Carolian Carolis Indiso lee



ALP-CS03:





Role Playing Game Supplement New Undersea Polar Guide for use with the Pathfinder® Roleplaying Game* Written by Emily Ember Kubisz, Sam G. Hing, & Matthew Cicci

Credits



Lead Designer: Emily E. Kubisz

Artistic Director & Layout: Tim Adams

Authors: Emily Ember Kubisz, Sam G. Hing, & Matthew A. Cicci

Editing and Development: A. L. Maturin, Paul Klein, Stephanie D. Schubert, & Steven O'Neal

Legal Consultant: Marcia McCarthy

Cover Artist: Fabio Porfidia; Interior Artists: Tim Adams, Joseph Barker, Carl Beu, Fiona Boylen, Leily Ida Cirillo, Drachenmagier, Thomas Duffy, Chris Howard, Forrest Imel, Michael Jaecks, Cornelia Jolitz, Peter Kim, Emily Ember Kubisz, Caroline Lahaise, David Melvin, Fabio Porfidia, Tara Potts, Randall Powell, Markus Röncke, Candis Swain, Sowles Tyler, Nichole Van Glider

Special Thanks to Our Kickstarter Contributors: Adam Windsor, Andrew (ZenDragon), Andrew J. Hayford, Andrew Maizels, Ben Lash, Bill Birchler, Bob Runnicles, Brian Guerrero, Carl Hatfield, Annette B, Chris Kenney, Chris Michael Jahn, Craig Johnston (flash_cxxi), Curtis Edwards, Daniel Craig, Daniel P. Shaefer, Daniyel Mills, Dark Mistress, David Corcoran, Jr., Davin Perry, Dawn Fischer, Dean M. Perez, Douglas Limmer, Douglas Snyder, Ed Courtroul, Ed McLean, Endzeitgeist, Francois Michel, Frank Dyck, Franz Georg Roesel, GLNS, Henry Wong, Herman Duyker, James "Jimbojones" Robertson, James Wood, Jason "Hierax" Verbitsky, Jason "Mikaze" Garrett, Jeremy Wildie, Jon Moore, Joseph "UserClone" Le May, Julien A. 0Féraud, Karen J. Grant, Karl The Good, Kevin Mayz, Kyle Bentley, Lewis Crown, Mark Moreland, Matthew Parker Winn, Michael D. Blanchard, Mike Shannon, Nate Swalve, Niall Sullivan, Nicholas Fascitelli, Noble Hays, Paul Cavanaugh, Paul Ryan, Paul Woods, Peter Duchak, Purple Duck Games, R. A. Mc Reynolds, Rod Davidson,

SAGA (Southern Arizona Gamers Association), Scott Sutherland, Sebastian Dietz, Shana Rosenfeld,

Shane O'Connor, Stephen Horsley, Stephen Hutchison, Steven Vanderburg, Tetsubo,

Tom Ladegard, Z. Daniel Esgate, & Zakharov "Zaksquatch" Sawyer

Additional Thanks: Team Draconis, Jim Clunie, & Ofelia Jean Kubisz

Cerulean Seas Indigo Ice © 2012, 2013 Alluria Publishing. All rights reserved.

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See http://paizo.com/pathfinderRPG for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility and does not endorse this product.

Pathfinder is a registered trademark of Paizo Publishing, LLC and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC and are used under the Pathfinder Roleplaying Game Compatibility License. See http://paizo.com/pathfinderRPG/compatibility for more information on the compatibility license.

OPEN GAME LICENSE v 1.0a. Copyright 2000, Wizards of the Coast, Inc. **SYSTEM REFERENCE DOCUMENT**. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

PATHFINDER RPG CORE RULEBOOKTM, PATHFINDER RPG BESTIARY TM, PATHFINDER RPG BESTIARY 2 TM, PATHFINDER RPG BESTIARY 3 TM, PATHFINDER RPG ADVANCED PLAYER'S GUIDE TM, PATHFINDER RPG BONUS BESTIARYTM, PATHFINDER RPG GAMEMASTERY GUIDE[™], PATHFINDER RPG ULTIMATE MAGIC[™], PATHFINDER RPG ULTIMATE COMBAT[™], PATHFINDER RPG ADVANCED RACE GUIDE[™], PATHFINDER RPG ULTIMATE EQUIPMENT[™]. Copyright 2009-2012 Paizo Publishing, LLC; Lead Designer: Jason

Bulmahn, based on material by Jonathan Tweet, Monte Cook and Skip Williams. **THE BOOK OF EXPERIMENTAL MIGHT**. Copyright 2008, Monte J. Cook. All rights reserved.

THE DEEP. Copyright 2003, Mystic Eye Games, LLC; Authors: Becky Glenn, Stefon Mears, Susannah Redelfs and Robin Wise. CERULEAN SEAS CAMPAIGN SETTING. Copyright 2010, Alluria Publishing. All rights reserved. PSIONICS UNLEASHED. Copyright 2010, Dreamscarred Press.; Authors: Jeremy Smith, Andreas Rönnqvist and Philip Leco II.

TOME OF HORRORS. Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger and Bill Webb; Based on original content from TSR.

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e) and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc.), dialogue, plots, storylines, locations, characters, artwork and trade dress. (Elements that have previously been designated as Open Game Content are not included in this declaration.)

Open Content: Except for material designated as Product Identity (see above), the game mechanics of this Alluria Publishing game product are Open Game Content, as defined in the Open Gaming License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.



Contents

Chapter 1: The Frozen Sea	4
Preface	5
Introduction	6
Common Terms	7
Environmental Basics	8

Chapter 2: Polar Aquatic Races 14

Aquatic Races Revisited	15
Agloolik	18
Crystolix	19
Elf, Ice	20
Ningen, Talilajuk	21
Squawk	22
Thanor	23
Polar half-races	24
Vital Statistics	25

Chapter 3: Aquatic Polar Classes 26

Adapting Existing Classes	27
Angakkuq	28
Prestige classes	36

Chapter 4: Frostcraft

46

Aquatic Polar Materials4	1 7
Weapons4	18
Feats5	54
Spells5	57
Undersea Spell Lists5	58
New Undersea Spells5	59
Ancient Crystal6	60
Isinblarean Magic Items6	51

Chapter 5: Indigo Ice Setting	62
Racial Histories	63
Other Races of Isinblare	71
Languages of Isinblare	72
Religions of Isinblare	72
Nations of Isinblare	76
Territories of Isinblare	78

Chapter 6: Polar Sea Bestiary 80

Introduction to Polar Sea Monsters 8	51
Creature Glyphs8	51
New Sea Monsters8	52
Polar Mounts and War-Beasts1	.03

Appendices

	~		
l	υ	Δ	

Appendix 1: Polar Aquatic Monsters 104
Appendix 2: Pronunciation Guide 105
Appendix 3: Index of Tables105
Appendix 4: Art Index 106
Open Game License 102
Special Thanks108
Cardstock Minis 109
Index



Chapter 1:



The Frozen Sea



They came in boats by the thousands from the realm of Thaw. They clamored to the rising shores of Feldorheim, where they were warmly welcomed by the thanor. In Fiskheim they laid siege to Rakailoch, battling the forces of the selkies and hydrurgans. In the two realms of Isinblare they came with great arrogance and ignorance, thinking they knew how to survive the frozen land of blue. They assumed that we would be primitive. They expected us to be unprepared for their forces. They were no more by the end of the first year.

In Feldorheim the thanor fattened them up with great gluts of food and drink. They catered to the Thaw people's every need. After a time, the people of Thaw sent for their kin; "Come to the new land of plenty," they called. Thousands more refugees came from the flooded lands of Thaw. The thanor created a new home for them, made them feel secure and taught them how to survive on their own. Then, on the 30th day of winter's night, the thanor came and slaughtered them all. The walrus people feasted on their remains for half a decade afterwards. Their only remorse was that there would be no more meat of such unique taste.

In Fiskheim their fate was not much better. When the selkies began retreating towards squawk territory, it alerted the fearsome birdmen to the presence of a new and formidable force. They took it as a challenge and armies of millions marched towards our new visitors. Never since the great massacre at the Siege of Ib, thousands of years before, had there been so much bloodshed in these lands. The ice is still red in Rakailoch, a few feet down, giving the land a purple hue.

The people of Thaw did not fall without a fight. They retreated, regrouped and assembled weapons of mass destruction with arcane and natural sciences. It was then that the kul intervened. These most destructive aglooliks turned the Thaw people's own devices against them. Afterwards, the races of Isinblare, perhaps for the first and last time in history, came together to eliminate the people of Thaw. Their victory was resolute. They slaughtered the people of Thaw until there were no more.

The migrations of the people of Thaw ceased and they were never seen again. Life continued on as usual. There seemed to be less dry land after that time but the ice remained. The two lands continued to trade the sun. We continued to fight our own wars and we can only assume that the lands of Thaw have finally found the peace they spoke so highly of, so long ago.

5

Introduction

The lands of eternal ice and snow have always held a special place in our minds. The poles are indeed still filled with mystery that is just recently being fathomed. We know these frosted realms for their amazingly resilient wildlife, including adorable seals, titanic walruses and playful penguins. However, even of these notorious denizens, we know them mostly for their short forays onto icy shores. Their life

beneath the sea is largely unknown. Recent exploration under the ice has uncovered a world that we never imagined existed. In stark contrast to the frigid white wilderness above, we find a vibrant world frozen in time that harkens back to when the sea was young. Most surprising of all is that this domain is teaming with life and diversity. The cool waters seem oblivious to the dire chaos of the world above.

The polar regions are indeed realms of terrible extremes. In the winter, the majority of the sea is cloaked in ice and unyielding darkness. The winds blow with deadly cold and the lands are virtually barren of all life. The summer brings a massive thaw and the world briefly springs to vibrant life. Even the sun seldom sleeps, radiating life-giving light and warmth onto these alien shores.

When we consider this realm, our imaginations take us to a spectacular setting filled with exotic danger and heroic survival. INDIGO ICE is the first gaming sourcebook that attempts to capture the entirety of this realm, both above and below the ice. However, much like the enigmatic creatures that dwell here, our focus will be primarily below the waterline.

Years of research have gone into the development of this supplement. We wanted to not only bring realistic mechanics to

these arctic forces but provide a fun and unique setting to which we could apply them. The framework we had to work with was a topsy-

turvy land of extremes and we wanted this reflected in the fantasy cultures that were

developed. In a land of limited resources, we saw conflict as the fuel to progress and civilization. War would be the status quo of the realm. Clashing cultures find new ways of surviving while maintaining a way of life they've known for millennia. Thus, the world of INDIGO ICE is a

> hodgepodge of old traditions and new ideas; a land where the gunslinger and the tribal shaman can battle toe to toe on equal ground.

INDIGO ICE works well as a standalone setting, an extension of the CERULEAN SEAS CAMPAIGN SETTING, or as a sourcebook for arctic adventuring both above and below the sea. Integrated within these pages you will find new fiction mixed with rare mythos from cold-climate cultures such as the Inuit, Icelandic and even ancient Norse. We also tried to include as much "real science" as possible, which we feel adds an adequate measure of balance to this world of mirror opposites. What you will find in INDIGO ICE is ancient tradition mingling with strange technology, the borders of night and day redefined and a unique roleplaying setting full of wonder and excitement.

Much like in the Cerulean Seas sourcebook, we separated much of the campaign specific information into its own chapter. We wanted to keep the spirit of the campaign setting guide, in that it is also a helpful guide to undersea adventuring. Even if the Gamemaster decides to use his own world or an adaptation of ours, it would prove useful. The history of the realm has a strong presence but is not so closely tied to the crunch presented that they cannot be easily separated.

Lastly, in true Allurian style, we present a comprehensive aquatic arctic bestiary. We were able to tap the genius of our two best monster makers, Sam Hing (CREEPY CREATURES) and Mathew Cicci (FEY FOLIO)

to bring you some truly fearsome arctic foes that will add both terror and intrigue to your world under the ice. Of course, we tied it all together with our award winning artists to bring you the high quality material that you have come to expect from Alluria Publishing.

Using This Book

This book is divided into six chapters with several helpful appendices. The first chapter is a simple introduction designed to explain our design process, set the tone for the tome and introduce some environmental basics such as climate, terrain and perils. Chapter two describes arctic adaptations for a few Cerulean Seas core races, as well as six new races (agloolik, crystolix, ice elf, ningen, thanor and squawk). Chapter three examines how existing aquatic classes fit into an arctic world and presents a new class (the angakkuq) as well as a trio of prestige classes. New materials, equipment, feats, spells and magic items are outlined in chapter four. Chapter five offers details of the setting itself, including specific racial histories and other such information. The last chapter is a complete arctic aquatic bestiary.

Common Terms

Words listed below are often referred to throughout INDIGO ICE and are defined here for clarification. More advanced definitions can be found either in the Cerulean Seas core rulebook, or later in this tome.

Aglootech: Complex devices typically invented by aglooliks that mimic arcane effects by using natural science.

Anthromorph: A humanoid sea-animal. Karkanaks and thanor are anthromorphs.

Angakkuq: An arctic shaman that specializes in creating makeshift golems to fight for him.

The Bloody War: A war that ended over 400 years ago between sahuagin and the good denizens of the sea. It occurred in the Cerulean Seas area but did not extend to Isinblare.

Buoyancy Units (bu.): These reflect an item's buoyancy and are described. This is detailed in the CERULEAN SEAS CAMPAIGN SETTING.

Cerulean Seas: The known world which is divided into nine sections (or seas).

Crystal Mirrors: Hexagonal mirrors that allow instantaneous transportation between Feldorheim and Fiskheim.

Deep Ice: This is also known as methane ice, or methane clathrate. It occurs at moderate to deep depths and plays a vital role in some aglootech items. **Depth Tolerance:** The maximum depth a creature can safely traverse. This is detailed in the CERULEAN SEAS CAMPAIGN SETTING.

Feykith: Any variety of water fey descendants, including aglooliks, sea elves and selkies.

Feldorheim: Feldorheim was once thought to be a mirror world or parallel dimension by the inhabitants of Fiskheim. Feldorheim is the northern (arctic) pole.

Fiskheim: Fiskheim is the region of the southern (antarctic) pole. When it is winter in Fiskheim, it is summer in Feldorheim.

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 over five centuries ago.

Isinblare: The two poles (Fiskheim and Feldorheim), considered to be the "civilized world" by its inhabitants.

Kul: Once referring to the indigenous agloolik of Feldorheim, kul now refers to those aglooliks who specialize in demolition and sabotage rather than construction or invention.

Merfolk: A creature with a humanoid torso and fish-like lower half. Nommos, seafolk and crystolix are all merfolk.

Pentapin: An amphibious quadruped with a large whale-like or fish-like tail. This is a common body type in the land of Isinblare.

Polynya: An "oasis" of unfrozen water amid the polar ice sheets that are kept open by warm water currents. Occasionally, they stay open all year. Rarely, they occur in the same location for several years' time.

Thaw (land of): The area between the two poles. It is considered to be mostly uninhabited open sea that is dominated by dangerous leviathans.

Trueform: An intelligent species of nonhumanoid form. Hydrurgans (trueform seals) and delphins are trueforms. While not standard PC races, they do contribute to the overall society of the setting.

Whirlpool (or Vortex): A specific environmental hazard that creates a funnel of water and strong currents. Please refer to rules presented in the CERULEAN SEAS CAMPAIGN SETTING for more information.



Environmental Basics

Climate

The polar sea is a land of devastating extremes. In the winter, it remains frigidly cold above the water for nearly eight months, four of which the land is plunged into eternal darkness, lit only by starlight and the occasional aurora (a natural light display in the sky). In the summer, the sun may shine for up to three months at a time. The change in season brings tremendous change to the surface world, with half the entire area of sea ice appearing or disappearing in the matter of one month's time. At its peak, the ice shelf may expand or retract up to 2½ miles per day.

Meanwhile, underneath the ice, the sea remains a "balmy" 29° F (-2° C) and has not changed in temperature for tens of millions of years. While sheltered from the extremes above, life beneath the sea is not entirely unaffected. For air-breathing creatures a couple dozen feet of solid ice may exist for them to contend with before they can reach the surface. In addition, months of polar night may require adaptation to total darkness that is not required by shallowdwelling denizens elsewhere in the world.

Terrain

The polar 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 a cold-climate setting.

FROZEN SEA

The icy oceans of Isinblare may have crusts of ice up to several hundred feet thick. Sea ice terrain occurs in two forms: the winter ice shelf and the permanent ice shelf. The winter ice shelf appears yearly and is ever-changing in shape and size, expanding or contracting by up to 20,000 square miles in a single day depending on the season. It can be up to 24 feet thick in some areas.

The permanent ice shelf, however, is ice locked over the sea for centuries. Its borders change very slowly, occasionally calving titanic icebergs. This ice shelf could be hundreds of feet thick.

TABLE 1-1: FROZEN SEA TERRAIN

Feature	Winter Ice Shelf	Permanent Ice Shelf
Drift Ice	20%	—
Fast Ice	15%	70%
Glacial ice shelf	—	14%
Iceberg	8%	—
Pack Ice, 1d6 feet thick	25%	—
Pack Ice, 1d6+6 feet thick	15%	5%
Pack Ice, 1d12+12 feet thick	5%	10%
Pancake Ice	10%	—
Polynya	2%	1%

Table 1-1 describes in general terms how likely it is that a given square has a terrain element in it. It is divided into the winter ice shelf and the permanent ice shelf. Note that these percentages (and those on other terrain tables) will often add up to more than 100%, as many features may exist in the same square simultaneously.

Drift Ice: Drift ice consists of ice that floats on the surface of the water, as distinguished from the fast ice attached to coasts. An ice floe is a large piece of drift ice that might range from hundreds of feet to several miles in diameter. For game purposes, this category of ice is typically 1d12 inches thick. It is fairly easy to punch through drift ice from underneath (ice has 3 hit points per inch of thickness and no hardness). However, it is very weak on its surface and those that traverse it are subject to falling through the ice (see Polar Perils later in this chapter).

Fast Ice: Fast ice is sea ice that has frozen along coasts ("fastened" to them) or to the sea floor over shallow parts of the continental shelf and extends out from land into sea. Unlike drift ice, it does not move with currents and wind. If frozen to the seabed, it may pose an impenetrable barrier to swimmers. For game purposes, this ice is 3d% feet thick.

Glacial Ice Shelf: As a glacier moves out to sea, before it eventually calves into hundreds of icebergs, it creates a spectacularly thick shelf of ice that floats on top of the seawater. Above the water, it has the same statistics as glacier terrain. Under the shelf, it is similar to being under very thick pack ice, although instead of a few dozen feet thick, it is 300 to 3000 feet thick. Thicker glaciers sink deeper, as about 90% of ice remains submerged. Thus, a 1000-foot high glacier sinks down 900 feet. Glacial ice shelves can be several hundred square miles across.

Iceberg: This terrain is detailed in Chapter One of THE CERULEAN SEAS CAMPAIGN SETTING.

Pack Ice: When packed together in large masses, drift ice is called pack ice. Pack ice may be either freely floating or blocked by fast ice while drifting past. It is generally thicker than ice in the drift ice category and will support most creatures.

Pancake Ice: Pancake ice is sea ice broken into small round chunks looking like pancakes. Although it can cover huge areas, it does not typically block pathways to the surface, nor is it possible to walk upon. Pancake ice features elevated rims with a nearly uniform height of a few inches. The rim is formed by piling the frazil ice and slush up the edges of the pancakes when they collide, both due to random bumping into each other and because of periodic compressions at wave troughs.

Polynya: An "oasis" of unfrozen water amid the polar ice sheets that are kept open by warm water currents. They are typically 5d20 feet across but can be up to a mile in diameter. They typically stay open for 2d6 weeks, slowly shrinking over time. Some are more permanent and may even reoccur periodically over several years' time.

GLACIER

Glaciers are moving masses of ice formed by the compacting of snow and ice. They are thrust into motion by their sheer colossal weight. Glaciers come in three categories: tongue, valley and continental.

Tongue glaciers are narrow sheets of ice formed by frozen streams or rivers that flow down into valleys. Valley glaciers are larger sheets of ice that crawl slowly, skirting mountains by following valleys. Continental glaciers are massive ice sheets that can extend for tens or even hundreds of miles. These grind across the realm, engulfing both land and sea in ice.

TABLE 1-2: GLACIAL TERRAIN

Feature	Tongue	Valley	Continental
Crevasse	20%	10%	5%
Dense rubble	20%	30%	35%
Freezing river	20%	10%	5%
Gradual slope	10%	30%	40%
Ice sheet	95%	95%	95%
Light rubble	35%	24%	15%
Melt Pool	5%	5%	5%
Natural snow field	20%	20%	20%
Steep slope	5%	20%	35%

Crevasse: Glacial crevasses are covered 50% of the time by a layer of snow. A typical glacier crevasse is 4d4×10 feet deep, at least 30 feet long and 5d8 feet wide.

Dense Rubble: The ground is covered in rocks and chunks of ice of all sizes. It costs 2 squares of movement to enter a square with dense rubble. The DC of Acrobatics checks on dense rubble increases by 5 and Stealth checks have a –2 penalty.

Freezing River: A stream, tributary, or river flows through the area, moving just fast enough to avoid freezing. The water is 2d4 squares wide. **Ice Sheet:** The ground consists of slippery ice. It costs 2 squares of movement to enter a square covered by an ice sheet and the DC of Acrobatics skill checks increases by 5. A DC 10 Acrobatics check is required to run or charge across an ice sheet.

Light Rubble: Small frost-covered rocks and chunks of frozen soil are strewn across the ground, making nimble movement more difficult. The DC of Acrobatics checks increases by 2.

Melt Pool: Melting glaciers 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 ten 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.

Natural Snow Field: The area is covered by snow 1d4×10 feet in depth, although a firm layer is only 1d6 feet below the surface.

Steep Slope: Characters moving uphill (to an adjacent square of higher elevation) must spend 2 squares of movement to enter each square of steep slope. Characters running or charging downhill (moving to an adjacent square of lower elevation) must succeed on a DC 10 Acrobatics check upon entering the first steep slope square. Mounted characters make a DC 10 Ride check instead. Characters who fail this check stumble and must end their movement 1d2×5 feet later. Characters whore fall prone in the square where they end their movement. A steep slope increases the DC of Acrobatics checks by 2.

SLUSH SWAMP

Though somewhat rare, slush swamps are wellknown in Isinblare. They are formed by natural hot springs that bring both warmth and nutrients to the water they pervade. A constant influx of cold and ice creates an eerie fog-ridden landscape that is often home to terrible predators. A slush swamp is always blanketed in light to dense fog regardless of its terrain features.

The table 1-3 describes terrain elements found in a slush swamp. The percentages are intended to guide map-drawing; do not roll for each square.

TABLE 1-3: SLUSH SWAMP TERRAIN

Feature	Occurrence
Light undergrowth	30%
Snow dusting	20%
Quickslush	10%
Deep slush bog	25%
Shallow slush bog	45%

Light Undergrowth: A tangle of seaweed and arctic moss obstruct movement. A space covered with light undergrowth provides concealment, costs 2 squares of movement to move into and increases the DC of Acrobatics checks by 2. Creatures take a -2 penalty on Stealth checks in light undergrowth.

Snow Dusting: The ground is covered by 1d4 inches of snow that has yet to melt into slush, making the area slippery and covering any bogs or undergrowth that exist in the same square. The DC of Acrobatics checks in the area are increased by 2 due to the slipperiness.

Quickslush: Patches of quickslush present the appearance of a shallow slush bog that may trap careless characters. (See Arctic Perils later in this chapter).

Slush Bogs: If a square is part of a shallow slush bog, it has slush about 1 foot in depth. It costs 2 squares of movement to move into a square with a shallow slush bog and the DC of Acrobatics checks in such a square increases by 2. A square that is part of a deep slush bog has roughly 4 feet of slush. It costs Medium or larger creatures 4 squares of movement to move into a square with a deep slush bog, or characters can swim if they wish, taking a –4 penalty on the Acrobatics check for the slush's soupy consistency. Small or smaller creatures must swim to move through a deep bog. The slush in a deep slush bog provides cover for creatures smaller than Medium while Medium or larger creatures must crouch as a move action to gain cover.

Deep slush bog squares are usually clustered together and surrounded by an irregular ring of shallow slush bog squares. Both shallow and deep slush bogs impose a –4 penalty on Stealth checks.

Polar Perils

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

ACID SLUSH

Found most often in slush swamps, acid slush is only dangerous in slush form; when frozen solid it loses its potency until it thaws. Acid slush has a faint green hue, making it difficult to notice except in good light. This coloration is due to rare polar marine algae that produces a strong corrosive alkali and antifreeze. The antifreeze lowers the freezing point of seawater thus allowing slushy patches to form on the surface instead of becoming solid. Spotting a patch of acid slush before entering it requires a DC 20 Survival check. If the moving creature succeeds on a DC 10 Survival check but not a DC 20 check, he notices that the square is filled with slush but does not identify it as acid slush. Acid slush deals 1d6 points of acid damage per round of exposure, or 6d6 points of acid damage with total immersion. Most acid slush is about 1 foot in depth. It costs 2 squares of movement to move into a square with acid slush and the DC of Acrobatics skills checks in such a square increase by 2. Acid slush imposes a -4 penalty on Stealth checks.

BRINICLES

A brinicle, also known as an ice stalactite or brine icicle, forms beneath sea ice when a natural flow of extremely cold and salty water is introduced to an area of normal ocean water. They are the undersea equivalent of a stalactite or icicle, though they form much faster. A brinicle grows by up to one square downward per turn and is generally harmless to anyone able to move out of its way. However, immobile, very slow, or imperceptive creatures might get caught in its path. If the character would be allowed to make a 5-foot step, he can avoid the effects of a brinicle. If not, a Medium-sized character becomes *frosted* (see new conditions below) during the first round. If he continues to remain in the path of the forming brinicle, he will be entombed in ice by the end of the 3rd round. Small or smaller creatures become entombed on the first round. Large creatures

become frosted only after three rounds of remaining in the brinicle's path and are entombed after ten rounds. Larger creatures are unaffected by brinicles.

When a brinicle reaches the sea floor, it creates a "river" or pool of ice along the seabed as the supercooled brine continues onward as gravity dictates.

COLD AND EXTREME COLD

For game purposes, all creatures indigenous to the poles can withstand the natural temperature of the liquid polar sea and are therefore do not take non-lethal cold damage from exposure to temperatures above -5° F. Instead, the temperature range is adjusted by 35 ° F. This acclimated temperature creates a new adjusted temperature range of -5° F for cold and -55 ° F for extreme cold. Air temperature primarily relies on season, closeness to the pole and wind. To calculate the air temperature on any given day uses the following guidelines:

Summer: (6d10 - 40)° F **Spring & Autumn:** (5d10 – 50)° F **Winter:** (-d% - 3d10)° F

Add 5° F for every 150 miles away from the closest pole to a maximum of 50° F (1,500 miles from the pole – which is the border of Isinblare, beyond which the formula no longer applies).

This temperature can be further modified by wind chill (described in this chapter).

DARK ICE

Unhallowed glaciers and unholy places in the great ice fields sometimes include expanses of dark ice, jet-black sheets that gleam with dark energy. Like any other ice sheet, dark ice is difficult to move upon. It costs 2 squares of movement to enter a square covered by dark ice and the DC of Acrobatics skill checks increases by 5. A DC 10 Acrobatics check is required to run or charge across dark ice.

In addition, dark ice is suffused with negative energy. Undead creatures within 10 feet of dark ice (above or below) gain a +2 profane bonus on attack rolls and saves and a +4 profane bonus to Will saves against *Turn Undead*. Magical healing works at half effectiveness in this range. Any sighted creature notices dark ice automatically, provided they can see in the current conditions.

KATABATIC WINDS

A katabatic wind is the technical name for a wind that carries high density air from a higher elevation down a slope under the force of gravity. Katabatic winds can rush down elevated slopes at hurricane speeds but can be as weak as **strong** in wind speed intensity. These winds, often coming down from mountains and glaciers, are significant because they often carry extremely cold temperatures, substantial wind-chill and may even create temporary polynyas near the edge of a glacial shelf. They have no effect underwater.

QUICKSLUSH

Quickslush is an area of sticky frazil ice and dense slush that floats on the surface of the water and may be several feet deep. From a distance, it may appear to be normal slush or snow. A character approaching an area of quickslush at a normal pace is entitled to a DC 10 Survival check to spot the danger before entering it but charging or running characters do not have a chance to detect the quickslush before blundering in. A typical area of quickslush is 30 feet in diameter; the momentum of a charging or running character carries him or her 1d2×5 feet into the quickslush. Quickslush can be entered from above the water or below it and the effect is the same.

Characters in quickslush must make a DC 12 Acrobatics check every round to simply tread water in place, or a DC 17 Acrobatics check to move 5 feet in whatever direction is desired. If a trapped character fails this check by 5 or more, he gets pulled one square towards the center of the quickslush. Characters remaining in quickslush for more than 2 rounds become frosted by the end of the third round. After ten rounds in the quick slush, the character becomes entombed.

Rescue: Pulling out a character trapped in quickslush can be difficult. A rescuer needs to use a sturdy item that can reach the victim. Then he must make a DC 17 Strength check to successfully pull the victim and the victim must make a DC 10 Strength check to hold onto the item. If both checks succeed, the victim is pulled 5 feet closer to safety.

SLASH ICE

Slash ice consists of razor thin and razor sharp ice crystals that are very hard to detect at a distance. They rest just below the surface of the water and typically take up 1 to 10 squares in an irregular pattern. Creatures moving through these squares take 1d6 slashing damage per round. This damage

is doubled if the character is moving faster than 40 feet.

Fields of deep snow can impede the movement of creatures who must be in contact with the ground to move. Most creatures do not automatically sink all the way through a deep snow cover. Sometimes a hard, icy crust prevents a creature's feet from sinking into the snow at all. In other cases, layers of old snow a few inches or feet below the loose surface on top may be icy enough to prevent travelers from breaking through.

Table 1-4 below indicates the degree of impediment caused by various depths of loose, uncrusted snow. The "Small" category includes Small and smaller creatures, while the "Large" category includes Large and larger creatures.

		Creature Size	e—
Snow Depth	Small	Medium	Large
Up to 6 inches	Minor	None	None
7–12 inches	Minor	Minor	None
13–24 inches	Major	Minor	Minor
25–36 inches	Major	Major	Minor
37–60 inches	Total	Major	Major
61+ inches	Total	Total	Major

TABLE 1-4: SNOW-IMPEDED MOVEMENT

None: The snow does not cause any significant impediment to the creature's movement.

Minor: The creature must pay 2 squares of movement to enter each square of the snowfield. The DC of Acrobatics skill checks increases by 2.

Major: The creature must pay 4 squares of movement to enter each square of the snowfield. The DC of Acrobatics skill checks increases by 8.

Total: The creature cannot move unless it succeeds on DC 5 Strength check and spends a full round action. The creature must pay 4 squares of movement to enter each square of the snowfield. The DC of Acrobatics checks increases by 20 and the creature loses its Dexterity adjustment to Armor Class while totally impeded.

THIN ICE

Thin ice will break under the weight of some creatures. Table 1-5 describes this potential. Some extremely heavy creatures may count as a higher size category at the Game Master's discretion. Likewise, very light creatures may count as smaller size categories.

TABLE 1-5: BREAKING THROUGH ICE

Ice Thickness	Small	Medium	Large	Huge
Up to 1 inch	At risk	Break	Break	Break
2–3 inches	Safe	At risk	Break	Break
4–6 inches	Safe	Safe	At risk	Break
7–23 inches	Safe	Safe	Safe	At risk
24+ inches	Safe	Safe	Safe	Safe

Safe: The creature is not at risk of breaking through the ice.

At Risk: Creatures who charge, run, jump, or fall on the ice may cause a break (50% chance per round of such activity).

Break: The ice cannot bear the creature's weight and breaks beneath it. If a creature causes a break, the ice collapses in a radius 5 feet larger than the space taken up by the creature.

UNEARTHLY COLD

Unearthly cold is an additional temperature category for ranges below -90° F (-125° F for native polar creatures). Unprotected characters take 2d6 points of lethal cold damage and 1d6 points of nonlethal damage per minute (no save).

UPFREEZE

Super-cooled water will occasionally creep up from the deep sea. Normal water ice rarely forms at depths of greater than 300 feet, even if the water is well below normal freezing temperatures. The result is a sudden shock of ice crystals forming upwards. The area affecting is usually a cylinder of water of 5 to 20 feet in diameter, starting at a depth of less than 300 feet and going all the way to the surface. Those caught in the area must make a reflex save DC 15, or become frosted.

WIND-CHILL

A strong wind does not actually lower the air temperature but it increases the rate at which characters lose heat and therefore appears to decrease the temperature. Wind decreases the effective temperature by 10° F for every category above moderate.

Polar Conditions

The arctic offers a couple of new bodily conditions that a character might have to endure.

ENTOMBED

A creature with this condition is incased in a layer of solid ice at least one inch thick. Entombed creatures are frozen motionless, suffocating and each round a creature remains entombed it

takes 1d6 points of cold damage. Whether or not the entombed creature can break free of its own volition is determined by the size of the creature and the thickness of the ice. Small and smaller creatures cannot break free. For Medium-sized and larger creatures, use Table 1-5. If the thickness of the ice for the creature's size has a result of "Break," the entombed creature may attempt to break free with a DC 20 Strength, Escape Artist, or combat maneuver check.

Another creature can free an entombed target by damaging the entombed victim. By doing at least 10 damage per inch of ice (or

half this amount if using steam damage) to the victim, he will be freed. The ice will also melt slowly under normal circumstances, or can be slowly and safely chipped away at up to 3 hit points per round.

An entombed creature's buoyancy is also affected by the ice, adding the buoyancy of a float of two size categories smaller than the entombed creature for every inch of ice that encases him.

Some creatures, such as the crystolix, do not die from suffocation or cold damage when entombed. Instead, they fall unconscious and do not wake up until the entombed condition ends. While entombed, they are immune to hunger, thirst, bleeding, aging and all natural process are suspended. It is at the Game Master's discretion which creatures have this ability, though it is common to many polar invertebrates and even a few fishes. It is extremely rare in higher life forms.

FROSTED

The character is coated in chunks of ice and frost. Being frosted impedes movement but does not entirely prevent it. A frosted creature moves at half speed, cannot run or charge and takes a –1 penalty on all attack rolls and a –2 penalty to Dexterity. Frosted characters take 1 point of cold damage per round. Spellcasters must make a concentration check (DC 15 + spell level) to cast a spell. In addition, the character also gains buoyancy as if he was carrying a float of three size categories smaller than himself.



Chapter 2:



Aquatic Polar Races



Life can adapt and thrive even in the harshest environs. The realms of Isinblare are no exception. Amid the ice-capped sea evolved what many would regard as the most resilient forms of intelligent life. Even with limited resources and unceasing war as a result, Isinblare boasts as many thriving communities as the Cerulean Seas. The diversity is due in part to the crystal gateways that link Fiskheim and Feldorheim. As a result of these gateways at least half of these species are not indigenous to the lands they are often encountered in which contributes to a remarkable cultural tapestry.

In this chapter we examine six familiar player character races that have become an integral part of the culture of Isinblare. While it is entirely possible to encounter other races from the Cerulean Seas region, as well as the races from WAVES OF THOUGHT and other Cerulean Seas supplements, they have few, if any, permanent bases in this icy realm and contribute very little to the overall culture of Isinblare. The races we will revisit are the resourceful seafolk, the tenacious karkanaks, the capricious selkies, the insidious pisceans, the supercilious sea elves and the enduring nommo.

In addition, we will introduce six new player character races to proliferate in the icy blue. These races are also common to Isinblare, though they can be encountered anywhere within the world of the Cerulean Seas Campaign Setting.

Aquatic Races, Revisited

The races that have become familiar in the Cerulean Seas Campaign Setting get a slight makeover from generations of exposure to an icy climate and new cultures. Likewise, they avoided much of the history that shaped the classic Cerulean Seas region including the Bloody War. Sahuagins prefer warm waters and luckily have no counterpart in arctic climes. In fact, with the exception of the deep sea races, very few typically evil races exist within the borders of Isinblare. Even the abyssal races are rarely encountered outside of their territory as they tend to avoid ice-choked water and races that rival themselves in hostility and violence.

While the Great Flood had some effect on the livelihood of the polar races, this impact was greatly muted for people who were used to ever-changing coastlines, limited resources and shifting territories. In addition, ice floats and many of these iceberg cities continued without interruption during and after the flood. The flood did bring an influx of new races to Isinblare, most of which were ill-suited to the frigid environment and unprepared for the hostile cultures they would encounter. Most of the refugee races expired within the first decade. Those that endured often became assimilated by the culture that predated their arrival. Sea Elves: The vast majority of the surviving refugees were sea elves. Luckily, sea elves had existed in Isinblare for over a millennium and were able to help their displaced kin. Few physical differences exist, though the sea elves of Feldorheim have pale green skin and azure hair rather than blue skin and green hair. After the reintroduction of the crystal gates, the sea elven populations mingled and the Fiskheim coloration that is common to the Cerulean Seas became quite rare in Isinblare.

The most notable cultural difference among the artic sea elves is the adoption of a different racial deity. Aear Emerwen was replaced by Helka Ilfirin, a goddess revered as Aear's grandmother. In most aspects the two goddesses are very similar though Helka is less forgiving and more unpredictable. These differences are reflected in the sea elven culture of Isinblare.

Karkanaks: Precisely when the karkanaks migrated to Isinblare is unknown, though many sages speculate that the Cerulean karkanaks and the Isinblare karkanaks evolved from the same roots several ages ago. Polar karkanaks maintain several physical differences from their Cerulean cousins. First, the karkanaks of Isinblare do not have asymmetrical claws in the male gender. All polar karkanaks have equal sized claws regardless of gender. In addition, their secondary limbs are longer and thicker. Their exoskeleton colorations are a bit different too, including rich reds, violets and icy blues. Lastly, their lifecycle has become entirely aquatic and they do not venture onto land if they can avoid it.

Nommos: Before the Bloody War nommos had a few small research colonies in Isinblare. The race was relatively obscure until one of the outposts rediscovered the crystal gates and eventually reopened the pathway between Fiskheim and Feldorheim. For centuries the nommo controlled passage between these realms though this control waned over time. During the Bloody War and after the Great Flood, nommo refugees flooded the polar outposts and the nommo's influence was reinstated throughout Isinblare. Since this race enjoys deeper depths and had a relatively recent influx of people, the Isinblarean nommo is virtually identical to the

Cerulean nommo.

Pisceans: The pisceans of Isinblare descended from a slave caste of pisceans that came to settle the Cerulean Seas region. This happened roughly six centuries before the Bloody War. During these ancient times the pisceans, known then as the lok'tar, were diabolical and worshiped noxious deities. The slave caste, known as the lok'lath, were typically 5 to 10 inches shorter than their masters but also wider and more stoutly built. To the diabolical lok'tar, they made excellent laborers.

Such was the piscean way of life for generations, until the lok'lath decided that they had had enough. They quickly organized an escape plan, abandoned their tasks and vanished. The pisceans never discovered where their slaves disappeared to. The lok'lath followed the Cerulean current upstream all the way to Isinblare, eschewed their evil traditions and adapted to a new setting.

Seafolk: Seafolk existed from Fiskheim to Feldorheim for ages. Though they welcomed seafolk from distant tribes and cities during the Great Flood, it did little to affect the overall culture of the Isinblare seafolk. Aside from a rougher, grizzled appearance, more body hair and paler skin, the Isinblare seafolk are physically identical to the Cerulean seafolk.

Another notable difference in the seafolk of Isinblare is religion. Instead of Poseidon or Keilona, a large majority of polar seafolk worship Ægir, who many regard as a more warlike version of Poseidon. Worship of this deity has been traced back to the humans who once inhabited the region near Feldorheim and therefore is quite alien to typical Cerulean Seas philosophy.

Selkies: The Lochgelly selkies of the Cerulean Seas were one tribe of selkies from the island of Rakailoch in Fiskheim. The Isinblare selkies, as a whole, have much more racial diversity. The most common coloration of the selkies of this region is pale white skin and red hair in elven form and white or silver fur in seal form. Seal shapes vary as well, mimicking many different seal species including leopard seals, fur seals, monk seals and harp seals. The Lochgelly selkies were regarded as a greedy cult by the other Isinblarean selkies and their disappearance was not mourned. Most of the selkies believe that the Lochgelly selkies floated out to sea and perished in the realm of Thaw.



TALILAJUK NINGEN AGLOOLIK

New Aquatic Races

The indigenous species of Isinblare contain many exceptions to rules one would expect, including a non-magical feykith, a merfolk with lungs instead of gills and anthromorphs that prefer civilization to the wilds. This contributes well to the overall topsy-turvy feel of the icy realm and provides a background that defies expectations.

Of the new player species to choose from, there are two new merfolk species-the crystolix and the ningen. The crystolix, or polar mer, have a long history of being the merchant race of the realm. In addition to the charisma necessary to sell ice to an ice elf, they are also well adapted to withstand freezing temperatures and can even withstand being frozen in solid ice.

The ningen, or whale mers, are a new class of immense merfolk with the lower halves of various whales. The talilajuk ningen are the smallest of the species at just under eight feet long and appear similar to beluga whales. While hulking and brutish they also have an uncanny knack for stealth. The ningen are often hired as mercenaries.

Two new feykith species are also introduced. Aglooliks forsook arcane power in favor of the natural sciences. These small, blue-bearded water fey are masters of innovation and demolition. In a bifurcated family line, half the race became master tinkerers who could build fantastical devices, while the others became veritable gremlins who were known to exploit the weakness in any artificial construct. When the two lines reunited, it created a race capable of creating world shattering inventions.

ICE ELF

THANOR

The ice elves are a polar variant of the sea elven bloodline and appear to be carved from a glacial wall. However, they maintain a terrestrial biology and have a knack for domesticating beasts that most would call untamable. In addition, they mastered the art of artificial selection and have created many fantastical creatures of their own design. Many of these creatures are sold to other races as terrifying beasts of war.

Lastly, two new anthromorphs are introduced; the squawk and the thanor. Squawk are anthromorph penguins whose war-like culture somewhat rivals that of ancient Sparta. These small, round soldiers begin preparing for battle not long after they hatch. Their entire lives are dedicated to military training, combat and the art of war. The squawks provide an army of unparalleled martial force in the frozen seas of Isinblare.

The thanor are sophisticated walrus people who follow a strict chivalric code that they refer to as the "Code of Magnanimity." Under this code, they constructed a feudal society similar to that of medieval Europe. Unfortunately, the concept is heavily tainted with savagery beyond normal human bounds. The code itself can be interpreted to justify heinous acts of violence and betrayal. While polite and diplomatic on the outside, the thanor can be quite dangerous to reckon with.

The following pages of this chapter will give further details about these new races including racial statistics and new crossbreeds. Chapter 5 will relate more detail on racial history and where each race fits into the campaign setting.

Agloolik

The agloolik have a rich history replete with heroic overtures and villainous conquests. They have filled the role of helpers to the most successful cultures and they have also become notorious pests. Most of all they are known for their great catalogues of scientific knowledge. Feykith who have forgone magic ages ago, they replaced arcane recipes with alchemical formulas, occult lore with technical expertise and mastery of mystical forces with a keen understanding of physical laws.

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

Society: The aglooliks are a very old race that date back to the origin of the crystal mirrors. When the gateways were lost, the race diverged into two distinct cultures. The aglooliks of Fiskheim retained their ancestral name and benign tendencies. The aglooliks of Feldorheim, however, adopted a new moniker, the kul and ventured down a darker path. Over three dozen centuries passed before the nommo rediscovered the gateways and reunited the two tribes. At first, the Fiskheim aglooliks and the Feldorheim kul warred relentlessly. Peace between the two came after nearly seven decades of bloodshed and violence. Even with peace, it seems that the reunified aglooliks became a race of polar extremes.

All aglooliks strive to understand their world in a clear and logical manner. They are champions of the scientific method, cataloguing data and innovation. Some use this knack to create spectacular contraptions that many believe work like magic but are immune to the effects of arcane suppression. Other races have nicknamed agloolik inventions "aglootech," and will often pay very well for such items. If an agloolik is not a creator then he is referred to as a kul, a name that has become synonymous with demolisher. A kul has a knack for finding weakness in a system and exploiting it. When they do build things, it is usually something explosive. Regardless of their role, the aglooliks have found peace with their cultural disparity. Their unity has made them a stronger race that plays a vital part in all of Isinblare. An agloolik inventor and a kul strategist can sit down together for an evening and emerge with a new weapon, guaranteed to turn the tides in any upcoming battle. The arsenal continues to grow.

Relations: The agloolik are considered one of the three neutral races of Isinblare, along with the crystolix and the talilajuk ningen. As such, they are welcomed into any territory so long as they have not officially affiliated themselves with another tribe or country. They are often hired as engineers and architects. They are especially loved by the crystolix, who often work as their business agents, trading agloolik services and inventions to other races for exorbitant returns. In exchange, the crystolix provide the agloolik with hard-to-find raw materials.

As a result of agloolik ingenuity, most people of Isinblare regard the aglooliks as extremely valuable. In comparison to most other races, the aglooliks are often treated as welcomed guests. Whether they need something built, repaired, destroyed or demolished, the agloolik are the people they go to.

Alignment and Religion: The agloolik are staunch atheists, though a few exhibit cursory spirituality. As agents of logic and balance, aglooliks easily gravitate towards lawful and neutral alignments. While both benevolent and malevolent individuals exist among their kin, most aglooliks seem apathetic to the plights of either, preferring to focus on intellectual endeavors and furthering the causes of either invention or destruction.

Adventurers: Aglooliks primarily adventure to gain a keener understanding of the world or to test out their new inventions. Of the adventurers, alchemists and rogues are most common. Agloolik adventurers of other classes often try to work something of their racial ingenuity into their makeup, preferring the gunslinger to the common warrior and the psionic classes to anything arcane or divine.

Names: Nearly two-hundred years ago, the agloolik adopted a simplified naming practice of assigning a number (in the agloo tongue) to their family suffix. If the agloolik is a kul, the prefix "kula" is tacked on to the beginning of the name. *Numbers (0-9):* naka, atakan, malruk, pinga, sitaman, taliman, arwink, zulwink, peyza, mardit. *Common suffixes:* -ara, -ura, -uk, -ik, -axa, -ulum, ismix, -espa, -wist, -zep. *Examples:* Pingawist, Malruknakazep, Kulapeyzauk, Marditismix, Talimanuk, Kulatakanara

AGLOOLIK RACIAL TRAITS

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

- Racial Buoyancy: -15^A, Depth Tolerance: 600 feet
- **Feykith:** Aglooliks have the feykith subtype, as described in the CERULEAN SEAS CAMPAIGN SETTING.

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

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

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

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

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

Languages: Agloolik with high Intelligence scores can learn any language spoken by common races of the campaign setting (as described in Chapter 5 of this tome).

Crystolix

Without a doubt, the crystolix are the most charming race of Isinblare. Beautiful and delicate in form, they have relied on the principles of diplomacy and commerce rather than innovation or military prowess. Their largest strength is cemented in generations of successful trade and warehouses full of potential merchandise.

Physical Description: Crystolix are stunningly beautiful merfolk with a surplus of delicate lobed fins placed around their body. In fact, they seem to be thoroughly covered in billowing fins, from the tip of their tails to the end of their fingertips. Their scaly skin is pale white in the front, blending to cyan on their sides and finally to dark grey on their backs. From their heads sprout multiple long, flowing fins that give the appearance of blue-white hair. Their gills are located on their torso and seem like three large scales on either side. Crystolix lack secondary sex characteristics so that male and female bodies appear very similar. Gender is most apparent in their facial structure and voices, males having more prominent facial fins and resonating speech.

Crystolix very evidently evolved in extremely cold environs. Their anatomy is intricately designed to withstand being frozen entirely in ice. The clear blood of a crystolix lacks red pigment, leading many to falsely believe that they do not bleed. In fact, the crystolix possess large hearts and copious amounts of antifreeze-laden plasma. Because they lack hemoglobin, their bodies are intended to absorb and distribute large amounts of oxygen through their enormous gills and impressive array of fins.

Society: Crystolix physiology demands a life of relatively low stress. It seems almost paradoxical that they *n* reside in



one of the most war-torn realms of the Cerulean Seas world and perform jobs that, to most, would seem inordinately demanding. Evolution has compensated however. Crystolix have very low emotional peaks especially in regards to what many would regard as negative feelings. Many races who deal with the crystolix believe that they are fearless, without regret and impossible to anger. This cool and reserved demeanor lends well to their renowned diplomacy and business skills. Social standing among their kind is based purely on property. While fiercely protective of their wealth they view their possessions solely in terms of power of trade rather than other intrinsic values. They are also known to eat their own dead or even sell the flesh of their fallen kin to other races. This is more out of tradition, rather than disregard for their families. They feel that putting everything to good use should be part of every sentiment.

Relations: Crystolix study the art of diplomacy from birth and know how to work well with other races without conflict. When conflict arises, usually out of greed, they do not hesitate to defend their belongings. Aside from commanding vast armies of mercenaries, crystolix are known to learn magic or psionics to both enhance their wares and defend them. While it is well-known that a crystolix seems to exist solely to collect profit, nearly all races still deal with them. They are one of the three neutral races of Isinblare because of this.

Alignment and Religion: Crystolix gravitate towards whatever best suits them including alignments and religions. Most are neutral good, as they have found that evil tends to draw too much negative attention. Still, evil crystolix do exist, often taking the form of conmen and charlatans.

Adventurers: Crystolix anatomy makes wearing armor very difficult and they have relatively weak physiques, therefore they tend to gravitate towards supportive or ranged classes, especially wizards and psions. Their nearly universal motivation to obtain more wealth and commodities drives most crystolix adventuring.

Names: Most crystolix adopt the name of their family business or their personal profession for business practices. For personal use, they allow others to give them whatever nicknames they prefer to use. Therefore, it has become common practice to come up with a new name for a Crystolix whenever friendship is attempted. One crystolix could have hundreds of nicknames.

CRYSTOLIX RACIAL TRAITS

+2 Wisdom, +2 Charisma, -2 Strength: While both clever and charming, the crystolix also lacks physical strength due to its unusual anatomy.
 Racial Buoyancy: -60^B, Depth Tolerance: 1000 feet

Merfolk: Crystolix have the merfolk subtype, as described in the

Cerulean Seas Campaign Setting.

Medium: Crystolix are Medium-sized creatures.

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

Natural Diplomat: Diplomacy is always considered a class skill for a crystolix. In addition, crystolix must take the Skill Focus (Diplomacy) feat as the bonus first level feat received from being a merfolk.

- **Greedy Eyes:** Crystolix gain a +2 racial bonus on Appraise checks.
- Enhanced Cold Resistance: Crystolix are not easily harmed by cold and have Cold Resistance 10. When frozen in ice, they enter a state of suspended animation until thawed.

Unshakable: Crystolix gain a +2 racial bonus on saving throws against effects that elicit a negative emotional state, such as fear or despair effects. In addition, they may reroll any failed saving throw that results in the shaken condition and take the second result.

Elf, Ice

Ice elves are aquatic elves that have become very specialized to cold climates. Ice elf personality, demeanor and outlook are very similar to that of their elven cousins. However, ice elves are typically more intuitive and less intellectual. These polar feykith use this innate wisdom to form special bonds with the natural wildlife around them, even more so than other elven kin. They are renowned for creating domestic breeds of animals that many regard as untamable.

Physical Description: Many mistakenly believe that ice elves are composed entirely of ice. In actuality, they have clear bodies, blood and organs. They also have the ability to coat their bodies in a layer of ice. This ice layer serves as a protective exoskeleton which gives them the appearance of hewn ice statues. Ice elves have the typical elven features including pointed ears, delicate noses and dark blue eyes. While ice elves do not look as if they have a mouth, it is actually behind a thin layer of ice. Spikes of ice grow on the tops of their heads, granting them the illusion of hair. Males and females are very similar in appearance, though older males often have a beard-like mane of icicles on their faces. A thawed ice elf (often deceased) appears as a limp husk of its former self. Luckily, they nearly instantly regenerate their icy shells as long as they are touching water, regardless of the water temperature.

Analogous with other feykith, ice elf anatomy is somewhat magical yet still adheres to the common needs of most natural organisms including the necessity for respiration and nourishment. Ice elves lack both bones and teeth. Instead of chewing, they rely on a process of rapid thawing and freezing to break down their food. To maintain their frosty visage, it has been a long standing tradition that ice elves will consume only white or clear meals, which is luckily obtainable in the flesh and blubber of many fish, mammals and invertebrates common to the region. Ice elves are one of the few feykith that are strict carnivores. Like most elves, ice elves have long lifespans and comparatively fewer children than most races.

Society: Ice elves are quiet, patient and clever. Perhaps this is why most wild beasts seem to feel at ease with their presence. The ice elves have taken advantage of this talent for countless centuries, domesticating and farming hundreds of different animal species. Pets, mounts and other animal companions are common, if not mandatory, for most ice elves. This kinship with the common creature has evolved into a valuable asset and survival trait in these cold and dangerous waters.

First, ice elves have vast farms of many different types of edible sea life, from minuscule krill to titanic whales. Through centuries of captivity and selective breeding, these

ICE ELF RACIAL TRAITS

+2 Dexterity, +2 Wisdom, -2 Constitution: Ice elves are extremely nimble and sly, but their strange biology grants them delicate physiques.

Racial Buoyancy: 100, Depth Tolerance: 300 feet

Cold Subtype: Ice elves have immunity to cold and vulnerability to steam.

Feykith: Ice Elves have the feykith subtype, as described in the CERULEAN SEAS CAMPAIGN SETTING.

Medium: Ice elves are Medium-sized creatures.

Normal Swim Speed: Ice elves have a base swim speed of 30 ft.

Limited Natural Armor: Ice elves gain a +1 natural armor bonus to armor class as long as they are touching water and at a depth of less than 300 feet.

Beastmaster: Handle Animal and Ride are always considered class skills for an ice elf. Ice Elven Magic: Ice elves add +1 to the DC of any saving throws against cold spells that they

can cast. Ice elves with a Wisdom of 11 or higher also gains *ice-water jet* as a spell-like ability useable up to three times per day. The DC for this spell is equal to 11 + the ice elf's Wisdom modifier.

Languages: Ice elves begin play speaking Common and Qulari. Ice elves with high Intelligence scores can choose any of the following: Aquan, Ceti, Delatari, Glacian, Celestial, Draconic, Lok'tar, Pinnipar, Salatari and Sylvan.

food animals produce large amounts of meat, are extremely docile and lack instinct to survive on their own. In addition, the ice elves have developed many different types of animal companions and mounts that work at a variety of tasks, from beasts of burden to comedic entertainment.

In the war-torn realm of Isinblare, the ice elves have perfected their skills for a darker purpose than mere domestication. Through arcane tampering, selective breeding and exposing animals to strange radiations, the ice elves have developed an arsenal of terrifying beasts of war. Many of these creatures are sold to other races at a great profit (often through crystolix merchants). These battle beasts have been the deciding factor in many territorial battles.

Relations: Most races are too terrified of the ice elves and their monstrosities to actively wage war against them. Many would rather stay on peaceful terms so that they might continue to procure war beasts of their own. Regardless, the ice elves will occasionally require larger territories and battles will ensue. Tension and suspicion is constant, though the ice elves are one of the most trusted non-neutral races.

Alignment and Religion: Ice elves enjoy their freedom and tend to gravitate away from lawful alignments and religions. Their rampant subjugation of natural wildlife is an anomaly amongst most feykith species and perhaps causes a nagging cognitive dissonance. The consequence is often an intense phobia of being restrained or enslaved. A captured ice elf will often panic or even commit suicide. As a result they tend to support any religion that is steadfastly against imprisonment and slavery, including that of Helka Ilfirin, the goddess of the Isinblarean sea elves.

Adventurers: Ice elves love any sort of adventure that takes them to strange environs or unexplored wilderness. They view every new discovery with quiet and joyful contemplation. As a result, many ice elves take up the mariner class. Most will avoid the kahuna class, however, as they fear reprisal from angry animal spirits. With their natural knack for magic and their affinity for beasts, a much respected class is a wizard who specializes in summoning.

Male Names: Haylok, Hoporath, Nattle, Nelough, Netik, Omahan, Rygel, Serwin, Tivat, Staven

Female Names: Anharissa, Atasana, Capenetta, Crewstola, Dellina, Eulista, Fevera, Ikalassa, Jalia, Stellissa



20

Ningen, Talilajuk

With some individuals reaching nearly eight feet in length, the talilajuk ningen is a hulk among the PC merfolk races. However, among ningen kind, the talilajuk is the smallest-sized subrace. Many speculate this is the reason for the talilajuk's comparatively passive approach to other races and the reason it developed powers of stealth. The talilajuk nation is divided into dozens of small tribes (or pods), most of which are reputed to be mercenary in nature.

Physical Description: All ningen differ from other merfolk in that they are cetacean in form rather than piscean and as such breathe air with lungs through a blowhole in the top of their head. The talilajuk ningen resembles the merfolk version of a beluga whale. Their bulky bodies are covered in smooth, snow-white skin. Their faces have characteristically small, dark-colored eyes on either side of their heads and a distinctively bulbous forehead. Ningens lack both external ears and noses. Their arms are long, well-muscled and terminated in thick, three-fingered hands. Males and females develop secondary sexual characteristics common to most merfolk. Unlike most merfolk, however, ningen are not egg layers nor ovoviviparous but true eutherians.

Society: Talilajuk are generally a shy race preferring to hide from conflict rather than face it. However, they are formidable once confronted and can be extremely dangerous when defending family or an ally. They are social creatures, preferring the company of others to solitude and are often willing to associate with other races if approached on friendly terms. They are also easily motivated towards causes in exchange for goods and services. Talilajuk, as a racial whole, are particularly good at only a few things, hiding and fighting being near the top of that list. The average talilajuk lacks the patience, dedication and skill required to manufacture sophisticated weapons, raise animals, or craft complex devices. However, this does not mean that they do not appreciate owning them. As a result, many talilajuk and even entire pods, are known to hire themselves out as mercenaries. Over time, a talilajuk may even build loyalty to those that trade well for their services on a regular basis.

Relations: Talilajuk ningen are one of the three neutral races of Isinblare, primarily because they are hired by nearly every faction for added military muscle, body guards and even manual labor. They are feared for their strength and fighting prowess but much sought after for that same reason. The fact that their loyalty is for sale can be both a boon and a problem. Talilajuk have been known to switch sides for a better offer elsewhere. Talilajuk themselves seem to have a rather neutral view of other races, having no preferences.

Alignment and Religion: Talilajuk are classically neutral creatures. They often find the tenets of both good and evil to be tedious. Like most ningen, the majority of the talilajuk worship the lawful neutral god Aumanil. Rarely, good or evil talilajuk will emerge, usually after repeated exposure to other nonneutral beings while still young and impressionable.

Adventurers: Talilajuk ningen are likely to become adventurers when they are young adults. During this time, they are typically filled with wanderlust and curiosity. Other talilajuks are simply hired on by adventurers of other races. The vast majority of talilajuk are barbarians or warriors, with a small number of clerics, rogues and mariners.

Male Names: Anz, Gol, Jek, Muk, Nar, Nok, Kaz, Tor, Zas, Zyx Female Names: Bah, Cloh, Jeh, Muh, Nih, Kah, Teh, Zah, Zee

TALILAJUK RACIAL TRAITS

- +4 Strength, -2 Intelligence: Talilajuks are extremely strong but not terribly smart.
- Racial Buoyancy: -60^A, Depth Tolerance: 1000 feet Medium: Talilajuks are near the maximum height for Medium-sized creatures.

Merfolk: Talilajuks have the merfolk subtype.

Fast Swim Speed: Talilajuks have a base swim speed of 40 feet.

Lungs: Unlike most merfolk, talilajuk have lungs instead of gills.

Water Sense: The talilajuk can sense vibrations in the water, granting them blindsense 30 feet against creatures that are touching the same body of water.

Eerie Stealth: Stealth is always considered a class skill for a talilajuk. In addition, talilajuk must take the Skill Focus (Stealth) feat as the bonus first level feat received from being a merfolk.

Additional Language: Talilajuks gain Ceti in addition to Common as a starting language at first level. They gain additional languages for high intelligence like others of the merfolk subtype. 21

Squawk

To the uninitiated, a squawk seems somewhat adorable or perhaps even a little absurd. Few would assume the resolute martial prowess it might possess or the fierceness with which it fights. What it lacks in size and intellect, the squawk more than makes up for in sheer ferocity and combat expertise. Throughout the long history of this race, they were always renowned warriors capable of spectacular victories.

Physical Description: While somewhat variable in color and shape, all squawks unmistakably resemble penguins. Their club-shaped bodies are covered in a layer downy black and white feathers. A few families boast highlights of yellow or orange, especially those who claim noble blood. Their beaks, legs and webbed feet are often black in color. A squawk's eyes can be dark brown, violet, or blue. Their short and muscular arms terminate in strong, clawed hands. Squawks, as their name might suggest, have voices that are loud and harsh. Many wield a large, scythe-like weapon that they refer to a skith that seems strange and unwieldy.

Society: Squawks begin their training very young and mature very quickly. Hatchlings are almost immediately encouraged to fight one another with any casualties considered to be culling weaker members from their army. By the time a squawk reaches adulthood he has become a hardened soldier. Their culture is militaristic and ruled by a noble class that is afforded the best weapons, armor and training. Insubordination is not tolerated and nearly all infringements carry the penalty of banishment or death (which is often the same thing in Isinblare). The skith, a traditional weapon of the squawk, doubles as single-bladed skate with which this race can move at high speeds across ice and snow. For those that do not use the skith for transportation, the squawk cavalry is also an option. Squawks have bred an ancient species of proto-penguin (kairuku) into an aggressive amphibious war-mount. Under the water, many squawks train with a fighting style they call "sorsalsel" with which they can appear as a lethal whirlpool of beak and blade.

SQUAWK RACIAL TRAITS

+2 Dexterity, +2 Constitution, -2 Intelligence: Squawks are quick and sturdy but not too smart.

Racial Buoyancy: -20^A, Depth Tolerance: 1500 feet

- **Anthromorph (lunged):** Squawks have the anthromorph subtype as described in the CERULEAN SEAS CAMPAIGN SETTING.
- **Small:** Squawks are Small creatures and gain a +1 size bonus to AC, +1 size bonus on attack rolls, -1 penalty to their CMB and CMD and a +4 size bonus on Stealth checks.

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

- **Battle Training:** Squawks gain a +1 bonus to CMD and a +1 dodge bonus to Armor Class.
- Hardy: Squawks gain a +2 racial bonus on saving throws against poison, spells and spell-like abilities.
- **Insulated Hide:** Squawks are considered to be wearing cold weather outfits at all times, even while completely nude.

Weapon Familiarity: Squawks consider the skith to be a martial weapon. Languages: Squawks begin play speaking Common and Squawk. Squawks

> with high Intelligence scores can choose any of the following: Aquan, Ceti, Delatari, Glacian, Celestial, Draconic, Lok'tar, Pinnipar, Qulari, Salatari and Sylvan.

Males and females are both expected to be great warriors, though traditionally males are expected to be defenders of territory and females are expected to procure new territory and obtain new resources. Like most races of Isinblare, the squawk is fiercely territorial and will kill all trespassers on sight.

Relations: Squawks are often treated very carefully, as if their presence in any given situation is potentially volatile. Few maintain an active war against this race, though the thanors, selkies and hydrurgans (trueform seals) have battled the squawks for centuries. They tend to get along better with the neutral races, or any individuals from which they can obtain better weapons, armor and other implements of war. Despite their tendency to be hostile towards anyone who enters their land, they can be quite cooperative when dealing with other races outside of their territory.

Alignment and Religion: Religion is forbidden in squawk culture, though they are indoctrinated with a strict dogma of order and obedience from an early age, virtually ensuring a lawful alignment. However, even in a culture of war, many squawks lean towards the virtues of good. Their true strength is in unity. While a squawk may seem cruel and heartless on the surface, they share a fondness for each other and even their allies that is much deeper than most would expect. This love bonds them together into an unstoppable force.

Adventurers: Squawk adventurers are almost always of a martial class, with exceptions for individuals raised by other races. Even in the case of adoption, however, the drive towards physical combat is very strong. Adventurers may be working with others to procure power for their empire, to buy their way back from exile, or to hone their fighting skills.

Male Names: Alkar, Awkon, Eliron, Irrol, Iphrem, Kawsh, Mowik, Reesh, Trint, Valco

Female Names: Alaki, Awere, Cleri, Clymini, Oglinne, Revin, Ruli, Teleta, Ueroli, Velere



Thanor

The thanor consider themselves to be the most civilized race in all of Isinblare. While it is true that they hold the most sophisticated military, complex government and elaborate cities, they are also known to be among the most dangerous and destructive races in the realm. Thanors regard their "Code of Magnanimity" to be the standard of diplomacy in the realm, though other races often see the code as nothing more than "polite savagery."

Physical Description: Thanor are large, walrus-like anthromorphs. Their bodies are that of a powerful humanoid covered in wrinkly brown hide. Their equally huge feet have impressive flippers that aid in swimming. Their faces are the most walrus-like, with small eyes, bristly round snouts and large tusks. Thanor have thick necks and no external ears. Young thanor are deep brown and grow paler and more cinnamon-colored as they age. Old males, in particular, become nearly pink. Because skin blood vessels constrict in cold water, thanors can appear almost white when swimming. Males and females have standard secondary sex characteristics, with females being slightly smaller in stature with proportionately smaller tusks. In addition, males also acquire significant blubber deposits, called "bosses", particularly around the neck and shoulders.

Thanors are mammals who have several children in their lifespan. However, because gestation can last as long as 16 months, typical thanor families are small.



Society: Thanor are ruled by a council of regents that are selected from a noble class. The sole purpose of the council is to uphold the principles of their code of laws known as the "Code of Magnanimity." This system is fairly new, evolving from a strict monarchy around 120 years ago.

The thanor code, among other things, sets out guidelines of etiquette and diplomacy. Those that adhere to this conduct are often seen as overly polite by other races. Unfortunately, the code is full of loopholes and pitfalls. A simple dealing gone awry could result in a compulsory duel, during which the thanor will offer a heartfelt apology for having to skewer the offending party on the end of his spear.

According to the code females are respected and protected but not treated as equals. They are expected to care for their families, agree to arranged marriages and avoid martial endeavors. In return, males are required to protect their families with their lives if necessary, provide for the family and train their sons how to fight.

Relations: Many regard the thanor as the most dangerous race in Isinblare, believing that their cultural codes allow them to justify nearly any behavior by simply exploiting the conditions. This is not a completely unwarranted view, as their code often directs them towards heinous acts of betrayal and deception. For example, "thanor charity" is a procedure in which a thanor helps someone less fortunate, often feeding them and arming them, only to suddenly turn on them when they least expect it. The Code of Magnanimity allows for this behavior.

Alignment and Religion: Like the squawks, the thanor are a rigidly lawful society with leanings towards good. Unlike the squawks, thanors are often also fiercely religious. Most thanor worship the lawful neutral god, Aumanil, who they credit with the creation of their societal code.

Adventurers: Thanor support all manner of martial adventurers, including several orders of knights, paladins and cavaliers. Females, who are forbidden from obtaining martial classes by their society, will often take up arcane, divine, or psionic paths. Thanors adventure for a variety of reasons including wealth, honor, entertainment and to protect their homeland.

Male Names: Aguta, Akiak, Desna, Injuquaq, Manitok, Naartok, Qatichi, Suinnak, Tartok, Tukkuttok

Female Names: Aglakti, Akrittok, Buniq, Inungoark, Miki, Panik, Pikatti, Takubvik, Tilaqia, Yuralria

THANOR RACIAL TRAITS

+4 Constitution, +2 Strength, -2 Dexterity, -2 Wisdom: Thanor are strong as iron but they are clumsy in both wit and form. Females of Medium size do not receive the +2 Strength or -2 Dexterity ability adjustments, as they are weaker but more agile.

Racial Buoyancy -225^B; Depth Tolerance: 600 feet

Anthromorph (lunged): Thanors have the anthromorph subtype as described in the CERULEAN SEAS CAMPAIGN SETTING.

Large: Thanor are Large creatures and thereby suffer a -1 size penalty to their AC and attack rolls and a -4 penalty to Stealth checks. In addition, they gain a +1 bonus to their CMD, take up a 10 feet by 10 feet space and have a reach of 5 feet. Females may opt to be Medium-sized at character creation.

Slow Swim Speed: Thanors have a base swim speed of 30 ft. Natural Armor: Thanor gain a +1 natural armor bonus to their armor class.

Insulated Hide: Thanors are considered to be wearing cold weather outfits at all times, even while completely nude.

Tusks: Thanors gain a natural bite attack. Male thanors deal 1d8 damage with their bite attack, while females deal 1d6 (or 1d4 if Medium sized). The bite is a primary attack, or a secondary attack if the thanor is wielding a manufactured weapon.

Languages: Thanors begin play speaking Pinnipar and Common. Thanors with high Intelligence can choose any of the following: Aquan, Ceti, Delatari, Glacian, Celestial, Lok'tar, or Qulari.

Pinniparian Crossbreeds

Pinniparians are made up the three main races that use Pinnipar as their native tongue: Hydrurgans (trueform seals), selkies and thanors. In addition, they share a genetic similarity that allows for occasional crossbreeds.

Hydrurgan/Selkie

Common Name: Olhaiyu **Racial Traits:** Same as the selkie with the following exception: An olhaiyu can change to seal form as a swift action, but can only assume sea elven form once every 8 hours (for an unlimited duration).

Description: An Olhaiyu's seal form is always that of a leopard seal and their elven form has dark grey skin.

Selkie/Thanor

Common Name: Aivuk Racial Traits: Same as Selkie, except a +2 to Strength rather than Dexterity and instead of a seal, the aivuk assumes the form of a small walrus that gets bigger as the aivuk advances in level. The walrus's speed is 40 feet (rather than 60 feet) and it gains a natural bite attack (1d6 damage). By 7th level, the aivuk's walrus form is that of a full grown walrus and the aivuk is considered to be Large-sized when in this form. Bite damage also increases to 1d8 in accordance to its Large size.

Description: The sea-elven form of the aivuk is tall and muscular in stature, typically a foot taller than his selkie counterparts. In addition, males often sport bristly facial hair.

Seafolk Kalfbreeds

Much like in the Cerulean Seas, seafolk occasionally mix with other races. Many of these common crossbreeds are detailed in the CERULEAN SEAS CAMPAIGN SETTING such as the Mroe, Oceanid, Pincoy, Crucian and Oanne. The seafolk are compatible with a trio of strictly polar races as well.

MERFOLK HALF-RACES

All seafolk half-races lose their "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/Crystolix

Common Name: Iquala Racial Traits: Natural Diplomat & Unshakable Description: Iquala manifest as silver or grey-haired seafolk with skin coloration and fin arrays similar to that of the crystolix. Many believe that Iquala are natural leaders, but they often use this skill to lead rebellions.

Seafolk/Ningen

Common Name: Kyla **Racial Traits:** Lungs & Eerie Stealth

Description: Kylas appear as large, white and hairless seafolk. They have the reputation for becoming excellent rogues and assassins.

FEYKITH CROSSBREEDS

Seafolk-feykith must take Skill Focus as their racial bonus feat and

lose 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/Ice Elf

Halfbreed

Common Name: Frost Oceanid **Racial Trait:** Cold Subtype **Description:** Frost oceanids look like seafolk versions of the ice elves, though they have visible skeletons and tooth-filled mouths. Many find their visage to be extremely unnerving.

Vital Statistics

Below are the vital statistics for the races of the Indigo Ice 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

Race	Adulthood	Barbarian, Rogue, Sorcerer	Fighter, Mariner, Paladin, Siren	Cleric, Kahuna, Monk, Wizard
Agloolik	50 years	+1d10	+2d6	+4d6
Crystolix	32 years	+1d8	+1d12	+4d8
Elf, Ice	55 years	+4d6	+5d6	+7d8
Ningen, Talilajuk	16 years	+1d4	+1d6	+3d4
Squawk	5 years	+1d4	+1d6	+1d8
Thanor	10 years	+1d3	+1d4	+3d4

TABLE 2-2: AGING EFFECTS

Race	Middle Age	Old	Venerable	Maximum Age
Agloolik	100 years	150 years	200 years	200 + 3d12
0	,	,	, , , , , , , , , , , , , , , , , , , ,	years
Crystolix	80 years	116 years	150 years	150 + 2d20
crystonx	oo years	110 years	100 years	years
Ice Elf	125 years	183 years	300 years	300 + 1d%
ICC LII	125 years	105 years	500 years	years
Ningen	40 years	60 years	85 years	85 +1d20
INIIgen	40 years	00 years	05 years	years
Squawk	20 years	40 years	50 years	50 + 1d10
Зцианк	20 years	40 years	50 years	years
Thanor	30 years	50 years	70 voars	70 +3d10
Inanoi	30 years	50 years	70 years	years

TABLE 2-3: RANDOM HEIGHT /LENGTH Race/Gender/Type Base Height/Length Modifier (in)

Race/Gender/Type	base Height/Length	Modifier (in.)
Agloolik, male	2 ft. 5 in.	1d6
Agloolik, female	2 ft. 6 in.	1d4
Crystolix, male	5 ft. 4 in.	2d4
Crystolix, female	4 ft. 8 in.	2d4
Ice Elf, male	5 ft. 6 in.	1d8
Ice Elf, female	5 ft.	1d6
Ningen, male	7 ft.	3d4
Ningen, female	6 ft. 8 in.	2d6
Squawk, male	3 ft.	2d4
Squawk, female	2 ft. 8 in.	2d4
Thanor, male	8 ft. 8 in.	3d8
Thanor, female	7 ft. 8 in.	3d4

TABLE 2-4: BUOYANCY & DEPTH TOLERANCE

Race	Racial Buoyancy	Depth Tolerance
Agloolik	-15 ^A	600 ft.
Crystolix	-60 ^B	1,000 ft.
Elf, Ice	100	300 ft.
Ningen, Talilajuk	-60 ^A	1,000 ft.
Squawk	-20 ^A	1,500 ft.
Thanor	-225 ^B	600 ft.

TABLE 2-5:

STARTING RACIAL ABILITY ADJUSTMENTS

Race	Str	Dex	Con	Int	Wis	Cha
Agloolik	-	+2	-2	+2	-	-
Crystolix	-2	-	-	_	+2	+2
Ice Elf	-	+2	-2	_	+2	-
Ningen	+4	-	-	-2	-	-
Squawk	-	+2	+2	-2	-	- 2
Thanor	+2	-2	+4	_	-2	-



Chapter 3:



Aquatic Polar Classes

Existing Classes

All of the rich diversity of classes that exist in the CERULEAN SEAS CAMPAIGN SETTING also exists in the seas of Isinblare. While the populations of certain classes may be comparatively larger or smaller, each can find their particular niche, even under the barren ice.

Martial Classes

Martial classes make up the bulk of adventuring professionals of the arctic world. Of these, at least half are barbarians; perhaps more than in any other region of the globe. A near compulsory nomadic lifestyle and few permanent cities likely contribute to this disparity. Fighters and rogues are also common, providing the main martial force behind most of the professional militaries and mercenaries. Thanors and squawks keep the idea of noble fighters and cavalry fresh and desirable, contributing to a fair number of paladins and cavaliers. Sea elves, selkies and ice elves require vast amounts of sea to be patrolled, thus creating a need for experienced mariners. With the invention of aglootech firearms, gunslingers are relatively new but still much sought after celebrities. The least common martial class in Isinblare is the monk, though a few are known to exist. Most monks in Isinblare are trained by the highly secretive Brotherhood of Frost. Some ningen have also demonstrated knowledge of the rare arts of the monk, claiming to have learned them in a far off sea that is fed by the Cobalt Current of Feldorheim.

Arcane Classes

The feykith are perhaps most responsible for propagating a healthy lust for arcane magic in the icy seas of Isinblare. Wizards and sorcerers make up the bulk of these classes, with witches being a close third. Nefarious and diabolical ties abound in this realm and both Fiskheim and Feldorheim have long histories involving demons, necromancers, liches and the dark arts. Ice elves are particular fond of the summoner class, as it provides a plethora of otherwise unobtainable beasts to draw inspiration from. Sirens are popular among selkies and all merfolk, especially the crystolix who admire the class for its charming potential. Aglooliks make up the majority of the alchemists, a class that they have deemed necessary for the advancement of their natural sciences and technology. Magus are perhaps least common but most notorious. Sea elves in particular are known to foster the most successful magi of the icy seas.

Divine Classes

In general, Isinblareans are highly superstitious, though not all races or cities are particularly religious. Consequently, clerics are outnumbered by kahunas and angakkuit. The thanor produce the most clerics and the majority of the inquisitors, as they have integrated religious practice into much of their societal values. Sea folk, much like in the warmer Cerulean Seas, comprise most of the population of oracles, though pisceans and karkanaks have many.

Psionics in Isinblare

Like most areas, psionic classes are the rarest in the area. However, they are not unheard of. Cryokineticists are the most wellknown and a favorite prestige class of psions and wilders alike.

The psionic races presented in WAVES OF THOUGHT (Alluria Publishing) are particularly rare in Isinblare, as most deem these waters too cold or remote. Of these races, the melusine and merkoth have been documented by sages and historians. Thalassic asrai may have also been spotted from time to time but it is very hard to substantiate these claims as this race is easily misidentified.

New Class

In addition to the "core" aquatic classes, the Cerulean Seas has an additional polar class that is well known throughout Isinblare. This class, renowned for its connection to the spirit world and its fierce attack constructs is the angakkuq.

Angakkuq

The icy lands are as barren and as desolate as the darkest depths of the ocean world. It takes a particularly strong will to thrive in this land, to make something of it. Angakkuit (plural form of angakkuq) embody this will more so than any other inhabitant of these treacherous environs. Angakkuits see omens in the wind and life in the inanimate ice and bones of those beings not strong enough to survive the wastelands they call home. In short, the angakkuq is never alone. As inhospitable as Isinblare is, the angakkuq creates companions by force of will alone and constantly converses with spirits of nature and the dead.

Role: Angakkuit use a unique form of magic, more an act of will than any arcane mastery, to

harness spirits of both the natural world and the one beyond the pale. These manifestations allow the angakkuq to communicate with the world around them and, even more impressively, lets them craft life from the inanimate world.

Alignment: Any. Hit Die: d8.

CLASS SKILLS

The angakkuq's class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (geography) (Int), Knowledge (nature) (Int), Perception (Wis), Sense Motive (Wis), Spellcraft (Int) and Survival (Wis)

Skill Ranks per Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the angakkuq.

Weapon and Armor Proficiency: Angakkuit are proficient with all simple weapons, plus the leiomano and greatspear. Angakkuit are also proficient with all light and medium armor.

Chanor angakkuq enhancing her frost tupilaq, which is crafted from glacial ice and snow.

			~			Spells per day (by spell leve			level)	1		
Level	BAB	Fort	Ref	Will	Special	0	1st	2nd	3rd	4th	5th	6th
1st	+0	+0	+0	+2	Tupilaq, outward attunement	3	1					_
2nd	+1	+0	+0	+3	Spirits' whisper 1/day	4	2					_
3rd	+2	+1	+1	+3	Enhanced imbuement	4	3	-				—
4th	+3	+1	+1	+4	Outward attunement 2/day	4	3	1				_
5th	+3	+1	+1	+4	Spirits' whisper 2/day	4	4	2	-			—
6th	+4	+2	+2	+5	Enhanced imbuement	4	4	3				_
7th	+5	+2	+2	+5	Outward attunement 3/day	5	4	3	1			
8th	+6/+1	+2	+2	+6	Spirits' whisper 3/day	5	4	4	2			_
9th	+6/+1	+3	+3	+6	Enhanced imbuement	5	5	4	3			_
10th	+7/+2	+3	+3	+7	Outward attunement 4/day	5	5	4	3	1		_
11th	+8/+3	+3	+3	+7	Spirits' whisper 4/day	5	5	4	4	2		
12th	+9/+4	+4	+4	+8	Enhanced imbuement	5	5	5	4	3		
13th	+9/+4	+4	+4	+8	Improved outward attunement +2	5	5	5	4	3	1	
14th	+10/+5	+4	+4	+9	Spirits' whisper 5/day	5	5	5	4	4	2	
15th	+11/+6/+1	+5	+5	+9	Enhanced imbuement	5	5	5	5	4	3	
16th	+12/+7/+2	+5	+5	+10	Improved outward attunement +4	5	5	5	5	4	3	1
17th	+12/+7/+2	+5	+5	+10		5	5	5	5	4	4	2
18th	+13/+8/+3	+6	+6	+11	Enhanced imbuement	5	5	5	5	5	4	3
19th	+14/+9/+4	+6	+6	+11	Improved outward attunement +6	5	5	5	5	5	5	4
20th	+15/+10/+5	+6	+6	+12	Part of the living world	5	5	5	5	5	5	5
-												

Spells: An angakkuq casts divine spells which are drawn from the angakkuq spell list. Her alignment may restrict her from casting certain spells opposed to her moral or ethical beliefs; see Chaotic, Evil, Good and Lawful spells. An angakkuq must choose and prepare her spells in advance. To prepare or cast a spell, the angakkuq must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against an angakkuq's spell is 10 + the spell level + the angakkuq's Charisma modifier.

Like other spellcasters, an angakkuq can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table 3-1. In addition, she receives bonus spells per day if she has a high Charisma score.

An angakkuq must spend 1 hour each day in deep meditation. An angakkuq may prepare and cast any spell on the angakkuq spell list, provided that she can cast spells of that level but she must choose which spells to prepare during her daily meditations.

Angakkuit can prepare a number of orisons, or 0-level spells, each day, as noted on Table 3-1 under "Spells per Day." These spells are cast like any other spell, but they are not expended when cast and may be used again.

Tupilaq: Each angakkuq forces their will upon the world to instill an essence of their spirit in a chosen inanimate receptacle or fetish. This act grants life to the receptacle, so many are often crafted in the form of living beings. Consequently, these tupilaqs are frequently mistaken for golems and other constructs. Often times, these receptacles have a special importance to the angakkuq. Many are crafted by the angakkuq herself.

All of these inanimate receptacles must be made of flesh, frost, or sea flora (the few materials that can actually be gathered in the angakkuq's native land). An angakkuq's tupilaq harbors a special nature spirit known as a tornat, which, in most cases, did not originate from a living being. Particularly evil necromancers have learned to corrupt the tupilaq ritual, creating small tupilaqs that harbor the souls of the dead. Traditionally, these evil mages preform these dark arts in utmost secret as to not incur the wrath of the angakkuit who see this perversion to be particularly vile. Statistics for this version of the tupilaq can be found in PATHFINDER BESTIARY 3 by Paizo Publishing.

Angakkuit may begin the game with one premade tupilaq that was crafted during her training. Tupilaqs can also be constructed and animated later. Crafting a tupilaq is a two part process, with only the latter part requiring the angakkuq to do the work.

The first part of crafting a tupilaq is creating the vessel. Unlike most animated constructs, this process is actually the least important. As long as they are crafted from the correct materials, all of which are fairly easy to gather for free in a short time, this process is usually a success. Tupilags are typically crafted from one of three materials: Frost, flesh, or flora. The most common are frost tupilags which are made from ice and snow. Flesh tupilags are made primarily of bone decorated with fur and animal parts. Lastly and perhaps least common, are the flora tupilags that are made of seaweed, sea sponges, moss, coral and other slow moving or immobile marine invertebrates. Certain feats may expand or mix these materials.

It takes a minimum of 1d4 hours per Hit Dice to assemble a tupilaq vessel from a pile of raw materials. Appearance and stability is not important, so long as the vessel is sturdy enough to rest in one spot for 24 hours. Some angakkuit will even hire sculptors or engineers to craft more elaborate tupilaq vessels, though the result is purely aesthetic. The cost of this

option varies by material and the person doing the work.

Another way of procuring a tupilaq vessel is stealing it from a rival angakkuq. All angakkuit gain a first level spell, *untether spirit*, which allows them to vacate the spirit of any tupilaq whose Hit Die is less than or equal to their own level. This empty vessel can then be stolen and animated with a loyal spirit through the next step in the tupilaq creation process.

The second part of the tupilaq creation process is the ritual. This must be carried out without interruption and is quite intensive. The angakkuq ritualistically negotiates with a series of potential tornat spirits, decides on the best candidate, infuses the spirit will the power of her will and then imbues the tupilaq vessel with that spirit. After 12 + 3d4 hours, the tupilaq vessel strengthens and animates becoming a full-fledged tupilaq under control of the angakkuq. The vital essence of a tupilaq is the tornat spirit fortified and amplified through the will of the angakkuq.

Although an injured or damaged tupilaq can be healed with magical healing, its wounds can also be repaired by an angakkuq who spends 1d6 uninterrupted minutes to repair 1 hp point of damage. A slain tupilaq that is not utterly annihilated (brought to less than -30 hit points) can be repaired in this way but will not respond to magical healing until its spirit is put back into place, which requires a perfect (undamaged) tupilaq vessel. If the same tornat spirit used, the negation and interview process can be skipped, reducing the ritual time to 6 + 1d6 hours. A tornat spirit itself cannot be destroyed, as it is a borderline metaphorical apparition whose only connection to the mortal realm is the imagination and willpower of the angakkuq who experiences it.

Alternatively, the angakkuq may decide to replace the vessel but keep the tornat spirit. If the vessel is damaged beyond repair, or the angakkuq simply wants to improve the tupilaq's vessel or change the base material, she can have a new vessel made and discard the old one. *Untether spirit* can be used on the angakkuq's own tupilaq whose spirit was not dislodged due to death. Its old abilities are then retrofitted to work with the new form according to the angakkuq's desires. Occasionally, an angakkuq will grow tired or cross with a particular tornat spirit and expel it utterly. If such is the case, the ritual can be performed in its entirety so that a new spirit can be acquired. These new spirits can inhabit the old vessels without issue and even instantly grow in power to fill the appropriate Hit Dice. In fact, there may be no mechanical change at all. However, many angakkuit use this opportunity to assign new tasks to a tupilaq, which is the only way to alter tasks that have already been assigned (see Tasks in Tupilaq Statistics below).

An angakkuq may have and control more than one tupilaq, though this is rare, as the amount of hit dice she can control and maintain does not change. That means, for example, that a 12th level angakkuq may have a 7 HD and a 5 HD tupilaq, or a dozen 1 HD tupilaqs, or any combination that adds up to 12 HD.

Outward Attunement: An angakkuq is constantly within himself while also being open to the spirits of the dead and natural world. Constantly alert and intimately attuned to their surroundings, the angakkuq imbues her surroundings with her willpower, in hopes of communicating with spirits, at all times.

Attuned to her surroundings in such a manner, the angakkuq possesses fantastic knowledge of her locale. Starting at first level, an angakkuq may, once per day, gain the effects of both *clairvoyance* and *clairaudience* of any point within 100 feet of her. Alternatively, an angakkuq may use this power to gain a bonus to any skill check equal to their Charisma bonus. The angakkuq gains an additional use of this power every three levels, maxing out at four times per day at 10th level.

Spirits' Whisper: An angakkuq is constantly inundated with the hushed, secretive warnings of the spirit world. This constant communication grants the seer uncanny insight. This supernatural benefit manifests in multiple ways. A flesh tupilaq, crafted from bone, fur and other animal parts.

 At 2nd level, an angakkuq is able to lean on her unseen allies for increased awareness; she may now add her Charisma bonus to any Perception or Sense Motive checks. This ability is cumulative with those granted by attunement.

LAN

- At 5th level, an angakkuq may add her Charisma bonus to her initiative roll.
- At 8th level, an angakkuq's ability to speak with spirits grants her the ability to avoid danger before it is sprung. She now gains her Charisma bonus to Reflex saves.
- At 11th level, an angakkuq can commune with spirits for 1 round and ask any yes or no question of the GM that is relevant to her immediate surroundings. This ability is useable once per day and the answer is always open to GM interpretation and determination of what a given spirit can ascertain.
- At 14th level, an angakkuq may reroll any one roll, once per day. This simulates her ability to constantly call on spirits for direction and aid.

Enhanced Imbuement: As an angakkuq becomes more proficient in using her willpower to fuel her tupilaq, she may bestow upon it spectacular abilities. At 3rd level and every three levels thereafter, the angakkuq may wish to enhance her tupilaq in the following ways, each of which may be chosen more than once:

Ability Boost: Increase any attribute +2.

- *Additional Attack:* Add another natural attack mode.
- *Hardened:* Increase Damage Reduction by 2 to a maximum of DR 9/X.
- *Improved Natural Attack:* Increase the die size of one of the tupilaq's attack modes by one step.
- *Increase Natural Armor:* Increase the natural armor bonus by +2
- *Increase Size:* Step up size, with corresponding attribute bumps, one category. Available only upon reaching 12th level.
- *Spell Resistance*: Gain Spell resistance equal to half your level + ½ CHA bonus. Each subsequent use of this imbuement adds +2 SR.

Alternatively, you may choose the following imbuements based on the material of your tupilaq.

FLESH (bone, fur and animal parts)

- *Bleed:* Deal 1 bleed damage on melee attacks. You may choose this multiple times; each time raises the bleed damage dealt by 1.
- *Cause Fear:* Creatures struck by this tupilaq's melee attack must make Will save (DC = 10 + ½ angakkuq's level + CHA mod) or become frightened for 3 rounds.
- *Light Fortification:* When struck by a critical hit, this tupilaq has a 25% chance to turn the damage back to normal damage instead.

FROST (snow and ice)

Freezing Touch: Creatures struck by this tupilaq's melee attack must make a

Fortitude save (DC = $10 + \frac{1}{2}$ angakkuq's level + Cha mod) or become slowed for 3 rounds.

- *Reconstitute Self:* The tupilaq gains Fast Healing 2. You may choose this multiple times; each time beyond the first raises the fast healing by 1.
- **Breath Weapon:** The tupilaq can breathe shards of ice in a 15-ft. cone. This attack deal 1d6+1 points of cold damage for every three levels of the tupilaq up to a total of 6d6+6 at 18th level. A Reflex save (DC = $10 + \frac{1}{2}$ angakkuq's level + CHA mod) reduces damage to half. If this option is chosen multiple times, it enlarges the size of the cone by 5 ft.

FLORA (seaweed, coral, sea sponge, etc)

- *Amorphous Vitality:* Gain DR 1/X. If chosen multiple times, raise the DR by 1 for each selection. This DR also increases the existing DR of the tupilaq's DR based on type.
- *Jagged:* This tupilaq deals 3× damage on critical hits. If chosen a 2nd time, this enhancement increases the threat range to 19-20. This ability can only be taken twice.
- *Remnants of Life*: The tupilaq may benefit from the *enlarge* spell (as if cast by a sorcerer of the angakkuq's level) a number of times per day equal to the number of times this enhancement is chosen.

Improved Outward Attunement: At 13th level, the angakkuq may add a +2 bonus to all outward attunement rolls. This bonus increases to +4 at 16th level and +6 at 20th level. Additionally, the limit of her *clairaudience/clairvoyance* increase to 200 feet at 13th level and increases by 100 feet for every three levels thereafter.

Part of the Living World: At 20th level, the angakkuq is so attuned to her surroundings, so skillful at imbuing her environment with the force of her will and sentience, she may use her shared perception ability to increase her saving throws and skill checks after a roll is made instead of before. Additionally, she may use *clairvoyance/clairaudience* within 1 mile.

Tupilaq Statistics

A tupilaq's abilities are determined by the angakkuq's level, its base statistics and the material it is constructed from. Table 3–2 determines many of the level-dependent statistics of the tupilaq. They remain creatures of the construct type for purposes of determining which spells can affect them. However, because they are beings animated by a spirit rather than arcane power, the tupilaq subtype holds a couple of exceptions to the standard construct rules.

Tupilaq Subtype: Unlike mindless constructs, a tupilaq can possess and gain feats and skills. In addition, they receive the full benefit of healing spells, though do not heal on their own.

All tupilaqs have the following base statistics Size Medium; Speed 20 ft. (10 ft. on land); AC 12 (+2 natural armor); Defensive Abilities Cold Immunity Attack One natural attack mode of your choosing. Certain attacks like claw and hooves would actually be two attacks (i.e. 2 claws). In choosing a natural attack mode, it makes sense to model the tupilaq after the animal (or animals) it most resembles. Refer to Table 3-1 in the PATHFINDER BESTIARY by Paizo Publishing for a list of natural attacks and their associated damage; Ability Scores Str 12, Con -, Dex 10, Int 2, Wis 10, Cha 12;

Additionally, your choice of tupilaq material has the following effects:

- **FLESH:** Your tupilaq gains DR 3/Bludgeoning and vulnerability to acid.
- **FROST:** Your tupilaq gains DR 5/Bludgeoning and vulnerability to steam.
- **FLORA:** Your tupilaq gains DR 5/Slashing and vulnerability to electricity.

Class Level: This is the character's angakkuq level. The angakkuq's class levels stack with levels of any other classes that are entitled to a tupilaq for the purpose of determining the tupilaq's statistics. **HD:** This is the total number of ten-sided (d10) Hit Dice the tupilaq possesses. Though it does not gain a Constitution bonus to Hit Dice, a tupilaq does gains an additional 20 hit points at 1st level due to being a Medium-sized construct.

BAB: This is the tupilaq's base attack bonus. A tupilaq's base attack bonus is the same as that of an angakkuq of a level equal to the construct's HD. Tupilaqs do not gain additional attacks using their natural weapons for a high base attack bonus.

Fort/Ref/Will: These are the tupilaq's base saving throw bonuses. A tupilaq has good Will saves and due to being a Construct, is immune to all effects that require a Fortitude save, unless those effects specifically affect objects.

Skills: This lists the construct's total skill ranks. Tupilaqs can assign skill ranks to any skill listed under Tupilaq Skills. If a tupilaq increases its Intelligence to 10 or higher, it gains bonus skill ranks as normal. Tupilaqs with an Intelligence of 3 or higher can purchase ranks in any skill. A tupilaq cannot have more ranks in a skill than it has Hit Dice.

Feats: This is the total number of feats possessed by a tupilaq. Tupilaqs should select their feats from those listed under Tupilaq Feats. Tupilaqs can select other feats, although they are unable to utilize some feats (such as Martial Weapon Proficiency). Note that tupilaqs cannot select a feat with a requirement of base attack bonus +1 until they gain their second feat at 3 Hit Dice.

Natural Armor Bonus: The number noted here is the tupilaq's total natural armor bonus.

Str/Dex Bonus: Add this modifier to the tupilaq's Strength and Dexterity scores.

TABLE 3-2: THE TUPILAQ Natural											
Class								Armor	Str/Dex		
Level	HD	BAB	Fort	Ref	Will	Skills	Feats	Bonus	Bonus	Tasks	Special
1st	1	+0	+0	+0	+2	1	1	+2	+0	2	Link, share spells
2nd	2	+1	+0	+0	+3	2	1	+2	+0	2	_
3rd	3	+2	+1	+1	+3	3	2	+4	+1	3	Enhanced imbuement, evasion
4th	4	+3	+1	+1	+4	4	2	+4	+1	3	Ability score increase
5th	5	+3	+1	+1	+4	5	3	+4	+1	4	
6th	6	+4	+2	+2	+5	6	3	+6	+2	4	Enhanced imbuement
7th	7	+5	+2	+2	+5	7	4	+6	+2	5	_
8th	8	+6	+2	+2	+6	8	4	+6	+3	5	_
9th	9	+6	+3	+3	+6	9	5	+8	+3	6	Enhanced imbuement, ability score increase, multiattack
10th	10	+7	+3	+3	+7	10	5	+8	+3	6	_
11th	11	+8	+3	+3	+7	11	6	+8	+4	7	_
12th	12	+9	+4	+4	+8	12	6	+10	+4	7	Enhanced imbuement
13th	13	+9	+4	+4	+8	13	7	+10	+5	8	—
14th	14	+10	+4	+4	+9	14	7	+10	+5	8	Ability score increase
15th	15	+11	+5	+5	+9	15	8	+12	+5	9	Enhanced imbuement, improved evasion
16th	16	+12	+5	+5	+10	16	8	+12	+6	9	—
17th	17	+12	+5	+5	+10	17	9	+12	+6	10	—
18th	18	+13	+6	+6	+11	18	9	+14	+7	10	Enhanced imbuement
19th	19	+14	+6	+6	+11	19	10	+14	+7	11	
20th	20	+15	+6	+6	+12	20	10	+14	+7	11	Ability score increase

Tasks: The value given in this column is the total number of preprogrammed tasks or tricks that the tupilaq knows. These tasks work similar to the "tricks" listed under the Handle Animal skill. Unlike the tricks listed in the Handle Animal skill, these tasks do not require any training time or Handle Animal checks. The angakkuq selects these tasks and once selected, they can't be changed without summoning a new tupilaq spirit (the fulllength ritual). **Special:** This includes a number of abilities gained by tupilaqs as they increase in power. Each of these bonuses is described below.

Link (Ex): An angakkuq can command her tupilaq as a free action, or push it as a move action.

Share Spells (Ex): The angakkuq may cast a spell with a target of "You" on her tupilaq (as a spell with a range of touch) instead of on herself. An angakkuq may cast spells on her

tupilaq even if the spells normally do not affect creatures of the tupilaq's type (construct). Spells cast in this way must come from a class that grants a tupilaq. This ability does not allow the construct to share abilities that are not spells, even if they function like spells.

Evasion (Ex): If a tupilaq is subjected to an attack that normally allows a Reflex save for half damage, it takes no damage if it makes a successful saving throw.

Ability Score Increase (Ex): The tupilaq adds +1 to one of its ability scores. This cannot be

applied to its Constitution score.

A flora tupilaq, crafted from seaweed, sea sponges, coral. and other marine invertebrates

Multiattack: A tupilaq gains Multiattack as a bonus feat if it has three or more natural attacks (usually from an Enhanced Imbuement). If it does not have the requisite three or more natural attacks, the tupilaq instead gains a second attack with one of its natural weapons, albeit at a –5 penalty.

Improved Evasion (Ex): When subjected to an attack that allows a Reflex saving throw for half damage, a tupilaq takes no damage if it

makes a successful saving throw and only half damage if the saving throw fails.

TUPILAQ SKILLS

Tupilaqs can have ranks in any of the following skills: Acrobatics* (Dex), Climb* (Str), Escape Artist (Dex), Fly* (Dex), Intimidate (Cha), Perception* (Wis), Stealth* (Dex) and Survival (Wis). All of the skills marked with an (*) are class skills for tupilaqs. Tupilaqs with an Intelligence of 3 or higher can put ranks into any skill.

TUPILAQ FEATS

Tupilaqs can select from the following feats: Acrobatic, Agile Maneuvers, Armor Proficiency (light, medium and heavy), Athletic, Blind-Fight, Combat Reflexes, Diehard, Dodge,

> Endurance, Great Fortitude, Improved Bull Rush, Improved Initiative, Improved Natural Armor (see the Pathfinder RPG Bestiary), Improved Natural Attack (see the Pathfinder RPG Bestiary), Improved Overrun, Intimidating Prowess, Iron Will, Lightning

Reflexes, Mobility, Power Attack, Run, Skill Focus, Spring Attack, Stealthy, Toughness, Weapon Finesse and Weapon Focus. Tupilaqs with an Intelligence of 3 or higher can select any feat they are physically capable of using. GMs might expand this list to include feats from other sources.
Prestige Classes

The polar sea holds many prestigious titles for those brave enough to seek them. The following are three new frosty prestige classes; the Congulair (ice knight), the cryokineticist (ice psionicist) and the cryomancer (ice mage).

Congulair Prestige Class

In ages past, before the Great Flood, sea elves and nommos clashed in a great war. In the end the sea elves were defeated and enslaved. As a punishment for disobedience these elven slaves were often forced to march across the glaciers where they would surely freeze or be picked off by marauding squawks. Despite the great odds against them, the strongest of exiled sea elves managed to survive, eventually congregating into a small band of rebels.

Unfortunately, when the nommos and the squawks learned of the enduring group, they were pushed into more remote and less hospitable regions of the glacial surface and all access to the sea was blocked. Several days into the long Fiskheim night it seemed that the rebel elves would perish. According to legend, in this darkest hour, the sky was suddenly lit with a flash of bright light. A shooting star had landed miles away from the camp of half-frozen sea elves. Attracted by the curious sight, the thunderous sound and the eerie warmth, they investigated. The weary elves found that the meteor had formed a large melt pool and they all immediately dived in, starved of warmth and moisture as they were. The pool was so comfortable that they took no notice of the tiny squid-like creatures that they were sharing it with.

By the next day, many of the rebels were infected by the highly adaptable organism. The small squid creatures quickly mutated to take advantage of the elves' biology. In some cases the weaker members of the band withered away and died. For the strongest members, however, a beneficial symbiotic relationship had developed. The symbiote's adaptation carried over to its host. The elves became immune to cold and their bodies began excreting a substance that made them impervious to the sharp ice on which they were forced to traverse. This was the blessing that the rebels needed. Aided by their newfound powers, they fought off an invading tribe of squawks. From that point on, the Congulair was born. Time would help them develop new ways to harness the power of their symbiotes and eventually allow other races to join their ranks. The small band of rebel slaves slowly grew into an army of freedom fighting Congulairs.

Role: Congulairs are masters of melee combat. Their innate armor and weaponry at later levels always allows them to be armed and ready. Their oath instills within them that they should always fight for the freedom of themselves and others. They are one of the few aquatic warriors that are often as adept above the ice as they are below it.

Alignment: The Congulair's strict oath attracts many lawful followers but neutral and even chaotic members are known to exist. These individuals are often held in check by the lawful members of this order. Any Congulair who violates the oath will be hunted down and annihilated.

Hit Die: d10

REQUIREMENTS

To qualify to become a Congulair, a character must fulfill all the following criteria:

Base Attack Bonus: +5. **Skill:** Survival 5 ranks.

Easter Endurance Touchnoor

Feats: Endurance, Toughness.

Special: The Congulair must take the following oath before accepting a parasitic symbiote into their body:

"I swear on my life that I will always fight for the freedom of myself and others. I will endeavor to slay those that enslave others and Congulair oath-breakers. I will not bestow a symbiote upon any that does not take this oath."

A symbiote will not bond with a character who does not meet the base attack bonus and feat requirements. Instead, the petitioner becomes afflicted with the following disease:

Gelurot

Type disease, ingested; Save Fortitude DC 18 Onset 2d6 hours; Frequency 1/hour

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

CLASS SKILLS

The Congulair's class skills are Climb (Str), Intimidate (Cha), Perception (Wis) and Survival (Wis).

Skill Ranks at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are Class Features of the congulair prestige class:

Weapon and Armor Proficiency: While the Congulair gains no proficiency with any weapon or armor, they are automatically proficient with their own gelugarma and icelance.

Blessing of the Symbiote (Ex): Once the symbiotic parasite enters a qualifying body, it becomes part of it, cannot be separated by any means and dies when the host dies. Within 24 hours of the meld, the new Congulair gains the cold subtype (if he does not already have it), thus gaining immunity to cold and vulnerability to fire. In addition, his unarmed attacks may inflict cold damage instead of their normal type.

The symbiote, which grafts itself inside the host's abdominal wall, appears in an autopsy as a tiny, ice-blue, squid-like creature with dozens of tendrils. Reproduction of the symbiote is not as simple as it is for other parasites because the creature does not share a body with others of its kind. While genderless, this organism still requires another of their species to create offspring. Therefore, two Congulairs must spend at least 24-hours in close physical contact with one another. Afterwards, one of them (chosen randomly), will develop a small cyst in their abdomen within 2 weeks.

A single hard, round egg will eject itself from the cyst a few days later and will not hatch until exposed to fresh, clean water (not salt water) for at least an hour. Until then, the 1-inch diameter egg is as indestructible as adamantine and will remain viable indefinitely. Once hatched, the miniscule larva will quickly seek an uninfected host. If it does not find one within a few hours, it perishes. Symbiotes can only take part in reproduction once every 419 days. Reproduction of symbiotes is nearly always a deliberate act and the host is often sponsored by the Congulairs who were responsible for the creation of the larva.

Gelugarma (Ex): Upon reaching 2nd level, the frozen warrior can exude a gel-like substance from his pores that quickly freezes solid. The substance, a rock hard crystal, the color of glacial ice, adds a natural armor bonus. The liquid armor seeps through light armor and clothing, freezing over it. The result is a warrior who appears to be clad in an icy exoskeleton from head to toe. It takes a full round of action for the warrior to generate a full suit of gelugarma and he can dismiss it, or pieces of it, at will. The armor confers a + 3natural AC bonus at 2nd level, increasing by +2 every 3 levels thereafter. Unfortunately, gelugarma cannot be used with medium or heavy armor, as it either destroys those types of armor, or makes movement in them impossible. Although the armor looks and feels like ice, it is not adversely affected by heat or pressure and can be generated even in the warmest climates or deepest locales. Gelugarma quickly melts away when not physically touching the Congulair, dissipating completely within 2d4 rounds.

TABLE 3-3: CONGULAIR Base Attack

Dase Attack							
Bonus	Fort Save	Ref Save	Will Save	Special			
+1	+1	+0	+0	Blessing of the symbiote			
+2	+1	+1	+1 Gelugarma +3,ice sickle				
+3	+2	+1	+1 Frostboon 1				
+4	+2	+1	+1	Icelance (shortspear or short sword)			
+5	+3	+2	+2	Gelugarma +5			
+6	+3	+2	+2	Frostboon 2			
+7	+4	+2	+2	Icelance (spear, greatspear, or halber			
+8	+4	+3	+3	Gelugarma +7			
+9	+5	+3	+3	Frostboon 3, rimefire armor			
+10	+5	+3	+3	Icelance (longspear, lance, or ranseur), rimefire weapon			
	Bonus +1 +2 +3 +4 +5 +6 +7 +8 +9	BonusFort Save+1+1+2+1+3+2+4+2+5+3+6+3+7+4+8+4+9+5	BonusFort SaveRef Save+1+1+0+2+1+1+3+2+1+4+2+1+5+3+2+6+3+2+7+4+2+8+4+3+9+5+3	BonusFort SaveRef SaveWill Save $+1$ $+1$ $+0$ $+0$ $+2$ $+1$ $+1$ $+1$ $+3$ $+2$ $+1$ $+1$ $+4$ $+2$ $+1$ $+1$ $+5$ $+3$ $+2$ $+2$ $+6$ $+3$ $+2$ $+2$ $+7$ $+4$ $+2$ $+2$ $+8$ $+4$ $+3$ $+3$ $+9$ $+5$ $+3$ $+3$			

Ice Sickle (Ex): At 2nd level, a Congulair can use a swift action to create an excess of this gelugarma substance in one hand and form it into a sharp sickle. It has the same statistics as a masterwork sickle crafted of ever-ice, though it melts away 1 round after leaving the Conguair's hands. This sickle is treated as a magic weapon with regard to overcoming damage reduction.

Frostboon (Su): A 3rd-level Congulair gains access to his first frostboon, choosing one from the list on the next page. He gains another at 6th and 9th levels. The Congulair can use any one frostboon a number of times per day equal to the total number of frostboons he has access to, so at 3rd level he may use his frostboon once per day. At 6th level, he may use both frostboons twice per day each. At 9th level, he may use all three of his frostboons three times per day. When applicable, the save DC to resist a frostboon's effect is equal to DC 10 + the Congulair's level + the Congulair's Charisma modifier.

Icelance (Ex): At 4th level, the Congulair can create a shortspear or a short sword out of his gelugarma ice as a standard action. At 7th level, the frostlance can take the form of a normal spear, a great spear, or a halberd. At 10th level, the Congulair's icelance can become a long spear, lance, or ranseur. A Congulair may choose what type of icelance to create from his list of available weapons at the time of creation and may change the weapon's form to any other icelance form available to him as a swift action.

All icelances are treated as magic weapons with regard to overcoming damage reduction. They share the same statistics as a masterwork weapon crafted of ever-ice, though the icelance melts away 1d4 rounds after leaving the Conguair's hands.

Rimefire Armor (Su): As a free action, a Congulair of 9th level or higher can sheath his gelugarma in a ghostly blue aura. While active, any creature striking the Congulair with its body or a handheld weapon deals normal damage but at the same time the attacker takes 1d6 points of cold damage + 1 point per caster level (maximum +15). Creatures wielding melee weapons with reach are not subject to this damage if they attack the Congulair. The Congulair may dismiss this effect at will.

Rimefire Weapon (Su): At 10th level, the Congulair's ice lance is a weapon of Frost, Frostburn (described in Chapter 4) and Icy Burst. It glows with the same eerie radiance as his Rimefire Armor. The Congulair may swap out each of these magical abilities for a +1 magical weapon bonus at the formation (or reformation) of this weapon.

Frostboons

Cold Touch (Sp)

A Congulair with this frostboon may cast elemental touch (PATHFINDER ADVANCED PLAYER'S GUIDE, cold effect only) as a spell-like ability. His caster level equals his total character level. In addition to the other attacks that convey the effects of this spell-like ability, you also deal cold damage and the related special effect when you attack with your ice sickle or frostlance.

Frostsmite (Su)

A Congulair with this frostboon can imbue his innate ice weapons with the power to smite a chosen opponent. As a swift action, the Congulair chooses one target within sight to frostsmite. While attacking with his ice sickle or frostlance, the Congulair adds his Constitution bonus (if any) to her attack rolls and adds her Congulair level to all damage rolls against the target of her frostsmite. The first successful frostsmite attack does an additional 2 points of cold damage per level the Congulair possesses. In addition, frostsmite attacks automatically bypass any DR the creature might possess. The frostsmite effect remains until the target of the frostsmite is dead or the next time the Congulair rests and regains his uses of this ability.

Hibernate (Ex)

The warrior with this frostboon can put himself in a state of suspended animation, virtually freezing his entire body. Once initiated, the process is irreversible and he becomes incapacitated for 1d6 rounds, after which the ability is in full effect. During the incapacitation stage, the Congulair concentrates on the circumstance or circumstances that will trigger the symbiote to wake him up. These instructions can be as complicated as the character desires. While in hibernation the character's body effectively becomes an object; it does not require food, drink, or air. Furthermore, it is immune to everything that an object is immune to. In addition, the Congulair's body gains a hardness of 10 (and keeps the same number of hit points). The character stays in this state until the desired circumstances come to pass, or the character's body takes damage. It takes ld6 minutes for the Congulair to wake up from the effect. The Congulair awakens in the same state that he went into the hibernation.

Icebind (Su)

When a Congulair scores a hit with his ice sickle or frostlance, he can impede his target's mobility by coating him in a thin layer of gelugarma ice. The creature can negate this effect with a Fortitude save; otherwise, it is considered frosted and affected as if by a *slow* spell for 1d4 rounds.

Icy Murk (Ex)

A Congulair with this frostboon can emit a 20-foot-radius cloud of gelugarma ice crystals as a swift action while underwater (centered on himself). This cloud provides total concealment. The murk persists for 1 minute and then dissipates. In addition, the ice crystals deal 1d6 points of cold damage to everything within them on your turn each round. All targets can make Fortitude saves each round to avoid the damage. A Congulair (including the one that created the cloud) can see through the cloud as if it was not there.

Slippery Ice (Sp)

A Congulair with this frostboon may cast slippery ice as a spell-like ability, centered on himself or on objects that he touches, using his total character level as his caster level. Congulairs are immune to the effects of this frostboon, although they may be affected by this spell if cast by any other means. Large groups of Congulairs have been known to use this ability to turn entire battlefields into slippery ice rinks where they have the advantage.

Cryokineticist Prestige Class

Note: This prestige class requires WAVES OF THOUGHT by Alluria Publishing and PSIONICS UNLEASHED by Dreamscarred Press.

Cryokineticists specialize in working with one of the most abundant materials in the polar realms: Ice. It is their main motivation in most things they do. They have learned that by channeling psionic energy, they can create the intricate ice crystals that they love so much and they revel in the experience. Any character with psionic ability can become a cryokineticist, although psions and wilders must sincerely be drawn to ice and cold to give up the manifesting ability that comes with becoming a cryokineticist. Soulknives may become cryokineticists to gain the frosty weapon ability to use with their mind blade.

Role: Since their area of expertise is manipulating and creating ice, cryokineticists are best at dealing cold damage to enemies. While they do have modest damage-dealing potential from afar, they are most suited at dealing damage in melee range.

Alignment: Any lawful. **Hit Die:** d8.

REQUIREMENTS:

To qualify to become a cryokineticist, a character must fulfill all the following criteria:

Skills: Autohypnosis 5 ranks, Craft (alchemy) 1 rank, Knowledge (psionics) 2 ranks.

Psionics: Must have a power point reserve of at least 1 power point.

Special: Must have spent at least one winter in an environment where the seawater freezes.

CLASS SKILLS:

The cryokineticist's class skills (and the key ability for each skill) are Acrobatics (Dex), Autohypnosis (Wis), Climb (Str), Intimidate (Cha) and Spellcraft (Int).

Skill Ranks at Each Level: 2 + Int modifier.

CLASS FEATURES

All the following are class features of the cryokineticist prestige class:

Weapon and Armor Proficiency: Cryokineticists gain proficiency with the harpoon (statistics listed in Chapter 5 of the CERULEAN SEAS CAMPAIGN SETTING).

Rimespear (Ps): A Cryokineticist can use a move-equivalent action and psionic energy to freeze water into a harpoon with a flexible shaft that can instantly be extended up to 15foot-long (behaving much like a rope of the same length). He takes no damage from a rimespear that he creates and if he releases his hold, it immediately melts. The rimespear deals 1d8 points of cold damage to a target within 15 feet on a successful ranged touch attack.

A Cryokineticist can take Weapon Focus and Weapon Specialization (if she otherwise meets the prerequisites) in conjunction with the rimespear, as well as any feats that apply to the use of a standard harpoon. The harpoon remains in existence as long as the Cryokineticist holds it and is treated for mechanical purposes as a harpoon with a rope length of 15 feet. If the character has the ability to fashion a mind blade and has the Altered Blade skill, her rimespear may be treated as her mind blade for mechanical purposes such as enhanced mind blade and other class abilities. All damage dealt by the mind blade in this form, including psychic strike damage and bonus damage from weapon abilities, is cold damage.

Manipulate Freeze (Su): Cryokineticists learn not only how to fashion an ice harpoon but also how to manipulate existing sources of ice. As a standard action, the cryokineticist may manipulate one source of ice within close range (25 ft. + 5 ft. / 2 levels of cryokineticist). The ice source immediately melts upon being utilized. A chunk of ice so large that it exceeds a 20-foot cube only partly melts. Magical ice and magically treated ice, including ever-ice and gelugarma, do not melt, although an ice-based creature used as a source takes 1 point of damage per class level.

	Base Attack				
Level	Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+0	+1	+1	+0	Rimespear, manipulate freeze
2 nd	+1	+1	+1	+1	Cold adaptation (+4/10), cold hands (2d6)
3 rd	+2	+2	+2	+1	Icebolt
4^{th}	+3	+2	+2	+1	Freezing weapon (2d6)
5 th	+3	+3	+3	+2	Glaze
6 th	+4	+3	+3	+2	Frostwalk, leech heat (2d6), penetrating cold
7 th	+5	+4	+4	+2	Cold adaptation (+8/20)
8 th	+6	+4	+4	+3	Cold hands (4d6), glaze (4d6), freezing weapon (4d6)
9 th	+6	+5	+5	+3	Icy death, leech heat (4d6)
10 th	+7	+5	+5	+3	Flash freeze, heart of ice

TABLE 3-4: CRYOKINETICIST

The ice may be used for one of the three following purposes three times per day for any combination of the uses:



Shatter Ice: The ice fractures into a thousand crystals creating a deafening popping sound. This effect causes creatures within 120 feet of the ice to become deafened for 1d4+1 rounds (Will negates, DC $10 + \frac{1}{2}$ class level + Charisma modifier). Power resistance can prevent deafness

Healing Cold: The cryokineticist can convert the cold of the ice plus his own psionic power into a source of healing energy. For every power point the cryokineticist spends, he heals 2 hp. Every 3 levels thereafter, the cryokineticist heals one additional hit point per power point spent, to a maximum of 5 hp per 1 pp at 10th level.

Frazil Stream: A stream of ice crystals billows out from the ice, forming a freezing murk that spreads 20 feet in all directions and lasts for 1 round per class level. All sight, even darkvision, is ineffective in or through the murk. All within the cloud take –4 penalties to Strength and Dexterity (Fortitude negates, DC $10 + \frac{1}{2}$ class level + Charisma modifier). These effects last for 1d4+1 rounds after the murk dissipates or after the creature leaves the area of the cloud. Power resistance does not apply. **Cold Adaptation (Ex):** At 2nd level, a cryokineticist becomes resistant to cold, gaining a +4 bonus on all saving throws against cold and ice spells and effects. In addition, he gains resistance to cold 10 and is immune to the frosted condition. At 7th level, this bonus increases to +8 and his resistance to cold increases to 20.

Cold Hands (Ps): A Cryokineticist of 2nd level or higher can activate this ability as a move-equivalent action. Ice engulfs one of the Cryokineticist's hands (but does him no harm). His unarmed attacks with that hand are treated as armed. Such attacks deal an extra 2d6 points of cold damage. This extra damage increases to 4d6 at 8th level.

Icebolt (Ps): Starting at 3rd level, as a standard action, a Cryokineticist can launch a bolt of psionically manifested ice at any target in line of sight within 60 feet. This effect is treated as a ranged touch attack and deals 1d6 points of cold damage for each class level the cryokineticist has.

Icy Weapon (Ps): At 4th level and higher, a cryokineticist can activate this ability as a move equivalent action. Ice that harms neither her nor the weapon engulfs one weapon she holds (which can be a projectile such as a stone, bullet, arrow, or bolt). The weapon deals an extra 2d6 points of cold damage on a successful hit. The weapon retains this effect for as long as the cryokineticist wields it. This extra damage increases to 4d6 at 8th level.

Glaze (Ps): Beginning at 5th level, a cryokineticist can activate this ability as a move-equivalent action. The cryokineticist becomes sheathed in a layer of crystal clear ice, appearing to be frosted but neither he nor his equipment is negatively affected. While he is glazed, the character's Charisma score increases by 4, he can make a melee touch attack for 2d6 points of cold damage and he gains damage reduction 5/magic. If he is struck in melee, the attacker takes 2d6 points of cold damage. This ability lasts for up to 1 minute per cryokineticist level and is usable once per day. This extra damage increases to 4d6 at 8th level. The touch attacks from this ability do not stack with the damage from cold hands.

Frostwalk (Su): Beginning at 6th level, as a free action a cryokineticist can expend his psionic focus to create a walkway of ice. Outside of water, he can move at his normal speed in all directions, including vertically but cannot move more than double his speed in a round. A frostwalking cryokineticist leaves a trail of ice supported by many vertical icicles leading from the water to the air, which melts in 2 rounds but it cannot be used by other creatures as it is too slippery and fragile to be traversed by others. He must pay 1 power point per round spent traveling in this fashion. In addition, the cryokineticist can walk on even the most slippery surfaces (even ice created by a *slippery ice* spell) as if it was normal terrain.

Leech Heat (Su): A cryokineticist of 6th level gains the ability to steal the heat from a creature within 30 feet and channel it to herself, dealing 2d6 points of cold damage to the target and healing herself for 2 points of damage. At 9th level, the damage increases to 4d6 points of cold damage and the healing 4 points of damage.

Penetrating Cold (Su): At 6th level, a cryokineticist's abilities are more adept at striking through any defenses. The cryokineticist's attacks reduce any cold resistance the target might have by the cryokineticist's level for that attack.

Icy Death (Ps): A cryokineticist who reaches 9th level can expend her psionic focus and take a full attack action to lower the internal temperature of one living creature within 30 feet to lethal levels. The target must succeed on a Fortitude saving throw (DC 14 + cryokineticist's Cha modifier) or its blood (or other internal fluid) begins to freeze and the creature takes 4d8 points of cold damage from the cold (half on a successful save). Every round the target fails its save and the cryokineticist maintains concentration as a standard action, the creature takes an additional 4d8 points of cold damage (half damage on a successful save). Creatures with cold resistance gain a +2 bonus on the saving throw and creatures immune to cold are similarly immune to this attack.

Flash Freeze (Ps): At 10th level, the cryokineticist gains the ability to create a massive burst of supernal cold radiating from himself, flash-freezing everything in the area. Once per day, the cryokineticist can use this psi-like ability to deal 9d6+21 points of cold damage 30-foot-radius burst emanating from himself. If used underwater in a depth of less than 300 feet, all creatures in the area of affect become entombed. A successful Fortitude save DC 15 + Cha modifier will grant half damage and the frosted condition instead of entombed.

Any creature failing its Fortitude saving throw against bone chill must succeed on a second Fortitude saving throw at the same DC or die due to the extreme shock of the intense cold.

Heart of Ice (Ex): Once a cryokineticist has reached 10th level, her body is able to shrug off the effects of cold, granting immunity to cold and ice-based effects. In addition, she may use glaze two additional times per day.

In addition, he can swim through solid ice at half movement, without affecting the ice. As a result of this talent, the cryokineticist can breathe ice as well as he can water and he becomes immune to the entombed condition. He cannot pull other creatures into the ice with himself unless they are already entombed.

Cryomancer Prestige Class

Cryomancer mages usually hail from polar lands and even outer planes perpetually shrouded in winter. Others become obsessed with the power of glacial cold and focus all their energy into discovering the mysteries of cold energy and its magic. All cryomancers, however, eventually become adapted to cold environments as their skin slowly turns to frost. They learn to take advantage of the arctic environment, harnessing the existing cold to further empower their own spells. As members of this prestige class must have the ability to cast arcane spells, cryomancers come from a narrow group, usually sirens, sorcerers and wizards. Some cryomancer sorcerers believe hush dragon blood runs in their veins, while others feel they possess an innate talent for works of cold and ice magic. Most wizards who become cryomancers see the arctic as a mysterious frontier of arcane power, one from which they can draw strong magic for their own purposes.

As NPCs, cryomancers live and study in complexes of ice caverns, towers constructed in frozen reaches of the outer planes, or within dungeons they have magically altered into polar environments. Sometimes they serve more powerful evil characters singly or in a group, such as orchestra dragons, ice liches, or deities of cold or ice. More often, the evil cryomancer commands his own forces of ice and cold, growing a polar army as he prepares to bring about a new ice age and become overlord of a frozen world.

Hit Die: d6.

REQUIREMENTS:

To qualify to become a cryomancer, a character must fulfill all the following criteria:

Feats: Rime Spell (see ULTIMATE MAGIC by Paizo Publishing and chapter 4 of this tome)

Skills: Knowledge (arcana) 5 ranks, Spellcraft 5 ranks.

Spells: Able to cast at least three different spells with the cold descriptor, one of which must be of 3rd level or higher.

TABLE 3-5: CRYOMANCER

		Fort	Ref	Will		
Level	BAB	Save	Save	Save	Special	Spells per day
1st	+0	+0	+0	+1	Cold affinity I	_
2nd	+1	+1	+1	+1	Icy knowledge I	+1 level*
3rd	+1	+1	+1	+2	Intensify cold	+1 level*
4th	+2	+1	+1	+2	Icy knowledge II	+1 level*
5th	+2	+2	+2	+3	Cold sffinity II	+1 level*
6th	+3	+2	+2	+3	Create ever-ice, icy knowledge III	+1 level*
7th	+3	+2	+2	+4	Body of ice, rimefire	+1 level*
8th	+4	+3	+3	+4	Icy knowledge IV	+1 level*
9th	+4	+3	+3	+5	Cold affinity III	+1 level*
10th	+5	+3	+3	+5	Icy knowledge V, icy ascension	+1 level*

*of existing spellcasting class

CLASS SKILLS:

The cryomancer's class skills (and the key ability for each skill) are Bluff (Cha), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (nature) (Int), Survival (Wis) and Use Magic Device (Cha).

Skill Ranks at Each Level: 2 + Int modifier.

CLASS FEATURES

All the following are class features of the cryomancer prestige class:

Weapon and Armor

Proficiency: A cryomancer gains no additional weapon or armor proficiencies.

Spells per day: When a new cryomancer level is gained, the character gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before adding the prestige class. He does not, however, gain other benefits a character of that class would have gained, except for additional spells per day, spells known (if he is a spontaneous spellcaster) and an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming a cryomancer, he must decide to

which class he adds the new level for purposes of determining spells per day. **Cold Affinity:** A 1st level cryomancer gains cold resistance 5.

At 5th level, the cryomancer adds +1 caster level to all spells using the cold energy type, summoning entities from the plane of ice, or creating or manipulating ice. In addition, the cryomancer gains a cold resistance 10. Lastly, the cryomancer may not cast spells using the steam (or fire) subtype or summon entities from the plane of steam.

At 9th level the cryomancer increases his caster level bonus to +2, gains immunity to cold, suffers a -2 caster level penalty to spells using the Acid or Electricity energy types and may not summon entities from elemental planes other than Ice.

Icy Knowledge (Ex): Beginning at 2nd level and every other level thereafter, the cryomancer gains knowledge of an additional arcane or divine spell with the cold descriptor of a level of which he can cast. The spell can be chosen from the spell lists of other classes, substituting the cryomancer's own spellcasting level for the level of the other class for determination of the spell's level. Wizards add the spell to their spellbooks for free, sorcerers get to add this spell to their spells known (even if this takes them over their normal limit) and so on.

Intensify Cold (Ex): Starting at 3rd level, a cryomancer increases the maximum number of damage dice done by cold spells by 2 levels. The cryomancer must actually have sufficient caster levels to surpass the maximum in order to benefit from this ability. No other variables of the spell are affected and spells that inflict damage that are not modified by caster level are not affected.

Create Ever-Ice (Sp): The cryomancer learns the secret ritual of creating ever-ice from normal glacial ice. Through an intensive and costly process, the cryomancer can convert up to one cubic foot of glacial ice per level of the cryomancer to an equal amount of ever-ice in one day. The process requires a 12-hour ritual that consumes 25 gp. worth of crushed gemstones per cubic-foot created, which are absorbed by the newly created ever-ice.

Body of Ice (Su): At 7th level, once per day for up to one minute per class level, the cryomancer can assume the visage of an ice elemental (PATHFINDER BESTIARY 2) of the same size. The cryomancer gains the cold subtype and all of the ice elemental's special abilities while he is in this form but his other statistics do not change. If the cryomancer is using the ice glide ability when the duration of Body of Ice expires, he is safely ejected from the ice at a speed of 120 feet per round using the quickest possible route. Body of Ice can be ended at any time by the cryomancer, though he can only use this ability once per day, regardless of whether or not the entire duration was used.

Rimefire (Su): This ability allows the cryomancer to form an aura of blue light around himself as a standard action, damaging all that come near him. Creatures adjacent to the cryomancer when this ability is used and at the start of his turn take 2d6 cold damage and become frosted. A Reflex save (DC 15 + Cha modifier) is permitted to reduce the damage by half and avoid becoming frosted. This ability may be used for a number of minutes per day equal the cryomancer's class level. These minutes do not need to be consecutive.

Icy Ascension (Su): The cryomancer transcends her mortal form. She is now considered an outsider and is immune to bleed, paralysis, poison, sleep effects and stunning. The cryomancer is no longer subject to critical hits or flanking. Further, the cryomancer no longer ages and removes any age related penalties she currently has.

Chapter 4:



Frostcraft

Aquatic Polar Materials

Many of the same materials found in the standard CERULEAN SEAS CAMPAIGN SETTING can also be found in the frozen sea setting, with a few exceptions. While materials such as gold, auranite, brill and even coral can be found everywhere, other materials common to warmer waters have replacements in Isinblare.

Wood is the greatest example of being extremely rare in Isinblare. Feldorheim has a stark tree-line on its outer borders which produces a small amount of extremely slow-growing timber. Fiskheim is less fortunate, with no known trees within its borders. Any source of wood in Fiskheim is usually driftwood carried in by weak currents from far away islands. Instead of wood, specially cured whale bone is most often substituted. The bones of other colossal sea creatures are also common, along with hardened leather, tizheruk scales and walrus ivory.

While cold-water seaweed exists and even thrives in the summer months, it is often coarse and shrub-like. Large leafy kelp is very rare and certainly not in sufficient quantity to craft commodities from. However, seal skins and fur is a common substitute for clothing.

Currency and Trade

Barter is the most common method of trade, with the occasional use of rare and semiprecious gems and pearls. A few cities have money systems and even coinage similar to what can be found in the core setting but they are rare and seldom recognized outside of the city limits. For ease of play, prices listed in this tome and the CERULEAN SEAS CAMPAIGN SETTING need not be altered. Instead, it is assumed that the actual exchange was for trade goods and gems instead of coins or more symbolic currency.

Aglootech

Aglooliks have a complex system of studies that examine matter and energy. According to these tiny blue men, cosmological studies are organized into four main branches: Arcane, divine, psionic and natural. Each study is then further divided into distinct classifications. The study of the arcane is divided into the schools of magic such as illusion or conjuration. Divine knowledge is separated into several spheres of influence such as "Plant" or "Commerce." Psionics has sciences such as psychokinesis or telepathy. However, it is the study of natural forces that intrigues the agloolik most of all.

In the study of natural forces, alchemy would be considered the most commonly studied art. Other "arts" of the natural forces include mechanical, ethereal and organic. These arts are further divided into specialisms. For example, alchemy is said to have four specialisms including liquid, gas, phlogiston and crystal. The latter, crystal, is known as a lost art that had once been mastered by ancient civilizations. The fruits of these nearly forgotten cultures can still be found in exquisitely crafted crystal artifacts which were said to be grown rather than carved. Some of these rare objects seem to have special qualities such as unlimited luminescence or total invulnerability that rival even the most powerful magic or psionics, though give off auras of neither. Many of these crystals, such as the crystal mirrors that connect Feldorheim and Fiskheim, actually seem to radiate powerful anti-magic and null-psionic fields.

While much of aglootech seems very similar to modern science, it is important to note that agloolik theory is inundated with a very primitive understanding of natural processes fortified with more fantastical notions such as magic and psionics. Some of their theories even mirror those mistakes made by humans during our own dawn of scientific understanding. Ether, phlogiston, the four humors, vitalism, spontaneous generation and even the world ice theory are all widely accepted by the aglooliks. Still, they have a knack for combining these theories into workable models, even if they do not fully comprehend how their devices are functioning. A new knowledge skill subset, referred to as Knowledge (aglootech) affords a basic understanding of these theories and works much like Spellcraft in identifying, using, or disabling aglootech items.

Based on these new studies, new materials have become important to the fabric of Isinblare. These materials are listed below:

Ancient Crystal: The aglooliks have worked out a complex method of detecting alchemical crystal that was created several thousand years ago by long dead civilizations. These crystal artifacts are often no longer in one piece, of unknown purpose and possessing strange qualities. They are important in that they often have powerful effects that cannot be altered by magic or psionic power. One example of this material is the crystal mirrors, detailed later in this chapter. Deep Ice: Beneath glacial ice and under the sea floor of the icy waters of Isinblare large deposits of deep ice can be found. It is also known as phlogiston ice, fizzle ice and hydromethane. It is said to be very high in phlogiston and therefore flammable in normal air (but not underwater), or highly explosive when combined with pure oxygen, which is considered its catalyst. Aside from being the main explosive in aglootech firearms, deep ice is also used for entertainment purposes, much like fireworks. It can be brought to the surface, lit on fire and the dancing fires watched from below. Hundreds of cubic feet of this material are gathered for a midwinter festival, both to lighten the mood and create temporary warmth.

Deep ice melts like normal ice, releasing methane bubbles and normal water. In colder temperatures or high pressures it is slightly harder than normal ice but at the surface in normal polar seawater temperatures, it takes on a much softer consistency.

Fizzle Juice: Fizzle juice is an aqueous suspension of different breeds of freshwater algae that release large amounts of both oxygen and antifreeze when exposed to seawater. While used in fizzlepops (the most recent generation of aglootech firearms), it is also used to create breathing stations under the ice for air breathers where no breathing holes can be found or easily made and to defrost frozen items. One ounce of fizzle juice will create as much oxygen as is contained in a Tiny-sized float and can melt twice its volume in ice in one round before becoming neutralized.

Ice Rubber: Through alchemical processes aglooliks have created a transparent material that is very similar to modern rubber. In the cold sea, it functions the same the rubber of the modern age, with waterproof qualities, high elasticity and shape retention. When it gets warmer than slightly above freezing, such as when brought on land during the brief summer, ice rubber melts into sticky tar. Several items are made of this material including clothing, pouches, floats and water resistant seals.

TABLE 4-1: AGLOOTECH MATERIALSCostItem

10 gp	One cubic inch of ancient crystal*
5 gp	One cubic foot of deep ice (150 cubes)
1 sp	One ounce of fizzle juice
1 sp	One cubic foot of ice rubber

This price will be much higher for crystal that shows special qualities that are powerful or useful.

Weapons

Isinblare enjoys all of the weapons available in the Cerulean Seas Campaign Setting, as well as a few that are more unique to its borders. These new weapons usually fall into one of two categories. The first and most prevalent are weapons derived from the distinctive tools that are native to an extreme cold environment. Second are weapons designed by the ingenious aglooliks, including aglootech firearms. Exotic weapons with the "aglootech" quality are considered martial weapons for aglooliks.

Weapon Descriptions

Isinblarean weapons may have the unique qualities listed below:

Aquabomb: This weapon is generally used as a close assault siege engine. It is essentially an explosive time bomb that indiscriminately destroys everything in its area of effect. It can be adjusted to explode in a time range between 5 minutes and 2 hours. Upon ignition, it explodes in a cloud of concussive force and steam, dealing 5d6 bludgeoning damage and 4d6 steam damage in a 30-foot radius. Those within a 100 foot radius must make a Fortitude save, DC 17, or become deafened for 2d4 rounds.

Upon examining an activated aquabomb, a successful knowledge (aglootech) check (DC 17) will reveal how much time is left before the device explodes. Another successful check at the same DC can be used to disarm it.

Aquabus: An aquabus is a second generation aglootech two-handed firearm which uses two tanks of gas (oxygen and methane) to create its explosive propellant. They fell out of usage several decades ago because they are heavy and very dangerous compared to the newer aglootech models, the fizzlepops. Additional statistics for the aquabus (as described in Paizo Publishing's ULTIMATE EQUIPMENT) are *Misfire:* 1-2 (5 *ft.*) and *Capacity:* 1. Aglootech firearms are also examined more closely later in this chapter.

Aquannon: This cannon-sized aquabus is used as a siege engine. Its design allows it to shoot harpoon-like missiles over large distances with great accuracy. Their additional statistics (as described in Paizo Publishing's ULTIMATE COMBAT) are *Crew: 2, Aim: 1, Load: 3 and Speed: 10 ft.* The aquannon is also examined more closely later in this chapter.

Bayonet: These blades can be affixed to twohanded firearms and crossbows. A weapon equipped with a bayonet can be used to make melee attacks, though this renders them temporarily useless as ranged weapons. Attaching or removing a bayonet is a move action.



Chisel Spear: This weapon was derived from a tool that was used to carve holes in the sea ice to create breathing or fishing holes. As such, it is still very efficient at damaging hard or brittle material. Against ice and earth, or elemental creatures and constructs with the cold or earth subtypes, it does an additional point of damage. A chisel spear looks much like a normal spear with a flat, chisel-like head.

Eel Spear: This strange mechanical spear was said to be invented by aglooliks eons ago to help local human fishermen catch an extremely slippery species of eel that once plagued the waters of Feldorheim. It has since evolved into a particularly painful melee weapon. Upon scoring a hit with an eel spear, its spring-loaded bladed jaws snap shut, ensnaring and tearing at the flesh of its victim. Against creatures that are two size categories smaller than the opponent, the eel spear locks into place, trapping the victim much like a mancatcher.

The only hope for escape for creatures of this size is by breaking the weapon (it has a hardness of 6 and 5 hit points), or with a DC 17 Strength check. Larger creatures can also escape by taking an additional 2d4 hit points of slashing damage as they tear themselves free as a move action. A successful hit against creatures of the appropriate size categories results in an automatic grapple in which the attacker can perform move or damage grapple actions against his victim. If the weapon is dropped, the victim can free itself with a standard action, without adverse effects.

Creatures less than two size categories smaller than the attacker simply take damage and avoid its other effects.

Fizzlepop (Pistol and Musket): This aglootech handgun and rifle take advantage of the latest advancements for these weapons. In appearance they resemble other firearms of their size categories, with the addition of some peculiar accoutrements such as a thick crystal flask filled with a glowing green liquid, various tubes and conduits, a pressure gauge, a hand crank and a compartment filled with deep ice. They fire long, nail-like projectiles known as spikes. As intermediate level firearms, they have the decreased misfire potential of an advanced firearm, while retaining the longer reload time of an early firearm . Additional statistics for the fizzlepop firearms (as described in Paizo Publishing's ULTIMATE EQUIPMENT) are Misfire: 1 (5 ft.) and Capacity: 1. Fizzlepop firearms are also examined more closely later in this chapter, which also details potential upgrades that may improve load time or ammunition capacity. 49

Weapon Name	Classifications	Cost*	Dmg (S)	Dmg (M)	Critical	Range	Buoyancy	Type	Special
Aquabomb	Close assault siege engine ¹	5,000 gp	See	text	×2		-30	B and steam	See text
Aquabus	Two-handed early firearm ²	1,500 gp	1d10	1d12	×4	40 ft.	-20	Р	Aglootech, see text
Aquannon	Large direct-fire siege engine ¹	7,000 gp	5	d6	×4	80 ft.	-350	Р	See text
Bayonet	Simple two-handed melee	5 gp	1d4	1d6	×2		-2	P and S	_
Chisel Spear	Simple two-handed melee	3 gp	1d6	1d8	×2		-6	P and S	See text
Eel Spear	Martial two-handed melee	100 gp	1d4	1d6	×3	_	-8	P and S	See text
Fizzlepop Pistol	One-handed transitional firearm ²	3,000 gp	1d6	1d8	×4	20 ft.	-7	Р	Aglootech, see text
Pistol Spikes	Ammunition	1 sp each	_	_	_	_	-1/15 units	_	_
Fizzlepop Musket	Two-handed transitional firearm ²	4,500 gp	1d8	1d10	×4	60 ft.	-12	Р	Aglootech, see text
Musket Spikes	Ammunition	2 sp each	_	_	_		-1/10 units	_	_
Ice Blade	Martial one-handed melee	75 gp	1d6	2d4	×3	_	-7	S	See text
Ice Claws	Exotic two-handed melee	100 g	2d4	2d6	19-20/×2		-8	S	_
Pneumatic Blade	Exotic one-handed melee	450 gp	1d4+2	1d6+2	18-20/×2		-5	S	Aglootech, see text
Pneumatic Spear	Exotic two-handed melee	700 gp	1d6+2	1d8+2	18-20/×2		-15	S	Aglootech, see text
Skith	Exotic two-handed melee	18 gp	2d3	_	×4	_	-8	S	Trip, see text
Ulu	Simple light melee	1 gp	1d3	1d4	×3		-1	S	_

TABLE 4-2: AQUATIC WEAPONS OF ISINBLARE

1- These classifications are detailed in Paizo Publishing's ULTIMATE COMBAT tome.

Ice Blade: This wickedly hooked short sword is an adaptation of an ice axe that was once used to climb glaciers and out of breathing holes. The weaponized version is designed to hook and tear opponents. It may also be used on a successful hit to start a grapple with a successful combat maneuver check without the -4 penalty for not having both hands free. When used to aid in climbing icy surfaces, it grants a +2 circumstance bonus to Climb checks.

Ice Claws: Ice claws were originally designed to aid in carrying large blocks of ice. They developed as a popular weapon after becoming key to a successful slave revolt. The style used to wield these claws requires that both hands are used and they function together as a single two-handed weapon. If used separately or by someone who is not proficient, they share the same statistics as punch daggers.

Pneumatic Blade: A pneumatic blade is essentially a pressurized air-powered rotary saw affixed to the back of a metal gauntlet. Pneumatic blades were designed by aglooliks as a tool for adding delicate detail to ice sculptures but their destructive potential was immediately apparent. Once fully pumped up with air at the surface, which takes a full minute, it will last for 8 + 1d4 rounds of combat before wearing down and becoming nothing more than a heavy spiked gauntlet before it

> is recharged again. The combat rounds need not be consecutive and it can hold a charge of air indefinitely.

2- These classifications are detailed in Paizo Publishing's ULTIMATE EQUIPMENT tome.

Pneumatic Spear: The pneumatic spear consists of two, compressed air-powered reciprocating saw blades mounted back-to-back on the end of a long pole. Its primary intended use was to easily cut breathing holes in thick ice. However, it also makes an effective weapon. Once fully pumped up with air at the surface, which takes a full minute, it will last for 12 + 1d6 rounds of combat before wearing down and becoming nothing more than an awkwardly balanced and dull (-2 penalty to hit) spear before it is recharged again. The combat rounds need not be consecutive and it can hold a charge of air indefinitely.

Skith: This scythe-like weapon has a sharp blade on the outside of the curve and a fairly thick spine on the inside of the curve. Its handle is much shorter than a typical scythe and has irregular angles. This weapon was designed by squawks who consider it a martial weapon. They are also able to use it to "skate" across the ice at up to four times their normal movement rate, though they cannot skate and use it as a weapon at the same time.

Non-squawks find mastery of this blade to be particularly difficult and require an acrobatics check, DC 17, every round that they use it as a skate. Medium-sized and larger versions of this weapon do not exist, as skiths of these sizes create far too much drag underwater to be effective weapons.

Ulu: The ulu consists of a small, half-moon shaped blade with a handle affixed perpendicularly to its flat side. This universal knife of Isinblare is used for many things including skinning, chopping meat and scraping away ice. It also makes a handy weapon in a pinch.



Aglootech Firearms

Aglootech firearms were invented nearly a century ago but the first generation models, which used large tanks of methane-oxygen mixture, were too unwieldy and dangerous to use. The second generation firearms, the aquabuses, used separate tanks for methane and oxygen but were still unwieldy and only slightly less likely to explode. The most recent model, the fizzlepops, are both more portable and less likely to catastrophically misfire. Detailed below are the specifics of how these devices work in an aquatic world.

Game Mechanics: Aglootech firearms use the same basic game mechanics as those presented in ULTIMATE EQUIPMENT by Paizo Publishing, with a few minor exceptions. First and perhaps most importantly, aglootech firearms are meant to be fired underwater and do not function properly on land. The aquabus can be considered an "early firearm" for both loading time and misfires. An aquabus misfires on 1-2 (5 ft.). Fizzlepops benefit from the category of "advanced firearm" for misfires but still suffer the longer loading times of early firearms. Fizzlepops misfire on a 1 (5 feet). All aglootech firearms have a capacity of 1, unless they are upgraded (see below).

Because of the limiting factors of friction drag, special features such as scatter shot and alchemical cartridges are very difficult to replicate underwater and are therefore not available.

Upgraded Firearms: Three features can be added to the standard aglootech firearm. The first is up to two additional pop chambers, allowing for quicker reloads. For each extra chamber, reloads can be performed as if the weapon was an advanced firearm (as a move-equivalent action) one time. For example, a fizzlepop with a total of three pop chambers (the maximum the design will allow) can be reloaded twice as if it was an advanced firearm. The third time it must be loaded at the slower, early firearm rate. Each additional chamber adds 250 gp onto the base price of the firearm. This upgrade does not add significant buoyancy to the weapon.

The second upgrade is an extra barrel, which allows for an extra shot (+1 capacity) for each additional barrel up to a maximum of three. Each barrel requires a pop chamber, which is included in the cost of this upgrade. Regardless of the extra pop chambers, this upgrade requires the firearm to be reloaded at the slower, early firearm rate. This upgrade is considerably expensive, adding 1000 gp to its base price. It also doubles the weapon's buoyancy for two barrels, or triples it for three barrels. Lastly, any extra barrels increase the chance for misfire to 1-2 (5 feet). Finally, a scope can be added for an additional 250 gp. Scopes add 10 feet onto the range increment for one-handed firearms and 20 feet to two-handed firearms. Scopes add -3 buoyancy to the weapon.

In-Game Usage (Layman's Terms): First check your fizzlepop over. If your pressure gauge has a reading more than zero, it probably has some old gas and needs to be purged (press the small button next to the gauge). When that reads zero, make sure the fizzle juice is glowing (that means it is healthy) and that the salt gems are blue. If the fizzle juice isn't glowing, you'll need a new batch. If the salt gems are clear, you are too close to the melt and need to move to brinier water or you'll get a very weak pop. Check your deep ice. You need at least one cube's worth in there for enough gas. Two is best and most mixers hold at least two. You usually get about 2 dozen shots per cube. Make sure the pressure lever is set at the right depth, or your pop might take your head off. After the inspection, load the spike into the muzzle followed by some wadding (stickle weed works best) and ram it down. Give the primer crank several good turns, till the pressure gauge is full (usually about 12-20 cranks). You will hear some good fizzing in there and you'll get some dark-green leak from the mixer...that's normal. If you do not get this, something has gone wrong with it and you'll likely get no pop. Take aim and then pull the igniter till it clicks...the pop will immediately follow (better have your ear plugs in, or you'll be deaf for a few). Also be prepared for a pretty good kick and some bubbly discharge (best be wearing goggles, that steam can blind you). Just repeat this process to fire it again.

Technical Notes: Much like in the previous aquabus generations, the "Fizzlepop" uses the ignition of a methane-oxygen mixture to create a violent exothermic explosion. Dissimilar to the second generation aquabus design, the fizzlepop's gas tank holds a methane/oxygen mixture, instead of two separate tanks for each gas. Unlike the previous generations that used large tanks (of methane/oxygen mixture in first generation or separate tanks of gas in second generation), the

fizzle pop has quite miniscule gas tanks because the gas is created as needed, immediately before the shot.

Several safety features are also built in, including a pressure gauge, a pressure switch (to adjust for depth) and specially designed decorative beads (salt gems) that appear blue when in the proper salinity. Fizzle juice is actually a mixture of three live, freshwater phytoplankton cultures. Pyrocystis Hibernus is a bioluminescent dinoflagellate that stores a large amount of oxygen in its cells, mostly in the form of hydrogen peroxide. This organism not only supplies crucial oxygen to the explosive gas mixture but also serves as an indicator of the general health of the entire phytoplankton concoction. If the bioluminescence is lost, then it is a good indicator that the culture is no longer healthy and needs to be replaced. Fragilariopsis Sphaerus is a diatomic algae that produces propylene glycol (antifreeze) to keep itself from freezing. Its role is key in releasing the gas from the hydromethane (deep ice) and defrosting the inner workings of the weapon. This prevents frosting jams that were common in earlier aquabus generations. Lastly, *Cyanidioschyzon Adaptus* is a highly adaptive algae usually found near geysers and freshwater hot springs. When exposed to peroxide, it releases an alkaline solution (mostly sodium hypochlorite), which helps clean the fizzlepop mechanism, release the oxygen from the *pyrocystis* cells and further break down the remaining phytoplankton to release their contents in the mixing chamber. These algae also help clean and maintain the ecosphere of the fizzle juice container.

The fizzlepop produces a methane oxygen mixture when the primer crank is turned, which releases fizzle juice into the mixing chamber containing the hydromethane cubes suspended in normal sea water. Each phytoplankton, which is highly acclimated to fresh-water, tends to rapidly dehydrate when exposed to sea water and their formerly-contained inner chemistry is released into solution. The solution releases methane (by rapidly melting the hydromethane) and a fair amount of oxygen (through extraction from the pyrocystis phytoplankton). The gas is forced to the top of the chamber where it is collected, pumped and compressed into the gas tanks. The leftover solution is first cycled through the weapon to keep it clean and ice-free and then ejected through a valve in the bottom of the mixing chamber.

52

The pressure gauge monitors tank capacity and a full gauge reading means that there is sufficient volatile gas to create an adequate explosion.

The spike (also known as a quarrel) is specially designed to maximize aquatic range. It works on the principle of supercavitation; a projectile designed to create a bubble of air when launched that is large enough to encompass the entire projectile. This greatly reduces the friction drag on the projectile and enables very high speeds and a good range. Conversely, ammunition of other shapes (spherical, for example), quickly succumbs to friction drag and is non-lethal even at short range. The spike is loaded into the muzzle and held in place with wadding, which could be comprised of seaweed, moss, sponge wool, or even animal fur, so long as it strong enough to keep the spike from falling out but weak enough to not inhibit its propulsion.

The trigger activates an internal mechanism consisting of a spring-loaded hammer, a quartz crystal and gold wiring. The resulting piezoelectric spark ignites the gas and the explosion is focused directly behind the spike, forcing it out through the muzzle at great speed and hopefully into the correct target, thereby causing the target great physical harm. Some of the carbon-dioxide/steam mixture from the explosion is collected and cycled into the fizzle juice container when the mixing crank is turned. This, in addition to occasional exposure to sunlight or other bright light sources, will keep the fizzle juice healthy for months at a time.

Aquabomb: This works much like a fizzlepop, except that it uses a clockwork mechanism to slowly mix all of the fizzle juice and the deep ice together all at once, creating a large amount of explosive oxygen and methane mixture. It uses 3 bottles of fizzle juice and 6 deep ice cubes.

Aquannon: The aquannon is basically an oversized aquabus. It has two gas tanks: one containing methane (pop gas), the other oxygen (aeration gas), which is mixed in small quantities immediately before the shot. It is primarily used to defend ships and fortresses, as it is not very portable and requires constant maintenance. It fires a large, harpoon-like bolt. Fizzlepop versions exist but are less common, as the amount of oxygenmethane (aerated pop gas) mixture contained in the ignition chamber is much higher than in the smaller guns and is contained for several seconds longer than in second generation firearms, thus creating the potential for more devastating misfires and premature detonations due to arcane lightning energy from enemy spellcasters.



New Feats

The following feats are unique to the Indigo Ice campaign setting:

ARCANE CONNECTION (TUPILAQ)

You can channel a bit of your will into your tupilaq, granting it a small sliver of your magical aptitude.

Prerequisites: 7th-level angakkuq

Benefit: You may cast any spell with a target of self on your tupilaq. Additionally, any spell with a range of touch may now be delivered by your tupilaq. The tupilaq may deliver this spell as part of its natural attacks.

AWELESS

You have overcome the effects of magical fear.

Prerequisites: Crystolix, Wis 15.

Benefit: If a spell or spell-like effect causes you to be panicked or frightened, you are instead shaken, which also triggers your Unshakable racial ability (you may re-roll the failed save). You cannot be shaken otherwise by a spell or spell-like effect.

BLOODIED BEAK

You can make attacks using your beak.

Prerequisites: Squawk

Benefit: You gain a natural bite attack that deals 1d3 points of damage.

CRYPTID ANONYMITY

Your talent for stealth has crossed into the realm of the supernatural.

Prerequisites: Ningen, Stealth 5 ranks.

Benefit: By making a Stealth check, DC 20, you can cast invisibility as a spell-like ability up to three times per day.

DASHING SKITH (COMBAT)

Your swirling skith leads you through the battlefield.

Prerequisite: Sorsalsel Style, Disorienting Skith, Acrobatics 8 ranks

Benefit: While wielding a skith, you ignore difficult terrain when you charge, run, or withdraw. In addition, when charging with a skith, a hit allows you to roll the skith's damage dice twice and add the results together before adding modifiers (such as from Strength) or extra dice (such as precisionbased damage or dice from weapon abilities). The

extra damage dice are not multiplied on a successful critical hit.

DISORIENTING SKITH (COMBAT)

You are a master of disorienting opponents with your skith.

Prerequisites: Sorsalsel Style, Acrobatics 5 ranks. **Benefit:** While using a skith, Whenever you hit an opponent, you gain a +4 bonus on checks made to trip that opponent with this weapon, as long as this combat maneuver is your next attack by the end of your turn. You do not provoke an attack of opportunity from the target of the maneuver. In addition, When you score a critical hit against an opponent while using a skith, that opponent is also knocked disoriented (or prone, if on land).

Special: Taking this feat allows you to qualify for the Whirlwind Attack feat even if you do not meet that feat's prerequisites. If you do not meet that feat's prerequisites, you can only use Whirlwind Attack while attacking with a skith.

DURABLE TUPILAQ (TUPILAQ)

Your tupilaq is more resistant to damage than most.

Prerequisites: Tupilaq class feature

Benefit: Your tupilaq increases its starting damage reduction by 2 every time this feat is taken.

EARTHEN TUPILAQ (TUPILAQ)

You can mix stone and metal with your tupilaq granting it strength and enhanced fortitude.

Prerequisite: +12 Craft skill bonus, tupilaq class feature

Benefit: You know how to work earthen materials into your tupilaq. Each time you choose this feat, grant your tupilaq a +4 bonus to natural armor or a +2 strength bonus.

EXPANDED SENSES

Your ultrasonic senses have expanded in range.

Prerequisites: Ningen, Perception 3 ranks.

Benefit: The range of your water sense ability increases by 10 feet.

Special: You can gain this feat multiple times, each time extending the range of your water sense ability by 10 feet, to a maximum of 60 feet.

FISTS OF ICE

Your unarmed attacks can inflict cold damage. Prerequisite: Ice Elf

Benefit: You may (at your discretion) deal an additional 1d4 cold damage on a successful unarmed melee attack. This ability only works with bare fists.

TABLE 4-3: AQUATIC FEATS OF ISINBLARE

Feat	Prerequisites	Benefits			
Arcane Connection	7th-level angakkuq	Self spells can affect a tupilaq/touch spells can be cast			
		through it			
Aweless	Crystolix, wis 15.	Overcome the effects of magical fear			
Bloodied Beak	Squawk	Make attacks using your beak			
Cryptid Anonymity	Ningen, Stealth 5 ranks.	Gain the spell-like ability to become invisible			
Durable Tupilaq	Tupilaq class feature	Increase a tupilaq's DR +2			
Earthen Tupilaq	+12 Craft skill bonus, tupilaq class feature	Add stone or metal to your tupilaq			
Expanded Senses	Ningen, Perception 3 ranks.	Expand the range of your water sense			
Fists of Ice	Ice elf	Unarmed attacks can inflict additional cold damage			
Freezing Weapons ¹	Ice elf	Channel cold damage through your weapon			
Frigid Aura ¹	Freezing Weapons, character level 7th, ice elf	Radiate damaging cold energy			
Icy Berserker	Ability to rage	Rage and become infused with cold energy			
Icy Grasp	Ice elf	Deal extra cold damage while grappling			
Kul's Intuition	Agloolik, 3 ranks in Disable Device	Get a second chance to disable a device			
Midwinter Hide	Thanor	Get cold resistance and +1 natural armor			
Piercing Cold	None (metamagic feat)	Your cold spells can damage those resistant to cold			
Redundant Process	Agloolik, Craft (any) 5 ranks.	Roll twice for craft checks			
Rime Rouser	Augment Summoning, Spell Focus	Summon creatures imbued with cold energy			
	(conjuration).				
Selling Ice in Isinblare	Crystolix, wis 15.	Gain bonuses to appraise and diplomacy			
Sorsalsel Style ¹	Acrobatics 1 rank, proficiency with a skith, squawk	Use acrobatics to hit missed opponents			
Disorienting Skith ¹	Sorsalsel Style, Acrobatics 5 ranks.	Disorient opponents with your skith			
Dashing Skith ¹	Sorsalsel Style, Disorienting Skith, Acrobatics 8 ranks	Gain enhanced charging ability			
Tupilaq Mastery	Ability to cast 3rd level spells, tupilaq class	Allows the combination of another tupilaq material			
	feature				
True Prophet	Ability to cast 3rd level spells, Spirits' Whisper class feature	Greatly enhance your divination spells			
Tearing Tusks	Thanor	Inflict terrible wounds with your tusks			

¹This is a combat feat for those that qualify for it and can be selected as a fighter bonus feat.

FREEZING WEAPONS (COMBAT)

Supernatural cold stirs within your body and the weapons that you wield.

Prerequisites: Ice Elf

Benefit: As a swift action, you can make up to two held manufactured metallic or ever-ice weapons become super-cooled for 1 round, dealing 1d3 additional points of cold damage with a successful hit. This does not stack with other effects that add cold damage to weapons, such as the freezing weapon special ability. When you are grappling, you deal this damage to your grappling opponent on your turn.

FRIGID AURA (COMBAT)

A blizzard rages inside you, causing your body to radiate intense cold.

Prerequisites: Freezing Weapons, character level 7th, Ice Elf.

Benefit: When you use the Freezing Weapons feat, on your turn as a free action, you may create an aura of cold that lasts for 1 round. This aura deals 1d6 points of cold damage to any creature that begins its turn adjacent to you.

ICY BERSERKER

When you enter your barbarian rage, your body becomes infused with cold energy.

Prerequisite: Ability to rage.

Benefit: As long as you are under the effects of a barbarian rage, you gain the cold subtype. You gain immunity to cold but have vulnerability to steam.

ICY GRASP

You deal extra cold damage while lightly armored and grappling.

Prerequisite: Ice Elf

Benefit: If you are wearing light or no armor, you deal an extra 1d6 cold damage on a successful grapple attack to deal damage.

KUL'S INTUITION

You get a second chance to disable a device.

Prerequisite: Agloolik, 3 ranks in Disable Device.

Benefit: If you fail a Disable Device check to disable a trap or open a lock, you may immediately reroll and use the second result instead. This effect is used as an immediate action after the first check is attempted but before the results are revealed by the GM.

MIDWINTER HIDE

Your hide has grown particularly thick and insulated.

Prerequisites: Thanor

Benefit: You gain an additional +1 natural armor bonus and cold resistance 5.

PIERCING COLD [METAMAGIC]

Your cold spells are so cold that they can damage creatures normally resistant or immune to cold.

Benefit: You can only apply this metamagic feat to spells with the cold descriptor. Piercing cold spells completely ignore any resistance to cold a creature possesses. They are still entitled to whatever other defenses the attack allows (such as saving throws and spell resistance). Creatures normally immune to cold can be damaged by piercing cold spells as well. Piercing cold spells deal half damage to these creatures (or one-quarter on a successful saving throw).

Special: Piercing cold allows spells with the [Ice] descriptor to create ice at any depth.

REDUNDANT PROCESS

Your scrupulous designs seldom fail.

Prerequisites: Agloolik, Craft (any) 5 ranks.

Benefit: Whenever you make Craft check to create something, you can roll two dice and take the higher result.

RIME ROUSER

Creatures you summon are imbued with cold energy and have the cold subtype.

Prerequisite: Augment Summoning, Spell Focus (conjuration).

Benefit: When you summon a creature or creatures using any summon spell, you can opt to summon a version of the creature from the paraelemental plane of ice. If you do so, the summoned creature gains the cold subtype and its natural attacks deal an additional 1d6 points of cold damage. Creatures with the fire or steam subtype can never be enhanced with the cold subtype in this manner.

SELLING ICE IN ISINBLARE

You have an instinctual knack for business dealings. **Prerequisites:** Crystolix, Wis 15.

Benefit: You may add your Wisdom modifier as a competency bonus to Appraise and Diplomacy skill checks.

SORSALSEL STYLE (COMBAT)

You have been trained in the traditional fighting style of your people.

Prerequisites: Acrobatics 1 rank, Proficiency with a skith, Squawk

Benefit: You can charge through squares that contain allies while wielding a skith. Furthermore, once per round, if you miss an opponent with your skith, you may make an Acrobatics skill check with the DC equal to the missed opponent's AC. If successful, the miss is instead considered to be a hit and damage is dealt normally.

TEARING TUSKS

You are capable of inflicting terrible wounds with your tusks.

Prerequisites: Thanor

Benefit: Double the critical threat range of your tusks. Furthermore, when you confirm a critical hit with your bite attack, you also deal 1 point of bleed damage.

Special: The bleed effect from this feat stacks with that of the Bleeding Critical feat and similar effects, adding 1 point to your bleed damage.

TUPILAQ MASTERY (TUPILAQ)

Flesh, frost and flora are all one and the same to you. Why limit your ability to graft spirits to the world by selecting a single medium?

Prerequisite: Ability to cast 3rd level spells, tupilaq class feature

Benefit: Upon selecting this feat you may select one other prime material (flesh, frost, or flora) to work with for your tupilaq. This grants access to material-dependent imbuements. When you select this feat, choose one enhanced imbuement specific to your new material.

You may select this feat a total of two times. Doing so would allow you to use all three prime materials in your tupilaq.

TRUE PROPHET

When you call upon the spirits, they don't simply answer, they sing revelations in chorus.

Prerequisite: Ability to cast 3rd level spells, spirits' whisper class feature

Benefit: When casting any spell from the divination school, double the range and duration of the spell. Additionally, if applicable double the effect of the spell. For example, *commune* allows you one answer per caster level. Those with this feat would get two answers per caster level.

Spells

This section contains new spells common to the realm of Isinblare.

Indigo Ice Spell Lists

Below are two spell lists that cannot be found in the Cerulean Seas corebook, the angakkuq and the aquatic magus.

Spells with no superscript notation can be found in the PATHFINDER ROLEPLAYING GAME core rulebook.

- ¹These spells are detailed in this chapter.
- ² These spells are detailed in ULTIMATE MAGIC.
- ³These spells are detailed in ULTIMATE COMBAT.
- ⁴ These spells are detailed in the ADVANCED PLAYER'S GUIDE.
- ⁵ These spells are detailed in the CERULEAN SEAS CAMPAIGN SETTING core rulebook.

Angakkuq Spells

Complete Angakkuq Spell List

- **0-Level Angakkuq Spells** create air⁵, detect magic, detect poison, guidance, know direction, light, mending, purify food and drink, read magic, resistance, virtue.
- 1st-Level Angakkuq Spells— cause fear, chill touch, comprehend language, deadeye's lore³, detect aberration⁴, detect animals or plant, detect secret doors, detect snares and pits, detect undead, endure elements, faerie fire, frost¹, frostbite², identify, ink⁵, interrogation², keen senses, longstrider, magic fang, pass without trace, ray of enfeeblement, ray of sickening², see alignment³, speak with animals, true strike, untether spirit¹.
- 2nd-Level Angakkuq Spells blindness/deafness, chill metal, command undead, communal endure elements³, detect thoughts, eye of the osprey⁵, false life, frost fall³, ghoul touch, locate object, murk⁵, resist energy, scare, see invisibility, spectral hand, spider climb, undertow⁵, unshakeable chill², warp wood, wood shape.
- 3rd-Level Angakkuq Spells aquatic contagion⁵, arcane sight, clairaudience/ clairvoyance, communal resist energy, communal share language³, communal spider climb³, gentle repose, greater magic fang, mass thaw¹, halt undead, poison, protection from energy, ray of exhaustion, seek thoughts⁴, tongues, vampiric touch.
- 4th-Level Angakkuq Spells animate dead, arcane eye, bestow curse, communal protection from energy³, communal tongues³, detect scrying, dispel magic, enervation, fear, frazil ice⁵, freedom of movement, greater false life², locate creature, renascence⁵, rusting grasp, scrying, strong jaw⁴.
- 5th-Level Angakkuq Spells analyze dweomer, atonement, awaken, baleful polymorph, blight, break enchantment, commune with nature, contact other plane, death ward, greater aquatic contagion¹, legend lore, magic jar, prying eyes, rest eternal⁴, symbol of pain, true seeing, waves of fatigue.
- 6th-Level Angakkuq Spells circle of death, create undead, eyebite, find the path, finger of death, greater arcane sight, greater scrying, ironwood, major curse, rancid tide¹, symbol of fear, symbol of weakness, undeath to death, vision.

New and Altered Angakkuq Spells

1ST-LEVEL ANGAKKUQ SPELL

Frost: Alter your opponents' equipment so that it continuously frosts up.

Untether Spirit: Vacate the spirit of any tupilaq whose Hit Die is less than or equal to your level.

5TH-LEVEL ANGAKKUQ SPELL

Aquatic Contagion, Greater: This spell functions as *aquatic contagion*, except the victim cannot overcome without magic.

6TH-LEVEL ANGAKKUQ SPELL

Rancid Tide: Murk infects creatures like aquatic contagion.

Aquatic Magus Spells

Complete Aquatic Magus Spell List

- **0-Level Aquatic Magus Spells** acid splash, arcane mark, dancing lights, daze, detect magic, disrupt undead, electrify⁵, flare, ghost sound, ice-water jet⁵, light, mage hand, open/close, prestidigitation, read magic.
- 1st-Level Aquatic Magus Spells— adjuring step³, boiling hands⁵, chill touch, color spray, corrosive touch, enlarge person, flare burst⁴, floating disk, frost¹, frostbite², hydraulic push⁴, illusion of calm³, ink⁵, jump, jury-rig³, lock gaze³, longshot³, magic missile, magic weapon, mirror strike³, negative reaction³, neutralize buoyancy⁵, ray of enfeeblement, reduce person, reinforce armaments³, returning weapon³, shield, shock shield³, shocking grasp, silent image, slippery ice⁵, steed⁵, stone fist⁴, swift retreat⁵, true strike, unerring weapon³, unseen servant, vanish⁴, warding weapon³.
- 2nd-Level Aquatic Magus Spells— ablative barrier³, acid arrow, alter self, aquatechnics⁵, beastly bearing¹, bestow weapon proficiency³, blood transcription², blur, boiling bubble⁵, boiling gaze⁵, boiling jet⁵, brow gasher³, communal reinforce armaments³, communal returning weapon³, communal steed¹, crocodile's endurance⁵, darkness, defensive shock², dolphin's grace⁵, effortless armor³, elemental touch⁴, encapsulate¹, frigid touch², glitterdust, invisibility, levitate, minor image, mirror image, murk⁵, net⁵, pilfering hand³, reloading hands³, shark's strength⁵, shatter, spider climb, steam breath⁵, stone call⁴, tactical acumen³, telekinetic assembly³, twisted space³, undertow⁵.
- 3rd-Level Aquatic Magus Spells— aqueous form⁵, aqueous orb⁴, arcane sight, beast shape I, blink, burst of speed³, cloak of waves⁵, daylight, dispel magic, displacement, easy breathing⁵, electric arrow⁵, electrical surge⁵, elemental aura⁴, fly, force hook charge², force punch², greater beastly bearing¹, greater magic weapon, haste, hydraulic torrent⁴, keen edge, locate weakness³, mageboil⁵, mage thaw¹, major image, monstrous physique I², phantom mount⁵, ray of exhaustion, school of sardines⁵, slow, swamp water⁵, undead anatomy I², vampiric touch, versatile weapon⁴, water wall⁵.
- 4th-Level Aquatic Magus Spells— arcana theft², beast shape II, black tentacles, boiling shield⁵, detonate⁴, dimension door, elemental body I, frazil ice⁵, greater invisibility, icy tomb¹, mass enlarge person, mass reduce person, monstrous physique II², pellet blast³, phantasmal killer, quagmire⁵, river at sea⁵, scathing eels⁵, shout, song dragon's breath⁵, stoneskin, vermin shape I², volcanic vent⁵, wall of ice, wall of sound², wall of steam⁵, wreath of blades³.
- 5th-Level Aquatic Magus Spells— acidic spray², baleful polymorph, beast shape III, cone of ice⁵, corrosive consumption², elemental body II, geyser⁴, interposing hand, monstrous physique III², murkill⁵, overland flight, steaming eel⁵, symbol of striking³, telekinesis, teleport, undead anatomy II², vermin shape II², wall of force, wall of stone.
- 6th-Level Aquatic Magus Spells— acid murk⁵, beast shape IV, boiling light⁵, disintegrate, electrical cascade⁵, elemental body III, flesh to stone, forceful hand, form of the song dragon I⁵, greater dispel magic, hot spring⁵, icy sphere⁵, mass crocodile's endurance⁵, mass dolphin's grace⁵, mass shark's strength⁵, mislead, monstrous physique IV², stone to flesh, transformation, true seeing, undead anatomy III², walk through space³, wall of iron.

New and Altered Magus Spells

1ST-LEVEL AQUATIC MAGUS SPELLS

Frost: Alter your opponents' equipment so that it continuously frosts up.

2ND-LEVEL AQUATIC MAGUS SPELLS

Beastly Bearing: You gain some of the beneficial qualities of an animal.

Encapsulate: Trap your enemies in a sphere of ice.

Steed, Communal: As *steed* but you may divide the duration among creatures touched.

3RD-LEVEL AQUATIC MAGUS SPELLS

Beastly Bearing, Greater: As beastly bearing but you gain two animal qualities.

Mage Thaw: Thaw a large area of ice and do damage to ice elementals or constructs.

4TH-LEVEL AQUATIC MAGUS SPELLS

Icy Tomb: Entomb an enemy in solid ice.

Undersea Spells of Isinblare

The following powers are presented in alphabetical order. These spells do not function outside of water and their effects do not extend beyond the water's surface.

[Ice] Descriptor: Spells with this designator are also considered to have the [cold] descriptor. This magic often creates ice but will not have this effect at depths greater than 300 feet unless they are augmented through the Piercing Cold feat. Spells from the CERULEAN SEAS CAMPAIGN SETTING sourcebook that can be considered to have this descriptor are *cone of ice, frazil ice, glacial current, ice-water jet* and *icy sphere*. Spells that magically conjure ice usually do not have this descriptor, as the ice from this magic is called in from elsewhere rather than created from nearby seawater.

AQUATIC CONTAGION, GREATER

School necromancy [disease, evil]; Level angakkuq 5, cleric 5,

sorcerer/wizard 6, witch 5 **Casting Time** 1 standard action

Components V, S Range close (25 ft. + 5 ft./2 levels) Target one living creature

Duration instantaneous

Saving Throw Fortitude negates; Spell Resistance yes

This spell functions as aquatic contagion (CERULEAN SEAS CAMPAIGN SETTING), except the victim cannot overcome the disease without magic—making the required number of saves does not cure it. The DC to remove the disease with magic is equal to the save DC + 5.

BEASTLY BEARING

School transmutation (polymorph); Level alchemist 2, magus 2, kahuna 2, sorcerer/wizard 2
Casting Time 1 standard action
Components V, S, M/DF (a part of the animal))
Range personal
Target you
Duration 1 min./level (D)
Saving Throw none; Spell Resistance yes (harmless)
You gain some of the beneficial qualities of an animal. Your base form is largely unchanged and your size is unaltered but some of your body parts are altered. Armor or gear you are wearing adjusts to your new shape for the duration of the spell. When you cast beastly bearing, choose one of the following animals to gain the associated benefits.

You can only have one beastly bearing or greater beastly bearing spell active on you at a time.

- Dolphin: Your lower half becomes like that of an agile dolphin. You gain a +4 competence bonus on Acrobatics checks and you always jump as if you had a running start.
- *Lobster*: Your arms and hands become large and pincer-like, like the chilepeds of a lobster. Your unarmed damage die type increases by one step and you gain a +4 competence bonus on combat maneuver checks when making the grapple or reposition combat maneuver.
- *Octopus:* Your limbs become extremely dexterous and flexible and your skin (or other natural hide) becomes inundated with chromatophores. You gain a +2 competence bonus on Disable Device, Sleight of Hand and Stealth checks.
- *Seal*: This form is mostly for non-amphibious aquatic races. Your lower half becomes seal-like and you gain the ability to breathe air, allowing you to move on land with ease. You gain a land speed equal to half your swim speed.
- *Shark:* You gain the lower half of a powerful shark. You gain an enhancement bonus of +20 feet to your base swim speed.
- Squid: Your hands and arms become flexible and covered in suction cups, like the tentacles of a squid. You gain a +4 competence bonus on Climb checks and you gain a +4 competence bonus on combat maneuver checks when making the grapple maneuver and a +4 competence bonus to your CMD when defending against disarm maneuvers.

Starfish: The front half of your body sprouts thousands of tiny tube feet, like those of a starfish. You gain a climb speed equal to half your normal speed and all the benefits of having a natural climb speed.

BEASTLY BEARING, GREATER

School transmutation (polymorph); Level alchemist 3, magus 3, kahuna 3, sorcerer/wizard 4

This spell functions like beastly bearing, except you can either gain two aspects at once or one aspect that adds effects to the aspects that beastly bearing grants, as described below. *Dolphin:* Your base (unmodified) swim speed doubles.

- *Lobster*: You gain a +1 bonus to your natural armor class and a +1 competence bonus on Fortitude saves.
- Octopus: Your competence bonuses on Disable Device, Sleight of Hand and Stealth checks increase to +4.
- *Seal*: Your land speed increases 10 feet and you are considered to be wearing a cold-weather outfit, even while nude.
- *Shark:* Your enhancement bonus to swim speed increases to +30 feet and you gain the benefit of the Run feat.

Squid: You gain a +4 competence bonus on Acrobatics checks.

Starfish: You gain a +4 competence bonus on combat maneuver checks when making the grapple maneuver and cannot be disarmed.

ENCAPSULATE

School evocation [Ice]; Level sorcerer/wizard 2, magus 2 Casting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./level)

Effect 12-ft. diameter sphere

Duration instantaneous

Saving Throw Reflex negates; Spell Resistance no

This spell freezes the water around an area into a 12-foot diameter capsule of ice with walls that are 1-foot thick (thus trapping a 10-foot area of water). Any creature swimming within the area where you first conjured the capsule must make a Reflex saving throw to avoid being entrapped within it and taking 1d6 points of cold damage. If cast in an area containing a creature or object that takes up more squares than the area of effect, the formation of the sphere will be displaced to the nearest open space within the spell's range. If no such space exists, the spell fails. The sphere has a buoyancy of around 175,000 bu., which is modified by the unadjusted buoyancy of the creatures and objects that it contains, though these creatures cannot affect its movement, nor attempt to cancel or decrease the sphere's buoyancy. The sphere could conceivably be dragged or moved by a group of very large or very strong creatures outside of it, or towed like an iceberg.

Ice created through this spell is non-magical and permanent, though can be melted or destroyed like normal ice. Ice has no hardness, though the sphere will not destabilize or crack open until it sustains at least 60 hit points of damage. If a single spot of less than 3 feet in diameter sustains 36 hit points of damage or more, a hole will open in the shell that will not destroy the integrity of the sphere. Makeshift shelters can be created in this way.

FROST

School transmutation [Ice]; Level angakkuq 1, kahuna 1, sorcerer/wizard 1, magus 1

Casting Time 1 standard action

Components V, S, DF

Range close (25 ft. + 5 ft./2 levels)

Target clothing and equipment of one creature per two levels, no two of which can be more than 30 ft. apart

Duration 1 round/level

Saving Throw Will negates (object); Spell Resistance yes (object)

Frost causes a target's cloth equipment to radiate intense cold, thus causing cold damage and freezing the water around the subject. Magical equipment is allowed a saving throw against the spell. An item in a creature's possession uses the creature's saving throw bonus unless its own is higher. Creatures wearing affected equipment take 1d4 points of cold damage per round and become frosted for the duration of the effect.

ICY TOMB

School evocation [Ice]; Level sorcerer/wizard 4, magus 4 Casting Time 1 standard action Components V, S, M (a small chunk of ice) Range medium (100 ft. + 10 ft./level) Target one creature Duration instantaneous Saving Throw Fortitude negates; Spell Resistance yes

This spell evokes cold energy to instantly freeze the water immediately surrounding the victim. The subject, along with all its carried gear, becomes entombed (see chapter 1 for details of this condition) and takes 2d4 hit points of cold damage.

MAGE THAW

School transmutation; Level alchemist 3, magus 3, kahuna 3, sorcerer/wizard 3
Casting Time 1 standard action
Components V, S, M (a handful of salt)
Range long (400 ft. + 40 ft./level)
Area 20-ft.-radius spread

Duration instantaneous

Saving Throw Fortitude negates (object); see text; Spell Resistance yes

This spell instantaneously lowers the freezing point of water in the area of effect, thus melting ice into liquid water. Creatures entombed or frosted in this area, instantly lose these conditions. Constructs and elementals with the cold subtype in the area of effect that miss their save take 1d6 points of damage per level. Ice elves that miss their save take no damage but lose their limited natural armor class (from race) for 1 round. Ever-ice is unaffected by this spell because its melting point has become magically increased. In addition, this spell only affects frozen water. Deep Ice (hydromethane) and other frozen or ice-like materials are unaffected.

RANCID TIDE

School necromancy [disease, evil]; Level angakkuq 6, cleric 6, kahuna 6, sorcerer/wizard 7, witch 6

Casting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./level) Effect murk spreads in 20-ft. radius, 20 ft. high Duration 1 minute/level and instantaneous (see text) Saving Throw Fortitude negates; Spell Resistance no

You create a foul-smelling gray murk, similar to a *murk* spell, that occasionally sparkles with moats of sickly green light. Creatures in the area must save or contract one of the following diseases: blinding sickness, cackle fever, demon fever, devil chills, filth fever, ick*, sea rot*, mindfire, slimy doom, tape worm*, or white spot* (the disease is chosen by you when you cast the spell and applies to all creatures that fail the save). The disease is contracted immediately (the onset period does not apply) and is an instantaneous effect. Use the disease's listed frequency to determine further effects but the disease's save DC increases by +2. For more information on the diseases marked with an asterisk, see Chapter 1 of the CERULEAN SEAS CAMPAIGN SETTING sourcebook. For all other disease effects, refer to the PATHFINDER ROLEPLAYING CORE RULEBOOK.

Unlike *murk*, the rancid tide moves away from you at 10 feet per round, clinging to 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 slightly buoyant, it floats towards the surface of the water, even pouring up through cracks in the ice. The murk cannot penetrate the surface of the water, nor can it be cast on dry land.

STEED, COMMUNAL

Level magus 2, sorcerer/wizard 2, summoner 2, witch 2 Effect up to six steeds

This spell functions like *steed* (CERULEAN SEAS CAMPAIGN SETTING), except you can summon up to six reef horses or a sea ponies and you divide the duration in 2-hour increments among the steeds summoned.

UNTETHER SPIRIT

Level angakkuq 1
Casting Time 1 standard action
Components V, S
Range touch
Target one tupilaq whose Hit Die is less than or equal to the caster's level
Duration instantaneous
Saving Throw Will negates; Spell Resistance yes
If a tupilaq fails the save, its life-force is expelled and it is
considered slain. No damage is done to the tupilaq's vessel and it can be reused.

Ancient Crystal

Isinblare is comparatively rich with ancient crystal artifacts. The properties of these are listed below.

Raw Crystal

Most ancient crystal in Isinblare is in the form of raw crystal. This material is actually the shattered or disassembled remnants of city walls, complex devices and mundane mechanisms grown by a lost culture several millennia ago. The realm of Feldorheim holds the majority of these crystals, while nearly all of the raw crystal in Fiskheim either comes from Feldorheim, or the remnants of the City of Ib which was sacked by squawk forces in ancient times.

Raw crystal comes in a variety of forms but always appears to be made of a transparent crystal without signs of carving or manufacture. Most ancient crystal is colorless, though has been found in nearly every color of the rainbow,

sometimes in multiple colors at once. The most prevalent form is that of a hexagonal spire, 2-3 feet long and 1-12 inches in diameter. Spheres, cogs, bricks and polyhedrons of less than 2 square feet are also frequently encountered. Ancient crystal typically has 8 hit points per inch of thickness and a hardness of 5.

Though non-magical in nature, raw crystal often has amazing qualities that are highly sought after. Table 4-4 summarizes the most common properties and their average frequency.

Raw Crystal Properties

- **Uncanny Resilience:** This crystal has a hardness of 1d10 + 5. If uncanny resilience comes up more than once for the same crystal, add an additional 1d10 + 5 hardness each time.
- Consistent Temperature: This crystal changes the temperature in the 5-foot square that it occupies. At discovery, roll d% and subtract 50° F. Temperature is consistently altered this amount by this crystal, sometimes melting or creating ice around it. If consistent temperature comes up more than once for the same crystal, the field's radius increases by 5 feet each time. Crystals with this property in combination with eerie luminance are known to affect unborn fetuses and eggs by giving them horrible mutations.
 Eerie Luminance: This crystal glows with dim light, like that of a candle. If eerie luminance comes

up more than once for the same crystal, increase the light shed by one step.

TABLE 4-4: RAW CRYSTAL PROPERTIESFrequency(d%)Property

i requeriej (u /o)	Tiopenty
01-40	Uncanny Resilience
41-60	Odd Buoyancy
61-75	Consistent Temperature
76-90	Eerie Luminance
91-95	Null field
96+	Roll again 1d3 times*

*The crystal's cost doubles each time more than one property is rolled.

- **Odd Buoyancy:** The crystal either has 1000 bu. (50%) or -1000 bu. (50%), regardless of its size. If odd buoyancy comes up more than once, add buoyancies together (potentially creating a crystal with 0 buoyancy).
- **Null field:** This material generates an *antimagic field* (as per the spell of the same name) and a *null psionic field* (as per the power of the same name) in the 5-foot square that it occupies. If null field comes up more than once for the same, the

field's radius increases by 5 feet each time. The null field property quadruples the crystal's

price each time it is rolled. Crystals with this property are often larger, at least 3 feet long on one side.

Crystal Mirrors

There are hundreds of crystal mirrors in Fiskheim, each with a twin in Feldorheim. Every crystal mirror has the same dimensions and properties. They are always hexagonal prisms, approximately 5 feet in diameter and 3 feet thick. One of the hexagonal sides is highly

reflective, though if viewed through the reverse side, or any of its edges, the crystal appears colorless and transparent. In addition to its teleportive qualities, a crystal mirror also has a hardness of 20, 300 hit points, a buoyancy of -30,000 bu. and generates a null field (as described above) in a 10-foot radius. If one crystal is destroyed, its twin in Fiskheim is also destroyed.

The reflective side of a crystal mirror can be effortlessly passed through like an open doorway which instantaneously leads to the reflective side on its corresponding twin. If two or more crystal mirrors in Fiskheim are lined up next to each other in the same configuration that their twins are in Feldorheim, larger portals can be created. Regardless of the size of the portal created, one crystal mirror cannot pass through another crystal mirror by any known means.

Each mirror is said to be worth over a million gold pieces, though most of them are currently owned by cities and other large organizations. Newly discovered mirrors are extremely rare.



Isinblarean Magic Items

A few magic items for use with an underwater adventure setting are detailed below:

NEW MAGIC WEAPON PROPERTY

Frostburn: Upon command, a frostburn weapon glows with pale-blue fire that continues to burn, even in the deepest abyss. Once activated, the weapon does cold damage instead of its base damage type (piercing, slashing, or bludgeoning). In addition, frostburn damage does not heal naturally and may only be healed magically with a successful DC 25 caster level check as long as the victim remains in cold or colder temperatures. If the victim reaches an area of moderate or warmer temperature, his frostburn damage becomes normal damage that can then be healed naturally or magically in the usual manner. Spells such as control temperature become invaluable when encountering weapons that can deal frostburn damage.

Moderate transmutation; CL 10th; Craft Magic Arms and Armor, *frostbite* and *chill metal*; Price +1 bonus.

CENTACEPH PISTOL

Aura faint evocation; CL 5th Slot none; Price 20,300 gp; Buoy.: -7 bu.

DESCRIPTION

A centaceph is a second-generation aquabus pistol which has been retrofitted and enchanted to function as a +1 fizzlepop pistol. A centaceph frequently features a squid or nautilus motif. This weapon loads like an advanced firearm since it only requires spikes for ammunition. The explosive charge comes from a mageboil spell that is stored in its tank. A centaceph pistol can be shot 100 times before requiring another mageboil spell (cast at any level) to fuel it. Optionally, the remaining charge can be spent all-at-once, causing a successful hit to deal an additional point of steam damage for every 10 shots left in the tank. A gauge located near the top of the pistol indicates how many shots it has left before requiring another *mageboil* spell.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *mageboil*; **Cost** 10,800 gp

HEART OF ICE

Aura strong transmutation; CL 15th Slot none; Price 140,000 gp; buoyancy 0 bu.

DESCRIPTION

The heart of ice appears to be fist-sized luminescent heart frozen in ever-ice. It is extremely cold to the touch, causing 1d4 hit points of cold damage per round of skin contact. Because of this, it is often set in an amulet designed to disperse this cold energy. On command, a heart of ice can be used to produce the following effects:

- Ice-water jet (at will)
- Frost (1/hour)
- Encapsulate, Frazil ice and Icy tomb (3/day)
- Icy sphere and Glacial current (1/day)

When skin contact is made with the item, these effects gain the benefits of the Piercing Cold feat.

CONSTRUCTION

Requirements Craft Wondrous Item, *cone of ice, encapsulate, frazil ice, frost, glacial current, ice-water jet, icy sphere and icy tomb.*; Cost 70,000 gp

SKITH OF SKATING

Aura strong transmutation; **CL** 12th **Slot** none; **Price** 20,715 gp; **buoyancy** 8 bu.

DESCRIPTION

The skith of skating is a Small-sized +1 keen frost skith, often featuring the feet of a native animal as part of its skith to speed $\times 6$, rather skate with, the user's base than the base speed $\times 4$.

Once per day, on a successful hit with this weapon, the victim may frost can be activated as a scoring a successful hit.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *swift retreat*, *frost*, *cone of ice*; **Cost** 10,515 gp.

6

Chapter 5:



Indigo Ice Setting

The Indigo Ice Setting

This chapter is dedicated to filling in some of the gaps for this marvelous world under the ice. Game Masters and players alike should view this chapter as merely guidelines for an under-ice campaign world and feel free to adapt, omit, or elaborate on any details they see fit. The general tone of the Indigo Ice campaign setting is one of conflict and extremes. Technology, nature and culture persist only in a heterogeneous mass of polar opposites.

The history of this region reads more like a litany of war and strife than a catalogue of major occasions. Even world-shattering events such as the Great Flood are but a mere foot-note to the conflict they caused. In essence, this setting was designed to be an extremely hostile and challenging world to base a campaign in, a dangerous and remote region for characters from other regions to visit and a source for perilous elements of a polar climate that could be introduced to other campaign universes.

INDIGO ICE used a variety of real-world sources combined with a healthy dose of pure fiction in its design. While you will find references to concepts relating to Inuit, Celtic, Nordic, Icelandic and other cultures, the notions here-in are not intended to accurately represent these cultures or their beliefs. They were simply used as inspiration to create a new and unique world. However, as much of the standard fantasy settings are loosely based on primarily European myths and legends, the incorporation of Inuit and other Native American folklores has created a fresh and unique campaign setting.

The information of this chapter is by no means complete. The Gamemaster should feel completely free to incorporate his own ideas and inventions. In addition, INDIGO ICE focuses on one small section of a very large world. These polar races could possibly exist anywhere one would find cold climates, from the frozen outer-planes to icy and remote worlds and beyond. These new realms could even harbor new cold-based races or classes, yet to be discovered.

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 or Indigo Ice campaign setting as it is, the following information applies to each race.

One common feature of all of the races of Isinblare is that previous to the rediscovery of the crystal mirrors that unite Fiskheim and Feldorheim, the two realms and their inhabitants had no interaction with each other. This created two separate ecosystems that evolved separately from each other. While these origins are of little consequence in modern Isinblare, they do serve as key to understanding the historical makeup of each race.

Aglooliks

The aglooliks have perhaps the longest history in Isinblare, though much of it has been lost or pieced together through archeological evidence. It began several thousand years ago. During this time, they were a simple race of feykith that dwelled in the frozen regions of Feldorheim. In this age, the polar craters that are now covered in sea ice were filled with extremely briny water and isolated by land. This increased salinity and seclusion from the sea allowed the water to remain open and clear during the bright summer months, despite frigid temperatures.

Aglooliks of this time period were known to be benevolent, aiding other races, especially human fisherman who dared venture into their frozen wastes. At the time, their inventions were still ingenious, though much less sophisticated than they are today.

Nevertheless agloolik ingenuity caught the eye of an advanced culture of humans known commonly as the "Shining Folk" for their propensity to craft much of their wares from brilliant crystal. The Shining Folk had chosen the great brine lake of Feldorheim as the sight of their new Ciry of Ib, both for its remoteness and its low temperature which helped allay some of the extreme heat produced during their crystal growing process. The Shining Folk were highly protective of their crystal technology which they used to construct the entire city. The Shining Folk viewed the agloolik as the perfect servant race and took advantage of their accommodating nature. In turn, the aglooliks quickly learned much of the invading race's science and technology with the exception of the secrets of crystal alchemy. After over a century of servitude, the agloolik became formidable in their own right.

A small rebel band formed led by a charismatic agloolik by the name of Kul. Kul led several small, guerilla-style assaults against the city of Ib and used the Shining Folk's technology against them. The Ibeans became plagued with malfunctioning devices and explosive catastrophes. After a few more decades, most of the agloolik population became loyal to Kul and the revolt.

Unable to eliminate the Kul threat outright, the Ibeans came up with an ingenious plan; they would move the entire city to a safe location. As part of this plan, they constructed nearly one million crystal mirror pairs, enough to cover an area of roughly onehalf mile in diameter and encompass the heart of the city of Ib. As part of a spectacular ruse, they crafted an elaborate scenario in which they activated the city's self-destruct sequence and it sunk beneath the waves amidst a fiery explosion. Unbeknownst to the Kul loyalists, the explosion was merely pyrotechnics and the city's submergence led it through the crystal mirrors, traversing the very center of the world, safely into the realm of Fiskheim. The Ibeans and those agloolik still loyal to them, quickly flipped over the crystal mirror tiles, thus sealing the doorway between the realms. The Kul loyalists, who later degenerated into a feared and hated race known as the kul, assumed victory.

For nearly seven years the Ibeans knew peace and prosperity in their new home. Unfortunately this did not persist. Though the crater lake of Fiskheim was relatively uninhabited, it was also a traditional and sacred site of the squawks. Once every decade during the dead of winter, the squawks ventured into the most cold and inhospitable region of Fiskheim, during the most unforgiving months, to test the limits of their endurance and to settle internal conflict in tournament style combat.

However, when squawks discovered these new invaders, in what they considered to be their rightful territory, they saw it as an even greater challenge.

They incorporated the siege of Ib into the games, awarding medals for the most

successful charges. In less than forty nights, Ib was dismantled and the Shining Folk were slaughtered. A few aglooliks, who were better suited and more easily concealed in the frozen wastes, survived.

The descendants of these survivors slowly carved out a niche, applying their knowledge of technology to the needs of the races of the realm. It was a difficult time nevertheless and a dark age for the aglooliks in general. They eventually emerged as a successful though very passive race of Fiskheim.

When Fiskheim and Feldorheim were reunited five centuries ago, the agloolik and the kul were initially bitter rivals. Though millennia cooled and even erased their ancient disputes, the bifurcated bloodlines still had vastly opposing philosophies. It took centuries of war and conflict to alleviate this. Strangely, the Great Flood did much to quench the tension. Invading refugees provided a common threat to both kul and agloolik. By the time the last invader from the realm of Thaw was dispatched, the aglooliks had become reunified.

Many consider the reconciled agloolik to be a much more successful culture than the preceding agloolik cultures. The new aglooliks are capable of creating devastating weapons and have become a great force in the realm without necessarily becoming a species consumed with destruction or conquest. FAMOUS NPC OF THIS RACE

Nakawist: Nakawist has been credited with the invention of the Fizzlepop firearms, though in truth he was one of several aglooliks who provided input in its design. Reverence for his intellect, however, is not unwarranted. His theories and inventions are considered cutting-edge and quickly become the agloolik standard for concept and design. His advancing age has not deterred from his genius, though he has become increasingly obsessed with unraveling the secrets of crystal alchemy.

As a result of his many successful theories and inventions, Nakawist has amassed considerable wealth and resources. He currently resides in a large ice castle at the heart of the agloolik city of Thagawatt. Nakawist is also one of the few private individuals to own his own crystal mirror, which is linked to a secret location in Feldorheim, where he will sometimes retreat to study or to escape the long winter darkness. He is known to trade well for ancient crystal, especially those specimens with unique power.

Crystolix

It seems the diplomacy of the crystolix is as much a part of legend as it is of their modern reputation. In the days before the crystal mirrors, they were renowned as the great merchants of Fiskheim. It was the crystolix who equipped both sides of the squawk-hydrurgan wars with sea-elven and seafolk weaponry. The crystolix were also responsible for investing in the piscean slave refugees and leading them to valuable deposits of ore and gems. They helped procure animals for the ice elves and even played a part in resurrecting the Kairuku which are now widely used as squawk mounts.

After the discovery of the crystal mirrors, the crystolix continued their trade with the new races. Thanors and selkies soon found crystolix to be invaluable allies and ningen mercenaries were thankful to have representation in the new realm. Eventually, the crystolix played a role in disseminating the crystal mirrors themselves–stealing, smuggling and selling them to highest bidder. The propagation of the mirrors to the four corners of Isinblare was due to the crystolix and their hunger for profit.

Currently, the most sought after commodities are aglootech and ice elf beasts. It is no surprise that the crystolix have the market cornered on both. Every race in Isinblare owes them a debt for something and this procures much security for the crystolix people.

FAMOUS NPC OF THIS RACE

Smiles the Jeweler: Smiles is perhaps the most famous of the crystolix, though he began his career as a simple rogue. It was pure luck that he happened upon a seafolk caravan as it was being raided by ningen mercenaries. A few gemstones that he quickly pilfered from a damaged ship in the caravan and his winning charisma convinced the ningens to change sides. The seafolk, who had no idea that Smiles used their gemstones to help strike the bargain, rewarded him with a share of their precious cargo. Two decades later, Smiles is a wealthy gem merchant and an influential figure among the seafolk and the ningen. His mercenary army, known as the "Shining Teeth," is perhaps one of the most dangerous non-aligned forces in the realm. For the right price, Smiles could likely procure anything one's heart may desire.

Elves, Ice

Like the crystolix, the ice elves originated in the icy seas of Fiskheim. Their ancestors, comparable to many feykith, were conservationists of the realm. In ancient times, the majority of the ice elves (known then as the Qulari) were powerful kahunas who helped to maintain the balance of nature and appease its many animal spirits. The ice elves of these times would never condone the subversion of nature that is now common to their modern kin.

The ice elven shift in philosophy was subtle and insidious at first. It began soon after the rediscovery of the crystal mirrors and cemented during the time of the flood. Before this, while they were known to bring back species that had gone extinct, the ice elves did not modify a creature's form. This changed with the nanoqaluk bear; a polar bear spliced with a fish. The new animal could easily survive and even flourish in a post-flood world.

More creatures followed and with the help of the crystolix, what began as a desperate measure to save species from mass extinction, quickly became a means towards wealth and power. Before long, the ice elves commanded throngs of modified and enhanced beasts. After a few centuries, the ice elves transformed from a peaceful and reclusive race of nature lovers to an influential force that could conquer both nature and nation.

While the new ice elves have little regard for nature's design, they still retain much of the vestiges of the ancestral views. Ice elves would never condone the suffering of animals and they always demand that their creatures be treated with utmost respect. Ice elves will not deal with those who mistreat, restrain or cage any animals. Likewise, they will still make great efforts to preserve the natural creatures of their territories, slaying their own creations if necessary.

FAMOUS NPC OF THIS RACE

Fevera Delmar: Many consider Fevera Delmar to be a rogue vigilante amongst her own people. Never-the-less, many revere her name. She is said to roam the seas in the company of an immense orcoth; an ice elven blend of mammoth and killer whale. The duo fights for freedom of both man and beast and has even destroyed several ice elf encampments that had less-than-optimal conditions for its animals. Her whereabouts are unknown. Many believe that she has access to several crystal mirrors, though the amount necessary would be great indeed to accommodate a fully grown orcoth. Traders of slaves and beasts alike fear mention of Fevera's name and tremble at the sight of a leather-clad warrior atop a fierce orcoth.

Elves, Sea

The sea elves of Isinblare originate from two distinct sea elven branches. The northern sea elves of Feldorheim had existed in that realm since the dawn of history. They were celebrated mages and weaponsmiths, had frequent wars with the thanor and helped defend the realm from the diabolical kul. They still hold several ancient cities in Feldorheim as well as several shrines and temples.

The Fiskheim sea elves, however, originated from the region of the Cerulean Seas and had fled to this frigid climate to escape either the brill plague or the Bloody War, neither of which ever reached Fiskheim. Their arrival was met with suspicion and their weakened position was often exploited. Several of the nommo race enslaved many of these sea elves who were often used to aid in the excavation of the crystal mirrors. This caused much disdain for the nommos in Fiskheim, which continues to this day.

The mingling of the two branches, which had perhaps no common ancestors since the cradle of sea elven civilization, was the most peaceful that the realms of Isinblare have ever seen. The worship of Aear Emerwen, the accepted deity of the Fiskheim sea elves, was slowly and peacefully replaced with reverence for Helka Ilfirin, a popular sea elven deity of Feldorheim. It was even said that Helka was Aear's grandmother in the original sea elven pantheon. The green-skinned sea elves of the north did much to liberate their blue-skinned cousins and secure a place for them in the realm. Regardless, the sea elves hold no permanent settlements in Fiskheim and likely never will.

FAMOUS NPC OF THIS RACE

Queen Liasola of Keflavul: In the Feldorheim city of Keflavul resides the queen of the polar sea elves. Liasola is said to be possessed of exquisite beauty and is of both Feldorheim and Fiskheim sea elven descent (evident in her sea-green hair and matching viridian skin). She has ruled for nearly a century and is renowned for her magical talents. Her hobby is crafting spectacular magic items which she bestows upon honored members of her military. While these items vary in form and function, it is a high honor to receive one as a gift. Regardless of her talent, beauty and generosity, few ever set eyes on

this elusive matriarch. The sea elves protect her well and she is also extremely wary of strangers.

Karkanaks

Polar karkanaks were found exclusively in Fiskheim until the crystal mirrors linked the north and south. Sages have recorded their presence even as far back as the siege of Ib, though karkanaks are typically footnotes in the history books rather than major contributors. It seems that the polar karkanaks were relatively quiet until the immigration of the pisceans a little less than a thousand years ago. For several centuries, conflict arose between these two races as the pisceans encroached on traditionally karkanaks territories.

This went on until shortly before use of the crystal mirrors became widespread. With the aid of crystolix ambassadors, who no-doubt saw the arrangement as pure gold, the treaty of Galantix was signed. The treaty brought peace between the piscean and karkanaks forces as well as bequeathing much of the gem and metal mines to the pisceans, while the key refining regions were allotted to the karkanaks. Thus the advanced mining techniques were best utilized by the ancient fish folk, while the working and processing of these materials was left to the superior and innate craftsmanship of the crab-men. Of course, several crystolix got very rich in the process.

The only race which was particularly unhappy with the arrangement was the nommos, who had been profiting from the conflict by supplying weapons to both sides and taking advantage of contested mining and refining areas in the process. Regardless, Isinblare continues to benefit from this now-ancient treaty by receiving a steady flow of high quality equipment, jewelry and weapons. FAMOUS NPC OF THIS RACE

The Clockmaker: The clockmaker is a venerable karkakanak who lives in an aquatic cave surrounded by various clockwork mechanisms that he constantly tinkers with. His natural talent for clockwork systems is well-known throughout the realm and he is often besieged by aglooliks clamoring to learn his craft. Like most karkanaks, his skill is innate and he is surprisingly unlearned despite the elaborate mechanisms that he has been able to produce. For the most part, the Clockmaker ignores his admiring visitors, though he has been known to turn a few particular nasty wind-up contraptions against those who get in the way of his work.

Ningen, Talilajuk

The talilajuk ningen, as well as the other ningen species, tell a tale of a land that survived the flood. Unlike the Cerulean Seas, which is rumored to be several leagues down the powerful Cerulean Current which begins in Fiskheim, this land is downstream from the treacherous Cobalt Current located in Feldorheim. According to ningen legend, these waters are their original home. During the flood, a powerful sea dragon usurped control of the coast and all of their native seas. The ningen were expected to bow to this dragon or face death. Ningen scattered away from the Cobalt Coast and a few took the perilous path upstream until they reached Feldorheim. Those that did not were never seen or heard from again. The ningens dare not return for they know that dragons live for centuries and have extremely long memories.

Other races have attempted the journey downstream, however, the Cobalt Current is particularly fraught with hungry leviathans who feed off migrating whales and few ever see the fabled Cobalt Coast, let alone its powerful dragon emperor. Only the extremely powerful or the masterfully stealthy could survive such a journey.

As a result, the ningens are the newest race in Isinblare, having only been here for a couple of centuries. They are no strangers to cold climates, however, leading many to believe that they may have initially evolved in Feldorheim and moved to the northern waters of the Cobalt Coast in the distant past. Nevertheless, much of their original culture and history had been lost to the hasty exodus. If it were not for the kindness of Isinblare's indigenous merfolk species, such as the seafolk and the crystolix, the ningen may never have found their niche in the realm.

FAMOUS NPC OF THIS RACE

Gol Bloodshadow: Gol is a notorious ningen assassin, known for his ability to slip past even the most stalwart of defenses despite his immense girth. While he began his career as a simple soldier of fortune, it was soon discovered that he had a particular knack for killing while remaining unseen, a skill honed with countless assignments from all facets of Isinblare society. Currently he lives on the outskirts of Icehaven in Fiskheim, where he trains and controls a hodgepodge troop of mercenaries who hope to be as good as Gol himself someday.

Nommos

Of all the non-evil races in Isinblare, none has built such a terrible reputation as the polar dwelling nommo, though few have shaped it more. When the nommo first came to Fiskheim, nearly six centuries ago, it was for exploratory purposes. During this time, they had come to expect respect and reverence from all other races, neither of which they received from the inhabitants of Fiskheim. The squawk attacked them on sight, while the crystolix tried to take them for all they had. The sea-folk, sea elves and pisceans seemed to recall the nommo as a dangerous race and refused to deal with them. The ice elves were indifferent until the nommo began cataloguing the local wildlife, which involved killing specimens and preserving them for further study. The aglooliks were perhaps the only race that had little issue with the nommo. That soon changed as well when the nommo uncovered the crystal mirrors and unleashed hoards of kul to sabotage the agloolik's complex machinery.

Perhaps it was this treatment which prompted the nommo to behave so barbarically to the other races. Nevertheless, the nommo continued their study of the polar regions with increasing disregard and disrespect for the native races of the realm. The unearthing of the crystal mirrors was secondary to the discovery of deep ice, which the nommo were sure would revolutionize warfare and perhaps even be crucial in the fight against the sahuagin in their native land. After excavating large tracks of this material they found the crystal mirrors underneath. The nommo kept the mirrors to themselves for decades, exploiting the gateways to further their exploration.

At first and for nearly two centuries afterward, the consensus was that Feldorheim, the region beyond the crystal mirrors, was some sort of mirror universe and not even located on the same planet. It took countless sages of science, antiquity and archeological finds to piece together the actual history of the aglooliks and the kul, who had long ago forgotten their past. The notion that the kul and the aglooliks were the same people and not a lookalike alien race, did much to repair the tension between these two people and eventually led to their reunification. The nommo may have succeeded in keeping the mirrors a secret but they were unprepared for the sheer number of crystal mirrors and their numbers were too small to cope with the effort of destroying the mirrors they could not store. It is estimated that the nommo smashed nearly one hundred thousand before finding the endeavor to be utterly futile.

The nommo became overwhelmed with appropriation of the ancient crystal. By the time the Bloody War began, they turned to enslavement of sea elves and other less fortunate refugees. The actions of this particular Fiskheim outpost during this time lead the nommo high council to disown it and forever banish its inhabitants to their new icy home. Meanwhile, the nommo population continued to rise in Isinblare as the Bloody War turned against them in the Cerulean Seas.

Then the Great Flood occurred, which brought with it a huge influx of invaders from all corners of the globe. The polar nommos decided it was better to share the advantage of the crystal mirrors with their aquatic neighbors rather than let it fall into the hands of a drylander. They eventually sold huge volumes of crystal mirrors to the crystolix who propagated them throughout the realm.

Since then, future generations of polar nommo have been comparatively benevolent though their reputation is still somewhat tarnished. The nommo of the Cerulean Seas area deemed the polar realm uninhabitable and new nommo immigrants seldom travel to Isinblare. The population of polar nommo continues to dwindle as many make the long journey back to the homeland of the ancestors.

FAMOUS NPC OF THIS RACE

Marquise Zigallat Metari: The Marquise of Isinblare is the highest nommo title in the realm and it is held by Zigallat who is also a high cleric of the Keilonagonar Delitakna faith. She is a shrewd and reserved ruler, who aims for the betterment of nommo-kind. For this purpose, she has hired several crystolix advisers that have done much to dissuade the nommo's poor reputation. A deal struck with the marquise is a deal struck with all nommo people in Isinblare.

Pisceans

A thousand years ago, the polar pisceans lived in the area of the Cerulean Seas and were a slave caste of the malevolent lok'tar. They provided nearly all manual labor for the lok'tar including mining, temple building and blacksmithing. On the backs of this immense slave population, the vile lok'tar priesthood grew to grotesque power.

Then, in one of the most massive exoduses that the Cerulean Seas has ever seen, the slave caste suddenly uprooted and swam upstream all the way to Fiskheim. The event was so well planned and so unanticipated by the ruling caste, that it seemed that their slaves simply vanished overnight. Exactly how this was accomplished, even in the face of powerful divination magic, is still not well understood.

Nonetheless, the Fiskheim seas saw the sudden influx of a new race and had little room or resources to afford them. The pisceans squabbled over lesser territories controlled by the karkanaks and would have likely battled to extinction if were not for the intervention of concerned crystolix, who saw the pisceans not as vagrant invaders but as a group of highly skilled and experienced laborers. Thus, by the time the nommo discovered the crystal mirrors, the pisceans had become a powerful force of Fiskheim who virtually control the flow of gold, iron, mithril and precious gemstones. FAMOUS NPC OF THIS RACE

Bri Silverscale: Bri is a Feldorheim-based prospector, renown both for her amazing luck and her terrible temper, which often go hand-in-hand. In her short career of barely a decade she has already amassed quite a few urban myths concerning her, including that she discovered a new gold mine during a tussle with a thanor nobleman. The truth in the story was that the thanor was actually a rival prospector and not a noble. Bri covered an entrance to a favorable-looking cave with ice to conceal it and the thanor accidentally fell in and broke his neck. While Bri was burying the body, she happened upon gold and became quite rich. The scuffle came later, when the thanor's family demanded a part of the treasure. Bri lost her temper and ended up serving a short stint in a thanor prison for smashing a nobleman's sled over the head of the deceased thanor's brother. Luckily, she was able to buy her freedom with the wealth she had earned and promptly left the region for further adventures that were equally exaggerated.

Seafolk

The seafolk of Isinblare have changed little in their long history under the icy shelves of the poles. Unlike the sophisticated seafolk of the Cerulean Seas, the polar seafolk have lived primarily in nomadic barbarian tribes. In Fiskheim, they warred with the ice elves, the squawks and the hydrurgans. In Feldorheim, they had a long and brutal history with the thanor and a few bloody run-ins with the selkie. And, of course, seafolk tribes would occasionally war with another seafolk tribe over land, love, or loss.

Despite being separated by thousands of miles, the seafolk of the north and the south remained virtually identical aside from a few minor differences in religion and coloration. The seafolk of Feldorheim were of lighter hair and with bright green scales, while the Fiskheim seafolk shared the same appearance as those found in the Cerulean Seas– darker hair and brownish scales. The Feldorheim seafolk worshipped Ægir instead of Poseidon, though the two deities had had a few minor similarities.

When the seafolk populations merged, aside from a few tribal skirmishes, all that really happened was a slight homogenizing of the polar seafolk appearance and the widespread adoption of Ægir as the primary seafolk deity.

During the Bloody War and the Great Flood, a few seafolk refugees happened into Isinblare and were quickly assimilated into the local culture. Their impact, however, was minimal and did not seem to significantly shape the values of the indigenous race.

A few tribes even merged despite having origins thousands of miles apart. These hybrid tribes wander back and forth through crystal mirrors, following the sun and better hunting grounds. Gone are the days when weathering a long and sunless winter was simply a fact of life.

FAMOUS NPC OF THIS RACE

Shamallo of the Shark Tribe: The shark tribe is among the largest hybrid barbarian tribes in Isinblare and possess an impressive array of crystal mirrors to transport their people to and from each realm. Shamallo is the undisputed leader of that tribe. He is a true barbarian chieftain, rippling with muscle and martial prowess and few can equal his ferocity on the field of battle. His combat expertise has even attracted squawk and thanor challengers, each eager to prove their skill and honor their race. None have yet to succeed, however. Under Shamallo's rule, the Shark Tribe continues to grow, both by conquest of smaller seafolk tribes and by simply absorbing weaker seafolk bands.

Selkies

Many in the Cerulean Seas would find it hard to believe that the ancestors of the Lochgelly selkies actually originated nearly ten thousand miles away on the other side of the world but it is assuredly true. When the mirrors connected the two realms, the selkie tribe that would eventually become the Lochgelly selkies of the Cerulean Seas, immigrated to the isle of Rakailoch to join the hydrurgans in defending their territory against squawk invaders. The Lochgellys were a good example of the immediate kinship that the selkies felt with the hydrurgans and the sentiment was mutual. After a few generations, however, the Lochgelly selkies grew very weary of the hydrurgans and even other selkies. Thus, they chiseled their newly built city away from the glacier and floated off to a very different destiny.

Those selkies that stayed behind continued their way of life undaunted. Selkies continue to make up the majority of the Fiskheim immigrants, much to the dismay of the squawks who consider them to be a severe nuisance. The selkies tend to prefer the new tensions, rather than the age old pressures that have built up between them and the thanor. Some selkies have even joined sea-elven communities in Fiskheim and contribute much to a changing culture in this realm.

FAMOUS NPC OF THIS RACE

Queen Salissa: Queen Salissa is said to rule over the selkie kingdom, though she is more a figurehead than an actual monarch. In truth, the selkie nation is a ragtag collection of small villages and encampments, with a very small allotment of cities. Each region governs itself adequately, usually through an elected council. The queen visits these areas, approves or disapproves of their success (based purely on the input of the local leadership) and then moves on to the next area. The tradition lends a sense of decorum to selkie affairs and provides an excellent opportunity for festival and celebration. A visit from the queen nearly always culminates in merriment and dancing. Occasionally, the queen presides over more somber occasions but this is more for consolation purposes than serious council. Queen Salissa is a charming and compassionate person, skilled in both diplomacy and etiquette. However, she knows little of leadership and seldom needs to make any tough decisions.

Squawks

If one were to read the squawks' own historical encyclopedia, known as the "Victorious Record," one would find an endless list of battles, sieges, wars and skirmishes. Included as part of the record are the names of the generals and commanders involved, what the battle was intended to resolve and who was victorious. The record is made up of hundreds of leather scrolls, dating all the way back to the siege of Ib.

In fact, squawks seem to measure accomplishment through conquest and victory alone. They will even involve themselves in other conflicts that do not concern them or their territory, simply for the glory of claiming another victory. There are literally no nations in Isinblare that have not, at one time, felt the sharp end of a skith blade.

The discovery of the crystal mirrors opened up new territory for conquest and new foes to fight. At first, the squawk nation jumped at the opportunity but after a few decades of having the endless summer that territory in both realm provides the squawks suffered a stint of bad luck and failed missions. The squawk emperor of the day decreed that not having to endure the dark winters has made the race weak and since then owning land in Feldorheim was forbidden.

However, this did not put an end to squawk conquest at the northern pole. A handful of squawks refused to give up their territory in Feldorheim and established a new nation, now known as the "New Kingdom," that is currently at war with the squawk empire in Fiskheim. It seems the squawks will never run short of enemies, even resorting to fighting factions of their own race if necessary.

FAMOUS NPC OF THIS RACE

Empress Velere: The undisputed leader of the squawk nation in Fiskheim is Empress Velere, an aging squawk from a long line of squawk nobles. She achieved her rank like many emperors before her, through military achievement and victory in single combat against competing squawk nobility. Velere is a traditionalist and believes in the perfection of the squawk people through martial prowess and discipline. She sees the New Kingdom

as an abomination and its inhabitants as a blight on her race. She will stop at nothing to win the war against them.

Thanors

The thanors consider themselves only recently civilized. Prior to the last six centuries, the thanor were made up of a collection of barbarian tribes. Eventually, the majority of these tribes banded together under a single barbarian monarch, forming the first kingdom. It was during this time that the first draft of the Code of Magnanimity was penned.

The monarchy lasted several generations, until around 120 years ago, when the last thanor king, Tukkuttok, became afflicted with vampirism and entombed in the capitol city of Uyarak, where he still resides. In thanor tradition, if the king still lives but is not fit to rule, a regency is instated to rule the country. The thanor took this as an opportunity to enact a more effective and progressive government. Conspiracists believe that the king's affliction was part of a plot designed by his advisers to allow them to take over as regents. Tukkuttok knows the truth and has had over a century to plot his revenge. If he were ever to escape his prison the thanors would undoubtedly be in store for dark times.

Irrespective of the means, the new government worked well for the Thanor and they have entered an age of renaissance. They have embraced agloolik technology in the military as well as integrated magic and psionics into their society. Their Code of Magnanimity, as flawed as it may be, does provide measure for giving all a place and an opportunity to succeed. It does not, however, guarantee ones right to freedom or independence.

FAMOUS NPC OF THIS RACE

Mama Pikatti: Mama Pikatti is a powerful angakkug and one of the few female thanors allowed to own a castle and significant territory. Her position is cemented in fear and superstition. The local population dare not challenge her for fear one of her powerful tupilags might be unleashed on the neighboring villages. She is an important figure not only because she has trained several aspiring angakkuit but is also a member of the Conspiracists party who holds that King Tukkuttok must be slain and the regency ended. She holds that if a new king is not chosen soon, darkness will reign in Feldorheim. She is also a staunch supporter of the New Kingdom and has been accused of helping thanor rebels defect to New Kingdom territories. If it can be proven, she will be branded as a traitor and executed. This is something the regency would like very much.

Other Races of Isinblare

Chapter 6 details the statistics of a few other noteworthy polar 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.

Brothers of Frost

The brothers of frost (detailed further in Chapter 6) are the descendants of a human cult that was obsessed with finding the secret to immortality without resorting to necromancy. Their leaders who observed that the lifespan of several sea creatures seemed to increase as climatic temperature decreased, believed that the key must be rooted in the para-elemental plane of ice.

After much exploration of Fiskheim, the cult discovered several extraplanar creatures known as frost salamanders. These ferocious reptilian-looking creatures never aged and seemed to prove their notion. Desperate to unravel the secret, the cult took a leap of faith and infused their bodies with the blood of these alien denizens of the icy inner planes. The transformation was insidious, at first, merely giving them resistance to cold as well as stopping normal human aging and metabolism.

With this apparent success, the cult attracted many more followers. After several decades, however, certain side effects became apparent in the elders. As time went on, they seemed to take on more aquatic and reptilian features. Eventually they appeared to be more like a subrace of lizardfolk than human beings. Their minds became somewhat alien as well and they adopted strange practices and beliefs.

The brothers of frost of today allow no more than 935 members in their isolated sub-glacial city. A new member is summoned through elaborate ceremony only if one of these members is slain. They will occasionally wage war on other aquatic races for reasons known only to them. FAMOUS NPC OF THIS RACE

The Frost King: It is rumored that the Frost King is the original leader of the cult that became the brothers of frost. If so, he has survived nearly eight centuries. He stands out from his ilk in that he is Large-sized and has four arms, much like the presumably extinct frost salamanders from which his immortality would have been carved. He can be seen occasionally addressing his subjects in the city of Hithuul but never addresses those not of the brotherhood.

Hydrurgans

Hydrurgans once ruled nearly half of Fiskheim but centuries of conflict with the squawks have whittled the numbers down to near extinction on several occasions. As trueform leopard seals, it seems natural that their enemies would be anthropomorphic penguins, however, one might not expect that the penguins are the superior fighting force.

In ancient times the hydrurgans had the upper hand, being both stronger and smarter than the squawks. The squawks viewed a successful invasion of hydrurgan territory to be great and honorable accomplishment. As time went on, however, the squawk military became more and more advanced, while the hydrurgans stayed virtually the same. Eventually the killing of hydrurgans by squawk forces became more of a sport than serious military endeavor.

The biggest boon to the hydrurgans was the unveiling of the crystal mirrors. They found true allies in the selkies of Feldorheim. At this time, the hydrurgans had gone into hiding on the icy isle of Rakailoch. This isle provided a base from which the selkies could establish territory in the new realm. The Rakailoch of today harbors an entire nation of hydrurgans and selkies, one that the squawks have had no success in expelling.

A few hydrurgans did immigrate to Feldorheim, following selkie tribes or simply to avoid the unending squawk attacks. They are primarily made up of nomadic barbarians and allowed to roam free throughout the seas. However, a small few have been allowed to join the New Kingdom. This represents a major shift in squawk tolerance and tradition and has done much to spur on the anger of Empress Velere and the old empire.

FAMOUS NPC OF THIS RACE

Kalak the Snapper: Kalak is an elderly hydrurgan and primary adviser to Shamallo of the Shark Tribe. In his younger years, Kalak was a chieftain himself, leading a significant tribe of hydrurgan barbarians. During a skirmish with the Shark Tribe, Kalak and Shamallo bonded and an accord was struck. As time went on, Kalak's eldest son led a separation of seafolk and hydrurgan forces, though Kalak stayed behind in retirement. His knowledge of the Fiskheim seas is unparalleled and he can even navigate a large band of barbarians through squawk territory without being detected.
Languages of Isinblare

Detailed below are the most common languages in the Indigo Ice 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.

Agloo: Agloo is the principle language of the aglooliks and many believe that it originates from the civilization who built the city of Ib. Agloo is a strange and formal sounding language with an elaborate alphabet and system of mathematical symbols.

Aquan: This is the native language in the elemental plane of water and of the Tritons.

Common: Common originates as the native language of the seafolk and is used as the accepted trade language of Isinblare. It uses high pitched sounds and clicks. Its written form is comprised of an alphabet of 52 different symbols and signs.

Ceti*: The language of dolphins and whales, including the ningen. It is 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.

Glacian: This is the native language in the paraelemental plane of ice and of the brothers of frost. It has several superficial similarities to both Aquan and Auran (the elemental language of air).

Lok'tar: The ancient ceremonial language of the pisceans, often reserved for religious occasions and practices, 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, species who can speak this language often use it to communicate secretly. Pelagic is based on scent and pheromones. It has no written form.

Pinnipar: This is the rapid-fire language of the selkies, hydrurgans and thanors. It has a staccato barking character. The written form of Pinnipar is a simple script made up of 17 different runes.

Qulari: Qulari is the ancient tongue of the ice elves and has a written form similar to Delatari. The dialect itself, however, is entirely different. The spoken form of Qulari has more in common with Glacian than any other elven language.

Squawk: Squawk is the native language of the squawks and sounds as pleasant as its name might suggest. Squawk has a written form consisting of hundreds of crude pictographs.

Religions of Isinblare

The many facets of polar religion are explored below:

Inuksuit

An inuksuk (singular form of Inuksuit) is a landmark or cairn built of stone, snow, or ice to signify a holy place or temple. Its form, often humanoid, denotes what deity or force is being honored. In Isinblare, the inuksuk form is also considered the holy symbol of that religion, in addition to "holy gems" specific to each faith. While each representative form is unique or specific, they all share the same crude style, easily represented with a pile of rocks even by the least artistic of the faithful.

Deities of Isinblare

Isinblare itself has no official religion or pantheon, though many nations have specific laws or decrees regarding the faith of its subjects. Several nations, such as the squawk empire, have outlawed religion altogether. For the most part, however, religion is left to the individual to decide and lacks the intense focus that it often holds in other regions of the world. Detailed below are a few of the common deities of the realm, some of which are shared by those in the standard Cerulean Seas campaign setting. Other deities and cults from the core setting may be found in Isinblare, though they are much less frequent.





Ægir

Merfolk God of Time and Tides Alignment: Neutral Good Common Followers: Merfolk Holy Gem: Emerald

Favored Weapon: Spear

Domains: Earth, Healing, Protection, Repose, Sun, Water, Weather

Optional Subdomains: Ancestors, Defense, Metal, Oceans, Seasons

Ægir is the god of time, tides, and oceans most often venerated by the seafolk of Isinblare. He is a fair god, who teaches that it is better to do good deeds than adhere to stricture or thwart authority. Most of all, he teaches that everything has its time and place in the world.

Worshippers typically concentrate more on celebrations of holy days than erecting temples or shrines. While they appreciate peace, they understand the necessity of war and are not squeamish about taking up their spears in the name of a good cause. Both birth and death is also a time of festivity, as it marks the natural flow of time.

Aumanil

God of Knowledge and Law Alignment: Lawful Neutral Common Followers: Thanor and ningen Holy Gem: Any colorless and clear gem such as quartz or diamonds Favored Weapon: Javelin Domains: Artifice, Knowledge, Law, Nobility, Rune, War Optional Subdomains: Construct, Language, Leadership, Tactics

Aumanil, or the "Sea God that walks on the Land," is perhaps the most worshiped deity in Isinblare. Thanors hold this deity most sacred and were responsible for passing the religion on to the ningens. Aumanil preaches that a successful society is built upon order and progress. Respect for authority and nobility is paramount and going to war to protect one's law or king is the holiest of services.

Worshippers of Aumanil are true to their word, often follow a strict code of ethics and value country over freedom. While many elements of their beliefs seem to uphold traditionalist values, they are not afraid of embracing change or technology. So long as a force can uphold and be upheld by the law, it is considered favorable.

Dijo

God of Oaths and Secrets

Alignment: Lawful Evil

Common Follower: Crystolix, politicians, nobility **Holy Gem:** Ruby

Favored Weapon: Glaive

Domains: Darkness, Death, Law, Protection, Strength, Water

Optional Subdomains: Night, Ice, Resolve

Many consider Dijo to be the god to turn to in desperate times. He is not considered a kind, charitable, or compassionate god by any means but is always willing to answer prayers for a price. The cost is nearly always a pact or oath that the petitioner must follow under penalty of death or ruin. Dijo is the god of contracts as well, said to bring ill fortune to anyone who dare break a pact, treaty, or accord.

Worshippers of Dijo are a somber lot, bound with many pacts and oaths that often require them to complete nefarious deeds or perform blood sacrifices. They are often called upon to make contracts more binding and have been known to enact their god's will through assassination if necessary.

Helka Ilfirin

Sea Elven God of Ice and Storms

Alignment: Chaotic Good Common Followers: Sea elves and ice elves Holy Gem: Topaz Favored Weapon: Elven fork

Domains: Air, Chaos, Destruction, Luck, Magic, Water, Weather

Optional Subdomains: Cloud, Ice, Rage, Storms, Wind

Helka Ilfirin is an ancient sea elven deity who is said to control the weather of Isinblare. She demands that her followers live free and protect the freedom of others. She is a fickle deity, who favors those who are free of worry and brings bad luck to those with too much anxiety. She is also easily angered and has been known to viciously destroy her enemies during fits of rage.

Worshippers of Helka are typically sea elves, ice elves and selkies. She is also popular with rogues and gamblers. They are an impulsive group, who is highly offended with the concepts of imprisonment or slavery. Helka's worshippers are quick to lead rebellions, topple governments, or come into conflict with lawful religions such as Aumanil or Dijo.

Sedna

Goddess of Nature and Deception Alignment: Chaotic Neutral Common Followers: Selkies, hydrurgans, ningen Favored Weapon: Harpoon Holy Gem: Pearl Domains: Animal, Charm, Chaos, Liberation, Magic, Trickery

Optional Subdomains: Deception, Freedom, Fur, Love

Sedna is a mischievous deity that is commonly worshipped by the selkies. She has 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.

Worshipers of Sedna are quick to embrace their bestial nature, follow their instincts and impulses and live in harmony with nature. They are capable of great feats of love as well as deplorable acts of violence.

Talakasha

Witch Goddess of Necromancy and Pain
Alignment: Neutral Evil
Common Followers: Magic users and evil-aligned feykith
Holy Gem: Obsidian
Favored Weapon: Sickle
Domains: Darkness, Death, Evil, Madness, Magic, War
Optional Subdomains: Insanity, Loss, Murder, Undead

The witch goddess Talakasha is rumored to be the source of all true evil and undeath in the realm. She is said to be worshipped in the night by unknowable forces and will prey on anyone who dares enter the darkness alone. She is also credited for a madness that sometimes occurs while weathering the winter darkness which can drive a previously sane person to murder.

Her worshippers are the most wicked sort, usually undead, necromancers, murderers, traitors, or evil fey creatures. She protects those who uphold her twisted ways and torments those that do not.

The Nations of Isinblare

Shortly after the linking of Fiskheim and Feldorheim, the leaders of the two realms came together to draw up and consolidate rules of country and engagement, thus defining nations and how they might interact. This document, referred to as "The Accord of Isinblare," has since grown to define nine nations, as well as allow for nomadic tribes and loners. The accord also laid out patriotic colors for each nation, which its members are expected to display with honor at all times. Mercenaries hired by a particular nation are also expected to display these colors while under the employment of that nation. Colors are most often displayed with ribbons and bands of fabric known as bunting. Some bunts, especially those worn by nobles or clergy, have elaborate designs or runes in a contrasting color on their edges which usually denotes rank or religion. National colors can also be displayed with oil-based war paint, or (for the especially patriotic) tattoos. Removing these colors during combat is considered a sign of surrender, much like waving a white flag.

Below are listed the nine nations of Isinblare as well as their color, allies and enemies. An entry for the nomadic tribes is listed as well, which many considered to be a nation in their own right.

GALANTIX ACCORD

Color: Dark blue (indigo) **Primary Races:** Karkanaks and pisceans **Primary Leadership:** The High Council of Galantix **Allies:** Helegaear, Rakailoch **Enemies:** Outpost 39

The Gallantix Accord is primarily made up of pisceans and karkanaks, which are responsible for most of the mining, refining and blacksmithing in the realm. While they trade with nearly all nations, they are on particularly good terms with Helegaear and Rakailoch, who helped to defend their territory and maintain their rights to important mines and thermal vents throughout Isinblare. They have a small military, made up mostly of hired muscle and karkanaks.

HELEGAEAR

Color: Purple Primary Races: Sea elves Primary Leadership: Queen Liasola of Keflavul Allies: Galantix Accord Enemies: Hithuul, Outpost 39

Helegaear is the sea elven kingdom, with territory located primarily in Feldorheim but with several outposts in Fiskheim as well. Its subjects are not limited to sea elves but also includes a large percentage of ice elves, seafolk, selkies and crystolix. They are currently at war with the nommo nation of Outpost 39 and the city of Hithuul, both of which were responsible for the unprovoked destruction of three Fiskheim outposts.

HITHUUL

Color: Light blue (cyan) **Primary Race:** Brothers of frost **Primary Leadership:** The Frost King **Allies:** Outpost 39 **Enemies:** Helegaear

Hithuul is the smallest nation in Isinblare, consisting of a single city of the same name. It is made up mostly of brothers of frost, with a smattering of other races who have bonded with the nation in exchange for training in unarmed combat and psionics, which is a specialty of this city. The city itself is located in a remote sub-glacial lake that takes many days travel above and below the ice to reach. Hithuul does not permit the usage of crystal mirrors in its vicinity and is the only nation that does not claim to own any of these relics.

KAWZUK EMPIRE

Color: Yellow **Primary Race:** Squawks **Primary Leadership:** Empress Velere **Allies:** None

Enemies: Rakailoch, New Kingdom, Tungortok Located exclusively in Fiskheim, this is the traditional nation of the squawks and as such, has been at war with nearly every other nation. Currently, they lead assaults against their traditional enemies in Rakailoch, their sworn enemies the thanors of Tungortok and a Feldorheim faction of squawks that formed the New Kingdom. The Kawzuk Empire has no allies, as they do not believe in making friends that they do not intend to conquer.

NEUTRALS

Color: Green

Primary Races: Aglooliks, crystolix and ningen **Primary Leadership:** The Board of Neutrals **Allies:** All nations **Enemies:** None

The Accord of Isinblare allows for certain races to be exempt from the terms of war and to hold neutral territory where anyone can claim asylum. In essence, the neutrals are enemies to none and allies to all. They are permitted to sell their services and wares to anyone, provided that they do not discriminate based on nation. Likewise, the neutrals are permitted in any territory without question, though soldiers of fortune are required to wear their employees colors and be subject to the conditions in place for their nation of hire. Members of nonneutral races can petition the Board of Neutrals for neutral status, thus forgoing their allegiance to whatever nations that they belonged to previously. This is an act often undertaken by high level adventurers more interested in the well-being of Isinblare as a whole, rather than any one particular nation.

New Kingdom

Color: Orange **Primary Race:** Squawks **Primary Leadership:** King Valco **Allies:** None

Enemies: Kawzuk Empire, Tungortok

The New Kingdom, as the name might suggest, is the most recent addition to the Accord of Isinblare. It began as a small revolt of squawks that refused to give up their territory in Feldorheim as it was decreed by the Emperor. This break with tradition and chain of command was indeed a slippery slope, as the kingdom began harboring rebels from other nations located all over Isinblare, including Rakailoch and Tungortok. The current empress of the squawks has renewed the war against this nation. The kingdom is also besieged by the forces of Tungortok in retaliation for encroachment on their territory. The New Kingdom has several advantages, however, the most poignant being that they are made up of all races of the realm. The insight that this diversity provides has proven to be invaluable.

NOMADS

Color: None **Primary Races:** Seafolk and karkanaks **Primary Leadership:** Tribal chieftains **Allies:** Varies **Enemies:** Varies

The nomads are made up of barbarian tribes, loners and nomadic people who refuse to join any particular nation. Each tribe, of which there are dozens, has its own treaties and agreements with each nation whose territory they might traverse. Many nations give these people free passage and hunting rights, realizing that they typically eschew civilized areas and settle in regions that most would consider inhospitable. Many tribes are considered "sun chasers" and either own their own crystal mirrors or use those that belong to other nations to avoid the long winters and chase optimal hunting conditions. The shark tribe, the largest group of nomads, are known to sun chase yearly.

OUTPOST 39 Color: Red

- - - -

Primary Race: Nommo **Primary Leadership:** Marquise Zigallat Metari **Allies:** Hithuul

Enemies: Galantix Accord, Helegaear, Rakailoch Outpost 39, which was the name of the largest nommo outpost in Fiskheim, is the official Isinblarean nation of the nommo. Though no longer recognized by or affiliated with the nommo of the Cerulean Seas, they decided to keep the name. Aside from their inexplicable alliance with Hithuul, the nommo's history currently precludes them from making trustworthy allies. While they have done much to heal their reputation in the realm, their recent alliance with the brothers of frost and their unprovoked attacks on Helegaear outposts seems to reopen old wounds.

RAKAILOCH

Color: Brown

Primary Races: Selkies and hydrurgans **Primary Leadership:** Queen Salissa **Allies:** Galantix Accord, Tungortok **Enemies:** Outpost 39, Kawzuk Empire

The alliance between the selkies and the hydrurgans has grown over the centuries into a strong nation. In fact, it is the only selkie nation, which many consider odd because the island for which the nation is named, along with nearly all of the nation's territories is located in Fiskheim, while the Selkies originate from Feldorheim. Though the majority of the selkie race is still located in Feldorheim, they typically belong to nomadic tribes, the nation of Tungortok, or the New Kingdom.

TUNGORTOK

Color: Black Primary Race: Thanor Primary Leadership: The Council of Regents Allies: Rakailoch

Enemies: Kawzuk Empire, New Kingdom

Tungortok is the pride and joy of the Thanor race and encompasses a lion's share of the territory in Feldorheim, along with considerable provinces in Fiskheim. This nation has the most standing cities as well. Historically, the thanor have not gotten along well with squawks and this is evident in that they are currently at war with both squawk nations, even though those nations are currently at war with themselves. Tungortok has a long-standing treaty with the Rakailoch selkies, as many of their ancestors once belonged to the Tungortok nation.



Territories of Isinblare

The map above lists the major national territories of Isinblare. However, in a realm with a constantly shifting coastline, mobile cities and a strongly nomadic culture this map can only give a vague representation of location. In addition, many nations have a smattering of outposts, provinces and villages scattered throughout the realm, even outside of their own standard territories. As some races live far below the ice and some live on the ice, two nations can even share the same area with relatively little conflict. This section serves only to set guidelines of where the majority of a nation's territory might rest, as well as detail some of the more populated areas.

Transportation and Crystal Mirrors

Aside from conventional travel, cities and territories are linked through crystal mirrors. Over the centuries, travel through these mirrors have led to several practices. One of the largest problems of the crystal mirrors is the threat of a sudden invasion from a faraway realm. The first response of this was to simply turn the mirror's reflective side upside-down, thus sealing the gateway with the sea floor. Unfortunately this is not a permanent solution, as invaders quickly realized that they could excavate through the sea floor and tunnel back up into the realm that they intended to invade.

For several decades, the final solution was to shatter the crystal mirror, thus destroying its qualities forever. Nearly half of all the crystal mirrors were destroyed in this way. Then someone had the brilliant idea to put the

> reflective sides together, thus providing a bridge back to the same realm through another set of mirrors. Later called "mirror linking," it was

first used to divert potential invaders to undesirable locations, such as the heart of squawk territory. Traditionally, the two mirrors were put face to face, chained together and then buried. Eventually this was done simply to travel vast distances in the same polar region. Sometimes mirror links are formed through a massive network of paired mirrors. Regardless of the length of the link system, transportation is always instant.

Many cities maintain crystal mirrors for public use, often in exchange for a toll. These "public mirrors" can vary in size from a single mirror (3-foot diameter) to several hundred mirrors which can encompass entire legions or huge cargos all at once. Nations are not permitted to transfer troops through public mirrors in neutral territories, as per the Accord of Isinblare.

Cities of Isinblare

Some of the larger cities of Isinblare are detailed below. Categories include iceberg city, sunken city, ice city and grotto. The first two categories are detailed in the CERULEAN SEAS CAMPAIGN SETTING. Ice cities are often carved from the underside of the ice shelf or glacier. They are very similar to iceberg cities, except they are part of the fast ice and therefore non-mobile. A grotto is an undersea cave system that is used for habitation. It can be natural, artificial, or a combination of the two.

CLOCKMAKER'S CAVE

Galantix Accord

Category: Grotto Depth: 200-500 feet. Public Mirrors: Lochhrienn (6-foot diameter), Peldor Mines (9-foot diameter), Thagawatt (3-foot diameter)

This city recently sprang up from a village based around the Clockmaker, a karkanak famous for making mechanical devices. Not surprisingly, the principle industry and export of Clockmaker's Cave is clocks and other wind-up machinery.

GELUGARMIA

Neutral

Category: Ice City Depth: 0-300 feet. Public Mirrors: Icehaven (6-foot diameter)

This freshwater ice city is the home-base of the Congulair and where the majority of the symbiote spawning pools is located. The Congulair legion was recently classified as neutral citizens and those with this prestige class may consider themselves to be neutral if they chose not to affiliate with any other nation.

HITHUUL

Hithuul Depth: 1000-1500 feet.

Category: Ice City Public Mirrors: None (none allowed)

such as the brothers of frost.

Hithuul is the base of the city-nation of the same name. It is located in a freshwater subglacial lake that can only be reached through several miles of treacherous ice tunnels. The lake has a minor self-contained and longisolated ecosystem but will not support large populations for very long, aside from those who can subsist on ice,

ICEHAVEN

Neutral

Category: Iceberg City Depth: 0-300 feet. Public Mirrors: Gelugarmia (6-foot diameter), Kosworahah (9-foot diameter), New Kingdom (21-foot diameter), Okkroktok (12-feet in diameter), Rekmektoc (3foot diameter), Thagawatt (9-foot diameter), Uyarak (96 feet long, 18 feet high)

Icehaven is located in neutral territory and is a place to hire mercenaries, escape persecution and hide from the law of non-neutral nations. It is also known as the "City of Mirrors."

KEFLAVUL

Helegaear

Category: Iceberg City Depth: 0-300 feet. Public Mirrors: Rekmektoc (12-foot diameter), Lochhrienn (15-foot diameter), Peldor Mines (24-foot diameter)

Keflavul is the capitol city of the sea elves and home to their queen. It is a place of high magic and also the center of worship for the Helka Ilfirin faith.

KOSWORAHAH

Kawzuk Empire

Category: Iceberg City Depth: 0-300 feet. Public Mirrors: Peldor Mines (99-foot wide, 9-feet high), Rekmektoc (36-feet wide, 9-feet high), Icehaven (9-foot diameter)

Kosworahah is the capitol city of the Kawzuk Empire and home base of the squawk empress. Few non-squawks ever see this city, as it is built to accommodate Small-sized people and travel by skiths and kairuku.

LOCHHRIENN

Rakailoch **Depth:** 0-300 feet.

Category: Iceberg City Public Mirrors: Clockmaker's Cave (6-foot diameter), Keflavul (15-foot diameter), New Kingdom (9-foot diameter), Okkroktok (9-foot diameter), Peldor Mines (6foot diameter), Uyarak (15-foot diameter)

Lochhreinn is the capitol city of the nation of Rakailoch and is occasionally moved to other locations around Rakailoch isle. Many who remember Lochgelly often remark that the cities looked unusually similar.

METARI Category: Grotto

Outpost 39

Depth: 3000-3500 feet. Public Mirrors: Outpost 39 in Feldorheim (30 feet long, 12 feet high)

Metari is the largest city of Outpost 39, located in artificial caverns at the bottom of the Fiskheim polar crater. It is populated almost exclusively by nommos, which are the only polar species that are comfortable at its immense depths.

OKKROKTOK

Tungortok

Category: Iceberg City Depth: 0-300 feet. Public Mirrors: Lochhrienn (9-foot diameter), Uyarak (300 feet long, 21 feet high), Peldor Mines (21-feet in diameter), Icehaven (12-feet in diameter)

Okkroktok is the second largest city of the Tungortok nation and is located over several Galantix Accord owned metal and mineral mines.

PELDOR MINES Category: Grotto

Galantix Accord

Depth: 300-600 feet. Public Mirrors: Clockmaker's Cave (9-foot diameter), Keflavul (24-foot diameter), Kosworahah (99-foot wide, 9feet high), Lochhrienn (6-foot diameter), Okkroktok (21feet in diameter), Thagawatt (12-foot diameter), Uyarak (33- feet diameter)

Peldor mines was once one of the largest gold mines in Fiskheim but is now nearly mined out. Today, it is a trade center, which the Galantix Accord ships most of its commodities through.

REKMEKTOC

Neutral

Depth: 100-300 feet. Category: Sunken City Public Mirrors: Icehaven (3-foot diameter), Keflavul (12foot diameter), Kosworahah (36-feet wide, 9-feet high)

Rekmektoc was built on the ruins of a drylander city and has a high population of sea elves, ice elves and crystolix. It is considered a minor trade city.

THAGAWATT

Neutral

Depth: 0-300 feet. Category: Ice Public Mirrors: Clockmaker's Cave (3-foot diameter), Icehaven (9-foot diameter), Peldor Mines (12-foot diameter)

Thagawatt is the center of agloolik discovery and home to all manner of sages and scientists. Magic and psionics are not permitted to be practiced within the city limits. The Board of Neutrals meets here monthly.

UYARAK

Tungortok Category: Sunken City Depth: 0-300 feet. Public Mirrors: Lochhrienn (15-foot diameter), Okkroktok (300 feet long, 21 feet high), Icehaven (96 feet long, 18 feet high), Peldor Mines (33- feet diameter)

Uyarak is the capitol city of the Tungortok nation and predates the Great Flood. Once a coastal city, it is now submerged, except for its tallest towers. It is also the location of King Tukkuttok's tomb.

Chapter 6:



Polar Sea Bestiary

Introduction to Polar Sea Monsters

This chapter explores some of most notorious denizens of the frozen seas. Even in warmer climes, the creatures in this tome can serve to surprise, entertain, and even torment the most stalwart of adventurers.

Creature Glyphs

Much like in the PATHFINDER ROLEPLAYING GAME BESTIARY, the Cerulean Seas Bestiaries and other Alluria Publishing products, INDIGO ICE uses 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.



Akhlut, Fiskheim

The 20-foot long beast stalking the snowy waters ahead seems to be a nightmarish blend of winter wolf and killer whale. Regardless of the half it favors, you know you are dealing with a savage and merciless predator.

CR7

FISKHEIM AKHLUT



XP 3,200 N Huge amphibious animal Init +1; Senses low-light vision, scent, snow vision; Perception +10 Racial Buoyancy -375; Depth Tolerance: 2,000 feet DEFENSE AC 21, touch 9, flat-footed 20 (+1 Dex, +12 natural, -2 size) hp 85 (10d8+40) Fort +11, Ref +8, Will +7 **OFFENSE** Speed 40 ft., swim 60 ft. Melee bite +14 (2d8+12 plus grab) Space 15 ft.; Reach 10 ft. Special Attacks savage bite, swallow whole (2d8+12 bludgeoning damage, AC 16, 8 hp) STATISTICS Str 27, Dex 13, Con 19, Int 2, Wis 14, Cha 6 Base Atk +7; CMB +17; CMD 28 (32 vs. trip) Feats Iron Will, Lunge, Skill Focus (Perception), Skill Focus (Stealth), Weapon Focus (bite) Skills Climb +12, Perception +10, Stealth +10 (+14 in rocks or undergrowth), Acrobatics +16; Racial Modifiers +4 Stealth SQ hold breath

ECOLOGY

Environment cold oceans **Organization** solitary, pair, or pack (3–12) **Treasure** none

SPECIAL ABILITIES

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

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

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

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

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

Bear, Nanoqaluk

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

CR 5

NANOQALUK BEAR





Init +1; Senses low-light vision, scent ; Perception +6 Racial Buoyancy -175; Depth Tolerance: 600 feet

DEFENSE

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

hp 52 (5d8+30)

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

OFFENSE

Speed 40 ft., swim 50 ft.

Melee 2 claws +9 (1d6+7 plus grab), bite +9 (1d6+7) **Space** 10 ft.; **Reach** 5 ft.

Special Attacks bear hug

STATISTICS

ECOLOGY

Str 25, Dex 17, Con 21, Int 2, Wis 12, Cha 6 Base Atk +5; CMB +11 (+15 grapple); CMD 22 (26 vs. trip) Feats Endurance, Run, Skill Focus (Survival) Skills Acrobatics +16, Perception +6, Survival +7 SQ hold breath

Environment any aquatic **Organization** solitary, pair, pack (4-12) **Treasure** standard

SPECIAL ABILITIES

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

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

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

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



Brother of Frost

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

CR 1/2

BROTHER OF FROST



XP 200 Brother of frost sorcerer 1 N Medium outsider (air, aquatic, native, water) Init +3; Senses darkvision 60 ft.; Perception –2

Racial Buoyancy 90; Depth Tolerance: 3,000 feet

DEFENSE

AC 13, touch 12, flat-footed 11 (+2 Dex, +1 Shield) hp 9 (1d6+3) Fort +2, Ref +2, Will +0 Resist cold 5 Weaknesses vulnerability to steam

OFFENSE

Speed 30 ft., swim 30 ft.

- **Melee** trident -1 (1d8) , bite -3 (1d4 cold) or bite -1 (1d4+1 cold)
- **Bloodline Spell-Like Abilities** (CL 1st; concentration +4) 6/day—elemental ray (1d6 cold)
- Brother of frost Spell-Like Abilities (CL 1st; concentration +4)
 - 1/day—*frostbite* (DC 15, ULTIMATE MAGIC)
- Sorcerer Spells Known (CL 1st; concentration +4) 1st (4/day)—frost (DC 15, INDIGO ICE), mage armor 0 (at will)—detect magic, ice-water jet (DC 14, CERULEAN SEAS CAMPAIGN SETTING), flare (DC 14), prestidigitation Bloodline elemental (water)

STATISTICS

Str 10, Dex 14, Con 14, Int 13, Wis 6, Cha 17 Base Atk +0; CMB +0; CMD 13 Feats Eschew Materials^B, Martial Weapon Proficiency (trident) Skills Bluff +7, Knowledge (arcana) +5, Spellcraft +5 Languages Common, Draconic, Glacian **SQ** bloodline arcana, cold affinity ECOLOGY Environment any cold ocean **Organization** solitary, pair, or gang (3–5) Treasure NPC gear (trident, light shield, other treasure) SPECIAL ABILITIES Cold Affinity (Ex) Brother of frost sorcerers with the elemental (water)

bloodline treat their Charisma score as 2 points higher for all sorcerer spells and class abilities. Brother of frost spellcasters with the Water domain use their domain powers and spells at +1 caster level. Many from warmer climes will mistake a brother of frost for some sort of polar subspecies of lizardfolk but this could not be further from the truth. In fact, brothers of frost are one of the few races left after the flood that can boast human heritage. Long ago, a strange human cult used arcane magic to mingle their blood with that of a rare creature from the para-elemental plane of Ice (at the border of the planes of Air and Water) known as a frost salamander. While frost salamanders seem to have gone extinct, the brothers of frost remain.

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

BROTHER OF FROST CHARACTERS

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

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

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

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

Cold Affinity: See above.

Energy Resistance: Brothers of frost have cold resistance 5. Energy

Vulnerability: Brothers of frost have vulnerability to steam.

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

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

Cryoviathan

This massive sea serpent is coated with a thick coat of jagged ice.

CRYOVIATHAN XP 153,600

CR 18

- N Colossal Magical Beast (aquatic, cold)
- Init +2; Senses Darkvision 120 ft., low light vision; Perception +14

Racial Buoyancy -6000; Depth Tolerance: 5,200 feet

DEFENSE

AC 33; touch 1, flat-footed 33 (-2 Dex, +10 armor, +23 natural, -8 size)

- hp 387 (25d10+250)
- Fort +24, Ref +12, Will +13

Defensive Abilities elusive; Immune cold; Resist electricity 30 OFFENSE

Speed 10 ft., swim 50 ft.

- **Melee** bite +34 (8d10+17 plus grab), tail slap +29 (6d8+8)
- Special Attacks blizzard breath, capsize, crush, freezing flesh,
- swallow whole (10d6+17 plus 6d8 cold, AC 21, 38 hp.

STATISTICS

Str 45, Dex 6, Con 30, Int 2, Wis 17, Cha 11 Base Atk +25; CMB +50; CMD 58 can't be tripped

- Feats Awesome Blow, Cleave, Critical Focus, Great Cleave, Improved Bull Rush, Improved Initiative, Improved Iron Will, Improved Overrun, Iron Will, Power Attack, Snatch, Staggering Critical, Stunning Critical
- Skills Acrobatics +36, Perception +14, Stealth +2 (+22 when immobile in ice); Racial Bonus:+20 Stealth when immobile in ice

ECOLOGY

Environment cold oceans Organization solitary

Treasure double standard

SPECIAL ABILITIES

Blizzard Breath (Su): Once per day, a cryoviathan may breathe out an area of intense cold that interacts with the atmosphere, triggering a mile-wide blizzard centered on the cryoviathan. The blizzard brings strong winds, heavy snow and extreme cold. See chapter 13 of the *Core Rulebook* for the effects of blizzards. A blizzard created by a cryoviathan lasts 1d2 days.

Capsize (Ex): A cryoviathan may attempt to capsize a ship or ice floe its size or smaller by ramming it as a charge attack and making a combat maneuver check. The DC of this check is 25 or the result of the boat captain's Profession (sailor) check, whichever is higher.

- **Crush (Ex):** A cryoviathan may, as a full attack, breech high into the air and come crashing down on foes that have injured it. Targets must be three or more sizes smaller than the cryoviathan and the attack affects as many creatures as fit into the beast's space. Creatures in the affected area must make a DC 34 Reflex save or take 6d6 points of damage. In addition, the sheer force of the crush shatters all but the thickest ice floes into small chunks.
- **Elusive (Su):** As a full-round action while in water a cryoviathan can move up to its run speed (200 ft.) without leaving any trace of its passing (identical in effect to *pass without trace*). An elusive cryoviathan gains a +40 circumstance bonus to its Stealth check. In addition, except when in combat, a cryoviathan is considered to be under the effects of a *nondetection* spell. Both of these effects function at 20th level and cannot be dispelled.
- **Freezing Flesh (Ex):** A cryoviathan's body gives off such intense cold that water freezes around it if it remains still. This frozen water will form a thick coat of ice "armor" over the beast. This armor has a hardness of 5 and 72 hit points. If destroyed the cryoviathan loses its armor bonus, although it starts to reform at a rate of +2 to its AC per round.

Any creature striking a cryoviathan with a natural weapon or unarmed attack takes 6d6 points of cold damage and any creature inflicting 10 or more points of piercing or slashing damage to a cryoviathan must make a DC 24 Reflex save or take 3d6 points of damage from being splashed with the creature's chilling blood. Weapons that successfully strike a cryoviathan must make a DC 24 Reflex save or become brittle, taking half the damage they inflict on their next attack, bypassing the weapon's hardness. Allowing the weapon to warm up for 1d3 rounds will negate this effect and *boiling* and *frost* based weapons are immune.

Cryoviathans are polar sea serpents, cloaked in myth and legend. They spend decades in hibernation and their frigid bodies cause massive growths of ice to build up around them. A sleeping cryroviathan on the surface appears to be a jagged iceberg, while one slumbering on the sea floor appears to be a jumble of sunken ice. The creatures are never imprisoned by this ice; freeing themselves with a single undulation of their massive body.

Stories are told of villages built on top of a serpent that has laid still for decades, only to have it suddenly awaken and devour the village to a soul. It is believed that they hold great treasures in their icy guts, leftovers from creatures they have swallowed. Cryoviathans are simple combatants; they attempt to swallow or smash anything that disturbs them. Creatures that deal more than a quarter of its hit points of damage, use fire or steam against it, or take shelter on ice flows, seemingly out of the creatures reach, receive it's crush attack.

Sudden blizzards in areas rumored to be haunted by a cryoviathan are called "worm's breath" storms. The cryoviathans typically deploy their breath upon awakening from hibernation, although it is unknown if this is hunting strategy, or a simple natural byproduct of their long sleep.

Dragon (Song), Orchestra

A pod of killer whales surrounds this gleaming dragon. It's scales are a gleaming metallic black, with snowy white highlights, matching the smaller creatures that swoop around it. Its pectoral fins are massive wings, ending in claws the size of greatswords.



LN dragon (aquatic, cold, water)

Racial Buoyancy 0; Depth Tolerance: 1000 fee

BASE STATISTICS

CR 5; Size Small; Hit Dice 6d12

Speed swim 60 ft.

Natural Armor +5; Breath Weapon line, 2d6 sonic Str 14, Dex 13, Con 13, Int 12, Wis 14, Cha 13

ECOLOGY

Environment cold oceans

Organization solitary, pair, pod (1-2 plus 3-20 killer whales)

Treasure triple

SPECIAL ABILITIES

- **Create Iceberg (Su):** A great wyrm orchestra dragon may create an iceberg as a standard action once per day. A created iceberg is approximately 600 feet in diameter, stands 30 feet above the waterline and extends another 300 feet below the water line. Creatures or objects within the area may make a Reflex save equal to the dragon's breath weapon or become trapped within the ice and come under the effect of an *imprisonment* spell. Creatures or objects that make the save take 10d10 as they are violently ejected from the area, making a second Reflex save for half damage.
- **Greater Summons (Su):** An adult or older orchestra dragon may summon 1d4 orca with the advanced or giant templates three times per day, or 1d2 orca with the half-dragon template once per day.
- **Icy Breath (Su):** Instead of a line of sonic energy, an orchestra dragon can breathe a cone of super cooled water. Creatures caught within the cone take damage as if they were struck by the dragon's sonic breath and must make a Fortitude save, using the breath weapons DC or be *slowed* for one round per age category.
- **Pod Defense (Su):** A mature adult or older orchestra dragon's orca allies are considered to be immune to cold while within sight of the dragon. In addition, the dragon may extend its damage resistance or spell resistance to any allied orca within 25 feet. The dragon may change which resistance is in effect as a move action at the start of its turn.
- **Pod Tactics (Su):** A juvenile or older orchestra dragon may direct its pod of orca, granting them a +1 to either their attack and damage rolls or their armor class and saves. The dragon may change which bonus is in effect as a free action at the start of its turn. This bonus becomes a +2 when the dragon becomes old and rises to +4 when the dragon becomes a wyrm.

In addition, allied orca are considered to have any teamwork feats that the orchestra dragon possesses while they are within sight distance of the dragon.

Rime (Su): An ancient or older orchestra dragon may cover itself and any orca in its pod with a thick coating of supernatural ice as a move action. This ice deals 10 points of cold damage to all creatures within a 10 foot radius and deals 1d6 points of cold damage to any creature that strikes the bearer with a natural weapon or unarmed attack. The armor lasts for one minute per age category of the dragon and the dragon may dismiss it at any time.

Shape Change (Su): A very old or older orchestra dragon may assume the form of an orca three times per day as if using *polymorph*.

Share Spells (Ex): An old or older orchestra dragon may cast any spell with a target of "You" on any killer whale that it is allied with, as per the druid ability.

Speak with Cetaceans (Sp): An orchestra dragon possesses the constant ability to speak with any dolphin or whale. This functions as *speak with animals* but only with cetaceans.

- Spell-like Abilities (Sp): A orchestra dragon gains the following spell-like abilities, usable at will upon reaching the listed age category. Very young-ear splitting scream, juvenile-sound burst, adult-3/day-awaken, old-song of discord, ancient-discordant blast.
- **Summoning (Sp):** A young or older orchestra dragon may summon 2d4 orca three times per day.
- Wild Empathy (Ex): A very young or older orchestra dragon may use wild empathy as a ranger, adding half its Hit Dice and it's Charisma modifier to the roll.

Age Category	Special Abilities	Caster Level
Wyrmling	Icy breath, speak with cetaceans	-
Very young	Wild empathy, ear splitting scream	-
Young	Summon	-
Juvenile	Pod tactics, sound burst	-
Young adult	DR 5/magic, spell resistance	1
Adult	Greater summon, awaken	3
Mature adult	DR 10/magic, pod defense	5
Old	Share spells, song of discord	7
Very old	DR 15/magic, shape change	9
Ancient	Rime, discordant blast	11
Wyrm	DR 20/magic	13
Great wyrm	Create iceberg	15

YOUNG ORCHESTRA DRAGON

XP 6,400

LN Large Dragon (cold, water)

Int +4; Senses blindsense 120 ft.; dragon senses; Perception +16

CR 9

CR 13

DEFENSE

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

hp 95 (10d12+30)

Fort +10, Ref +7, Will +10

Immune cold, paralysis, sleep

OFFENSE Speed swim 80 ft.

Melee bite +15 (2d6+9), 2 claws +13 (1d8+3), tail slap +13 (1d8+9)

Space 10 ft.; **Reach** 5 ft. (10 ft. with bite)

Special Attacks breath weapon (80 ft. line, DC 18, 6d6 sonic), icy breath

Spell-like Abilities (CL 10, concentration +12)

At will-ear splitting scream² (DC 13) STATISTICS

Str 22, Dex 11, Con 17, Int 14, Wis 16, Cha 15

Base Atk +10, CMB +17, CMD 27

Feats Alertness, Improved Initiative, Multiattack, Power Attack, Vital Strike

Skills Acrobatics +25, Appraise +13, Bluff +13, Diplomacy +13, Heal +14, Intimidate +13, Knowledge (nature) +13, Perception +16, Sense Motive +16, Stealth +7

Languages Ceti, Common, Draconic

SQ speak with cetaceans, wild empathy

Adult Orchestra Dragon

XP 25,600

LN Huge Dragon (cold, water) Int +3; Senses blindsense 120 ft, dragon senses; Perception +23 Aura frightful presence (180 ft., DC 21) DEFENSE AC 28; touch 8, flat-footed 28 (+20 natural -2 size) hp 172 (15d12+75) Fort +14, Ref +9, Will +14 DR 5/magic; Immune cold, paralysis, sleep; SR 23 OFFENSE

Speed swim 80 ft.

Melee bite +22 (2d8+13), 2 claws +20 (2d6+4), tail slap +20 (2d6+13) Space 15 ft.; Reach 10 ft. (15 ft. with bite)

Special Attacks breath weapon (100 ft. line, DC 22, 12d6 sonic), icy Breath

Spell-like Abilities (CL 15, concentration +19)

At will-ear splitting scream² (DC 15), sound burst (DC 16) 3/day awaken

Spells Known (CL 3rd, concentration +7)

1st (4/day)-magic missile, ray of enfeeblement (DC 15), shield
 0 (at will)-flare (DC 14), detect magic, message, resistance, touch of fatigue

STATISTICS

Str 28, Dex 10, Con 21, Int 18, Wis 20, Cha 19

- Base Atk +15, CMB +26, CMD 36
- Feats Alertness, Coordinated Maneuvers¹, Improved Initiative, Improved Vital Strike, Multiattack, Outflank¹, Power Attack, Vital Strike
- Skills Acrobatics +24, Appraise +20, Bluff +20, Diplomacy +20, Heal +23, Intimidate +22, Knowledge (nature) +20, Perception +23, Sense Motive +23, Stealth +8, Use Magic Device +20
- Languages Aquan, Ceti, Common, Delatari, Draconic
- ${\bf SQ}\,$ greater summon, pod tactics, speak with cetaceans, summon, wild empathy

ANCIENT ORCHESTRA DRAGON

XP 153,600

LN Gargantuan Dragon (cold, water) Int +2; Senses blindsense 120 ft, dragon senses; Perception +34 Aura frightful presence (300 ft., DC 28)

DEFENSE

AC 36; touch 4, flat-footed 36; (-2 Dex, +32 natural, -4 size)

hp 324 (24d12+168)

Fort +21, Ref +12, Will +20

DR 15/magic; Immune cold, paralysis, sleep; SR 29

OFFENSE

Speed swim 100 ft.

Melee bite +33 (4d6+19), 2 claws +31 (2d8+6), tail slap +31 (2d8+19) **Space** 20 ft.; **Reach** 15 ft. (20 ft. with bite)

- Special Attacks breath weapon (120 ft. line, DC 28, 20d6 sonic), icy breath, rime, tail sweep
- Spell-like Abilities (CL 24, Concentration +30)

At will-discordant burst¹ (DC 20), ear splitting scream² (DC 17), song of discord (DC 21), sound burst (DC 18) 3/day-awaken

Spells Known (CL 11th, concentration +17)

- 5th (5/day)-baleful polymorph (DC 21), feeblemind (DC 21)
- 4th (7/day)-charm monster (DC 20), , greater invisibility, stoneskin
 3rd (7/day)-dispel magic, haste, invisibility sphere, electrical surge⁴ (DC 19)
- 2nd (8/day)-acid arrow, shark's strength⁴, dophin's grace⁴, mirror image, touch of idiocy (DC 18)
- 1st (8/day)-boiling hands⁴ (DC 17), magic missile, ray of enfeeblement (DC 17), shield, shocking grasp
- 0 (at will)-acid splash, flare (DC 16), detect magic, disrupt undead, mage hand, message, read magic, resistance, touch of fatigue (DC 16)

STATISTICS

CR 18

Str 36, Dex 7, Con 25, Int 22, Wis 24, Cha 23

Base Atk +24, CMB +41, CMD 49

- Feats Alertness, Back to Back³, Broken Wing Gambit³, Coordinated Maneuvers¹, Improved Initiative, Improved Vital Strike, Multiattack, Outflank¹, Precise Strike³, Power Attack, Shake It Off³, Vital Strike
- Skills Acrobatics +46, Appraise +31, Bluff +31, Diplomacy +31, Heal +32, Intimidate +31, Knowledge (arcana, nature) +31, Perception +34, Sense Motive +34, Spellcraft +31, Stealth +11, Use Magic Device +31
- Languages Aquan, Ceti, Common, Delatari, Draconic, Nixish, Pinnipar
- **SQ** greater summon, pod defense, pod tactics, share spells, shape change, speak with cetaceans, summon, wild empathy

1-found in ADVANCED PLAYER'S GUIDE

²- found in ULTIMATE MAGIC

³-found in ULTIMATE COMBAT

4- found in CERULEAN SEAS CAMPAIGN SETTING

Orchestra dragons are powerful predators of the seas, controlling vast pods of orca that they view as their allies and confidants. They believe every creature has its place in the web of life and will hunt down and destroy creatures that seek to upset that balance. While they are not inherently hostile to lesser creatures, they show no mercy to those too weak, or foolish, to survive.

Orchestra dragons work in close concert with their orca pod, often appearing to have telepathic control over the members. While they may seem as a huntsman and his hounds, the dragon views the relationship more as a general and his soldiers. Orchestra dragons care deeply for their pod, using their abilities and spells to protect and enhance them and will take terrible vengeance on any creature that destroys its pod, often targeting those closest and most important to its target first.

While they prefer cold arctic waters, orchestra dragons will often travel with their pod throughout the seas. Some orchestra dragons take on the role of traveling judge, with its pod acting as sheriffs, jury and executioners. These dragons are both greatly feared for their cold justice and greatly respected for their impartial nature.



Kairuku

This man-sized penguin glances at you with bright and curious eyes.

KAIRUKU



CR1 🚱 🔶 🛞

N Medium animal (aquatic)

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

Racial Buoyancy -20; Depth Tolerance 600 feet

DEFENSE

AC 15; touch 13, flat-footed 12 (+3 Dex, +2 natural) hp 10 (2d8+2)

Fort +3, Ref +5, Will +2

OFFENSE

Speed 30 ft., swim 40 ft.

Melee bite +2 (1d6+1), kick +0 (1d4)

STATISTICS

Str 12, Dex 16, Con 13, Int 2, Wis 15, Cha 11
Base Atk +1; CMB +2; CMD 15
Feats Run
Skills Perception +3, Slight of Hand +9, Swim +10; Racial
Bonus:+3 Slight of Hand

ECOLOGY

Environment cold oceans and shorelines **Organization** solitary, pair, flock (4-60)

SPECIAL ABILITIES

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

Swipe (Ex): Kairuku are attracted to objects that are shiny or oddly shaped and will go to great lengths to steal such items. Kairuku have a natural skill at rapidly and stealthily using their beak to pilfer an item that catches their eye, treating Slight of Hand as a class skill. Any stolen items are added to the bird's nest to attract a mate. Large flocks of kairuku dominate the icy shorelines, with the birds both strutting along the shore and diving beneath the waves. In areas where they are unmolested by humanoids, they can be quite tame unless their breeding grounds are disturbed. They have an unfortunate habit of stealing shiny objects. A humanoid bearing something of interest may be mobbed by an entire flock.

Kairuku feed mostly on large fish and squid. In turn they are prey for many larger creatures. They may also be found feeding on carrion washed up on the shore, from whales to humanoids. The birds themselves are edible, yet oily and foul tasting.

The story of the kairuku's origins in modern Isinblare is nothing less than extraordinary. Originally, the kairuku went extinct ages ago but a flock was well preserved in solid ice till roughly 6 centuries ago. They were then discovered by the crystolix, who sold them to the squawks. The squawks treated them like treasure and they were put on display (still frozen in blocks of ice). Eventually, one of the frozen birds was stolen by some ice elven rogues, sold to their own kin and later thawed and resurrected. Everyone was so pleased with the creature that emerged that eventually the entire flock was brought back to life and allowed to multiply.

Kairuku are easily domesticated and squawks frequently use them as mounts above and below the waves. A tamed kairuku is utterly loyal to its allies, yet still retains the troublesome habit of pilfering items from those around it.



Kraken, Polar

A blue squid of massive size is entombed in solid ice, backlit by a glowing orb. Suddenly its sea green eyes open and its tentacles thrust through the ice at you!

POLAR KRAKEN



XP 51,200

NE Huge Magical Beast (cold, aquatic) Init +6; Senses Darkvision 60 ft., low light vision; Perception +23 Racial Buoyancy -35; Depth Tolerance: 10,000 feet

DEFENSE

AC 30; touch 10, flat-footed 28 (+2 Dex, +20 natural, -2 size) hp 207 (18d10+108) Fort +17, Ref +13, Will +8 Immune cold, mind-affecting effects, poison

Vulnerability steam

OFFENSE

Speed 10 ft., swim 40 ft., jet 280 ft.

Melee 2 arms +24 (1d8+8), 8 tentacles +22 (1d6+6 plus grab), bite +24 (2d6+8)

Space 15 ft.; Reach 15 ft. (30 ft. with arms and tentacles) Special Attacks constrict (tentacles, 1d6+6), ice glide, icy ink, light Spell-like Abilities (CL 12, Concentration +16)

1/day-dispel magic, protection from energy, wall of ice

STATISTICS

Str 26, Dex 14, Con 22, Int 19, Wis 15, Cha 19 Base Atk +18; CMB +24; CMD 36

Feats Blind Fight, Cleave, Critical Focus, Greater Vital Strike, Improved Initiative, Improved Vital Strike, Multi-Attack, Power Attack, Vital Strike

Skills Acrobatics +23, Intimidate +22, Perception +23, Stealth +12, Swim +34, Use Magic Device +22

SQ tenacious grapple

ECOLOGY

Environment cold oceans **Organization** solitary or pair **Treasure** double

SPECIAL ABILITIES

Ice Glide (Su): A polar kraken may pass through any body of ice as if it was water. Its passage leaves no trace or track and it can dwell within a body of ice large enough to hold its form. Creatures constricted within its tentacles gain the ice glide ability, allowing it to draw prey into the ice it hides in. A creature released by a kraken while still encased gains the entombed condition. Attackers may strike any part of the kraken outside the ice normally; the ice must be destroyed before the polar kraken within may be attacked.

Icy Ink (Su): Three times per day a polar kraken may create a 10 foot by 10 foot cloud of ink. This ink deals 4d6 points of cold damage to any creature caught within it and instantly hardens into solid ice. Creatures within the area may make a Reflex save, DC 26, to escape before it hardens. Creatures trapped within the ice gain the entombed condition. Alternatively, the kraken may repair any ice with a use of its ink, repairing 4d6 points per usage Light (Ex): Polar krakens possess a large light creating organ, which they use to attract prey. They have total control over the light, flashing it on or off as a free action.

Tenacious Grapple (Ex): Polar krakens do not gain the grappled condition when grappling a foe with its arms.

Polar krakens are the degenerate kin of the better known kraken, living even farther towards the poles than their more powerful cousins are comfortable with. They are less concerned with empire building than with feeding, although they usually rule large stretches of sea by default. For all their power, they are craven creatures and flee if they cannot attack by ambush.

Polar krakens use their ice glide ability to hide within massive icebergs or to glide just under ice floes, attacking from concealment, under or within the ice, while being shielded by it. They use their light emitting organ to create brief flashes of light, attracting the curious. They sometimes stock smaller icebergs with the bodies of slain creatures, reaching in to retrieve the frozen corpses whenever it feels hungry.

Polar krakens never stop growing and they can achieve truly monstrous sizes with the passing centuries. Few things are more terror provoking than a nest of massive tentacles erupting from a solid wall of ice. Massive sea serpents, large dragons and true krakens will generally make a polar kraken go into hiding for weeks at a time.



Lich, Ice

This undead creature wears rotted yet fine robes of ancient make. Its body is decayed under a thick coating of ice. Pale blue flames flicker in its empty eye sockets.



CR 15 0 0 0

Isqu'illa, the Slush Queen

Seafolk lich wizard 14 LE Medium undead (augmented humanoid, aquatic, cold)

Init +2; **Senses** Darkvision 60 ft.; Perception +23

Aura fear and freezing (60 ft. radius; DC 22)

Racial Buoyancy -35; Depth Tolerance: immune

DEFENSE

AC 26; touch 15, flat-footed 24 (+4 armor, +3 deflection, +2 Dex, +7 natural)

hp 119 (14d6+70)

Fort +9, **Ref** +8, **Will** +14

Defensive Abilities channel resistance +4; **DR** 15/bludgeoning and magic; **Immune** cold, electricity, undead traits

Weakness vulnerability to steam

OFFENSE

Speed swim 30 ft.

Melee touch +7/+2 (1d8+7 plus rime touch)

- Special Attacks hand of the apprentice 10/day, metamagic mastery 4/day, rime touch (DC 22)
- **Spells Prepared** (CL 14th, Concentration +22)
 - 7th-finger of death (DC 24), greater teleport, limited wish (DC 24)
 - 6th-boiling light¹, disintegrate (DC 23), eyebite (DC 23), globe of invulnerability

5th-constricting bubble¹ (DC 22), feeblemind (DC 22), symbol of pain (DC 22), wall of force

- 4th-acid bubble¹ (DC 21), animate dead, charm monster (DC 21), greater invisibility, scathing eels¹ (DC 21)
- 3rd-aqueous form¹, dispel magic, haste, slow (DC 20), vampiric touch
- 2nd-blindness/deafness (DC 19), boiling gaze (DC 19), entrapping bubble¹ (DC 19), ghoul touch (DC 19), stormfire¹, undertow¹ (DC 19)
- 1st-boiling hands¹ (DC 18), mage armor (already cast), magic missile, protection from good, ray of enfeeblement (DC 18), true strike

0-acid splash, electrify¹, mage hand, touch of fatigue (DC 17)

STATISTICS

Str 11, Dex 14, Con -, Int 24, Wis 17, Cha 20 Base Atk +7; CMB +7; CMD 19

Feats Bouncing Spell², Combat Casting, Craft Rod, Craft Staff, Craft Wondrous Item, Iron Will, Lightning Reflexes, Maximize Spell, Persistent Spell², Quicken Spell, Scribe Scroll

Skills Acrobatics +20, Appraise +19, Disguise +17, Intimidate +20, Knowledge (arcana) +21, Knowledge (history) +20, Knowledge (religion) +19, Linguistics +19, Perception +23, Sense Motive +23, Spellcraft +22, Stealth +22; Racial Bonus:+8 Perception, Sense Motive, Stealth

> Languages Abyssal, Aquan, Celestial, Common, Dagonite, Delatari, Draconic, Infernal, Glacian, Lok'tar, Pelagic, Pinnipar

ECOLOGY

Environment any cold **Organization** solitary **Treasure** NPC gear (*bracers of armor* +3, *crown of blasting*, *minor*, *darkwater pearls*¹, *scroll of teleport*, other gear)

¹⁻ found in CERULEAN SEAS CAMPAIGN SETTING
 ²⁻ found in Advanced Players Guide

Phylactery: The phylactery of an ice lich must be carved from ice made from the purest possible water. This ice is enchanted to become as strong as any other phylactery, although if exposed to magical fire it is destroyed in a single round.

Ice liches possess a body that matches their spirits. Once dark-hearted mortals, these creatures reduce the world around them to a hell of gleaming ice and thickened waters. All but unknown in warmer climates, ice liches quietly rule the frozen parts of the world, subtle and mostly unseen.

A typical ice lich views combat as a thing below it best suited to lesser creatures. When they do enter combat, they do everything they can to make sure it is on their terms. They reserve their harshest magic for creatures that show the use of magical fire, destroying them as quickly as possible.



90

Most ice liches were ambitious beings in life that felt most at home in the bleak wastes of the Isinblarean seas. They preserve their foes with their rime touch, both to display as trophies and to draw upon their knowledge. It is not unknown for an ice lich to gift a magical trinket that protects one from cold damage before freezing them with a touch. These victims are kept helpless but horribly aware, thawed out once every few decades whenever the lich needs to pluck information from their rapidly maddening ravings.

CREATING AN ICE LICH

"Ice Lich" is an acquired template that can be added to any living creature (referred to hereafter as the base creature), provided it can create the required phylactery. An ice lich retains all the base creature's statistics and special abilities except as noted here.

CR: Same as the base creature + 2.

Alignment: Any evil.

Type: The creature's type changes to undead and gains the cold subtype. Do not recalculate BAB, saves, or skill ranks.

Senses: An ice lich gains darkvision 60 ft.

Armor Class: A ice lich has a +7 natural armor bonus or the base creature's natural armor bonus +2, whichever is better.

Hit Dice: Change all of the creature's racial Hit Dice to d8s. All Hit Dice derived from class levels remain unchanged. As undead, ice liches use their Charisma modifiers to determine bonus hit points (instead of Constitution).

Defensive Abilities: An ice lich gains channel resistance +4, DR 15/bludgeoning and magic and immunity to cold and electricity (in addition to those granted by its undead traits). It also gains vulnerability to fire. The ice lich also gains the following ability:

Rejuvenation (Su): When an ice lich is destroyed, its phylactery (which is generally hidden by the ice lich in a safe place far from where it chooses to dwell) immediately begins to rebuild the undead spellcaster's body nearby. This process takes 1d10 days—if the body is destroyed before that time passes, the phylactery merely starts the process anew. After this time passes, the ice lich wakens fully healed (albeit without any gear it left behind on its old body), usually with an icy need for revenge against those who previously destroyed it.

Melee Attack: An ice lich has a touch attack that it can use once per round as a natural weapon. An ice lich fighting without weapons uses its natural weapons (if it has any) in addition to its touch attack (which is treated as a primary natural weapon that replaces one claw or slam attack, if the creature has any). An ice lich armed with a weapon uses its weapons normally and can use its touch attack as a secondary natural weapon. **Damage**: An ice lich's touch attack uses negative energy to deal 1d8 points of damage to living creatures + 1 point of damage per 2 Hit Dice possessed by the ice lich. As negative energy, this damage can be used to heal undead creatures. An ice lich can take a full-round action to infuse itself with this energy, healing as much damage to itself as it would have done in a normal touch attack.

Special Attacks: An ice lich gains the special attacks described below. Save DCs are equal to $10 + \frac{1}{2}$ the ice lich's HD + lich's Cha modifier unless otherwise noted.

Aura of Fear and Freezing (Su): Creatures of less than 5 HD in a 60-foot radius that look at the ice lich must succeed on a Will save or become frightened. Creatures with 5 HD or more must succeed at a Will save or be shaken for a number of rounds equal to the ice lich's Hit Dice. A creature that successfully saves cannot be affected again by the same ice lich's aura for 24 hours. This is a mind-affecting fear effect.

In addition to the effects of the lich's fear aura, an ice lich radiates a supernatural chill. All creatures not immune to cold within the aura take 1d10 points of damage per round. If the lich is above water, a thick layer of ice forms on all structures and objects within range of its aura. Floors covered by this ice are considered difficult terrain and are treated as if they have a *grease* spell upon them. The lich moves on the ice without difficulty.

Underwater the aura causes water to turn into a slush. All swim speeds other than that of the lich are halved. All creatures within the slush gain concealment. The lich sees through the slush normally.

An ice lich may attempt to suppress it's aura by making a DC 25 Will save each round. It may resume the aura as a free action.

Rime Touch (Su): Creatures touched by an ice lich rapidly become covered with a thick coating of ice. Victims may make a DC 22 Strength or Escape Artist check on the round they are touched to break free while the ice is forming. Creatures that fail the check are fully encased in supernatural ice and take 1d4 points of cold damage every round. Creatures trapped within are sustained by the ice, requiring no air or food, although they may die from the cold. The ice has a hardness of 5 and 4 hit points per HD of the lich.

Abilities: Int +2, Wis +2, Cha +2. Being undead, an ice lich has no Constitution score.

Skills: Ice liches have a +8 racial bonus on Perception, Sense Motive and Stealth checks. An ice lich always treats Climb, Disguise, Fly, Intimidate, Knowledge (arcana), Knowledge (religion), Perception, Sense Motive, Spellcraft and Stealth as class skills. Otherwise, skills are the same as the base creature.

91

Ningen, Atshen

Something of a cross between a large merfolk and a killer whale stands before you, well-armed and ready to fight!

ATSHEN NINGEN



CN Large humanoid (aquatic, merfolk) Init +3; Senses Perception +7, water sense

Racial Buoyancy -110^A; Depth Tolerance: 1,000 feet

DEFENSE

XP 800

AC 14, touch 12, flat-footed 11 (+2 armor, +3 Dex, -1 size) hp 34 (4d8+16)

Fort +8, **Ref** +4, **Will** +1

OFFENSE

Speed swim 50 ft.

Melee mwk sea reaver +9 (2d6 +5/19–20) **Ranged** light crossbow +5 (2d6/19–20)

Space 10 ft.; Reach 10 ft.

STATISTICS

Str 21, Dex 17, Con 18, Int 10, Wis 10, Cha 9 Base Atk +3; CMB +9; CMD 22

Feats Combat Reflexes, Weapon Focus (sea reaver) **Skills** Acrobatics +10, Climb +7, Escape

Artist +10, Perception +7, Stealth +6

Languages Common, Ceti

SQ size alteration, uncanny stealth

ECOLOGY

Environment any aquatic

Organization solitary, pair, or pod (4-12) **Treasure** NPC Gear (shark leather armor,

masterwork sea reaver, light crossbow with 10 bolts, other treasure)

SPECIAL ABILITIES

Size Alteration (Su) At will, as a standard action, an atshen can change his size between Large and Small. Weapons, armor and other objects on the atshen's person grow proportionally when he changes size (objects revert to normal size 1 round after an atshen releases them). When an atshen becomes Small, his speed decreases to 30 feet, he gains -12 Strength, +2 Dexterity and -6 Constitution and he gains a +2 size bonus to his AC.

Uncanny Stealth (Ex) Stealth is always considered a class skill for a ningen.

Water Sense (Ex) The ningen can sense vibrations in the water, granting them blindsense 30 feet against creatures that are touching the same body of water.

ATSHEN NINGEN (SMALL SIZE) CF	
XP 800	
CN Small humanoid (aquatic, merfolk)	
Init +4; Senses Perception +7, water sense	
Racial Buoyancy -10 ^A ; Depth Tolerance: 1,000 feet	
DEFENSE	
AC 17, touch 15, flat-footed 13 (+2 armor, +4 Dex, +1 size)	
hp 22 (4d8+4)	
Fort +5, Ref +5, Will +1	
OFFENSE	
Speed swim 30 ft.	
Melee mwk sea reaver +5 (1d6–1/19–20)	
Ranged light crossbow +8 (1d6/19–20)	
STATISTICS	
Str 9, Dex 19, Con 12, Int 10, Wis 10, Cha 9	

Base Atk +3; CMB +1; CMD 15 Skills Acrobatics +11, Climb +1, Escape Artist +11, Perception +7, Stealth +15

Atshen are a very unpredictable and aggressive race of ningens that look much like killer whales. Their abilities allow them to appear from seemingly nowhere and disappear in the same way when they need to escape. Like the talilajuk, atshen will occasionally hire themselves out as mercenaries or assassins, though they are much less trustworthy.





Ningen, Qilanappa

A ningen with a long spiraling horn jutting from his snout suddenly pops into existence. He brandishes a spear in your direction.

CR 6

QILANAPPA NINGEN



N Large humanoid (aquatic, merfolk)

Init +9; Senses Perception +11, water sense

Racial Buoyancy -110^A; Depth Tolerance: 1,000 feet

DEFENSE

AC 20, touch 14, flat-footed 15 (+2 armor, +5 Dex, +4 natural, –1 size)

hp 67 (9d8+27)

Fort +9, Ref +8, Will +7

OFFENSE

Speed swim 50 ft.

Melee spear +11/+6 (2d6+5/×3) and gore +6 (1d6+1) **Space** 10 ft.; **Reach** 10 ft.

STATISTICS

Str 20, Dex 21, Con 17, Int 14, Wis 15, Cha 12 Base Atk +6; CMB +12; CMD 27 Feats Improved Initiative, Iron Will, Stealthy, Weapon

Focus (spear), Weapon Focus (gore)

Skills Climb +14, Escape Artist +13, Knowledge (nature) +8, Perception +11, Profession (hunter) +8, Stealth +13, Survival +8; Racial

Modifiers +4 Stealth

Languages Common, Ceti, Pinnipar

SQ teleporting step, uncanny stealth

ECOLOGY

Environment any cold aquatic Organization solitary, pair, or pod (4-12) Treasure standard (leather armor, spear, other treasure)

SPECIAL ABILITIES

Teleporting Step (Su) Qilanappa can teleport by moving sideways. They may use *greater teleport* (self only) once per round as part of a 5-foot step (caster level 10th). The destination must be within 5 miles and must be underwater. They cannot access this ability if they are being actively watched by more than one sentient creature.

Uncanny Stealth (Ex) Stealth is always considered a class skill for a ningen.

Water Sense (Ex) The ningen can sense vibrations in the water, granting them blindsense 30 feet against creatures that are touching the same body of water.

These majestic ningen look much like humanoid narwhals, with mottled grey skin and a long twisted horn jutting from their faces. The qilanappa are perhaps the most dangerous and feared of all ningen and often act as nature wardens, fiercely protecting the local narwhal populations especially. Entire armies of these creatures have been known to suddenly pop into existence, quickly dispatch a threat and then disappear as quickly as they came. If the battle turns against them, they will flee and hide from view so that they can access their teleporting step power.

Orcoth

This towering creature has a thick, black and white hide. Combining the fins and tail of an aquatic creature with the powerful limbs of a land dweller, it seems like an unstoppable force made flesh.

ORCOTH XP 9,600



N Huge Magical Beast (aquatic)

Init +3; Senses Darkvision 60 ft., low light vision, blindsight 120 ft. in water; Perception +8

Racial Buoyancy -370; Depth Tolerance: 1,900 feet

DEFENSE

AC 27; touch 7, flat-footed 27 (-1 Dex, +20 natural, -2 size) hp 141 (12d10+75)

Fort +13, Ref +7, Will +6

Resist cold 10

OFFENSE

Speed 30 ft., swim 20 ft.

Melee bite +18 (2d6+9), 2 claws +13 (1d8+4), tail +13 (2d6+4)

Special Attacks jet, powerful charge (claw 2d8+12), trample (1d8+12, DC 24)

STATISTICS

Str 26, Dex 9, Con 21, Int 2, Wis 14, Cha 9 Base Atk +12; CMB +22; CMD 31 (+35 vs trip)

Feats Awesome Blow, Improved Bull Rush, Improved Initiative, Intimidating Prowess, Power Attack, Snatch,

Toughness Skills Acrobatics +23, Intimidate +10, Perception +8 SQ amphibious

ECOLOGY

Environment cold oceans and plains Organization solitary, pair, battalion (3-15) Treasure none

SPECIAL ABILITIES

Jet (Ex): An orcoth that has recently left the water may use its blowhole to blast targets with a powerful jet of water. This jet fires as an 80 foot line, dealing 2d6 points of bludgeoning damage with a DC 21 Reflex save for half damage. Targets failing the save must make a second Reflex save or be knocked prone.

Designed by the ice elves to maximize both intimidation and destruction on the battlefield, orcoths are one of the most popular beasts of war available at this time. Useful both above and below the waves, they are fairly easy to control, having been bred to be docile with their handlers. A properly directed orcoth will scatter troops, smash fortifications and cause terror in the general population.

Engineered to be hard to kill, orcoths have both a thick hide and a deep layer of fat. Most weapons glance off their rubbery flesh or simply do not cut deeply enough to actually harm the beast. The war-beasts trample most foes in their way, biting any that actually gain their attention with their massive jaws.

The biggest weakness of an orcoth are the handlers riding upon its back. If they are slain the creature loses its direction and becomes unpredictable. Often it continues attacking its initial targets until they are slain or flee. After that they may attack the nearest moving creatures, stand placidly until attacked or a new handler climbs upon its back, or flee to the nearest water. An orcoth in the wild rapidly becomes feral and will attack any creature that approaches. While such rogues are rare, pods of them are becoming more common and are a growing threat in the icy seas.



Qalupalik

This naked humanoid has gray-green hairless flesh and an almost seal-like muzzle. Its hands are large for its size, with webbing between each finger.

CR 5

QALUPALIK



CN Medium amphibious fey (cold) Init +4; Senses low light vision; Perception +11 Racial Buoyancy -155; Depth Tolerance: 600 feet

DEFENSE

AC 18; touch 14, flat-footed 14 (+4 Dex, +4 natural) hp 60 (8d6+32) Fort +6, Ref +8, Will +6 DR 5/cold iron; Immune cold Weakness vulnerability to steam OFFENSE

Speed 30 ft., swim 30 ft.
Melee bite +7 (1d6+3), 2 claws +8 (1d4+3 plus grab)
Special Attacks smother
Spell-like Abilities (CL 8, concentration +10) At will-dancing lights, ghost sounds

STATISTICS

Str 17, Dex 18, Con 18, Int 11, Wis 15, Cha 14
Base Atk +4; CMB +7, +9 grapple; CMD 21
Feats Deflect Arrows, Improved Grapple, Skill Focus (Survival), Weapon Focus (claw)
Skills Acrobatics +13, Climb +12, Knowledge (local) +9, Perception +11, Sense Motive +11, Stealth +13, Survival +10.

Languages Common, Glacian **SQ** hold breath

ECOLOGY

Environment cold oceans and shorelines Organization solitary, pair, nest (6-30) Treasure standard

SPECIAL ABILITIES

Smother (Su): If a qalupalik makes a successful grab attempt, it covers the entire face of a living victim up to one size larger than itself with the webbing of its hand. The webbing sucks out the contents of the victims lungs, causing the victim to begin suffocating. A victim may make a successful grapple check to escape the clutches of the qalupalik. The creature can release its hold as a free action.

Qalupalik are wicked fey of the frozen glaciers. The typically live in burrows created deep within glacial crevasses, climbing out to forage and hunt. While not evil, they possess both an alien mindset and life cycle. Qalupalik are sexless and reproduce by stealing the young of other humanoids and transforming them into new qalupaliks. For this reason they are universally feared and hated.

A lone qalupalik avoids combat with multiple creatures, instead raiding camps to steal food and picking off stragglers. Single qalupaliks will also slip into villages to steal sleeping children from their beds. Nests of qalupaliks are much bolder, sometimes raiding townships for both food stores and children. About 10% of qalupaliks can cast *sleep* once per day, as a spell-like ability, using this to assist them in their depredations.

Despite their vicious natures, qalupaliks will go to great risks to rescue children in danger, even risking their own lives if necessary. They will assist anyone searching for a lost child, or attempting to save children at risk, acting as guides or combatants. They attempt to take any such children for their own, only rarely allowing a child to return safely home, for their own unknowable reasons.



Seal, Fantail

A strange, pug-nosed seal that has a delicate fanshaped tail happily swims by. It seems innocuous until you startle it and the water rings with an ear-piercing scream.

FANTAIL SEAL

XP 400



N Medium animal

Init +2; Senses low-light vision, scent; Perception +12 Racial Buoyancy -30; Depth Tolerance: 600 feet DEFENSE

AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural) hp 13 (2d8+4)

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

OFFENSE

Speed swim 50 ft.

Melee bite +3 (1d6+3 plus trip)

STATISTICS

Str 14, Dex 15, Con 15, Int 2, Wis 13, Cha 6 Base Atk +1; CMB +3; CMD 15 Feats Skill Focus (Perception)

Skills Acrobatics +10, Perception +8; Racial Modifiers +4 Acrobatics and Perception (while underwater only) SQ hold breath, shriek

ECOLOGY

Environment cold seas

Organization solitary, pair, or herd (3-12)

Treasure none

SPECIAL ABILITIES

Shriek (Ex) A frightened or injured fantail can emit a piercing sound that may last up to 3 rounds without the seal needing a breath. This shriek makes it impossible to hear any other sound within 60 feet. The sound attracts nearby predators and other fantails that may join in the wailing.

Fantail seals are a relatively harmless species of seal that is often kept as highly effective watchdogs. Their piercing shrieks can be heard for miles underwater and they can be trained to shriek on command or in response to certain circumstances.

They are also one of the few seals whose life cycle is entirely aquatic. They do not typically venture on dry land.

Seal, Pelagiarctos

This 10-foot long pinniped looks something like a cross between a dire seal and a walrus, with a massive head full of saber-sharp teeth.

PELAGIARCTOS XP 3,200



N Large animal

Init +5; **Senses** low-light vision, scent; Perception +21 **Racial Buoyancy** -225; **Depth Tolerance:** 600 feet

DEFENSE

AC 16, touch 10, flat-footed 15 (+1 Dex, +6 natural, –1 size) **hp** 95 (10d8+50)

Fort +14, **Ref** +8, **Will** +4

OFFENSE

Speed 30 ft., swim 60 ft. **Melee** bite +13 (1d8+7 plus trip) **Space** 10 ft.; **Reach** 5 ft.

Special Attacks rage

STATISTICS

Str 25, Dex 13, Con 21, Int 2, Wis 12, Cha 10 Base Atk +7; CMB +15; CMD 26 Feats 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

SPECIAL ABILITIES

Rage (Ex) A pelagiarctos that takes damage in combat flies into a rage on its next turn, madly attacking until either it or its opponent is dead. It gains +4 to Strength, +4 to Constitution and –2 to AC. The creature cannot end its rage voluntarily.

> This ancient relative of the walrus is feared throughout the icy seas. This mega-predator has been known to attack any creature that threatens it and prey upon anything smaller than itself, except for fantail seals, which it often uses as a dinner bell.

96

Seal, Waterhorse (Megalotaria)

A long necked beast with gray flesh and a dog-like head swims in circles around you. When it nears, you see it has a fine coat of pale fur and that its teeth are long and yellowed.





N Huge amphibious animal Init +5; Senses low light vision, scent; Perception +6 Racial Buoyancy -370; Depth Tolerance: 1,000 feet DEFENSE

AC 18; touch 13, flat-footed 13 (+3 Dex, +5 natural, -2 size) hp 60 (8d8+24) Fort +9, Ref +11, Will +3 Resist cold 5 OFFENSE

Speed 20 ft., swim 60 ft.

Melee bite +9 (2d6+4 plus grab) Special Attacks pluck

STATISTICS

Str 17, **Dex** 20, **Con** 16, **Int** 2, **Wis** 13, **Cha** 11 **Base Atk** +6; **CMB** +11; **CMD** 26

Base Alk +0, CIVID +11, CIVID

Feats Skill Focus (Stealth, Swim), Stealthy, Weapon Finesse

Skills Acrobatics +13, Escape Artist +7, Perception +6, Stealth +10; Racial Bonus:+8 Stealth

SQ hold breath

ECOLOGY

Environment cold oceans **Organization** solitary, pair, pack (4-16) **Treasure** none

SPECIAL ABILITIES

Pluck (Ex): When at the surface or on land, a waterhorse that succeeds in a grab attack on a target at least two sizes smaller than itself lifts the target 20 feet into the air and chews its victim. Each round that the waterhorse makes a successful grapple check against the victim it deals automatic bite damage, while a victim that succeeds against the waterhorse falls 20 feet. The waterhorse may drop the victim as a free action.

Waterhorses, also known as megalotaria and longnecked seals, are rare and shy creatures found both in deep lakes and open seas. They generally feed on fish and squid but will attack humanoids if desperate or pressed. On rare occasions a pack will attempt to "play" with a humanoid, turning more aggressive once the victim's soft flesh is punctured and blood is in the water.

Waterhorses snatch their prey and pull it high above the water, worrying it to death. Many an intrepid selkie has been snatched from the deck of her ship, her blood raining down on her companions.

In many places sighting of "sea serpents" are actually sightings of these serpentine seals. They are viewed with superstitious dread in many places, with a sighting seen as a powerful ill omen for the viewer. They are exceedingly difficult to domesticate, though the ice elves have had moderate success. Thanor pay lots of money for adult waterhorses and this species has become the favored mounts of their paladins.

Sunhunter

A strange and beautiful creature looking like a cross between a great cat and a walrus basks on the ice. It is covered with shining, golden fur and has several sail-like appendages angled to catch the sun.

CR 7

SUNHUNTER

XP 3,200

N Large Magical Beast

Init +1; Senses Darkvision 60 ft., low light vision; Perception +6

Racial Buoyancy -110; Depth Tolerance: 600 feet

DEFENSE

AC 18; touch 10, flat-footed 10 (+1 Dex, +8 natural, -1 size) **hp** 73 (7d10+35)

Fort +10, **Ref** +6, **Will** +3

OFFENSE

Speed 30 ft., swim 30 ft.

Melee bite +13 (1d8+6/19-20 plus grab), 2 claws +12 (1d6+3 plus grab)

Special Attacks flash, pounce, rake (2 claws +12 1d6+3),

sunray STATISTICS

Str 22, Dex 13, Con 20, Int 4, Wis 13, Cha 11

Base Atk +7; CMB +14; CMD 25

- Feats Ability Focus (sunray), Power Attack, Vital Strike, Weapon Focus (bite)
- **Skills** Acrobatics +11, Perception +6, Stealth -1 (+19 in ice burrow); **racial bonus** +20 circumstance bonus to Stealth when within ice burrow

SQ solar healing

ECOLOGY

Environment cold shorelines and oceans **Organization** solitary, pair, pack (4-12) **Treasure** standard

SPECIAL ABILITIES

- Flash (Su): A sunhunter can utilize one of its sunray uses to create a blinding flash in a 50 foot burst. All creatures within the effect must make a DC 18 Fortitude save or be blinded for 2d6 rounds. Sunhunters are immune to the effects of the flash and any sunhunters in the burst radius other than the creature creating it regain one usage of their sunray ability up to the maximum.
- **Solar Healing (Su):** A sunhunter gains fast healing 3 when in sunlight.
- Sunray (Su): Once every 1d4 rounds a sunhunter may release a ray of concentrated solar energy from its sails. This ray deals 6d6 points of damage in an 80 foot line. Creatures negatively affected by sunlight treat this as being exposed to natural sunlight. The solar ray melts ice instantly, allowing the creature to bore tunnels through the ice with ease. The sunhunter may use this ability a number of times per day equal to its Constitution modifier. Spending two hours doing nothing but basking in direct sunlight restores one of these uses.

Sunhunters are powerful glacier predators that harness the power of the sun. They are opportunists that will attack any easy meal, including humanoids. They are most common in places with long seasons of 24 hour sunlight, allowing them to recharge their abilities effortlessly.

Sunhunters create elaborate tunnels through glacial ice, allowing them to stalk prey unseen. They are intelligent enough to use their sunray to create areas of ice that are inches thick in places where the ice may normally be as solid as walking on stone. They prefer ambushing prey by bursting up through ice they have previously weakened or waiting for prey to fall through barely covered ice pits.

Sunhunters are wary of large parties of humanoids and ships, as they are frequently hunted for their glorious pelts, their solar sails and their tusks. It is not unheard of for unusually large and intelligent bulls to gain a deep hatred for humanoids, stalking them for weeks, picking them off one by one.

Thanor's regard sunhunters as sacred animals and will fiercely protect them from other races. However, they will occasionally hunt them to procure garments for their royalty. A commoner caught wearing a sunhunter pelt will be publically executed in most thanor settlements.



Tizheruk

This massive creature has a reptillian head studded with sword-like teeth and a long eel-like body, ending in a fluke that could cover a wagon. Two powerful limbs lift its body high off the ground.



CN Gargantuan Magical Beast (aquatic, cold) Init +3; Senses darkvision 60 ft., low light vision, scent;

Perception +15

Racial Buoyancy -870; Depth Tolerance: 3,000 feet

DEFENSE

TIZERHUK

XP 38,400

AC 29; touch 5, flat-footed 25 (-1 Dex, +25 natural, -4 size)

hp 218 (19d10+114)

Fort +17, **Ref** +10, **Will** +11 **Weakness** vulnerability to steam

Weakness vulnerability to s

OFFENSE

Speed 40 ft., swim 60 ft.

Melee bite +27 (2d8+24 plus grab), slam +22 (2d6+6), tail slap +22 (2d8+18)

Special Attacks powerful bite, powerful tail, shattering roar, swallow whole (4d6 acid damage, AC 22, 21 hp)

Domain Abilities copycat-6/day, master's illusion-19 rounds/day

Spell-Like Abilities (CL 19, Concentration +23) At will-dancing lights, ghost sound, mage hand, prestidigitation

1/day-lesser globe of invulnerability, invisibility

STATISTICS

Str 34, Dex 9, Con 22, Int 10, Wis 17, Cha 19

Base Atk +19; CMB +36; CMD 45

Feats Awesome Blow, Critical Focus, Improved Initiative, Improved Bull Rush, Iron Will, Lunge, Power Attack, Skill Focus (Stealth), Snatch, Stealthy

Skills Acrobatics +32, Escape Artist +1, Perception +16, Stealth +7

SQ amphibious, domain powers

ECOLOGY

Environment cold oceans Organization solitary, pair Treasure standard SPECIAL ABILITIES

SPECIAL ABILITIES

Domain Powers (Sp): A tizheruk uses the domain abilities from the Trickery domain as a cleric with a level equal to its HD.

Powerful Attacks (Ex): A tizheruk applies double its Strength modifier to its bite damage and one and a half its modifier to its tail slap damage.

Shattering Roar (Su): Once every 1d4 rounds a tizheruk can let out a mighty roar in a 60 foot cone. Creatures and objects within the cone take 10d6 points of sonic damage, with a DC 25 Fortitude save for half damage. Nonmagical ice automatically shatters when struck by the tizheruk's roar.

Tizheruk are massive, intelligent predators with a mischievous nature. They delight in playing tricks on intelligent beings and observing the results. Tizheruk may help those that handle their pranks well but will happily devour those that threaten or attack it. Their natural diet consists of fish, which they can swallow entire schools of at a time and large game drawn to the water's edge by their magical tricks.

Tizheruk enjoy the thrill of combat and gulp down foes with glee. It is not uncommon to see maimed hunters of tizheruk that fell victim to their massive bite and crushing tail attacks. They prefer to lair in ice caves where their shattering roar can bring down entire walls and ceilings on dangerous foes.

Tizeruk may "adopt" an area, watching over it and studying the inhabitants. The beings that live there ply the creature with treasures and put up with its pranks in return for its protection. For its part, the tizheruk views the local creatures rather as pets that keep it from boredom.

Rumors exist of tizheruk that have been corrupted and turned foul by pacts with dark beings. These evil creatures can freely trade their Trickery domain abilities for those of the Madness domain. These creatures do everything in their power to break the minds and wills of creatures that dwell near them, making them into insane, easily managed cattle.



Trueform, Hydrurgan

An armored leopard seal swims into view. If the manufactured armor is not proof enough, a fierce intellect burns in its eyes, telling you that this is no ordinary animal.

HYDRURGAN

XP 800



N Large magical beast (amphibious, trueform) Init +0; Senses low-light vision, scent; Perception +11 Racial Buoyancy -225; Depth Tolerance: 600 feet

DEFENSE

AC 14, touch 9, flat-footed 14 (+5 natural, -1 size) hp 22 (3d8+9)

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

OFFENSE

Speed 20 ft., swim 40 ft.

Melee bite +7 (1d8+9)

Space 10 ft.; Reach 5 ft.

Special Attacks trample (2d6+9, DC 17)

STATISTICS

Str 23, Dex 10, Con 17, Int 12, Wis 13, Cha 8
Base Atk +2; CMB +9; CMD 19
Feats Endurance, Skill Focus (Perception)
Skills Acrobatics +6 (+10 while underwater),
Perception+10, Stealth +7; Racial Modifiers +4

Acrobatics while underwater

Languages Common, Pinnipar

SQ hold breath, tool use

ECOLOGY

Environment any coastal **Organization** solitary, pair, or pod (3-12)

Treasure none

100

SPECIAL ABILITIES

Summon the Lesser Form (Su) A

Hydrurgan can summon two normal leopard seals (same statistics as an elephant seal, CERULEAN SEAS CAMPAIGN SETTING) once per day.

Hydrurgans are the trueform variety of leopard seals and are one of the earliest recorded trueform races. Their history spans thousands of years. Hydrurgans evolved alongside squawks in the frigid lands of Fiskheim and their rivalry with these birdmen is legendary. The constant conflict between the squawks and the hydrurgans has not only shaped the cultures of the species involved but also those around them. Like standard leopard seals, the hydrurgan is large and muscular with a dark grey back and light grey on its stomach. Its throat is whitish with black spots. Females are slightly larger than the males, with the average adult between 8 to 12 feet long.

Compared to other Pinniparians, (those intelligent race who share Pinnipar as their native tongue, including Selkies and Thanor) the hydrurgan may seem solitary or even a bit stoic. Indeed, they value their individuality and ability to be self-sufficient. They even prefer to hunt alone, believing others to be too much of a distraction.

Hydrurgan tactics are likewise tailored around guerrilla-style combat. Their style is well-suited to overtaking rigid military formations and other cooperative combat methods, which are commonly used by the squawks and other enemies that are historically common in their waters.

Hydrurgan lairs are typically carved in the underside of thick ice and glaciers and usually consist of a labyrinth of tunnels and traps that only the hydrurgan knows how to traverse without incident. They tend to guard these lairs very well and can be fiercely territorial.

Whale, Icebreaker

This great whale has deep gray flesh and angry eyes. Its head is dominated by an immense, twisted horn. The horn breaks off into smaller spikes and subhorns, making it appear deadly.

ICEBREAKER WHALE



N Gargantuan animal (aquatic)

Init +2; Senses blindsight 120 ft., low light vision; Perception +11

Racial Buoyancy -870; Depth Tolerance: 1,000 feet

DEFENSE

XP 25,600

AC 28; touch 4, flat-footed 28 (-2 Dex, +24 natural, -4 size) hp 195 (17d8+119)

Fort +17, Ref +8, Will +5

OFFENSE

Speed swim 40 ft.

Melee gore +25 (3d6+17/18-20), tail slap +20 (2d8+8) Special Attacks impale, powerful charge (gore, 3d6+25), toss

STATISTICS

Str 44, **Dex** 6, **Con** 25, **Int** 2, **Wis** 11, **Cha** 9

Base Atk +12; CMB +33; CMD 41, can't be tripped
Feats Bleeding Critical, Cleave, Critical Focus, Great Cleave, Improved Initiative, Improved Vital Strike, Penetrating Strike, Power Attack, Vital Strike
Skills Acrobatics +16, Perception +11

ECOLOGY

Environment any aquatic **Organization** solitary, pair, pack (4-12) **Treasure** standard

SQ hold breath, icebreaker

SPECIAL ABILITIES

- Hold Breath (Ex): An icebreaker whale can hold its breath for a number of rounds equal to four times its Constitution score before it risks drowning or suffocating.
- **Icebreaker (Ex):** An icebreaker whale can move half its normal speed through ice up to 10 feet thick. An icebreaker whale deals double damage to all objects struck with its gore attack.
- **Impale (Ex):** An icebreaker whale that scores a successful critical hit impales the victim on one of its horns. The target takes half of all subsequent gore damage that the whale deals while it is impaled. The target must make a DC 25 Strength check or Escape Artist check to free itself from the impalement, taking 1d6 points of damage in the process.
- Toss (Ex): Large or smaller creatures struck by a gore attack must make a DC 25 Reflex save or be tossed 6d6 feet in a random direction. Targets struck on or within 6 feet of the water's surface take 2d6 points of damage from the impact of landing.

Icebreaker whales use their massive horns and sheer power to slice through polar ice sheets in search of prey or mates. They use the same horn to shred anything from large schools of fish to giant sharks, swallowing the tiny pieces that are left. Many of the more aggressive polar races have tamed icebreaker whales as living siege engines, a process that is both expensive and dangerous.

Icebreaker whales, tamed or not, attack with a mighty rush, shaking its head back and forth to hit as many targets as possible. Their horns are covered in constantly changing splinters and jagged edges that impale whatever targets cannot escape.

Icebreaker whales are aggressive, seeing creatures smaller then themselves as prey and targets their size or larger as potential rivals. Few ships survive a strike from the horn of one of these whales and the image of the twisted horn tearing through the decks like parchment is something no sailor will ever forget.

Winter Hulk

What first appeared as a floating block of ice begins lashing out at you with roughly formed arms.



N Large Construct (aquatic, cold) Init +0; Senses Darkvision 60 ft.; Perception +7 Racial Buoyancy 550; Depth Tolerance: 300 feet

DEFENSE

XP 2,400

WINTER HULK

AC 19; touch 9, flat-footed 19 (+20 natural, -1 size) hp 74 (8d10+30) Fort +2, Ref +2, Will +4 DR 5/magic; Immune cold, magic, modified construct traits Weakness vulnerability to steam



OFFENSE

Speed swim 30 ft.
Melee 2 slams +13 (1d8+5 plus 1d4 cold)
Special Attacks cold (1d4)
STATISTICS
Str 20, Dex 9, Con -, Int 10, Wis 15, Cha 13
Base Atk +8; CMB +14; CMD 24 can't be tripped
Feats Cleave, Great Cleave, Power Attack, Weapon Focus (slam)
Skills Acrobatics +18, Perception +7, Stealth +2 (+10 in ice fields);
Racial Bonus:+8 Stealth in ice fields
Languages Lok'tar
SQ inhabited, repair
ECOLOGY
Environment cold oceans
Organization solitary, pair, flotilla (3-9)
Treasure standard
SPECIAL ABILITIES
Cold (Su): The body of a winter hulk generates intense cold,
dealing 1d4 points of damage to all it touches and to any

- creature attacking it with a natural attack or unarmed strike. **Immunity to Magic (Ex):** The body of a winter hulk is immune to any spell or spell-like ability that allows spell resistance, with the exception of spells and spell-like abilities that have the Fire or Steam descriptor and mind affecting effects, which affect it normally. Any magical effect that deals cold damage heals a winter hulk 1 point for every 3 points of damage it would inflict.
- **Inhabited (Ex):** The body of a winter hulk is a simple shell, controlled from within. When the winter hulk's body is destroyed, a Small, vaguely humanoid fish with an axe-like beak is found inside. It will attempt to escape into the sea at the first opportunity. The winter hulk fish is a magical beast that has the following stats: 5 hp, AC 12 (+1 Dex, +1 size), immune to cold, Fort +1, Ref +2, Will +2, Str 4, Dex 12, Con 10, BAB +1 Slam -2 (1d4-2). It possesses all skills listed above and has no feats of its own. An winter hulk that is within a body of ice at least one size larger then itself can take a fullround action to animate the ice as a fully working shell.
- **Modified Construct Traits (Ex):** A winter hulk possesses a mind within the shell of ice and all attempts to use mind affecting magics on the winter hulk affect the creature inside the construct.

Repair (Su): An winter hulk in arctic water gains fast healing 5.

Winter hulks, also known as ice hermits, are carefully hidden predators, appearing first as simple floes of ice and then as some exotic golem when they attack. In truth, they are a fully intelligent fish. Many survivors of an winter hulk attack fail to take note of the creature as it slips away into the depths, only to return hours later to chip their way into another ice floe, animating it as their hunting tool.

Winter hulks rarely plan their attacks, simply attempting to bludgeon whatever happens to swim within reach. Rarely a family of winter hulks will stay close together; even then they tend to fight as individuals. A few clever winter hulks keep several empty shells floating within easy reach of each other, swimming to a new shell as soon as the previous one is destroyed.

Winter hulks are deeply selfish creatures, viewing all other creatures as dangerous foes or as food. They often seem puzzled when attempts to communicate with them are put forward. They can be convinced to act as guards by a persistent (and well-armed) creature, as long as they are provided with a constant supply of food and reasonable safety.

Mounts and War-beasts

Below are listed the prices and statistics for some of the many animal companions and beasts of burden available in Isinblare:

TABLE 6-1: BESTIAL COMPANIONS OF ISINBLARE		
Animal/Beast	Starting Cost	Trained Adult Cost
Aklut, fiskheim	600 gp	2,000 gp
Bear, nanoqaluk	400 gp	800 gp
Kairuku	150 gp	300 gp
Orcoth*	6,000 gp	15,000 gp
Seal, fantail	100 gp	200 gp
Seal, leopard	100 gp	1,000 gp
Seal, waterhorse	750 gp	2,500 gp
Whale, icebreaker	5 <i>,</i> 000 gp	20,000 gp

*While the orcoth is not available as a standard animal companion, young untrained specimens and trained adult specimens are available for sale.

Fantail Seal Companions

Starting Statistics: Size Small; Speed swim 40 ft.; Attack bite (1d4); Ability Scores Str 12, Dex 16, Con 12, Int 2, Wis 13, Cha 6; Special Qualities hold breath, shriek

7th Level Advancement: Size Medium; AC +2; Speed swim 50 ft.; Attack bite (1d6 plus trip); Ability Scores Str +2, Dex -1, Con +3

Fiskheim Aklut Companions

Starting Statistics: Size Medium; **Speed** 30 ft., swim 40 ft.; **AC** +4; **Attack** bite (1d6); **Ability Scores** Str 19, Dex 17, Con 12, Int 2, Wis 14, Cha 6; **Special Qualities** hold breath, savage bite

7th Level Advancement: Size Large; **AC** +4; **Speed** 40 ft., swim 40 ft.; **Attack** bite (1d8); **Ability Scores** Str +4, Dex -2, Con +4; **Special Qualities** swallow whole

Icebreaker Whale Companions

Starting Statistics: Size Medium; Speed swim 30 ft.; AC +6; Attack gore (1d8); Ability Scores Str 22, Dex 10, Con 18, Int 2, Wis 11, Cha 9;Special Qualities hold breath, impale, powerful charge

7th Level Advancement: Size Large; AC +6; Speed swim 40 ft.; Attack gore (2d6), tail (1d6); Ability Scores Str +8, Dex -2, Con +4; Special Qualities toss

Kairuku Companions

Starting Statistics: Size Small; **Speed** 20 ft., swim 30 ft.; **Attack** bite (1d4); **Ability Scores** Str 9, Dex 18, Con 10, Int 2, Wis 15, Cha 11;**Special Qualities** amphibious, hold breath, swipe

7th Level Advancement: Size Medium; AC +2; Speed 30 ft., swim 40 ft.; Attack bite (1d6), kick (1d4); Ability Scores Str +3, Dex -2, Con +3

Leopard Seal Companions

Starting Statistics: Size Small; Speed 10 ft., swim 30 ft.; AC +2; Attack bite (1d4); Ability Scores Str 16, Dex 18, Con 12, Int 2, Wis 11, Cha 4; Special Qualities hold breath

7th Level Advancement: Size Medium; AC +2; Speed 20 ft., swim 40 ft.; Attack bite (1d6 plus trip); Ability Scores Str +4, Dex -1, Con +4

Nanoqaluk Bear Companions

Starting Statistics: Size Small; Speed 30 ft., swim 40 ft.; AC +4; Attack bite (1d4), 2 claws (1d4); Ability Scores Str 14, Dex 17, Con 15, Int 2, Wis 12, Cha 6

7th Level Advancement: Size Medium; AC +3; Speed 40 ft., swim 50 ft.; Attack bite (1d6), 2 claws (1d6); Ability Scores Str +8, Dex -2, Con +4; Special Qualities bear hug

Waterhorse Companions

Starting Statistics: Size Medium; **Speed** 10 ft., swim 30 ft.; **AC** +2; **Attack** bite (1d6 +1-1/2 Str); **Ability Scores** Str 14, Dex 22, Con 13, Int 2, Wis 13, Cha 11;**Special Qualities** hold breath, pluck

7th Level Advancement: Size Large; AC +3; Speed 20 ft., swim 60 ft.; Attack bite(1d8 +1-1/2 Str); Ability Scores Str +3, Dex -2, Con +3

Appendices

Appendix 1: Aquatic Polar Monsters

Listed below is the compiled list of aquatic creatures that might be found among the frozen polar seas. The monsters listed here are from various sources, including this book (NI), Alluria Publishing's CERULEAN SEAS (CS), CREEPY CREATURES (CC) and WAVES OF THOUGHT (WT); and Paizo Publishing's PATHFINDER ROLEPLAYING GAME BESTIARY (PB), PATHFINDER ROLEPLAYING GAME BESTIARY 2 (PB2) and PATHFINDER ROLEPLAYING GAME BESTIARY 3 (PB3). Monsters are listed by Challenge Rating for easy reference. Page numbers are not included for Paizo products to comply with licensing agreements.

CR 1/3

bogger (CS198), merfolk (PB), sea otter (CS243), seal (CS248), skeleton (PB)

CR 1/2

barracuda (CS197), boil crab (CS201), brother of frost (NI84), clockwork spy (PB3), crawling hand (PB2), dire lamprey (CS240), dolphin (PB), grindylow (PB2), zombie (PB)

CR 1

akata (PB2), death's head jellyfish (PB3), delphin (CS262), fantail seal (NI96), festrog (PB3), fuath gremlin (PB3), ghoul (PB), giant lobster (CS241), goliath jellyfish (CS238), hippocampus (PB2), kairuku (NI88), octopus (PB), reefclaw (PB2), school of lamprey (CS240), sea lion (CS249), small air elemental (PB), small earth elemental (PB), small ice elemental (PB2), small mud elemental (PB2), small sound elemental (CS226), small water elemental (PB), squid (PB)

CR 2

architeuthian (CC7), clockwork servant (PB3), dire barracuda (CS197), dire otter (CS243), draugr (PB2), elephant seal (CS248), giant crab (PB), giant virus (CC97), huecuva (PB3), juju zombie (PB2), poltergeist (PB2), school of squid (CS259), school of stingray (CS260), shark (PB), skeleton champion (PB), skum (PB), stygian imp (CS237)

CR 3

allip (PB3), animated object (PB), atshen ningen (NI92), bunyip (PB2), carchardian (CS264), ceratioidi (PB3), crysmal (PB2), fleshwarper (CC40), hydrurgan (NI100), medium air elemental (PB), medium earth elemental (PB), medium ice elemental (PB2), medium mud elemental (PB2), medium sound elemental (CS226), medium water elemental (PB), mephit (except fire and steam) (PB), wight (PB)

CR 4

attic whisperer (PB2), carrion golem (PB2), crab swarm (PB), devilfish (PB2), ectoplasmic stalker (CC33), gargoyle (kapoacinth variant) (PB), goblin shark (CS257), gray ooze (crystal ooze variant) (PB), kelpie (PB2), scarecrow (in snowman form) (PB2), school of jellyfish (CS238), sea hag (PB), shaper architeuthian (WT70)

CR 5

crypt thing (PB2), dire seal (CS248), giant crawling hand (PB2), globster (PB3), grodair (PB3), ice golem (PB), large air elemental (PB), large earth elemental (PB), large ice elemental (PB2), large mud elemental (PB2), large sound elemental (CS226), large water elemental (PB), mindshrimp swarm (WT80), mummy (PB), nanoqaluk bear (NI83), nightmare eel (WT76), orca (PB), penanggalen (PB3), qalupalik (NI95), tojanida (PB3), troll (scrag variant) (PB), waterhorse (NI97), wraith (PB)

CR 6

clockwork soldier (PB3), gibbering terror (CC45), glacier toad (PB2), hydra (cryohydra variant) (PB), jellyfish swarm (PB2), jiang-shi vampire (PB3), qilanappa ningen (NI93), revenant (PB2), sovereign ghoul (CC44), will-o'wisp (PB), winter hulk (NI102)

CR 7

aboleth (PB), bay-kok (CC9), black pudding (white variation) (PB), charda (PB2), edestus shark (CS257), fiskheim akhlut (NI82), flesh golem (PB), ghost (PB), giant jellyfish (PB2), huge air elemental (PB), huge earth elemental (PB), huge ice elemental (PB2), huge mud elemental (PB2), huge sound elemental (CS226), huge water elemental (PB), marquis wight (CC99), pelagiarctos (NI96), remorhaz (PB), shark-eating crab (PB3), spectre (PB), sperm whale (CS266). sunhunter (NI98), totenmaske (PB2), tupilaq (PB3), walrus (CS249), young hush dragon (CS212)

CR 8

bodak (PB2), bone druid (CC14), bone golem (PB3), cold rider (PB3), giant octopus (PB), guecubu (PB3), hydrodaemon (PB2), iku-turso (PB3), mohrg (PB), undead gang (CC96), young melody dragon (CS214), young sea dragon (PB3), yuki-onna (PB3)

CR 9

alchemical golem (PB2), assassin zombie (CC105), dire shark (PB), giant squid (PB), greater air elemental (PB), greater earth elemental (PB), greater ice elemental (PB2), greater mud elemental (PB2), greater sound elemental (CS227), greater water elemental (PB), ice sea titan (CS251), marid (PB), nuckelavee (PB3), vampire (PB), young orchestra dragon (NI86)

CR10

ghawwas div (PB3), nereid (PB2), orcoth (NI94), pale stranger (PB3), piscodaemon (PB2), psionopod (WT81), siyokoy (PB3), steam sea titan (CS254), whale (PB2), young thunder dragon (CS220)

CR 11

abyssal sea titan (CS250), adult hush dragon (CS212), carnivorous crystal (PB3), devourer (PB), elder air elemental (PB), elder earth elemental (PB), elder ice elemental (PB2), elder mud elemental (PB2), elder sound elemental (CS227), elder water elemental (PB), graveknight (PB3), greater carchardian (CS263), hezrou demon (PB), stone golem (PB), taotieh (PB3), windigo (CC101)

CR 12

adult melody dragon (CS214), adult sea dragon (PB3), clockwork golem (PB2), clockwork leviathan (PB3), fossil golem (PB3), frost worm (PB2), glacial ooze (CC73), lich (PB), purple worm (blue-green variant) (PB), rusalka (PB3), sea serpent (PB)

CR 13

adult orchestra dragon (NI86), akhlut (PB3), banshee (PB2), carnivorous blob (PB2), charybdis (PB2), dire whale (CS266), ice devil (gelugon) (PB), icebreaker whale (NI101), maelstrom sea titan (CS252), shipwrecker crab (PB3)

CR 14

adult thunder dragon (CS220), demilich (PB3), great white whale (PB2), jormungandi demon (WT73), tizheruk (NI99)

CR 15

cetaceal agathion (PB2), ice lich (NI90), polar kraken (NI89), sea bonze (PB3)

CR 16

ancient hush dragon (CS213), fjord linnorm (PB3)

CR 17

ancient melody dragon (CS215), ancient sea dragon (PB3), ice linnorm (PB), wendigo (PB2), winterwight (PB2)

CR 18

ancient orchestra dragon (NI87), cryoviathan (NI85), kraken (PB), water yai oni (PB3)

CR 19

ancient thunder dragon (CS221), clockwork goliath (PB3), deep sea serpent (PB3), shoggoth (PB), tzitzimitl (PB3)

CR 20

nightwave nightshade (PB2), thalassic behemoth (PB3)

Appendix 2: Pronunciation Guide

Ægir Agloolik Aivuk Angakkuit Angakkuq Aumanil Brinicle Congulair Crystolix Feldorheim Fiskheim Gelugarma Helegaear Hithuul Inuksuk Inuksuit Iquala Isinblare Kairuku Kawzuk (empire) Kul Kyla Ningen Olhaiyu Polynya Talilajuk Tupilaq

e-jir ah-gloo-leek ey-vook ahng-uk-koo-eet ahng-uk-kook ah-mahn-eel brahyn-eh-kuhl kong-yuh-leyr kris-toh-liks fel-dawr-hahym fisk-hahym jel-yoo-gahr-muh hel-ehg-ahy-ahr hith-yool ee-nook-shook ee-nook-soo-eet ee-koo-ahl-uh ahys-in-blair kahy-roo-koo kaw-zook kool kahy-luh nin-jen awl-hey-yoo puh-lin-yuh Tahl-ee-lah-yook too-pee-lahk

Appendix 3: Index of Tables

1-1: Frozen Sea Terrain	8
1-2: Glacial Terrain	9
1-3: Slush Swamp Terrain	10
1-4: Snow-Impeded Movement	12
1-5: Breaking Through Ice	13
2-1: Random Starting Age	25
2-2: Aging Effects	25
2-3: Random Height/Length	25
2-4: Buoyancy & Depth Tolerance	25
2-5: Starting Racial Ability Adjustments	25
3-1: The Angakkuq	29
3-2: The Tupilaq	34
3-3: Congulair	38
3-4: Cryokineticist	41
3-5: Cryomancer	44
4-1: Aglootech Materials	48
4-2: Aquatic Weapons of Isinblare	50
4-3: Aquatic Feats of Isinblare	55
6-1: Bestial Companions of Isinblare	103

Appendix 4: Art Index

This appendix is a tribute to all of Alluria Publishing's spectacular artists.

Tim adams

- 3 Cerulean Seas Logo
- 61 Centaceph Pistol
- 61 Heart of Ice
- 61 Frostburn Spear
- 61 Skith of Skating
- 96 Pelagiarctos
- 102 Winter Hulk
- 103 Leopard Seal

Joseph Barker

101 Icebreaker Whale

Carl Beu

4 The City that Never Thaws

Fiona Boylen

46 Selkie and Spell Seal

Leily Ida Cirillo

73 Ægir Re del Mare

Drachenmagier

- 19 Male Crystolix (also on back cover)
- 25 Cold Air (female crystolix)
- 80 Nanoqaluk Bear Fishing
- 83 Nanoqaluk Bear

Thomas Duffy

- 96 Fantail Seal
- 97 Waterhorse

Chris Howard

13 Effing Skeletons

Forrest Imel

- 15 Old Race Lineup
- 28 Female Thanor Angakkuq
- 82 Fiskheim Akhlut
- 88 Kairuku

Michael Jaecks

26 Pengu Snowfoot (Squawk Noble)

Cornelia Iolitz

89 Polar Kraken

Peter Kim

8 Frozen Temple

Emily Ember Kubisz

- 60 Crystal Mirror
- 74 Holy Inuksuit
- 78 Map of Isinblare

Caroline Lahaise

85 Cryoviathan

David Melvin

- 94 Orcoth
- 98 Sunhunter

Fabio Porfidia

- 14 Polar Sea Battle (Cover Art)
- 18 Female Agloolik Mechanic
- 20 Ice Elf Rogue
- 21 Female Talilajuk Ningen
- 22 Squawk Warrior
- 23 Thanor Paladin
- 24 Iquala Cleric
- 37 Ningen Congulair
- 38 Agloolik Cryokineticist
- 44 Ice Elf Cryomancer
- 81 Orchestra Dragon

Tara Połłs

87 Orchestra Dragon with Whales

Randall Powell

- 6 Weapons: Old and New
- 31 Flesh Tupilaq
- 35 Flora Tupilaq
- 49 Polar Weapons
- 51 Fizzlepops
- 53 Aquannon
- 92 Atshen Ningen
- 93 Qilanappa Ningen
- 95 Qalupalik
- 100 Hydrurgan

Markus Röncke

90 Ice Lich

Candis Swain

62 Hithuul, City of the Brothers of Frost

Tyler Sowles

99 Tizheruk

Nichole Oan Glider

17 New Race Lineup

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved

- **1. Definitions:** (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor and means any work covered by this License, including translations and derivative works under copyright law but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.
- 2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.
- 3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.
- 4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.
- 5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.
- 6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing and You must add the title, the copyright date and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.
- 7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity
- 8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.
- 9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.
- **10. Copy of this License:** You MUST include a copy of this License with every copy of the Open Game Content You Distribute. **11. Use of Contributor Credits:** You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.
- 12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.
- 13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.
- 14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.
- **15. COPYRIGHT NOTICE**
 - Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder RPG Core Rulebook TM, Pathfinder RPG Bestiary TM, Pathfinder RPG Bestiary 2 TM, Pathfinder RPG Bestiary 3 TM, Pathfinder RPG Advanced Player's Guide ™, Pathfinder RPG Bonus Bestiary™, Pathfinder RPG GameMastery Guide™ Pathfinder RPG Ultimate Magic™, Pathfinder RPG Ultimate Combat™, Pathfinder RPG Advanced Race Guide™, Pathfinder RPG Ultimate Equipment™. Copyright 2009-2012, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook and Skip Williams.

The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved.

Tome of Horrors. Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger and Bill Webb; Based on original content from TSR. Psionics Unleashed. Copyright 2010, Dreamscarred Press.; Authors: Jeremy Smith, Andreas Rönnqvist and Philip Leco II. Remarkable Races: Compendium of Unusual PC Races, Pathway to Adventure Edition. Copyright 2009, Alluria

Publishing; Author: J. Matthew Kubisz

Fey Folio. Copyright 2010, Alluria Publishing; Author: Matthew Cicci.

Creepy Creatures. Copyright 2010, Alluria Publishing; Author: Sam Hing

Cerulean Seas Campaign Setting, Cerulean Seas Waves of Thought. Copyright 2010-2012, Alluria Publishing; Authors: Emily E. Kubisz, Matthew Cicci, Sam Hing.

A very special thank you to all of our Kickstarter Contributers. Without you, none of this would have been possible.

Adam Windsor Andrew (ZenDragon) Andrew J. Hayford **Andrew Maizels Ben Lash Bill Birchler Bob Runnicles Brian Guerrero Carl Hatfield** Annette B **Chris Kenney Chris Michael Jahn** Craig Johnston (flash_cxxi) **Curtis Edwards Daniel** Craig Daniel P. Shaefer **Daniyel Mills Dark Mistress** David Corcoran, Jr. **Davin Perry Dawn Fischer** Dean M. Perez **Douglas Limmer Douglas Snyder Ed Courtroul Ed McLean** Endzeitgeist **Francois Michel** Frank Dyck Franz Georg Roesel **GLNS Henry Wong** Herman Duyker James "Jimbojones" Robertson **James Wood** Jason "Hierax" Verbitsky Jason "Mikaze" Garrett

Jeremy Wildie Jon Moore Joseph "UserClone" Le May Julien A. Féraud Karen J. Grant Karl The Good **Kevin Mayz Kyle Bentley** Lewis Crown Mark Moreland Matthew Parker Winn Michael D. Blanchard **Mike Shannon** Nate Swalve Niall Sullivan Nicholas Fascitelli **Noble Hays** Paul Cavanaugh Paul Ryan **Paul Woods Peter Duchak Purple Duck Games** R. A. Mc Reynolds Rod Davidson, SAGA (Southern Arizona Gamers Association) **Scott Sutherland** Sebastian Dietz Shana Rosenfeld Shane O'Connor **Stephen Horsley Stephen Hutchison Steven Vanderburg** Tetsubo **Tom Ladegard** Z. Daniel Esgate Zakharov "Zaksquatch" Sawyer



Index

Juck	
acid slush	11
Ægir	74
Agloo (language)	72
aglooliks	18,63-64
aglootech	7,47
aivuk	24
	82, 103
akhlut, Fiskheim	
angakkuit (angakkuq)	28-35
spell list	57
aquabomb	48, 53
aquabus	48
aquannon	48,53
aquatic contagion, greater (spell)	58
arcane classes	27
arcane connection (tupilaq feat)	54
Aumanil	21,23,74
Aweless (feat)	54
bayonet	48
bear, nanoqaluk	83, 103
beastly bearing (spell)	58
beastly bearing, greater (spell)	58
Bloodied Beak (feat)	54
Bri Silverscale	68
brinicles	11
brother of frost	84,71
centaceph pistol	61
Ceti	01 72
cities	78-79
climate	8
Clockmaker	66
Clockwork's Cave	78
<i>communal steed</i> (spell)	59
Congulair	36-39
creature glyphs	81
crevasse	9
crossbreeds, feykith	0.4
	24
crossbreeds, Pinniparian	24 24
crossbreeds, Pinniparian	24
crossbreeds, Pinniparian cryokineticist cryomancer	24 40-43
crossbreeds, Pinniparian cryokineticist cryomancer cryoviathan	24 40-43 43
crossbreeds, Pinniparian cryokineticist cryomancer cryoviathan Cryptid Anonymity (feat)	24 40-43 43 85 54
crossbreeds, Pinniparian cryokineticist cryomancer cryoviathan Cryptid Anonymity (feat) crystal, ancient	24 40-43 43 85 54 47,60
crossbreeds, Pinniparian cryokineticist cryomancer cryoviathan Cryptid Anonymity (feat) crystal, ancient mirror	24 40-43 43 85 54 47,60 7,60,78
crossbreeds, Pinniparian cryokineticist cryomancer cryoviathan Cryptid Anonymity (feat) crystal, ancient mirror raw	24 40-43 43 85 54 47, 60 7, 60,78 60
crossbreeds, Pinniparian cryokineticist cryomancer cryoviathan Cryptid Anonymity (feat) crystal, ancient mirror raw crystolix	24 40-43 43 85 54 47, 60 7, 60,78 60 19, 65
crossbreeds, Pinniparian cryokineticist cryomancer cryoviathan Cryptid Anonymity (feat) crystal, ancient mirror raw crystolix currency	24 40-43 43 85 54 47, 60 7, 60,78 60 19, 65 47
crossbreeds, Pinniparian cryokineticist cryomancer cryoviathan Cryptid Anonymity (feat) crystal, ancient mirror raw crystolix currency <i>cyanidioschyzon adaptus</i>	24 40-43 43 85 54 47, 60 7, 60,78 60 19, 65 47 52
crossbreeds, Pinniparian cryokineticist cryomancer cryoviathan Cryptid Anonymity (feat) crystal, ancient mirror raw crystolix currency <i>cyanidioschyzon adaptus</i> dark ice	24 40-43 43 85 54 47, 60 7, 60,78 60 19, 65 47 52 11
crossbreeds, Pinniparian cryokineticist cryomancer cryoviathan Cryptid Anonymity (feat) crystal, ancient mirror raw crystolix currency <i>cyanidioschyzon adaptus</i> dark ice Dashing Skith (combat feat)	24 40-43 43 85 54 47, 60 7, 60,78 60 19, 65 47 52 11 54
crossbreeds, Pinniparian cryokineticist cryomancer cryoviathan Cryptid Anonymity (feat) crystal, ancient mirror raw crystolix currency <i>cyanidioschyzon adaptus</i> dark ice Dashing Skith (combat feat) deep ice	24 40-43 43 85 54 47, 60 7, 60,78 60 19, 65 47 52 11 54 7, 48
crossbreeds, Pinniparian cryokineticist cryomancer cryoviathan Cryptid Anonymity (feat) crystal, ancient mirror raw crystolix currency <i>cyanidioschyzon adaptus</i> dark ice Dashing Skith (combat feat) deep ice deities	24 40-43 43 85 54 47, 60 7, 60,78 60 19, 65 47 52 11 54 7, 48 72
crossbreeds, Pinniparian cryokineticist cryomancer cryoviathan Cryptid Anonymity (feat) crystal, ancient mirror raw crystolix currency <i>cyanidioschyzon adaptus</i> dark ice Dashing Skith (combat feat) deep ice deities Dijo	24 40-43 43 85 54 47, 60 7, 60,78 60 19, 65 47 52 11 54 7, 48 72 75
crossbreeds, Pinniparian cryokineticist cryomancer cryoviathan Cryptid Anonymity (feat) crystal, ancient mirror raw crystolix currency <i>cyanidioschyzon adaptus</i> dark ice Dashing Skith (combat feat) deep ice deities Dijo Disorienting Skith (combat feat)	24 40-43 43 85 54 47, 60 7, 60,78 60 19, 65 47 52 11 54 7, 48 72 75 54
crossbreeds, Pinniparian cryokineticist cryomancer cryoviathan Cryptid Anonymity (feat) crystal, ancient mirror raw crystolix currency <i>cyanidioschyzon adaptus</i> dark ice Dashing Skith (combat feat) deep ice deities Dijo Disorienting Skith (combat feat) divine classes	24 40-43 43 85 54 47, 60 7, 60,78 60 19, 65 47 52 11 54 7, 48 72 75 54 27
crossbreeds, Pinniparian cryokineticist cryomancer cryoviathan Cryptid Anonymity (feat) crystal, ancient mirror raw crystolix currency <i>cyanidioschyzon adaptus</i> dark ice Dashing Skith (combat feat) deep ice deities Dijo Disorienting Skith (combat feat) divine classes dragon (song), orchestra	24 40-43 43 85 54 47, 60 7, 60,78 60 19, 65 47 52 11 54 7, 48 72 75 54 27 86-87
crossbreeds, Pinniparian cryokineticist cryomancer cryoviathan Cryptid Anonymity (feat) crystal, ancient mirror raw crystolix currency <i>cyanidioschyzon adaptus</i> dark ice Dashing Skith (combat feat) deep ice deities Dijo Disorienting Skith (combat feat) divine classes dragon (song), orchestra drift ice	24 40-43 43 85 54 47, 60 7, 60,78 60 19, 65 47 52 11 54 7, 48 72 75 54 27 86-87 9
crossbreeds, Pinniparian cryokineticist cryomancer cryoviathan Cryptid Anonymity (feat) crystal, ancient mirror raw crystolix currency <i>cyanidioschyzon adaptus</i> dark ice Dashing Skith (combat feat) deep ice deities Dijo Disorienting Skith (combat feat) divine classes dragon (song), orchestra	24 40-43 43 85 54 47, 60 7, 60,78 60 19, 65 47 52 11 54 7, 48 72 75 54 27 86-87

Earthen Tupilaq (tupilaq feat)	54
elves, ice	20,65
elves, sea	16,66
<i>encapsulate</i> (spell)	58-59
entombed (condition)	13
environmental basics	8
Expanded Senses (feat)	54
÷	11
extreme cold	
fast ice	9
feats	54
Feldorheim	7
Fevara Delmar	65
firearms, aglootech	51
Fiskheim	7
Fists Of Ice (feat)	54
fizzle juice	48
fizzlepops	49,51-53
upgrades	51
fragilariopsis sphaerus	52
	9
freezing river	
Freezing Weapon (combat feat)	55
Frigid Aura (combat feat)	55
frost (spell)	59
Frost King	71
frostboons (Congulair)	39
frostburn (magic weapon property)	61
frosted (condition)	13
frozen sea	8
galantix accord	66,76
gelugarma	37
Gelugarmia	79
gelurot (disease)	36
glacial ice shelf	9
Glacian	72
glacier	9
Gol Bloodshadow	67
greater aquatic contagion (spell)	58
greater beastly bearing (spell)	58
	24
halfbreeds, seafolk	
Heart of Ice	61 7(
Helegaear	76
Helka Ilfirin	75
Hithuul	76, 79
hydrurgans	71,100
ice blade	50
ice claws	50
Ice Haven	79
ice sheet	10
iceberg	9
Icy Berserker (feat)	55
Icy Grasp (feat)	55
icy tomb (spell)	59
inukuit (inuksuk)	72
iquala	24
Isinblare	7
kairuku	22, 88, 103
	71
Kalak the Snapper karkanaks	
	16, 66 12
katabatic winds	12
Kawzuk Empire Koflavul	76 79
Keflavul	
Kosworahah	79

lundum molen	89	seens fizzlenen	52
kraken, polar	89 7	scope, fizzlepop	
kul Kalla kataitian (faat)		seafolk	16,69
Kul's Intuition (feat)	55	seal, fantail	96, 103
kyla	24	seal, leopard	103
languages	72	seal, pelagiarctos	96
Liasola of Keflavul, Queen	66	seal, waterhorse	97, 103
lich, ice	90-91	Sedna	75
Lochhrienn	79	selkies	16, 69
<i>mage thaw</i> (spell)	59	Selling Ice in Isinblare (feat)	56
magus, spell list	57	Shamallo of the Shark Tribe	69
Mama Pikatti	70	Shark Tribe	69,71
martial classes	27	skith	22, 50
melt pool	10	of skating	61
Metari	79	slash ice	12
Midwinter Hide (feat)	56	slush bogs	10
mounts	103	slush swamp	10
Nakawist	64	Smiles the Jeweler	65
nations	76	snow fields	10, 12
neutrals	76	Sorsalsel Style (combat feat)	56
new aquatic races	17	spear, chisel	49
New Kingdom	77	spear, eel	49
ningen, atshen	92	spear, pneumatic	50
ningen, qilanappa	93	spell lists	57
ningen, talilajuk	21,67	spells	57
nomads	77	squawk	22
nommos	16, 67-68	squawks	70
oceanid, frost	24	steed, communal (spell)	59
Okkroktok	79	sunhunter	98
olhaiyu	24	Talakasha	75
orcoth	94, 103	Tearing Tusks (feat)	56
Outpost 39	77	terrain	8
pack ice	9	territories	78
pancake ice	9	Thagawatt	79
Peldor Mines	79	thanors	23,70
pentapin	7	Thaw (land of)	5,7
Piercing Cold (metamagic feat)	56	thin ice	12
pisceans	16,68	tizheruk	99
pistol, centaceph	61	transportation	78
pneumatic blade	50	True Prophet (feat)	56
polar conditions	13	Tukkuttok, King	70
polar perils	11	tungortok	77
polynya	7,9	tupilaq	29-35
prestige classes	36	Tupilaq Mastery (tupilaq feat)	56
psionic classes	27	unearthly cold	13
pyrocystis hibernus	52	untether spirit (spell)	30, 59
qalupalik	95	upfreeze	13
quickslush	10, 12	Uyarak	70, 79
Qulari	72	Velere, Empress	70,79
Rakailoch	72 77	vital statistics	25
rancid tide (spell)	59		23 48
-	59 56	weapons whale icebreaker	40 101
Redundant Process (feat) Rekmektoc	56 79	whale, icebreaker whale, icebreaker	101 103
	79 72	wind-chill	103
religions Rima Rousar (faat)	56	winter hulk	102
Rime Rouser (feat) Salissa, Queen	56 69		102 68
Janssa, Queen	07	Zigallat Metari, Marquise	00

When tempers flare with crimson fire, And flames of wrath grow ever higher, When the heat you face is not so nice, Chill out, cool down with Indigo Ice.

Adventure Under the Ice?

The lands of eternal ice and snow have always held a special place in our minds. We know these frosted realms for their amazingly resilient wildlife, including adorable seals, titanic walruses and playful penguins. When we consider this realm, our imaginations take us to a spectacular setting filled with exotic danger and heroic survival. Indigo Ice[©] is the first gaming sourcebook that attempts to capture the entirety of this realm, both above and below the ice. This book expands on the material presented in the Cerulean Seas Campaign Setting[©], bringing you to a new realm of aquatic adventure!





ALLURIA

PUBLISHING