinder Roleplaying Game Advanced Player's Guide (marked with an asterisk), are equally available in an aquatic setting. A small few need some slight modification, however. In addition, entirely new feats are possible in an underwater realm. Those modified and novel feats are listed in this section. Movement and speed in the Cerulean Seas campaign setting always refers to swimming and Swim speed, unless otherwise noted. Likewise, effects that cause an opponent to become prone instead cause an opponent to become disoriented. In an aquatic setting, fire damage usually instead refers to heat or steam damage. For merfolk, feats that refer to kicking instead refer to an attack with the tail or tail slap. Obviously, feats designed exclusively for classes or races that do not exist in the Cerulean Seas campaign setting are not typically available within that setting, though some may apply to new races as described later in this section. In any other case, if a feat from the aforementioned reference guides is not mentioned in this section, then it is assumed to work well in an aquatic setting without modification.

# Modified feats

The following feats require minor modification to work well in an aquatic environment: Athletic, Breadth of Experience\*, Childlike\*, Cloud Step\*, Eclectic\*, Fleet, Improved Familiar, Ironguts\*, Ironhide\*, Keen Scent\*, Throw Anything, Tower Shield Proficiency, Smash\*, Smell Fear\*, and Unseat.

#### ATHLETIC

In the Cerulean Seas campaign setting, the Swim skill has been phased out. The athletic feat instead affects Acrobatics skill checks in the same way it would normally affect Swim skill checks.

#### **BREADTH OF EXPERIENCE\***

These additional races work with this feat: viridian naiad, deepwater nixie, and sea elf.

#### CHILDLIKE\*

Deepwater nixies may take this feat.

#### CLOUDSTEP\*

As aquatic monks do not receive the slow fall ability, this feat is not available in the Cerulean Seas.

#### **ECLECTIC\***

Sea folk may take this feat.

#### FLEET

The feat applies to base swim speed, instead of base land speed.

#### **IMPROVED FAMILIAR**

The aquatic version of improved familiar uses table 4-6 below, instead of the one listed in the Pathfinder Roleplaying Game Core Rulebook. Statistics for creatures in italics are listed in Chapter 9 of this book. The rest can be found in the *Pathfinder Roleplaying Game Bestiary*.

#### TABLE 4-6: IMPROVED FAMILIARS

Familiar	Alignment	Arcane Spellcaster Level		
Celestial starfish <sup>1</sup>	Neutral good	3rd		
Fiendish Eel <sup>2</sup>	Neutral evil	3rd		
Remora Imp	Neutral	3rd		
Dire Lamprey	Neutral	5th		
Elemental, Small <sup>3</sup> (any except fire)	Neutral	5th 7th		
Stygian imp	Neutral evil			
Homunculus <sup>4</sup>	Any	7th		
Mephit (steam or ice)	Neutral	7th		
Reef drake	Neutral	7th		

- <sup>1</sup> Or other celestial animal from the standard familiar list.
- <sup>2</sup> Or other fiendish animal from the standard familiar list.
- <sup>3</sup> Fire elementals cannot be summoned into an aquatic environment, nor can they enter one. Water elementals can become *invisible* at-will while under water. Air elementals look like living bubbles when submerged. Earth elementals cannot swim, and instead walk along the ocean floor.
- <sup>4</sup> The master must first create the homunculus. Those made for aquatic masters have a base swim speed that replaces their base land speed.

#### **IRONGUTS\***

This feat is available to cindarians, karkanaks, mogogols, and viridian naiads.

#### **IRONHIDE\***

This feat is available to karkanaks and sebek-ka.

#### **KEEN SCENT\***

This feat is available to pisceans and nommo.

#### SMASH\*

Sebek-ka and nommo also qualify for this feat.

#### SMELL FEAR\*

Pisceans and nommo also qualify for this feat.

#### **THROW ANYTHING**

This feat is replaced by "Plunge Anything," which is described later in this chapter.

#### **TOWER SHIELD PROFICIENCY**

Tower shields create too much drag in an aquatic environment and therefore are not typically used. While they may still exist for surface warfare, special training for this equipment is no longer available.

#### UNSEAT

Instead of landing prone, the opponent is disoriented.

# New feats

The following feats are unique to the Cerulean Seas campaign setting.

#### **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 1000 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: Nommo.

**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.

#### **BUOYANCY CONTROL**

Your natural buoyancy control gets better.

**Benefit:** If you have no air bladder, you gain a type A air bladder. If you have a type A air bladder, you gain a type B air bladder. Finally, if you have a type B air bladder, you gain a type C air bladder.

**Special:** You can take this feat multiple times until you obtain a type C air bladder.

#### 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.

Feat	Prerequisites	Benefits
Adjusting Transformation	Selkie	Your equipment adjusts to fit while you transform
Ambassador To The Deep	A depth tolerance of less than 1000 feet	You have permanently acclimated to deeper depths
Ambassador To The Shallows	Nommo	You have permanently acclimated to shallower depths
Breathlink	Feykith subtype	You can share your ability to breathe water with other creatures that do not have gills
Buoyancy Control	<u> </u>	Your natural buoyancy control gets better
Caustic Flesh	Naiad	You have developed poisonous skin that burns those that bite you
Clobber <sup>1</sup>	Kai-lio, base attack bonus +1	You can trample with your hooves
Coral Link	Gills	You can make a telepathic link through coral formations
Craw Daddy	Karkanak, base attack bonus +3	Your claws have grown abnormally large
Current Rider	<u> </u>	You have learned how to compensate for seas currents
Defender of the Vents	Nixie, Con 10	You have grown accustomed to hot water
Diving Strike <sup>1</sup>	Base attack bonus +3	With a tremendous dive, you can both move and attack your foe
Dolphin Flip <sup>1</sup>	Dodge	You dart away from an opponent that you just hit
Durable Spirit Aspect	Spirit Devotion class feature, Caster level 5 <sup>th</sup>	When you summon a spirit aspect your force of will makes the spirit's benefits linger
Enchanted Voice	Siren Song class feature, Spell Focus (Enchantment), Caster level 5 <sup>th</sup> , Cha 15	You are adept at casting enchantment spells with just the lilt of your voice
Extra Song	Siren Song class feature, Caster level 3 <sup>rd</sup>	Compared to other's who've mastered the siren song, your repertoire of lyrics is larger
Fantastic Tongue 1	Mogogol	Your tongue is very long and good at grappling
Flying Fish Leap	8 ranks in Jump skill	You are an expert at jumping out of the water
Form of Sebek	Sebek-ka, 9 <sup>th</sup> level, Wis 13	You can assume the form of a crocodile or alligator
Greater Amphibiousness	Anthromorph subtype	Your ability to traverse land and sea improves
Guardian Spirit	Spirit Devotion class feature	The spirits you summon look upon you favorably and grant you the strength to persevere
Healing Spirit	Spirit Devotion class feature	Your summoned spirits are imbued with greater healing power
Magic of the Fey	Feykith subtype, Cha 15	You gain a minor spell-like ability
Natural Instinct	Anthromorph subtype	You can access your natural instincts of nature and survival
Opportunist	Sudden Strike class feature, Combat Reflexes, Dex 15	Your enemy is quick to attack, but you are quicker
Piranha Jawed	Nommo or Piscean	You gain a natural bite attack
Plunge Anything <sup>1</sup>	—	You are a master at using buoyancy to attack with whatever you have on hand
Quick Shifter	Selkie, Dex 13	You can transform very quickly
School Friend		You are skilled at blending into schools of fish without disrupting them
Sea Sight	4 ranks in Profession (sailor)	Your vision is not hampered from looking down into the water from above it
Shark-Blooded	Cindarian, kai-lio, or sea folk	Your gain the traits of a shark; along with its aggressive nature
Song Focus	Siren Song class feature	Your music is particularly difficult to ignore
Spell Seal	Selkie	You can cast spells that require somatic components while in seal
		form

# TABLE 4-7: AQUATIC FEATS

Feat	Prerequisites	Benefits
Staying Strike	Sudden Strike class feature	Your swift strike does less damage, but hinders your foe's ability to move about the battlefield
Stunning Tail Strike <sup>1</sup>	Tail Strike, base attack bonus +8, Wis 13	You can stun opponents with your tail
Swim-By Attack <sup>1</sup>	Base swim speed greater than 30 feet	You attack as you swim by an opponent
Tail Strike <sup>1</sup>	A tail, base attack bonus + 1, Dex 13	You smack opponents with your tail or deflect projectiles
Tail Sweep <sup>1</sup>	Combat Expertise, Tail Strike, Mobility, Swim- By Attack	You whip your tail around, attacking everyone within reach
Taste of Blood <sup>1</sup>	natural bite attack, base attack bonus +6	The taste of blood bolsters your bite attack on the following round
Thickened Spell <sup>2</sup>	_	Your spells cause the water around your targets to gel, slowing their movements
Ultimate Amphibian	Anthromorph subtype, Greater Amphibiousness	You can survive on land or in sea equally
Undine's Chosen	Naiad, Wis 13	You are especially in tune with the flora of the sea
Venom of the Lion	Cindarian	Your fins are particularly venomous
Waterjot	Mogogol	You can run across the surface of water
Wounding Bite <sup>1</sup>	Natural bite attack, Weapon Focus (bite), Str 15, Improved Critical (bite)	Your teeth inflict wounds that bleed profusely

<sup>1</sup>This is a combat feat for those that qualify for it and can be selected as a fighter bonus feat.

<sup>2</sup>This is a metamagic feat.

#### **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.

#### **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.

#### **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.

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#### **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.

#### **DURABLE SPIRIT ASPECT**

When you summon a spirit aspect, your force of will makes the spirit's benefits linger.

**Prerequisites:** Spirit Devotion class feature, Caster level 5<sup>th</sup>

**Benefit:** Select a particular spirit aspect. That aspect's benefits are doubled in duration.

#### **ENCHANTED VOICE**

You are adept at casting enchantment spells with just the lilt of your voice.

**Prerequisite:** Siren Song class feature, Spell Focus (Enchantment), Caster level 5<sup>th</sup>, Cha 15.

**Benefit:** Enchantment spells cast by you no longer have a somatic or material component. However, all enchantment spells have a vocal component. Additionally, your enchantment spells are much simpler to cast. When making a concentration check to cast a spell from the enchantment school, you may add your Charisma modifier to the roll. If you already add your Charisma modifier, you may simply add it again.

#### **EXTRA SONG**

Compared to others who've mastered the siren song, your repertoire of lyrics is larger.

**Prerequisite:** Siren Song class feature, Caster level 3<sup>rd</sup>

**Benefit:** Upon taking this feat, you may immediately gain a siren song you opted not to earlier in your character's advancement. For example, if at 3<sup>rd</sup> level you choose *entrancing voice*, you could select *shattering note* upon taking this feat. In short, this feat grants you the other song from any one level where you had to choose a single song.

#### 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.

#### FLYING FISH LEAP

You are an expert at jumping out of the water.

Prerequisite: 8 ranks in Jump 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.

#### 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.

#### **GUARDIAN SPIRIT**

The spirits you summon look upon you favorably and grant you the strength to persevere.

Prerequisite: Spirit Devotion class feature

**Benefits:** Whenever you invoke a spirit aspect you gain a +2 bonus to saving throws for 1 round.

#### HEALING SPIRIT

Your summoned spirits are imbued with greater healing power.

Prerequisite: Spirit Devotion class feature

**Benefits:** Whenever you summon a spirit aspect that heals allies or grants them temporary hit points, you may add your Wisdom modifier to the amount healed or gained. If the spirit aspect already keys off of Wisdom to determine the amount healed or gained, simply add the Wisdom modifier again.

#### 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.

#### 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.

#### **OPPORTUNIST**

Your enemy is quick to attack, but you are quicker.

**Prerequisite:** Sudden Strike class feature, Combat Reflexes, Dex 15

**Benefit:** Whenever you are missed by an attack of opportunity, you may make an attack of opportunity against the attacking target.

#### **PIRANHA JAWED**

You gain a natural bite attack.

Prerequisite: Nommo or Piscean.

**Benefit:** You gain a bite attack which is a natural weapon attack that inflicts 1d6 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.

#### 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.

#### **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).

#### 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.

#### SONG FOCUS

Your music is particularly difficult to ignore.

**Prerequisite:** Siren Song class feature

**Benefit:** When selecting this feat choose a siren song that allows a saving throw. Increase that song's save DC by 1. You may choose this power multiple times; each choice applies to a different song.

#### **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.

#### 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.

#### **STAYING STRIKE**

Your swift strike does less damage, but hinders your foes ability to move about the battlefield.

**Prerequisite:** Sudden Strike class feature **Benefit:** When you hit a target and deal sudden strike extra damage, you may choose to lessen the damage to stagger your opponent. For each die of damage you lessen the sudden strike by the opponent gains the staggered condition for an equal number of rounds. For example, if you were to lessen the sudden strike by two dice worth of damage, the struck target would be staggered for two rounds.

#### **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 swimming, you can take a move action and a standard action at any point during the move. You cannot take 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 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.

#### 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.

#### **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.

#### **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.

#### 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.



# Chapter 5: Money & Equipment

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# Aquatic Currency

Most drylander forms of money do not work well in aquatic settings for a variety of reasons. Silver and copper corrode very quickly when immersed in sea water. In addition, mining such materials has become extremely difficult as nearly all mining must be performed underwater, often at extreme depths. As a result, aquatic races have developed new forms of currency.

	TABLE 5-1: AQUATIC CURRENCY									
	Exchange Value									
	Type	СР	SP	GP	PP	RP	50 pieces			
	Cowry	1	1/10	1/100	1/1000	1/5000	-1			
	Shell	10	1	1/10	1/100	1/500	-1			
	Gold	100	10	1	1/10	1/50	-10			
	Pearl	1,000	100	10	1	1/5	-1			
	Round	5,000	500	50	5	1	-1			

TABLE 5 1. A OLIATIC CURRENCY

*Cowry pieces* (*cp*) are simply the shells of the ivory cowry, a miniscule snail-like mollusk. Since the size required for currency is greater than the creature's prime reproductive size, harvesting their shells does not greatly affect their population. These mollusks are farmed in most cities, and it is rare to find them of sufficient size in the wild.

Shell pieces (sp) are small disks carved from mother-of-pearl (the pearly substance on the inside of clam, oyster, and mussel shells). Usually they bear the seal of the city they were created in, but sometimes churches or temples will churn out clutches of shell pieces bearing their insignia, both as a means of advertising and to pay their patrons.



Gold pieces (gp) are basically the same type of currency that the drylanders used. Gold does not corrode under sea water and makes excellent underwater currency. Gold pieces made by aquatic cities are stamped by heavy stone presses rather than smelted. It is still common to find gold bearing the seal of some forgotten city of the drylanders, however.

Pearl pieces (pp) are irregularly shaped pearls of a specific size. The majority of pearl pieces are harvested from a distinct species of oceanic clam. They are unusual to find in nature, and are cultivated by most cities.

Round pieces (rp) are perfectly shaped and uniformly colored pearls of a certain size. Most are harvested from a particular type of oyster. They are extremely rare to find in nature, and are cultivated by most cities.

Other forms of currency: Gems are still widely used throughout the sea, as they do not typically dissolve in water, and still harbor considerable rarity. Among these, large colored pearls are the most sought after. Rare shells, corals, and even shark teeth are also used both for trade and to fashion decorative items. Bones of certain rare fish are commonly intricately carved and used as Shell Pieces in some merfolk cities.

Trade goods are measured by volume and size rather than weight, as weight is an unreliable measure under the ocean's waves.

#### **TABLE 5-2: AOUATIC TRADE GOODS** Cost Item

1 cp	One gallon of edible kelp, krill, or squid*
2 ср	One 5-foot-long common edible fish*
3 ср	One cubic inch of dry iron (approx. ¼ lb.)
5 ср	One gallon of common shellfish*
1 sp	One cubic inch of auranite or mithrite
2 sp	One cubic inch of ever-ice
5 sp	One cubic inch of mother-of-pearl
1 gp	One barrel of aqua gravis
2 gp	One mature wooly sponge*
3 gp	One sea pig*
4 gp	One square yard of kelp cloth
10 gp	One square yard of mussel cloth
17 gp	One cubic inch of gold (approx. $1/_3$ lb.)
*Duite in	(and lining and include 1/ and a local data

\*Price is for a living specimen, <sup>1</sup>/<sub>4</sub> price for a dead one.

# New Aquatic Materials

Aqua Gravis: Used by alchemists and brewmasters, 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 mithral or adamantine.

**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 peasized 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 possessing 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.

**Mithrite:** Another iron alloy, this time fortified with mithral 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 tancolored 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.

THELE 9 0. TROUTINE WITTERINED								
Substance	Hardness	Hit points						
Auranite or mithrite	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						
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						

# TABLE 5-3: AQUATIC MATERIALS

# Weapons

Weapons under the waves are in some ways a lot more limited than those of the surface world. Unlike air, the drag created by water takes the swing out of a sword slash, the bang out of mace blow, and the zip out of a slung stone. Basically, the denizens of the sea are limited to mostly thrusting weapons. While nearly all the piercing weapons are adapted to aquatic counterparts, slashing and bludgeoning weapons that could not be modified are seldom seen. The common club and the fancy flail have passed into the realm of exotic weapons; the style of their use completely foreign to even the most stalwart soldier of the sea.

But all is not lost, for nearly all of the vast drylander's selection, the sea holds an equal amount of splendor. For the variety that there once was in swords, is now seen in tridents and military forks. New and strange weapons are now common place. Weapons not on this list are still available as exotic weapons, and are subject to the rules of underwater combat as presented in Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook*.

The weapons presented in this chapter were specifically designed for underwater combat, and the statistics listed here have been adjusted for such. There are no additional penalties for use underwater, regardless of weapon type or condition of wielder. Many medieval weapons enthusiasts will be quick to note that the traditional use or design of some of these weapons makes them impracticable for use underwater. While this is true in the historical sense, the versions and uses of the weapons that are presented here are neither traditional varieties nor used in the customary terrestrial style. Although they may look similar to their drylander counterparts (and therefor maintain the same name), they often function a bit differently.

For example, the spiked chain is conventionally a weapon that was spun around and used similarly to a flail. The heavy chain and momentum required of this weapon would make it impossible to use underwater. The aquatic spiked chain is laden with floats which gives it zero buoyancy, however. During an attack, it is splayed out into an enemy's square and violently whipped back— in a similar action to a fisherman leading and then setting a hook.

## 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. Plunge weapons are described in more detail at the end of chapter 1.

**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.

#### Weapon Descriptions

New weapons (marked with an asterisk) found on Table 5-4 are described below. Splash weapons are described at the end of Chapter 1 of this tome. Those on this table that are not described are nearly identical to their drylander counterparts and are described in Chapter 6 of the *Pathfinder Roleplaying Game Core Rulebook*.

**Dire Fork:** A dire fork is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons as if you were using a one-handed weapon and a light weapon.

**Dragon Fork:** Like a trident, the dragon fork has three tines. Unlike a trident, the weapon is more lightly built, and the tines are much further apart. Monks consider this weapon part of their arsenal.

**Elven Fork:** A trident-type weapon designed by master weaponsmiths of the elves, this four-tined trident was tailored to deliver massive damage in both slashing and piercing wounds. While the trident lies flat, the blades of the elven fork are angled slightly outwards so that they face each other in the center. Sea Elves consider this weapon a martial, rather than exotic, weapon.

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# TABLE 5-4: AQUATIC WEAPONS

Unarmed Attacks Gauntlet	3 gp	1d2	1d3	×2		-1	В	strapped
Unarmed strike		1d2	1d3	×2		-1 	B	nonlethal
Light Melee Weapons								
Dagger	3 gp	1d3	1 d4	19–20/×2	15 ft.	-1	P or S	plunge
Dagger, punching	3 gp	1d3	1 d4	×3		-1	Р	
Gaff*	5 gp	1d2	1 d3	×3	_	-1	P and S	barbed, disarm,
Gauntlet, spiked	6 gp	1d3	1 d4	×2	_	-1	Р	strapped
Gut Razor*	4 gp	1d3	1d4	×3	_	-1	S	barbed
Sickle	7 gp	1d4	1d6	×2	_	-2	S	trip
One-Handed Melee Weapons	01							1
Fisher Spear*	3 gp	1d4	1d6	19-20/×2	10 ft.	-3	Р	barbed, plung
Kelp Fork*	4 gp	1d4	1d6	×3	_	-4	Р	
Shortspear	2 gp	1d4	1d6	×2	25 ft.	-3	Р	plunge
Urchin Fist*	- 8F 9 gp	1d6	1d8	×2		-7	B and P	strapped
Two-Handed Melee Weapons	or			_		-		5 <u>r</u> r 5 <b>4</b>
Longspear	6 gp	1d6	1d8	×3	_	-10	Р	brace, reach
Paddle Staff*	10 gp	1d4/1d4	1d6/1d6	19-20/×2		-10	S	double, see te
Quarterstaff	-* or	1d4/1d4	1d6/1d6	×2		-4	B	double, mon
Scoop Net*	15 gp				_	-7	_	see text
Spear	3 gp	1 d6	1 d8	×3	_	-7	Р	brace
Ranged Weapons	5 8P	1 40	1 40			,	1	Diace
Crossbow, heavy	60 gp	1d8	1d10	19–20/×2	80 ft.	-9	Р	
Bolts, crossbow (10)	1 gp					-1		
Crossbow, light	40 gp	1d6	1d8	19–20/×2	50 ft.	-4	Р	
Bolts, crossbow (10)	1 gp					-1		
Dart	1 gp	1 d3	1d4	×2	25 ft.	-1	Р	plunge
Javelin	2 gp	1 d3	1d4 1d6	×2 ×2	35 ft.	-2	P	plunge
Net	10 gp				10 ft.	-7		plunge
Shuriken (5)	2 gp	1		×2	5 ft.	-1	 P	plunge
Shuffkell (5)	2 gp	1	102	*2	5 II.	-1	I	pluige
Martial Weapons	Cost*	Dmg (S)	Dmg (M)	Critical	Range	Buoyancy <sup>1</sup>	Type <sup>2</sup>	Special
Light Melee Weapons	-	1 14	1.16	2		2	C	
Handaxe	7 gp	1d4	1d6	×3	_	-3	S	
Kukri	9 gp	1d3	1d4	18-20/×2	_	-2	S	
Spiked armor	special	1d4	1d6	×2	—	special	P	strapped
Sword, short	11 gp	1d4	1d6	19–20/×2	_	-2	P	—
Short Trident*	12 gp	1d6	1d8	×2	_	-3	P	
Sea Reaver*	15 gp	1d6	1d8	18-20/×2	—	-6	Р	
One-Handed Melee Weapons	1 -	4 14	1.17	10.00/ 0	40.6	2	D	. 1 1
Ichida*	15 gp	1d4	1d6	19-20/×2	40 ft.	-3	P	plunge, brace
Leiomano*	3 gp	1d4	2d3	×3	—	+3	S and B	—
Rapier	21 gp	1d4	1d6	18-20/×2	_	-2	Р	
Trident	16 gp	1d6	1d8	×2		-4	Р	brace
Triton Fork*	30 gp	1d6/1d4	2d4/1d6	19-20/×2		-7	Р	double
War Fork*	10 gp	1d6	1d8	×2	_	-3	Р	brace

Martial Weapons (cont.)	Cost*	Dmg (S)	Dmg (M)	Critical	Range	Buoyancy <sup>1</sup>	Type <sup>2</sup>	Special
Two-Handed Melee Weapons		0	0		0			
, Flayspear*	15 gp	1d6	1d8	$\times 4$	_	-9	Р	barbed
Glaive*	9 gp	1d8	1d10	×3	_	-11	S	reach
Greatspear*	40 gp	1d10	2d6	19-20/×2	_	-20	Р	
Halberd*	11 gp	1d8	1d10	×3	_	-13	Р	brace, trip
Lance	11 gp	1d6	1d8	×3	_	-11	Р	reach
Long Trident*	20 gp	1d6	1d8	×2	_	-13	Р	reach
Ranseur*	11 gp	1d6	2d4	×3	_	-13	Р	disarm, reach
Treble Fork*	12 gp	1d6	1d8	19-20/×3	_	-9	Р	reach
Ranged Weapons								
Longbow	80 gp	1d6	1d8	×3	60 ft.	-3	Р	-
Arrows (20)	1 gp	_	_	_	—	-3	_	-
Longbow, composite	110 gp	1d6	1d8	×3	70 ft.	-3	Р	_
Arrows (20)	1 gp	_	_	_	—	-3	_	_ 0
Shortbow	35 gp	1d4	1d6	×3	30 ft.	-2	Р	—
Arrows (20)	1 gp	_	_	_	_	-3	_	_
Shortbow, composite	80 gp	1d4	1d6	×3	40 ft.	-2	Р	-
Arrows (20)	1 gp					-3		
Exotic Weapons	Cost*	Dmg (S)	Dmg (M)	Critical	Range	<b>Buoyancy</b> <sup>1</sup>	Type <sup>2</sup>	Special
Light Melee Weapons								
Kama	3 gp	1d4	1d6	×2	_	-2	S	monk, trip
Sai	2 gp	1d3	1d4	×2	_	-1	В	disarm, monk
Singham	4 gp	1d4	1d6	×2	_	-1	Р	monk
Sun Wheel*	10 gp	1d3	1d4	×3	_	-1	S	_
Tail Spikes*	10 gp	1d2	1d4	×2	_	-1	Р	strapped, see text
Tsuribari*	5 gp	1d2/1d2	1d3/1d3	×2	_	-1	Р	double (monk only), monk
One-Handed Melee Weapons								
Dragon Fork*	15 gp	1d6	1d8	×3	—	-9	Р	monk
Elven Fork*	25 gp	1d8	1d10	×3	—	-11	P and S	brace
Fin Razors*	30 gp	1d4	1d6	19 <b>-</b> 20/×2	—	-9	S	see text, strapped
Harpoon*	5 gp	1d6	1d8	×2	25 ft.	-6	Р	plunge, barbed, see text
Jaw Blades*	10 gp	1d6	1d8	×3	—	-6	Р	strapped, trueform
Moon Glaive*	20 gp	1d8	1d10	×2	—	-11	S	monk
Narwhal Harness*	20 m	1d4	1d6	19-20/×2	_	-9	Р	strapped, trueform
	30 gp	101	100	1)-20/ ~2		-		
Two-Handed Melee Weapons	30 gp	141	100	1)-20/ ~2		-		
Two-Handed Melee Weapons Chain, spiked	26 gp	1d6	2d4	×2	_	0	P and S	disarm, trip
				×2 ×2			P and S P	double
Chain, spiked	26 gp	1d6	2d4	×2		0		I
Chain, spiked Dire Fork* Marlin Harness*	26 gp 20 gp	1d6 1d6/1d6	2d4 1d8/1d8	×2 ×2		0 -15	Р	double
Chain, spiked Dire Fork* Marlin Harness* Ranged Weapons	26 gp 20 gp 60 gp	1d6 1d6/1d6 1d6	2d4 1d8/1d8 2d4	×2 ×2 19-20/×2		0 -15 -11	P P	double
Chain, spiked Dire Fork* Marlin Harness* <i>Ranged Weapons</i> Crossbow, hand	26 gp 20 gp 60 gp 150 gp 1 gp	1d6 1d6/1d6 1d6 1d3	2d4 1d8/1d8 2d4	×2 ×2 19-20/×2		0 -15 -11 -2	P P P	double
Chain, spiked Dire Fork* Marlin Harness* Ranged Weapons Crossbow, hand Bolts (10)	26 gp 20 gp 60 gp 150 gp 1 gp 450 gp	1d6 1d6/1d6 1d6 1d3 —	2d4 1d8/1d8 2d4 1d4 —	×2 ×2 19-20/×2 19-20/×2 —		0 -15 -11 -2 -1	P P P	double brace, strapped, trueform 
Chain, spiked Dire Fork* Marlin Harness* Ranged Weapons Crossbow, hand Bolts (10) Crossbow, repeating heavy	26 gp 20 gp 60 gp 150 gp 1 gp	1d6 1d6/1d6 1d6 1d3 — 1d8	2d4 1d8/1d8 2d4 1d4 — 1d10	×2 ×2 19-20/×2 19-20/×2 —		0 -15 -11 -2 -1 -13	Р Р Р  Р	double brace, strapped, trueform 

\* Cost reflected is for swampwood, coral or shell items. Double the cost for ever-ice items. Add 50% of the cost for auranite or mithrite items.
<sup>1</sup> Buoyancy listed is for items made of shell or coral. For ever-ice, make this number positive. For Swampwood, make this number positive and multiply by 5. For metals (including auranite) multiply the listed number by 5. If the item is of mixed materials, go with the majority of material. Buoyancy figures are for Medium weapons. For a Small weapon divide by 3, and a Large weapon multiply by 3. (For tiny and smaller weapons, the buoyancy rating is +/-0, for huge and larger weapons, continue multiplying by 3 for each category above Large).
<sup>2</sup> When two types are given, the weapon is both types if the entry specifies "and," or either type if the entry specifies "or."

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**GREATSPEAR FISHER HARPOON Spear** 

**Kelp Fork STAFF**  FORK

FORK FLAYSPEAR **ELVEN FORK** 

Fin Razors: These sharp blades affix to the wielder's fins, flippers, or arms with the help of elaborate straps. Because this weapon is strapped on, it cannot be easily disarmed. Creatures with fins instead of arms consider this a simple weapon (including selkie). This weapon takes a full round action to put on.

Fisher Spear: This simple trident has smaller, finer tines designed for catching small fish. While known as a fisherman's tool, used especially by the common folk of the sea, it also makes an effective weapon.

Flayspear: Originally designed by the sadistic sahuagin, the flaying spear became popular in the seas as a trophy weapon. The prestige behind owning one drove weaponsmiths to design their own. The flayspear ends in a small, two-pronged fork, preceded by small blades around its diameter. It is designed to go in deep and take out a "core sample" of its victim. Some consider the use of this weapon unduly cruel, while others simply appreciate its effectiveness.

Gaff: A gaff is a sharp, barbed hook with a handle. Normally, it is used to restrain unruly fish after they have been caught, but it can also be used as weapon. Aside from dealing horrible tearing and scratching wounds, it can also be used to start a grapple against any sized opponent. Normal rules for barbed weapons and grappling apply, but the

grappler gains a +2 bonus to his grapple check upon a successful hit with the gaff.

Greatspear: This two-handed spear features a massive head with four razor-sharp edges (two triangular blades set perpendicular to each other at their center, lengthwise). It is designed to deliver massive damage.

Gut Razor: A cruelly curved and barbed dagger specialized in gutting both fish and opponents. It is capable of creating large gaping wounds.

Harpoon: The harpoon is a broad-bladed spear forged with cruel barbs. The shaft of the harpoon has a trailing rope attached to control harpooned opponents. In addition to being a barbed weapon, if you deal damage to your opponent, the harpoon may lodge in the victim if he fails a Reflex saving throw against a DC equal to 10 + the damage dealt. The harpooned creature moves at only half speed and cannot charge or run. If you control the trailing rope by succeeding at an opposed Strength check while holding it, the harpooned creature can only move within the limits that the rope allows (the trailing rope is typically 30 feet long). The harpooned creature can pull the harpoon from its wound if it has two free hands and takes a fullround action to do so, but in doing so it deals damage to itself equal to the initial damage the harpoon caused. A harpoon can be removed safely with a successful Heal check (DC 10 + damage dealt), but this requires 1 minute. The lochgelly selkies brought these weapons with them when they first entered the seas. Selkies consider this weapon a martial weapon.



#### **TAIL SPIKES**

#### **FIN RAZORS**

**Ichida:** An ichida is a spear with two smaller blades set on either side of the larger central blade at an angle. The blades not only add to damage potential, but increase the weapons hydrodynamics, thus increasing its plunging range.

Jaw Blades: These double blades have a handle between them that is designed to be gripped in the teeth of the wielder (this is really only useable by creatures that are generally 'fish-shaped' and swim with their nose pointed forward). This is a simple weapon for delphins, carchardians, selkies, and ixarcs.

**Kelp Fork:** This five-tined fork was designed to aid kelp farmers in the harvest of their crop. In a pinch, it also makes an effective weapon.

**Long Trident:** A long trident is basically a regular trident lengthened to around 12 feet. This polearm cannot be plunged, but it does have reach.

Leiomano: This is a cheap-to-make yet effective melee weapon. The weapon resembles a thick wooden paddle, or sometimes short sword, inset with shark teeth. The tiger shark is the preferred donor, though any shark-teeth can be used so long as they are the right size. These teeth are placed into grooves in the wooden "blade" and sewn into place. The weapon functions as a bladed club.

**Marlin Harness:** The marlin harness consists of a long jagged blade affixed to a muzzle-like harness. The harness straps on the nose or rostrum of the wielder (this is really only useable by fish-shaped

#### SUN WHEEL

creatures). This is a martial weapon for delphins, carchardians, and selkies. Because this weapon is strapped on, it cannot be easily disarmed. This weapon takes a full round action to put on.

**Moon Glaive:** The moon glaive is a crescentmoon shaped blade on the end of a pole. Unwieldy to all but those well-versed in martial arts, the moon glaive is used most often by the humanoid monks.

Narwhal Harness: The narwhal harness consists of two, intertwining short-sword sized blades affixed to a muzzle-like harness. The harness straps on the nose or rostrum of the wielder (for fishshaped trueforms). This is a martial weapon for delphins, carchardians, and selkies. Because this weapon is strapped on, it cannot be easily disarmed. This weapon takes a full round action to put on.

**Paddle Staff:** The paddle staff is simply an oar with paddles on either end. The ends of each paddle are reinforced with sharpened metal. The paddle's primary function is to aid in movement. With the aid of a paddle staff, a creature can increase his/her speed by 5 feet. Its design is not ideal for weapon use, as despite its size, it is still only capable of dealing shallow wounds. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties for this.

Scoop Net: Another fishermen's tool, the scoop net is hoop fashioned with a large, bag-like net on the end of a long pole. While it is most often used to catch fish, it can also be used to capture other small creatures. When you use a scoop net, you make a ranged touch attack against your target. If you hit, the target is entangled. An entangled creature takes a -2 penalty on attack rolls and a -4 penalty on Dexterity, can move at only half speed, and cannot charge or run. If you control the pole by succeeding on an opposed Strength check while holding it, the entangled creature can move only within the limits that the pole allows. An entangled creature can escape with a DC 20 Escape Artist check (a fullround action). The net has 5 hit points and can be burst with a DC 25 Strength check (also a full-round action). A scoop net is useful only against creatures of at least one size category smaller than you.

**Sea Reaver:** The sea reaver has a short, axe-like handle with a Y-shaped jagged blade. It is a thrusting weapon also capable of delivering wicked slashing wounds.

**Short Trident:** The Short trident is actually just a regular trident with a short handle. It is a light thrusting weapon, and cannot be plunged effectively.

**Sun Wheel:** This specialized weapon consists of a bladed ring with wavy, dagger-like protrusions radiating from it. In the hands of a proficient wielder, the sun wheel will provide an additional +1 deflection bonus to armor class when used as part of a "full defense" action.

**Tail Spikes:** This ring of spikes straps to the wielder's tail which becomes a weapon. If the wielder already has the tail strike feat, then this weapon does damage in addition to that damage. Only creatures with tails can use this weapon effectively. Sebek-ka, carchardians, and delphins consider this weapon a martial weapon. Because this weapon is strapped on, it cannot be easily disarmed. This weapon takes a full round action to put on.

**Treble Fork:** The treble fork is a sophisticated weapon of reach. It is a long, thin trident with a very long and narrow center tine. The trident is designed to deliver deep puncture wounds.

**Triton Fork:** The "crème de la crème" of the classical trident design, the triton fork's tines are an elaborate, almost crown-like array of blades. On the other end of its shaft is a long, spear-like point. This is a favorite weapon among paladins and noble folk. It is considered a double weapon.

**Tsuribari:** The tsuribari looks like a double ended, smaller bladed singham with a small hook at the base of each blade. Normally, a creature using a double weapon in one hand can't use it as a double weapon. However, a monk can use a tsuribari as a double weapon using his unarmed attack bonus, provided that the monk incurs all the normal attack penalties associated with fighting with two weapons as if he were using a one-handed weapon and a light weapon. Non-monks cannot use this as a double weapon.

Urchin Fist: This modified gauntlet is a solid ball with several spikes protruding from it. The wielder's hand actually fits inside the mace-like ball. Because this weapon is strapped on, it cannot be easily disarmed. This weapon takes a full round action to put on.

**War Fork:** The two-tined war fork is the standard issue weapon of the common infantry. It is cheaper and easier to make than its three pronged cousin, the trident.



# Armor of the Sea

Armor of the sea faces many more challenges than it does on land. First, the heavy metal armors of the surface would simply not be viable for a character that still wishes to swim around, as a warrior would have much difficulty canceling its negative buoyancy rating. Next, the armor cannot create sufficient drag, and therefore shields of greater than light size are more of a hindrance than a help. Lastly, they must be made of a material that will not become corroded by sea water. These things create a slightly different picture of an armored warrior. Aquatic armors, when not immersed in water, degrade into worthlessness within 2d6 days.



#### **TABLE 5-5: AQUATIC ARMOR**

		Armor	Maximum	Armor Check	Arcane Spell	Swim Speed <sup>3</sup>		
<b>Armor</b> <sup>1</sup>	Cost	Bonus	Dex Bonus	Penalty	Failure	30 ft.	20 ft.	<b>Buoyancy</b> <sup>4</sup>
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 shirt⁵	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								Sec. 16
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 this book.
 <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.



# **Aquatic Armor Descriptions**

Detailed below is a peek into the aquatic realm of armored defense.

**Bucklers, chainmail shirt & light shields:** Identical to those presented in the *Pathfinder Roleplaying Game Core Rulebooks*, only made of different materials.

**Clamshell:** This unwieldy but strong armor is made of shells harvested from giant clams and shaped into armor. It functions similar to a breastplate with shell reinforcement.

**Coral:** This armor is actually grown, not made. Special coral is shaped and molded while it grows, and then is harvested and hardened to be worn as armor. It often has a bizarre organic look to it.

**Chitin:** Chitin armor is constructed from the exoskeletons of giant aquatic vermin, such as giant crabs and lobsters. It is full-body armor.

**Glacial:** This striking armor is made of plates of ever-ice linked together with auranite chain mail. It is truly beautiful armor, albeit a little cold.

Jellyfish: Jellyfish armor is created from authentic jellyfish bodies through an alchemical process that hardens them into stiff but flexible translucent plates. The armor can be quite beautiful, reminiscent of metallic plate armor of the surface world, only translucent and often tinted in blue or green. For an additional fee of 20 gold, the armor can be made with luminescent jellyfish and glow in the dark (sheds as much light as a candle). **Muck:** Favored by barbarians and mogogols, muck armor consists of kelp rope netting that supports a messy tangle of marsh muck. The marsh muck is made up of twisting roots, seaweed, decaying vegetation, twigs, reeds, and bog. It is grown rather than made and can be considered to contain living plants and may be subject to spells that effect plants (like entangle). Muck armor provides a +3 concealment bonus to hide checks in natural surroundings that contain vegetation.

**Padded Kelp:** This light armor is crafted from thick kelp cloth stuffed with sponge wool and lightly reinforced with hardened shells. It can be dyed any color, but is typically dark green.

**Scaly:** This attractive armor is made from the hardened scales of large fishes, woven together with mussel fibers.

**Seashell:** This beautiful armor is made of layers of small hardened seashells linked together with kelp or sinew.

**Sharkhide:** This thin and flexible armor is made from sharkskin. In addition to the protection it offers, it also has the abrasive quality of sharkhide. Anyone grappling a character wearing sharkhide will sustain 1d4 slashing damage for each round he holds the grapple (unless the character is grappled by a reach grappling weapon.)

**Turtle:** This beautiful armor is made of fitted and shaped pieces of sea turtle carapaces.

# Ships

In the Cerulean Seas, most adventure takes place under the waves. However, a small few know adventure on the waves themselves. Several landwalker races actively make and use ships. These watercraft often appear as they did in the age of land, but some features have changed. In an aquatic world, ship-to-ship combat has become somewhat obsolete. A ship is very easy to attack from below, and quite difficult to defend from such attacks. Modern pirates are more like wild-west train robbers; they ride up to the ships on hippocampi from dark depths, and either climb aboard for attack, or begin damaging the ship itself. While it is advisable to have a few armed men with any oversea voyage, it would be pointless to arm the ship itself; as such a vessel takes too long to maneuver, and typically cannot deal with threats coming from underneath its hull.

As a result, ships are usually used for three main functions; transport, fishing, and leviathan hunting. Overwater ships are still the fastest means to move cargo over long distances. In addition, the occupants are relatively safe from predators and scavengers during their voyage. Being above the water rather than in it also provides a unique fishing opportunity, one that many races capitalize on to rake in tons of seafood which they then use as a trade good or for general sustenance. Limited to mogogol galleon and karkanak goliath ships, a few brave hunters actively seek out the most gigantic denizens of the sea. These ultimate monster hunters draw the leviathan to their ship, where they rely on the ship's large size and armor plating for defense. When the titanic beast attacks, hundreds of soldiers strike while it is in range. If luck is on their side, the beast will fall. If not, they will likely not only lose their ship, but their lives. Swimming amidst an angry leviathan is seldom a tale that one survives to tell.

There are several ship designs in existence, most of them propagated by a particular race or culture. Aside from the mogogols, however, even races who build ships do not have huge fleets of them. In any given populated location, there might be a handful of ships available. There are a few reasons for this. First, ships are not required for defense nor are they an active part of most military endeavors. While fishing is somewhat lucrative, the sea is abundant with food and other ways to catch and gather this necessity. Leviathans are extremely rare and usually avoid populated areas. Lastly, materials to build ships are somewhat scarce in comparison to the days of the drylanders.

Ships usually require a large amount of dry lumber to construct and, with limited land, wood is not exactly bountiful. Sebek-ka, mogogols, and karkanaks actively cultivate trees for this purpose, but they are the only races that do so. Sebek-ka and mogogols typically cultivate coastal larch trees, which grow quickly and are ideal for ship building. Karkanaks prefer a particular type of palm which grows on Harper's Isle. The other races either buy timber from these races, or use other materials to build their ships.

This section describes some of these ships in detail and gives statistics for each in Table 5-6. These statistics include dimensions, material, crew, cargo, hit points, hardness, propulsion, speed, turn distance, and draft. The dimensions are given bow to stern, port to starboard, and the bottom of the hull to top of the crow's nest in feet. Material gives the general material required to build this particular style of ship. Crew denotes the optimum number of landwalkers needed to pilot the vessel. Half of this number represents a skeleton crew, the extreme minimum number of crew members needed for piloting, which causes the ship to move at half speed and doubles the turn distance. Cargo is how much space is available for storage, listed in five-foot cubes. Cargo space can also be used for passengers; friendly passengers of Medium size can share one cube each while Small-sized folk can fit four to a cube. The hit point statistic lists how many hit points of damage the craft can take before sinking. Hardness relates the hardness score, which works precisely as directed in the Pathfinder Roleplaying Game Core Rulebook. Propulsion refers to how a ship moves and what is required to make that ship move. Speed refers to the ship's maximum speed in feet, squares, and knots (nautical miles per hour). Turn distance represents the minimum number of five-foot squares that the ship needs to travel before making a 45 degree turn when it is going at its top speed. The final statistic, draft, is the minimum depth (in both feet and fathoms) required for the ship to maneuver.



## TABLE 5-6: SHIPS OF THE CERULEAN SEAS

Type of Ship	Dimensions (feet)	Material	Crew	Cargo (5-ft. cubes)	Hit Points	Hardness	Propulsion	Speed (ft/sq./kts.)	Turn Distance	Draft (ft. / ftm.)
10-foot Boat or Raft	$10 \times 5 \times 5$	any buoyant	1	1	18	5	sail or oars <sup>1</sup> , or both	30 / 6 / 3	1 square	3 / 1/2
20-foot Boat or Raft	$20\times10\times10$	any buoyant	2	3	34	5	sail or oars <sup>1</sup> , or both	60 / 12 / 6	2 squares	6 / 1
Buoy Boat	$25\times25\times40$	stone & wood	1	4	42	5	towed <sup>2</sup> and currents <sup>3</sup>	0*	1 square	9 / 1½
Elven Towboat	$100 \times 25 \times 25$	wood	15	110	890	5	towed <sup>2</sup> and currents <sup>3</sup>	0*	1 square	18 / 3
Genai Wickership	$60 \times 15 \times 65$	wicker	12	33	272	4	sail	50/10/5	3 squares	12 / 2
Kappa Pontoon	$40\times40\times40$	wood	15	65	400	5	oars	15 / 3 / 1½	2 squares	12 / 2
Karkanak Goliath	$100 \times 50 \times 50$	wood	50	200	2010	5	oars	30 / 6 / 3	2 squares	15 / 2½
Mogogol Galleon	$165 \times 35 \times 130$	wood, bone, shell	200	250	2514	7	sail	80 / 16 / 8	5 squares	21 / 3½
Naiad Podcraft	$60 \times 15 \times 60$	plant	12	15	100	3	sail and currents <sup>3</sup>	60 / 12 / 6	4 squares	3 / 1/2
Sebek-ka Longship	85 × 15 × 65	wood & papyrus	50	55	450	5	sail and oars <sup>1</sup>	100 / 20 / 10	3 squares	6 / 1
Selkie Ice-Runner	$65 \times 15 \times 50$	ever-ice & pykrete	12	18	192	6	sail	120 / 24 / 12	8 squares	12 / 2

<sup>1</sup>When rowed, the maximum speed is quartered.

<sup>2</sup>Towed ships require four Huge sea creatures or one Gargantuan or larger sea creature to tow them. They move at half of the base speed of the slowest of these creatures.

<sup>3</sup>If propelled by ocean currents, this ship moves at half of the speed of the current.

# Ship Descriptions

The ships of the Cerulean Seas are described below.

#### **BOAT OR RAFT**

There are many designs and materials that seafarers use to make small watercraft. Typically, these vessels are not intended for long ocean voyages, nor are they safe for the open sea.

#### **BUOY BOAT**

A buoy boat consists of a metal reinforced wooden tower bolted to the flat side of a large, hemispherical, buoyant pumice stone. The craft bobs upright with the aid of a large granite orb hanging from a 5 to 10-feet-long chain below it. The tower is often fitted with a large bell that can be heard for miles around. These crafts are frequently positioned like watchtowers above submerged cities, permanently anchored into position. Occasionally, they are tethered to the backs of gargantuan crabs that are baited to move along the sea floor with a trail of meat. Hundreds of miles can be spanned in this way, though it can be slow-going, and cost several barrels of fish.

#### **ELVEN TOWBOAT**

The elven towboat was designed to be pulled by a team of Huge-sized hippocampi, but can also be pulled by a single Gargantuan whale or other sea creature of this size. Despite its weight it can also move along with the aid of currents by lowering specially designed "sails" located at the rear of the craft into the water.

#### **GENAI WICKERSHIP**

These curious looking watercraft are constructed almost entirely out of tightly woven and lacquered reeds by the mysterious genai (descents of humans and marids). These ships are very resilient and lightweight with a heavy-duty sail; a design that allows the genai to use large, summoned air elementals to blow these ships across the sea at speeds of up to 200 feet per round.

#### **KAPPA PONTOON**

Not particularly known for their workmanship, the Halbokian kappa will occasionally lash together

a crude watercraft that they use for fishing and sun bathing. Often these craft are in terrible disrepair and littered with bones and other refuse.

#### KARKANAK GOLIATH

The innate craftsmanship of the karkanak has led to the production of these massive, tiered "fishing" vessels. Hundreds of young karkanaks, looking to impress potential mates, will often board these ships in search of a leviathan to slay. The ship is designed so that any attacking monstrosity will meet hundreds of swaying chelipeds.

#### **MOGOGOL GALLEON**

Somewhat true to the original galleon design that dates back to the age of the drylanders, the obsessive mogogols built their ships to titanic scale, though with a froggish sense of style. As ugly as they are huge, these ships are armored and outfitted with the bones, exoskeletons, and carapaces of Colossal sea creatures.

#### NAIAD PODCRAFT

Like most naiad articles, podcrafts are mostly grown rather than build. The podcraft is made from gigantic lillypad-type water plant latched to a wooden frame. The sail and outer hull are alive and can be coaxed into movement by those who can speak with plants.

#### **Sebek-ka Longship**

Made of wood and tightly rolled papyrus, the longship resulted from the evolution of an ancient design for a river vessel to a more sea-worthy ship. Shipbuilding, in addition to alchemy, is considered a sacred craft to the sebek-ka race, and their ships often bear the visage of Sebek.

#### SELKIE ICE-RUNNER

The frosty ice-runners with their disproportionately large sails are among the fastest ships in the sea. They were designed to tow Gargantuan ice burgs that drift in on the Cerulean Current to Lochgelly City for processing. While towing an ice burg, they move at one quarter speed.
# Aquatic Goods

# Obsolete Items

A few items listed in Chapter 6 of the *Pathfinder Roleplaying Game Core Rulebook* are no longer used under the sea. They may still be used on land and on ships. In these cases, the items are available at double the cost listed in the core rulebook.

# Alchemist's fire, Everburning torch, Smokestick, Sunrod, Tanglefoot bag, Thunderstone, Tindertwig: The alchemical process

to make these items cannot be reproduced underwater. In addition, most of these items break down when exposed to saltwater for any length of time.

**Block and tackle:** Floats and Sinks have replaced the block and tackle.

**Carriage, cart, sled, wagon:** These land vehicles are of little use underwater.

**Caltrops:** Caltrops are not very effective when your opponents can simply swim over them.

**Candle, firewood, flint and steel, lamp, lantern, torch, and oil:** Phosphorescent light replaced fire light long ago and fire is no longer a force in the world.

**Clothing:** Most denizens of the sea do not wear much clothing. When worn it is most often for ceremonial or religious reasons. Clothing is also worn by those of high rank, such as kings and nobles. Genai and sebek-ka wear clothing to honor their ancestors.

**Dogs:** These have been replaced by many varieties of sea cats

**Holly and mistletoe:** Replaced by water lily and sundew, respectively.

Holy water: This has been replaced by holy sand; beach sand blessed and charged with positive energy.

**Horses, Ponies, Mules:** These have been replaced by many varieties of hippocampi.

**Ladder, 10-foot:** Ladders are of little use in a world where everyone can swim.

**Magnifying glass and Spyglass:** Magnifying lenses do not work under water.

**Pot, iron:** Food is seldom cooked, and iron rusts too quickly to be of great use.

**Scale, merchant's:** Weight is an unreliable measure under the waves. Merchants of the sea rely more on volume and use special calipers to measure items and goods.

**Sledge:** Water resistance makes sledges less useful.

**Soap:** While sea sponges and brushes are commonly used for cleaning, soap is not generally used.

# Altered Items

A few items listed in Chapter 6 of the *Pathfinder Roleplaying Game Core Rulebook* appear or work a little differently under the sea.

Ale: Sea ale is made from fermented kelp, and looks like green slime. It is totally unpalatable to a drylander.

**Backpack:** For creatures with prominent dorsal fins, the backpack is modified to be either a bellypack or a side pack.

**Barrel:** Barrels are made of swampwood and usually float (unless they are filled with a very heavy substance), they are either stored at the surface, or on the ceiling.

**Bedroll or Blanket:** Often made of kelp cloth and stuffed with sponge wool.

**Chalk:** Chalk under the sea is often made from dead coral or shells. It is much harder than the typical chalk of the surface world, but works in the same way.

**Hourglass:** Hourglasses are half-filled with air, and run upwards.

**Ink:** The typical ink of the sea is derived from squid ink and is a thick, gel-like substance. You can buy ink in other colors, but it costs three times as much. Luminescent ink is also available for 30 gp total. Ink comes in a bag so it can be squished into a pen.

**Inkpen:** The typical inkpen is very sharp and made from a sea urchin spine. It is hollow, designed to deposit ink into scratches in the paper.

**Meat:** Typically meat is very fresh, as it quickly attracts all manner of creatures to feed on it otherwise.

**Paper:** Paper of the sea is thicker and stiffer than paper of the surface, with a translucency similar to vellum. It is made from the cartilage-like endoskeleton of a particular type of sea slug, known as a paper slug. The cartilage is pounded flat, treated with an alchemical solution, and then trimmed to size. When allowed to dry out, it stiffens into a brittle slab.

**Parchment:** Parchment is an off-green color and is made from certain seaweed leaves. It too is thicker and stiffer than parchment of the dry land. When allowed to dry out, it crumbles into green powder.

**Rations, trail:** Typically, the best rations of the sea are those that are still alive but cannot run very fast. Clams, oysters, and mussels are a favorite trail ration.

**Rope, kelp & mussel:** These items replace hemp rope and silk rope respectively. While hemp is still available it doesn't hold up well when dampened continuously. Silk has not been seen since the age of the drylanders.

**Sealing Wax:** In the cold sea, a tarlike mixture made with a bitumen base makes an effective sealing wax. Slight warmth, either in the sunlight or with body heat, partially liquefies the substance, while cold water quickly makes it solid.

**Spellbook, wizard's (blank):** A spellbook has 100 pages of paper or parchment, and each spell takes up one page per spell level (one page each for 0-level spells). It is completely at home in an aquatic environment. Spellbooks of the sea appear thicker than those of the surface, because the paper is thicker.

**Waterskin:** Waterskins of the sea keep water from contaminating some heavier-than-water drinks like sea ale or water lily wine.

Wine: The most common type of wine is made from processed water lily root, and is a clear, viscous, and oily liquid. Wine can also be made from other types of plant roots or fruit. Mogogols, for example, relish a particularly vulgar looking black ooze known as swampberry wine.

## New Items

Listed below are items tailored specifically to an aquatic campaign.

Anchors: Most often made of bags of sand, anchors can be adjusted up to -1 buoyancy by dumping sand, but cannot be readjusted without adding sand. Masterwork anchors, unlike floats, cannot be adjusted both ways.

Aqua Gravis: A viscous, heavier-than-water liquid that alchemists and brewers use as a basis for drinks and potions. Aqua gravis can also be used in food preparation and preservation, as it is odorless and tasteless, but absorbs both. Meat stored in a jar of aqua gravis will not attract predators and pests for another 24 hours. After this time, the solution is permeated with the flavor and odor of the meat. Chefs of the sea use this effect by putting meat and other ingredients into a jar of this substance, creating savory bowls of "soup".

**Bandolier:** As quivers have a difficult time containing ammunition underwater (it tends to float away), bandoliers are used to strap ammunition down where it can be accessed quickly. Bandoliers are commonly made of woven kelp, and are designed to be carried over the shoulder and across the body.

**Buoy:** Buoys replace flags and banners underwater, and are often painted with a variety of patterns to denote city, religion, family, or clan. A successful Knowledge (local) check, DC 10, identifies the meaning of most buoy patterns common to the sea.

**Calipers, merchant's:** These tools are used to measure volume. Calipers give a +2 circumstance bonus to Appraise checks involving any items valued by volume, which would be most standard goods, including precious chemicals and jellies.

**Eyebighter:** This kelp sack is propelled at or sapped against the hide of a target as a ranged touch attack up to 10 feet. When it hits the target, the aqua gravis base delivers a compound that blinds the character for 1 round (Fortitude DC 14 to negate).

# TABLE 5-7: GOODS AND SERVICESAdventuring Gear

Item	Cost	Buoyancy
Backpack (empty)	2 gp	-2 <sup>1</sup>
Barrel (empty)	2 gp	+150
Basket (empty)	4 sp	-1
Bandolier	5 gp	-1
Bedroll	1 sp	-5 <sup>1</sup>
Bell	1 gp	
Blanket, winter	5 sp	<b>-3</b> <sup>1</sup>
Bottle, wine, glass	2 gp	
Bucket (empty)	5 sp	+10
Canvas (sq. yd.)	1 sp	-1
Case, map or scroll	1 gp	-1
Chain (10 ft.)	30 gp	-10
Chalk, 1 piece	1 cp	
Chest (empty)	2 gp	-25
Crowbar	2 gp	-25
Fishhook	1 sp	
Fishing net, 25 sq. ft.	4 gp	-5
Flask (empty)	3 cp	-1
Grappling hook	1 gp	-20
Hammer	5 sp	-10
Ink (1 oz. bag)	8 gp	
Inkpen	1 sp	
Jellyfish, Luminescent	1 sp	+1
Jug, shell	3 cp	-9
Lock		-5
Very simple	20 gp	-5
Average	40 gp	-5
Good	80 gp	-5
Superior	150 gp	-5
Manacles	15 gp	-10
Manacles, masterwork	50 gp	-10
Mirror, small steel	10 gp	-3
Mug/Tankard, shell	2 cp	-1
Paper (sheet)	4 sp	
Parchment (sheet)	2 sp	
Pick, miner's	3 gp	-50
Pitcher, shell	2 cp	-5
Piton	1 sp	-3
Pole, 10-foot	2 sp	+40
	1	

Pouch, belt (empty)	1 gp	<b>-</b> 3 <sup>1</sup>
Ram, portable	10 gp	-100
Rations, trail (per day)	5 sp	-1 <sup>1</sup>
Rope, kelp (50 ft.)	1 gp	-10
Rope, mussel (50 ft.)	10 gp	-5
Sack (empty)	1 sp	-3 <sup>1</sup>
Sealing wax	1 gp	+1
Sewing needle	5 sp	
Signal whistle	8 sp	
Signet ring	5 gp	
Smellstone	1 gp	-1
Spade or shovel	2 gp	-30
Tent	10 gp	-20 <sup>1</sup>
Vial, ink or potion	1 gp	-0
Waterskin	1 gp	<b>-4</b> 1
Whetstone	2 cp	-5
Special Substances and It		
Item	Cost	Buoyancy
Acid (flask)	10 gp	-1
Antitoxin (bag)	50 gp	
Aqua Gravis (flask)	4 cp	-1
Holy sand (bag)	25 gp	-1
Eyebighter	60 gp	
Gillclogger	30 gp	—
Inkpods	50 gp	—
Glowrod	2 gp	
Kelp Tangle	75 gp	
Waterslick Oil	100 gp	—
Tools and Skill Kits		
Item	Cost	Buoyancy
Alchemist's lab	500 gp	-40
Artisan's tools	5 gp	-25
Artisan's tools,	55 gp	-25
masterwork		
Calipers, merchant's	2 gp	-5
Disguise kit	50 gp	-8
Healer's kit	50 gp	-1
Holy symbol, coral	1 gp	
Holy symbol, gold	25 gp	-5
Hourglass	25 gp	-1
Musical instrument,	5 gp	-15 <sup>1</sup>
Musical instrument,	100 gp	-15 <sup>1</sup>
Spell component pouch	5 gp	-2
Spellbook, wizard's	15 gp	-3
Thieves' tools	30 gp	-5
	- Or	-

Thieves' tools,	100 gp	-10
masterwork	50 m	-5
Tool, masterwork Water clock	50 gp	
	1,000 gp	-200
Clothing	Cost	<b>B</b>
Item	Cost	Buoyancy
Cleric's vestments	5 gp	<u>-6 1</u>
Cold weather outfit	8 gp	-7 1
Entertainer's outfit	3 gp	-4 1
Genai's outfit	5 gp	-6 <sup>1</sup>
Noble's outfit	75 gp	-10 <sup>1</sup>
Royal outfit	200 gp	-15 <sup>1</sup>
Food, Drink, and Lodging	_	
Item	Cost	Buoyancy
Ale		
Gallon	2 sp	-8
Mug	4 cp	-1
Banquet (per person)	10 gp	
Inn stay (per day)		
Good	2 gp	—
Common	5 sp	_
Poor	2 sp	_
Meals (per day)		
Good	5 sp	
Common	3 sp	
Poor	1 sp	
Meat, chunk of	3 sp	-0
Wine		
Common (pitcher)	2 sp	-6
Fine (bottle)	10 gp	-1
Mounts and Related Gear		
Item	Cost	Buoyancy
Barding		
Medium creature	x2	x1
Large creature	x4	x2
Bit and bridle	2 gp	-5
Feed (per day)	5 cp	-10
Sea Cat, guard	25 gp	-63 <sup>A</sup>
Sea Cat, riding	150 gp	-63 <sup>A</sup>
Hippocampus	Or	-
P P		
	200 on	-168 <sup>B</sup>
Reef Horse, heavy	200 gp	-168 <sup>B</sup>
Reef Horse, heavy Reef Horse, light	75 gp	-168 <sup>B</sup>
Reef Horse, heavy		

	120
150 gp	-168 <sup>B</sup>
100 gp	-63 <sup>B</sup>
8 gp	-168 <sup>B</sup>
20 gp	-30
	-15
	-25
-* 8r	
60 m	-40
	-40
	-30
	-8
5 sp	—
Cost	Buoyancy
5,000 gp	_
50,000 gp	
35,000 gp	
15,000 gp	
10,000 gp	
2 gp	+50
500 gp	—
50 gp	+500
1,850 gp	-50
200 gp	-50
	_
	_
01	
Cost	Buoyancy
	-
1 cp	1 to +0
1 sp	10
5 sp	100
1 gp	300
1 8P	
2 gp	800
01	
2 gp	800
2 gp 3 gp	800 1600
2 gp 3 gp 5 gp	800 1600 2500
2 gp 3 gp 5 gp 10 gp	800 1600 2500 4000
	100 gp 8 gp 20 gp 5 gp 10 gp 10 gp 30 gp 4 gp 5 sp 30 gp 4 gp 5 sp 5 000 gp 35,000 gp 35,000 gp 15,000 gp 15,000 gp 15,000 gp 35,000 gp 35,000 gp 35,000 gp 30,000 gp 30,000 gp 30,000 gp

Buoyancy Control		
Item	Cost	Buoyancy
Anchors		
Sinker (< ½ inch wide)	1 cp	-1 to -0
Mini-anchor(1 in. diameter)	5 cp	-10
Fine (3 in. diameter)	1 sp	-100
Diminutive (5 in. diameter)	5 sp	-300
Tiny (1 ft. diameter)	1 gp	-800
Small (2 ft. diameter)	2 gp	-1600
Medium (5 ft. diameter)	3 gp	-2500
Large (7 ft. diameter)	5 gp	-4000
Huge (10 ft. diameter)	7 gp	-9600
Gargantuan (15 ft. diameter)	10 gp	-13000
Colossal (20 ft. diameter)	15 gp	-20000

<sup>1</sup> These items are one-quarter the buoyancy when made for Small characters. Containers for Small characters also carry one-quarter the normal amount.

**Floats:** Containers made to hold air, often made of leather, shell, or kelp pods. Floats can be adjusted down to buoyancy 1, but cannot be adjusted back up without a source of air. Floats can also be used as a way to store air underwater. Every 100 bu. consumed is equivalent to one replenishing breath for a Medium-sized creature. Small-sized creatures require only 30 bu.; dividing the amount needed by three every size category underneath that. Large creatures require 300 bu. of air, and triple that each size category above large. Even a Tiny-sized float can sustain most Medium-sized amphibious air breathers for a couple of days.

Floats can also be made of any buoyant material, typically wood or pumice stone. However, these floats cannot be adjusted without first removing a piece of the float. In addition, they do not contain air. However, they are more resilient against damage.

Masterwork floats come with elaborate valves that regulate pressure, and thus buoyancy of the float. They can be adjusted to a buoyancy rating of up to two sizes smaller (minimum of 1) and back up to max again without a source of air. **Genai's outfit:** To preserve their human heritage, genai are one of the few denizens of the deep which actually wear clothes most of the time. Their outfit includes a robe, a belt, a cap or turban, and possibly a cloak. The clothes are most often made of kelp cloth and died a variety of colors.

**Gillclogger:** This kelp sack is launched at any enemy who breathes with gills within 10 feet. If the user succeeds at a ranged touch attack, the pod contents spread over the gills, hardening and blocking airflow. Though not enough blockage exists to drown the target, he is at a -1 morale penalty to all attacks and saving throws for 1 round, and must make a morale check to keep from fleeing.

**Glowrod:** This 1-foot transparent tube of hardened jelly is filled with luminescent glands of deep-sea creatures. It is available in red, blue, green or white. When the user cracks a tip and allows seawater to flow into the tube, it lights for 6 hours, illuminating a 30-foot radius.

**Hippocampus:** A Reef Horse is suitable as a mount for a medium sized rider. A sea pony is smaller than other hippocampi and is a suitable mount for a small character. Mericorns can be ridden easily into combat. Light reef horses, sea ponies, and heavy reef horses are hard to control in combat. Sea mules are stolid in the face of danger, hardy, steady-going, and capable of carrying heavy loads over vast distances. Unlike a reef horse, a sea mule is willing (though not eager) to enter caves and other strange or threatening places.

Holy Sand: Holy sand damages undead creatures and evil outsiders almost as if it were acid. A bag of holy sand can be thrown as a splash weapon. Treat this attack as a ranged touch attack with a range increment of 10 feet. A bag breaks if thrown against the body of a corporeal creature, but to use it against an incorporeal creature, you must open the bag and dump the holy sand onto the target. Thus, you can sprinkle an incorporeal creature with holy sand only if you are adjacent to it. Doing so is a ranged touch attack that does not provoke attacks of opportunity.

A direct hit by a bag of holy sand deals 2d4 points of damage to an undead creature or an evil outsider. Each such creature within 5 feet of the point where the bag hits takes 1 point of damage from the "splash." Temples to good deities sell holy sand at cost (making no profit).

Occasionally, clerics will fill their anchors with holy sand, which can serve as an emergency reserve in a pinch.

**Inkpods:** These kelp sacks are filled with octopus ink. When the caster releases the sack, it breaks open and spreads a billowing 5-foot radius cloud of thick ink, obscuring sight beyond 5 feet for all characters caught within it. The ink lingers for 1 round, after which the currents dissipate it. If it is released into a current moving more than 30 feet, it is ineffective, as the ink is dispersed too rapidly.

Jellyfish, Luminescent: A simple bag made of living kelp leaves contains a live jellyfish of the luminescent variety. When shaken violently, the jellyfish instinctually releases all of its phosphorescent reactant that makes it glow brightly. The jellyfish glows this way for 1 hour, clearly illuminating a 10-foot radius and providing shadowy illumination out to a 20 foot radius. It takes months for this type of jellyfish to replace the reactant, so most are released or recycled for fresh ones. These "lights" typically have a greenish tint, but for 1 more gp, one could purchase a red, blue, or yellow variety. These jellyfish are farmed and tailored to this type of use through centuries of selective breeding. Hundreds are bred at a time. This species of jellyfish does not thrive in the wild, and those luminescent jellyfish that do, do not glow brighter when shaken, nor shed enough light to read by at close range. However, domestic jellyfish varieties have been in use long enough to have a significant amount living outside of the city, although most that are found will likely be in the process of replenishing their photochemicals or perishing, and therefore be of little use.

**Kelp Tangle:** This coil of tough kelp rope has been soaked in an alchemical solution. When unwrapped, it can entangle any target within 10 feet. An entangled creature suffers a -2 penalty to attack rolls and a -4 penalty to effective dexterity. The entangled creature must make a Reflex save (DC 15) or be unable to move. A character thus entangled can break free of the writhing kelp on a successful Strength check (DC 27) or by dealing 15 points of damage to the kelp with a slashing weapon. Once free, the character may move freely. A spellcasting character bound by the kelp tangle must make a concentration check (DC 15) to cast a spell. Ten minutes after activation, the kelp tangle becomes inert and lifeless.

**Sea Cat, Riding:** This Medium sea cat is specially trained to carry a Small humanoid rider. It is brave in combat like a mericorn.

**Sea Chariot, Merfolk:** This near zero-buoyancy vehicle can be drawn by a single hippocampus (or other beast of burden). It comes with a harness and elaborate masterwork floats to adjust buoyancy.

Sea Carriage, Elven: This near zero-buoyancy closed-top vehicle can transport up to six Mediumsized creatures. In general, two hippocampi (or other beasts of burden) draw it. It comes with the harness needed to pull it and elaborate masterwork floats to adjust buoyancy. An elven sea carriage, when properly sealed, will delay the effects of pressure for as long as the occupants remain inside and the chamber seal stays intact.

**Smellstone:** A small porous rock that is imbued with an odor. Smellstones keep their odor for about 2 weeks, or it can be released all at once. Typically odors are pleasant, like water lilies, coral reef, or beach wood. Occasionally, a dye is added along with the scent, which releases colorful streamers into areas where they are used. When these dyed smellstones are crushed, they can be used as signals that can be seen from afar.

Waterslick Oil: This kelp sack, when activated by the user, introduces a compound into the body that causes it to sweat a slippery and scentless natural oil. The oil makes a swimmer slightly more hydrodynamic, though purely aquatic creatures gain more benefit from this concoction than landwalkers. A non-landwalker will gain + 10 to his speed for 2d4 hours, and a landwalker gains +5 for 1d6 hours.

No.



# Chapter 6: Magic of the Sea

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This chapter contains altered and new spells for an underwater game. While the spells from the *Pathfinder Roleplaying Game Core Rulebook* that were not altered here were designed for a land campaign involving humanoid characters with hands and feet, it is not too hard to extrapolate an underwater effect for them, and fins, flippers, and tentacles can easily replace hands and feet in the description. Likewise, if a spell refers to walking and running, it now refers to swimming and diving. All aquatic races can cast spells underwater without the need for a concentration check (as is called for non-aquatic races to cast spells underwater).

## Other Notable Exceptions

Invisibility Effects: In the Pathfinder Roleplaying Game Core Rulebook, invisibility spells cause a bubble-like effect underwater, rendering the invisible creature partially visible. Aquatic races have since compensated for this effect. Invisibility works normally when cast underwater, causing the subject to be visually undetectable by normal means. However, when a subject becomes invisible underwater and then moves to the surface, he appears as a watery shape, much like if invisibility was cast above the water and the subject went below. In essence, invisibility specifically refers to the medium it is cast in. While outside of that medium, the subject is granted concealment (20% miss chance). In any case, invisibility is somewhat less effective in an underwater environment, because a good percentage of creatures can detect you without using sight.

*Etherealness, Freedom of Movement, and Incorporeal Effects:* While subject to these effects, creatures are immune to the effects of pressure and drag. In addition they maintain zero buoyancy, regardless of their load. As soon as the effect wears off, so does the immunity.

**Cold Energy Effects:** At depths of fewer than 300 feet, spells that create extreme cold also form potentially damaging ice crystals. Below 300 feet, the pressure is too great to form ice from water.

*Fire Energy Effects:* Instead of fire as an energy type, it is replaced by Steam. Steam appears as a billowing white cloud that creates a curtain of steam bubbles above it. Hot water has a

shimmering diffraction effect on water that is as obscuring as smoke is on land. Steam-based spells cannot catch flammable objects on fire like firebased spells can, though most aquatic objects could not be considered flammable in any case.

*Electricity Energy Effects:* Electricity is a common element under the ocean, though it assumes a much different form than it does on land. On land, electricity is known for its bright crackling arcs of lightning. While these are not unheard of in an undersea setting, the fact is that the oceans rarely get hit with lightning. The surface water of the sea does not typically heat up enough to cause the positive charge needed for lightning to occur. When it does occur, it is almost always near shore. After lightning hits the water, it disperses in a great and terrible electrical sphere that is as deadly as it is undetectable. The picture this paints of underwater electricity is more commonly exemplified by the electric eel. Instead of flashy and sweeping arcs, electricity is known for its invisible spheres of damage. The lightning bolt of the sea, *electrical surge*, is actually a small sphere of electricity that travels towards the target, rather than a continuous arc. Aside from a trail of dead plankton and the occasional bubble of steam, this effect is relatively quiet and undetectable compared to its drylander equivalent.

*Levitation:* This spell essentially takes over the buoyancy of a creature or object, superseding any forces natural buoyancy exerts. Creatures can swim and fight normally while under the effects of this spell while below the water. They can float up, sink down, or remain level all at the given rate of the spell. However, once above the water, levitation works as written.

*Other Flying Effects:* Under the water, effects that let you fly give you 0 buoyancy regardless of load. One-quarter of the fly speed conferred by magic can be applied to the subject's base swim speed with a successful Fly check, DC 15. Subjects cannot add this speed in areas with a current moving faster than 30 feet, or when they are disoriented.

*Prone Effects:* Any effect that renders a creature prone, instead renders a creature disoriented.

# Aquatic Material Components

Material components and foci that are not normally found in the water can be substituted according to Table 6-1.

# TABLE 6-1: AQUATIC MATERIAL COMPONENTS Terrestrial Component Aquatic Equivalent

Terrestrial Component	Aquatic Equivalent	
Acorn	Sea Shell	
Adder's stomach	Eel's stomach	
Alcohol	Rotten kelp	
Alum soaked in vinegar	Alum	
Ant, queen	King crab	
Ash	Silt	
Basilisk eyelash	Catoblepas whisker	
Bat fur	Skin from a ray	
Bear fur/hair	Crocodile scales	
Belladonna	Sea fan	
Bird's eye	Eye of fish	
Biscuit	Oyster	
Bull hair	Shark scales	
Candle	Jellyfish	
Cat hair, black	Albatross feather	
Cat hair, non-black	Dolphin tooth	
Chameleon skin/scales	Cuttlefish tentacle	
Cinnamon, pinch	Sargassum leaves	
Coal, charcoal, or carbon	Obsidian	
Cocoon	Tadpole tail	
Copper piece (coin)	Cowry shell	
Cotton	Kelp cloth	
Cricket, live	Live waterbeetle	
Dart	Crossbow bolt	
Dried carrot	Water lily root	
Dust	Plankton	
Eagle parts (any)	The equivalent osprey part	
Elephant ivory	Walrus ivory	
Feathers (most types)	Fish Scales <sup>1</sup>	
Fire	None <sup>2</sup>	
Flash powder	Jellyfish tendrils	
Fleece or wool	Sea wool sponge	
Fox, hair	Octopus tentacle	
Garlic, Powdered	Crushed water lotus root	
Graveyard dirt	Deep sea silt	
Glue	Bitumen	
Gum arabic	Mangrove sap	
Hen's heart	Heart of a tuna	
Herring scales, powdered	Crushed herring scales	
Holy (or unholy) water	Holy (or unholy) sand	
Holy water font	Holy sand bowl	
Honey or honeycomb	Nori seaweed	

# TABLE 6-1 (CONTINUED)

TABLE 0-1 (CONTINUED) Terrestrial Component	Aquatic Equivalent	
Hoof, powdered	Hippocampus hoof	
Horse hair	Hippocampus scales	
Incense (burning)	Smellstone (crushed)	
Incense (in general)	Smellstone	
Insect hive	Barnacle	
Iron, powdered	Rust flakes	
Lantern	Jellyfish	
Licorice root	Lillypad root	
Lime, powdered	Limestone	
Molasses	Algae	
Mushroom spores	Crushed barnacle shells	
Nail, cold iron	Mithrite nail	
Nitric acid	Swampfruit	
Nut shells	Clam shells	
Owl feather	Bit of turtle shell	
Paint	Dye	
Peas, dried or powdered	Crushed kelp berries	
Pin, Silver	Gold pin	
Pitch	Tar	
Рорру	Sea anemone	
Pully, small	Bobber	
Rhubarb leaf, powdered	Crushed cattail stalk	
Ring, iron	Auranite ring	
Rose petals	Water lily petals	
Saffron	Frogwort leaves	
Salt	Dead coral	
Sesame seeds	Sea-grass Seeds	
Silk	Mussel cloth	
Silver dust	Gold dust	
Silver coin	Shell piece	
Silver crescent	Gold crescent	
Skunk cabbage	Aquatic cabbage weed	
Smoke	Octopus ink	
Soot	Black sand	
Spider web	Fishing net	
Spider, live	Live sea spider	
Sweat	Spit	
Talc	Beach sand	
Thorn	Sea urchin spine	
Water	Air (bubbles)	
Water, natural pool	Water at the surface	
	0 11 11 11	
Whistle, silver	Gold whistle	

<sup>1</sup>If a particular type of bird is called for, then the equivalent fish should be used. For example, if a parrot feather is needed, scales from a parrotfish will be required.

<sup>2</sup>Spells that require fire as a material component must be cast above the water.

# Aquatic Squivalents of Sxisting Spells

Spells from the *Pathfinder Roleplaying Game Core Rulebook* and *Pathfinder Roleplaying Game Advanced Player' Guide* that are not listed on Table 6-2 below are assumed to work normally (with the exceptions noted at the beginning of this chapter). Whenever an ability or effect refers to a spell listed on the table below, it instead refers to its listed equivalent. Unless otherwise noted, the aquatic equivalents are detailed in this chapter.

# TABLE 6-2: AQUATIC SPELL EQUIVALENTS

Terrestrial Spell	Aquatic Equivalent	
Acid Fog	Acid Murk	
Acid Pit <sup>2</sup>	Acid Bubble	
Alter Winds <sup>2</sup>	Alter Currents	
Animate Plants	Animate Flora	
Ant Haul <sup>2</sup>	Crab Haul <sup>1</sup>	
Ball Lightning <sup>2</sup>	Scathing Eels	
Bear's Endurance	Crocodile's Endurance <sup>1</sup>	
Bear's Endurance, Mass	Crocodile's Endurance, Mass1	
Bless Water	Bless Sand	
Bloodhound <sup>2</sup>	Shark Nose <sup>1</sup>	
Bomber's Eye <sup>2</sup>	Bomber's Acuity	
Brand, Greater <sup>2</sup>	Tattoo, Greater <sup>1</sup>	
Brand <sup>2</sup>	Tattoo <sup>1</sup>	
Bull's Strength	Shark's Strength <sup>1</sup>	
Bull's Strength, Mass	Shark's Strength, Mass <sup>1</sup>	
Burning Gaze <sup>2</sup>	Boiling Gaze	
Burning Hands	Boiling Hands	
Call Lighting Storm	Call Red Tide	
Call Lightning	Call Red Current	
Campfire Wall <sup>2</sup>	Wall of Jellyfish	
Cat's Grace	Dolphin's Grace <sup>1</sup>	
Cat's Grace, Mass	Dolphin's Grace, Mass <sup>1</sup>	
Chain Lightning	Electrical Cascade	
Chameleon Stride <sup>2</sup>	Cuttlefish Stride <sup>1</sup>	
Cloak of Winds <sup>2</sup>	Cloak of Waves	
Cloudkill	Murkill	
Command Plants	Command Flora	
Cone of Cold	Cone of Ice	
Contagion	Aquatic Contagion	
Contagious Flame <sup>2</sup>	Boiling Light	
Continual Flame	Stormfire	
Control Plants	Control Flora	
Control Winds	Control Current	
Create Water	Create Air	
Create Pit <sup>2</sup>	Entrapping Bubble	
Creeping Doom	Drifting Doom	
Curse Water	Curse Sand	
Dancing Lantern <sup>2</sup>	Dancing Jellyfish	

# TABLE 6-2: CONTINUED

TABLE 6-2: CONTINUED		
Terrestrial Spell	Aquatic Equivalent	
Delayed Blast Fireball	Slow Boil	
Dragon's Breath <sup>2</sup>	Song Dragon's Breath	
Dust of Twilight <sup>2</sup>	Silt of Twilight <sup>1</sup>	
Eagle Eye <sup>2</sup>	Eye of the Osprey <sup>1</sup>	
Eagle's Splendor	Osprey's Splendor <sup>1</sup>	
Eagle's Splendor, Mass	Osprey's Splendor, Mass <sup>1</sup>	
Earthquake	Seaquake	
Expeditious Retreat	Swift Retreat	
Feast of Ashes <sup>2</sup>	Feast of Silt <sup>1</sup>	
Feather Fall	Neutralize Buoyancy	
Feather Step <sup>2</sup>	Bubble Bob <sup>1</sup>	
Feather Step, Mass <sup>2</sup>	Bubble Bob, Mass <sup>1</sup>	
Fiery Body <sup>2</sup>	Boiling Body	
Fire Breath <sup>2</sup>	Steam Breath	
Fire of Entanglement <sup>2</sup>	Ensnaring Currents	
Fire of Judgement <sup>2</sup>	Light of Judgment <sup>1</sup>	
Fire of Vengeance <sup>2</sup>	Steam of Vengeance	
Fire Seeds	Steam Shells	
Fire Shield	Boiling Shield	
Fire Snake <sup>2</sup>	Steaming Eel	
Fire Storm	Steaming Maelstrom	
Fire Trap	Boil Trap	
Fireball	Mageboil	
Firebrand <sup>2</sup>	Lavamark	
Firefall <sup>2</sup>	Volcanic Vent	
Flame Arrow	Electric Arrow	
Flame Blade	Boiling Blade	
Flames of the Faithful <sup>2</sup>	Steam of the Sacred	
Flame Strike	Steam Strike	
Flaming Sphere	Boiling Bubble	
Fog Cloud	Murk	
Form of the Dragon (I-III)	Form of the Song Dragon (I-III)	
Fox's Cunning	Octopus's Cunning <sup>1</sup>	
Fox's Cunning, Mass	Octopus's Cunning, Mass <sup>1</sup>	
Freezing Sphere	Icy Sphere	
Gaseous Form	Aqueous Form	
Giant Form (I-II)	Sea Titan Form (I-II)	
Giant Vermin	Jumbo Shellfish	
Glide <sup>2</sup>	Surf	
Grease	Slippery Ice	
Grove of Respite <sup>2</sup>	Garden of Respite	
Guards and Wards	Wards and Guards	
Gust of Wind	Undertow	
Holy Sword	Holy Trident <sup>1</sup>	
Hungry Pit <sup>2</sup>	Constricting Bubble	
Ice Storm	Frazil Ice	
Incendiary Cloud	Boiling Murk	
Insect Plague	Piranha Plague	
Instant Armor <sup>2</sup>	Quick Armor	
Lightning Bolt	Electrical Surge	
Liveoak	Livecoral	

TABLE 6-2: CONTINUED		
Terrestrial Spell	Aquatic Equivalent	
Mage's Faithful Hound	Mage's Faithful Sea Lion	
Mage's Sword	Mageblade <sup>1</sup>	
Magic Stone	Magic Pebble <sup>1</sup>	
Meteor Swarm	Lava Swarm	
Mind Fog	Mind Murk	
Mount	Steed	
Obscuring Mist	Ink	
Owl's Wisdom	Turtle's Wisdom <sup>1</sup>	
Owl's Wisdom, Mass	Turtle's Wisdom, Mass <sup>1</sup>	
Phantasmal Web <sup>2</sup>	Phantasmal Net	
Phantom Steed	Phantom Mount	
Plant Growth	Flora Growth	
Polar Ray	Glacial Current	
Pyrotechnics	Aquatechnics	
Ray of Frost	Ice-water Jet	
Reincarnation	Renascence	
Reverse Gravity	Reverse Buoyancy	
River of Wind <sup>2</sup>	River at Sea	
Scorching Ray	Boiling Jet	
Shambler	Angry Algae	
Sirocco <sup>2</sup>	Hot Spring	
Sleet Storm	School of Sardines	
Solid Fog	Quagmire	
Spark <sup>2</sup>	Electrify	
Spiked Pit <sup>2</sup>	Vacuum Bubble	
Stinking Cloud	Swamp Water	
Stormbolts <sup>2</sup>	Eel's Armor <sup>1</sup>	
Storm of Vengeance	Black Maelstrom	
Stumble Gap <sup>2</sup>	Bumble Bubbles	
Summon Monster (I-IX)	Summon Sea Monster (I-IX)	
Summon Nature's Ally (I-IX)	Summon Sea's Ally (I-IX)	
Summon Swarm	Summon School	
Swarm Skin <sup>2</sup>	School of Scales	
Thorn Body <sup>2</sup>	Urchin Body <sup>1</sup>	
Vomit Swarm <sup>2</sup>	Disgorge School	
Wall of Fire	Wall of Steam	
Water Breathing	Easy Breathing	
Web	Net	
Whirlwind	Whirlpool	
Whispering Wind	Whispering Waves <sup>1</sup>	
Wind Wall	Water Wall	
Winds of Vengeance <sup>2</sup>	Tides of Vengeance	

<sup>1</sup>These spells differ in name only, refer to the source book of origin for their effects.

<sup>2</sup>These spells are detailed in the *Pathfinder Roleplaying Game Advanced Player' Guide.* 

# Undersea Spell Lists

<sup>1</sup>These spells are detailed in this chapter. <sup>2</sup>These spells are detailed in the *Pathfinder Roleplaying Game Advanced Player' Guide.* 

All other spells are detailed in the *Pathfinder Roleplaying Game Core Rulebook.* 

# Aquatic Alchemist Formulae

**Complete Aquatic Formulae List** 

- 1st-Level Alchemist Formulae— bomber's acuity<sup>1</sup>, comprehend languages, crab haul (same as ant haul<sup>2</sup>), crafter's fortune<sup>2</sup>, cure light wounds, detect secret doors, detect undead, disguise self, endure elements, enlarge person, identify, jump, keen senses<sup>2</sup>, negate aroma<sup>2</sup>, reduce person, shield, stone fist<sup>2</sup>, swift retreat<sup>1</sup>, touch of the sea<sup>2</sup>, true strike
- 2nd-Level Alchemist Formulae—aid, alchemical allocation<sup>2</sup>, alter self, barkskin, blur, crocodile's endurance (same as bear's endurance), cure moderate wounds, darkvision, delay poison, detect thoughts, disgorge school<sup>1</sup>, dolphin's grace (same as cat's grace), elemental touch<sup>2</sup>, false life, invisibility, levitate, octopus's cunning (same as fox's cunning), osprey's splendor (same as eagle's splendor), perceive cues<sup>2</sup>, protection from arrows, resist energy, restoration, see invisibility, shark's strength (same as bull's strength), spider climb, steam breath<sup>1</sup>, transmute potion to poison<sup>2</sup>, turtle's wisdom (same as owl's wisdom), undetectable alignment.
- 3rd-Level Alchemist Formulae—absorbing touch<sup>2</sup>, amplify elixir<sup>2</sup>, aqueous form<sup>1</sup>, arcane sight, beast shape I, cure serious wounds, displacement, draconic reservoir<sup>2</sup>, easy breathing<sup>1</sup>, elemental aura<sup>2</sup>, fly, haste, heroism, nondetection, protection from energy, rage, remove blindness/deafness, remove curse, remove disease, seek thoughts<sup>2</sup>, shark nose (same as bloodhound<sup>2</sup>), tongues, urchin body (same as thorn body<sup>2</sup>).
- 4th-Level Alchemist Formulae— air walk, arcane eye, beast shape II, cure critical wounds, death ward, detonate<sup>2</sup>, discern lies, elemental body I, fluid form<sup>2</sup>, freedom of movement, invisibility (greater), neutralize poison, restoration, song dragon's breath<sup>1</sup>, spell immunity, steam shield<sup>1</sup>, stoneskin, universal formula<sup>2</sup>.
- 5th-Level Alchemist Formulae— beast shape III, contact other plane, delayed consumption<sup>2</sup>, dream, elemental body II, elude time<sup>2</sup>, magic jar, nightmare, overland flight, planar adaptation<sup>2</sup>, plant shape I, polymorph, resurgent transformation<sup>2</sup>, sending, spell resistance.
- 6th-Level Alchemist Formulae— analyze dweomer, beast shape IV, elemental body III, eyebite, form of the song dragon I<sup>1</sup>, heal, mislead, plant shape II, sea titan form I<sup>1</sup>, shadow walk, statue, transformation, true seeing, twin form<sup>2</sup>, wind walk.

## New and Altered Formulae

## **1st-Level Alchemist Formulae**

**Bomber's Acuity:** Increases plunge weapon range; +1 attack. **Swift Retreat:** Your base swim speed increases by 30 ft.

#### **2ND-LEVEL ALCHEMIST FORMULAE**

**Disgorge School:** Produces a school of lamprey that fights for you. **Steam Breath:** Exhale a cone of steam at will.

#### **3RD-LEVEL ALCHEMIST FORMULAE**

Aqueous Form: Subject becomes insubstantial, gains 0 buoyancy, and becomes immune to pressure.Easy Breathing: Breath both water and air.

**4TH-LEVEL ALCHEMIST FORMULAE** 

Song Dragons Breath: Gives you a song dragon's breath weapon.

Steam Shield: Creatures attacking you take steam damage; you're protected from heat or cold.

#### **6TH-LEVEL ALCHEMIST FORMULAE**

Form of the Song Dragon I: Turns you into a Medium song dragon.

Sea Titan Form I: Turns you into a Large sea titan.

# Aquatic Cleric Spells

#### Complete Aquatic Cleric Spell List

- **0-Level Cleric Spells**—bleed, create air<sup>1</sup>, detect magic, detect poison, electrify<sup>1</sup>, guidance, light, mending, purify food and drink, read magic, resistance, stabilize, virtue.
- 1st-Level Cleric Spells—bane, bless sand<sup>1</sup>, bless, cause fear, command, comprehend languages, crab haul (same as ant haul<sup>2</sup>), cure light wounds, curse sand<sup>1</sup>, dancing jellyfish<sup>1</sup>, deathwatch, detect chaos/evil/good/law, detect undead, divine favor, doom, endure elements, endure pressure<sup>1</sup>, entropic shield, freshwater adaptation<sup>1</sup>, hide from undead, inflict light wounds, ink<sup>1</sup>, magic pebble<sup>1</sup>, magic weapon, protection from chaos/evil/good/law, remove fear, sanctuary, shield of faith, summon sea monster I<sup>1</sup>.
- 2nd-Level Cleric Spells—aid, align weapon, augury, blessing of courage and life<sup>2</sup>, calm emotions, consecrate, crocodile's endurance (same as bear's endurance), cure moderate wounds, darkness, death knell, delay poison, desecrate, enthrall, find traps, gentle repose, ghostbane dirge<sup>2</sup>, grace<sup>2</sup>, hold person, inflict moderate wounds, lesser restoration, make whole, oracle's burden<sup>2</sup> (oracle only), osprey's splendor (same as eagle's splendor), quick armor<sup>1</sup>, remove paralysis, resist energy, resist pressure<sup>1</sup>, share language<sup>2</sup>, shark's strength (same as bull's strength), shatter, shield other, silence, sound burst, spiritual weapon, status, summon sea monster II<sup>1</sup>, turtle's wisdom (same as owl's wisdom), undetectable alignment, weapon of awe<sup>2</sup>, zone of truth.
- 3rd-Level Cleric Spells—animate dead, aquatic contagion<sup>1</sup>, bestow curse, blindness/deafness, blood biography<sup>2</sup>, borrow fortune<sup>2</sup> (oracle only), create food and water, cure serious wounds, daylight, deeper darkness, dispel magic, easy breathing<sup>1</sup>, elemental speech<sup>2</sup>, enter image<sup>2</sup>, glyph of warding, guiding star<sup>2</sup>, helping hand, inflict serious wounds, invisibility purge, locate object, magic circle against chaos/evil/good/law, magic vestment, meld into stone, nap stack<sup>2</sup>, obscure object, prayer, protection from energy, remove blindness/deafness, remove curse, remove disease, sacred bond<sup>2</sup>, searing light, speak with dead, stone shape, stormfire<sup>1</sup>, summon sea monster III<sup>1</sup>, water walk, water wall<sup>1</sup>, wrathful mantle<sup>2</sup>.
- 4th-Level Cleric Spells—air walk, blessing of fervor<sup>2</sup>, chaos hammer, control water, cure critical wounds, death ward, dimensional anchor, discern lies, dismissal, divination, divine power, freedom of movement, greater magic weapon, holy smite, imbue with spell ability, inflict critical wounds, jumbo shellfish<sup>1</sup>, lesser planar ally, neutralize poison, order's wrath, planar adaptation<sup>2</sup>, poison, repel vermin, rest eternal<sup>2</sup>, restoration, sending, spell immunity, spiritual ally<sup>2</sup>, summon sea monster IV<sup>1</sup>, tongues, unholy blight.
- 5th-Level Cleric Spells—atonement, break enchantment, breath of life, cleanse<sup>2</sup>, commune, dispel chaos/evil/good/law, disrupting weapon, greater command, hallow, life bubble<sup>2</sup>, mark of justice, mass cure light wounds, mass ghostbane dirge<sup>2</sup>, mass inflict light wounds, pillar of life<sup>2</sup>, piranha plague<sup>1</sup>, plane shift, raise dead, righteous might, scrying, slay living, snake staff<sup>2</sup>, spell resistance, steam strike<sup>1</sup>, summon sea monster V<sup>1</sup>, symbol of pain, symbol of sleep, treasure stitching<sup>2</sup>, true seeing, unhallow, wall of stone.
- 6th-Level Cleric Spells—animate objects, antilife shell, banishment, blade barrier, create undead, find the path, forbiddance, geas/quest, greater dispel magic, greater glyph of warding, harm, heal, heroes' feast, mass crocodile's endurance (same as mass bear's endurance), mass cure moderate wounds, mass inflict moderate wounds, mass osprey's splendor (same as mass eagle's splendor), mass planar adaptation<sup>2</sup>, mass shark's strength (same as mass bull's strength), mass turtle's wisdom (same as mass owl's wisdom), planar ally, summon sea monster VI<sup>1</sup>, symbol of fear, symbol of persuasion, undeath to death, wind walk, word of recall.

- 7th-Level Cleric Spells—blasphemy, control weather, destruction, dictum, ethereal jaunt, greater restoration, greater scrying, holy word, mass cure serious wounds, mass inflict serious wounds, refuge, regenerate, repulsion, resurrection, summon sea monster VII<sup>1</sup>, symbol of stunning, symbol of weakness, word of chaos.
- 8th-Level Cleric Spells—antimagic field, cloak of chaos, create greater undead, dimensional lock, discern location, divine vessel<sup>2</sup> (oracle only), eel's armor (same as stormbolts<sup>2</sup>), euphoric tranquility<sup>2</sup>, greater planar ally, great spell immunity, holy aura, mass cure critical wounds, mass inflict critical wounds, seaquake<sup>1</sup>, shield of law, steaming maelstrom<sup>1</sup>, summon sea monster VIII<sup>1</sup>, symbol of death, symbol of insanity, unholy aura.
- 9th-Level Cleric Spells—astral projection, black maelstrom<sup>1</sup>, energy drain, etherealness, gate, implosion, mass heal, miracle, soul bind, summon sea monster IX<sup>1</sup>, tides of vengeance<sup>1</sup>, true resurrection.

#### New and Altered Cleric Spells

#### **0-LEVEL CLERIC SPELLS**

- **Electrify:** Electrifies one metallic object, causing 1d4 damage when it is touched.
- Create Air: Creates up to 1 cubic foot of air/level.

#### **1ST-LEVEL CLERIC SPELLS**

Bless Sand<sup>M</sup>: Makes holy sand.

Curse Sand<sup>M</sup>: Makes unholy sand.

Dancing Jellyfish: A luminescent jellyfish follows you.

**Endure Pressure:** Better acclimate to the effects of pressure. **Freshwater Adaptation:** Allows one subject to endure

freshwater without any ill effects.

Ink: Black squid ink surrounds you.

Magic Pebble: Three stones gain +1 on attack, deal 1d6 +1 damage Summon Sea Monster I: Summons extraplanar sea.

#### **2ND-LEVEL CLERIC SPELLS**

Quick Armor: Summon armor temporarily. Resist Pressure: Ignore the effects of extreme pressure. Summon Sea Monster II: Summons extraplanar sea creature.

#### **3RD-LEVEL CLERIC SPELLS**

Aquatic Contagion: Infects subject with chosen disease. Easy Breathing: Subjects can breathe air and underwater. Stormfire<sup>M</sup>: Makes a permanent, luminescent light. Summon Sea Monster III: Summons extraplanar sea creature. Water Wall: Deflects arrows, smaller creatures, and splash weapons.

#### **4TH-LEVEL CLERIC SPELLS**

Jumbo Shellfish: Turns lobsters or crabs into giant vermin. Summon Sea Monster IV: Summons extraplanar sea creature.

#### **5TH-LEVEL CLERIC SPELLS**

Piranha Plague: A school of piranha attacks creatures. Steam Strike: Smites foes with divine steam (1d6/lvl damage). Summon Sea Monster V: Summons extraplanar sea creature.

#### 6TH-LEVEL CLERIC SPELLS

Summon Sea Monster VI: Summons extraplanar sea creature. 7TH-LEVEL CLERIC SPELLS

Summon Sea Monster VII: Summons extraplanar sea creature. 8TH-LEVEL CLERIC SPELLS

Seaquake: Intense tremor shakes 80-ft. radius sphere. Steaming Maelstrom: Deals 1d6/level steam damage. Summon Sea Monster VIII: Summons extraplanar sea creature.

#### 9TH-LEVEL CLERIC SPELLS

Black Maelstrom: Maelstom fills with acid, electricity, and ice. Summon Sea Monster IX: Summons extraplanar sea creature. Tides of Vengeance: Increases swim speed; allows you to walk on water; attack with water currents.

# Aquatic Inquisitor Spells

#### **Complete Aquatic Inquisitor Spell List**

- **0-Level Inquisitor Spells**—*acid splash, bleed, create air<sup>1</sup>, daze, detect magic, detect poison, disrupt undead, guidance, light, read magic, resistance, sift<sup>2</sup>, stabilize, tattoo (same as brand<sup>2</sup>), virtue.*
- 1st-Level Inquisitor Spells—alarm, bane, bless, bless sand<sup>1</sup>, burst bonds<sup>2</sup>, cause fear, command, comprehend languages, cure light wounds, curse sand<sup>1</sup>, detect chaos/evil/good/law, detect undead, disguise self, divine favor, doom, hide from undead, inflict light wounds, magic weapon, protection from chaos/evil/good/law, remove fear, sanctuary, shield of faith, swift retreat<sup>1</sup>, tireless pursuit<sup>2</sup>, true strike, wrath<sup>2</sup>.
- 2nd-Level Inquisitor Spells—aid, align weapon, calm emotions, castigate<sup>2</sup>, confess<sup>2</sup>, consecrate, corruption resistance<sup>2</sup>, cure moderate wounds, darkness, death knell, delay poison, desecrate, detect thoughts, enthrall, find traps, follow aura<sup>2</sup>, ghostbane dirge<sup>2</sup>, hold person, honeyed tongue<sup>2</sup>, inflict moderate wounds, invisibility, knock, perceive cues<sup>2</sup>, remove paralysis, resist energy, restoration, see invisibility (lesser), sacred bond<sup>2</sup>, shark nose (same as bloodhound<sup>2</sup>), shield other, silence, spiritual weapon, steam of the sacred<sup>1</sup>, tongues, undetectable alignment, weapon of awe<sup>2</sup>, whispering waves (same as whispering wind), zone of truth.
- 3rd-Level Inquisitor Spells—arcane sight, banish seeming<sup>2</sup>, blood biography<sup>2</sup>, cast out<sup>2</sup>, coordinated effort<sup>2</sup>, cure serious wounds, daylight, deeper darkness, dimensional anchor, dispel magic, fester<sup>2</sup>, glyph of warding, halt undead, heroism, hidden speech<sup>2</sup>, hunter's eye<sup>2</sup>, inflict serious wounds, invisibility purge, keen edge, locate object, magic circle vs. chaos/evil/good/law, magic vestment, greater magic weapon, nondetection, obscure object, prayer, protection from energy, remove curse, remove disease, retribution<sup>2</sup>, righteous vigor<sup>2</sup>, seek thoughts<sup>2</sup>, searing light, speak with dead, stormfire<sup>1</sup>, ward the faithful<sup>2</sup>.
- 4th-Level Inquisitor Spells—chaos hammer, coward's lament<sup>2</sup>, cure critical wounds, death ward, defile armor<sup>2</sup>, denounce<sup>2</sup>, detect scrying, discern lies, dismissal, divination, divine power, fear, freedom of movement, forced repentance<sup>2</sup>, geas (lesser), hold monster, holy smite, inflict critical wounds, invisibility (greater), neutralize poison, order's wrath, rebuke<sup>2</sup>, restoration, sanctify armor<sup>2</sup>, sending, shared wrath<sup>2</sup>, sleepwalk<sup>2</sup>, spell immunity, stoneskin, tattoo (greater, same as greater brand<sup>2</sup>), tireless pursuers<sup>2</sup>, unholy blight.
- 5th-Level Inquisitor Spells—atonement, banishment, break enchantment, castigate (mass)<sup>2</sup>, command, commune (greater), cure light wounds (mass), dispel chaos/evil/good/law, disrupting weapon, geas/quest, ghostbane dirge (mass)<sup>2</sup>, hallow, inflict light wounds (mass), mark of justice, resounding blow<sup>2</sup>, righteous might, spell resistance, steam strike<sup>1</sup>, telepathic bond, true seeing, unhallow, unwilling shield<sup>2</sup>.
- **6th-Level Inquisitor Spells**—blade barrier, blasphemy, circle of death, cleanse<sup>2</sup>, cure moderate wounds (mass), dictum, dispel magic (greater), fester (mass)<sup>2</sup>, find the path, forbiddance, glyph of warding (greater), harm, heal, heroes' feast, holy word, inflict moderate wounds (mass), legend lore, repulsion, undeath to death, word of chaos.

#### *New and Altered Inquisitor Spells* **0-LEVEL INQUISITOR SPELLS**

**Create Air:** Creates up to 1 cubic foot of air/level.

#### **1ST-LEVEL INQUISITOR SPELLS**

Bless Sand<sup>M</sup>: Makes holy sand. Curse Sand<sup>M</sup>: Makes unholy sand. Swift Retreat: Your base swim speed increases by 30 ft.

#### **2ND-LEVEL INQUISITOR SPELLS**

Steam of the Sacred: Gives weapon boiling property.

#### **3RD-LEVEL INQUISITOR SPELLS**

Stormfire<sup>M</sup>: Makes a permanent, luminescent light.

## 5TH-LEVEL INQUISITOR SPELLS

Steam Strike: Smites foes with divine steam (1d6/lvl damage).

# Kahuna Spells

#### Complete Kahuna Spell List

- **0-Level Kahuna Spells**—create air<sup>1</sup>, detect magic, detect poison, electrify<sup>1</sup>, guidance, know direction, light, purify food and magic, read magic, resistance, stabilize, virtue
- 1st-Level Kahuna Spells—alter currents<sup>1</sup>, bane, bless, bristle<sup>2</sup>, bubble bob (same as feather step<sup>2</sup>), call animal<sup>2</sup>, calm animals, charm animal, comprehend languages, crab haul (same as ant haul<sup>2</sup>), cure light wounds, detect animal or plants, endure elements, endure pressure<sup>1</sup>, freshwater adaptation<sup>1</sup>, hide from animals, hydraulic push<sup>2</sup>, ink<sup>1</sup>, jump, keen senses<sup>2</sup>, longstrider, negate aroma<sup>2</sup>, speak with animals, summon sea's ally I<sup>1</sup>, touch of the sea<sup>2</sup>.
- 2nd-Level Kahuna Spells— accelerate poison<sup>2</sup>, aid, animal messenger, animal trance, augury, boiling blade<sup>1</sup>, boiling bubble<sup>1</sup>, boiling gaze<sup>1</sup>, calm emotion, crocodile's endurance (same as bear's endurance), delay poison, dolphin's grace (same as cat's grace), enthrall, feast of silt (same as feast of ashes<sup>2</sup>), hold animal, lesser restoration, lockjaw<sup>2</sup>, murk<sup>1</sup>, osprey's splendor (same as eagle's splendor), osprey's eye (same as eagle eye<sup>2</sup>), reduce animal, resist energy, resist pressure<sup>1</sup>, scent trail<sup>2</sup>, share language<sup>2</sup>, shark's strength (same as bull's strength), shield other, slipstream<sup>2</sup>, soften earth and stone, spider climb, spiritual weapon, stone call<sup>2</sup>, summon school<sup>1</sup>, summon sea's ally II<sup>1</sup>, surf<sup>1</sup>, turtle's wisdom (same as owl's wisdom), undertow<sup>1</sup>, wall of jellyfish<sup>1</sup>.
- 3rd-Level Kahuna Spells— aqueous orb<sup>2</sup>, bestow curse, beast shape I, call red current<sup>1</sup>, cloak of waves<sup>1</sup>, create food and water, create treasure map<sup>2</sup>, cup of dust<sup>2</sup>, cure moderate wounds, daylight, diminish plants, dominate animal, easy breathing<sup>1</sup>, flora growth<sup>1</sup>, hide campsite<sup>2</sup>, hydraulic torrent<sup>2</sup>, invisibility purge, lily pad stride<sup>2</sup>, mass bubble bob (same as mass feather step<sup>2</sup>), meld into stone, nature's exile<sup>2</sup>, neutralize poison, protection from energy, quench, remove blindness/deafness, remove curse, remove disease, school of sardines<sup>1</sup>, speak with plants, spike growth, stone shape, summon sea's ally III<sup>1</sup>, water walk, water wall<sup>1</sup>.
- 4th-Level Kahuna Spells— antiplant shell, beast shape II, blight, bloody claws<sup>2</sup>, command flora<sup>1</sup>, control water, cure serious wounds, dispel magic, divination, divine power, frazil ice<sup>1</sup>, freedom of movement, garden of respite<sup>1</sup>, geyser<sup>2</sup>, jumbo shellfish<sup>1</sup>, life bubble<sup>2</sup>, renascence<sup>1</sup>, repel vermin, restoration, river at sea<sup>1</sup>, scathing eels<sup>1</sup>, scrying, sending, spike stones, strong jaw<sup>2</sup>, summon sea's ally IV<sup>1</sup>, tongues, true form<sup>2</sup>, urchin body (same as thorn body<sup>2</sup>).
- 5th-Level Kahuna Spells—animal growth, awaken, baleful polymorph, beast shape III, blessing of the salamander<sup>2</sup>, break enchantment, call red tide<sup>1</sup>, commune with nature, control current<sup>1</sup>, cure critical wounds, piranha plague<sup>1</sup>, plague of lamprey<sup>1</sup>, rest eternal<sup>2</sup>, righteous might, snake staff<sup>2</sup>, steaming eel<sup>1</sup>, stoneskin, summon sea's ally V<sup>1</sup>, threefold aspect<sup>2</sup>, transmute mud to rock, transmute rock to mud, wall of steam<sup>1</sup>.
- 6th-Level Kahuna Spells—antilife shell, beast shape IV, find the path, greater dispel magic, heroes' feast, hot spring<sup>1</sup>, livecoral<sup>1</sup>, mass cure light wounds, mass crocodile's endurance (same as mass bear's endurance), mass dolphin's grace (same as mass cat's grace), mass osprey's splendor (same as mass eagle's splendor), mass shark's strength (same as mass bull's strength), mass turtle's wisdom (same as mass owl's wisdom), move earth, repel wood, school of scales<sup>1</sup>, spellstaff, steam shells<sup>1</sup>, stone tell, summon sea's ally VI<sup>1</sup>, transport via plants, wall of stone.
- **7th-Level Kahuna Spells** animate flora<sup>1</sup>, control weather, drifting doom<sup>1</sup>, greater scrying, heal, mass cure moderate wounds, steaming maelstrom<sup>1</sup>, summon sea's ally VII<sup>1</sup>, transmute metal to wood, true seeing, vortex<sup>2</sup>, wind walk.

8th-Level Kahuna Spells—animal shapes, control flora<sup>1</sup>, discern location, eel's armor (same as stormbolts<sup>2</sup>), euphoric tranquility<sup>2</sup>, mass cure serious wounds, repel metal or stone, reverse buoyancy<sup>1</sup>, seamantle<sup>2</sup>, seaquake<sup>1</sup>, summon sea's ally VIII<sup>1</sup>, wall of lava<sup>2</sup>, whirlpool<sup>1</sup>.

9th-Level Kahuna Spells— angry algae<sup>1</sup>, black maelstrom<sup>1</sup>, clashing rocks<sup>2</sup>, foresight, mass cure critical wounds, regenerate, shapechange, summon sea's ally IX<sup>1</sup>, tides of vengeance<sup>1</sup>, tsunami<sup>2</sup>, world wave<sup>2</sup>.

# New and Altered Kahuna Spells

#### **0-LEVEL KAHUNA SPELLS**

**Create Air:** Creates up to 1 cubic foot of air/level. **Electrify:** Electrifies one metallic object, causing 1d4 damage when it is touched.

#### **1ST-LEVEL KAHUNA SPELLS**

Alter Currents: Increase/decrease strength of natural currents. Endure Pressure: Better acclimate to the effects of pressure. Freshwater Adaptation: Allows one subject to endure

freshwater without any ill effects.

Ink: Black squid ink surrounds you.

Summon Sea's Ally I: Summons sea creature to fight.

#### **2ND-LEVEL KAHUNA SPELLS**

**Boiling Blade:** Touch attack deals 1d8 + 1/two levels steam damage.

**Boiling Bubble:** Floating bubble of steam deals 3d6 damage. **Boiling Gaze:** Inflict 1d6 steam damage to creature.

Murk: Murk obscures vision.

Resist Pressure: Ignore the effects of extreme pressure.

Summon School: Summons swarm of lamprey, squid, or stingrays.

Summon Sea's Ally II: Summons sea creature to fight. Surf: Ride the waves at up to 60 feet per round.

**Undertow:** Creates an undertow that can disorient creatures. **Wall of Jellyfish:** Creates a shelter around an aquatic campsite.

#### **3RD-LEVEL KAHUNA SPELLS**

**Call Red Current:** Summons streams of toxic red algae (3d6 per stream) from the surface.

**Cloak of Waves:** Creates curtain of strong water currents around you.

**Easy Breathing:** Subjects can breathe air and underwater. **Flora Growth:** Grows vegetation and coral life, improves

crops.

School of Sardines: Hampers vision and movement. Summon Sea's Ally III: Summons sea creature to fight.

Water Wall: Deflects arrows, smaller creatures, and splash weapons.

#### **4TH-LEVEL KAHUNA SPELLS**

**Command Flora:** Sways the actions of plant and coral creatures.

Frazil Ice: Ice shards deal 5d6 damage in cylinder 40 ft. across.

Garden of Respite: Creates a small living reef.

Jumbo Shellfish: Turns lobsters or crabs into giant vermin. Renascence: Brings dead subject back in a random body. River at Sea: Creates a water current that causes nonlethal

damage and can disorient or push creatures. Scathing Eels: Eels do deal 3d6 electricity damage each.

Summon Sea's Ally IV: Summons sea creature to fight. 5TH-LEVEL KAHUNA SPELLS

Call Red Tide: As *call red current*, but 5d6 damage per stream.

Control Current: Changes water current direction and speed.

Piranha Plague: A school of piranha attacks creatures.

Plague of Lamprey: Summons a swarm of disease carrying lamprey.

Steaming Eel: Creates an eel-like path of steam 5 ft.

long/level that deals 1d6 steam damage/level.

Summon Sea's Ally V: Summons sea creature to fight.

**Wall of Steam:** Deals 2d4 steam damage out to 10 ft. and 1d4 out to 20 ft. Passing through deals 2d6 damage +1/level.

#### **6TH-LEVEL KAHUNA SPELLS**

Hot Spring: Boiling water does 4d6 damage, fatigues those damaged, and disorients creatures.

Livecoral: Coral becomes coral shepherd.

School of Scales: Turns your body into a swarm that can attack.

Steam Shells: Seashells become grenades and bombs.

Summon Sea's Ally VI: Summons sea creature to fight.

#### 7TH-LEVEL KAHUNA SPELLS

- Animate Flora: One or more plants or coral animate and fight for you.
- **Drifting Doom:** Swarms of jellyfish attack at your command.

Steaming Maelstrom: Deals 1d6/level steam damage.

Summon Sea's Ally VII: Summons sea creature to fight.

#### 8TH-LEVEL KAHUNA SPELLS

**Control Flora:** Controls actions of one or more plant or coral creatures.

**Reverse Buoyancy:** Positive buoyancy becomes negative, and negative becomes positive.

Seaquake: Intense tremor shakes 80-ft.-radius.

Summon Sea's Ally VIII: Summons sea creature to fight. Whirlpool: Whirlpool deals damage and traps creatures.

#### 9TH-LEVEL KAHUNA SPELLS

Angry Algae: Creates 1d4+2 algoids to fight for you.
Black Maelstrom: Maelstom fills with acid, electricity, and ice.
Summon Sea's Ally IX: Summons sea creature to fight.
Tides of Vengeance: Increases swim speed; allows you to walk on water; attack with water currents.

# Aquatic Paladin Spells

#### **Complete Aquatic Paladin Spell List**

- 1st-Level Paladin Spells—bless, bless sand<sup>1</sup>, bless weapon, challenge evil<sup>2</sup>, create air<sup>1</sup>, cure light wounds, detect poison, detect undead, divine favor, endure elements, ghostbane dirge<sup>2</sup>, grace<sup>2</sup>, hero's defiance<sup>2</sup>, honeyed tongue<sup>2</sup>, knight's calling<sup>2</sup>, lesser restoration, magic weapon, protection from chaos/evil, rally point<sup>2</sup>, read magic, resistance, veil of positive energy<sup>2</sup>, virtue.
- 2nd-Level Paladin Spells—aura of greater courage<sup>2</sup>, bestow grace<sup>2</sup>, blessing of courage and life<sup>2</sup>, corruption resistance<sup>2</sup>, delay poison, ensnaring currents<sup>1</sup>, light lance<sup>2</sup>, osprey's splendor (same as eagle's splendor), paladin's sacrifice<sup>2</sup>, quick armor<sup>1</sup>, remove paralysis, resist energy, righteous vigor<sup>2</sup>, sacred bond<sup>2</sup>, saddle surge<sup>2</sup>, shark's strength (same as bull's strength), shield other, turtle's wisdom (same as owl's wisdom), undetectable alignment, wake of light<sup>2</sup>, weapon of awe<sup>2</sup>, zone of truth.
- 3rd-Level Paladin Spells—cure moderate wounds, daylight, discern lies, dispel magic, divine transfer<sup>2</sup>, greater magic weapon, heal mount, holy whisper<sup>2</sup>, ice armor<sup>1</sup>, light of judgement (same as fire of judgment<sup>2</sup>), magic circle against chaos/evil, marks of forbiddance<sup>2</sup>, mass ghostbane dirge<sup>2</sup>, prayer, remove blindness/deafness, remove curse, sanctify armor<sup>2</sup>, wrathful mantle<sup>2</sup>.
- 4th-Level Paladin Spells—blaze of glory<sup>2</sup>, break enchantment, cure serious wounds, death ward, dispel chaos, dispel evil, forced repentance<sup>2</sup>, holy trident (same as holy sword), king's castle<sup>2</sup>, mark of justice, neutralize poison, oath of peace<sup>2</sup>, resounding blow<sup>2</sup>, restoration, sacrificial oath<sup>2</sup>, stay the hand<sup>2</sup>, steam of vengeance<sup>1</sup>.

#### New and Altered Paladin Spells

#### **1ST-LEVEL PALADIN SPELLS**

Bless Sand<sup>M</sup>: Makes holy sand. Create Air: Creates up to 1 cubic foot of air/level.

#### **2ND-LEVEL PALADIN SPELLS**

**Ensnaring Currents:** Your ability to smite evil also entangles your foe.

**Quick Armor:** Summon armor temporarily replacing your current attire.

#### **3RD-LEVEL PALADIN SPELLS**

Ice Armor: Glacial armor forms on your body with the special qualities of Improved Energy Resistance (cold) and Improved Slick.

#### **4TH-LEVEL PALADIN SPELLS**

**Steam of Vengeance:** Smited creature takes 3d8 damage.

# Siren Spells

#### Complete Siren Spell List

- 1st-Level Siren Spells—animate rope, beguiling gift<sup>2</sup>, charm person, cloak of fog<sup>1</sup>, comprehend languages, confusion (lesser), hideous laughter, hypnotism, ink<sup>1</sup>, innocence<sup>2</sup>, memory lapse<sup>2</sup>, saving finale<sup>2</sup>, share language<sup>2</sup>, silent image, sleep, solid note<sup>2</sup>, timely inspiration<sup>2</sup>, touch of gracelessness<sup>2</sup>, vanish<sup>2</sup>, ventriloquism.
- 2nd-Level Siren Spells—animal trance, blur, cacophonous call<sup>2</sup>, calm emotions, daze monster, detect thoughts, enthrall, fog horn<sup>1</sup>, gallant inspiration<sup>2</sup>, ghostbane dirge<sup>2</sup>, glitterdust, heroism, hidden speech<sup>2</sup>, hold person, honeyed tongue<sup>2</sup>, hypnotic pattern, osprey's splendor (same as eagle's splendor), rage, scare, shatter, silt of twilight (same as dust of twilight<sup>2</sup>), sound burst, suggestion, tongues, touch of idiocy, whispering waves (same as whispering wind).
- 3rd-Level Siren Spells—charm monster, clairaudience/clairvoyance, confusion, crushing despair, deep slumber, dispel magic, easy breathing<sup>1</sup>, elemental speech<sup>2</sup>, fog horn (greater)<sup>1</sup>, geas (lesser), glibness, good hope, jester's jaunt<sup>2</sup>, purging finale<sup>2</sup>, reviving finale<sup>2</sup>, sculpt sound, seek thoughts<sup>2</sup>, slow, thunderous drums<sup>2</sup>, water walk.
- 4th-Level Siren Spells—break enchantment, control water, denounce<sup>2</sup>, discordant, blast<sup>2</sup>, dominate person, fire on the water<sup>1</sup>, freedom of movement, ghostbane dirge (mass)<sup>2</sup>, hold monster, modify memory, rainbow pattern, sending, shout, wandering star motes<sup>2</sup>.
- 5th-Level Siren Spells— cacophonous call (mass)<sup>2</sup>, cloak of dreams<sup>2</sup>, deafening song bolt<sup>2</sup>, dispel magic (greater), dream, feeblemind, foe to friend<sup>2</sup>, frozen note<sup>2</sup>, heroism (greater), mind murk<sup>1</sup>, nightmare, phantasmal net<sup>1</sup>, song of discord, stunning finale<sup>2</sup>, suggestion (mass), telepathic bond.
- 6th-Level Siren Spells—charm monster (mass), deadly finale<sup>2</sup>, euphoric tranquility<sup>2</sup>, fool's forbiddance<sup>2</sup>, form of the song dragon II (sonic breath weapon only), geas/quest, irresistible dance, mass osprey's splendor (same as mass eagle's splendor), pied piping<sup>2</sup>, shout (greater), symbol of persuasion, sympathetic vibration.

#### New and Altered Siren Spells

#### **1ST-LEVEL SIREN SPELLS**

**Cloak of Fog:** While on the surface, fog surrounds you. **Ink:** Black squid ink surrounds you.

#### **2ND-LEVEL SIREN SPELLS**

Fog Horn: A thick layer of fog blankets the surface of the water above you.

#### **3RD-LEVEL SIREN SPELLS**

**Fog Horn, Greater:** A tangible layer of fog slows objects and creatures on the surface of the water above you.

#### **4TH-LEVEL SIREN SPELLS**

Fire on the Water: The surface of the water above you burns with fire, dealing damage to shallow creatures.

#### **5TH-LEVEL SIREN SPELLS**

Mind murk: Subjects in murk get –10 to Wis and Will checks. Phantasmal Net: Catches subjects in illusory net.

#### **6TH-LEVEL SIREN SPELLS**

Form of the Song Dragon II: Turns you into a Large song dragon. Sirens are limited to choose only draconic forms that have a sonic breath weapon.

# Aquatic Sorcerer / Wizard Spells

#### Complete Aquatic Sorcerer/Wizard Spell List

- **0-Level Sorcerer/Wizard Spells** acid splash, arcane mark, bleed, dancing lights, daze, detect magic, detect poison, disrupt undead, electrify<sup>1</sup>, flare, ghost sound, ice-water jet<sup>1</sup>, light, mage hand, mending, message, open/close, prestidigitation, read magic, resistance, touch of fatigue.
- 1st-Level Sorcerer/Wizard Spells—alarm, alter currents<sup>1</sup>, animate rope, boiling hands<sup>1</sup>, break<sup>2</sup>, bumble bubbles<sup>1</sup>, buoyant force<sup>1</sup>, cause fear, charm person, chill touch, color spray, comprehend languages, crab haul (same as ant haul<sup>2</sup>), crafter's curse<sup>2</sup>, crafter's fortune<sup>2</sup>, dancing jellyfish<sup>1</sup>, detect secret doors, detect undead, disguise self, endure elements, endure pressure<sup>1</sup>, enlarge person, erase, expeditious excavation<sup>2</sup>, flare burst<sup>2</sup>, floating disk, freshwater adaptation<sup>1</sup>, gravity bow<sup>2</sup>, hold portal, hydraulic push<sup>2</sup>, hypnotism, identify, ink<sup>1</sup>, jump, mage armor, magic aura, magic missile, magic weapon, memory lapse<sup>2</sup>, neutralize buoyancy<sup>1</sup>, protection from chaos/evil/good/law, ray of enfeeblement, reduce person, sculpt corpse<sup>2</sup>, sea legs<sup>1</sup>, shield, shocking grasp, silent image, sleep, slippery ice<sup>1</sup>, store fist<sup>2</sup>, summon sea monster I<sup>1</sup>, swift retreat<sup>1</sup>, touch of gracelessness<sup>2</sup>, touch of the sea<sup>2</sup>, true strike, unseen servant, vanish<sup>2</sup>, ventriloquism, waterproof<sup>1</sup>.
- 2nd-Level Sorcerer/Wizard Spells-accelerate poison<sup>2</sup>, acid arrow, alter self, aquatechnics<sup>1</sup>, arcane lock, arrow eruption<sup>2</sup>, blindness/deafness, blur, boiling bubble<sup>1</sup>, boiling gaze<sup>1</sup>, boiling jet<sup>1</sup>, command undead, create treasure map<sup>2</sup>, crocodiles endurance (same as bear's endurance), darkness, darkvision, daze monster, detect thoughts, dolphin's grace (same as cat's grace), elemental speech<sup>2</sup>, elemental touch<sup>2</sup>, entrapping bubble<sup>1</sup>, false life, ghoul touch, glitterdust, hideous laughter, hypnotic pattern, invisibility, knock, levitate, locate object, magic mouth, make whole, minor image, mirror image, misdirection, murk<sup>1</sup>, net<sup>1</sup>, obscure object, octopus's cunning (same as fox's cunning), osprey's splendor (same as eagle's splendor), phantom trap, protection from arrows, resist energy, resist pressure<sup>1</sup>, rope trick, scare, see invisibility, share language<sup>2</sup>, shark's strength (same as bull's strength), shatter, silt of twilight (same as dust of twilight), slipstream<sup>2</sup>, spectral hand, spider climb, steam breath<sup>1</sup>, stone call<sup>2</sup>, stormfire<sup>1</sup>, summon school<sup>1</sup>, summon sea monster II<sup>1</sup>, surf<sup>1</sup>, touch of idiocy, turtle's wisdom (same as owl's wisdom), undertow<sup>1</sup>, whispering waves (same as whispering wind).
- 3rd-Level Sorcerer/Wizard Spells— aqueous form<sup>1</sup>, aqueous orb<sup>2</sup>, arcane sight, beast shape I, blink, blood biography<sup>2</sup>, clairaudience/clairvoyance, cloak of waves<sup>1</sup>, daylight, deep slumber, devolution<sup>2</sup>, dispel magic, displacement, draconic reservoir<sup>2</sup>, easy breathing<sup>1</sup>, electric arrow<sup>1</sup>, electrical surge<sup>1</sup>, elemental aura<sup>2</sup>, enter image<sup>2</sup>, explosive runes, fly, gentle repose, greater magic weapon, halt undead, haste, heroism, hold person, hydraulic torrent<sup>2</sup>, illusory script, invisibility sphere, keen edge, mageboil<sup>1</sup>, magic circle against chaos/evil/good/law, major image, necrotell<sup>1</sup>, nondetection, pain strike<sup>2</sup>, phantom mount<sup>1</sup>, protection from energy, protection from pressure<sup>1</sup>, rage, ray of exhaustion, school of sardines<sup>1</sup>, secret page, seek thoughts<sup>2</sup>, sepia snake sigil, shifting sand<sup>2</sup>, shrink item, slow, suggestion, summon sea monster III<sup>1</sup>, swamp water<sup>1</sup>, tiny hut, tongues, twilight knife<sup>2</sup>, vacuum bubble<sup>1</sup>, vampiric touch, versatile weapon<sup>2</sup>, wall of jellyfish<sup>1</sup>, water wall<sup>1</sup>.
- 4th-Level Sorcerer/Wizard Spells— acid bubble<sup>1</sup>, animate dead, aquatic contagion<sup>1</sup>, arcane eye, beast shape II, bestow curse, black tentacles, boil trap<sup>1</sup>, boiling shield<sup>1</sup>, calcific touch<sup>2</sup>, charm monster, confusion, crushing despair, detect scrying, detonate<sup>2</sup>, dimension door, dimensional anchor, elemental body I, enervation, fear, frazil ice<sup>1</sup>, greater invisibility, hallucinatory terrain, illusory wall, lesser geas, lesser globe of invulnerability, locate creature, mass enlarge person, mass reduce

person, minor creation, mnemonic enhancer (wizard only), moonstruck<sup>2</sup>, phantasmal killer, quagmire<sup>1</sup>, rainbow pattern, remove curse, resilient sphere, river at sea<sup>1</sup>, scathing eels<sup>1</sup>, scrying, secure shelter, shadow conjuration, shadow projection<sup>2</sup>, share senses<sup>2</sup>, shout, song dragon's breath<sup>1</sup>, stone shape, stoneskin, summon sea monster IV<sup>1</sup>, true form<sup>2</sup>, volcanic vent<sup>1</sup>, wall of ice, wall of steam<sup>1</sup>, wandering star motes<sup>2</sup>.

- 5th-Level Sorcerer/Wizard Spells— animal growth, baleful polymorph, beast shape III, blight, break enchantment, cone of ice<sup>1</sup>, constricting bubble<sup>1</sup>, contact other plane, dismissal, dominate person, dream, elemental body II, fabricate, false vision, feeblemind, geyser<sup>2</sup>, hold monster, interposing hand, life bubble<sup>2</sup>, mage's faithful sea lion<sup>1</sup>, mage's private sanctum, magic jar, major creation, mass pain strike<sup>2</sup>, mind murk<sup>1</sup>, mirage arcana, murkill<sup>1</sup>, nightmare overland flight, passwall, permanency, persistent image, phantasmal net<sup>1</sup>, planar adaptation<sup>2</sup>, lesser planar binding, plant shape I, polymorph, prying eyes, secret chest, seeming, sending, shadow evocation, steaming eel<sup>1</sup>, suffocation<sup>2</sup>, summon sea monster V<sup>1</sup>, symbol of pain, symbol of sleep, telekinesis, telepathic bond, teleport, transmute mud to rock, transmute rock to mud, treasure stitching<sup>2</sup>, wall of force, wall of stone, waves of fatigue.
- 6th-Level Sorcerer/Wizard Spells—acid murk1, analyze dweomer, antimagic field, beast shape IV, boiling light1, circle of death, cloak of dreams<sup>2</sup>, contingency, control water, create undead, disintegrate, electrical cascade<sup>1</sup>, elemental body III, eyebite, flesh to stone, fluid form<sup>2</sup>, forceful hand, form of the song dragon I<sup>1</sup>, geas/quest, getaway<sup>2</sup>, globe of invulnerability, greater dispel magic, greater heroism, hot spring<sup>1</sup>, icy sphere1, legend lore, mage's lucubration (wizard only), mass crocodile's endurance (same as mass bear's endurance), mass dolphin's grace (same as mass cat's grace), mass octopus's cunning (same as mass fox's cunning), mass osprey's splendor (same as mass eagle's splendor), mass shark's strength (same as mass bull's strength), mass suggestion, mass turtle's wisdom (same as mass owl's wisdom), mislead, move earth, permanent image, planar binding, plant shape II, programmed image, repulsion, shadow walk, stone to flesh, summon sea monster VI1, symbol of fear, symbol of persuasion, transformation, true seeing, undeath to death, unwilling shield<sup>2</sup>, veil, wall of iron, wards and guards1.
- 7th-Level Sorcerer/Wizard Spells— banishment, control undead, control weather, deflection<sup>2</sup>, elemental body IV, ethereal jaunt, expend<sup>2</sup>, finger of death, forcecage, form of the song dragon II<sup>1</sup>, grasping hand, greater arcane sight, greater polymorph, greater scrying, greater shadow conjuration, greater teleport, insanity, instant summons, lavamark<sup>1</sup>, limited wish, mage's magnificent mansion, mage's trident (same as mage's sword), mass fly<sup>2</sup>, mass hold person, mass invisibility, mass planar adaptation<sup>2</sup>, phantasmal revenge<sup>2</sup>, phase door, plane shift, plant shape III, power word blind, prismatic spray, project image, rampart<sup>2</sup>, reverse buoyancy<sup>1</sup>, sea titan form I<sup>1</sup>, sequester, simulacrum, slow boil<sup>1</sup>, spell turning, statue, summon sea monster VII<sup>1</sup>, symbol of stunning, symbol of weakness, teleport object, vision, vortex<sup>2</sup>, waves of exhaustion.
- **8th-Level Sorcerer/Wizard Spells** antipathy, , binding, boiling murk<sup>1</sup>, clenched fist, clone, create greater undead, demand, dimensional lock, discern location, eel's armor (same as stormbolts<sup>2</sup>), euphoric tranquility<sup>2</sup>, form of the song dragon III<sup>1</sup>, glacial current<sup>1</sup>, greater planar binding, greater prying eyes, greater shadow evocation, greater shout, horrid wilting, iron body, irresistible dance, mass charm monster, maze, mind blank, moment of prescience, polymorph any object, power word stun, prismatic wall, protection from spells, scintillating pattern, screen, sea titan form II<sup>1</sup>, seamantle<sup>2</sup>, summon sea monster VIII<sup>1</sup>, sunburst, symbol of death, symbol of insanity, sympathy, telekinetic sphere, temporal stasis, trap the soul, wall of lava<sup>2</sup>.

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9th-Level Sorcerer/Wizard Spells— astral projection, boiling body1,
     clashing rocks<sup>2</sup>, crushing hand, dominate monster, energy drain,
     etherealness, foresight, freedom, gate, imprisonment, lava swarm<sup>1</sup>,
     mage's disjunction, mass hold monster, mass suffocation<sup>2</sup>, power word
     kill, prismatic sphere, refuge, shades, shapechange, soul bind, summon
     sea monster IX<sup>1</sup>, teleportation circle, tides of vengeance<sup>1</sup>, time stop,
     tsunami<sup>2</sup>, wail of the banshee, wall of suppression<sup>2</sup>, weird, wish, world
     wave<sup>2</sup>.
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#### New and Altered Sorcerer/Wizard Spells **0-LEVEL SORCERER/WIZARD SPELLS**

Electrify: Electrifies one metallic object, causing 1d4 damage when it is touched.

Ice-Water Jet: Ray deals 1d3 cold damage.

#### **1ST-LEVEL SORCERER/WIZARD SPELLS**

Alter Currents: Increase/decrease strength of natural currents. Boiling Hands: 1d4/level steam damage (max 5d4). Bumble Bubbles: Stream of bubbles disorients creatures. Buoyant Force: Add or subtract buoyancy from target. Dancing Jellyfish: A luminescent jellyfish follows you. Endure Pressure: Better acclimate to the effects of pressure. Freshwater Adaptation: Allows one subject to endure freshwater without any ill effects.

Ink: Black squid ink surrounds you.

Neutralize Buoyancy: Subject gains zero buoyancy. Sea Legs: Temporarily turns a merfolk into a landwalker. Slippery Ice: Makes 10-ft. square or one object slippery. Steed: Summons hippocampus for 2 hours/level. Summon Sea Monster I: Summons extraplanar sea creature. Swift Retreat: Your base swim speed increases by 30 feet. Waterproof: Object becomes impervious to effects of water.

#### **2ND-LEVEL SORCERER/WIZARD SPELLS**

Aquatechnics: Makes coral release a dazzling display of life. Boiling Bubble: Floating bubble of steam deals 3d6 damage. Boiling Gaze: Inflict 1d6 steam damage to creature. Boiling Jet: Ranged touch attack deals 4d6 steam damage, +1 ray/four levels (max 3).

Entrapping Bubble: Creates a bubble to trap foes.

Murk: Murk obscures vision.

Net: Fills 20-ft.-radius spread with an entangling net.

Resist Pressure: Ignore the effects of extreme pressure. Steam Breath: Exhale a cone of steam at will.

Stormfire: Makes a permanent, luminescent light.

Summon School: Summons swarm of stingrays, squid, or lampreys.

Summon Sea Monster II: Summons extraplanar sea creature. Surf: Ride the waves at up to 60 feet per round. Undertow: Creates an undertow that can disorient creatures.

**3RD-LEVEL SORCERER/WIZARD SPELLS** 

Aqueous Form: Subject becomes insubstantial, gains 0 buoyancy, and becomes immune to pressure.

Cloak of Waves: Creates cloak of strong water currents. Easy Breathing: Subjects can breathe air and underwater. Electric Arrow: Arrows deal +1d6 electricity damage. Electrical Surge: Electricity deals 1d6/level damage. Mageboil: 1d6 damage per level, 20-ft. radius. Necrotell: Talk to a deceased drylander. Phantom Mount: Magic hippocampus appears for 1 hr/lvl.

Protection from Pressure: Protects subject from pressure. School of Sardines: Hampers vision and movement. Summon Sea Monster III: Summons extraplanar sea creature. Swamp Water: Nauseating water, 1 round/level.

Vacuum Bubble: Creates a suffocating bubble to trap foes. Wall of Jellyfish: Creates a shelter around a campsite. Water Wall: Deflects arrows and splash weapons.

4TH-LEVEL SORCERER/WIZARD SPELLS Acid Bubble: Creates a bubble of acid to trap foes. Aquatic Contagion: Infects subject with chosen disease. **Boil Trap:** Opened object deals 1d4 damage + 1/level. Boiling Shield: Creatures attacking you take steam damage; you're protected from heat or cold. Frazil Ice: Ice deals 5d6 damage in cylinder 40 ft. across. **Ouagmire:** Blocks vision and slows movement. River at Sea: Creates a water current that causes nonlethal damage and can disorient or push creatures. Scathing Eels: Eels do deal 3d6 electricity damage each. Song Dragon's Breath: Gives you a song dragon's breath weapon Summon Sea Monster IV: Summons extraplanar sea creature. Volcanic Vent: Causes steam to roil upwards, dealing 2d6 damage. Wall of Steam: Deals 2d4 steam damage out to 10 ft. and 1d4 out to 20 ft. Passing through deals 2d6 damage +1/level. 5TH-LEVEL SORCERER/WIZARD SPELLS Cone of Ice: 1d6/level cold damage and ice effects. Constricting Bubble: Bubble constricts for damage. Mage's Faithful Sea Lion: Phantom seal lion can guard a location and attack intruders. Mind Murk: Subjects in murk get -10 to Wis checks. Murkill: Kills 3 HD or less; 4-6 HD save or die, 6+ HD take Con damage. Phantasmal Net: Catches subjects in illusory net. Steaming Eel: Creates an eel-like path of steam 5 ft. long/level that deals 1d6 steam damage/level. Summon Sea Monster V: Summons extraplanar sea creature. 6TH-LEVEL SORCERER/WIZARD SPELLS Acid Murk: Murk deals acid damage. Boiling Light: Scorching rays cause 4d6 steam damage, then move on to new targets. Electrical Cascade: 1d6/level damage and 1 added blast/level. Form of the Song Dragon I: Turns into a Medium song dragon. Hot Spring: Boiling water does 4d6 damage, fatigues those damaged, and disorients creatures. Icy Sphere: Freezes water or deals cold damage. Summon Sea Monster VI: Summons extraplanar sea creature. Wards and Guards: Array of magic effects protect area. 7TH-LEVEL SORCERER/WIZARD SPELLS Form of the Song Dragon II: Turns into a Large song dragon. Lavamark: Allies gain boiling weapons, immunity to your steam spells, and a one-use jet of steam attack. Reverse Buoyancy: Positive buoyancy becomes negative, and negative buoyancy becomes positive. Sea Titan Form I: Turns you into a Large sea titan. Slow Boil: 1d6/level steam damage; you can postpone blast for up to 5 rounds. Summon Sea Monster VII: Summons extraplanar sea creature. 8TH-LEVEL SORCERER/WIZARD SPELLS Boiling Murk: Murk deals 6d6 steam damage/round. Form of the Song Dragon III: Turn into a Huge song dragon. Glacial Current: Ranged touch attack deals 1d6/level cold damage and 1d4 points of Dexterity drain. Sea Titan Form II: Turns you into a Huge sea titan. Summon Sea Monster VIII: Summons extraplanar sea creature. 9TH-LEVEL SORCERER/WIZARD SPELLS Boiling Body: You gain various steam-related powers. Lava Swarm: Four globs of lava each deal 6d6 steam damage.

Summon Sea Monster IX: Summons extraplanar sea creature. Tides of Vengeance: Increases swim speed; allows you to walk on water; attack with water currents.

# Aquatic Summoner Spells

#### Complete Aquatic Sorcerer/Wizard Spell List

- **0-Level Summoner Spells**—*acid splash, arcane mark, daze, detect magic, guidance, light, mage hand, mending, message, open/close, read magic, resistance.*
- 1st-Level Summoner Spells—alarm, buoyant force<sup>1</sup>, crab haul (same as ant haul<sup>2</sup>), daze monster, endure elements, enlarge person, identify, jump, lesser rejuvenate eidolon <sup>2</sup>, mage armor, magic fang, magic mouth, neutralize buoyancy<sup>1</sup>, protection from chaos/evil/good/law, reduce person, sea legs<sup>1</sup>, shield, slippery ice<sup>1</sup>, steed<sup>1</sup>, summon sea monster I<sup>1</sup>, swift retreat<sup>1</sup>, unfetter<sup>2</sup>, unseen servant, ventriloquism.
- 2nd-Level Summoner Spells—alter self, barkskin, blur, crocodile's endurance (same as bear's endurance), detect thoughts, dolphin's grace (same as cat's grace), entrapping bubble<sup>1</sup>, glitterdust, haste, invisibility, lesser evolution surge<sup>2</sup>, levitate, misdirection, octopus's cunning (same as fox's cunning), osprey's splendor (same as eagle's splendor), phantom mount<sup>1</sup>, protection from arrows, resist energy, resist pressure<sup>1</sup>, see invisibility, shark's strength (same as bull's strength), slow, spider climb, summon eidolon<sup>2</sup>, summon school<sup>1</sup>, summon sea monster II<sup>1</sup>, surf<sup>1</sup>, turtle's wisdom (same as owl's wisdom), water wall<sup>1</sup>.
- 3rd-Level Summoner Spells—aqueous orb<sup>2</sup>, black tentacles, charm monster, devolution<sup>2</sup>, dimension door, dimensional anchor, dispel magic, displacement, easy breathing<sup>1</sup>, evolution surge<sup>2</sup>, fly, greater invisibility, greater magic fang, heroism, locate creature, magic circle against chaos/evil/good/law, mass enlarge person, mass reduce person, minor creation, nondetection, protection from energy, protection from pressure<sup>1</sup>, rage, rejuvenate eidolon<sup>2</sup>, seek thoughts<sup>2</sup>, steam shield<sup>1</sup>, stoneskin, summon sea monster IV<sup>1</sup>, tongues, vacuum bubble<sup>1</sup>, wall of ice, wall of steam<sup>1</sup>.
- 4th-Level Summoner Spells—acid bubble<sup>1</sup>, baleful polymorph, contact other plane, dismissal, greater evolution surge<sup>2</sup>, hold monster, lesser planar binding, mage's faithful sea lion<sup>1</sup>, magic jar, major creation, mass crocodile's endurance (same as mass bear's endurance), mass dolphin's grace (same as mass cat's grace), mass octopus's cunning (same as mass fox's cunning), mass osprey's splendor (same as mass eagle's splendor),mass shark's strength (same as mass bull's strength), mass turtle's wisdom (same as mass owl's wisdom), overland f light, piranha plague<sup>1</sup>, purified calling<sup>2</sup>, sending, summon sea monster V<sup>1</sup>, teleport, transmogrify<sup>2</sup>, wall of stone.
- 5th-Level Summoner Spells—banishment, constricting bubble<sup>1</sup>, drifting doom<sup>1</sup>, ethereal jaunt, greater dispel magic, greater heroism, greater rejuvenate eidolon<sup>2</sup>, greater teleport, mass invisibility, planar adaptation<sup>2</sup>, planar binding, plane shift, repulsion, sequester, simulacrum, spell turning, summon sea monster VII<sup>1</sup>, true seeing, wall of iron.
- 6th-Level Summoner Spells—antipathy, binding, boiling murk<sup>1</sup>, dimensional lock, discern location, dominate monster, greater planar binding, mass charm monster, mass planar adaptation<sup>2</sup>, maze, protection from spells, summon sea monster IX<sup>1</sup>, sympathy, teleportation circle.

#### New and Altered Summoner Spells 1ST-LEVEL SUMMONER SPELLS

Buoyant Force: Add or subtract buoyancy from target.
Neutralize Buoyancy: Subject gains zero buoyancy.
Sea Legs: Temporarily turns a merfolk into a landwalker.
Slippery Ice: Makes 10-ft. square or one object slippery.
Steed: Summons hippocampus for 2 hours/level.
Summon Sea Monster I: Summons extraplanar sea creature.
Swift Retreat: Your base swim speed increases by 30 feet.

#### **2ND-LEVEL SUMMONER SPELLS**

Entrapping Bubble: Creates a bubble to trap foes.
Phantom Mount: Magic hippocampus appears for 1 hr/lvl.
Resist Pressure: Ignore the effects of extreme pressure.
Summon School: Summons swarm of lampreys, squid, or stingrays.

Summon Sea Monster II: Summons extraplanar sea creature. Surf: Ride the waves at up to 60 feet per round.

Water Wall: Deflects arrows, smaller creatures, and splash weapons.

#### **3RD-LEVEL SUMMONER SPELLS**

Easy Breathing: Subjects can breathe air and underwater.Protection from Pressure: Protects subject from pressure.Steam Shield: Creatures attacking you take steam damage; you're protected from heat or cold.

Summon Sea Monster IV: Summons extraplanar sea creature. Vacuum Bubble: Creates a suffocating bubble to trap foes. Wall of Steam:: Deals 2d4 steam damage out to 10 ft. and

1d4 out to 20 ft. Passing through deals damage.

#### 4TH-LEVEL SUMMONER SPELLS

Acid Bubble: Creates a bubble of acid to trap foes. Mage's Faithful Sea Lion: Phantom seal lion can guard a location and attack intruders.

Piranha Plague: A school of piranha attacks creatures.

Summon Sea Monster V: Summons extraplanar sea creature.

#### 5TH-LEVEL SUMMONER SPELLS

**Constricting Bubble:** Bubble constricts for damage. **Drifting Doom:** Swarms of jellyfish attack at your command.

Summon Sea Monster VII: Summons extraplanar sea creature.

#### **6TH-LEVEL SUMMONER SPELLS**

**Boiling Murk:** Murk deals 6d6 steam damage/round. **Summon Sea Monster IX:** Summons extraplanar sea creature.

# Aquatic Witch Spells

#### Complete Aquatic Witch Spell List

**0-Level Witch Spells**—bleed, dancing lights, daze, detect magic, detect poison, electrify<sup>1</sup>, guidance, light, mending, message, putrefy food and drink<sup>2</sup>, read magic, resistance, stabilize, touch of fatigue.

1st-Level Witch Spells—beguiling gift<sup>2</sup>, boiling hands<sup>1</sup>, buoyant force<sup>1</sup>, cause fear, charm person, chill touch, command, comprehend languages, cure light wounds, dancing jellyfish<sup>1</sup>, detect secret doors, enlarge person, hypnotism, identify, ill omen<sup>2</sup>, inflict light wounds, ink<sup>1</sup>, mage armor, mask dweomer<sup>2</sup>, ray of enfeeblement, reduce person, sea legs<sup>1</sup>, sleep, steed<sup>1</sup>, summon sea monster I<sup>1</sup>, unseen servant.

2nd-Level Witch Spells—alter self, augury, blindness/deafness, boiling gaze<sup>1</sup>, cure moderate wounds, daze monster, death knell, delay poison, detect thoughts, disgorge school<sup>1</sup>, enthrall, false life, feast of silt (same as feast of ashes<sup>2</sup>), fester<sup>2</sup>, find traps, gentle repose, glitterdust, hidden speech<sup>2</sup>, hold person, inflict moderate wounds, levitate, murk<sup>1</sup>, net<sup>1</sup>, perceive cues<sup>2</sup>, pox pustules<sup>2</sup>, scare, see invisibility, spectral hand, status, summon school<sup>1</sup>, summon sea monster II<sup>1</sup>, surf<sup>1</sup>, touch of idiocy, zone of truth.

- 3rd-Level Witch Spells—arcane sight, bestow curse, clairaudience/ clairvoyance, cup of dust<sup>2</sup>, deep slumber, dispel magic, electrical surge<sup>1</sup>, fly, glyph of warding, guiding star<sup>2</sup>, heroism, jaws<sup>1</sup>, locate object, nature's exile<sup>2</sup>, necrotell<sup>1</sup>, pain strike<sup>2</sup>, rage, ray of exhaustion, remove blindness/deafness, remove curse, remove disease, school of sardines1, screech<sup>2</sup>, seek thoughts<sup>2</sup>, sepia snake sigil, share senses<sup>2</sup>, speak with dead, suggestion, summon sea monster III<sup>1</sup>, swamp water<sup>1</sup>, tongues, twilight knife2, vampiric touch, water walk.
- 4th-Level Witch Spells-arcane eye, black tentacles, charm monster, confusion, crushing despair, cure serious wounds, death ward, detect scrying, dimension door, discern lies, divination, enervation, fear, frazil ice1, inflict serious wounds, lesser geas, locate creature, minor creation, moonstruck<sup>2</sup>, neutralize poison, phantasmal killer, poison, quagmire<sup>1</sup>, scrying, secure shelter, sleepwalk<sup>2</sup>, spite<sup>2</sup>, summon sea monster IV<sup>1</sup>, threefold aspect<sup>2</sup>, wandering star motes<sup>2</sup>.
- 5th-Level Witch Spells—baleful polymorph, banish seeming<sup>2</sup>, blight, break enchantment, contact other plane, cure critical wounds, dominate person, feeblemind, hold monster, inflict critical wounds, magic jar, major creation, mark of justice, mass pain strike<sup>2</sup>, mind murk<sup>1</sup>, murkill<sup>1</sup>, overland flight, plague of lamprey<sup>1</sup>, prying eyes, renascence<sup>1</sup>, rest eternal<sup>2</sup>, secret chest, suffocation<sup>2</sup>, summon sea monster V<sup>1</sup>, symbol of pain, symbol of sleep, telepathic bond, teleport, waves of fatigue.
- 6th-Level Witch Spells-analyze dweomer, animate objects, cloak of dreams<sup>2</sup>, cone of ice<sup>1</sup>, eyebite, find the path, flesh to stone, geas/quest, greater dispel magic, greater heroism, legend lore, mass cure light wounds, mass fester<sup>2</sup>, mass inflict light wounds, mass suggestion, raise dead, school of scales<sup>1</sup>, slay living, stone to flesh, summon sea monster VI1, symbol of fear, symbol of persuasion, transformation, true seeing, unwilling shield<sup>2</sup>, wards and guards<sup>1</sup>.
- **7th-Level Witch Spells**—control weather, electrical cascade<sup>1</sup>, greater arcane sight, greater scrying, greater teleport, harm, heal, insanity, instant summons, mass cure moderate wounds, mass hold person, mass inflict moderate wounds, phase door, plane shift, power word blind, regenerate, summon sea monster VII<sup>1</sup>, symbol of stunning, symbol of weakness, teleport object, vision, waves of exhaustion.
- 8th-Level Witch Spells-antipathy, clone, demand, destruction, discern location, eel's armor (same as stormbolts<sup>2</sup>), greater prying eyes, horrid wilting, irresistible dance, mass charm monster, mass cure serious wounds, mass inflict serious wounds, maze, mind blank, moment of prescience, power word stun, resurrection, summon sea monster VIII1, symbol of death, symbol of insanity, sympathy, trap the soul.
- 9th-Level Witch Spells—astral projection, black malestrom<sup>1</sup>, dominate monster, elemental swarm, foresight, mass cure critical wounds, mass hold monster, mass inflict critical wounds, mass suffocation<sup>2</sup>, power word kill, refuge, soul bind, summon sea monster IX1, teleportation circle, wail of the banshee.

#### New and Altered Summoner Spells **0-LEVEL WITCH SPELLS**

Electrify: Electrifies one metallic object, causing 1d4 damage when it is touched.

#### **1ST-LEVEL WITCH SPELLS**

Boiling Hands: 1d4/level steam damage (max 5d4). Buoyant Force: Add or subtract buoyancy from target. Dancing Jellyfish: A luminescent jellyfish follows you. Ink: Black squid ink surrounds you.

Sea Legs: Temporarily turns a merfolk into a landwalker. Steed: Summons hippocampus for 2 hours/level.

Summon Sea Monster I: Summons extraplanar sea creature.

#### **2ND-LEVEL WITCH SPELLS**

Boiling Gaze: Inflict 1d6 steam damage to creature. Disgorge School: Produces a school of lampreys that fights for you.

Murk: Murk obscures vision.

Net: Fills 20-ft.-radius spread with an entangling net that can grapple foes and impair movement.

Summon Sea Monster II: Summons extraplanar sea creature. Surf: Ride the waves at up to 60 feet per round.

#### **3RD-LEVEL WITCH SPELLS**

Electrical Surge: Electricity deals 1d6/level damage.

Jaws: Create a powerful sharklike companion that serves you loyally for 1 minute/level.

Necrotell: Talk to a deceased drylander.

School Of Sardines: Hampers vision and movement. Summon Sea Monster III: Summons extraplanar sea creature.

Swamp Water: Nauseating water, 1 round/level.

#### **4TH-LEVEL WITCH SPELLS**

Frazil Ice: Ice deals 5d6 damage in cylinder 40 ft. across. Quagmire: Blocks vision and slows movement.

Summon Sea Monster IV: Summons extraplanar sea creature.

#### **5TH-LEVEL WITCH SPELLS**

Mind Murk: Subjects in murk get -10 to Wis checks. Murkill: Kills 3 HD or less; 4-6 HD save or die, 6+ HD take Con damage.

Plague of Lamprey: Summons a swarm of disease carrying lamprey.

Renascence: Brings dead subject back in a random body.

Summon Sea Monster V: Summons extraplanar sea creature. **6TH-LEVEL WITCH SPELLS** 

Cone of Ice: 1d6/level cold damage and ice effects. School of Scales: Turns your body into a swarm that can attack.

Summon Sea Monster VI: Summons extraplanar sea creature. Wards and Guards: Array of magic effects protect area.

#### **7TH-LEVEL WITCH SPELLS**

Electrical Cascade: 1d6/level damage and 1 added blast/level.

Summon Sea Monster VII: Summons extraplanar sea creature.

#### **8TH-LEVEL WITCH SPELLS**

Summon Sea Monster VIII: Summons extraplanar sea creature.

#### 9TH-LEVEL WITCH SPELLS

Black Maelstrom: Maelstrom fills with acid, electricity, and ice. Summon Sea Monster IX: Summons extraplanar sea creature.



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# Undersea Spells

The following spells are presented in alphabetical order.

#### 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 lifeform 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 1 d4+ 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.

#### AQUATIC CONTAGION

School necromancy [evil]; Level cleric 3, sorcerer/wizard 4 Casting Time 1 standard action Components V, S Range touch Target living creature touched

Duration instantaneous Saving Throw Fortitude negates; Spell Resistance yes

The subject contracts one of the following diseases: blinding sickness, cackle fever, filth fever, ick\*, mindfire, sea rot\*, slimy doom, tape worm\*, or white spot\*.

The disease takes effect immediately (the onset period does not apply). Use the disease's listed frequency and save DC to determine further effects. For more information on the diseases marked with an asterisk, see Chapter 1. For all other disease effects, refer to the *Pathfinder Roleplaying Core Rulebook*.

#### 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.

#### **BLACK MAELSTROM**

School conjuration (summoning); Level cleric 9, kahuna 9, witch 9 Casting Time 1 round Components V, S Range long (400 ft. + 40 ft. /level)

Effect 720-feet-wide greater maelstrom Duration concentration (maximum 10 rounds) (D) Saving Throw see text; Spell Resistance yes **2nd Round:** The waters of the maelstrom become highly acidic, dealing an additional 1d6 points of acid damage (no save). **3rd Round:** You cause 6 electrical surges to occur.

You decide where the surges strike. No two surges may affect the same target. Each surge deals 10d6 points of electricity damage. A creature affected can attempt a Reflex save for half damage.

**4th Round:** Shards of razor-sharp ice fill the area, dealing an additional 5d6 points of slashing and piercing damage (no save).

**5th through 10th Rounds:** The water becomes an ominous inky black shrouded in clouds of ebony vapor. The murk and vapor 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).

#### BLESS SAND

School transmutation [good]; Level cleric 1, inquisitor 1, paladin 1 Casting Time 1 minute Components V, S, M (gold dust worth 25 gp) Range touch Target bag of sand touched Duration instantaneous

**Saving Throw** Will negates (object); **Spell Resistance** yes (object) This transmutation imbues a 16 ounce bag of sand with positive energy, turning it into holy sand. A full 16 ounce bag is roughly two inches in diameter.

#### BOIL TRAP

School abjuration [steam]; Level sorcerer/wizard 4 Casting Time 10 minutes Components V, S, M (gold dust worth 25 gp)

Range touch

**Target** object touched **Duration** permanent until discharged (D)

Duration permanent until discharged (D)

Saving Throw Reflex half; see text; Spell Resistance yes Boil trap creates a volatile explosion when an intruder opens the item that the trap protects. A boil trap spell can ward any object that can be opened and closed. When casting boil trap, you select a point on the object as the spell's center. When someone other than you opens the object, a steamy explosion fills the area within a 5foot radius around the spell's center. The boiling vapors deal 1d4 points of steam damage + 1 point per caster level (maximum +20). The item protected by the trap is not harmed by this explosion.

A boil-trapped item cannot have a second closure or warding spell placed on it. A knock spell does not bypass a boil trap. An unsuccessful dispel magic spell does not detonate the spell.

Above water, this ward deals half damage and creates a large cloud of steam.

You can use the boil-trapped object without discharging it, as can any individual to whom the object was specifically attuned when cast. Attuning a boil-trapped object to an individual usually involves setting a password that you can share with friends.

Magic traps such as boil trap are hard to detect and disable. A rogue (only) can use the Perception skill to find a boil trap and disable Device to thwart it. The DC in each case is 29 (25 + spell level).

#### **BOILING BLADE**

School evocation [steam]; Level kahuna 2 Casting Time 1 standard action Components V, S, DF Range 0 ft. Effect spear-like beam Duration 1 min./level (D)

Saving Throw none; Spell Resistance yes

A 3-foot-long, bubbling beam of white-hot light springs forth from your hand. You wield this blade-like beam as if it were a short spear. Attacks with the boiling blade are melee touch attacks. The blade deals 1d8 points of steam damage + 1 point per two caster levels (maximum +10). Since the blade is immaterial, your Strength modifier does not apply to the damage. A boiling blade cannot be thrown or plunged.

#### **BOILING BODY**

School transmutation [steam]; Level sorcerer/wizard 9 Casting Time 1 standard action Components V Range personal

Target you

Duration 1 minute/level

This spell transforms your body into a bubble of living steam. You and your equipment are immune to steam damage. In fact, every time you would normally take damage from steam, you are instead healed of damage at a rate of 1 point per 3 points of damage the steam attack would have normally inflicted. You are immune to blindness, critical hits, ability score damage, deafness, disease, poison, pressure, suffocation, stunning, and all spells that affect your physiology or respiration. You take only half damage from acid or electricity. You take 150% as much damage from cold than normal. Your overall buoyancy becomes +100, regardless of your size. You gain a +6 enhancement bonus to your Dexterity score and a fly speed of 40 ft. (perfect maneuverability). Your unarmed attack deals an additional 3d6 points of steam damage, and you are considered armed when making unarmed attacks. Steam spells you cast have their save DCs increased by +1. In addition, you are surrounded by a 5-foot radius of steam bubbles that grant you concealment (50% miss chance). Out of the water, you do not have this bubble cloud and you take 2d6 points of damage each round you remain out of the water.

#### **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 *murkill 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.

#### BOILING SHIELD

School evocation [steam or cold]; Level sorcerer/wizard 4 Casting Time 1 standard action

**Components** V, S, M (phosphorus for the warm shield; a luminescent jellyfish for the chill shield)

Range personal

# Target you

#### **Duration** 1 round/level (D)

This spell wreathes you in light and causes damage to each creature that attacks you in melee. The light also protects you from either cold-based or fire-based attacks, depending on if you choose cool or warm light for your boiling shield. Any creature striking you with its body or a handheld weapon deals normal damage, but at the same time the attacker takes 1d6 points of damage + 1 point per caster level (maximum +15). This damage is either cold damage (if you choose a chill shield) or steam damage (if you choose a warm shield). If the attacker has spell resistance, it applies to this effect. Creatures wielding melee weapons with reach are not subject to this damage if they attack you. When casting this spell, you glow with ghostly light, increasing the light level within 10 feet by one step, up to normal light. The color of the light is blue or green if the chill shield is cast, violet or red if the warm shield is employed.

The special powers of each version are as follows.

**Chill Shield:** The light is cool to the touch. You take only half damage from steam-based attacks. If such an attack allows a Reflex save for half damage, you take no damage on a successful saving throw.

**Warm Shield:** The light is warm to the touch. You take only half damage from cold-based attacks. If such an attack allows a Reflex save for half damage, you take no damage on a successful saving throw.

#### BOMBER'S ACUITY

School transmutation; Level alchemist 1 Casting Time 1 standard action Components S Range personal Target you Duration 1 round/level This extract allows you to plunge weapon

This extract allows you to plunge weapons farther and more accurately. While this extract is in effect, increase the range of any plunged weapon by 10 feet. In addition, you receive a +1 insight bonus on attack rolls made with plunge weapons.

#### **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).

#### **BUOYANT FORCE**

School transmutation; Level sorcerer/wizard 1, summoner 1, witch 1

Casting Time 1 standard action

**Components** V, S, M (a bobber for positive buoyancy or a sinker for negative)

Range close (25 ft. + 5 ft./2 levels)

Target one creature or object

Duration 1 min./level (D)

**Saving Throw:** Fortitude negates **Spell Resistance:** yes You may add or subtract up to 10 buoyancy units per caster level to or from the target creature or object. Buoyancy may be further affected afterwards during the duration of the spell, either magically or naturally. Normal rules for encumbrance and buoyancy apply. In regards to creatures, this spell affects their natural or racial buoyancy.

#### 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-footlong, 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  $\mathrm{V},\mathrm{S}$ 

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)

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

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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:* Conjuration 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).

#### CURSE SAND

School transmutation [evil]; Level cleric 1, inquisitor 1 Casting Time 1 minute Components V, S, M (gold dust worth 25 gp)

Range touch

Target bag of sand touched

Duration instantaneous

**Saving Throw** Will negates (object); **Spell Resistance** yes (object) This transmutation imbues a 16 ounce bag of sand with negative energy, turning it into unholy sand. A full 16 ounce bag is roughly two inches in diameter. Unholy sand damages good outsiders the way holy sand damages undead and evil outsiders.

#### 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 (see Chapter 9) 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).

#### **EASY BREATHING**

School transmutation; Level alchemist 3, cleric 3, kahuna 3,

- sorcerer/wizard 3, summoner 3
- Casting Time 1 standard action

Components V, S, M/DF (short reed or piece of straw) Range touch

Target living creatures touched

Duration 2 hours/level; see text

Saving Throw Will negates (harmless); Spell Resistance yes

(harmless)

The transmuted creatures can breathe both water and air freely. Divide the duration evenly among all the creatures you touch. The spell does not make creatures unable to breathe air or water. This spell allows creatures with gills to breathe air, and lunged creatures to breathe underwater. This spell does not confer immunity to suffocation, hypoxic zones (oxygen must still be present in the environment), nor does it allow the subject to breath substances that are not air or water. This spell also has no application versus the harmful effects of freshwater for those acclimated to saltwater.

#### ELECTRIC ARROW

School transmutation [electricity]; Level sorcerer/wizard 3 Casting Time 1 standard action Components V, S, M (a drop of blood from an electric eel) Range close (25 ft. + 5 ft./2 levels) Target fifty projectiles, all of which must be together at the time of casting Duration 10 min./level Saving Throw none; Spell Resistance no

This spell allows you to turn ammunition (such as arrows, crossbow bolts, shuriken, and sling stones) into electrified projectiles. Each piece of ammunition deals an extra 1d6 points of electricity damage to any target it hits.

#### 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 ves (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.

#### ENDURE PRESSURE

School abjuration; Level cleric 1, kahuna 1, sorcerer/wizard 1
Casting Time 1 standard action
Components V, S
Range touch
Target creature touched
Duration 24 hours
Saving Throw Will negates (harmless); Spell Resistance yes (harmless)
This abjuration grants the creature touched limited protection from damage from pressure and surfacing

protection from damage from pressure and surfacing effects regardless of depth traveled beneath the surface. Each round, the spell absorbs the first 5 points of damage the creature would otherwise take from pressure, regardless of whether the source of damage is natural or magical. The spell protects the recipient's equipment as well. This spell does not prevent any secondary effects from pressure.

*Note:* Endure pressure overlaps (and does not stack with) *resist pressure* and *protection from pressure*.

#### **ENSNARING CURRENTS**

School evocation; Level paladin 2 Casting Time 1 swift action Components V, S Range special; see text Target one creature Duration 1 round/level

**Saving Throw** Reflex partial; **Spell Resistance** yes The next creature you attack using your smite evil class ability is encircled by swirling water currents that impede its movement. Until the end of the spell's duration, the target is entangled. If the target starts its turn in a square adjacent to you, it is considered to be entangled to an immobile object (you) and cannot move. A target that saves against this spell is affected for only 1 round.

#### 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

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You create a 10-foot diameter bubble filled with air. The bubble exists in an extrademinsional 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 +2bonus 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. *Flora growth* counters he effects of *diminish plants*. This spell has no effect on sentient creatures.

#### FORM OF THE SONG DRAGON I

School transmutation (polymorph); Level alchemist 6, sorcerer/wizard 6

**Casting Time** 1 standard action **Components** V, S, M (a scale of the dragon type you plan

to assume) **Range** personal

Target you

Duration 1 min./level (D)

Save see below; SR no

You become a Medium song dragon (see Chapter 9). You gain a +4 size bonus to Strength, a +2 size bonus to Constitution, a +4 natural armor bonus, a racial buoyancy of zero, darkvision 60 feet, a breath weapon, and resistance to one element. For all dragon forms except the cacophony dragon, you receive a base swim speed of 60 feet (or +10 feet, whichever is greater). You also gain one bite (1d8), two claws (1d6), and a tail slap attack (1d6). The cacophony dragon form receives two wing attacks (1d4) instead of a tail slap attack. Your breath weapon and resistance depend on the type of dragon. You can only use the breath weapon once per casting of this spell. All breath weapons deal 6d8 points of damage and allow a Reflex save for half damage. In addition, some of the dragon types grant additional abilities, as noted below.

*Cacophony dragon:* 30-foot cone of sonic energy, resist acid 20, fly 50 ft. (poor).

*Choral dragon:* 30-foot cone of sonic energy, resist steam 20, vulnerability to cold.

*Crescendo dragon:* 60-foot line of electricity, resist electricity 20.

Harmony dragon: 30-foot cone of sonic energy, immune to paralysis and sleep

Hush dragon: 30-foot cone of cold energy, resist cold 20, immune to the effects of pressure.

*Melody dragon:* 60-foot line of steam, resist steam 20.

*Rhythm dragon:* 60-foot line of sonic energy, resist sonic 20.

*Scream dragon:* 30-foot cone of steam, resist steam 20, vulnerability to cold.

*Thunder dragon:* 15-foot radius sphere of electricity, resist electricity 20, immunity to your own breath weapon.

#### FORM OF THE SONG DRAGON II

School transmutation (polymorph); Level siren 6 (limited, see below), sorcerer/wizard 7

This spell functions as *form of the dragon I* except that it also allows you to assume the form of a Large song dragon. You gain the following abilities: a +6 size bonus to Strength, a +4 size bonus to Constitution, a +6 natural armor bonus, darkvision 60 feet, a breath weapon, DR 5/magic, and resistance to one element. You also gain one bite (2d6), two claws (1d8), and two wing attacks (1d6) or one tail slap attack (1d8), depending on form. You can only use the breath weapon twice per casting of this spell, and you must wait 1d4 rounds between uses. All breath weapons deal 8d8 points of damage and allow a Reflex save for half damage. Line breath weapons increase to 80-foot lines, cones increase to 40-foot cones, and spheres to 20-foot radius spheres. Sirens can only choose cacophony, choral, hush, melody, or rhythm dragon forms.

#### FORM OF THE SONG DRAGON III

School transmutation (polymorph); Level sorcerer/wizard 8 This spell functions as *form of the dragon II* save that it also allows you to take the form of a Huge song dragon. You gain the following abilities: a +10 size bonus to Strength, a size bonus to Constitution, a +8 natural armor bonus, blindsense 60 feet, darkvision 120 feet, a breath weapon, DR 10/magic, frightful presence (DC equal to the DC for this spell), and immunity to one

element (of the same type *form of the dragon I* grants resistance to).

You also gain one bite (2d8), two claws (2d6), two wing attacks (1d8) or one tail slap attack (2d6), depending on form. You can use the breath weapon as often as you like, but you must wait 1d4 rounds between uses. All breath weapons deal 12d8 points of damage and allow a Reflex save for half damage. Line breath weapons increase to 100foot lines, cones increase to 50-foot cones, and spheres to 25-foot radius spheres.

#### 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.

#### FRESHWATER ADAPTATION

School transmutation; Level cleric 1, kahuna 1, sorcerer/wizard 1
Casting Time 1 round
Components V, S, M (a lillypad root)
Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration 1 hour/level (D)

Saving Throw Fortitude negates; Spell Resistance yes This spell enables the subject to exist in freshwater environments without any negative effects due to decreased salinity for the duration of the spell. When cast on a creature that is adapted to freshwater, it allows the subject to endure saltwater in the same way.

Normally, when any native of the Cerulean Seas becomes fully immersed in freshwater, it must succeed on a DC 15 Fortitude save or become fatigued. Even on a success, it must repeat the save attempt every 10 minutes it remains immersed.

#### GARDEN OF RESPITE

School conjuration (creation); Level kahuna 4 Casting Time 10 minutes

**Component** V, S, M/DF (a kelp leaf or branch of coral and a bubble of air)

Range close (25 ft. + 5 ft./2 levels)

Effect 20-ft.-radius grove

Duration 2 hours/level (D)

Saving Throw none; Spell Resistance no

You conjure a sheltered copse of kelp surrounding a coral reef. The garden appears from nowhere even in the most barren silt regardless of climate or temperature, but the spell must be cast outside on the sea floor. The area within the garden is temperate and comfortable, like that of a tiny hut, although the copse provides no illumination and provides no

protection from the outside. The coral reef provides many edible creatures including muscles, oysters, snails and sea urchins. Additionally, the kelp is teaming with small and tasty fish which act as a goodberry spell for up to eight people. The garden is warded with an alarm spell that alerts you whenever any creature enters the area. Once the spell expires, the garden vanishes, including all fish, shellfish, and other materials from it, although any nourishment or healing gained from its effects remains.

#### 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

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 Chapter 9 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.

		Dragonfly	
Caster Level	Crabs	Nymphs	Lobsters
9th 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
$18^{th} - 19^{th}$	5	8	5
20th 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

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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 ves (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 (see Chapter 9 for statistics). 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.

#### MAGE'S FAITHFUL SEA LION

School conjuration (creation); Level sorcerer/wizard 5, summoner 4

Casting Time 1 standard action

Components V, S, M (a tiny gold whistle and a fish bone)

Range close (25 ft. + 5 ft./2 levels)

Effect phantom sea lion

Duration 1 hour/caster level or until discharged, then 1 round/ caster level; see text

#### Saving Throw none; Spell Resistance no

You conjure up a phantom sea lion that is invisible to everyone but yourself. It then guards the area where it was conjured (it does not move). The sea lion immediately starts barking loudly if any Small or larger creature approaches within 30 feet of it. (Those within 30 feet of the hound when it is conjured may move about in the area, but if they leave and return, they activate the barking.) The sea lion sees invisible and ethereal creatures. It does not react to figments, but it does react to shadow illusions. If an intruder approaches to within 5 feet of the hound, the seal stops barking and delivers a vicious bite (+10 attack bonus, 2d6+3 points of piercing damage) once per round. The seal also gets the bonuses appropriate to an invisible creature (see invisibility). The seal is considered ready to bite intruders, so it delivers its first bite on the intruder's turn. Its bite is the equivalent of a magic weapon for the purpose of damage reduction. The sea lion cannot be attacked, but it can be dispelled. The spell lasts for 1 hour per caster level, but once the sea lion begins barking, it lasts only 1 round per caster level. If you are ever more than 100 feet distant from the sea lion, the spell ends.

#### 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.

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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.

#### NECROTELL

School necromancy [evil]; Level sorcerer/wizard 3, witch 3 Casting Time 1 hour

**Components** V, S, M (a gem worth at least 25 gp) **Range** 5 feet

**Target** a pool of stagnant water at least 10 feet deep **Duration** instantaneous

Saving Throw none; Spell Resistance no

This spell conjures one animated skeleton of a deceased drylander with the same statistics as a Medium-sized human skeleton (as presented in the *Pathfinder Roleplaying Game Bestiary*) with the following exceptions. The skeleton has an intelligence score of 12, has a +5 racial bonus to Knowledge (ancient history) and Knowledge (local history) checks pertaining to knowledge before the great flood. The skeleton can also speak and understand any language that the caster knows, as well as one additional language which was once common to the drylanders of the area in which the spell was cast.

The skeleton remains under your control indefinitely, following any orders that you give it and answering any questions that you ask it to the best of its ability. You can only create one necrotell skeleton at a time. However, it does not count towards the number of undead that you can control at a time, such as with an *animate dead* spell. Subsequent castings of the spell destroy the original skeleton utterly.

If cast with a brillstone as a material component, this spell will instead conjure a living elf. Unless otherwise noted by the Gamemaster, this would be a 1st level surface elf with memories of a time before flood. The elf would not be under your control in any way. While this spell is considered evil regardless of its use, this application of *necrotell* is considered especially vile, and looked upon as sacrilegious to even the most nefarious deities.

#### 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.

#### **NEUTRALIZE BUOYANCY**

School transmutation; Level summoner 1, sorcerer/wizard 1 Casting Time 1 immediate action Components V

Range close (25 ft. + 5 ft./2 levels) Targets one Medium or smaller object or creature/ level, no two of which may be more than 20 ft. apart Duration 1 round/level

Saving Throw Will negates (harmless) or Will negates (object);

Spell Resistance yes (object)

Creatures and objects affected by a neutralize buoyancy obtain an overall buoyancy of zero. The spell affects one or more Medium or smaller creatures (including gear and carried objects up to each creature's maximum load) or objects, or the equivalent in larger creatures: a Large creature or object counts as two Medium creatures or objects, a Huge creature or object counts as four Medium creatures or objects, and so forth. The item's buoyancy returns to normal when it is no longer being held by the affected creature. Similarly, items that are being held cannot be specifically targeted by the spell. If the creature or object obtains buoyancy after the spell is cast (either naturally or magically), this new buoyancy adds or subtracts from zero normally.

This spell has no special effect on non-plunged ranged weapons unless they are moving quite a distance. If the spell is cast on a sinking, floating, or plunged item, the object becomes too slow to deal damage.

#### 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).

#### PHANTOM MOUNT

School conjuration (creation); Level sorcerer/wizard 3, summoner 3 Casting Time 10 minutes

Components V, S

Range 0 ft.

Effect one quasi-real, hippocampus-like creature Duration 1 hour/level (D)

Saving Throw none; Spell Resistance no

You conjure a Large, quasi-real, hippocampus-like creature (the exact coloration can be customized as you wish). It can be ridden only by you or by the one person for whom you specifically created the mount. A phantom mount has a

> black head and body, gray mane and tail, and smokecolored, insubstantial fins that make no sound. It has what seems to be a saddle, bit, and bridle. It does not fight, but animals shun it and refuse to attack it. The mount is AC 18 (-1 size, +4 natural armor, +5 Dex) and 7 hit points + 1 hit point per caster

> > level. If it loses all of its hit points, the phantom mount disappears. A phantom mount has a swim speed of 20 feet per two caster levels, to a maximum of 100 feet at 10th

level. It can bear its rider's buoyancy plus up to 20 bu. (positive or negative) per

caster level. It has a racial buoyancy of zero. These mounts gain certain powers

according to caster level. A mount's abilities include those of mounts of lower caster levels. 8th Level: The mount gains a land speed equal

to its swim speed. 10th Level: The mount can use water walk at

will (as the spell, no action required to activate). 12th Level: The mount can use air walk at will (as the spell, no action required to activate) for up to 1 round at a time.

14th Level: The mount can fly at its speed with a bonus on Fly skill checks equal to your caster level.

#### 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, see Chapter 9). 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.

#### **PROTECTION FROM PRESSURE**

School abjuration; Level summoner 3, sorcerer/wizard 3 Casting Time 1 standard action Components V, S, DF Range touch Target creature touched Duration 10 min./level or until discharged Saving Throw Fortitude negates (harmless); Spell Resistance yes (harmless) This abjuration grants the creature touched temporary protection from pressure damage and surfacing effects regardless of depth traveled beneath the surface. When the spell absorbs the first 15 points of damage per caster level that the creature would otherwise take from pressure, regardless of whether the source of damage is natural or magical, the spell is discharged. The spell protects the recipient's equipment as well. This spell does not prevent any secondary effects from pressure.

*Note:* Protection from pressure overlaps (and does not stack with) endure pressure, and resist pressure.

#### **OUAGMIRE**

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.

#### QUICK ARMOR

School conjuration (creation) [force]; Level cleric 2, paladin 2 Casting Time 1 standard action Components V, S, DF Range personal Target you Duration 1 minute/level (D)

You instantly wrap your body in a suit of armor made from opaque force. At your option, the armor can be decorated with your religion's holy symbol in a prominent place, such as upon the breastplate or helm. While it exists, this armor replaces any garments or other sort of armor worn, magical as well as mundane. You lose access to, and all benefits from, armor replaced by this spell until the spell ends and the quick armor disappears. Quick armor acts in all ways as armor typical of its type (armor bonus, maximum Dexterity bonus, arcane spell failure chance, and so on). Since quick armor is made of force, incorporeal creatures can't bypass it the way they do normal armor. The sort of armor you can create with this spell depends on your caster level.

If you choose to create lesser armor than your level allows you gain a +1 magical enhancement bonus to the armor you do create for every type of armor you pass over. For instance, if you have the capacity to create coral quick armor you could instead choose to create +1 glacial, +2 turtle, or +3 seashell. You cannot replace these bonuses with armor special properties.

Armor Created
Seashell
Turtle
Glacial
Coral

#### RENASCENCE

School transmutation; Level kahuna 4, witch 5 Casting Time 10 minutes

**Components** V, S, M, DF (oils worth 1,000 gp) **Range** touch

Target dead creature touched

**Duration** instantaneous

Saving Throw none, see text; Spell Resistance yes (harmless) With this spell, you bring back a dead creature in another body, provided that its death occurred no more than 1 week before the casting of the spell and the subject's soul is free and willing to return. If the subject's soul is not willing to return, the spell does not work; therefore, a subject that wants to return receives no saving throw. Since the dead creature is returning in a new body, all physical ills and afflictions are repaired. The condition of the remains is not a factor. So long as some small portion of the creature's body still exists, it can be targeted by *renascence*, but the portion receiving the spell must have been part of the creature's body at the time of death. The magic of the spell creates an entirely new young adult body for the soul to inhabit from the natural elements at hand. This process takes 1 hour to complete. When the body is ready, the subject begins his *renascence*.

A creature that has been through a renascence recalls the majority of its former life and form. It retains any class abilities, feats, or skill ranks it formerly possessed. Its class, base attack bonus, base save bonuses, and hit points are unchanged. Strength, Dexterity, and Constitution scores depend partly on the new body. First eliminate the subject's racial adjustments (since it is no longer necessarily of his previous race) and then apply the adjustments found below to its remaining ability scores. The subject of the spell gains two permanent negative levels when it is subject of renascence. If the subject is 1st level, it takes 2 points of Constitution drain instead (if this would reduce its Con to 0 or less, it can't be targeted by this spell). A character that died with spells prepared has a 50% chance of losing any given spell upon being subject to renascence. A spellcasting creature that doesn't prepare spells (such as a sorcerer) has a 50% chance of losing any given unused spell slot as if it had been used to cast a spell. It's possible for the change in the subject's ability scores to make it difficult for it to pursue its previous character class. If this is the case, the subject is advised to become a multiclass character. For a humanoid creature, the new incarnation is determined using the table below. For nonhumanoid creatures, a similar table of creatures of the same type should be created.

A creature that has been turned into an undead creature or killed by a death effect can't be returned to life by this spell. Constructs, elementals, outsiders, and undead creatures can't be targeted by *renascence*. The spell can bring back a creature that has died of old age. The reincarnated creature gains all abilities associated with its new form, including forms of movement and speeds, natural armor, natural attacks, extraordinary abilities, and the like, but it doesn't automatically speak the language of the new

> form. A wish or a miracle spell can restore a character who has been subject to a *renascence* to his or her original form.

d%	Race	Str	Dex	Con
01	Bogfolk*	+0	+0	+2
02-04	Bogger	-2	+2	+2
05-09	Cindarian	-2	+0	+2
10	Cinderfolk*	+0	+0	+2
11	Crucian*	+2	-2	+2
12	Dark Oceanid*	+0	+0	+2
13-15	Deep Drow	+0	+2	-2
16-20	Elf, sea	+0	+2	-2
21-23	Genai	+0	+2	+2
24-28	Kai-lio	+2	+0	_
29	Kai-lua*	+0	+0	+2
30-32	Карра	+2	+0	+2
33-37	Karkanak	+2	-2	+2
38	Mergogol*	+0	+0	+2
39	Meridian*	+0	+2	+2
40-45	Mogogol	+0	+0	+2
46-50	Naiad	+0	+0	+2
51-55	Nixie	-2	+2	+0
56-60	Nommo	+2	+0	+0
60-62	ucklavee	+2	+0	+2
63	Oanne*	+0	+2	+0
64	Oceanid*	+0	+0	+2
65	Pincoy*	+0	+0	+2
66-70	Piscean	+0	+2	+0
71-80	Seafolk	+0	+0	+2
81-85	Sebek-ka	+2	+0	+0
86-90	Selkie	+0	+2	+0
91-93	Sharg	+2	+0	+0
94	Sharkfolk*	+0	+0	+2
95-97	Slurg	+0	+0	+2
98-99	Triton	+2	+0	+0
100	Other (GM's Choice)	?	?	?

\*Sea folk crossbreed, refer to chapter 2

#### **RESIST PRESSURE**

School abjuration; Level cleric 2, kahuna 2, sorcerer/wizard 2,			
summoner 2			
Casting Time 1 standard action			
Components V, S, DF			
Range touch			
Target creature touched			
Duration 10 min./level			
Saving Throw Fortitude negates (harmless); Spell Resistance			
yes (harmless)			
This abjuration grants the creature touched limited protection			
from damage from pressure and surfacing effects regardless			
of depth traveled beneath the surface. Each round, the spell			
absorbs the first 10 points of damage the creature would			
otherwise take from pressure, regardless of whether the			
source of damage is natural or magical. The spell protects the			

source of damage is natural or magical. The spell protects the recipient's equipment as well. Recipients of this spell take two less Constitution damage (minimum 0), each time they are affected by "the bends".

**Note:** Resist pressure overlaps (and does not stack with) endure pressure, and protection from pressure.

#### **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 spells area of effect. In the area of effect, all things that float now sink and all that sinks 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.

#### **RIVER AT SEA**

School evocation [water]; Level kahuna 4, sorcerer/wizard 4 Casting Time 1 standard action Components V, S Range 120 ft.

Area 120-ft. line

Duration 1 round/level

Saving Throw Fortitude partial; Spell Resistance yes

Summoning up the power of the whirlpool, you direct a strong water current where you please. This spell creates a 5-foot-diameter line of current-the direction of the current is away from your location when you cast the spell, and remains constant in that direction for the spell duration. While the current's speed is only 60 feet, it is particularly violent. Creatures caught in a river at sea take 4d6 nonlethal damage and become disoriented. A successful Fortitude save halves the damage and prevents being disoriented. A creature that begins its turn wholly or partially within a *river at* sea must make a Fortitude save or be pushed an additional 20 feet in the current's direction of flow (regardless of how much swim speed was sacrificed to cancel out the current's speed), take 2d6 nonlethal damage, and become disoriented-a successful Fortitude save means the creature merely takes 1d6 nonlethal damage. Creatures under the effect of freedom of movement and creatures with the water subtype are unaffected by a river at sea.

#### 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 Chapter 9.

#### SEA LEGS

School transmutation (polymorph); Level sorcerer/wizard 1, summoner 1, witch 1 Casting Time 1 standard action

**Components** V, S, M (a nautilus shell)

Range touch

Target one merfolk or merped

**Duration** 1 hour/level (D)

**Saving Throw** Fortitude negates; **Spell Resistance** yes This spell confers legs to any merfolk or merped, thus allowing them to move on land at half of their unadjusted/racial base swim speed. For the duration of the spell, the subject's base swim speed is also halved. The subject may dispel the effects of sea legs as a standard action. *Sea legs* does not confer the ability to breathe air.

#### SEA TITAN FORM I

School transmutation (polymorph); Level alchemist 6, sorcerer/wizard 7

Casting Time 1 standard action

**Components** V, S, M (a piece of the creature whose form you plan to assume)

Range personal

Target you

#### **Duration** 1 min./level (D)

When you cast this spell you can assume the form of any Large humanoid creature of the giant subtype (see chapter 9). Once you assume your new form, you gain the following abilities: a +6 size bonus to Strength, a –2 penalty to Dexterity, a +4 size bonus to Constitution, a +4 natural armor bonus, and low-light vision. If the form you assume has any of the following abilities, you gain the listed ability: speed 40 feet (land), darkvision 60 feet, rend (2d6 damage), regeneration 5, natural claw attack (1d6 each), and merped qualities (can carry three times as much buoyancy encumbrance). If the creature has immunity or resistance to any elements, you gain resistance 20 to those elements. If the creature has vulnerability to an element, you gain that vulnerability.

#### SEA TITAN FORM II

School transmutation (polymorph); Level sorcerer/wizard 7 This spell functions as *sea titan form I* except that it also allows you to assume the form of any Huge creature of the giant type. You gain the following abilities: a +8 size bonus to Strength, a –2 penalty to Dexterity, a +6 size bonus to Constitution, a +6 natural armor bonus, low-light vision, and a +10 foot enhancement bonus to your speed. If the form you assume has any of the following abilities, you gain the listed ability: swim 60 feet,

darkvision 60 feet, rend (2d8 damage), regeneration 5,

claw attack (1d8 each), and merped qualities (if you are huge, you can carry six times as much buoyancy encumbrance). If the creature has immunity or resistance to one element, you gain that immunity or resistance. If the creature has vulnerability to an element, you gain that vulnerability.

#### 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 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.

#### SONG DRAGON'S BREATH

School evocation [cold, electricity, sonic or steam]; Level alchemist 4, sorcerer/wizard 4
Casting Time 1 standard action
Component V, S, M (a song dragon scale)
Range 30 ft. or 60 ft.
Area cone-shaped burst or line
Duration instantaneous
Saving Throw Reflex half; Spell Resistance yes

You breathe out a blast of energy. Creatures in the affected area take 1d6 points of energy damage per caster level (maximum of 12d6). A successful Reflex save results in half damage. The spell's effect and energy type depend on the type of song dragon scale used:

Dragon Type	Energy Type	Breath Shape
Cacophony	Sonic	30-foot cone
Choral	Sonic	30-foot cone
Crescendo	Electricity	30-foot cone
Harmony	Sonic	60-foot line
Hush	Cold	30-foot cone
Melody	Steam	60-foot line
Rhythm	Sonic	60-foot line
Scream	Steam	30-foot cone
Thunder	Sonic	60-foot line

#### STEAM BREATH

School evocation [steam]; Level alchemist 2, sorcerer/wizard 2 Casting Time 1 standard action

Components V, S, M (a blowfish spine)

Range 15 ft.

Area cone-shaped burst

**Duration** 1 round/level or until discharged; see text **Saving Throw** Reflex half; see text; **Spell Resistance** yes Up to three times during this spell's duration, you can belch forth a cone of steam as a standard action. The first cone deals 4d6 points of steam damage to every creature in the area. The second cone of steam deals 2d6 points of steam damage to every creature in the area. The third cone of steam deals 1d6 points of steam damage to every creature in the area. A successful Reflex save halves this damage. After the third cone of steam, the spell ends.

#### STEAM OF THE SACRED

School transmutation [steam]; Level inquisitor 2 Casting Time 1 standard action Components V Range touch Target weapon touched Duration 1 round/level Saving Throw Fortitude negates (object, harmless);

Spell Resistance yes (object, harmless)

With a touch, you cause a glowing rune to appear on a single weapon, granting that weapon the boiling property (and allowing it to cause an extra 1d6 points of steam damage on a successful hit). If you are using the judgment class feature and all of your judgments are granting the maximum bonus, your weapon gains the boiling burst property instead. The spell functions only for weapons that you wield. If the weapon leaves your hand for any reason, the spell effect ends. The effects of this spell do not stack with any existing boiling or boiling burst weapon property that the target weapon may already possess.

#### STEAM OF VENGEANCE

School evocation [steam]; Level paladin 4 Casting Time 1 swift action Components V, S Range special; see text Target one creature Duration see text

#### Saving Throw none; Spell Resistance no

After casting this spell, the next creature you attack using your smite evil class ability is engulfed in holy steams that flare up when the target attacks someone other than you. If at any time during the duration of your smite evil effect the target makes an attack that does not include you, it takes 3d8 points of steam damage. Once triggered in this manner, or when your smite evil ability expires, the spell ends.

#### STEAM SHELLS

School conjuration (creation) [steam]; Level kahuna 6 Casting Time 1 standard action Components V, S, M (clam or snail shells) Range touch

**Targets** up to four clam shells or up to eight snail shells Duration 10 min./level or until used

Saving Throw none or Reflex half; see text;

#### Spell Resistance no

Depending on the version of *steam shells* you choose, you turn clam shells into splash weapons that you or another character can plunge, or you turn snail shells into bombs that you can detonate on command.

*Clam Shell Grenades:* As many as four clam shells turn into special plunged splash weapons. A clam shell grenade has a range increment of 20 feet. A ranged touch attack roll is required to strike the intended target. Together, the clam shells are capable of dealing 1d4 points of steam damage per caster level (maximum 20d4) divided among the clam shells as you wish. No clam shell can deal more than 10d4 points of damage. Each clam shell grenade explodes upon striking any hard surface. Clam shells generally have a negative buoyancy of -1, though this can be adjusted normally. In addition to its regular steam damage, all creatures adjacent to the explosion take 1 point of steam damage per die of the explosion.

*Snail Shell Bombs:* You turn as many as eight snail shells into special bombs. The snail shells are usually placed by hand, since they have zero buoyancy and cannot be plunged effectively. If you are within 200 feet and speak a word of command, each snail shell instantly bursts into steam, causing 1d8 points of steam damage + 1 point per caster level to every creature in a 5-foot-radius burst. A creature in the area that makes a successful Reflex saving throw takes only half damage.

#### 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

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).

#### STEAMING MAELSTROM

School evocation [steam]; Level cleric 8, kahuna 7 Casting Time 1 standard action Components V, S Range medium (100 ft. + 10 ft./level) Area two 10-ft. cubes per level (S) Duration instantaneous Saving Throw Reflex half; Spell Resistance yes When a *steaming maelstrom* spell is cast, the whole area is shot

through with swirling gulfs of boiling water. The roiling steams do not harm natural flora, ground cover, or any florabased creatures in the area that you wish to exclude from damage. Any other creature within the area takes 1d6 points of steam damage per caster level (maximum 20d6). Creatures that fail their Reflex save become surrounded in a vortex of boiling water, taking 4d6 points of steam damage each round until they manage to escape from boiling water churning around them. Escaping the vortex is a full-round action that requires a DC 20 Reflex save.

#### STEED

saddle.

School conjuration (summoning); Level sorcerer/wizard 1, summoner 1, witch 1
Casting Time 1 round
Components V, S, M (a bit of hippocampus scales)
Range close (25 ft. + 5 ft./2 levels)
Effect one mount
Duration 2 hours/level (D)
Saving Throw none; Spell Resistance no
You summon a reef horse or a sea pony (your choice) to serve you as a mount (see Chapter 9). The steed serves willingly and well. The mount comes with a bit and bridle and a riding

#### 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.

# TABLE 6-3: SUMMON SEA MONSTER

1 <sup>st</sup> Level	Subtype
Barracuda1*	_
Boil crab <sup>1</sup>	—
Dolphin*	_
Otter <sup>1*</sup>	_
Poisonous frog*	_
Sea Pony (hippocampus) 1*	_
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 crab1*	_
Giant spider <sup>3*</sup>	_
Goliath jellyfish1*	_
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) 1*	—
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 nymph1*	_
Cryptoclidus (dinosaur) 1*	—
Dire merlion <sup>1*</sup>	_
Elemental (medium)	Elemental <sup>4</sup>
Giant leatherback turtle <sup>1*</sup>	_
Giant piranha1*	_
Giant scorpion <sup>3*</sup>	—
Hammerhead shark (shark)*	—
Mephit	Elemental <sup>4</sup>
Tiger shark (shark)*	—
Taniwhasaurus (dinosaur) 1*	_
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) *	_
Hippopotamus <sup>5*</sup>	_
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) 1*	_
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) 1*	—
Shadow demon <sup>3</sup>	Chaotic, Evil
Shark-eating crab (crab)*	—
Sperm whale (whale) 1*	—
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) 1*	—
Piscodaemon (daemon) <sup>5</sup>	Evil
Shonisaurus (dinosaur) 1*	—
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)1*	—
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 whale5*	_
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</sup>This creature can be found in Chapter 9.

<sup>2</sup>This creature can be found in *CREEPY CREATURES: BESTIARY OF THE BIZARRE* (Alluria Publishing 2010).

<sup>3</sup>This creature is summoned with the aquatic template found in chapter 9.

<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.

# TABLE 6-4: SUMMON SEA'S ALLY

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>6</sup>	_
Sting ray (ray) <sup>6</sup>	_
Viper (snake) <sup>3</sup>	_

2 <sup>nd</sup> Level	Subtype
Elemental (Small)	Elemental <sup>4</sup>
Gar <sup>6</sup>	—
Giant amoeba6	_
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>	
Wall us-	
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)	
Rock club (club)	
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>	
I VIOSAULUS (GINOSAULI <sup>®</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</sup>This creature can be found in Chapter 9.

<sup>2</sup>This creature can be found in *CREEPY CREATURES: BESTIARY OF THE BIZARRE* (Alluria Publishing 2010).

<sup>3</sup>This creature is summoned with the aquatic template found in chapter 9.

<sup>4</sup>Fire elementals cannot be summoned into aquatic environments.

<sup>5</sup>This creature can be found in the *PATHFINDER ROLEPLAYING GAME* BONUS BESTIARY.

<sup>6</sup>This creature can be found in the PATHFINDER BESTIARY 2.

#### SURF

School transmutation; Level kahuna 2, sorcerer/wizard 2, summoner 2, witch 2

Casting Time 1 standard action

Components V, S, M/DF (a miniature surf board)

Range personal

Target you

**Duration** until stopping or 1 minute/level (D) You can skate along the surface of the water at a speed of 60 feet per round. If there are water currents moving at the surface of the water (usually manifesting as waves), you may add the speed of those currents to the 60 feet, as long as you move in the same direction as those currents. Otherwise, you are unaffected by water currents, buoyancy, and other aquatic effects while under this spell. Surf ends as soon as you stop or submerge any part of your body regardless of its remaining duration.

#### 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
<b>Duration</b> 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

#### TIDES OF VENGEANCE

distance (see the Acrobatics skill).

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 your 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 though 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 bocks 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.

#### WARDS AND GUARDS

School abjuration; Level sorcerer/wizard 6, witch 6 Casting Time 30 minutes

Components V, S, M (a smell stone, a drop of oil and blood, and a knotted string), F (a small gold rod)Range anywhere within the area to be wardedArea up to 200 cubic ft./level (S)

Duration 2 hours/level (D)

**Saving Throw** see text; **Spell Resistance** see text This powerful spell is primarily used to defend a stronghold or fortress by creating a number of magical wards and effects. The ward protects 200 cubic feet per caster level. The warded area can be shaped as you desire. You can ward several stories of a stronghold by dividing the area among them; you must be somewhere within the area to be warded to cast the spell. The spell creates the following magical effects within the warded area.

*Murk*: Murk fills all corridors, obscuring 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 cannot use sight to locate the target). **Saving Throw:** none. **Spell Resistance:** no.

*Arcane Locks:* All doors in the warded area are arcane locked. **Saving Throw:** none. **Spell Resistance:** no.

*Nets:* Netting fills all stairs from top to bottom. These strands are identical with those created by the *net* spell, except that they regrow in 10 minutes if they are torn away while the *wards and guards* spell lasts. **Saving Throw:** Reflex negates; see text for *net*. **Spell Resistance**: no.

*Confusion:* Where there are choices in direction—such as a corridor intersection or side passage—a *minor confusion*-type effect functions so as to make it 50% probable that intruders believe they are going in the opposite direction from the one they actually chose. This is a mind-affecting effect. **Saving Throw:** none. **Spell Resistance:** yes.

*Lost Doors:* One door per caster level is covered by a silent image to appear as if it were a plain wall. **Saving Throw:** Will disbelief (if interacted with). **Spell Resistance:** no.

In addition, you can place your choice of one of the following five magical effects.

- Dancing lights in four corridors. You can designate a simple program that causes the lights to repeat as long as the *guards and wards* spell lasts. **Saving Throw:** none. **Spell Resistance:** no.
- A magic mouth in two places. Saving Throw: none. Spell Resistance: no.
- A *swamp water* spell in two places. The vile water appears in the places you designate; they return within 10 minutes if dispersed by water currents while the *wards and guards* spell lasts. **Saving Throw:** Fortitude negates; see text for *swamp water* spell. **Spell Resistance:** no.
- An *undertow* in one corridor or room. **Saving Throw:** Fortitude negates. **Spell Resistance:** yes.
- A *suggestion* in one place. You select an area of up to 5 feet cube, and any creature who enters or passes through the area receives the suggestion mentally. **Saving Throw:** Will negates. **Spell Resistance:** yes.

The whole warded area radiates strong magic of the abjuration school. A dispel magic cast on a specific effect, if successful, removes only that effect. A successful mage's disjunction destroys the entire wards and guards effect.

#### 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 pageatos (harmless, object): S

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-feet 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. See Chapter 1's section on whirlpools for more information.

# Aquatic Magic Items

A few magic items for use with an underwater adventure setting are detailed below.

# Armor

Magic armor is created from masterwork versions of the armor presented in Chapter 5.

### **NEW MAGIC ARMOR PROPERTIES**

**Buoyant:** The wearer of this armor maintains a total buoyancy of 0 as if he were under the effects of a *neutralize buoyancy* spell.

Moderate transmutation; CL 10th; Craft Magic Arms and Armor, *neutralize buoyancy*; Price +15,000 gp.

**Pressure Resistance:** A suit of armor with this property protects against water pressure. The armor absorbs the first 10 points of damage from pressure per round that the wearer would normally take (similar to the *resist pressure* spell). The wearer also takes two less Constitution damage (minimum 0), each time they are affected by "the bends".

Faint abjuration; CL 3rd; Craft Magic Arms and Armor, *resist pressure*; Price +18,000 gp.

# SPECIFIC ARMOR

# **CROCODILE ARMOR**

Aura faint transmutation; CL 12 Slot armor; Price 25,400 gp.; Buoyancy 0 bu.

# DESCRIPTION

This +2 scaly armor comes complete with a helm made of crocodile bone, and the crocodile's tail remains attached to the armor. *Crocodile armor* grants the wearer a +10 to Acrobatic skill checks while underwater, and the ability to hold their breath for a number of rounds equal to four times their Constitution score before they risk drowning. In addition once a week the wearer may transform into a crocodile equal to their size, for up to five minutes per day.

# CONSTRUCTION

**Requirements** Craft Magic Arms and Armor, *beast shape III;* **Cost** 12,875 gp.



Crocodile Armor

# Weapons

Magic weapons are created from masterwork versions of the weapons presented in Chapter 5.

#### **NEW MAGIC WEAPON PROPERTIES**

**Bloodless:** Bloodless weapons "drink" up the blood released into the water from the wounds that they inflict. This prevents these wounds from attracting sharks and other predators.

Faint transmutation; CL 4th; Craft Magic Arms and Armor, *pass without trace*; Price +3,750 gp.

**Boiling:** Upon command, a boiling weapon glows with heat and bubbles with steam. It deals an extra 1d6 points of steam damage on a successful hit. The boiling water created by the weapon does not harm the wielder. The effect remains until another command is given.

Moderate evocation; CL 10th; Craft Magic Arms and Armor and *boiling blade, steam strike,* or *mageboil*; Price +1 bonus.

**Boiling Burst:** A boiling burst weapon functions as a boiling weapon that also explodes with steam upon striking a successful critical hit. The steam does not harm the wielder. In addition to the extra steam damage from the boiling ability (see above), a boiling burst weapon deals an extra 1d10 points of steam damage on a successful critical hit. If the weapon's critical multiplier is ×3, add an extra 2d10 points of steam damage instead, and if the multiplier is ×4, add an extra 3d10 points of steam damage. Even if the boiling ability is not active, the weapon still deals its extra steam damage on a successful critical hit.

Strong evocation; CL 12th; Craft Magic Arms and Armor and *boiling blade, steam strike*, or *mageboil*; Price +2 bonus.

**Drifting:** Only plunged weapons can have the drifting ability. This ability allows a plunged weapon to be launched in any direction as if it was going in the direction that gravity or water currents would normally dictate.

Strong abjuration; CL 12th; Craft Magic Arms and Armor, *freedom of movement*; Price +1 bonus.

# SPECIFIC WEAPONS

#### **KRAKEN FORK**

**Aura** strong transmutation; **CL** 15 **Slot** none; **Price** 25,600 gp; **Buoyancy** 0 bu.

# DESCRIPTION

The kraken fork functions as a +1 treble fork. As a standard action, the wielder of the kraken fork can sprout two tentacles which must be used to wield the kraken fork. The kraken fork can be wielded in this way as if it were being wielded with the owner's own hands: with the same strength and base attack bonus. If at any time the tentacles are not wielding the fork, the tentacles kraken While under this vanish. effect, the wielder may use his other hands without penalty for wielding the kraken fork, including wielding an additional weapon or weapons. The tentacles last for 5 rounds and then vanish. Upon their disappearance, or at any time during the effect, the wielder can grasp the kraken fork with his own hands as a free action. If the tentacles vanish, and the wielder cannot or

chooses not to use his hands to hold the kraken fork, the weapon is considered dropped. Once dismissed or discharged, the tentacles cannot be summoned again for 1 minute.

Once per day, the kraken fork can transform into a normal octopus which obeys and understands the wielder's commands telepathically. It remains in this form until the wielder dismisses the effect, the octopus is slain, or for 12 hours, at which point it returns to normal.

# CONSTRUCTION

**Requirements** Craft Magic Arms and Armor, *polymorph, summon sea's ally II;* **Cost** 13,100

# **SPEAR OF THE FLUKE**

**Aura** strong conjuration; **CL** 7 **Slot** none; **Price** 18,650 gp; **Buoyancy** 0 bu.

# DESCRIPTION

This is a +1 short spear, made of dark wood and heavily spiked and barbed down its entire length. The handle is always slimy, and this slime will coat the users hands, remaining for 24 hours after the spear was last handled. On every hit, there is a 50% chance that a spine will break off in the wound, and become a living fluke within the victim's body. On a critical hit, this effect occurs fluke will travel to automatically. The in 1d4 rounds, where it the victim's heart of damage every round until will cause 1 hp the victim dies. The effects of added spines are cumulative. The victim will grow gradually weaker, and paler

as the damage goes on. A *cure disease* or greater magic will destroy the flukes. In addition, once per week the spear may be

commanded to become a giant leech to attack the user's enemies. If the leech is killed in combat it reverts to its spear form, and will be inert for one week's time.

# CONSTRUCTION

**Requirements** Craft Magic Arms and Armor, *summon sea monster IV*; **Cost** 9,485 gp

# WATER BLADE

Aura faint evocation; CL 8 Slot none; Price 2000 gp plus cost of blade; Buoyancy 0 bu.

# DESCRIPTION

This item is simply the hollow handle of a dagger, short sword, or rapier. Upon uttering a command word, it forms a blade made up of focused water current. The blade lasts for one minute, and deals damage like a normal blade of its type and size. It is considered keen, and can strike creatures vulnerable to magic blade can be weapons. The summoned three times per day.

# CONSTRUCTION

Requirements Craft Magic Arms and Armor, keen edge, undertow; Cost 1000 gp

# Miscellaneous Magic Items

Additional magic items are presented below.

# **CONCH OF SUMMONING**

Aura strong conjuration; CL 12 Slot none; Price 14,900 gp; Buoyancy -2 bu.

# DESCRIPTION

These conch shells come in three sizes. Each shell may be blown once per week. A small conch of summoning summons 1d6 squid which serve the conch blower for 10 rounds. A medium conch of summoning summons 2d4 orca which serve the conch blower for 15 rounds, and a large conch of summoning summons a sea serpent which serves the conch blower for 6+1d6 rounds. A medium conch of summoning may be blown out of the water; the other two types must be blown underwater to be effective. The summoned creatures understand the commands of the conch blower.

# CONSTRUCTION

Requirements Craft Wondrous Item, summon sea monster VI; Cost 7,450 gp

#### DARKWATER PEARLS

Aura strong necromancy; CL 15 Slot none; Price 55,000 gp; buoyancy -0 DESCRIPTION This string of pearls has 3 white pearls, 3 grey pearls, and 3 black pearls. As a standard action the wearer may pull a pearl off the string, and drop it to the sea floor. The pearl then transforms into an undead creature under the user's control for 24 hours, after which they become free willed undead. A white pearl will create a zombie orca. A grey pearl creates 2d4 lacedons. A black pearl creates a wraith. A pearl that is removed from its string above water is wasted. CONSTRUCTION

**Requirements** Craft Wondrous Item, create undead; Cost 27,500 gp

# FIGURINE OF WONDROUS POWER-PEARL CRAB

Aura moderate transformation; CL 11 Slot none; Price 10,000 gp; buoyancy -1 bu.

#### DESCRIPTION

This tiny carved pearl becomes a Large crab under the User's control. It may be used for up to 8 hours, twice a week. The crab has an Intelligence of 10 and a Strength of 20.

# CONSTRUCTION

Requirements Craft Wondrous Item, animate objects; Cost 5,000 gp



# **STAFF OF THE DEPTHS**

down if

total charges.

the effect of

above

Aura strong varied; CL 15 Slot none; Price 62,000 gp; buoyancy -5 bu.

# DESCRIPTION

This staff appears to be made up of solid water, the color of which changes with the current depth of the wielder. A staff of the depths starts to break it is kept above water; it may remain water for one hour per its current If the staff is kept above water for time, it melts away into longer then this water. Anyone grasping the staff is under free action, gains 20 feet to their swim speed, and is under the effects of water breathing. A staff of the depths allows the use of the following spells: control water (1 charge) resist energy (cold) (1 charge)

- cone of ice (2 charges)
- anti-life shell (aquatic life only) (3 charges)
- elemental body IV (3 charges)

# CONSTRUCTION

Requirements Craft staff, anti-life shell, control water, cone of cold, elemental body IV, resist energy; Cost 31,000 gp

# THE BLUE VOW

#### major artifact

Aura strong enchantment, strong conjuration, moderate abjuration; CL 25th Slot ring; Weight ----

# DESCRIPTION

This electrum ring is set with a large iridescent black pearl, two sapphires, and two diamonds. It was rumored to be created by a very powerful sea wizard as an engagement ring for his love. It functions as a ring of protection (+5), a ring of regeneration, and a ring of water walking. Once per day, the ring can cast summon sea monster IX. Once per week, anyone wearing the ring and saying the words "The blue vow is in arcane depths" will cause all creatures who hear those words to be affected by a *dominate monster* spell (sonic, non-language dependent).

# DESTRUCTION

The *blue vow* can only be destroyed by someone who truly loves its wearer (someone not affected by enchantments), by kissing the ring and telling the wearer "I do not love you" in succession.



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# Chapter 7: The Cerulean Seas



# The Cerulean Seas Campaign Setting

This chapter is dedicated to filling in some of the gaps for this marvelous world under the waves. Game Masters and players alike should view this chapter as merely guidelines for an undersea campaign world, and feel free to adapt, omit, or elaborate on any details they see fit. The general tone of the Cerulean Seas is one of mystery and conspiracy. Truth has been diluted, history drowned, and facts are fluid. In this twilight, watery world, one can never be certain of anything.

The majority of the sentient races of the sea have their own version of what transpired before, during, and after the flood. It is important to note that the flood was a catastrophic event even for the denizens of the sea. All races, with perhaps the karkanaks as an exception, were seriously uprooted at the very least. Most suffered serious loss and casualties. In the time of the flood, millions of sea creatures clamored for shallower shores. All would agree that the Cerulean Seas were birthed in crimson waters. Generally good races turned to their more primal survival instincts to endure. Few are proud of this time in history, and fewer still actively recount the happenings of these dark times.

To understand the realm of the Cerulean Seas. one must first examine the histories of the creatures that make it up. This chapter begins by examining the personal flavor of each PC race, and a few additional sentient races that make up the general culture of the territory. Here, you will be introduced to such races as the single-minded carchardians, the enigmatic tritons, the ceremonious genai, and many more. Next, the religion of the realm will be brought into deeper focus, including the historic Council of Nine, and the many cults that have arisen as a result. Afterwards, you will be briefly introduced to the marvelous cities of the realm; from Borderhold that teeters on the ledge of Saloth's Canyon in the Northeast Sea to New Port Dulan on the border of Leviathan's Sink in the Southwest Sea. Lastly, the chapter offers a sampling of current events of the realm, to help give a pulse to this thriving underwater realm.

The information of this chapter is by no means complete. The Gamemaster should feel a great bit of freedom to incorporate his own ideas and inventions. In addition, the Cerulean Seas Campaign Setting focuses on one small section of a very large world. Other realms, some outlined in the next chapter, undoubtedly exist out there, waiting to be discovered. These new realms could easily have new races, classes, cities and religions to explore.

# Racial Histories

The racial descriptions were purposefully limited in regards to historical information on each race. This was done to allow Gamemasters to tailor each race to their own setting. However, if you are using the Cerulean Seas campaign setting as it is, the following information applies to each race.

# Cindarians

In the beginning, cindarians were a shy and fugitive people living as hunter-gatherers on the edges of civilization, hiding in isolated coral reefs from the humanoids and monsters that preyed upon them. The civilized races took little if any notice of them. Then, for reasons which these races have never fully understood, the small merfolk suddenly came out of hiding, gathered together, and created small settlements for themselves across the Cerulean Seas. The cindarians seem to have made a point of not competing with their brawnier neighbors, instead selecting regions of dense coral reefs.

The cindarians went through some tough times during the great flood, as coral reefs can be drowned in waters too deep. In many cases, tribes of cindarians single handedly excavated entire reefs, moving them closer to shore. Many reef cities would not be around today if were not for the valiant efforts of these tiny merfolk.

FAMOUS NPC OF THIS RACE

Merla Coralboon: While Cindarians communities are most often led by a council of at least a dozen members, Merla Coralboon is probably the closest thing that the stinging mer have for a leader. As a priestess of Keilona, Merla learned the finer arts of leadership, and became quite well respected among her kin. While many outsiders see her as a bit prudish, the cindarians sea her as a visionary and protector of the common merfolk. Her husband, Lyle, is quite the opposite. Merla currently resides in Taladar.

# Elves, Sea

Once the minority of the elven race, sea elves are ironically one of the few races of elves left in the world. Sea elf evolution happened very early on in the development of the elven race as a whole, appearing around the same time as the now extinct moon elves (the self-proclaimed oldest elven subrace). A few millennia ago, it was popular to divide sea elves of different regions and bloodlines further into several subraces. However, the more modern concept is of one race with much variety. Sea Elves, or Delatari, have a long and ancient history. Sea elven history books are literally filled with epic tales of light against darkness, good against evil, and the triumph of the sea elven people. Such tales also exemplify the history of the Bloody War, where it was the sea elf armies, with delphin support that thwarted the bulk of the sahuagin threat.

However, before the start of the war, the sea elves played a not-so-triumphant part. The sahuagin, aided by forces from the para-elemental plane of mineral, discovered a process to turn sea elves into tiny glowing stones call brillstones. Hiding the true origins of the material, the sahuagin's allies on land would purchase these rare stones at a great price, thus funding more sahuagin hunting expeditions against the elven people. The sea elves were nearly hunted to extinction, until the surface elves found a way to reverse the process. The sea elves that were set free were enraged, and started the first battle that ultimately led to the Bloody War.

#### FAMOUS NPCS OF THIS RACE

**Queen Ayelgard:** Ayelgard herself is stunningly beautiful, being rather tall and well-muscled for an elven female. Ayelgard never leaves Dar Elestri, the capitol city of the sea elves, unless she is on a desperate mission or is leading the sea elves elsewhere for some purpose. Any threat to the elven people is dealt with swiftly and completely. She often sends more than is needed to fix a situation, but this philosophy has yet to hurt. The queen has yet to choose a husband, and most elves her age have been married for a century. It is widely believed that the queen does not like men, but this is pure speculation based on the fact that she will not marry, as she never shows men any ill intentions.

High Priest Laucian: Leader of the Aear Emerwen faith, Laucian is well versed in both magic and religion. He began study at a young age, applying for wizards' school in the elven city of Delanteri, where he still resides. Initially, he was rejected from wizards' school, and that was when he joined the church which was his true calling. He did not return to studying the arcane arts until a century later, when he received an invitation to teach the basics of divine magic at the same university that rejected him. A few decades later, after graduating with honors, he returned to the temple of Aear Emerwen where he has been for a century. Laucian is enthralled by the art of magic, and still watches all things magical with the wonder of a child. Many see

him as quiet, and a bit eccentric, but to those in the field of magic he is a genius.

# Kai-lios

As far as racial histories go, kai-lios have a rather unremarkable legacy. During the Bloody War, a few kai-lio individuals became war heroes, while the bulk of the race avoided combat as much as possible; preferring to run and hide. During the flood, some families stayed if the water didn't get too deep, while others moved only a few miles inland. Historically, kai-lios have a rather passive outlook on life, preferring to remain mysterious rather than seeking notoriety.

#### FAMOUS NPC OF THIS RACE

Bree: As a high paladin of Poseidon, and champion of the faith, Bree is an exceptional member of the kai-lio race. At a very young age, Bree was fascinated with warfare despite the disfavor and discouragement of his parents. Bree left home young, and began working as a laborer for the Temple of Poseidon in Galentia. A veteran paladin noticed Bree's good work ethic and offered him squireship. Bree gladly accepted, and before long became a paladin himself. Shortly afterward, a legion of aboleth burrowed into Galentia and began terrorizing the citizens. Many battles ensued, and Bree was at the forefront of them all. He rose quickly through the ranks to the head of the temple, soon after defeating the aboleth threat for good. Bree has a strong sense of duty, and an even stronger need to prove his own worth. He is single minded and determined when facing a problem. He has yet to show fear of anything, and his courage is inspiring to others.

# Karkanaks

Karkanak history is much the same as it is now. While they are an old race, they pride themselves in their unchanging ways. Their customs, culture, and practices are virtually identical to what they were many millennia ago. Karkanaks played almost no part in the Bloody War, aside from supplying either side with equipment if a good trade was offered. When the waters rose, the karkanaks simply moved towards the shore, and thought nothing of it. In fact, the flood provided a surplus of food for the scavenging crustaceans, and their population skyrocketed. Today karkanaks are everywhere, but still doing what they have always done; eating, sleeping, and mating have always been their primary concerns.

#### FAMOUS NPC OF THIS RACE

**Karnak:** Notably the largest and oldest karkanak known, Karnak is one of the few karkanaks that actually choose to represent the race as a whole. While he is renowned for his crabbiness (excuse the pun), his decisions are usually sound and fair. If one would like to make a deal with the karkanak race, their best bet would be to travel to Triad, look for the biggest karkanak they can find (that would be Karnak), bring a nice bribe (usually food), and ask him as nice as possible for what you need. If your offer is reasonable, and you aren't too pushy, it is a good bet that he will get the other karkanaks to listen to you.

# Mogogols

Mogogols began with a single family of cursed boggards who were driven from their swampy homes by the other boggards and forced to fend for themselves in the open sea. Before the great flood, the mogogol family grew in number and became well-known sea-farers. They specialized in transporting cargo, and in fishing, neither of which they excelled at. Never-the-less, their honest nature (combined with their naively cheap fees) made them popular among the surface folk.

The time of the great flood was as bad for swamp dwellers as it was for landfolk. A swamp is, in fact, a delicate ecosystem; one essentially wrecked if drowned by the sea. A swamp is much more than just flooded land; it's the boggy vegetation, the muddy mangroves, and the plethora of wildlife, and all of this was devastated during the flood. The multitude of boggard families and subraces cried out to their mogogol kin for help. The good natured mogogols saved as much of their greedy kin as possible. The interbreeding that followed passed the Mogogol "curse" on to their descendants. While the family varies widely in appearance due to an unnatural influx of new genetic code, they behave much the same as always; still fishing and shipping, but now for the sea dwellers. They are one of the few races that still actively build and use ships. FAMOUS NPCS OF THIS RACE

**King Mogogol:** Less an actual king, and more a very respected and successful mogogol, King Mogogol owns half of the dwelling pods in Gorborhord, as well as several in Brotherhood. Mogogols come from far and wide to ask him for advice in both business and in warfare.

**Captain Mogogol:** This mogogol owns nearly one-third of all shipping vessels in the Cerulean Seas. If you see a ship, it's a good bet that it bears her emblem. She has the honor (and burden) of being the richest mogogol in the seas. Mogogols come from far and wide to lease vessels and borrow money. Her base of operations is in Brotherhood, but she is almost always somewhere at sea.

# Naiads, Oiridian

Viridian naiads are most well-known historically for the creation and cultivation of shelter-kelp. This oversized kelp sprout even more oversized air sacs that can be harvested and converted into shelters. Huge groves of this seaweed make up vast cities just below the surface of the water.

During the Bloody War, it was common practice for sahuagin to maliciously cut the anchor roots of these magnificent plants, dooming many naiad settlements to be beached. However, this pastime quickly backfired when the flood came, as it not only saved the kelp from drowning in the rising waters, but allowed it to drift closer to shore. By the time the kelp reached the shore, the naiads were well prepared to re-anchor it. When the sahuagin realized that they were helping rather than hurting, it was too late—the battle had already turned from their favor, and the surviving naiads helped to finish them off.

#### FAMOUS NPC OF THIS RACE

Shayal the Architect: Shayal is the most wellknown Naiad in the Cerulean Seas. His specialty is gardening, a subject on which the old feykith can expound on for hours, perhaps even days. To say he has a green thumb is an understatement (and probably not specific enough as most naiads have green skin). Plants when nurtured by Shayal seem brighter, grow larger and faster, and are notably stronger. Because of this, he has been put in charge of the shelter kelp in Gorborhord. The city is growing fast and strong under his watchful and caring eye. Beyond gardening, however, Shayal knows very little. He desperately tries to relate everything to growing plants, and while some find his analogies ingenious, others find it distracting. Shayal is good natured and happy to help where he can.

# Nixies, Deepwater

When the topic of deepwater nixie accomplishments in the Cerulean Seas is approached, words will most certainly turn towards the Battle of Saloth's Vent. Saloth's Vent is a particularly magical thermal vent in the northeastern sea. Long before the flood, nixies have called these warm and mystical waters home. After the flood, Saloth's Chosen (an elite group of deep drow) decided to stake claim to it, thus naming it for their noxious goddess. While the name stuck (as the Nixie name for it is nearly fifty letters long), the deep dark elves could not get a foothold in this territory. The first deep drow colony vanished. The second was plagued with terrible accidents. The third got lost on the way and ended up deep in aboleth territory (in the opposite direction). By then, the sea drow knew something was up. But even after they began to hunt the little nixies, they had no success in colonizing the vents. After nearly eight decades of trying, the drow high council decided to send thousands of troops to the vent. What followed was a blood bath, but very few nixies were actually killed. Deep drow soldiers suffered the gambit of nasty nixie tricks, combined with the harnessed power of the geothermal vents, and fighting a foe they could not catch, let alone find. By the time sea elven forces arrived from the south, any deep drow left were severely injured, insane, or dead. Needless to say, neither the deep drow, nor anyone else, has tried to invade nixie territory since. Nixies have become respected members of the seas, despite their small size, and are welcome in all cities.

# FAMOUS NPC OF THIS RACE

Flickersnitch: While with most races the notorious personalities are the ones in charge, such is not the case with the nixies. In fact, their most renown, perhaps even infamous, character is Flickersnitch; a successful pirate and thief of the Cerulean Seas. Together with his misfit band of thugs that call themselves the "Glimmerkeepers," they waylay nobles, sink Mogogol vessels, and cause all manner of mischief and miscreance. Flickersnitch is a swashbuckler in the extreme; he lives life on the edge, challenges authority whenever and wherever he can, and is a general public nuisance. Despite a large bounty on his head, he has never even been close to being caught. Young nixies view him as somewhat of a hero, while most just fear him.

# Nommos

According to the nommos, they are the most ancient sentient race in the sea, and they may be right. Every now and then, in the greatest depths of the sea, the ruins of nommo cities are still discovered; cities that were forgotten by all, including the nommo. Nommos believe that they are children of the sea itself; created as caretakers and advice givers. During the Bloody War, the nommos were nearly hunted to extinction. What few tribes survived did so by hiding in secluded bays, such as the Bay of Cerule (which later became the Cerulean Seas). When the great cloud city sank, it did so in the middle of a nommo settlement.

Besides providing a fortress from which the nommo could operate, the regenerating cloud city held a vital piece of the end of the sahuagin. In the very center of the city was an immense crystal scrying ball. The magical device allowed the nommo to spy on the sahuagin and turn the tides on the war. Till this day, the nommo guard the scrying chamber with their elite guard, believing it too powerful for "lesser races" to control.

# FAMOUS NPCS OF THIS RACE

Wilanar Quinessis: The Queen of the Nommo who resides in the cloud city. She is very old and as wise as she is ancient, but has lost touch with her own identity. She speaks as the representative of the nommo race, and refers to herself as "the Nommo". Her word is law among the nommo people.

**Gif Quinessis:** The queen's son and commander of the nommo army. Like his ancient mother, he seldom speaks for himself, preferring to speak as a representative of the nommo armed forces. When one is addressing commander Gif, one is addressing the fighting power of the nommo people.

# Pisceans

Before the Bloody War, pisceans were just as dangerous and diabolical as the sahuagin. Known then as the lok'tar, they were renowned for their savagery. They were always at odds with the nommo, and both races still harbor resentment towards one another for ancient atrocities. The pisceans' alien ways and xenophobic nature were consistently at odds with the rest of the sea.

During the Bloody War, the sahuagin tried to ally with the pisceans to no avail, and eventually deemed them enemies. Competing for similar territories, sahuagin forces overwhelmed the smaller piscean forces, driving them from their homes and temples. Despite their evil past, other races who were too caught up in protecting themselves from greater danger decided to offer the piscean refugees shelter. This marked a great change in their culture. Some speculate that ixarc philosophers helped to convert the pisceans to more peaceful ways, but this is based less on fact, and more in the great similarities in how these cultures have changed. Whatever the cause, the pisceans wiped the evil of the lok'tar history clean with great victories against the sahuagin forces. Although still sometimes considered distant and alien, the pisceans are now known as a mostly peaceful race.

#### FAMOUS NPC OF THIS RACE

**Hierophant Lahah:** Lahah reached the coveted title of hierophant nearly 3 decades ago, and is the yet unchallenged leader of all kahuna in the Cerulean Seas. Mystery surrounds this enigmatic figure, and rumors abound concerning the extent of his power. It has been said that Lahah commands the greatest whales, speaks to the waves themselves, and knows where every treasure lays. While much of this is inflated speculation, it can be assumed the Lahah is a force not to be taken lightly.

# Seafolk

The factions of Carallel and Barashi started among the noble families, notably the Crall and Brasti families. The Crall were the true-nobles; seafolk who could trace their family lines back for a hundred generations. The Brasti were the descendants of important military leaders, given the title and privilege of nobility for good deeds they have accomplished. Both were held in high regard by the whole of the seafolk.

When the Bloody War began, the Crall invested their vast fortunes on defense. The Brasti used the money to purchase and make weapons. While this was not what the Crall had in mind (they wanted the money to be put towards a magical barrier), it worked out well for the seafolk in general. When the sahuagin attacked, expecting the passive resistance that seafolk were traditionally known for, they were caught off guard by aggressive soldiers wielding the best magic weapons that money could buy. This later helped during the floods to secure and maintain new territories—something a magical force field could not do. While the families of Crall and Brasti are no longer in the forefront of seafolk leadership, their legacy continues in the Carallel and Barashi factions; opposing ideals that strengthen the seafolk race.

#### FAMOUS NPCS OF THIS RACE

**King Aaron Gherion:** In the seafolk capitol city, Kilara, King Aaron rules alongside his wife Lumal. While most seafolk elevate the royal family to godlike status, the King and Queen are relatively normal merfolk. They approach each individual with an open mind, and seldom show signs of snobbishness. They have several children, the eldest of which, Prince Rheal, is just now reaching maturity.

**Grand High Priestess Rhulesta Brasti:** The seafolk leader of the Keilona faith, commander of the seafolk armies, and lead ambassador to the nommo. Most would refer to Rhulesta as "a royal pain" and indeed she has inherited much her family's brash and arrogant ways. Still, she is a force of good in the seas, sending seafolk forces where needed throughout the seas. It is well known not to cross Rhulesta, as she comes down hard and fast on anyone who would defy her.

# Sebek-kas

Sebek-kas view themselves as the physical manifestations of their god Sebek, and have done so for thousands of years. Originating from the banks of the Halbok River, the heart and soul of the Anumian Civilization (very similar to the ancient Egyptians), the Sebek-ka were regarded as divine representatives. While they were never pharaohs in their own right, they often held the power of officials and high priests. During this age, known to the Sebek-ka as the Age of Human Pharaohs, Sebekka erected spectacular temples and pyramids.

Sebek-kas were quite used to floods, as their home on the Halbok River flooded yearly. When the great flood came, the sebek-ka quickly moved on with their lives. Wanting no part in the Bloody War, most sebek-ka migrated to the safest place from that war: the ever-growing Cerulean Seas. When the war was over, many sebek-ka returned to their flooded homeland to the north, but just as many stayed behind. Many Sebek-ka took up residence in the floating kelp cities of the Naiads.

# FAMOUS NPCS OF THIS RACE

**Pharaoh Kusukuba:** This ancient sebek-ka leader, based in Gora, is well known for his iron-fist method of leadership. His word is law to the Sebekkas, and any who disobey are put to a swift death. His Queen, Senbu'Sekem, is known for her love of material wealth and possessions. Much effort is put forth by the sebek-ka people to please her. Despite their snooty attitudes, both are well liked by other members of their race.

High Priest Ammenu: Divine scribe of Sebek, high priest Ammenu overseas all official temple business, as well as manipulating the desires of the Queen towards religious aspects. He knows all too well that if the queen desires a new temple built, it will get done much faster than if he asked for it himself. As far as high priests go, Ammenu is fairly young; achieving the position through inheritance rather than accomplishment. Many speculate that his brash and arrogant ways will get him into trouble someday.

# Selkies, Lochgelly

Lochgelly selkies were relatively unknown in the realm of the Cerulean Seas through-out history, even when the area was known as the Bay of Cerule. The selkies of Lochgelly Cityberg came to the seas about 7 decades ago, carried by the Antarctic current known as the Cerulean Current. They hail from a place called Rakailoch, a frozen isle over two thousand miles south. Rakailoch is home to many fantastic creatures such as the ice kraken, the crystolix (polar merfolk), and the dangerous thanor (walrus people). It is also home to dozens of selkie settlements, many of which do not get along with each other. Such was the case with the lochgelly selkies, who had carved out a fantastic fortress underneath the glacier ice. Their neighbors demanded rights to the city, claiming that "the glacier belongs to everyone."

The Lochgelly Selkies refused, claiming that it was their hard work that made the amazing upsidedown metropolis such a fine place to dwell. Relentless, as selkies often are, the feud went on for decades, until the lochgelly selkies decided to chisel their city free from the glacier, setting it adrift as an enormous iceberg. For several years, the Lochgelly City floated on the cold current, traveling further and further north, into warmer waters. The selkies did not fret however; aided with ancient fey magic, they ensorcelled the entire iceberg, making it impervious to melting. Eventually, it floated into the Cerulean Seas and became trapped in the shifting current patterns of the area.

The selkies were welcomed into the seas, and sea dwellers would come far and wide to hear stories of the far off land of Rakailoch. The selkies loved the attention, and reveled in the fact that the people of the Cerulean Seas respected that Lochgelly City was theirs, through and through. The selkies love the warm waters of their new home, and many nonselkie dwell in Lochgelly admiring its exotic beauty. Today, the Cerulean Seas are full of selkies, and many other races look forward to the city drifting near their home.

# FAMOUS NPC OF THIS RACE

**Queen Jaleena:** Leader of the selkies, and governor of Lochgelly Isle, Queen Jaleena is as just as she is alluring. It has been said that all the beauty of her magnificent city of ice is reflected in her own beauty. But she is far from cold. Gentle and caring,

the queen rules her people with kindness and generosity. However, nothing angers her

more than when one of her people is unjustly murdered. If that should happen, then a different side of her shows, one more suited for her frigid environment. She is relentless in pursuing justice for the selkie people, and has no patience for those that do not respect that.

# Other Races of the Sea

Chapter 9 details the statistics of many other noteworthy sentient races of the realm. Each race has significantly contributed to the overall history of the area, even though their populations are considerably smaller than those of the PC races.

# Carchardians

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 sence 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.

# FAMOUS NPC OF THIS RACE

**General of the Freedom Guard:** The carchardian with this officious name commands the whole of the Cerulean Freedom Guard, made up mostly of Carchardians, but also containing many other races, including a fair amount of seafolk of the Barashi faction. The Freedom Guard, led by the General, is the self-proclaimed protectors of "freedom from unfair oppression" of the entire area. They will often aid cities, even acting as cityguards if necessary. Their authority is respected throughout the seas. The general runs his guard much like any good military leader; with strictness and scrutiny.

# Delphins

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. FAMOUS NPC OF THIS RACE

Washinor of the Rainbow Pod: Washinor grew up an orphan, which is indeed a terrible fate for a young delphin. He has dedicated his life to helping all orphaned or abandoned sea creatures, both sentient and non-sentient. His "Rainbow Pod" consists not only of delphins, but seafolk, squibbon, orca, and normal bottle-nose dolphins. He welcomes any individual into his pod that truly needs it. While Washinor and the rainbow pod travel throughout the seas, their base of operations is in Dolphin Cove.

# Genais

In the days of dry-landers, there were many types of genai—fire; descendants of the effreeti, air; descendants of the djinni, and earth; descendants of the shaitan, as well as the ones found today, the descendants of the marid. The other genie types have virtually abandoned this world, and their descendants have died or moved on as well. However, marids are even more common than they ever were, and their legacy, the water genai (or just genai, as there is no longer a need to distinguish between elemental types) have become a new and vital race of people.

The Cerulean Seas, the center of which was once a bay of the Arabian-like lands of Halbokia, has always seen a large population of both marid and genai. However, that population boomed during the aftermath of the Great Flood, when marrying a genai insured that one's offspring could survive a wet future. Because of this, almost all genai families have a strong human heritage, and may be all that remains of human civilization. Genai honor their entire heritage, keeping the traditions of their human ancestors, while holding a high respect for all genie kind. Many genai become arcane spellcasters and teach this focus to other denizens of the sea.

## FAMOUS NPCS OF THIS RACE

Harun Al-Rashid: "Harun the Rightly-Guided" is the self-proclaimed leader of the Cerulean Sea genai. A gifted diplomat and lover of pleasure, he allows all scholars, priests, and merchants to operate freely in his glorious city, Harper's Bay. His favorite wife, Zubeida, works hard to advance her son, Kuhammal, to the succession, and to reduce the power of the Barmaki family.

**Ja'afar Al-Barmaki:** Scion of the influential Barmaki clan, Ja'afar serves Harun as Vizier, boon companion, and trusted adviser. His father, Yahya al-Barmaki is the true power behind the throne. Court gossip whispers that the Barmaki family are favored by the marid.

**Al-Sindi Ibn-Shahak:** The stern and incorruptible prefect of the Harper Bay cityguard. He considers it his job to remove problems from the Caliph's sight before they appear, and he objects to Harun's habit of sneaking into the city at night disguised as a common merchant.

# Jxarcs

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.

#### FAMOUS NPC OF THIS RACE

**Daru Thakit:** Besides Brother or Sister, Daru is the only other title in the Ixarc hierarchy, and it basically means highest spiritual leader. Daru Thakit embodies the teachings of Jaxlen, and spreads those teachings to others, as well as instructing them on how to master martial arts and philosophy. His monastery, north of the triad isles, is the largest Jaxlenite monastery in the Cerulean Seas, and serves as a base of operations for the entire faith. Daru Thakit welcomes all to his monastery, offering it as a sanctuary to anyone who desires it.

# Squibbons

The squibbon, as they are now, are a fairly new race, originating some time after the Bloody War. For millennia, their ancestors, known then as simply "green octopi" were consider a non- sentient pest of the delphin race. Green octopi commonly kidnapped baby delphins, dragging them to unknown places, where they were never seen again. Even today, delphin 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 delphins 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 delphin called upon a powerful marid. With her aid, the squibbon race was born; all green octopi suddenly had he 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 delphins 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 delphins, 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.

# FAMOUS NPCS OF THIS RACE

Wizard Kranalnap: Perhaps the most wellknown squibbon is the elderly Wizard Kranalnap. Known for his unpredictable magic, his is feared in all the seas. While he is not overtly evil or destructive, his propensity towards chaos and miscast magic is renowned. A simple visit by him to a local tavern could end up in a room full of purple piranha. Luckily, he seldom lingers in one place for too long, and is known to wander about aimlessly. His power has helped, on occasion, but whether this was dumb luck or intentional is not very clear.

**High Priestess Bobalu:** This is the high priestess of the Clagguth faith. Divine magic has prolonged her life, and she is truly ancient in age and gigantic in stature. Despite her worship of chaos, she is probably one of the sanest acting of all the squibbon. Conversations with her are often deep and contemplative, although sometimes beyond the scope of the average philosopher. She spends most of her time inside the squibbon temple in the city of Kraken Bay.

# Tritons, Shazalarian

Tritons have been visiting this plane since the dawn of time, for vital but unknowable, reasons. The sides they take and the feats they accomplish seem random at first, but later vital in the grand scheme of things.

At the beginning of the bloody war, the sahuagin made allies with extraplanar creatures from the para-elemental plane of mineral. While doing nothing against the sahuagin themselves, the tritons virtually eliminated the threat from these crystalline forces. Once they were gone, the tritons virtually vanished until after the great flood.

The sudden reappearance of the tritons, and their city of glass in the Cerulean Seas, Shazalar, marked

the end of the rising waters, and the stabilization of the tide. From then on, they have been a fairly common resident of the sea, although their mission and purpose for being there is known only by their most trusted leaders and advisers.

#### FAMOUS NPC OF THIS RACE

**Golden One:** As his name suggests, Golden One has striking gold skin. His old age is made obvious by his long grey beard, but not by his actions. He seems to be as agile as a young kid. His whimsical nature is intriguing and despite an apparent flippant attitude towards everything in general, he is the undisputed governor of the triton city of Shazalar. While nothing seems to faze this feisty old king, nothing seems to stump him either. He always seems to have the perfect answer to any problem he is faced with. Undoubtedly, Golden One knows most of the secrets of the tritons, but would rather play a fool than even give a hint as to what they might be.

# Aquatic Languages

Detailed below are the most common languages in the Cerulean Seas Campaign Setting. Those languages marked with an asterisk can only be spoken and understood by select species due to limitations of either body or vocal range.

**Aquan:** This is the native language in the elemental plane of water and of the Tritons.

**Boggard:** The butchered common of the Mogogols. Boggard is a slurred mixture of many different languages. The written version is little more than scrawl to the unenlightened, but can convey meaning almost as well as any other written language to those that know it.

**Common:** Common originates as the native language of the seafolk and is used as the accepted trade language of the Cerulean Seas. It uses high pitched sounds and clicks. Its written form is comprised of an alphabet of 52 different symbols and signs.

**Cephalite\*:** The native language of the squibbon and some of the more intelligent varieties of octopus and squid. It uses multiple limbs, rapid skin flushes and color patterns, and posturing. There is no written form of Cephalite, although simple oneword meanings can be conveyed with swirling diagrams. **Ceti\*:** The language of dolphins and whales, including delphins. Very similar to common, but extends into the subsonic and ultrasonic range (outside of normal hearing range). Ceti has no written form.

**Clickclack\*:** Clickclack is the native tongue of Karkanaks, and is comprised entirely of clicking sounds. Surprisingly, it does have a written form that looks very similar to Morse code.

**Dagonite:** Also known as Undercommon, this is the common language of the evil underdeep races. It uses low pitched sounds mingled with sudden thudding sounds. Dagonite has a complex written form made up of an alphabet of over 500 symbols.

**Delatari:** The lilting language of the sea elves. Delatari is a pleasant mixture of the ancient language of the surface elves and Aquan. Its written form is often portrayed in a beautiful calligraphy form, and is made up of a 24 letter alphabet.

**Nixish:** A language common to nixies, but also well known by naiads, selkies, sea elves, and those that commonly deal with underwater fey. It has characteristic similar to Delatari, but is often higher pitched and more whimsical. Nixish shares the same written alphabet as Delatari.

Halbok: This is an aquatic version of the ancient language of the Halbokians (an extinct land civilization). It is kept alive almost exclusively by the sebek-ka and the genai. Any creature wishing the good graces of a marid must know this language. It sounds very similar to Arabic languages in our culture. The written form is likewise Arabic in appearance.

**Lok'tar:** The ancient ceremonial language of the pisceans, often reserved for religious occasions and practices. Lok'tar is a popular language among wizards. It is a guttural language of mostly clicks and grunts. Lok'tar uses a complex pictograph and sigil system for written language.

**Pelagic\*:** The natural language of sharks and rays. While it can only convey simple concepts, both ixarcs and carchardians often use it to communicate secretly. However, its most useful application is to control a remora imp. Pelagic is based on scent and pheromones. It has no written form.

**Pinnipar:** This is the rapid-fire language of the Selkies. It has a staccato barking character. The written form of Pinnipar is a simple script made up of 17 different runes.

**Sahu:** The language of the nearly extinct Sahuagin, kept alive by the shargs. A few carchardians will learn this language to help combat shargs and be vigilant against the sahuagin. It is a language of grinding and raspy sounds. The written form of Sahu is no longer part of the language, but may be learned with additional research into ancient languages.

**Salatari:** The language of the deep drow. Much like Delatari, it is a mixture of ancient drow and Aquan. Its written form is often portrayed in a calligraphic form, and is made up of a 28 letter alphabet.

**Thothic:** This is a secret language often learned by the priesthood of Sebek. Those that are not highranking followers of the Sebek faith are not permitted to learn this language. This tongue was originally developed by land- dwellers, and shares characteristics of such. The written form of Thothic is a complex hieroglyphic system.

# Religion in the Cerulean Seas

The many facets of aquatic religion are explored below.

# The Council of Nine

The Council of Nine enforces the most important religious edict of the seas; "there shall be only nine." It began in the tumultuous time immediately after the flood. The area of the Cerulean Seas became unnaturally saturated with conflicting spiritual beliefs, warring holy factions, and confused worshippers. In addition, the dwindling drylander survivors often surged with repentance. In an attempt to reconcile with the gods they angered, they attempted to convert whomever they encountered to their faith; adding to the dilution of undersea faiths.

When Shazalar and the tritons appeared, they immediately appealed to the greatest zealots of the realm with a plan for order. The sebek-kas were a good choice. The entire race dreamed of the resurrection of the glory of their faith for millennia, and this was a prime opportunity. In short order, the leaders of eight other faiths were chosen to join.

Two important criteria were followed in their selection. First, the deities involved must not be among those angered by the drylanders. Second, they must represent a philosophical branch (alignment) unlike that those chosen before it. The result was nine vastly different faiths, with followers representing most sentient aquatic races. They had one unifying goal; to eliminate or assimilate all other faiths that did not belong to the nine.

The task was orchestrated by the Council of Nine; hierophants and representatives of their faith. The plan was potent. Within decades, all conformed to the new edict. While conversion and assimilation was the preferred method of eradication, and it generally worked very well, other, more deplorable tactics were also employed. Rumors of large scale genocide, especially against the vanishing drylanders, still abound today.

# Sanctioned Cults

Since the Council of Nine was formed, a need for racial identity within religious context was recognized. The council understood that this was an important aspect of religion, and an even greater component of religious conversion. Sanctioned cults were the result. These "sub-faiths" are regulated under the umbrella of one of the nine faiths, and are usually slanted towards one particular race. Each sanctioned cult must agree that they do worship one of the nine deities, though they may call this god by a different name and even incorporate additional religious text, domains, and mythology to their deity. Dozens of cults exist, and often come and go with time. However, every cult must receive the stamp of approval by the Council of Nine, or suffer the wrath of inquisitors from nine different faiths.

Most cults believe that they are worshipping a more "purified" version of their god. In addition, most cults carry with them the remnants of another religious system, complete with different ceremonies, regalia, and customs. Clerics who belong to these faiths can even call upon a different set of domains. Some cults are so autonomous from their parent faith that they feature alignments one step different from them. The Council of Nine accepts this, so long as the leaders of these cults openly acknowledge that they are simply extensions of a "pure faith," and the alignment/philosophy does not stray further than one step from this faith. Sanctioned cults have been a regular feature of the seas since the formation of the council, and to the diversity of religion in the realm.





# Keilona

Merfolk Goddess of Justice Alignment: Lawful Good Common Followers: Merfolk, carchardians Symbol: Shark tooth Secondary Symbol: Shield Holy Material: Coral Holy Beast: Shark Holy Colors: Blood red & white Favored Weapon: War fork Domains: Community, Glory, Good, Law, Protection, War

**Optional Subdomains:** Family, Honor, Defense, Tactics

Keilona is a noble warrior goddess who is strong in spirit and dedicated to justice. Though she sees herself as a mother figure who wants to deal with others with love, courage, and the strength of the bonds of family, she knows that such can never be in an imperfect world. She is instead viewed by outsiders as a stern arbiter of justice. Keilona is most often depicted as a gigantic merfolk of unique species, with sea green hair and orange scales. She is often with her companion, Jaadel, a gigantic

megalodon shark (a favorite icon among the carchardians and sharkfolk).

Keilona's church is strong in civilized areas. Her clergy see the world in clear cut moral terms. They want the Cerulean Seas cleansed and ordered by just laws that are applied diligently and evenly. They do not tolerate mockery, parody or the questioning of their faith. Keilona's church is highly organized and does not deny lodging, equipment and healing to the faithful in times of need, although later service is sometimes required for this aid. In lawless areas, Keilona's clerics serve as judge, jury and executioner. In civilized places, they become legal experts, speaking for accused persons and dispensing advice. They never enforce a law that can be shown to be unjust.

Clerics of Keilona are charged to reveal the truth, punish the guilty, right the wrong, and always be true and just in their actions. They must uphold the law wherever they go and punish those who do wrong under the law. They must keep a record of their own rulings, deeds and decisions. Lastly, it falls onto them to deliver vengeance to the guilty for those who cannot do it themselves.

#### THE CULT OF JAADEL

 Alignment: Lawful Neutral
 Common Members: Carchardians, Sharkfolk, reformed shargs
 Favored Weapon: Fin Razors

**Domains:** Glory, Law, War, Protection, Liberation **Symbol Variations:** Silver instead of white, triangle

secondary symbol instead of shield Carchardians see Jaadel, who is considered by others to be Keilona's spirit-animal companion, as the purest reflection of Keilona herself. They believe in a strict government that works for its people; one that is free from tyranny and oppression. Jaadel's followers tend to live in a militaristic fashion; each submissive to those higher in rank, seldom questioning those above them. However, if someone of lower rank is hurt, mistreated, or unhappy, the responsibility falls on those of higher rank to seek immediate remediation. Their philosophy tends to revolve around the delicate balance between societal order and freedom from oppression.

## THE CULT OF KEILONAGONAR DELITAKNA

Alignment: Lawful Neutral Common Members: Nommo Domains: Law, War, Protection, Knowledge, Rune Favored Weapon: Trident Symbol Variations: dark blue instead of blood red, rune etched into shark tooth Nommo consider Keilonagonar Delitakna to be a more comprehensive version of the goddess Keilona. In addition to the common holy text for Keilona, the nommo have volumes dedicated to Keilonagonar Delitakna. They tend to focus on ancient tradition and openly discuss the wisdom and tactics of great military leaders of eons past. Most members of this cult take on an authoritative attitude towards other followers and cults of Keilona, believing themselves to be experts on the will of the goddess, her history, and her doctrines.

While it is very possible that the nommo are following the tenets of a primordial version of the Keilona faith, it is no longer the widely accepted version. To the annoyance of the cult of Keilonagonar Delitakna, much of their preaching is dismissed as "cult-speak" (information relevant only to the members of the cult from which it originated).

# Poseidon

Anthromorph God of Nature Alignment: Neutral Good Common Followers: Anthromorphs and kai-lio Symbol: Trident head Secondary Symbol: Triangle Holy Material: Gold (or auranite) Holy Beast: Hippocampus Holy Colors: Blue and gold Favored Weapon: Triton Fork Domains: Animal, Good, Healing, Nobility, Strength, Weather

**Optional Subdomains:** Leadership, Storms

Poseidon holds many titles, including "Holder and Embracer of the Sea." It is not at all certain that he was originally conceived as having a humanoid form; several legends and his standing title `He of the Horses', are consistent with his having a horse or hippocampus shape. Because of this, hippocampi are greatly prized as war-steeds for the paladins of the faith. In art, he is shown as a tall and stately figure, but distinguished by his triton fork and his wilder and more uncouth appearance. Poseidon is the king of the fruitful sea and the god of nature. Without his blessing, seaweed would cease to grow, and fishermen would not find fish. Generally, Poseidon is a benevolent god. However, if his worshipers ignore their duties, he does not hesitate to send violent storms and hardship their way. One of the most important duties of Poseidon's clergy is sheltering orphans, and any temple dedicated to him is bound to be filled with parentless waifs. Stagnant water is also an abomination to him, so his priests spend a fair amount of their time unblocking streams, draining marshes, and so on.

Poseidon is said to be creator of all anthromorphs, and the sponsor of the kai-lio race. Anthromorphs of this faith believe that Poseidon created their race by whispering divine knowledge to normal sea creatures. Upon receiving this knowledge, the animal's offspring grew into Poseidon's image; a humanoid form.

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#### THE CULT OF MAHILON

Alignment: Neutral Good Common Members: Kai-lio and kai-lua Domains: Good, Healing, Liberation, Protection, Strength

Favored Weapon: Longbow

Symbol Variations: Hippocampus/horse head instead of trident head

According to kai-lio legend, the kai-lio originated from a nomadic tribe of noble sea folk who were renowned for their horsemanship. It was said that every member of the tribe was born, lived, and died in the company of a hippocampus. Mahilon, the creator of the hippocampus, was so touched by their closeness that he merged these seafolk with his creation, thus founding the kai-lio race. While Mahilon was likely a separate deity at one time, he was absorbed into the church of Poseidon, as Poseidon was also credited with the creation of the hippocampus. The remnants of the original faith revolve around freedom and security. It is a faith that appeals well to a nomadic people.

# THE CULT OF NEPTUNE

Alignment: Lawful Good

**Common Members:** Leaders, city-dwellers **Domains:** Good, Law, Nobility, Protection, Strength **Favored Weapon:** Triton Fork

**Symbol Variations:** shield secondary symbol instead of triangle

The cult of Neptune is a relatively new organization, and is often regarded as a more urban/modern version of the parent faith. There is considerably less focus on nature, and much more on societal order and care of its people. The cult of Neptune has many obvious influences from the Keilona faith, though is easily distinguished on maintaining peace through passive rather than militaristic means. Under the doctrines of this cult, leaders are expected to be holy emissaries; both preaching and living according to Neptune's ideals.

# Mariblee

Feykith Goddess of Magic Alignment: Chaotic Good Common Followers: Feykith and delphins Symbol: Seahorse (fish) Secondary Symbol: Seven-pointed star
Holy Material: Mithral (or mithrite)
Holy Beast: Fish (especially those of the seahorse family)
Holy Colors: Purple and silver
Favored Weapon: Shortbow

**Domains:** Air, Charm, Chaos, Good, Magic, Steam **Optional Subdomains:** Arcane, Love

Mariblee is a busy and devoted deity. She provides and tends to all non-evil faerie folk and feykith, including sea elves. As goddess of magic, she is also the deity of possibilities that magic can bring about, making her one of the most powerful beings involved with the Cerulean Seas. Although she is good and has the ability to prevent the creation of new spells and magic items that her philosophy opposes, she rarely exerts this ability unless the creation could threaten the balance of magic in general. She is most often depicted as a feykith of some sort, usually clad in sea shells and wielding a shortbow.

Mariblee's church preserves magical lore in secret and hidden places so that magic would continue and flourish in the future even if the dominant races of the sea were to fall. Its members also search out those skilled in magic or who have the potential to use it. Her clerics are encouraged to explore magical theory and create new spells and magic items and usually multiclass as some sort of arcane spell caster.

Worshippers love magic for itself. They do not treat it just as a weapon to reshape the world to their will. They believe that true wisdom is knowing when not to use magic. First and foremost, magic is an art, the Gift of the Lady, and those who wield it are privileged in the extreme. Clerics must conduct themselves humbly, not proudly, while being mindful of this.

# THE CULT OF AEAR EMERWEN

Alignment: Chaotic Good

**Common Members:** Sea Elves and Oceanids **Domains:** Community, Charm, Chaos, Good, Magic **Favored Weapon:** Elven Fork

**Symbol Variations:** Osprey instead of seahorse Aear Emerwen was assuredly the name of the primary sea elven deity of the past, and the ancient scripture of the drylander elves refers to her as their patron deity's sister, who had thrown herself into the sea because of grief over a lost love. Now absorbed into the goddess Mariblee, she extols the virtues of magic while maintaining a strong elvish identity. The members of this cult are renowned for their dedication to the sea elven community.

# THE CULT OF SEDNA

Alignment: Chaotic Neutral **Common Members:** Selkies Domains: Animal, Charm, Chaos, Magic, Trickery Favored Weapon: Harpoon Symbol Variations: Seal instead of sea horse Sedna is Mariblee's darker, more mischievous side that is commonly fostered by the lochgelly selkies. In their frigid land of origin, Sedna is a major deity with many strange legends associated with her. According to lore, she was originally a terrestrial god who was mostly benevolent, but always hungry. So hungry, in fact, that she decided to devour her father's left arm while he was sleeping. In punishment, she was transformed into a seal and tossed into the sea, where she would always have plenty of fish to eat. When the selkies arrived and were required to submit to the Council of Nine's edict, they merged their faith with that of Mariblee, abandoning many doctrines, but keeping much of the colorful legends and playful demeanor of their original faith.

# Sebek

Sebek-Ka God of Civilization

Alignment: Lawful Neutral
Common Followers: Sebek-ka
Symbol: Crocodile on a temple
Secondary Symbol: Ankh
Holy Material: Swampwood
Holy Beast: Crocodile
Holy Colors: Black and green
Favored Weapon: Moon glaive
Domains: Artifice, Earth, Law, Nobility, Repose, Rune
Optional Subdomains: Construct, Metal, Leadership, Ancestors, Languages, Wards Scaled Father, Soul of the Flood, and King of
Crocodiles are just a few names that Sebek is known by. The Sebek-ka worship this god almost

exclusively. His church represents a branch of power within Sebek-ka society that is related to, but separate from that of the imperial and caste systems. It is said that those who turn from the Church of Sebek lose his favor, but the continued success of clerics and paladins who have fled from Sebek-ka society seem to belie such teachings. Sebek is depicted as a crocodile or in humanoid form with the head of a crocodile. He is crowned either by a pair of plumes or by a combination of the solar disk and the uraeus (upright form of a serpent).

Clerics of Sebek are charged with the protection of the divine order. When possible, they do not initiate an attack, but welcome the opportunity to respond to aggression. Their core tenets state that all actions should stem from loyalty, love, or family. Many believe, and rightly so, that the Sebek faith holds the most influence over the Council of Nine, making this god perhaps the most influential, if not most powerful, deity in the realm.

#### THE CULT OF HALBOK

Alignment: Lawful Neutral

Common Members: Genai

**Domains:** Artifice, Law, Magic, Nobility, Rune **Favored Weapon:** Rapier

**Symbol Variations:** Crescent moon instead of a crocodile, cross secondary symbol instead of ankh

The existence of the cult of Halbok is a testament of the influence of the Church of Sebek over the Council of Nine. It carries with it the only remnants of a purely drylander religion that has been implicated as among those deities responsible for the Great Flood. At the time of the flood, the followers of Halbok were growing daily. Nearly all the genai had converted within only a decade, bringing the power of genies to their side. After several bloody conflicts with the forces of the Council, Sebek's holy leaders saw the potential of Halbok's followers, and convinced the Council to offer sanctioned cultship under Sebek's name. Halbok's religious leaders reluctantly conceded, and their god was said to be devoured and absorbed by Sebek. From within the body of Sebek, Halbok is allowed limited influence.

#### THE CULT OF SCALIS

Alignment: Neutral Common Members: Dragons and reptiles Domains: Knowledge, Magic, Nobility, Rune, Strength

#### Favored Weapon: Dragon fork

Symbol Variations: Dragon instead of a crocodile, dragon eye secondary symbol instead of ankh Scalis was among the last deities to be assimilated by the Council of Nine. Song dragons had venerated Scalis for eons, and were not about to give up their god, and especially were not too keen about their deity being absorbed by what they considered to be a minor crocodile god. As a result, when there were no other religions left to eradicate or convert, the Council's inquisitors turned to dragonslaying. Rather than be hunted to extinction, many followers of Scalis conceded to sanctioned cultship, and adopted many of the key Sebekian doctrines as a result. There are undoubtedly still song dragons who worship the undiluted version of their deity in secret.

# Undine

Naiad Goddess of the Sea
Alignment: Neutral
Common Followers: Naiads, explorers, fishermen, hunters, tritons
Symbol: Cresting wave
Secondary Symbol: Circle
Holy Material: Water
Holy Beast: Whale
Holy Colors: Blue and green
Favored Weapon: Net
Domains: Animal, Flora, Healing, Sun, Travel, Water
Optional Subdomains: Exploration, Oceans

Undine is an established religion of the neutral sea denizens, promulgated over the millennia by explorers and fishermen. This religion personifies the sea in the goddess Undine. She is most often depicted as being composed entirely of water, taking the shape of the creatures that worship her. Undine is neither good nor evil, lawful nor chaotic, though her followers may emphasize one aspect over the others. Undine's followers believe that they will return to the world in another body upon their deaths, whether humanoid or animal. They believe that whales are the most spiritually advanced species, and thus whales are sacred and are never killed. Dolphins are treated with similar respect. Worship of Undine is accomplished either through meditation, striving to attain the serenity of the gentle currents, or through frenzy in imitation of the sea's violence. Generally, it is thought that the balance of these two aspects is a divine quality, unattainable by mortals. Undine's clerics generally emphasize one or the other of the qualities.

#### THE CULT OF HEFRING

Alignment: Neutral Good
Common Members: Fisherman and sailors
Domains: Animal, Artifice, Good, Sun, Travel
Favored Weapon: Fisher spear
Symbol Variations: A sail ship instead of a cresting wave

Much like the cult of Neptune is a more modern/urban form of the Poseidon faith, the cult of Hefring is the modern/urban form of the Undine faith. Incorporating the responsibility of the civilized person to respect the sea, the cult of Hefring is a kinder and gentler version of the sometimes cold and indifferent parent faith. The cult of Hefring is often called upon to bless ships and long sea voyages using ships as the main means of transport.

#### THE CULT OF ONDINE

Alignment: Neutral

**Common Members:** Kahuna, nature advocates **Domains:** Animal, Flora, Healing, Sun, Weather Favored Weapon: Net

Symbol Variations: square secondary symbol instead of circle

Seen as the ancient root of the Undine faith and the polar opposite of the cult of Hefring, the cult of Ondine focuses on nature above civilization. Ondine's members prefer living simple and isolated lives deep within the ocean's wilderness. There they care for the native wildlife; everything from coral reefs to pods of dolphins. They tend to avoid the use of ships and civilized conveniences whenever possible.

# Clagguth

Squibbon God of Change
Alignment: Chaotic Neutral
Common Followers: Squibbons, gamblers, madmen, sages
Symbol: Octopus
Secondary Symbol: Compass sign
Holy Material: Muck
Holy Beast: Octopus
Holy Colors: Black and red
Favored Weapon: Spiked chain
Domains: Chaos, Knowledge, Liberation, Luck, Madness, Trickery
Optional Subdomains: Memory, Thought, Revolution, Fate, Insanity, Deception

Chaos Incarnate, the Ever-changing, the Mad One, the Living Chaos... Clagguth is known by many names. While the true form of this power is formlessness itself, he is most often portrayed as a titanic red octopus (a favorite idea among squibbon). While Clagguth is highly chaotic, he is not necessarily an evil god. Though his followers and forces are capable of creating much destruction and strife, the end result and driving force is simply towards change, and not good or evil. To Clagguth, change is paramount. Clagguth abhors stagnation, strict law, and rigid ways.

The dress, mannerisms, and "beliefs" of the followers of the Mad One are often a mockery of all the other orders that serve other sea gods. There are no uniform vestments to distinguish priestly rank or even identity, precious little scripture, and no "official" temples whatsoever to the Ever-changing. The only constant in the dress code is the holy symbol and holy colors, which are often creatively applied. The tenets of the faith are to make your own rules, follow your heart, and promote change wherever you go.

# THE CULT OF GUTHLAK

Alignment: Chaotic Good
Common Members: Gamblers, nobility, and rogues
Domains: Chaos, Community, Knowledge, Liberation, Luck
Favored Weapon: Sea reaver
Symbol Variations: a coin secondary symbol instead of a compass sign Patron cult of gambling, partying, and enjoying wealth, the followers of Guthlak believe in not only having a good time, but promoting a good time for others to enjoy. The cult of Guthlak is often seen as a benevolent arm of the Clagguth faith; less insane, but perhaps just as disruptive. While community is important to a Guthlak cultist, responsibility is not. Guthlakians seldom show regard for law or authority, and often amass a large criminal record as a result.

#### THE CULT OF THULU

Alignment: Chaotic Evil

**Common Members:** Chaotic evil denizens of the sea **Domains:** Chaos, Evil, Knowledge, Madness,

Trickery

**Favored Weapon:** Spiked Chain **Symbol Variations:** Squid instead of octopus This cult represents the extremely dark side of the Clagguth faith. Its members enjoy torture and devouring their victims while they are still alive. The Thuluian cultists are renowned for promoting anarchy, instilling terror, and causing large-scale mutinies. It is widely believed that the piscean's wicked ancestors worshipped the pre-cult version of Thulu and not Clagguth before the Bloody War. Regardless, pisceans treat the patron faith with the same abhorrence that they pay towards all of its cults, with no special attention on the cult of Thulu.

# Pluvak

### God of Tyranny

Alignment: Lawful Evil Common Followers: Lawful evil denizens Symbol: An unblinking eye Secondary Symbol: Hexagon Holy Material: Ice Holy Beast: Walrus Holy Colors: Cyan and white Favored Weapon: Halberd Domains: Death, Evil, Law, Strength, War, Water Optional Subdomains: Undead, Ferocity, Blood, Ice

Pluvak's influences pound against the mind like waves of hatred, dark lies, perversions beyond imagining, and megalomania. This power believes that its followers are meant to rule the multiverse, to enslave the "little fish" that overrun the sea, to use them, and to consume their minds. The tyrannical god is a spiritual entity manifesting as a disembodied eye of luminous azure hue frozen within a block of ice.

The priesthood of Pluvak is a small and select one. Pluvak's priests concern themselves with the pursuit of knowledge, the exploration of new territory, and the exploitation of knowledge gained through these explorations. They also specialize on making special contracts in exchange for one's soul. One could, for example, pledge their soul to this frigid god in exchange for money or knowledge. Pluvak always collects on these contracts swiftly; those that enter into these arrangements cannot return from the dead by any means.

#### THE CULT OF DIJO

Alignment: Lawful Neutral
Common Members: Selkies
Domains: Death, Law, Protection, Strength, Water
Favored Weapon: Glaive
Symbol Variations: a circle secondary symbol instead of a hexagon

The selkie version of Pluvak is somewhat more benevolent, but no less cold and heartless. The lochgelly selkies called upon the pre-cult version of this deity in order to procure the secrets required to create ever-ice and thus prevent their city from melting. Upon reaching the Cerulean Seas, the selkies were still obligated towards Dijo, and many had little choice but to have this devotion absorbed by the eager umbrella of the Pluvak faith. Dijoian cultists conduct a yearly sacrifice in Pluvak's name in secret to recharge the Lochgelly's immunity to melting and ensure the production of ever-ice. The details of this sacrifice are known only by the cultists, though many speculate that the object of the sacrifice is one of their own members.

#### THE CULT OF VANAK

Alignment: Neutral Evil Common Members: Sentient undead Domains: Darkness, Death, Evil, Strength, Water Favored Weapon: Ranseur Symbol Variations: Black instead of cyan Undead worshipers of Pluvak comprise the majority of the cult of Vanak. This wing of the Pluvak faith is much less concerned with making contracts and forcing subjugation. Instead, they prefer to pervert their enemies to the side of evil by converting them into soulless undead. Anyone that finds a loophole to escape one of Pluvak's contracts can expect vengeance in the form of a Vanakian cultist that is hell-bent on afflicting them with some form of undeath.

# Dagon

Sahuagin God of Destruction Alignment: Neutral Evil **Common Followers:** Sahuagins and shargs Symbol: A whirlpool Secondary Symbol: Spiral Holy Material: Bone Holy Beast: Shark Holy Colors: Black and white **Favored Weapon:** Flayspear Domains: Death, Darkness, Destruction, Evil, Madness, Weather Optional Subdomains: Murder, Loss, Catastrophe, Rage, Nightmare, Storms The Black Lord, The Ebon Claw, the Lord of Darkness-- Dagon is the epitome of evil. He is thoroughly malicious, and he revels in hatred and

strife. A brooding power, he rarely shows himself directly, preferring to plot from within the shadowy depths and destroy others from afar. He hopes to control all of the Cerulean Seas and dominate or subsume all other deities, although for now he is willing to work with some of them to advance his cause. He is still extremely upset over the loss of the sahuagin, which used to make up the bulk of his worshippers. Dagon is still depicted as a giant and terrible sahuagin.

Within the church, the church hierarchy resolves internal disputes through cold and decisive thought, not rash and uncontrolled behavior. Dagon's clerics and worshippers try to assume positions of power in every realm so that they can turn the world over to Dagon. They work subtly and patiently to divide the forces of their enemies and elevate themselves and the church's allies over all others, although they do not fear swift and decisive violent action to help achieve their aims. Ranks within the church are declared by the holder of the rank. Most are grandiose and threatening (high imperceptor, grand bloodletter, etc.). Facial tattoos are common; sometimes with the same luminescent ink that Saloth's worshipers use (sometimes even stolen from their temples). High level clerics of Dagon wear gems on their foreheads.

# THE CULT OF LEVIATHAN

Alignment: Neutral Evil Common Members: Evil sea titans, gargantuan monsters

**Domains:** Death, Destruction, Evil, Strength, War **Favored Weapon:** Glaive

**Symbol Variations:** Dark blue instead of black Leviathan was once a deity in his own right and the mighty sea titans were the descendants of his offspring. The Council of Nine insisted that the sea titans subjugate their religion to the Council's edict, and Dagon sponsorship was the most logical route. The tenets of the faith were virtually unchanged in the conversion.

Leviathan cultists are charged with finding the weak points in everything and exploiting them. The goal is to either strengthen the whole, or to destroy it, thus allowing something else to take its place. These cultists often get involved in wars, usually fighting for both sides as much as possible. One of the tenets of Leviathan is that it is better to destroy the many rather than the few. Because of this, many Leviathan cultists are regarded as terrorists.

#### THE CULT OF TYPHON

Alignment: Chaotic Evil

**Common Members:** Aberrations and evil trueforms **Domains:** Animal, Chaos, Death, Evil, Madness **Favored Weapon:** Flayspear

**Symbol Variations:** Blood red instead of black The cult of Typhon is much like the rest of the faith except that it focuses heavily on the bestial side of evil. Most members do not have humanoid forms, and those that do often seek magical means to warp their forms into that of something more monstrous. This is a cult made up of hideous, slimy monsters.

# Saloth

Deep Drow Goddess of Hatred Alignment: Chaotic Evil Common Followers: Deep drow Symbol: A spider crab Secondary Symbol: A diamond Holy Material: Adamantine Holy Beast: Crab Holy Colors: Black and luminescent green Favored Weapon: Crossbow Domains: Chaos, Charm, Darkness, Evil, Magic, Steam Optional Subdomains: Demon, Lust, Loss

Also known as the Queen of Deceit and the Dark Claw, Saloth is a megalomaniacal deity with an immense following. One of the three greater powers of evil in the abyssal regions of the Cerulean Seas, she is petty and self-centered, and enjoys misleading individuals of all inclinations so that they perform acts that ruin their lives or so that they make fatal mistakes. She drinks the tears of disillusioned dreamers and broken-hearted lovers. She is not above an alliance with another deity as long as she thinks she can betray the other divine powers and come out ahead.

Saloth's church is pledged to spread strife and work murders everywhere in order to make the fold believe in and fear the Dark Claw. It supports cruel rulers and indulges in intrigue in such a way that the world won't be overrun by wars. Her church is often beset by internal feuds and backstabbing, but this conflict has decreased in recent years as Saloth has gained better control of herself and has consolidated the churches of the deities whose portfolios she took over.

When the Demon Queen of Spiders spun her last webs in the now flooded under-realm, Saloth stepped in and quickly adopted the aquatic drow who see her as a "second coming" of the Spider Queen. Indeed, the two deities share much in common, including a centaur-like depiction. However, instead of the lower body being a spider, it is that of a hideous spider crab.

Worshippers of Saloth dress simply, and cover themselves in glowing tattoos of profane symbols. All wear adamantine bracers on their wrists as a symbol of enslavement to their god.

#### THE CULT OF MORGANAE

Alignment: Chaotic Evil
Common Members: Evil feykith
Domains: Chaos, Charm, Evil, Magic, Trickery
Favored Weapon: Crossbow
Symbol Variations: Six pointed star secondary symbol instead of diamond.

The nucklavee were quick to align their noxious goddess with Saloth's forces. Morganae was an ancient goddess of evil sea fey. She was depicted as a bloated crab with one hundred pinchers. When Saloth devoured her and absorbed her power, the Morganite cult was born. Under Saloth, the cult is virtually identical to its parent faith.

### THE CULT OF SARLA

Alignment: Neutral Evil Common Members: Boggers Domains: Evil, Death, Darkness, Madness, War Favored Weapon: Spear

Symbol Variations: Hand print instead of spider crab

The cult of Sarla is a degenerate version of the Saloth faith that was adopted by the boggers. The original bogger religion was eradicated by the Council of Nine; every bogger shaman was eliminated, leaving an entire population of boggers without a religion to match their vices. While some turned to Pluvak and Dagon, others dabbled in a third option; to piece together the Saloth creed from mostly second-hand information. Saloth, greedy and undiscriminating about where her power comes from, readily accepted these toxic little villains and the cult of Sarla was born. Even the name "Sarla" is just a mispronunciation of "Saloth." This "dumbeddown" version of the Saloth faith is particularly well-suited to the primitive and cruel.

# The Iaxlenite Brotherhood

The Jaxlenite Brotherhood is the official name for the ixarc philosophical branch. Under a philosophy rather than a deity, the Jaxlenite Brotherhood is closely watched by the Council of Nine for evidence of divine power. Their many monasteries throughout the Cerulean Seas could pose a problem if they begin turning out clerics along with their many monks.

# Cities of the Cerulean Seas

Below are listed the cities of the Cerulean seas. There are 9 seas of the Cerulean Seas, and they are simply North Western, Western, South Western, South, South Eastern, Eastern, North Eastern, Northern, and Central. There are basically two types of city philosophies: peace and war. A peace city does not allow weapons to be drawn and requires all weapons either be checked at a city gate or peace tied. In a peace city, the law is maintained by an active city-guard. In a war city you are expected to fend for yourself, however. The city-guard usually has bigger problems than petty crime, and the city expects its citizens to be well armed and able to use their weapons. Most cities occur at a depth of between 0 and 300 feet, but some go much deeper.

# Sunken Cities

Sunken cities are built on the ruins of a land city that was flooded. Many show signs of ancient Halbokian architecture while others have been totally revamped into new styles. Sunken cities are ripe with secrets and hidden treasure for those that know where to look. Sunken cities often have vast underground networks; the remains of a sewer system.

#### BALEDEEP

Sea: South Eastern Type: Peace Depth: 100-200 feet.

The most south eastern city in the Cerulean Seas, baledeep holds the defense of this area. Its population is mostly merfolk and carchardians, but all races can be found here.

#### BORDERHOLD

Sea: North Eastern Type: War Depth: 250-400 feet.

As the name implies, Borderhold is a border city that is frequently attacked by all manner of enemies, including sea titans and leviathans. Seafolk make up the majority of the population, though it is attractive to many adventurer types looking to prove themselves.

# HARPER'S BAY

Sea: Northern Type: Peace Depth: 20-100 feet.

Harper's Bay is the capitol city of the Genai. The center for genai government is here, and has been here since before the flood. The population is

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primarily genai, and the culture and architecture has preserved the flavor of ancient Halbokia (similar to medieval Arabia).

# KRAKEN BAY

Sea: Central Type: War Depth: 100-250 feet.

Kraken Bay has been called the Squibbon Capitol city, and is known as a haven for pirates and thieves. Certainly a central location for the thieves guild and Glimmerkeepers (a nixie run organized crime organization), Kraken Bay is not a place for those without streetwise and experience with the seedier parts of the sea. The population is a mix of many races, but has large squibbon and nixie sections of town. Most of the structures have been tailored to small sized citizens.

#### LOST CLOUD CITY

Sea: Central Type: Peace Depth: 300-600 feet.

Marking the northwest corner of the Central Sea, the Lost Cloud City is the capitol city of the nommo, and has a population of mostly nommo. From the magical palace in the center of the city, the nommo leaders keep a close watch on the comings and goings of the city. Generally, the city is quiet and peaceful, as no one would dare upset the nommo. Most of the city has been tailored to creatures of larger stature, such as the nommo themselves.

# **NEW BELKERTON**

Sea: North Western Type: Peace Depth: 20-80 feet.

This shallow sandy city is nearly overrun with karkanaks, but also supports a hodgepodge of other races. Primarily, New Belkerton is a trade city, where karkanak crafts are traded for other items.

#### **NEW BLACKENSVILLE**

Sea: Western Type: Peace Depth: 50-150 feet.

New Blackensville features a thriving mithral mine, and as such, is home to many sea elves that mine and refine this rare ore. Many races live here, and the city also supports a large military as it is on the western border of the seas.

#### **NEW DOLPHIN COVE**

Sea: Central Type: War Depth: 200-400 feet.

Dolphin Cove was never rebuilt after the flood, but the structures stood well enough to house the free thinkers that live there. New Dolphin Cove is home to many delphin pods, as well as many other races. It has only a loose government and structure, tailored to those that value freedom over security.

#### **NEW HAMMERTON**

Sea: Northern Type: Peace Depth: 100-200 feet.

Marking the northern border of the Cerulean Seas, New Hammerton is really in the middle of nowhere. Though occasionally plagued by slurgs, this city is relatively quiet and self-sustaining. Its population is a mix of all races, made of people who wanted to get away from the hussle and bussle of the other cities.

#### NEW PORT DULAN

Sea: South Western Type: Peace Depth: 400-600 feet.

A nommo outpost, New Port Dulan was restored to its full defensive potential to protect the seas from western invaders. The nommo recruit soldiers of all races and creeds. An open boot camp known as Fort Wrykil exists here where warriors of all types refine their talents.

# **New Tristentown**

Sea: Southern Type: Peace Depth: 100-200 feet.

New Tristentown marks the southern border of the Cerulean Seas and is the base of exploration of the Thorr vents.

#### SALANE'S HOPE

Sea: South Western Type: Peace Depth: 50-100 feet.

Named for a legendary holy figure in the Mariblee faith, Salane's hope is on the edge of Salane's Ridge, a range of hills and mountains known to contain both gold and mithral. Unfortunately, the ridge is treacherous and most large deposits have been mined out. This city has passed its prime and is looking for a new source of revenue.
# **SUNKEN HOPE**

Sea: North Western Type: Peace Depth: 100-200 feet.

A pit stop on the way to Fortunis, Sunken Hope is a city built for those who like honest hard work. It is home to many factories and assembly lines, and produces crossbows, chariots, and some alchemical items en mass.

# SUNKEN PEAK

Sea: Western Type: Peace Depth: 10-100 feet.

Many of the goods sold in Ebera come from this city. Once a rich depository of wealth in the age of land, Sunken Peak is now a prosperous archeological site, rich with secrets. The explorers here shun merchants looking for cheap artifacts, preferring instead to deal with chosen representatives in Ebera who they know will put some items up for sale at a fair price, and protect others.

## **THORR CITY**

Sea: South West Type: Peace Depth: 0-50 feet.

Right off the coast of Thorr Isle, Thorr city is a source of those materials that are easier crafted on land, such as metal and glass items. Karkanaks and mogogols alike work here as glass crafters and metal smiths, selling their wares to merchants who frequent the area in search of cheap merchandise.

# TRIAD

Sea: Southern Type: Peace Depth: 10-100 feet.

This shallow, sand-filled city is rather simple and peaceful. The population is made up of many karkanaks and ixarc (who have a large monastery nearby), as well as a few other races. Karnak, the karkanak "king", dwells in this city.

# WRECKAGE

Sea: South East Type: Peace Depth: 100-200 feet.

Wreckage is a pirate city, a haven for lost souls, and a bastion for thieves and cut-throats. When you need an assassin, black market goods, or even just cheap stolen goods, wreckage is the place to go. A

city run by organized crime has many villains to protect, and has therefore deemed itself a peace city.

# Coral Cities

Coral cities are the "new cities" of the Cerulean Seas. They are grown rather than built, and quite beautiful to behold. They represent the epitome of blending nature and civilization. They are favored by cindarians and sea elves, and support many different industries and interests. Like sunken cities, coral cities sometimes support vast underground networks, but these are most often natural caverns rather than man-made.

# CORALLIS

Sea: South Western Type: Peace Depth: 100-200 feet.

Corallis is a city not built from coral, but built by coral. To the untrained eye, Corallis looks like nothing more than a fantastic coral reef. This is the home city of the cindarians, and is fiercely protected by them.

# DAR ELESTRI

Sea: Eastern **Type:** War **Depth:** 100-200 feet.

As the capitol city of the sea elves, Dar Elestri is as beautiful as it is magical. While the population is mostly sea elves, all races can be found here, coexisting more-or-less peacefully. The city can be described as thriving and well-maintained, though also sprawling and eclectic. The canals (equivalent to city streets) can be very dangerous at night.

### DELANTERI

Sea: South Eastern Type: Peace Depth: 50-150 feet.

The second largest sea elven city in the Cerulean Seas, Delanteri is the center of magic, religion, and education for the sea elven people. Creatures of all races visit this city to learn or seek magic. Delanteri is run strictly, by a counsel of high-level mages, and has a very low crime rate.

# Ebera

Sea: South Western Type: Peace Depth: 400-600 feet.

Ebera is known as the artifact and antique capitol of the sea. A center for the rare and powerful, Ebera is frequented by mages and warriors seeking a boost from ancient magics. Consequently, Ebera is a rather wealthy city despite to its small size.



### **FORTUNIS**

Sea: North Western Type: Peace Depth: 10-100 feet.

The gambling capitol of the sea, Fortunis is home to many casinos, wastrels, and sleazy types. Many come to Fortunis to find their fortune only to leave worse off than they were. Still, the occasional winner leaves Fortunis with riches.

## GALENTIA

Sea: Western Type: Peace Depth: 200-300 feet. Another border city, Galentia is no stranger to conflict. Plagued by aboleths from the west, the military of this city must be strong to survive. The population is mostly merfolk, including seafolk and kai-lio.

# **KELATHANE**

Sea: South Western Type: Peace Depth: 200-300 feet.

Primarily run by cindarians, this small city is known for creating the most beautiful jellyfish armor. Consequently, Kelathane is plagued by all manner of jellyfish.

# **KILARA**

Sea: Eastern Type: War Depth: 50-200 feet. The capitol city of the seafolk, Kilara is known both for its military and its art. If it wasn't for its alien coral structures, this city would closely resemble some sort of fantastical medieval England.

# **KWARINYNE**

Sea: Central Type: War Depth: 100-150 feet.

Kwarinyne is a trade city that specializes in masterwork coral goods, especially weapons. A coral triton fork made in Kwarinyne is considered "top of the line."

# MELATARI

Sea: Eastern Type: War Depth: 200-400 feet.

The elven border city of Melatari is known for its elite cavalry and is home to many hippocampus ranches. If you are looking for a fine steed, Melatari is the place to go. It is often raided by enemies in attempts to steal these creatures as well.

# **PENIGRIN BAY**

Sea: North Western Type: Peace Depth: 200-300 feet.

This tiny city is founded on a gold mine, and is the chief producer of auranite in the seas. All races congregate here to get a piece of the fortune that only a handful actually control.

# SHURIKAL

Sea: North Eastern Type: War Depth: 200-400 feet. As the closest city to the Saloth Vents, Shurikal is home to many nixies and sea elves, and plagued by deep drow attacks. As a border city, shurikal has a long history of conflict and military presence. If it was not for feykith influence, this city would be not much more than a militaristic zone.

# TALADAR

Sea: Central Type: War Depth: 100-300 feet.

Taladar marks the north-eastern corner of the Central Sea. In the center of Taladar is the Coral Fortress, which serves as both an armory and a temple to the Keilona faith. The city is full of all sorts of merfolk, including cindarians. While strict and warlike, Taladar has a beautiful and gentle side to it as well.

# TELATARIA

Sea: South Eastern Type: Peace Depth: 200-400 feet.

As a general trade city, Telataria is home to all sorts of people and races. The main export of this city is coral weapons and armor.

# Kelp Cities

The triumph of naiad gardening, kelp cities are immense floating communities made up of millions of huge kelp pods bound together and supported by giant shelter kelp. While not the most attractive cities, they are quite functional. Most kelp cities are built close to shore, and have accompanying settlements on shore. These terrestrial settlements are usually residential, though sebek-ka will also use these locations to build large stone temples and pyramids.

# BROTHERHOOD

Sea: Western Type: Peace Depth: 0-100 feet.

Primarily a mogogol city, and frequented by both King Mogogol and Captain Mogogol, Brotherhood is an idealistic city with lofty morals and simple ways. Naiads maintain the kelp foundations and harvest shelter pods.

# GORA

Sea: South Eastern Type: Peace

> **Depth:** 0-100 feet. Gora is the Sebek-ka capitol city, and is also known as Blooded Bay or Sebu Gora (its

Sebek-ka name). A far cry from monuments and pyramids, Gora is a new turn for Sebekian tradition. The city is not devoid of drylander influence as it is dotted with large plaques and statuettes made of swampwood that depict Sebek, the pharaoh, and hieroglyphics. This is a strict, well-kept city. The nearby shore, on the edge of the Bleeding Marsh, features several pyramid shaped stone temples built upon a sandy area. Only those of the Tathba caste are allowed to visit this holy area, however.

# GORBORHORD

Sea: Northern Type: Peace Depth: 0-100 feet.

Populated by naiads, mogogols, and a few other races, Gorborhord holds simplistic living and peaceful ways as a paramount way of life. They do not tolerate mischief in this city.

# Iceberg City

Carved from the underside of an iceberg, Lochgelly Cityberg is unique in the Cerulean Seas.

# LOCHGELLY CITYBERG

Sea: Central Type: War

Depth: 0-200 feet.

A city carved into the bottom of a gigantic iceberg by selkies. The beauty and exoticness of the city attract non-selkies to live there as well. This is generally a fun-loving city known for its wild parties and extravagant celebrations. The iceberg moves about 2.75 miles per day, which is equivalent to Speed 1 ft. (it moves one square every 5 rounds). It ranges about 1000 miles in a year.

# Glass City

Made from glass that is as strong as steel, this beautiful city is a riddle of the seas, that only the King of the Tritons himself holds the answer to.

## SHAZALAR

Sea: Central Type: Peace Depth: 200-300 feet.

This is the legendary city of glass, built and maintained by the Tritons as their capitol city. The process by which it was crafted is a secret of the highest ranking tritons, but history books say that it was built in one day. All races are welcome in the city, although some areas are off-limits to nontritons and are heavily guarded. This enigmatic city attracts adventurers and explorers alike.

# Current Events

Listed below is a suggested timeline for current events in the Cerulean Seas. It is based on a calendar of thirteen 28-day months, with years listed in AF (after flood, referring to the Great Flood).

**Tatheril 27, 521 AF:** A new gold mine is discovered 20 miles west of Pennigrin Bay. Many families relocate to reap the benefits.

**Hetrium 5, 521 AF:** New prison complex appears in Shazalar. Trespassers to forbidden areas are arrested rather than escorted out of the city.

Hetrium 13, 521 AF: Hurricane Balthazar grazes the southern sea. Karkanak settlements destroyed. Triad and New Tristentown suffer minor damage.

Actium 15, 521 AF: New Tristentown experiences tremors originating from the Thorr Vents. Minor damages reported.

**Necrofais 11, 521 AF:** Red Tide hits Galentia. Local kahuna take efforts to quell the plague of caustic red algae. Minor casualties reported.

**Necrofais 25, 521 AF:** Jellyfish swarms are worst ever in over 3 decades. Prices for jellyfish armor have been increased to encourage the capturing of wild jellyfish.

**Balentin 3, 521 AF:** A leviathan is spotted 50 miles north of Salane's Hope. The city fortifies its northern defenses.

**Balentin 9, 521 AF:** Red tide hits Delanteri closing down the Mage School for the day. Local wizards test new magic on eliminating the threat.

**Balentin 24, 521 AF:** Kilara's taxes increase. The king says the money will go towards city improvements.

**Galadember 3, 521 AF:** Glimmerkeeper organized crime boss, Flickersnitch was successfully captured in Fortunis. Unfortunately, he somehow escaped while being escorted to prison. Reward increased to 500 Rounds for his successful imprisonment.

**Galadember 11, 521 AF:** Tremors cause the new gold mine to collapse in Pennigrin Bay. Several casualties reported.

**Galadember 14, 521 AF:** High Council Member Dukain of the sea elves dies of natural causes.

**Galadember 17, 521 AF:** High Council Member of the sea elves Talard resigns.

**Finawl 11, 521 AF:** The mayor of Galentia publicly commends Dalenteri for their efforts in finding a magical solution to the issue of red tide. Galentia is plagued by the deadly algae yearly.

**Finawl 20, 521 AF:** Princess Ratilda Gherion hatches to the king and queen of the seafolk. This is their seventh child.

**Finawl 21, 521 AF:** There is much internal squabbling over the recently emptied council seats in the city of Dar Elestri. The sea-elven nation waits as decisions are made regarding these positions.

**Primus 3, 522 AF:** Man-o-war jellyfish invade the surface above Kelathane. Local effort put into eliminating the deadly jellyfish.

**Primus 7, 522 AF:** A small group of vandals begin destroying public buildings and causing magical explosions throughout Fortunis. Authorities believe the group is linked to the Glimmerkeepers.

**Primus 10, 522 AF:** A leviathan strikes at northern Salane's Hope. Several structures annihilated and many casualties. Although the beast was seriously injured by the town militia, it managed to escape.

**Dastery 9, 522 AF:** Al Kardan, a genai noble openly insults the King Aaron Gherion (of the Seafolk) during a diplomatic visit and is exiled from Kilara. Political strain between the two races ensues, and ends in a small monetary compensation to the seafolk leaders on behalf of genai people, and a public apology to the king by Harun Al-Rashid himself.

**Dastery 21, 522 AF:** An increasing number of an aggressive fish, called Sawtooth Barracuda, begin migrating to the southern seas. Local kahunas promote wide scale fishing for this species as it is harming indigenous wildlife.

**Elium 12, 522 AF:** Work begins on a new monument under the city of Gora: a huge coral statue of Sebek. The statue is expected to be finished by the end of the year.

Elium 17, 522 AF: Choppy waters cause minor damage in Brotherhood. Some casualties reported.

**Nembros 3, 522 AF:** Unusually low tide beaches several shelter pods on the northern side of Gorborhord. The pods were replaced and families relocated. Plans to move the city are underway to prevent further issues.



# Chapter 8: Mastering the Sea

# Gamemastering Under the Sea

This chapter touches on the basics for running a game under the water, including basic advice for handling underwater adventure for the first time, adding the new aquatic statistics to existing materials and monsters, and how to handle a three dimensional battle-mat.

When you run Cerulean Seas for the first time, take the time to familiarize yourself with the new elements; particularly buoyancy and pressure. While they may seem a bit burdensome at first, they do add a unique flavor to the setting. It may be a good idea to start shallow, and work your way into the depths. Perhaps begin on a mogogol ship, and then jump right in. Start with the familiar and work your way to the more complicated aspects.

After the initial adjustment to aquatic adventuring, it will seem very much like your "normal" Pathfinder Roleplaying Game, with a few added perks. So much so, in fact, that it will be very easy to slip back into "terrestrial mode." This can be as simple as thinking about a battle in two dimensions instead of three, or as discontinuous as introducing a purely terrestrial element by accident.

The latter has proven to be more innocuous than one might initially think. Nearly all things found on land, have an aquatic equivalent. For example, during play-testing, a Gamemaster came up with an impromptu farmer NPC for his players to interview. One of the first questions was "What do you farm around here?" The Gamemaster, retrieving personas from countless past drylander games, promptly replied, "Oh, pigs mostly..." and went into the trials of pig farming in hard times such as these.

The players replied with (in unison), "Pigs? Really? Under the sea?"

"Yes," said the Gamemaster not missing a beat, "Sea Pigs ... they are quite tasty." And thus, sea pigs were born. In actuality, there are sea cucumbers that are often referred to as sea pigs, and "sea pork," a strange invertebrate also known as a tunicate that is farmed and served as a delicacy. In any case, the mythical merpigs added a nice touch and helped bring a taste of the familiar to an otherwise alien world. The sea is big and mysterious enough to allow for nearly any scenario, even more-so than one might encounter with a land-based game.

# Converting Existing Material

The Cerulean Seas campaign setting is compatible with any Pathfinder Roleplaying Game supplement, though may require a Gamemaster to add statistics such as buoyancy, depth tolerance, and so on. Many tables provided in this chapter will facilitate this process.

In addition, it is fairly easy to convert primarily terrestrial creatures and objects into their aquatic equivalents. Chapter 9 has aquatic and merped templates that can be used to create everything from a sea pig to an aquatic owlbear—your imagination is the only limit.

Magic Items can be handled in a similar fashion. Chapter 6 details aquatic substitution spells and offers aquatic versions of common magic item effects. A Ring of Fireballs, for example, can be easily converted into a Ring of Mageboiling.

Along these same lines, with only a little more effort, entire adventures can be converted in this way. Imagine your favorite

> adventures under 100 feet of water! How would they be different? What elements would need to change, be adjusted, or replaced?

Converting existing land adventures to undersea versions can be an easy way to add new adventure to your Cerulean Seas game. Likewise, a familiar adventure, converted to an undersea adventure can breathe new life, create new challenges, and add new dimensions to an otherwise overplayed plot.

# Calculating Buoyancy Units

The racial descriptions relate the character's racial buoyancy, and the equipment section has the buoyancy of all the items listed. Refer to the tables below when the buoyancy units are not listed. For objects, multiply the weight of the object (in pounds) by the modifier on the table to obtain the buoyancy units of the item. The numbers listed for creatures are the approximate racial buoyancy of the creature, without considering equipment or natural buoyancy controls such as lungs or swim bladders.

# **TABLE 8-1: BUOYANCY OF OBJECTS**

Material	Weight Multiplier
Metal or Dense Rock	-5
Wood	5
Coral or Porous Rock	-1
Ice or Bone	1
Leather or flesh	-3
Air or Objects full of air	10

TABLE 8-2: BUOYANCY OF NON-FISH VERTEBRATES\*

Size	Racial Buoyancy	
Fine	-0	
Diminutive	-1	
Tiny	-5	
Small	-20	
Medium	-50	
Large	-225	
Huge	-760	
Gargantuan	-1800	
Colossal	-6000	

\*Includes most humanoids and quadrupeds, examples: elves, lizardmen, and trolls.

# TABLE 8-3: BUOYANCY OF FISH-BODIED CREATURES\*SizeRacial Buoyancy

Fine	-0
Diminutive	-1
Tiny	-2
Small	-10
Medium	-25
Large	-110
Huge	-370
Gargantuan	-870
Colossal	-3000

\*Includes non-fish creatures with a fusiform body, examples: sharks, dolphins, and whales.

# TABLE 8-4: BUOYANCY OF SOFT-BODIED INVERTEBRATES\*

Size	Racial Buoyancy
Fine	-0
Diminutive	-0
Tiny	-0
Small	-1
Medium	-2
Large	-10
Huge	-35
Gargantuan	-80
Colossal	-260

\*Includes most jellyfish and mollusks, examples: starfish, squids, and octopi.

# TABLE 8-5: BUOYANCY OF HARD-SHELLED INVERTEBRATES\*

Size	Racial Buoyancy	
Fine	-0	
Diminutive	-1	
Tiny	-12	
Small	-75	
Medium	-190	
Large	-865	
Huge	-3000	
Gargantuan	-7000	
Colossal	-25000	

\*Includes most crustaceans and shellfish, examples: snails, crabs, and lobsters.

## TABLE 8-6: BUOYANCY OF PLANTS\*

Size	Racial Buoyancy	
Fine	0	
Diminutive	2	
Tiny	10	
Small	40	
Medium	100	
Large	550	
Huge	1520	
Gargantuan	3600	
Colossal	12000	

\*Includes plant-like creatures, examples: naiads, kelpies, and lillypads.

For combination creatures, such as merfolk, take the percentage of each creature in their makeup and multiple that by the number in the table, then add together for the result. For example, a Medium-sized merfolk is half non-fish vertebrate and half fishbodied. Half of -50 plus half of -25 creates a racial buoyancy of -38.

# Finding Depth Tolerance

Each race has a depth tolerance listed, and it can be assumed that the character's Small sized or smaller animal companion has the same depth tolerance as the character (for ease of play). For other creatures, Table 8-8 can be referred to as a general guideline. Note that species with greater or lower Depth Tolerance can exist. Typically, a creature is normally encountered within its depth tolerance and will not want to enter depths beyond it.

# **TABLE 8-7: DEPTH TOLERANCE**

Type of Creature Depth Toleran		
Aberrations*	1000-50,000 feet	
Elementals, Ooze & Undead	immune to pressure	
Fey	600-5,000 feet	
Fish*	300-6,000 feet	
Humanoids	300-600 feet	
Invertebrates	1,000-30,000 feet	
Marine Mammals & Reptiles	600 feet	
Merfolk & Merpeds*	600-1200 feet	
Outsiders	5000 feet	
Plants	600 feet	
Sea Birds	100 feet	
Terrestrial Creatures	50 feet	

\*These creatures also often have depth sensitivity if their tolerance is deeper than 1000 feet.

# Using the Battle-mat

An underwater campaign has a few obstacles to consider when using the standard battle-mat. First, miniatures of aquatic creatures are hard to come by. Select miniature companies have various aquatic lines, including some popular miniature war-games. These can be supplemented nicely using plastic miniatures commonly found in toy and education stores that depict a variety of sea life. These collections often come in large tubes or bags and can be a very affordable alternative to gaming miniatures. Common creatures found include sharks, eels, crabs, seals, octopi, and many types of fish. Of course, they are not made to a particular scale, and usually vary between Medium-sized and Gargantuan in comparison.

Another miniature alternative is cardstock miniatures. These print-and-fold stand-ups are lightweight, affordable, and easy to store and transport. At the end of the appendices of the book, you will find cardstock miniature templates for common creatures and races in the Cerulean Seas campaign setting. Miniatures aside, the most challenging aspect of an underwater campaign is working in three dimensions. Gamemasters have tried for decades to come up with the perfect three-dimensional system, and few have found a palpable solution. The following will examine some of the pros and cons of the most common solutions. Afterwards, we will introduce you to the method that we found worked best while play-testing the Cerulean Seas setting.

### **SOLUTION 1: STACK THOSE DICE**

This quick and inexpensive way to show altitude has been used since tabletop gaming began. It works by balancing a miniature atop a stack of six-siders. The taller the stack, the further up the character is from the battle map. While this is quick and simple, it is also quite easy to knock over and seldom to scale (unless you use 1 inch square dice). It is not feasible to use this method for large variances (any stack over 4 dice high tends to be precariously unstable). In addition, it is hard to show when characters are directly underneath the elevated character, because there is a stack of dice in the way.

This is preferable in situations where differences in depth are less than 15 feet, however. For that reason, included with the cardstock miniatures is a template for "depth cubes" which uses this method of altitude representation, but with greater stability and attention to scale. Keep those d6s for rolling *mageboil* damage.

# SOLUTION 2: ORDER A PIZZA

More than a few tabletop gamers have serendipitously discovered the value of those little table-like plastic pieces (box tents) that are found inside pizza-boxes to keep the lid of the box from touching the pizza. With a little scotch tape around the top of each, they can stack with even more stability than dice do. As an added bonus, miniatures can finally be placed underneath each other in several levels. Unfortunately, they are not to scale. Worse yet, every pizza company seems to use different sizes and shapes, so unless you always order from the same place, you will end up with a collection of mismatched pieces. While they are more stable than stacked dice, they still fall down easily when the stack approaches only four levels high. While you can put most Medium and Smallsize miniatures underneath each "table," Large and larger miniatures still will not fit. They are also not too appealing, as scotch tape picks up all manner of debris, and they are often stained with pizza sauce. Our advice is to throw them away with the pizza box, unless you are in a real pinch.

# **SOLUTION 3: QUEST FOR THE COMMERCIAL**

Commercial solutions to 3D miniature combat do exist, though they may be extremely hard to find and often far too expensive for the average gamer. They work in various ways from the stackable to moving platforms and are usually made of clear plastic. While viable solutions, most are limited in use in some way. We suggest that you see them in action before you purchase them, because many that we had tested were not nearly as useful as they initially appeared. However, this may be a great feat in and of itself because finding them at your local gaming store seems to be a bit of a challenge in many areas.

### **SOLUTION 4: THE TIERED TABLE**

The most fancy of these do-it-yourself projects are made of Plexiglas sheets sandwiched between Lucite cylinder "table legs." This creates a multitiered table-like structure on which several miniatures can rest at different elevations. Combat grids are drawn or etched into each sheet. While a wonder to behold and excellent for highly structured scenarios, they do little more than take up a lot of space. They are not adjustable, hard to transport, will not allow large minis to fit inbetween the platforms unless the platforms are far enough apart to fit them. Overall, hardly worth the effort it takes to make them.

# **SOLUTION 5: MINIATURE MARIONETTES**

Truly the most bizarre solution for 3D combat is the application of gallows-like stands that hold spools of string. Miniatures are suspended from the stands by the strings. This method is one of the few that allows for a completely adjustable elevation, and the strings can overlap allowing for nearly any sized creature to be directly below any other creature. The strings are often marked to delineate the amount of squares that the miniature is hanging from. By subtracting the length of the string from the height of the stand, you get altitude above the ground (or sea floor in the case of aquatic combat). Unfortunately, the miniatures regularly swing freely, and the strings tangle if they are anywhere near each other. Add to that the time it takes to affix and remove each miniature and the whole setup is terribly cumbersome to keep up during combat. While not difficult or expensive to construct, and more accurate than previous methods, the string method is more of a mess than it is worth.

# **RECOMMENDED SOLUTION: TRACKER TREES**

During play-testing, the Alluria team tried all of the previous solutions, and then we came up with our own. We proudly present to you a new and affordable solution to three-dimensional combat on the miniature board. Tracker trees, as we have come to call them, are simple stands that hold adjustable platforms. Each platform can hold several miniatures at once, and the platforms can be moved up and down with ease. The entire stand is easy to move, store, and transport. Several stands can be made, and the design can be adapted to be larger or smaller to accommodate different scenarios. They are stable, easy to use, and easy to make. Complete directions are included here, as well as additional templates (both color and black & white) at the end of the appendices of this book.

**Supplemental Items:** We recommend keeping a few dowel rods that are marked in one inch increments to easily calculate distance between two miniatures. In addition, having a few "depth cubes" (see Solution 1: Stack Those Dice) handy can make underwater combat go even faster.

# Kow to make your own Tracker Trees

The following details how to make our solution to three-dimensional miniature combat. Because of the way the materials are sold, we found that it is easier to make each stand in pairs. These instructions produce two tracker trees.

### MATERIALS NEEDED

These materials can be found in most hobby, art, or craft stores at affordable prices.

- A 5/16 inch diameter wooden dowel rod, 36 inches long
- A white-foam board about 1/8 inch thick. You will need a foam board at least 8 inches square, but most come in much larger sizes.
- Two 4-inch square wood bases, about ¼ inch thick. Most wood and even pressboard will work, but avoid balsa wood because it is too light. You can buy any sized wood plank and cut it into 4 inch squares.
- Four mini-clothes pins that are about 2 inches long. These are the spring loaded kind, and are available in bulk bags.
- A no-wrinkle glue stick
- Three sheets of white paper
- Three sheets of white cardstock (optional)
- A few scraps of cardboard
- Wood glue
- Laminating sheets or tape (optional)



# **TOOLS NEEDED**

These tools facilitate building these stands. If you do not own these tools, we suggest that you borrow them from someone who does.

- drill with 5/16 drill bit
- exacto knife
- felt tip pen (no-bleed preferable)
- hobby or hack saw
- pencil
- printer
- sand paper
- scissors
- tape measure

# DIRECTIONS FOR ASSEMBLY

 We highly recommend that you use the templates provided at the end of his book. Both color and black and white are provided. Simply print out three copies of your choice on regular white paper and cut out four platforms, two bases, and two sets of center gradients. Wait to cut out the center "dot" of the platforms and bases until later. Additional Options: The platform and base templates work best if printed on cardstock, while the center gradients must be printed on paper (as cardstock is too thick and unpliable). Each template piece can be laminated (on the printed side only) afterwards, to ensure maximum durability.

- 2. Trace around the edge of the base template onto the wood panels with a pencil. Using your hobby saw cut each wood base to size. If using natural wood, be careful not to put too much pressure on the wood as it is prone to splitting. If it does split, simply glue it back together with some wood glue. Afterwards, use a no-wrinkle glue stick to affix the template print side up to the top of the wood base. Using your drill, drill a hole through each base at the dot in the center. Put the bases aside.
- Measure ¼ inch on each end of your 36 inch long dowel rod and mark it with a pencil. Apply glue stick to the back of the first center gradient template (one of the templates starting with "5").

Starting <sup>1</sup>/<sub>4</sub> inch up to allow room for the base, glue one long edge to the dowel rod, being very careful to keep the template parallel to the center of the dowel rod. Slowly wrap the template around the dowel rod, sheathing the dowel rod in paper, and creating an easy to read gauge. Next, use the glue stick to add adhesive to one of the 2nd center gradient templates (the one starting with "45"). Carefully line up the numbers and match the edges of the top of the 1st center gradient template (the one you have just glued to the dowel rod) to the bottom of the template that you are about to affix. The numbers should progress from 40 to 45 if you have done this correctly. As before, wrap the paper template around the center of the dowel rod. Afterwards, flip the dowel rod and do the same thing over again. Most 36 inch dowel rods are sold slightly more than 36 inches in length, which will likely leave a gap between the two templates ending in "85" that is a bit over an inch long. Find the center of that gap and saw the dowel rod in half. You now have two center poles nicely graduated in 1 inch (equivalent to 5 feet) increments.

**Note:** It may be a good idea to make a few extra center poles to measure distances between miniatures in threedimensional space. It is a lot easier than the mathematical alternative, unless you are very good at applying the Pythagorean Theorem  $(a^2 + b^2 = c^2)$  in your head.

- 4. At this point, you may choose to either glue the center poles into the base using wood glue (most stable) or simply place them into the holes (most portable). It can be a tight fit, but a light sanding with sandpaper will make them fit a little better. If it is too loose, glue a bit of paper around the outside of the bottom of each center pole until it fits more tightly.
- 5. Next, it is time to prepare the clamps that will keep the platforms from sliding down the poles. Cut out four pieces of cardboard that are roughly ½ inch wide and 1 inch long. As figure 8-8 illustrates, use wood glue to attach the edge of one piece of cardboard to the side of one clothespin on the opposite side of the clothespin's spring rest, while lining up one edge of the cardboard with the inside of the deepest groove of the clothespin. Do this for all 4 clothespins.

FIGURE 8-8: CLOTHESPIN PREPARATION



6. Next, glue the platform templates to one side of the foam board. Cautiously use an exacto knife to cut out each piece, including the center holes.

**Note:** Extra platforms can be quite useful. These directions have you create only two platforms per pole, though each pole can actually handle up to four without two much trouble.

7. Place a platform onto the pole. Coat the top of the cardboard on one of the prepared clothespins with a thin layer of wood glue. Clamp the clothespin onto the pole underneath the platform so that pole fits into the large groove of the clothespin. The clothespin should be jutting out perpendicularly from the dowel rod. Lower the platform onto the clothespin, and press the top of the clothespin's cardboard attachment into the bottom of the platform. Do this for all four platforms and let the glue dry.

The platforms should slide up and down with a little pressure. You can remove or add platforms at-will. The entire stand can be easily moved around the battlefield. We recommend at least one tracker tree per character, though a typical gaming table can fit twelve without much clutter. This design can be adapted to larger or smaller platforms to accommodate difference scenarios. They can also line up next to each other for larger creatures.

# Running a Three-Dimensional Game

Most Gamemasters are very adept at thinking in two-dimensions. Up and down only come into play when climbing a tower, descending into a dungeon, or the rare flying encounter. Consequently, the standard bag of tricks will definitely need some adjustments.

**Chutes and Ladders:** The standard adventure is riddled with stairs, pits, narrow ledges, and precarious bridges—none of which are much more than interesting scenery that you can swim over in an underwater world. Perils do exist though, from dangerous currents, to tight crevasses, to entangling seaweed; there are many alternatives to choose from. When designing an adventure keep in mind that the adventures always have the option of swimming over most things.

Low Ceiling: Many Gamemasters try to compensate for this great expanse by running the adventure in shallow water. This forces the game into a more two-dimensional perspective, but should not be overused. Players will grow bored of the shallows eventually and want to venture out into deeper territory.

**Lead Feet:** Gamemasters aren't the only ones who will gravitate to the familiar. Many players will tend to stick close to the ocean floor. There are several good reasons to do this. For one, you do not

have to worry about negative buoyancy or sinking. For another, by being on the sea floor, you automatically eliminate nine squares from which you can be attacked (barring burrowing creatures, of course). Heavy creatures such as giant crabs and corals tend to move along the seabed as well. Consequentially, this should not be terribly discouraged, as it provides a stable base from which to launch an encounter.

**Bubble Heads:** The water's surface works in the same way as the sea floor. With the exception of flying creatures, characters are shielded from one side. In addition, they can ignore positive buoyancy and don't have to worry about floating upwards (though the current can cause them to drift significantly). As players get more comfortable with their new environment, they often trade the safety of the sea floor for the vantage point of the water's surface.

Sinking into Oblivion: Characters will eventually become quite confident with their new three-dimensional freedom, and bravely swim over just about anything. Unfortunately, this can cause some very fatal and permanent consequences. If a character goes unconscious or becomes immobile and has negative buoyancy, he will sink like a rock to whatever lies below. Occasionally that means fathomless depths from which the pressure will smash him and his corpse will never see the light of day again. Fallen victims and NPCs should readily sink into these depths as a reminder that it's not always safe to swim through open water.

**Belly-Up:** Some characters will combat their fear of the deep dark depths by loading up on buoys to ensure that they will float to the surface in case of an emergency. While considerably safer in most circumstances, one still has to worry about serious consequences such as the "bends" and hungry flying scavengers.

Mix it Up: An underwater campaign is a great opportunity to let your creative juices flow. Dungeons can be designed like an M.C. Escher painting, with doors on the ceiling, tops of walls, and at just about any angle or configuration. Stairs

> are leftover relics or decorative features. All six walls of a room can be equally interesting. Statues and other features common to the floor can be made of wood or pumice and rest on the ceiling.

Don't Fear the Water: Much of the Alluria team's research was conducted at the local swimming pool. Sure we attracted some attention, especially when we did weapons testing (not recommended), but what good gaming group doesn't catch the passing eye? For inspiration on a hot day, move the game poolside. One group even came up with a floating table and ran a few hours from within the pool. Have fun and try something different!



# Anfamiliar Waters

The characters need not be limited to the Cerulean Seas. Certainly, as they advance in levels, the once vast realm that held so much mystery and intrigue will seem like a familiar puddle. When wanderlust sets in and levels run high, there are many other options.

# Far Away Realms

The world of Cerulean Seas is vast and mostly unexplored. Countless fathoms of open sea rest on every horizon. Rumors of far-away civilizations pique the interest of seasoned explorers; those brave enough to journey over hundreds, perhaps thousands, of miles of open unchartered water.

**Rakailoch:** Perhaps the most famous far-away land known in the Cerulean Seas is Rakailoch, the icy homeland of the selkies. Many strange creatures are said to live there; among them are the ice kraken, the crystolix (polar merfolk), and the dangerous Thanor (walrus people). The land is said to be ripe with strife, as territorialism runs rampant. The path to Rakailoch runs counter to the Cerulean Current. This makes it easy for citizens of this far away land to travel to the Cerulean Seas. Unfortunately, this has the opposite effect for those wishing to travel to Rakailoch, who must fight the current to travel hundreds of miles south.

Tel-Am-Karu: This is the ancestral home of the Sebek-ka, said to be a sacred site and home to the most powerful pharaoh who ever lived. During the Great Flood, the sebek-kas were forced to flee their sacred land. After the flood and their exodus to the Cerulean Seas, about half the population of sebekkas took to ships to return to their homeland, while the rest stayed behind. Unfortunately, no living Sebek-ka in the Cerulean Seas has ever ventured to this land and returned to tell the tale. Rumors describe Tel-Am-Karu as a gigantic artificial island chain that floats over a fathomless sea. Some have said it is ripe with the treasure of countless ages. Others say it is ruled by undead Sebek-ka. Most agree that it is at least a thousand miles to the North/North-West. The Sebek-ka believe that you can get there by following a star they refer to as "Katchim Tor."

Devonia: The tales of Devonia can all be traced back to one very unusual source. About three decades ago, an elderly drylander gnome riding a submarine contraption that was pulled by a tremendous placoderm entered the seas from what he says was the faraway east. He described a lush volcanic island chain populated with creatures from a distant prehistoric age. He tells of a small group of drylander survivors that lived there. After spreading his tales for several years throughout the seas, he vanished. Many believe the entire story to be a hoax. Never-the-less, many expeditions were led to the depths of the eastern sea, never to return. The only thing to substantiate this rumor is frequent encounters with ancient sea life species that always seem to come from the east. The mysterious slurg race migrated from these waters as well, but they refuse to speak of it.

The Frista Mountains: A common subject among the old-folks of the realm is "What ever became of Frista Mountains?" Resting about two thousand miles to the west, across what is now the largest and deepest oceanic trench, was once the tallest known mountain chain in the world. This mountain chain would almost certainly poke above the water, creating a vast territory of habitable islands. After the flood, many races rushed towards this famous mountain chain, hoping the water would never reach its towering peaks. The consensus of accounts of those that attempted this journey creates one of the biggest mysteries of the past; the Frista Mountains were never found. Entire communities wandered for decades in search of these supposedly stalwart landmarks only to find more and more open sea. Many believe that the mountains are out there, somewhere, perhaps habited by those lucky enough to actually find them. The mountains' disappearance has often been attributed to sinister magic designed to keep the area from becoming over-populated. All of this is pure speculation, however, as no one has ever claimed to have visited this realm or hail from there.

The North Pole: Polar ice floats, and on the other side of the world, there is assuredly a land similar to Rakailoch. People of the Cerulean seas can only dream as to what actually lives there, but most believe that the possibilities are endless.

# Extraplanar Seas

Beyond the world of the Cerulean Seas rests the fabulous realms of the Inner and Outer Planes. Accessible only to those of great power, these realms hold their own vast oceans for explorers to discover.

Inner Planes: The citizens of the Cerulean Seas do not think in terms of the four elements as drylanders often do. Instead they see the world as three sets of three elements. Their closeness with the Elemental Plane of Water has tainted their cosmology to the core. Instead of earth, air, water, and fire there exists the three primary elements of earth, air, and water with fire completely amiss. In addition, they see water as the most powerful element of the three.

Each element has secondary elements, and most view the secondary elements of water (steam and ice) to be just as important as the weaker primary elements of earth and air. Earth and air have secondary elements as well, which are sometimes referred to as the

"tertiary elements." These elements are ooze **9** *Elements* (also known as mud), magma, electricity, and sound. All elements are said to work in harmony with one another; the concept of opposing elements is considered alien. Water causes things to flow, air to vaporize, and earth to solidify.

The Elemental Plane of Water: This is, by far, the most encountered and important inner plane. Tritons, marids, and many other creatures call this plane home. Most everyone in the sea knows at least one denizen with strong ties to this realm, be it triton or genai. The Elemental Plane of Water is an endless expanse of water with no surface and no sea bed with sporadic motes of other elements.

### **OCEANS OF THE OUTER PLANES**

The Outer Planes manifest all that can be found on the Material Plane, just in much grander scale. This includes majestic and sparkling shores, terrible and treacherous rivers, and fathomless mysterious depths. An epic level adventurer may find these realms to be particularly appealing or deadly.

Kokytos: Deep within the chaotic evil plane known as the Abyss resides a frozen sea known as Kokytos. Pockets of stagnant water dot an expanse of ice that stretches in all directions as far as the eye can see. These thawed pools, sometimes hundreds of miles across, are filled with the most heinous aquatic demons of the entire Abyssal realm. In the ice itself, powerful evil extraplaner beings are trapped; some of which are only partially submerged. These demons, greatly diminished in power by their imprisonment, will call to others for help, occasionally using magical trickery to aid them. Lethe: Also known as the Sea of Forgetfulness, the Lethe Ocean resides on the chaotic plane of Limbo under a perpetual night sky. The crystal clear waters are home to a menagerie of creatures with one thing in common; they are all hopeless amnesiacs who are incapable of forming long term memories. The briny water of this realm is the culprit of this curious condition. While drinking

the water will erase several hours of memories, swimming in it will cause one to forget who they are entirely. The condition is temporary and subsides several hours after leaving the water. Aside from the possibly harmful effects of the water, Lethe is a relatively peaceful place where angels and demons exist in harmony; their

WATER

ICE

AGM

The

OOZE

EARTH

STEAM

SOUND

AIR

differences completely forgotten for the moment.

Okeanos: Okeanos is the origin layer of the River Oceanus that flows though the other layers of the plane of Elysium. The sun never sets on this otherworldly freshwater ocean that

sparkles with the purest holy water. This realm is home to only the most beneficent sea life; violence is forbidden. The layer is also sprinkled with islands, including the Isles of the Blessed.

Phlegethon Sea: The hell-realm known as Tartarus is a gigantic layered plane, surrounded by a fathomless flaming expanse of grey-green water known as the Phlegethon Sea. Titanic adamantine walls rest at the boundary between land and sea. The sea is filled with water that is flaming at its surface and both boiling and acidic below. Despite its obviously inhospitable environment, the Phlegethon Sea is filled with all manner of grotesque and dangerous creatures that exist only to destroy whoever may attempt to cross this terrible domain.

**Stygia:** Stygia, the fifth circle of Hell, is dominated by a murky ocean fed directly by the River Styx. In the swamp-like water of this sea, the wrathful fight each other on the surface, and the sullen lie gurgling beneath the surface. The dark, starless sky is constantly filled with lightning storms, and the stagnant water may be lit by ghostly cold flames. The realm stinks of rot and decay.

**Yam:** The Sebekian underworld rests beneath an endless expanse of water known as the Sea of Yam. On its golden waves, the gods sail on ships that are propelled by sunlight. Under its waters dwell some of the most notorious creatures of Sebek-ka legend, including a demonic sea serpent known as Apep who is notorious for devouring entire ships whole. Yam flows like a river from east to west; the entire ocean churned by one immense current.



# Chapter 9: Cerulean Seas Bestiary

# Introduction to Sea Monsters

There is far more biodiversity in the sea than on land. Unfortunately, most RPG bestiaries are comprised of less than 10% aquatic monsters. This chapter attempts to help alleviate this with nearly 100 new monsters for your aquatic adventure. New dragons, giants, and sea monsters await!

# Creature Glyphs

Much like in the PATHFINDER ROLEPLAYING GAME BESTIARY, the Cerulean Seas Bestiary 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.



# Algoid, Oiridian

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.

CR 6

### VIRIDIAN ALGOID

XP 2,400



N Large Plant (aquatic)

Init +0; Senses darkvision 60 ft., low-light vision; Perception +11

# 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/+2

# 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 +11, Stealth +8 (+16 in swamps or forest); 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

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 shamble 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 without provocation any creature of Small size or larger, 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.

# Barracuda

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



BARRACUDA 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 +15, 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 baracudda harkens to a strange primordial age of titanic predatory fishes.* 

DIRE BARRACUDA CR 2
XP 600
N Large animal (aquatic)
Init +5; Senses low-light vision, scent; Perception +12
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.
<b>Melee</b> 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 +8, Perception +12; 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 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.

# 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 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

OFFENSE

Speed 5 ft., swim 60 ft.

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

STATISTICS

Str10, Dex15, Con13, Int8, Wis9, Cha6

Base Atk +1; CMB +0 CMD 12

Feats Weapon Finesse

Skills Acrobatics +14, Ride +6, Stealth +6; Racial Modifiers +4 Ride

Languages 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 sea folk.

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 stronger. 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 backhanded 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.



# 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



N Large animal (aquatic)

Init +5; Senses darkvision 60 ft., low-light vision, scent; Perception +12

Racial Buoyancy -110; Depth Tolerance 2,500 feet Pressure Sensitivity 400 feet

### DEFENSE

XP 3,200

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 (drag) 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 +17, Perception +12, Stealth +13; 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 ceolacanths 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 Shepherd

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

### CORAL SHEPHERD





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, 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

deepwater 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, Boil

Waves of heat and boiling water eminate from this bright red crab with fiercely glowing eyes.



XP 200

**BOIL CRAB** 

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) Skills Acrobatics -2 SQ hot blooded

ECOLOGY

### ECOLOGI

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 Climb +12, 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.



# 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



### 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 reveling a set of huge grinding teeth.

# HENODUS XP 2,400



# 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 is considered a blunt weapon.

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 crodile-like reptile glides before you on powerful pliosaur flippers. Its jaws could devour a shark in one bite.

# LIOPLEURODON



# 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

Racial Buoyancy -760; Depth Tolerance: 300 feet

N Huge animal (aquatic)

Init +0; Senses low-light vision, scent.; Perception +14

# 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.

**CR 10** 

#### **SHONISAURUS**

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.

CR8

### TANIWHASAURUS

XP 4,800



N Hugo onimal (aquatia)
N Huge animal (aquatic)
<b>Init</b> -1; <b>Senses</b> 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)
<b>Fort</b> +15, <b>Ref</b> +8, <b>Will</b> +5
OFFENSE
Speed swim 50 ft.
<b>Melee</b> 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
<b>Organization s</b> olitary, pair, or float (5-8)

**Organization s**olitary, 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.

# 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 gambit of alignments, are all aquatic, and usually have some sort of sonic-based attack. They essentially replaced the niche of their predecessors.

# Song Dragon, 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 wyrm 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	_
wynning	breathing	-
Very Young	Swamp stride	-
Young	Summon school	-
Juvenile	Command flora	-
Young Adult	DR 5/magic, spell resistance	1
Adult	Piranha plague, create	3
Adult	quicksand	
Mature Adult	DR 10/magic, summon	5
Mature Auur	swamp dwellers	
Old	Poison bite	7
Very Old	DR 15/magic	9
Ancient	Poison	11
Wyrm	DR 20/magic	13
Great wyrm	Create algoid	15

CR7

#### YOUNG CACOPHONY DRAGON

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**

- XP 12.900 NE Large Dragon (ooze) Int +3; Senses dragon senses; Perception +17 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 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 +16, Bluff +17, Fly +0, Intimidate +17, Knowledge (nature) +16, Perception +17, Sense Motive +17, Stealth +6, Survival +17, Use Magic Device +16 Languages Draconic SQ burrow, swamp stride, water breathing CR 16 **ANCIENT CACOPHONY DRAGON** 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 +21 (2d8+13), 2 claws +20 (2d6+13), 2 wings +15 (1d8+6), tail slap +15 (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)-murkill (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 +38, CMD 48
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 +8, 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
C C

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.



# Song Dragon, 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 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	Bless	-
Young	Summon reef dwellers	-
Juvenile	Animal growth	-
Young Adult	DR 5/magic, spell resistance	-
Adult	Living reef	1
Mature Adult	DR 10/magic	3
Old	Poison	5
Very Old	DR 15/magic	7
Ancient	Spell turning	9
Wyrm	DR 20/magic	11
Great wyrm	Flesh to coral	13

CR 9

### YOUNG CHORAL DRAGON

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 1	0, Con 2	1, 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, Intimidate +16, Knowledge (geography) +15, Knowledge (local) +15, Knowledge (nature) +15, Perception +18, Sense Motive +17, Stealth +12, Survival +18

Languages Aquan, Draconic

T CHORAL DRA

SQ Summon reef dwellers, Water breathing

MOULI CHORAE DRAGON	
<b>XP</b> 25,600	
CG Huge Dragon (earth)	
Int +3; Senses dragon senses; Perception +25	
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 +25, 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

#### XP 307,200

CR 20

CG Gargantuan Dragon (earth) Int +2; Senses dragon senses; Perception +35 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, lightning bolt (DC 19), protection from energy

2nd (8/day)-acid arrow, bear's endurance, eagle'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, Improved 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 +35, Sense Motive +35, Spellcraft +33, Stealth +16 (+31 on coral), Survival +33, Use Magic Device +23; 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.



# Song Dragon, 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 battering damage. The waves batter 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
Wyrm	DR 20/magic	15
Great wyrm	Storm calling	17

CR8

# YOUNG CRESCENDO DRAGON

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 +15, 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
<b>XP</b> 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)
<b>Fort</b> +15, <b>Ref</b> +12, <b>Will</b> +16
DR 5/magic; Immune electricity, paralysis, sleep; SR 23
OFFENSE
Speed swim 60 ft.
<b>Melee</b> 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

# STATISTICS

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 +22, 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

#### ANCIENT CRESCENDO DRAGON

XP 102,400

N Huge Dragon (electricity)
Int +4; Senses dragon senses; Perception +33
Aura frightful presence (300 ft., DC 29)
DEFENSE
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
OFFENSE
Speed swim 60 ft.
<b>Melee</b> 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 STATISTICS

### 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 +33, Knowledge (arcana) +34, Knowledge (geography) +34, Knowledge (local) +34, Knowledge (nature) +34, Perception +33, Sense Motive +33, Spellcraft +34, Stealth +17, Survival +33, Use Magic Device +33
- Languages Aquan, Auran, Celestial, Ceti, Common, Draconic, Delatari, Nixish, Giant (sea titan)
- SQ Ram, water breathing

**CR 17** 

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.



# Song Dragon, Karmony

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, bumble bubbles, adult- 2/daysanctuary, 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	Bless, bumble bubbles	1
Juvenile	Bubble cloud	3
Young Adult	DR 5/magic, spell resistance	5
Adult	Sanctuary	7
Mature Adult	DR 10/magic	9
Old	Bubble bite, entangle	11
Very Old	Animate kelp, DR 15/magic	13
Ancient	Summon air elemental	15
Wyrm	DR 20/magic	17
Great wyrm	Dimension door, majesty	19

YOUNG HARMONY DRAGON CR 6			
XP 2,400			
CG Medium Dragon (aquatic, air)			
Int +4; Senses dragon senses; Perception +8			
DEFENSE			
AC 19; touch 10, flat-footed 19, (+ 9 natural)			
<b>hp</b> 59 (7d12+14)			
Fort +7, Ref +7, Will +6			
Immune paralysis, sleep			
OFFENSE			
<b>Speed</b> 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, bumble 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 +8, Sense Motive +9, Stealth +7, Survival +9			
Languages Draconic			

**SQ** Speak with sea life

ADULT HARMONY DRAGON CR 10
<b>XP</b> 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 28 (+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)
<b>Space</b> 10 ft.; <b>Reach</b> 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, bumble 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

# STATISTICS

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 +16, Stealth +8, Survival +15
Languages Aquan, Draconic
SQ Speak with sea life

### ANCIENT HARMONY DRAGON

CR 15

XP 51,200 CG Huge Dragon (aquatic, air) Int +3; Senses dragon senses; Perception +28 Aura frightful presence (300 ft., DC 25) DEFENSE 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



# OFFENSE

**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, stoneskin

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)

#### STATISTICS

Str 32, Dex 8, Con 23, Int 17, Wis 20, Cha 20

Base Atk +21, CMB +34, CMD 44

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 +28, Intimidate +27, Knowledge (nature) +23, Perception +28, Sense Motive +26, 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.

# Song Dragon, 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 (Will save half).
- 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 then itself, due to the stretching ability of its stomach.

Age Category	Special Abilities	Caster Level
	Blend into black, fascination,	
Wymling	freezing breath, swallow	-
	whole	
Very Young	Slippery ice, silent image	-
Young	Hypnotic pattern	1
Juvenile	Mirror image	3
Young Adult	DR 5/magic, spell resistance	5
Adult	Silence aura	7
Mature Adult	DR 10/magic	9
Old	Frazil Ice, major image	11
Very Old	DR 15/magic	13
Ancient	Cone of ice, icy sphere, mislead	15
Wyrm	DR 20/magic	17
Great wyrm	Glacial current, mass phantasmal killers,	19

### YOUNG HUSH DRAGON CR 7 **XP** 3,200 NE Large Dragon (aquatic, cold, ice) Int +6; Senses dragon senses; Perception +12 DEFENSE AC 20; touch 11, flat-footed 18, (+2 Dex, +9 natural, -1 size) hp 76 (8d12+24) Fort +9, Ref +8, Will +10 Immune cold, paralysis, pressure, sleep OFFENSE Speed swim 60 ft. Melee bite +13 (2d6+5 plus grab), tail slap +7 (1d8+7) Space 10 ft.; Reach 10 ft. Special Attacks 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) Spell-like Abilities (CL 8) 3/day-Slippery ice (DC 13), hypnotic pattern (DC 14) silent image Spells Known (CL 1st) 1st (4/day)-ray of enfeeblement (DC 13), sleep (DC 13) 0 (at will)-daze (DC 15), dancing lights, flare (DC 15), mage hand STATISTICS Str 20, Dex 14, Con 17, Int 12, Wis 12, Cha 14 Base Atk +8, CMB +14, CMD 26 Feats Improved Initiative, Iron Will, Still Spell, Weapon Focus (bite) Skills Bluff +13, Intimidate +13, Knowledge (Arcane) +12, Perception +12, Sense Motive +13, Stealth +9, Survival +13 Languages Aquan, Draconic SQ Blend into black ADULT HUSH DRAGON **CR 11**

### **XP** 51,200

- NE Huge Dragon (aquatic, cold, ice)
- Int +5; Senses dragon senses; Perception +20
- Aura frightful presence (180 ft., DC 21), silence (180 ft.)

DEFENSE

AC 27; touch 9, flat-footed 26 (+1 Dex, +18 natural -2 size)
<b>hp</b> 161 (14d12+70)
<b>Fort</b> +16, <b>Ref</b> +10, <b>Will</b> +14
DR 5/magic; Immune cold, paralysis, pressure, sleep; SR 26
OFFENSE

Speed swim 60 ft.

Melee bite +21 (2d8+8 plus grab), tail slap +15 (2d6+12) Space 15 ft.; Reach 15 ft.

**Special Attacks** 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 Bluff +21, Intimidate +21, Knowledge (Arcane) +20, Perception +20, Sense Motive +20, Spellcraft +20, Stealth +10, Survival +20

Languages Aklo, Aquan, Common, Draconic SQ Blend into black

### ANCIENT HUSH DRAGON

**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, DC28, 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)- feeblemind (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)

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

CR 16

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 Bluff +31, Intimidate +31, Knowledge (Arcane) +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

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 consist 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.



# Song Dragon, 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 second 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 hit the target's CMD. 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 their bodies. 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	Faerie fire	-
Young	Boiling hands, light	-
Juvenile	Suction	1
Young Adult	DR 5/magic, spell resistance	3
Adult	Boiling jet, dispel magic	5
Mature Adult	DR 10/magic	7
Old	Mageboil, searing light	9
Very Old	DR 15/magic	11
Ancient	Sunbeam	13
Wyrm	DR 20/magic	15
Great wyrm	Pressure, Lavaswarm	17

YOUNG MELODY DRAGON CR 8
XP 4,800
LG Medium Dragon (aquatic, magma, steam)
Int +5; Senses dragon senses, scent; Perception +15
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.
<b>Melee</b> 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
Skills Bluff +14, Diplomacy +14, Knowledge (Arcane) +14,
Knowledge (nature) +14,Perception +15, Sense Motive +15,
Stealth +13, Survival +15
Languages Aquan, Common, Draconic
Adult Melody Dragon CR 12
<b>XP</b> 19,200
LG Large Dragon (aquatic, magma, steam)
Int +3; Senses blindsight 50 ft., dragon senses, scent; Perception +23
Aura frightful presence (180 ft., DC 21)
DEFENSE
AC 33; touch 8, flat-footed 33 (+25 natural -2 size)

In +5, Senses bindsign 50 n., dragon senses, scent, receptio
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 +9, Will +15
DR 5/magic; Immune paralysis, sleep, steam; SR 24
OFFENSE
<b>Speed</b> 10 ft., swim 60 ft.
Melee bite +21 (2d6+7), 2 claws +21 (1d6+7), tail slap +16
(1d6+10)
6 10 C P 1 10 C

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, Power Attack, Vital Strike

- Skills Bluff +20, Diplomacy +20, Heal +23, Knowledge (Arcane) +22, Knowledge (nature) +22, Perception +23, Sense Motive +23, Spellcraft +22, Stealth +14, Survival +23
- Languages Aklo, Aquan, Common, Delatari, Draconic, Terran SQ Suction

#### ANCIENT MELODY DRAGON

### XP 102,400

LG Huge Dragon (aquatic, magma, steam)

Int +3; Senses blindsight 100 ft., dragon senses, scent; Perception +33 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-antimagic 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, lightning bolt (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), Vital Strike Skills Bluff +32, Diplomacy +32, Heal +33, Knowledge (Arcane) +32, Knowledge (nature) +32, Knowledge (planes) +32, Perception +33, Sense Motive +33, Spellcraft +32, Stealth +19, 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.
# Song Dragon, 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**



Racial Buoyancy 0; Depth Tolerance: 1600 feet

BASE STATISTICS

CR 4; Size Small; Hit Dice 5d12

N dragon (aquatic, sonic, sound)

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

B (1 14)

- **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,



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.
<b>Melee</b> 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)
<b>STATISTICS</b> <b>Str</b> 21, <b>Dex</b> 15, <b>Con</b> 17, <b>Int</b> 15, <b>Wis</b> 13, <b>Cha</b> 16
Base Atk +9, CMB +15, CMD 27
<b>Feats</b> Critical Focus, Improved Initiative, Iron Will, Lightning
Reflexes, Weapon Focus (Bite)
<b>Skills</b> Bluff +14, Diplomacy +14, Intimidate +14, Knowledge
(Arcane) +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
<b>XP</b> 19,200
N Huge Dragon (aquatic, sonic, sound)
Int +5; Senses dragon senses; Perception +16
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
<b>Speed</b> 20 ft., swim 60 ft.
<b>Melee</b> 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, Iron Will, Lightning Reflexes, Weapon Focus (Bite)

Skills Bluff +18, Diplomacy +18, Intimidate +18, Knowledge (Arcane) +17, Knowledge (nature) +17, Perception +16, Sense Motive +16, Stealth +6, Survival +16

Languages Aquan, Common, Ceti, Draconic, Pelagic SQ Freedom of movement, mind numbing blood (DC 22)

#### ANCIENT RHYTHM DRAGON XP 102,400

CR 17

N Gargantuan Dragon (aquatic, sonic, sound) Int +4; Senses dragon senses; Perception +20 Aura frightful presence (300 ft., DC 28) DEFENSE AC 36; touch 6, flat-footed 36; (+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), stoneskin
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),
Improved Initiative, Iron Will, Lightning Reflexes, Spell Focus
(enchantment), Spell Penetration, Vital Strike, Weapon
Focus (Bite)
Skills Bluff +22, Diplomacy +22, Intimidate +22, Knowledge
(Arcane) +21, Knowledge (nature) +21, Perception +20, Sense
Motive +20, Spellcraft +21, Stealth +3, Survival +20
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.

# Song Dragon, 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 allconsuming 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
Wyrm	DR 20/magic	13
Great wyrm	Remove oxygen	15

#### YOUNG SCREAM DRAGON

**XP** 6.400

CR 9

<b>XP</b> 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)
<b>hp</b> 105 (10d12+40)
<b>Fort</b> +13, <b>Ref</b> +10, <b>Will</b> +11
Immune paralysis, pressure, sleep, steam
OFFENSE
Speed swim 60 ft.
Melee bite +16 (2d6+6 plus bleed), tail +10 (1d8+9)
<b>Space</b> 10 ft.; <b>Reach</b> 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+13, Intimidate +13, Knowledge (nature)
+14, Perception +14, Sense Motive +14, Stealth +10, Survival
+14
Languages Common, Draconic
Adult Scream Dragon CR 13
<b>XP</b> 25,600
CE Huge Dragon (aquatic, steam)
Int +4; Senses dragon senses, scent; Perception +22
Aura frightful presence (180 ft., DC 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)

#### STATISTICS

Str 28, Dex 10, Con 23, Int 16, Wis 16, Cha 18

Base Atk +16,	CMB	+27.	CMD	37
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Feats Critical Focus, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Vital Strike, Weapon Focus (bite)

Skills Handle Animal+23, 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

#### ANCIENT SCREAM DRAGON

**XP** 153,600

CE Gargantuan Dragon (aquatic, steam) Int +2; Senses dragon senses; Perception +32 Aura frightful presence (300 ft., DC 28) DEFENSE

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 OFFENSE

# 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

#### STATISTICS

**CR 18** 

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+33, Intimidate +33, Knowledge (history) +32, Knowledge (nature) +32, Perception +32, Sense Motive +32, Spellcraft +32, Stealth +9, Survival +29, 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 then 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.



# Song Dragon, 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.
- **Breech (Ex):** A juvenile or older thunder dragon may leap out of the water and land on foes as a full 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	Alter currents	-
Young	Electrical aura	-
Juvenile	Breech, cloak of waves	1
Young Adult	DR 5/magic, spell resistance	3
Adult	Undertow	5
Mature Adult	DR 10/magic	7
Old	Control weather, reverse buoyancy	9
Very Old	Wave control, DR 15/magic	11
Ancient	Vortex, whirlpool	13
Wyrm	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 +14 (2d6+12) **Space 1**5 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 12, Wis 14, Cha 12

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Base Atk +10, CMB +20, CMD 31
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- Feats Critical Focus, Great Fortitude, Improved Initiative, Power Attack, Weapon Focus (tail)
- Skills Appraise +13, Bluff +13, Intimidate +13, Knowledge (geography) +13, Knowledge (nature) +13, Perception +14, Sense Motive +14, Stealth +4, Survival +14
  Languages Aquan, Draconic

SQ Water breathing

ADULT THUNDER DRAGON CR 14			
<b>XP</b> 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.			
<b>Melee</b> bite +23 (4d6+11), tail slap +20 (2d8+16)			
Space 20 ft.; Reach 15 ft.			
Special Attacks breath weapon (120 ft. line, DC 24, 12d10 sonic),			
breech (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

#### **CR 19**

#### XP 204,800

N Colossal Dragon (water)

**ANCIENT THUNDER DRAGON** 

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 + (4d8+15), tail slap + (4d6+22) Special Attacks breath weapon (140 ft. line, DC 30, 20d10 sonic), breech (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 Bull Rush, 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 +7, 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.

CR1/2

#### CERULEAN DRAGONFLY NYMPH

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 plus grab) 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) 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)

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 fullround 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.* 

XP 800	CR 3 CR 3
AI 000	
N Large vermin (aquatic)	
Init +1; Senses darkvision	60 ft., low-light vision, tremorsense
60 ft.; Perception +6	<b>U</b>
Racial Buoyancy -865; Dep	oth Tolerance: 300 feet
DEFENSE	
AC 15, touch 10, flat-footed	1 14 (+1 Dex, +5 natural, –1 size)
hp 30 (4d8+12)	
Fort +7, Ref +2, Will +3	
<b>Immune</b> mind-affecting eff	facts
OFFENSE	
Speed 30 ft., burrow 20 ft., Melee bite +5 (1d6+3 plus	-
<b>Melee</b> bite +5 (1d6+3 plus <b>Space</b> 10 ft.; <b>Reach</b> 10 ft.	grav,
Special Attacks lunge, spit	acid, sudden strike
STATISTICS	
Str 16, Dex 13, Con 16, Int	—, Wis 14, Cha 11
	grapple); CMD 18 (22 vs. trip)
	on +6, Stealth +1 (+13 while $1$
underground); Racial I	Modifiers +4 Perception, +4 Stealth
(+12 while undergroun	ld)
ECOLOGY	
Environment ocean caves	in shallow waters
Organization solitary	
Treasure incidental	
SPECIAL ABILITIES	
	et forward as a full-round action, at a
	t move in a straight line, but does not
provoke attacks of oppor	
	mandibles are capable of reaching al for a creature of its size. As a full
	e a single attack with its bite at
	When a tunneler bug attacks with a
	ins a +4 bonus on its attack roll. A
tunneler bug cannot mal lunge.	ke attacks of opportunity with its
	ler bug is particularly adept at
moving quickly when its	s foes are surprised. During a surpris
	ay act as if it had a full round to act,
rather than just one stand	
	, a tunneler bug can spit a 30-foot line by this acid take 4d4 points of acid
of acid. Creatures struck	alves). The save DC is Constitution-
damage (Reflex DC 14 ha based.	۲
damage (Reflex DC 14 h based. These enormous dragonf	fly nymphs (tunneler bugs included)
damage (Reflex DC 14 has based. These enormous dragonf are the larval form of particu	larly large species of dragonflies.
damage (Reflex DC 14 ha based. These enormous dragonf are the larval form of particu Cerulean dragonflies share t	

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-sized sea dragon has a mouthful of wicked teeth and a temperament to match.* 

#### **REEF DRAKE**

XP 400



N Tiny dragon (aquatic)

Init +2; Senses blindsense 60 ft., darkvision 60 ft., lowlight 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 Diplomacy +5, Fly +15, 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, 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 as foolish or dangerous, unless bonded by magic otherwise.

# 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 CR 1/3



Deep drow warrior 1 CE Medium humanoid (aquatic, elf) Init +1; Senses darkvision 120 ft.; Perception +5 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 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 +9, Perception +5, Stealth +6; 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.

# Sel, Dire Slectric

A rather plain brown eel this would be, if it were not 20-feetlong and crackling with electricity.

CR8

#### DIRE ELECTRIC EEL



#### XP 4,800

N Large animal (aquatic)

Init +6; Senses low-light vision, scent; Perception +12 Racial Buoyancy -110; Depth Tolerance: 1,200 feet

#### DEFENSE

AC 17, touch 11, flat-footed 15(+2 Dex, +6 natural, -1 size) hp 105 (14d8+42)

**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)

Skills Acrobatics +6, Perception +12, Stealth +15; 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. Unfornately, this makes them even more lethal than their solitary adults.

CR 5

#### SCHOOL OF ELECTRIC EELS

#### XP 1,600

N Fine animals (swarm)

Init +2; Senses low-light vision, scent; Perception +4 Racial Buoyancy 0; Depth Tolerance: 600 feet DEFENSE AC 20, touch 20, flat-footed 18; (+8 size, +2 Dex) hp 49 (11d8) **Fort** +7, **Ref** +5, **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 —, Wis 10, Cha 2 Base Atk +8; CMB --; CMD --Feats Great Fortitude, Improved Initiative Skills Climb +10, Perception +4; Racial Modifiers +4 Percer ECOLOGY **Environment** any coastal waters

# **Organization s**olitary 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 with a successful touch attack. 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 electical attack to incapacitate prey and then quickly tear off large chunks of flesh for consumption.

# Elemental, Sound

The water echoes with strange sounds and errie 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

#### 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 +17, Escape Artist +7, Fly +7, knowledge
- (planes) +1, Perception +4, Stealth +11

#### MEDIUM SOUND ELEMENTAL

XP 800

CR 3

CR1

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 22

Feats Dodge, Improved Initiative<sup>B</sup>, Swim-by Attack, Weapon Finesse<sup>B</sup>

Skills Acrobatics +17, Escape Artist +9, Fly +11, Knowledge (planes) +1, Perception +7, Stealth +10

CR 5

### LARGE SOUND ELEMENTAL

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 +21, Escape Artist +15, Fly +15, Knowledge (planes) +5, Perception +11, Stealth +11 HUGE SOUND ELEMENTAL CR7 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 38 Feats Combat Reflexes, Dodge, Improved Initiative<sup>B</sup>, Iron Will, Mobility, Swim-by Attack, Weapon Finesse<sup>B</sup>

Skills Acrobatics +23, Escape Artist +18, Fly +18, Knowledge (planes) +7, Perception +13, Stealth +9

#### **GREATER SOUND ELEMENTAL**

CR 9

XP 6,400

N Huge outsider (elemental, extraplanar, sound) Init +14; Senses darkvision 60 ft., tremorsense 60 ft.; Perception +16

### DEFENSE

AC 25, touch 19, flat-footed 14 (+10 Dex, +1 dodge, +6 natural, -2 size) hp 123 (13d10+52) Fort +12, Ref +18, Will +6 DR 10/-; Immune sonic, elemental traits Weaknesses vulnerability to silence

#### OFFENSE

Speed 30 ft., fly 30 ft. (perfect), swim 120 ft. Melee 2 slams +21 (2d8+7 plus 2d8 sonic) Space 15 ft.; Reach 15 ft.

#### STATISTICS

Str 24, Dex 31, Con 18, Int 8, Wis 11, Cha 11

Base Atk+13; CMB +22; CMD 43

Feats Blind-Fight, Combat Reflexes, Dodge, Improved Initiative<sup>B</sup>, Iron Will, Mobility, Power Attack, , Swimby Attack, Weapon Finesse<sup>B</sup>

Skills Acrobatics +25, Escape Artist +23, Fly +27, Knowledge (planes) +12, Perception +16, Stealth +15



#### ELDER SOUND ELEMENTAL

**CR 11** XP 12,800 N Huge outsider (elemental, extraplanar, sound) Init +15; Senses darkvision 60 ft., tremorsense 60 ft.; Perception +19 DEFENSE AC 28, touch 20, flat-footed 16 (+11 Dex, +1 dodge, +8 natural, -2 size) hp 152 (16d10+64) Fort +14, Ref +21, Will +7 DR 10/—; Immune sonic, elemental traits Weaknesses vulnerability to silence OFFENSE Speed 30 ft., fly 30 ft. (perfect), swim 120 ft. Melee 2 slams +25 (2d8+9 plus 2d8 sonic) Space 15 ft.; Reach 15 ft. STATISTICS Str 28, Dex 33, Con 18, Int 10, Wis 11, Cha 11

Base Atk +16; CMB +27; CMD 49

- Feats Blind-Fight, Cleave, Combat Reflexes, Dodge, Improved Initiative<sup>B</sup>, Iron Will, Mobility, Power Attack, Swim-by Attack, Weapon Finesse<sup>B</sup>
- Skills Acrobatics +34, Escape Artist +30, Fly +30, 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 wich 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 impotant 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



LARGE 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

XP 400

### CR1

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 13 Feats Dodge, Improved Initiative<sup>B</sup>, Weapon Finesse<sup>B</sup> Skills Acrobatics +7, Escape Artist +7, Fly +17, Knowledge (planes) +1, Perception +4, Stealth +11 MEDIUM STEAM ELEMENTAL CR 3 XP 800 N Medium outsider (elemental, extraplanar, fire) Init +7; Senses darkvision 60 ft.; Perception +7 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 +11, Escape Artist +9, Fly +17, Knowledge (planes) +1, Perception +7, Stealth +10

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)
<b>hp</b> 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.
<b>Melee</b> 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 27
<b>Feats</b> Dodge, Improved Initiative <sup>B</sup> , Iron Will, Mobility,
Spring Attack, Weapon Finesse <sup>B</sup>
<b>Skills</b> Acrobatics +15, Escape Artist +15, Fly +21,
Knowledge (planes) +5, Perception +11, Stealth +11
Riowiedge (planes) +0,1 elephon +11, stealar +11
HUGE STEAM ELEMENTAL CR 7
XP 3,200
N Huge outsider (elemental, extraplanar, fire)
<b>Init</b> +11; <b>Senses</b> 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)
<b>Melee</b> 2 slams +15 (2d6+4 plus 2d6 steam) <b>Space</b> 15 ft.; <b>Reach</b> 15 ft.
Melee 2 slams +15 (2d6+4 plus 2d6 steam) Space 15 ft.; Reach 15 ft. STATISTICS
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
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 34
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 34 Feats Combat Reflexes, Dodge, Improved Initiative <sup>B</sup> , Iron
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 34 Feats Combat Reflexes, Dodge, Improved Initiative <sup>B</sup> , Iron Will, Mobility, Spring Attack, Weapon Finesse <sup>B</sup>
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 34 Feats Combat Reflexes, Dodge, Improved Initiative <sup>B</sup> , Iron Will, Mobility, Spring Attack, Weapon Finesse <sup>B</sup> Skills Acrobatics +18, Escape Artist +18, Fly +23,
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 34 Feats Combat Reflexes, Dodge, Improved Initiative <sup>B</sup> , Iron Will, Mobility, Spring Attack, Weapon Finesse <sup>B</sup>
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 34 Feats Combat Reflexes, Dodge, Improved Initiative <sup>B</sup> , Iron Will, Mobility, Spring Attack, Weapon Finesse <sup>B</sup> Skills Acrobatics +18, Escape Artist +18, Fly +23, Knowledge (planes) +7, Perception +13, Stealth +9
Melee 2 slams +15 (2d6+4 plus 2d6 steam)Space 15 ft.; Reach 15 ft.STATISTICSStr 18, Dex 25, Con 16, Int 6, Wis 11, Cha 11Base Atk +10; CMB +16; CMD 34Feats Combat Reflexes, Dodge, Improved Initiative <sup>B</sup> , Iron Will, Mobility, Spring Attack, Weapon Finesse <sup>B</sup> Skills Acrobatics +18, Escape Artist +18, Fly +23, Knowledge (planes) +7, Perception +13, Stealth +9GREATER STEAM ELEMENTALCR 9
Melee 2 slams +15 (2d6+4 plus 2d6 steam)Space 15 ft.; Reach 15 ft.STATISTICSStr 18, Dex 25, Con 16, Int 6, Wis 11, Cha 11Base Atk +10; CMB +16; CMD 34Feats Combat Reflexes, Dodge, Improved Initiative <sup>B</sup> , Iron Will, Mobility, Spring Attack, Weapon Finesse <sup>B</sup> Skills Acrobatics +18, Escape Artist +18, Fly +23, Knowledge (planes) +7, Perception +13, Stealth +9GREATER STEAM ELEMENTALCR 9XP 6,400
Melee 2 slams +15 (2d6+4 plus 2d6 steam)Space 15 ft.; Reach 15 ft.STATISTICSStr 18, Dex 25, Con 16, Int 6, Wis 11, Cha 11Base Atk +10; CMB +16; CMD 34Feats Combat Reflexes, Dodge, Improved Initiative <sup>B</sup> , Iron Will, Mobility, Spring Attack, Weapon Finesse <sup>B</sup> Skills Acrobatics +18, Escape Artist +18, Fly +23, Knowledge (planes) +7, Perception +13, Stealth +9GREATER STEAM ELEMENTALCR 9XP 6,400 N Huge outsider (elemental, extraplanar, fire)
Melee 2 slams +15 (2d6+4 plus 2d6 steam)Space 15 ft.; Reach 15 ft.STATISTICSStr 18, Dex 25, Con 16, Int 6, Wis 11, Cha 11Base Atk +10; CMB +16; CMD 34Feats Combat Reflexes, Dodge, Improved Initiative <sup>B</sup> , IronWill, Mobility, Spring Attack, Weapon Finesse <sup>B</sup> Skills Acrobatics +18, Escape Artist +18, Fly +23, Knowledge (planes) +7, Perception +13, Stealth +9GREATER STEAM ELEMENTALCR 9XP 6,400N Huge outsider (elemental, extraplanar, fire) Init +12; Senses darkvision 60 ft.; Perception +16
Melee 2 slams +15 (2d6+4 plus 2d6 steam)Space 15 ft.; Reach 15 ft.STATISTICSStr 18, Dex 25, Con 16, Int 6, Wis 11, Cha 11Base Atk +10; CMB +16; CMD 34Feats Combat Reflexes, Dodge, Improved Initiative <sup>B</sup> , Iron Will, Mobility, Spring Attack, Weapon Finesse <sup>B</sup> Skills Acrobatics +18, Escape Artist +18, Fly +23, Knowledge (planes) +7, Perception +13, Stealth +9GREATER STEAM ELEMENTALCR 9XP 6,400 N Huge outsider (elemental, extraplanar, fire)

CR 5

3, touch 17, flat-footed 14 (+8 Dex, 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 41

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 +25, Escape Artist +23, Fly +27, Knowledge (planes) +12, Perception +16, Stealth +15

#### ELDER STEAM ELEMENTAL

#### CR 11

DEFENSE

#### XP 12,800

N Huge outsider (elemental, extraplanar, steam) Init +13; Senses darkvision 60 ft.; Perception +19



#### 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 46 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 +30, Escape Artist +30, Fly +34,

AC 26, touch 18, flat-footed 16 (+9 Dex, +1 dodge, +8

Knowledge (planes) +19, Perception +19, Stealth +22

Elemental	Height	<b>Racial Buoyancy</b>
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.

# 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



**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

#### FUIT +1, KeI +4,

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 s**olitary, 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 as juveniles or hatchlings to 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.

CR 1/2

#### CRAB

XP 200

N Tiny vermin (aquatic) Init +2; Senses darkvision 60 ft.; Perception +1 Racial Buoyancy -12; Depth Tolerance: 5,000 feet



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

 $Climb, +\delta I$ 

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



#### 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 s**olitary, 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, octopuses, and nautiluses. 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 nautiluses with the following adjustments:

**Nautiluses:** 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.

CR 1/6

#### FISH

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 Skills Acrobatics +6, Perception +6

ECOLOGY

**Environment** any water **Organization s**olitary, 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.

#### XP 50

Frog

N Diminutive animal (aquatic)

**Init** +1; **Senses** low-light vision, scent; Perception +5 **Racial Buoyancy** -0; **Depth Tolerance:** 300 feet

CR 1/8

Frogs are harmless, smooth-skinned amphibians. These statistics can also represent a newt.



## XP 100

N Tiny vermin

**Init** +2; **Senses** blind, blindsense (5 feet), Perception -3 **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 Constitutionbased, 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

#### 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)

CR 1/2

#### 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.

#### CTATICTICS

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).

#### SEA SNAKE



#### **XP 200** N Tiny animal

<b>Init</b> +2; <b>Senses</b> low-light vision, scent; Perception +9
Racial Buoyancy -2; Depth Tolerance: 600 feet
DEFENSE
AC 16, touch 14, flat-footed 14 (+2 natural, +2 Dex, +2
size)
<b>hp</b> 3 (1d8-1)
<b>Fort</b> +2, <b>Ref</b> +5, <b>Will</b> +1
OFFENSE
<b>Speed</b> 20 ft., swim 20 ft.
Melee bite +5 (1d2–2 plus poison)
<b>Space</b> 2-1/2 ft.; <b>Reach</b> 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 +11, Climb +11, Perception +9,
Stealth +15; Racial Modifiers +4 Perception, +4
Stealth
SQ hold breath
020

#### 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 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.

SNAIL	CR 1/8
XP 50	
N Diminutive verm	in (aquatic)
	kvision (60 feet); Perception +2
	; Depth Tolerance: 600 feet
DEFENSE	<u></u>
AC 17, touch 15, fla	t-footed 16 (+1 Dex, +4 size, +2
natural)	
hp 2 (1d8–2)	
Fort +0, Ref +3, Wil	11 +2
Immune mind-affe	cting effects
OFFENSE	
Speed 5 ft., climb 5	ft., swim 5 ft.
Space 1 ft.; Reach 0	
STATISTICS	
Str 1, Dex 12, Con 6	6, <b>Int</b> —, <b>Wis</b> 15, <b>Cha</b> 4
Base Atk +0; CMB	-3; CMD 2
SQ suction	
ECOLOGY	
Environment any o	ocean
Organization solita	ary, pair, or route (3–8)
Treasure none	
SPECIAL ABILITI	
	ail can create powerful suction against
5	owing it to cling to inverted surfaces
	ail can establish or release suction as a
	d as long as it is using suction, it moves
1	ecause of the suction, a snail's CMD
Ũ	circumstance bonus to resist bull rush,
	s, and other attacks and effects that
attempt to phys	ically 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 word 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.

CR 1/6

# TERN

**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

#### Crrense Smart 10 ft

**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 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



#### **XP 65** N Tiny animal

**Init** +2; **Senses** low-light vision; Perception +1

Racial Buoyancy -5; Depth Tolerance: 300 feet

DEFENSE

**AC** 15, touch 15, 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 +12, 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.

# Genai

Blue-skinned and completely hairless, this thin figure moves as fluidly as the water surrounding her.

CR 1/3

GENAI

#### 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

### 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 +12 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 insure 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 Cha: 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.

# Hippocampus, Reef Horse

The front half of a horse meets a decidedly fish-like lowerhalf in this noble aquatic steed.

CR1

#### **REEF HORSE**

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 s**olitary, 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		K (K)	$(\oplus)$
XP 200		C		
N Medium anima	(aquatic, merpeo	d)		
Init 1 Sonce los	v light vision see	nt. Porc	option 15	

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 Smallsized 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-feet 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.

# **Imp**, Remora

*This tiny lizard-like mer-creature has a toothless mouth, miniscule eyes, and delicate yet dexterous fingers.* 

**REMORA IMP** 

XP 200

N Tiny magical beast (aquatic, merped)

Init +4; Senses darkvision 60 ft., low-light vision, scent; Perception +3

CR 1/2

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 +8, 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 lended 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, Stygian

A tiny yet exceedingly hideous creature swims into view. Its body oozes with azure luminescence, further illuminating its repulsiveness.

#### STYGIAN IMP



### 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 +21, Bluff +8, 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. It 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, Goliath

A beautiful billowing orb with long trails of deadly tentacles bobs peacefully before you.

#### GOLIATH JELLYFISH



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 (entangle 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

Treasure incluentar

## SPECIAL ABILITIES

**Entangle (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 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.

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)
<b>Init</b> +4; <b>Senses</b> 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)
<b>Fort</b> +5, <b>Ref</b> +7, <b>Will</b> +3
Defensive Abilities swarm traits, Immune weapon
damage
OFFENSE
Speed swim 20 ft.
Melee swarm (2d6 acid plus poison)
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)
SPECIAL ABILITIES
<b>Poison (Ex)</b> Tentacles—contact; save Fort DC 13;

**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.

# Kappa, Halbokian

Thick and lumbering, this humanoid tortoise's shell looks capable of fending of the most telling of blows. The muscular creature's powerful, bludgeoning fists also appear formidable.

CR 3

#### HALBOKIAN KAPPA



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 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 tortoisefolk 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 – inflict power on 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 turtlelike race known as the kappa that was once friendly to the worshipers of Sebek. Upon seeing the indigenous turtlefolk 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.



# Lamprey, Dire

This prehistoric fish looks something like a cross between an eel and a leech, complete with a sucker-mouth filled with razorsharp teeth.

CR 1/2

### DIRE LAMPREY

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 +16 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 voractious bloodlust.

SCHOOL OF LAMPREY	CR 1			$(\oplus)$
XP 400		U		
N Diminutive vermin (a	iquatic, sw	varm)		
Init +3; Senses darkvisi	on 60 ft.; F	'erceptior	า +4	
Racial Buoyancy 0; Dep	oth Tolera	<b>nce:</b> 800 f	eet	
DEFENSE				
AC 17, touch 17, flat-foo	ted 14 (+3	Dex, +4	size)	
hp 9 (2d8)				
<b>Fort</b> +3, <b>Ref</b> +3, <b>Will</b> +0				
Defensive Abilities swa	arm traits;	Immune	mind-affec	ting
effects, weapon dama				
Weaknesses swarm trai	ts			
OFFENSE				
Speed swim 20 ft.				
Melee swarm (1d6 plus	blood dra	in and di	straction)	
Space 10 ft.; Reach 0 ft.				
Special Attacks cling, di	istraction	(DC 11)		
STATISTICS				
Str 1, Dex 17, Con 10, In	nt			
—, Wis 10, Cha 2				
Base Atk +1; CMB —;				
CMD —				
Skills Acrobatics +11, F	Perception	+4; Racia	al Modifiers	s +4
Perception				
ECOLOGY				

#### ECOLOGY

Environment any ocean

Organization solitary or spawning school (3-6 swarms) Treasure none

### SPECIAL ABILITIES

hit.

Blood Drain (Ex) A lamprey school drains blood, inflicting 1d2 points of Constitution damage on a successful

> 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.

# Lobster, Giant

A man-sized lobster creeps forward with its unfettered claws snapping with delight.

#### GIANT LOBSTER

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 120 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 51 (6d10+18); 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— <i>invisibility</i> (as free action, self only) 3/day— <i>dimension door</i>
<b>1/day</b> —greater teleport (underwater and self only, within a 1 mile radius)
STATISTICS
<ul> <li>Str 20, Dex 17, Con 16, Int 7, Wis 13, Cha 10</li> <li>Base Atk +6; CMB +12 (+16 grapple); CMD 25 (37 vs. trip)</li> <li>Feats Ability Focus (poison), Improved Initiative, Skill Focus (Stealth)</li> <li>Skills Climb +18, Perception +6, Stealth +7</li> </ul>
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

> more powerful than themselves. Whenever possible, the phantom lobster will remain invisible, using its *dimension door* ability to maneuver into a better attack position if needed. If the battle turns against it, the lobster will use *greater teleport* to return to its lair.

hunt opponents even



# 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



CE Large fey (amphibious) Init +0; Senses low-light vision; Perception +10 Racial Buoyancy -50; Depth Tolerance: 300 feet

### DEFENSE

XP 1,200

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 +10, 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 prey 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, more rare, 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 occasionally discovered littered with multi-clawed crab idols and statues of fiercelooking nucklavee.

# Otter, Dire

An otter the size of a merfolk angrily barks at you as you swim by.

c y.			
DIRE OTTER	CR 2	6.4	( <del>(</del>
XP 600		C	1
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 +11, Perception +5, Stealth +11 SO hold breath ECOLOGY

Environment any coastal

**Organization** solitary, pair, or romp (3-6)

Treasure none

Dire otters are between 6 and 7 in length. The animal's wellmuscled 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 +7
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
<b>Base Atk</b> +0; <b>CMB</b> –1 (+3 grapple); <b>CMD</b> 12 (16 vs. trip)
Feats Skill Focus (Perception)
Skills Acrobatics +11, Perception +7, Stealth +11
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 attribute to housecats.

# Piranha, Giant

This fowl 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.

CR 3

#### **GIANT PIRANHA**



N Medium animal (aquatic)

Init +4; Senses low-light vision, scent; Perception +14 Racial Buoyancy -25; Depth Tolerance: 300 feet

#### DEFENSE

XP 600

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

**Savage 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
N Diminutive animal (aquatic, swarm)
<b>Init</b> +1; <b>Senses</b> 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)
<b>Fort</b> +5, <b>Ref</b> +3, <b>Will</b> +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
<b>Str</b> 1, <b>Dex</b> 13, <b>Con</b> 10, <b>Int</b> —, <b>Wis</b> 12,
Cha 9
Base Atk +5; CMB —; CMD —
Skills Fly +11, Perception +9;
Racial Modifiers +8 Perception
SQ swarm traits
ECOLOGY
Environment any shallows
Organization solitary or infostation (3.6 swarms)

Organization solitary or infestation (3-6 swarms)

Treasure none

### SPECIAL ABILITIES

**Consume (Ex)** A school of piranhas can rapidly consume any creature it envelopes. 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**



N Huge animal (aquatic)

**Init** +1; **Senses** low-light vision, scent; Perception +24 **Racial Buoyancy** -370; **Depth Tolerance:** 1,000 feet

#### DEFENSE

XP 6,400

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-feet-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	
XP 3,200	
N Huge animal (aquatic	)
0 1	t vision, scent; Perception +21
-	<b>Depth Tolerance:</b> 1,000 feet
DEFENSE	*
AC 20, touch 8, flat-foote	ed 20 (+12 natural, –2 size)
hp 93 (11d8+44)	
Fort +13, Ref +7, Will +6	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.	
1	v whole (3d6+10 damage, AC 12
	mple (2d8+15; DC 25)
STATISTICS	
Str 30, Dex 10, Con 19, I	nt 1, Wis 13, Cha 7
Base Atk +8; CMB +20 (	(+24 grapple); <b>CMD</b> 30 (34 vs.
trip)	
Feats Endurance, Great	Fortitude, Improved Bull Rush,
Iron Will, Power Atta	ack, Skill Focus (Perception)
Skills Perception +21	
ECOLOGY	
Environment any ocea	n
Organization solitary,	pair, or school (3-10)

Treasure none

Titanichthys is a 20-feet-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.

# 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.

CR 3

#### DIRE MERLION



N Large animal (amphibious, merped) Init +2; Senses low-light vision, scent; Perception +10 Racial Buoyancy -160; Depth Tolerance: 300 feet

#### DEFENSE

XP 800

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 Easts Run Skill Focus (Percention) Weapon Fo

- 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 claiming 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 (amp	ohibious, merped)
	ight 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)	
<b>hp</b> 6 (1d8+2)	
Fort +4, Ref +3, Will	+1
OFFENSE	
Speed swim 40 ft.	
Melee 2 claws +2 (1d	l3+1) and bite +2 (1d4+1)
STATISTICS	
Str 13, Dex 13, Con 1	5, Int 2, Wis 12, Cha 6
Base Atk +0; CMB +0	0; <b>CMD</b> 11
Feats Skill Focus (Per	
Skills Acrobatics +1	(+9 jumping), Perception +8, Survival
+1 (+5 scent track	sing); Racial Modifiers +4 Acrobatics
when jumping, +4	4 Survival when tracking by scent
ECOLOGY	
Environment any oce	ean
Organization solitar	ry, pair, or pride (3-20)
Treasure none	

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 look very much like a lion from the front, and a lionfish from the back.* 

### MERLION



#### 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 assuradly has some tiger ancestry, with its tawny fur and distinctive black stripes.

RIDING CAT	CR 1	0-9	T
XP 400		-	
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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 reddishtawny 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. Whatever the source, sea cats are a prominent feature in the Cerulean Seas.

# Seal

*A slippery seal playfully jumps along the waves, barking happily as it swims.* 

CR 1/3

SEAL

#### XP 135



N Small animal

Init +3; Senses low-light vision, scent; Perception +7

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 +11, Perception +7, Stealth +11 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.

CR 5

#### DIRE SEAL (SEA BEAR)



**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 formidible in the water.* 

ELEPHANT SEAL CR 2 CR 2
XP 600
N Large animal
<b>Init</b> +0; <b>Senses</b> 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)
<b>Fort</b> +6, <b>Ref</b> +3, <b>Will</b> +1
OFFENSE
Speed 20 ft., swim 40 ft.
<b>Melee</b> 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.



N Medium animal

Init +2; Senses low-light vision, scent; Perception +8 Racial Buoyancy -30; Depth Tolerance: 600 feet

Kacial Buoyancy -50, Depth Tolefance: 600 feet

#### DEFENSE

SEA LION

XP 400

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 whisker bristling, and tusks gleaming.



**Init** +5; **Senses** low-light vision, scent; Perception +21 **Racial Buoyancy** -225; **Depth Tolerance:** 300 feet

#### DEFENSE

AC 18, touch 10, flat-footed 17 (+1 Dex, +8 natural, –1 size)
<b>hp</b> 95 (10d8+50)
Fort +14, Ref +8, Will +4
Resist cold 5
OFFENSE
Speed swim 40 ft.
<b>Melee</b> 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 Endurance, Great Fortitude, Improved Bull Rush,
Iron Will, Power Attack, Skill Focus (Perception)
Skills Perception +21
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.

# Sea Tiłan, 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**

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 +19, Craft (any one) +10, Diplomacy +9, Intimidate +26, Perception +17

Languages Common, Giant **SO** 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 20foot-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 Tiłan, Ice

This muscular hulk has bluish white skin, brown hair, and the lower half of a walrus.



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 +7, Perception +10, 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–5<sup>th</sup> 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



NG Huge humanoid (amphibious, giant, merfolk) Init +2; Senses low-light vision; Perception +27 Racial Buoyancy -760; Depth Tolerance: 1,200 feet

### DEFENSE

XP 25,600

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

### 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

#### 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 +18, Climb +17, Craft (any one) +13, Diplomacy +20, Intimidate +20, Perception +27, Perform (sing) +12, Sense Motive +24 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 XP 3.200

CE Large humanoid (amphibious, giant) Init –1; Senses low-light vision; Perception +6 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 +10, Intimidate +12, Perception +6 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



XP 9,600 LE Large humanoid (aquatic, giant, steam) Init –1; Senses low-light vision; Perception +14 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 pincers +18 (1d8+10)

Space 10 ft.; Reach 10 ft.

Special Attacks rend (2 pincers, 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 +14

Languages Common, Giant ECOLOGY

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 scrags 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 scrags, 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-feet-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 Tiłan, 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.



ale 1

TIDAL TITAN

XP 4,800 NE Large humanoid (aquatic, giant, merfolk) Init +2; Senses darkvision 60 feet, keen scent, low-light vision; Perception +12 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 +12, Perception +12, Stealth +4

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 titanichthyses) **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 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.

# 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.

CR 2

### SHARG

### XP 600

CE Medium monstrous humanoid (aquatic, merfolk) Init +5; Senses low-light vision, blindsense 30 ft.; Perception +5 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 +14, Perception +5 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 its sole attack on its turn, the sharg's bite deals 1 point of bleed damage.

**Dart (Ex)** Shargs are masters of getting into and out of combat. A sharg that successfully hits with a charge attack may move 15 feet as a free action after its attack. This movement 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 are rarely seen, 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, azurecolored great white shark with elongated features and a short dorsal fin. Then the jaws come into view— a scisor-like array of razor-sharp teeth unnaturally extending from its head.

#### **EDESTUS**





N Huge animal (aquatic) Init +2; Senses low-light vision, scent; Perception +14 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 +14

#### 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 CR 4
XP 1,200
N Large animal (aquatic)
Init +1; 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

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 detect minute

changes in pressure and electrical discharges. The

snout basically allows the goblin shark to sense creatures that it cannot detect otherwise.

### Slurg

SLURG

XP 1,600

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.





### 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 Weapon (claws), Iron Will, Improved Iron Will

Skills Intimidate +12, Knowledge (arcana) +13, Knowledge (dungeoneering) +13, Knowledge (history) +13, Knowledge (planes) +13, Perception +12, Spellcraft +13

Languages -SQ mind slime, telepathy

### ECOLOGY

Environment temperate seas Organization solitary, pair Treasure standard SPECIAL ABILITIES

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 began 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.



# Squid, School of

What fist appears to be a school of irridescent fish later turns out to be a pack of ravenous tentacles and razor-sharp beaks.

SCHOOL OF SQUID



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 +10, Climb +10, 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 Tinysized species, will form massive schools that

### can be quite dangerous to those swimming through them. Even the slightest stress, and the school collectively 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 so that they can escape potential predators.

### 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



### 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 +7, 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.

> swamp kraken is little more than an overgrown giant squid that has adapted to a swamp terrain. It like all squid, a cunning and rapacious predator, which have lead to false rumors of higher intelligence or mystical powers.

Despite its name, the

### Stingray, Dire

A huge stingray with a long, lashing tail suddening rushes upwards from the sand below. That such a large creature can be so undetectable in realitively open terrain is quite remarkable. The 2feet-long stinger is also quite eye-catching.

### DIRE STINGRAY



#### XP 600

N Large animal (aquatic) Init +2; Senses low-light vision, blindsense 40 ft.; Perception +12

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 +9, Perception +12, 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 CR 2
XP 600
N Diminutive animal (aquatic, swarm)
Init +2; Senses blindsense 20 ft., low-light vision;
Perception +15
Racial Buoyancy -0; Depth Tolerance: 1,200 feet
DEFENSE
AC 16, touch 16, flat-footed 14 (+2 Dex, +4 size)
<b>hp</b> 13 (3d8)
<b>Fort</b> +3, <b>Ref</b> +7, <b>Will</b> +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
<b>Str</b> 3, <b>Dex</b> 15, <b>Con</b> 11, <b>Int</b> 2, <b>Wis</b> 14, <b>Cha</b> 4
Base Atk +2; CMB —; CMD —
Feats Lightning Reflexes, Skill Focus (Perception)
Skills Acrobatics +12, Perception +15; Racial Modifiers
+4 Perception when using blindsense
SQ swarm traits
ECOLOGY
Environment any ocean
Organization solitary or swarm (3-6 schools)
Treasure none

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.

### 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



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

XP 135

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 1st) 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 Shazlazarian 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 speak 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.

# Trueform, Dolphin (Delphin)

CR 1

### Delphin XP 400

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

CG Medium magical beast (trueform)

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

# Trueform, Octopus (Squibbon)

### SQUIBBON



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



### Trueform, Ray (Ixarc)

CR1



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

# 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
SQ tool use
ECOLOGY

**Environment** any ocean **Organization** solitary **Treasure** standard (metal armor)

# Trueform, Shark (Carchardian)

CR 3

### CARCHARDIAN

### 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

### Creating a Trueform.

"Trueform" is an inherited template that can be added to any living, corporeal creature with the animal 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.



### Turtle, Giant Leatherback

A 12-feet-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.

CR4

GIANT LEATHERBACK

#### XP 600

XP 600
N Large animal
<b>Init</b> +0; <b>Senses</b> 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
<b>Speed</b> 10 ft., swim 60 ft.
<b>Melee</b> 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
Eastern and a second second

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 processes. 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 equiped with huge jaws and razor-sharp claws.

MARINE SNAPPING TURTLE CR 6
XP 2,400
N Large animal
<b>Init</b> +0; <b>Senses</b> 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
Trassure none

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.

# Whale, Dire

*A nightmarishly titatnic whale meanders by, occasionally snapping up huge whales with teeth the length of longspears.* 

DIRE WHALE



#### XP 25,600

N Colossal animal

Init +4; Senses low-light vision, scent; Perception +28 Racial Buoyancy -3000; Depth Tolerance: 5,000 feet

### DEFENSE

AC 27, touch 12, 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, Swimby Attack, Improved Bull Rush, Improved Critical (bite), Improved Initiative, Improved Vital Strike, Power Attack, Vital Strike Skills Acrobatics +12, Perception +28SQ 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 melencoly 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 vi	sion, so	cent; Perception +19
Racial Buoyancy -370; Dep	oth Tole	erance: 3,200 feet
DEFENSE		
AC 17, touch 8, flat-footed	17 (+9 r	natural, –2 size)
hp 93 (11d8+44)		
<b>Fort</b> +13, <b>Ref</b> +7, <b>Will</b> +6		
OFFENSE		
Speed swim 80 ft.		
Melee bite +16 (2d8+10 plu	ıs grab)	•
Space 15 ft.; Reach 10 ft.	<u> </u>	
Special Attack swallow wh	ole (2d	l6+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, Swimby Attack Skills Perception +19SQ 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.

### 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 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 breath 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 kapoacinth, 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, werecrocodiles, 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.

# Appendices

### Appendix 1: List of Aquatic Monsters

Listed below is the compiled list of aquatic, semi-aquatic, and unchararactristic aquatic monsters from various sources, including this book (CS), Alluria Publishing's *Creepy Creatures* (CC) & *Fey Folio* (FF) Bestiaries; and Paizo Publishing's *Pathfinder Roleplaying Game Bestiary* (PB), *Pathfinder Roleplaying Game Bestiary* 2 (PB2) and *Pathfinder Roleplaying Game Bonus Bestiary* (BB). Monsters are listed by Challenge Rating for easy reference. Page numbers are not included for Paizo products to comply with liscensing agreements.

### CR 1/8

frog (CS231), snail (CS232), starfish (CS233)

### CR 1/6

caiman (CS230), fish (CS231), tern (CS233), toad (PB), turtle (CS233)

### CR 1/4

jellyfish (CS231), king crab(PB)

### CR 1/3

bogger (CS198), deep drow (CS224), genai (CS234), guardcat (sea cat) (CS246), merfolk (PB), sea otter (CS243), seal (CS248), shazalarian triton (CS261), skeleton (human) (PB), snapping turtle (PB2)

### CR 1/2

barracuda(CS197), boil crab (CS201), cerulean dragonfly nymph (CS222), coconut crab (PB), crab (CS230), crawling hand (PB2), cuttlefish (CS230), dire lamprey (CS240), dolphin (PB), grindylow (PB2), grippli (PB2), locathah (PB2), muskrat (CS232), poison frog (PB), remora imp (CS236), sea pony (hippocampus) (CS235), sea snake (CS232), sting ray (ray) (PB2), undine (PB2), zombie (human) (PB)

### CR 1

air elemental (small) (PB), amoeba swarm (PB2), delphin (trueform) (CS262), earth elemental (small) (PB), gar (PB2), giant amoeba (PB2), giant lobster (CS241), goliath jellyfish (CS238), hippocampus (PB2), ice elemental (small) (PB2), ixarc (trueform) (CS263), lacedon (ghoul) (PB), lightning elemental (small) (PB2), lizardfolk (PB), magma elemental (small) (PB2), manta ray (ray) (PB2), merlion (sea cat) (CS246), mud elemental (small) (PB2), nixie (BB), octopus(PB), reef claw (PB2), reef drake (CS223), reef horse (hippocampus) (CS235), riding cat (sea cat) (CS247), school of lamprey (CS240), sea lion (seal) (CS249), sound elemental (small) (CS226), squid (PB), steam elemental (small) (CS228), venomous snake (PB), water elemental (small) (PB)

### CR 2

architeuthian (CC7), boggard (PB), constrictor snake (PB), crocodile (PB), diplocaulus (CC24), dire barracuda(CS197), dire otter (CS243), dire stingray (CS260), draugr (PB2), electric eel (PB), elephant seal (CS248), frogodile (CC41), giant crab (PB), giant leech (PB), giant toad (PB2), giant virus (CC97), human juju zombie (PB2), monitor lizard (PB), poltergeist (PB2), sahuagin (PB), school of squid (CS259), school of stingray (CS260), sharg (CS256), shark (PB), skeletal champion (PB), skum (PB), slugmen (CC79), slurk (PB2), squibbon (trueform) (CS262), stygian imp (CS237), triton (PB2)

### CR 3

air elemental (medium) (PB), air mephit (PB), allip (BB), animated object (PB), bunyip (PB2), carchardian (trueform) (CS264), carytid column (BB), crysmal (PB2), dire merlion (sea cat) (CS246), draugr captain (PB2), earth elemental (medium) (PB), earth mephit (PB), fleshwarper (CC40), freshwater merrow (PB2), giant dragonfly nymph (PB2), giant hermit crab (CS201), giant piranha (CS244), halbokian kappa(CS239), hammerhead shark (PB), ice elemental (medium) (PB2), ice mephit (PB), kailio (CC62), lightning elemental (medium) (PB2), magma elemental (medium) (PB2), magma mephit (PB), mud elemental (medium) (PB2), necrophidius (PB2), ooze mephit (PB), salt mephit (PB), school of piranha (CS244), shadow (PB), sound elemental (medium) (CS226), steam elemental (medium) (CS228), steam mephit (PB), tiger shark (PB), tunneler (dragonfly nymph) (CS222), vodnik (FF20), water elemental (medium) (PB), water mephit (PB), wight (PB)

### CR 4

carrion golem (PB2), crab swarm (PB), devilfish (PB2), giant leatherback (turtle) (CS265), goblin shark (CS257), great white shark (PB), kapoacinth (gargoyle) (PB), kelpie (PB2), leech swarm (PB), mimic (PB), morganite nucklavee (CS242), rock crab (PB), school of jellyfish (CS238), sea hag (PB), tombrobber (CC91), vampire spawn (PB)

### CR 5

air elemental (large) (PB), crypt thing (PB2), dire seal (CS248), earth elemental (large) (PB), giant crawling hand (PB2), giant moray eel (PB), hippopotamus (PB2), ice golem(PB), ice elemental (large) (PB2), lightning elemental (large) (PB2), magma elemental (large) (PB2), mud elemental (large) (PB2), mummy (PB), orca(PB), phantom lobster (CS241), school of electric eels (CS225), scrag (troll) (PB), slurg (CS258), sound elemental (large) (CS226), steam elemental (large) (CS228), water elemental (large) (PB)

### CR 6

beachcomber (CC10), giant gar (PB2), glacier toad (PB2), harmony dragon (young) (CS210), henodus (dinosaur) (CS202), jellyfish swarm (PB2), marine snapping turtle (CS265), plesiosaurus (PB), revenant (PB2), saltwater merrow (PB2), sea drake (drake) (PB2), sovereign ghoul (CC44), viridian algoid (CS196), will-o'-wisp (PB), wood golem (PB)

### CR 7

aboleth (PB), air elemental (huge) (PB), bay-kok (CC9), brine dragon (young) (PB2), cacophony dragon (young) (CS204), charda (PB2), chuul (PB), cryptoclidus (dinosaur) (CS202), earth elemental (huge) (PB), edestus (shark) (CS257), elasmosaurus (PB), emotion golem (CC50), flesh golem (PB), ghost (PB), giant coelacanth (CS199), giant jellyfish (PB2), hush dragon (young) (CS212), ice elemental (huge) (PB2), lightning elemental (greater) (PB2), magma elemental (greater) (PB2), marsh titan (sea titan) (CS253), mud elemental (greater) (PB2), shark-eater crab (PB), sound elemental (huge) (CS226), spectre (PB), sperm whale (CS266), steam elemental (huge) (CS228), titanichthys (placoderm) (CS245), walrus (seal)(CS249), water elemental (huge) (PB), water naga (BB)

### CR 8

bone druid (CC14), chitin golem (CC49), coral shepherd (CS200), crescendo dragon (young) (CS 208), dire electric eel (CS225), feymocker (CC38), giant octopus (PB), giant slug (PB), glass golem (PB2), hoard haunt (CC56), hydodaemon (daemon) (PB2), marsh giant (PB2), melody dragon (young) (CS214), mohrg (PB), rhythm dragon (young) (CS216), taniwhasaurus (dinosaur) (CS203), tidal titan (sea titan) (CS255), tylosaurus (dinosaur) (PB2), undead gang (CC96)

### CR 9

air elemental (greater) (PB), assassin zombie (CC105), choral dragon (young) (CS206), dire crocodile (PB), dire shark (PB), dragon turtle(PB),

dunkleosteus (placoderm) (CS245), earth elemental (greater) (PB), giant snapping turtle (PB2), giant squid (PB), ice elemental (greater) (PB2), ice titan (sea titan) (CS251), keel turtle (CC95), lightning elemental (greater) (PB2), liopleurodon (dinosaur) (CS202), magma elemental (greater) (PB2), marid (PB), morgoth (CC71), mud elemental (greater) (PB2), scream dragon (young) (CS218), sound elemental (greater) (CS226), steam elemental (greater) (CS228), swamp kraken (squid) (CS259), vampire (PB), water elemental (greater) (PB)

### CR10

behemoth hippopotamus (PB2), clay golem (PB), giant anaconda (snake) (PB2), giant flytrap (PB), great reef crab (PB), harmony dragon (adult) (CS210), lobsterpede (CC66), nereid (PB2), piscodaemon (daemon) (PB2), shonisaurus (dinosaur) (CS203), steam titan (sea titan) (CS254), thunder dragon (young) (CS220), water orm (PB2), whale (PB2)

#### CR 11

abyssal titan (sea titan) (CS250), air elemental (elder) (PB), brine dragon (adult) (PB2), cacophony dragon (adult) (CS204), earth elemental (elder) (PB), greater carchardian (trueform) (CS263), hush dragon (adult) (CS212), ice elemental (elder) (PB2), lightning elemental (elder) (PB2), magma elemental (elder) (PB2), mud elemental (elder) (PB2), sound elemental (elder) (CS226), steam elemental (small) (CS228), stone golem(PB), water elemental (elder) (PB)

### CR 12

clockwork golem (PB2), crescendo dragon (adult) (CS208), glacial ooze (CC73), lich(PB), melody dragon (adult) (CS214), omox (demon) (PB2), rhythm dragon (adult) (CS216), sea serpent (PB)

### CR 13

charybdis (PB2), choral dragon (adult) (CS206), dire whale (CS266), froghemoth (PB), iron golem (PB), maelstrom titan (sea titan) (CS252), scream dragon (adult) (CS218), shipwrecker crab (PB)

### CR 14

great white whale (PB2), gurrangath (CC54), thunder dragon (adult) (CS220)

### CR 15

cetaceal (agathion) (PB2), harmony dragon (ancient) (CS210)

### CR 16

brine dragon (ancient) (PB2), cacophony dragon (ancient) (CS204), hush dragon (ancient) (CS212), mithral golem (PB2), scylla (PB2)

### CR 17

crescendo dragon (ancient) (CS208), melody dragon (ancient) (CS214), rhythm dragon (ancient) (CS216), winter wight (PB2)

### CR 18

kraken (PB), scream dragon (ancient) (CS218)

### CR 19

adamantine golem (PB2), shoggoth (PB), thunder dragon (ancient) (CS220)

### CR 20

choral dragon (ancient) (CS206), nightwave (nightshade) (PB2)

### Appendix 2: Pronounciation Guide

Aear Emerwen ahbka brill carchardian cindarian Clagguth crucian Dagon Delatari delphin Dijo genai Guthlak Halbok Hefring ichida ixarc Iaadel Jaxlen kahuna kai-lau kai-lio karkanak Keilona Keilonagonar Delitajna lochgelly Lok'tar Mahilon Mariblee mergogol merped mogogol Morganae mroe nommo oanne oceanid Ondine pincoy piscean Pluvak Rakailoch Salatari Saloth Sarla Scalis Sebek sebek-ka Sedna Shazalar tathba Tel-Am-Karu Thulu Typhon Undine Vanak vrahg

air ih-**mur**-wen ob-kaw bril kar-kar-dee-uhn sin-**dair**-ee-*uh* n klag-guhth **kroo**-see-*uh* n dev-gon del-uh-tawr-ee del-fahyn dee-zhoh jee-nahy guhth-lak hal-bok hee-fring ahy-keed-uh iks-ahrk ja-uh-del jaks-lin k*uh*-hoo-n*uh* kahy-lou kahy-lee-oh kar-kan-ak keel-oh-nuh keel-oh-nog-oh-nahr del-uh-tahzh-nuh lok-gel-ee lohk'tahr mah-hee-lon mair-*uh*-blee mur-goh-gohl mur-ped moh-goh-gohl mawr-guhn-ey mur-oh nom-oh oh-**an** oh-see-uh-nid awn-**deen** pen-koi pahy-see-uhn ploo-vok ra-kahy-lock sal-uh-tawr-ee sal-awth sahr-luh skevl-is seh-bihk seh-bihk-kah sed-nə shah-**zah-l**ahr tahth-**bah** tel-uhm-kah-roo thoo-loo tahy-fon uhn-deen van-ak vrawg

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# Tracker Tree Template (ocean theme)





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