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

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Chapter 1:

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The Underdeep



Where the light of sun will never shine, the sea shall also never know the warm embrace of good or the security of peace. The cataclysms of the surface world are evident only in the increase of life-sustaining ruin that rains down into our realm. Though we are envious of the bounty of your sunlit kingdom, we know that it can never suit us. We are the creatures of the eternal night, the horrors that you warn your children about, and the reason you fear the shadows below. We are indeed vicious and you are wise to avoid these dismal places.

Even that which is frightening has much to fear. Our past is stained with eons of bloodshed. Our legacy is that every race different from our own is either an enemy or a slave. Our hatred does not stop there, however. Even among our own kind, clan wars clan and every family has rivals that wish them dead. The treachery boils down as deep as the inky trenches that we dwell in. One is not even safe from one's own offspring. Survival exists only for the fittest and the smartest.

Our world, however, is not devoid of hope. If you allow your eyes to focus, you will see our own unique starry night. Colors of an alien spectrum will dance before you in ghostly radiance. Life, while hideous in form and function, still radiates a light that even those accustomed to rainbow-licked reefs would find awe-inspiring. Just as we have beauty here, we can also foster the forces of goodness and peace, sometimes in the most unlikely of situations.

A dimly shining example of this is the Dark Trinity.. The name itself stirs up a feeling a dread, and what it represents is indeed terrifying. In the name of continued existence, lesser factions of the deep drow, obitu, and oculus species forged an improbable alliance. Their leaders, while maniacally evil in their own right, drafted a pact signed in blood and enforced by demonic power (the concept of a simple treaty is a bit too weak for the likes of the Underdeep). This pact forces those families and factions to coexist in some semblance of peace, abolishes slavery for those sworn to uphold the agreement, and creates a unique opportunity for the concept of community and cooperation to grow amid the darkest depths.

Of course, those in power are still driven by madness and ambition, and even the brightest good deeds here seem shadowy by surface standards. Still, there is hope in our dark realm. We do not hope as you do, for continued light, warmth, and well-being. Our dreams simply yearn for brief motes of respite from an ever devouring darkness. We will undoubtedly fight on, struggle against yet more unseen and unknown forces, just trying to survive the Azure Abyss.

Introduction

The Azure Abyss, the Underdeep, the inky wastes, and the midnight realm are but a few names afforded to those depths considered too deep by the common races of the Cerulean Seas. Though these pitch-black depths comprise the vast majority of the endless sea, these realms have been labeled by most as unfathomable reaches. This tome intends to shed some light on these mysterious waters, the creatures that live there, and the reasons why even the bravest of the surface realm fear diving too far down.

The Underdeep is a world unto itself: vast and impossibly flat abyssal plains; unbelievably titanic mountain ranges; and steep, gaping trenches that plunge countless miles. All of these awe-inspiring features are nestled between a midnight expanse of water above and an endless labyrinth of tunnels below. Lit only by an abundant supply of indigenous life, this world derives its energy not from the sun but from the fiery fury of the planet's core or debris from above. While the creatures that live here are bountiful, they are dwarfed by the great expanse of empty space surrounding them. Each oasis of life struggles against the dark oblivion on a daily basis.

In our own world, these realms are still mostly a mystery. Only a few short years ago we discovered amazing features such as black smokers and brine lakes, as well as the fantastic life forms that live near each. Just recently we caught a glimpse of real-life monsters such as the giant squid and discovered remarkable animals like the white-furred yeti crab, who thrive in temperatures that would melt lead. These are new and cutting-edge discoveries, and we have yet to explore the vast majority of the deep sea. This tome, the first of its kind, will attempt to incorporate these latest discoveries as well as build a complete realm of its own.

In the fictional world of Cerulean Seas, those who dwell in the realms above seek to explore the world beneath, trade with its inhabitants, and plunder the riches of its strange waters. For the very same reasons, some who dwell in the Azure Abyss occasionally venture to the surface. The races of THE AZURE ABYSS are what most surface dwelling races would consider to be villainous or evil. While many are indeed the stuff

of nightmares, their story need not be

entirely one of treachery and greed. Certain deep sea individuals, when given the opportunity, may be capable of surprising acts of mercy and generosity, and might even fight to maintain some measure of home and community.

THE AZURE ABYSS works well as a stand-alone setting, an extension of the CERULEAN SEAS CAMPAIGN SETTING, or as a sourcebook for deep sea adventuring. Much like the subterranean realms of other campaign worlds, this realm has a nefarious reputation. While a campaign based around an evil party is certainly an option here, we wanted to focus mainly on the light striving against the darkness. The setting is certainly bleaker than the others we have released, and would also serve you well if you are looking to add the element of horror to your underwater game.

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 reference 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.

Many will see this sourcebook as an opportunity to allow a bit of the Underdeep into more shallow waters. This is entirely possible, whether it be a peace-loving deep-drow escaping persecution or a highly focused obitu vampire slayer, any of these races or rules could be relocated to sunnier shores.

There also comes a time in every aquatic adventurer's life when they simply must see what dwells in the darkness beneath their fins. This book will prove an invaluable resource to populate these waters to the satisfaction (or perhaps demise) of these curious explorers. New enemies, monsters, terrain, and possibly even allies and treasure awaits in the countless fathoms below.

Lastly, in true Allurian style, we present a comprehensive deep sea 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 fathomless foes that will add both terror and adventure to the crushing depths. 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 deep sea adaptations for a few Cerulean Seas core races, as well as six new races (asterak, austorian dwarf, echinn, aquatic obitu, viden oculus, and abyssal rusalka). Chapter three examines how existing aquatic classes fit into an abyssal world and presents a new class (the angler) 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 deep sea bestiary.

Common Terms

Words listed below are often referred to throughout THE AZURE ABYSS 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 (who dwell in the polar regions of the realm) that mimic arcane effects by using natural science.

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

Angler: A class that specializes in trapping and hunting its enemies.

Black Smoker: A black smoker or sea vent is a type of hydrothermal vent found on the seabed, typically in the abyssal and hadal zones. They appear as black, chimney-like structures that emit a cloud of black material.

The Bloody War: A war that ended over 400 years ago between sahuagin and the good denizens of the sea.

Brine Pool: A brine pool is a large area of brine on the ocean basin that often forms due to a cold seep. These pools are bodies of water that have a salinity three to five times greater than the surrounding sea, and often appear as lakes of water underneath the ocean. Larger brine pools are known as brine lakes, and they will even occasionally run in river-like formations known as brine rivers. **Buoyancy Units (bu.):** These reflect an item's buoyancy and are described in the CERULEAN SEAS CAMPAIGN SETTING.

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

Cold Seep: A cold seep (sometimes called a cold vent) is an area of the ocean floor where hydrogen sulfide, methane and other hydrocarbon-rich fluid seepage occurs, often in the form of a brine pool.

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. See the CERULEAN SEAS CAMPAIGN SETTING for more details.

Feykith: Any variety of water fey descendants, including rusalka, deep drow and nixies.

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.

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

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

Warp Pool: A naturally occurring mystical gateway between two distant regions of the Underdeep. They appear as highly reflective brine pools. Most warp pools are unstable and temporary features.

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.

White Smoker: White smoker vents emit lighter-hued minerals, such as those containing barium, calcium, and silicon. These vents also tend to have lower temperature plumes than black smokers.

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Environmental Basics Climate

Weather and temperature variations in the deep sea, unlike other regions of the ocean, is primarily influenced by geological features such as black smokers and cold seeps. Surface weather has little or no effect on these waters, though a particularly powerful storm may result in larger accumulations of "marine snow," a continuous shower of mostly organic detritus falling from the upper layers of the water column.

Aside from these features, the deep sea has a relatively consistent environment when compared to other oceanic regions. It is universally dark, under incredible pressure, and maintains a steady temperature between 32° and 37° F (just above freezing). There are no seasonal temperature changes, nor are there any annual changes. No other habitat on the planet has such a constant temperature.

Much of the Underdeep also occurs in a vast subterranean network of caves and tunnels. These expanses are more susceptible to geologic influence and therefore may harbor their own localized climate and weather-like features. Many are typically warmer than the surrounding waters due to deep hydrothermal vents. Some, known as cold caves, feature vast deposits of deep ice on their ceilings which often chill the

water below standard freezing temperatures. Normal ice, however, does not typically form under these extreme pressures.

Terrain

The deep sea has many types of terrain, each with its own challenges and features. Aquatic versions of common terrains, such as deep caverns or towering mountains, exist here. Listed below are some examples that might be encountered in a deep sea setting.

ABYSSAL PLAINS

An abyssal plain is an underwater plain on the deep ocean floor. The majority (98%) are found in the abyssopelagic zones (depths between 10,000 and 20,000 feet). Abyssal plains cover more than 50% of the planet's surface. They are among the flattest, smoothest and least explored regions in the world. They are home to several invertebrates, rare fishes, and a small number of sentient races including the echinn, benthic karkanak, and the estrel. Features of the abyssal plains vary slightly, depending on if they occur in abyssopelagic zones or the hadal zone (depths of more than 3½ miles or 20,000 feet).

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 abyssopelagic and the hadal zone. 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.

TABLE 1-1: ABYSSAL PLAIN TERRAIN

	Abyssal	Hadal
Feature	Zone	Zone
Cavern Entrance	1%	2%
Cleared Bedrock	5%	10%
Isolated Black Smoker	1%	2%
Isolated Brine Pool	1%	2%
Loose Sediment	90%	85%
Ocean Trench	2%	0%
Quicksilt	2%	1%
Whale Fall	1%	1%

Loose Sediment: The majority of the abyssal plain is covered in thick layers of loose sediment and is perfectly flat. This ooze-like mud can go down several hundred, even thousands of feet before terminating in hard volcanic bedrock. Any vigorous activity in a square containing loose sediment (including any sort of combat) will result in a cloud of murk encompassing the melee range of a creature one size category larger than the creature that is disturbing the sediment. This murk obscures all vision and persists for 3d12 minutes after the activity ends. The sediment is fairly easy to dig through, though deep pits are prone to collapse.

Cavern Entrance: The Underdeep is riddled with subterranean passages, and the abyssal plains are no exception. Entrances to these cave systems will not exist in areas of loose sediment that is over 100 feet deep, though may reside at the bottom of quicksilt. The apertures vary in diameter from 1d12 inches (10%), 1d6 feet (70%), 1d6 + 5 feet (15%), up to 10d10 feet (5%).

Cleared Bedrock: Certain small areas of abyssal plains have been cleared of sediment by natural or artificial means. They are typically level with the surrounding sediment, and are actually the tops of buried seamounts and plateaus. The forces which keep the area free of sediment (usually deep ocean currents) have scoured the surface of the bedrock to be flat and featureless. In some cases, these areas are also perfectly smooth, and can be very difficult to use as anchor points.

Isolated Black Smoker: Sometimes a lone smoker chimney will work its way up through the sediment, even if there are no other thermal vents for hundreds of miles. These smokers seldom last more than a couple of decades, and are statistically identical to those found near thermal vents. About 10% of these features are actually white smokers.

Isolated Brine Pool: Shallow brine pools can be found scattered among the abyssal plains. These pools are usually 10d10 feet in diameter and 1d10 feet deep. They rarely provide enough nutrients to support a typical cold seep ecosystem. Otherwise,

they are identical to brine pools found near cold seeps.

Ocean Trench: Occasionally, an abyssal plain will terminate in a gigantic chasm or oceanic trench. These can span anywhere from a few feet to hundreds of miles across, and may be thousands of feet deep. Often (especially in areas of thick sediment) there is a gradual slope before an abrupt drop off.

Quicksilt: Quicksilt is formed in a process similar to a brine pool. It almost always occurs in areas of deep sediment and is usually 1d10 squares long by 1d10 squares wide. Visually, it is indistinguishable from loose sediment terrain. However, after spending a round in direct contact with this terrain feature, one notices the mud to be extremely sticky and much more permeable than the surrounding sediment. At this point, the creature often realizes that he is not only stuck in the quicksilt, but is rapidly being pulled down into it.

Characters trapped in quicksilt may make a DC 15 Escape Artist check in order to move 5 feet in any direction (up is usually the best choice). Failing this check means the character cannot move from his current location, and failing by 5 or more means he will sink below the surface. Characters submerged in quicksilt must hold their breath or they will suffocate.

haracters below the surface of quicksilt may burrow back to the surface with a successful Escape Artist check (DC 15, +1 per consecutive round of being under the surface).

Rescue: Pulling out a character trapped in quicksilt can be difficult. A rescuer must swim over the victim and make a DC 15 Strength check to successfully pull the victim up. If the check succeeds, the victim is pulled 5 feet closer to safety. Alternatively, the rescuer can use a pole or a rope, though the victim must also succeed on DC 10 Strength check to hold on to this item. If the victim fails to hold on, he must make a DC 15 Escape Artist check immediately to stay above the surface.

Whale Fall: Whale fall refers to the fallen corpse of any Gargantuan or larger creature. Miniature ecosystems will arise surrounding these corpses, from those feeding directly on the remains, to those preying on those who are feasting. These areas often have an increased amount of sea life, including dangerous predators and voracious parasites. The increased activity may last several years, ending only when the bones have been completely stripped of all their nutrients.

COLD SEEPS

A cold seep (sometimes called a cold vent) is an area of the ocean floor where hydrogen sulfide, methane and other hydrocarbon-rich fluid seepage occurs, often in the form of a brine pool. "Cold" does not mean that the temperature of seepage is lower than the surrounding sea water. On the contrary, its temperature is often slightly higher. Cold seeps constitute a biome supporting several endemic species.



Cold seeps develop unique topography over time, where reactions between methane and

seawater create carbonate rock formations and reefs. These reactions may also be dependent on bacterial activity. Ikaite, also known as "urchin stone," is often found in these regions.

Table 1-2 describes terrain elements found near a cold seep. The percentages are intended to guide map-drawing; do not roll for each square.

TABLE 1-2: COLD SEEP TERRAIN

Feature	Occurrence
Brine Pool	80%
Mussel Bed	25%
Ooze Mat	5%
Rock Reef	10%
Worm Reef	15%

Brine Pool: These pools are bodies of water that have a salinity three to five times greater than the surrounding ocean. The brine often contains high concentrations of methane, providing energy to chemosynthetic animals that live near the pool. These creatures often have the extremophile subtype (described in chapter 2). The high salinity raises the density of the brine, which creates a distinct surface and shoreline for the pool. For all intents and purposes, these pools resemble bodies of water as they appear on dry land, even though they are under thousands of feet of water.

Most brine pools (80%) are configured in a circular "pond" less than 20 feet in diameter. Occasionally, brine pools congregate in large brine lakes (15%) that can cover an area of up to 10 miles in diameter. Regardless of their size, they range in depth up to 5d20 feet. A few (5%) create a small river of brine water that can flow for several miles

over sloped terrain, eventually terminating

in a large brine pool or lake. This mineral-rich water is frequently sought after for a soothing bath by sapient deep-sea denizens, though prolonged contact can be a source of deepbrine poisoning (described later in this chapter).

Mussel Bed: Scores of mussels will frequently circle the shores of a brine pool, lake, or river. While they pose no direct threat, they do attract all manner of hungry predators and scavengers.

Ooze Mat: The ooze mat is an accumulation of mostly harmless living ooze that typically covers only one or two squares in any particular area. The slime comes in a variety of bright colors, including white, orange, red, and violet. 75% of this slime is palatable, though likely an acquired taste.

Aggressive yet non-mobile oozes comprise about 20% of these mats. These oozes quickly infest anyone who comes in contact with them with "Crimson Wart" disease.

CRIMSON WART

Type disease, contact; Save Fortitude DC 16 Onset immediate; Frequency 1/hour Effect 1d3 Cha damage and victim is continuously fatigued. Victim is slowly covered in brightly colored slime; Cure 2 consecutive saves

Less than 5% of these slimes are actually a deep sea variety of an aggressive mobile slime that shares statistics with Slime Mold (PATHFINDER BESTIARY 2), with the aquatic and deep sea templates (CERULEAN SEAS CAMPAIGN SETTING).

Rock Reef: A rock reef is made up of tubeworm and mussel shells strewn amongst sharp stones and ikaite formations. It costs 2 squares of movement to enter a square with a rock reef. **Worm Reef:** Worm reefs consist of large fields of tube worms and deep sea corals. This feature sporadically dots the landscape surrounding the cold seep environment. It costs 2 squares of movement to enter a square with a worm reef. This feature can also provide concealment, though it is seldom over one square tall.

HYDROTHERMAL VENTS

A hydrothermal vent is a fissure in the planet's surface from which geothermally heated water issues. Hydrothermal vents are often found near volcanic activity, which is especially common in the north east Cerulean Sea and eastern Harper's Isle. The temperature of these areas can range from pleasantly warm to scalding hot. In the case of the latter, squares that contain vents may be considered areas of severe or extreme heat (see comes through the ocean floor. This water is rich in dissolved minerals from the crust. When it comes in contact with cold ocean water, many minerals precipitate, forming a black, chimney-like structure around each vent that can reach up to 50 feet tall and up to 7 feet wide, though the average is around 10 feet tall and 2-3 feet wide.

A creature standing in the same square as a smoker chimney can use it for partial cover, which grants a +2 bonus to Armor Class and a +1 bonus on Reflex saves. The presence of a smoker chimney doesn't otherwise affect a creature's fighting space, because it's assumed that the creature is using the terrain to its advantage when it can. The typical smoker chimney has AC 6, hardness 7, and 200 hp.

In addition to the extreme heat common to other types of hydrothermal vents, black smokers are also a source of geopoisons, especially sulfur (90%). For

a more

immediate

threat, the

enters the

"smoke" of a

black smoker

must make a

15, +1 per

Fortitude save

each round (DC

previous check)

or spend that

round choking

fountain of

"smoke" can be

a hazard as well.

A character who

Heat Dangers in Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook*).

Table 1-3 describes terrain elements found near a hydrothermal vent. The percentages are intended to guide mapdrawing; do not roll for each square.



TABLE 1-3: HYDROTHERMAL VENT TERRAIN

Feature	Occurrence
Black Smoker	20%
Intake Tube	1%
Metal Muck	35%
Ooze Mat	2%
Rocky Outcropping	50%
White Smoker	5%
Worm Reef	40%

Black Smoker: A black smoker is a type of hydrothermal vent found on the seabed, typically in the abyssal and hadal zones. They appear as black, chimney-like structures that emit a cloud of black material. Black smokers are formed in fields hundreds or even thousands of feet wide when superheated water from below the planet's crust and coughing. A character who chokes for 2 consecutive rounds takes 1d6 points of nonlethal damage. The "smoke" obscures vision, giving concealment (20% miss chance) to characters within it.

Climbing into a Black Smoker: Medium-sized or smaller creatures may attempt to crawl into the chimney of a large black smoker, but it is a treacherous task. First, they must endure the smoke. Second, they must fight a strong current with a speed of around 120 feet. Lastly, they must survive intense heat. Characters suffer 1d6 points of steam damage per round for every 5 feet that they travel into the chimney (to a maximum of 6d6 points of steam damage per round). The smoker chimney leads to a maze of several miles of tunnels, one of which may eventually exit through another chimney or even an intake tube (see below).

Intake Tube: Intake tubes are natural fissures in the ocean basin that allow cool sea water to seep down into the planet's crust to be heated, and then forced back to the surface as a hydrothermal vent. Most are less than one foot across, though can reach up to 10 feet in diameter. Water current towards the aperture increases in an equal sized vertical column of water 20 squares above the opening. The current starts at a speed of 5 feet, and increases 5 feet for each square closer to the opening. At the opening, the water current feeding into it has a speed of around 100 feet. Creatures who are larger than the opening, but unable to fight the current, may find themselves pinned to the area. For creatures small enough to enter the opening, the currents speed progressing continues for another 20 feet, eventually whipping the creature through the tubes at a speed of around 200 feet per round where they take 2d6 points of damage per round from being twisted and battered against the walls. This can continue for dozens of miles, eventually depositing the creature in the bowels of a black or white smoker, through several miles of its own molten chambers, and out a chimney. Not very many creatures are capable of surviving such a journey.

Metal Muck: Metal muck is identical to the loose sediment of the abyssal plains, except that it often dark brown and laden with all manner of metals that have precipitated from the black smoker cloud.

Ooze Mat: This feature is identical to the feature of the same name listed in the cold seep section.

Rocky Outcropping: Tectonic activity often pushes up large sections of terrain in irregular outcroppings of volcanic bedrock. This terrain can provide cover for those that enter it.

White Smoker: White smokers are smaller versions of black smokers, typically reaching only about 5 feet tall, and 6-12 inches wide. Like their name implies, the smoke of white smokers is made up of different minerals and has a characteristically pale hue. Instead of sulfur, white smokers are known to contribute to barium poisoning (90%). Metal muck near a white smoker is often known to contain small deposits of benitoite, a rare blue gemstone that appears fluorescent in the presence of blue light (a common shade among bioluminescent creatures).

Worm Reef: Worm reefs of the vents are often larger and taller than those found near cold seeps, reaching heights of nearly 15-feet tall. Otherwise,

they are identical to the feature of the same name listed in the cold seep section.

Deep Sea Perils

The Underdeep holds many dangers that an unwary adventurer might encounter. A few of these insidious hazards are listed below.

ACID ZONES

Though called "acid zones" many of these areas are the result of highly corrosive alkaloids dissolved into the sea water. They are common near hydrothermal vents and in certain regions of subabyssal caverns. Aside from a small degree of murkiness and total lack of sea life, which is quite common in the areas described above, these zones are imperceptible until their effects are felt or witnessed. They can range in size from a few squares to several hundred squares in diameter. Acid zones typically deal 1d6 points of acid damage per round of direct exposure to them. Less or more damage is possible, but far less common (less than 5%).

MEGAPLUMES

Occasionally, magma will rush above the bedrock as a volcanic eruption. In effect, this creates a temporary thermal vent and a gigantic plume of super-heated, mineral-laden sea water that is very similar to the composition of the "smoke" of a black smoker. Average megaplumes are hundreds of feet in diameter, filling a sphere-like shape. Some megaplumes, however, can be up to fifty miles across, and reach all the way to the surface. The conditions inside a megaplume are the same as those within a black smoker cloud, including the extreme heat of hydrothermal vent terrain.

GEOPOISONS

Geopoisons are environmental toxins that result from the erosion of certain naturally occurring minerals into isolated pockets of seawater. They usually only occur in sufficient quantity near hydrothermal vents, cold seeps, and sub-abyssal caverns. The onset for geopoisons is typically very slow, from several hours to several days, during which the exposure to the toxin must be either continuous or cumulative over several days. The poison effect does not occur until the exposure equals the onset time. If the affected creature manages to avoid the specific geopoison for a duration equal to the onset time, the poison works its way out of the creature's system, and the exposure time becomes reset. Extremophiles are immune to most geopoisons, due to generations of increasing exposure.

There are several different types of geopoisons. The most common types are listed below, along with a brief description for each.

AZULBRYN [GEOPOISON]

Azulbryn is a radiant blue metal often mined by austorian dwarves in remote sub-abyssal caverns. It is described in more detail in chapter 4 of this tome.

Type poison, inhaled, contact; **Save** Fortitude DC 24 **Onset** 4d6 hours; **Frequency** 1/day for 4d6 days

Effect 1d4 Con damage and nausea that lasts until the poison is neutralized. ; Cure 3 consecutive saves during no continued exposure.

BARIUM [GEOPOISON]

Areas of milky water surrounding white smokers could possibly be a source of barium poisoning.

Type poison, inhaled; Save Fortitude DC 16

Onset 1d3 days; **Frequency** 1/day for 1d6 days

Effect 1d3 Str damage; Cure 2 consecutive saves during no continued exposure.

COPPER [GEOPOISON]

Copper dissolves into the seawater in high concentrations in some isolated sub-abyssal tunnels and caverns. The water in these areas may have a slight green or blue hue that could be detected in bright light with a DC 20 perception check.

Type poison, inhaled; Save Fortitude DC 17

Onset 2d4 days; Frequency 1/day for 3d4 days

Effect 1 Con damage; Cure 2 consecutive saves during no continued exposure.

DEEP BRINE [GEOPOISON]

Continued exposure to the liquid of brine pools and warp pools could lead to deep brine poisoning.

Type poison, inhaled; Save Fortitude DC 16

Onset 3d4 hours; Frequency 1/hour for 6 hours

Effect 1 Dex damage and nausea for 1d6 hours; Cure 2 saves during no continued exposure.

MERCURY [GEOPOISON]

Though rare, mercury can occur near thermal vents and subabyssal caverns that contain cinnabar ore. **Type** poison , contact, inhaled; **Save** Fortitude DC 19

Onset 1d3 days; Frequency 1/day for 3d6 days Effect 1 Wis damage and 1 Cha damage; Cure 3 consecutive saves during no continued exposure.

SULFUR [GEOPOISON]

Areas of murky water surrounding black smokers could possibly be a source of sulfur poisoning.

Type poison, inhaled; Save Fortitude DC 15

Onset 1d3 days; **Frequency** 1/day for 5 days

Effect 1 Con damage and blindness for 1d3 days; Cure 2 consecutive saves during no continued exposure.

WARP POOLS

Warp pools are brine pools with high amounts of rare metals dissolved into them. More than 90% of the time, warp pools are inactive and indistinguishable from normal brine pools. Warp pools, however, due to the rarity of the minerals necessary, are seldom over 50 feet in diameter. They are usually quite deep, at least twenty feet or more.

When active, the surface of a warp pool becomes highly reflective. At this point, it becomes a gateway to another warp pool, which could potentially be thousands of miles away. Diving into an active warp pool instantaneously leads to the reflective surface of this other active warp pool. Periods of activity range from a 1d6 minutes every 3d10 days (30%) to 3d6 hours every 3d12 months (10%).

If a warp pool is too small or too shallow for a creature to completely submerge itself in the brine, the pool will not be able to transport that creature. In fact, if anything connects the creature to the surface (even a thin rope), the teleportation effect will not occur for that creature.

About half of the warp pools seem to always lead to the same warp pool on the other side every time. This pool, in turn, leads back to the warp pool from which the other leads. However, about 30% of the known warp pools seem to be arranged in a "ring" of 3 or more. In this case, one warp pool leads to another, which leads to an entirely different pool, and so on, until it finally ends back at the first.

Locals who use these pools for transportation will use the terminology "dives" to denote how many pools rest between the first and their destination. For example, "The Saloth Vents are three dives in, and it is five dives back." This indicates that the traveler will have to submerge himself 3 times to get to the Saloth Vents, and another 2 dives to get back to where he started.

Lastly, a few warp pools are one-way, effectively stranding the traveler on the other side. Less than 5% of these connect to a new warp pool for each dive. These sorts of warp pools are the least desirable, and could easily lead to lethal locations.

Warp pools, while widely used for travel, are extremely unpredictable. Occasionally they will change their destination without warning or even simply deactivate and never again reactivate. Some lay dormant for decades, and then suddenly spring to life, intercepting travelers from neighboring warp pools. Occasionally, warp pools of this sort will lead to the astral plane. Though many brave adventures have entered these perilous gateways and have retuned, some are never heard from again.

Chapter 2:



Deep Sea Races



At a depth devoid of sunlight and amidst crushing pressure, one might believe the Underdeep to be entirely devoid of life, let alone sentient life. One would be completely wrong in this assumption, however. The Azure Abyss is thriving with life, and features as many deep sea player character races as can be found near the surface. One must also consider that in the world of the Cerulean Seas, over 90% of the planet endures these dark and dismal conditions. Each Underdeep civilization, while plentiful, exists as a solitary bastion in a vast and under-populated world.

In this chapter we examine six familiar player character races that have become an integral part of the culture of the Underdeep. While it is entirely possible to encounter other races from the Cerulean Seas region, as well as the races from WAVES OF THOUGHT, INDIGO ICE and other Cerulean Seas supplements, they have few, if any, permanent bases in this abyssal realm and contribute very little to the overall culture. The races we will revisit are the innovative seafolk, the persistent karkanaks, the whimsical deep-water nixies, the devious pisceans, the sinister deep drow, and the obstinate nommo. While familiar, generations of living in the deep sea have caused some peculiar differences from their shallow-dwelling kin.

In addition, we will introduce six new player character races to populate the dark depths. These races are also common to the deep sea, 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 crushing pressure, new cultures, and a complete lack of sunlight. Likewise, they avoided some of the history that shaped the classic Cerulean Seas region. The Great Flood, for example, was hardly noticed by many of these denizens. However, the end of the Bloody War sent legions of fleeing sahuagin and their pursuers into these waters. In some remote regions, the Underdeep whispers of large sahuagin forces biding their time.

The races of the Underdeep live in a location that is quite unique compared to that of the surface. A thriving abyssal city may exist only a few miles from bustling surface metropolis, though the majority of the inhabitant of both may be completely unaware. To the surface world, the Underdeep is a dark and mysterious depth which could just as easily harbor unspeakable terror as it could absolutely nothing at all. To the abyssal realm, the surface is a glaringly bright and noisy place, filled with creatures who despise anything bubbling up from the depths, regardless of its intentions. Still, this potential closeness does allow just about anything to sink in from above, or trouble to rise up from below. **Deep Drow:** Perhaps the most notorious and prolific race in the Underdeep are the deep drow. In fact, they are one of the three most powerful races in the Azure Abyss setting, along with the oculus and the aquatic obitu. While they are technically sea elves, their genetic line split off from the common sea elf thousands of years ago and consequentially have developed into their own, distinct race. Deep drow statistics can be found in Chapter 9 of the CERULEAN SEAS CAMPAIGN SETTING. Their vital statistics are located at the end of this chapter.

While most deep drow worship Saloth, a noxious crab-like goddess, some have adopted other deities. Isolated pockets of deep drow populations are even known to be somewhat benevolent by deep sea standards.

Karkanaks: Karkanaks, who are possibly the most abundant race in the Cerulean Seas setting, have two distinct family lines that have permeated the Underdeep. These families have a few peculiar traits that suggest that they once originated from the same genetic source. Both groups of deep sea dwelling karkanaks lack the characteristic asymmetric claw found in the beach-combing males of the surface world. Also in both species, the secondary manipulative claws are found much lower on the body, protruding from the hips in front of the walking legs, rather than beneath the first set of larger claws.

Aside from these similarities, the two deep sea karkanak species differ quite starkly. The abyssal karkanak is brilliant red in color, with large black eyes set directly in the creature's head (no eyestalks). It typically roams the abyssal plain in vast barbarian hordes. The depth tolerance of an abyssal karkanak is 20,000 feet, and they suffer from a pressure sensitivity of 1,000 feet. Despite its physical differences, it shares the same statistics as the standard karkanak (except as noted above).

The wooly karkanak, however, often resides near hydrothermal vents. As its name suggests, it is covered in fluffy white "hair," especially on its legs and claws. This pale-white coloration extends to all parts of its body, with the tiny dark eyes perched at the top of its eyestalks being the only exception. The wooly karkanak is the only karkanak species known that does not have the Innate Craft racial ability. Instead they have the Extremophile racial ability, as described below.

Extremophile: Extremophiles are enormously resilient against extreme environmental conditions. They have steam and cold resistance 5, and

immunity to both pressure and geopoisons.

Nixies: The Deepwater nixies have long been known to traverse the murky depth of the twilight zone, also known as the "upper-deep." However, the pursuit of magic and an insatiable curiosity has led some families to adapt to even deeper waters. These "deeper-water" nixies have a depth tolerance of 10,000 feet, but like many deep sea denizens, can easily acclimate to even deeper regions of the abyss.

Nommos: While the typical nommo is at home on the seabed a couple of thousand feet below the surface, few feel comfortable in the crushing depths of an oceanic trench. While normal nommo may be encountered here, another breed is also known.

Recognized as the ancestral nommo, this abyssal variety appears slightly different from its shallower kin. In comparison to the common nommo, the ancestral nommo has a larger body, longer teeth, more forward-set eyes, and prominent lobed dorsal fins rather than jagged fins. The ancestral nommo's body is more blue than green, though its fins are roughly the same coloration. In both males and females, only one facial tendril projects from its chin, ending in a bioluminescent bulb that can (at will) shed as much light as a torch. Ancestral nommo have a depth tolerance of 15,000 feet, and a pressure sensitivity of 1,200 feet.

Pisceans: The pisceans of the Underdeep are remarkably similar to the pisceans of the surface. The majority come from a family line known as the ceratioidi, though, which grants them a few notable physical differences. First, and perhaps most obvious, the ceratioidi have a long antenna atop their heads that terminates in a bioluminescent bulb that can (at will) shed as much light as a torch.

Second, all the humanoid members of the ceratioidi line are female. The males have become miniscule, and share the same statistics as a Tiny-sized trueform fish. At some point, the male can attach to and permanently merge with the female. The "Dual Mind" feat in chapter 4 of this tome is available exclusively to the ceratioidi, and represents this union. The depth tolerance of a ceratioidi piscean is 20,000 feet, and they suffer from a pressure sensitivity of 5,000 feet.

Seafolk: Deep sea seafolk are often very lightskinned compared to their shore-hugging kin. Their hair turns ghostly white at puberty, and even their eyes are often a shade of pale blue that can be quite startling to those unaccustomed to it. Some (about 20% of the deep sea population) have luminescent photophores on their tails that can illuminate (at will) up to the brightness of a torch. The depth tolerance of an abyssal seafolk is 15,000 feet, and they suffer from a pressure sensitivity of 500 feet.



AQUATIC OBITU AUSTORIN DWARF ECHINN

ABYSSAL RUSALKA VIDEN OCULUS ASTERAK

New Aquatic Races

In accordance with the other-worldly feel of the realm of the AZURE ABYSS, a few of the new races tend to part ways with the typical conventions of the CERULEAN SEAS CAMPAIGN SETTING, and therefore fall outside of the anthromorph, feykith, and merfolk racial subtypes. While we do introduce three new races that do fall within these categories, the austorian dwarf, the aquatic obitu, and the viden oculus are PC races that fall outside these confines.

The austorian dwarves are descended from drylander dwarves who did not let ground water interrupt their pursuit of gold. They are a reclusive race, who prefers the comfort of a deep sea cave to the open ocean. They are more than mere extremophiles; they have learned to use their environment to their advantage.

Aquatic obitu are another drylander race descendant, though one that has mutated significantly to adapt to life on the sea floor. While they are the most recent arrival to the realm, their population has blossomed due to an inordinately large amount of undead that stalks the abyssal realm. They are led by large coral brains who are obsessed with subjugation and domination.

The oculus race has never seen the light of day, nor does it care to. Its hive-like society permeates the Underdeep where it is forever vigilant for its chance to claim power. Led by a bloated and narcissistic male "king" who controls a harem of powerful females, the videns are a genderless form of oculus whose status allows them some freedom to pursue their own power and desire. The ancient enemy of the karkanak rears its head in this tome as the new anthromorph species known as the echinn. Echinns exist in massive nomadic hordes that scour the abyssal plain for food, power, and conquest. These urchin-like creatures are welltrained in the art of war and survival.

New to the feykith line are the enchanting abyssal rusalka. These deep sea maidens exist only in female form. When it comes time to reproduce, they must seduce an unwitting male of another species and drain him of his life essence. Hauntingly beautiful, yet cursed with dark origins, these children of the gloom strive to coexist with the other dark denizens of the realm.

A new merfolk is also introduced, the enigmatic asterak. In addition to dazzling bioluminescence and a shocking bioelectric current, the asterak is often an astute practitioner of arcane arts who specializes in uncovering secrets.

While the majority of these races may be considered evil by surface-dwelling standards, most of the individuals of each race are most concerned with merely surviving. Though their leaders often pursue conquest and tyranny, the standard deep sea explorer is simply a typical adventurer; eager to collect treasure, rescue the helpless, and survive impossible odds. In the face of oppressive darkness, even the most vile beings clamor for cooperation and companionship.

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.

Asterak

In the deep, dark region of sea known as the demersal zone, the band of water just above the sea floor, one might find an ethereal ballet of luminescent jellyfish and other glowing creatures. If one allows their eyes to adjust, this sight could rival the clearest starry night on the surface. Amidst this wonder, the asteraks thrive, harnessing the magic of the world around them.

Physical Description: True to their habitat, asteraks appear as otherworldly merfolk. They are gaunt creatures with long eellike tails. They have elongated spindly arms and spider-like fingers that are webbed with a wispy membrane. An asterak's neck is disproportionally thick, housing powerful gills. While hairless, their heads feature 6-10 delicate feelers that end in bulblike structures. They have large, dark, emotionless eyes, no nose, and a slit-like, toothless mouth. Their skin is smooth and lightblue in color, with their "feeler bulbs" and fingertips presenting a shocking purple or magenta color. Their entire body is luminescent, shifting intensity in rippling waves that match the individual's mood and disposition.

Males and females of the asterak race differ only subtly by the standards of most races, and are often only evident to other asteraks. Asteraks, like many merfolk, are oviparous (egglayers). Their eggs, however, appear to be made of ornate crystals and are fertilized through repeated electrifying by the male. These unusual reproduction methods may explain why there are no known asterak crossbreeds. Asteraks typically consume jellyfish and other soft-bodied invertebrates, and therefore have no need of teeth.

Society: Like many deep sea species, asteraks are a highly nomadic race. Most reside in permanent caravans. These convoys often contain a menagerie of deep sea life, including colossal jellyfish, giant eels, and various free-swimming crustaceans. Great groups of asteraks may travel in seemingly erratic routes over thousands of miles, all the while gathering food, supplies, and knowledge. Most remarkable of all is that many of these individuals never encounter solid ground, preferring instead to hover in the water column a few hundred feet above the sea floor. From the sea bed, they can be seen twinkling far above, gently bobbing along in their eternal procession to nowhere in particular.

Despite their seemingly peaceful existence, asteraks are indeed a very dangerous race to encounter. Arcane knowledge and supplies are especially sought after, and their approach to acquiring such is often non-negotiable, merciless, and utilitarian. A hapless wizard who encounters an asterak caravan may be

ASTERAK RACIAL TRAITS

- +2 Intelligence, +2 Constitution, -2 Strength: Asteraks are smart and hardy creatures, but not terribly strong.
- **Racial Buoyancy:** -60^C, **Depth Tolerance:** 10,000 feet **Merfolk:** Asteraks have the merfolk subtype, as
- described in the CERULEAN SEAS CAMPAIGN SETTING. Medium: Asteraks are Medium-sized creatures.
- Normal Swim Speed: Asteraks have a base swim speed of 30 feet.
- Darkvision: Asteraks can see in the dark up to 60 feet. Spell-Like Ability: *Shocking Grasp* 1/day (caster level equals the asterak's level).

Energy Resistance: Asteraks have electricity resistance 5. Advanced Bioluminescence: An asterak can control the intensity of his bioluminescent light from no light at all, up to the intensity and functionality of a hooded lantern.

Pressure Sensitive (1,000 feet): Asteraks are highly acclimated to extreme depths, and suffer from low pressure. Treat this as if they exceeded their pressure range above depths of 1,000 feet.

Languages: Unlike other merfolk, asteraks begin play speaking Photok and Dagonite, but gain languages like other merfolk afterwards. swiftly and silently shocked into unconsciousness, stripped of all his possessions, be subject to powerful divination magic to syphon off whatever knowledge he holds, and then left defenseless in the crushing darkness. Unfortunately, this is perhaps the best-case scenario, as many asteraks enjoy the practice of vivisection, especially on innately magical creatures.

Relations: Asteraks work well with other asteraks most of all, but do harbor respect towards races that can work together to defend themselves. While they value individual freedom, they believe that working together is the only thing that merits continued existence. Thus, small groups and individuals are often either ignored by the asteraks or treated as one might treat a wild animal.

Other races respect the danger that a large group of asteraks poses, but also value their worldliness and arcane knowledge. Indeed, few other races boast such extensive knowledge of the deep sea, or have amassed such a diverse magical arsenal.

Alignment and Religion: Most asteraks have a "survival of the fittest" outlook and therefore a staunchly neutral stance. However, their alien nature and disregard for other races often lends some individuals a decidedly evil disposition. Asteraks, as a whole, are seldom religious and have no deities of their own. However, in the pursuit of power, some will turn to deities that offer access to the domain of Magic such Mariblee, Halbok, Saloth, and Gorgulth (described in chapter 5).

Adventurers: Most asterak adventurers are considered "perverts" by the mainstream of their own race, as they firmly believe that anyone who would leave the caravan must be quite masochistic in nature. Despite this, a rather large percentage of asteraks do tend to take up the adventurer's path at some point in their lives, be it for the pursuit of power, the acquisition of magic, or perhaps because they truly do wish to inflict pain on themselves. Most asterak adventurers are wizards or magi.

Names: Asteraks name their children in their native tongue of Photok, which is a silent language of bioluminescent flashes and patterns. When dealing with verbal races, they will often adopt names for themselves that lack hard consonants, as many of the race find these sounds difficult to pronounce. While their Photok names will have gender connotations, their adopted verbal names rarely carry such meaning. Verbal names are usually chosen by the individual based on how easy they are to say and acoustic appeal.



Dwarf, Austorian

Since the dawn of civilization, dwarves have been digging in search of gold, gems, and other precious metals. While some burrowed into the tallest mountain peaks, others delved down into the bowels of the planet. Historically, dwarves and water seldom mix. When encountering flooded terrain, they simply tunneled around it or under it. Occasionally, however, these bodies of water posed impassible and infuriating barriers. One tribe of dwarves, however, found a way through. Austorian legend tells how one tribe from the Austoria Mountains (now submerged), with the aid of contraptions pilfered from conquered aboleth, decided to brave the depths of a fathomless subterranean lake. The riches located there were so vast and bountiful, that it took generations to dig it out. When the lakebed was depleted, the dwarves had become entirely aquatic and moved on to even deeper bodies of water. By the time of the Great Flood, the austorian dwarves had been tunneling under the ocean floor for a millennium, largely forgotten by their kin. They were completely unaware of the demise of the drylanders.

Physical Description: Austorian dwarves are immediately recognizable as dwarves, despite the sea-green beards of the males and prominent green head fins of both genders. They have the same body type and facial configurations, as well as skin coloration, though austorians are considerably paler and have far less body hair. Their eyes are nearly all-white, with the iris barely visible. In addition, their ears appear pointed, though close inspection will also reveal that the original rounded shape is still evident, with the point protruding from it like another fin. Females are virtually hairless, and a bit more slender than the males, though still easily identifiable as dwarves.

Society: Like all dwarves, austorians have a strong love of stonework, a passion for stone- and metal-based craftsmanship, and an overwhelming desire to accumulate gold and other precious metals. The austorians, however, are a particularly reclusive race, preferring to deal with others only when necessary. In addition, the racial hatred of goblins, giants, and orcs has gone completely extinct. They have not encountered such creatures in countless generations.



Relations: Recently, austorian populations have reached such a level that interaction with other subterranean deep sea races has become more frequent, and trade has become desirable. They have become well known to both the deep drow and the oculi, and tenuous trade has been accomplished with both. They are cautious negotiators, who seldom seem unarmed or unwary. Other races know very little of the austorians, save that they are great purveyors of rare gems and metals. This alone makes them quite desirable to deal with, and well worth the risk. The material most sought after from the austorians is azulbryn, an extremely rare luminescent metal that poisons those injured by it.

Alignment and Religion: Austorian dwarves are bound by obligation to their families and by their traditions. Centuries of isolation has left them particularly wary of strangers and they are more likely to attack than negotiate with threatening forces. However, their drives are usually self-preservation rather than a desire to do harm. Therefore, most austorians share a lawful neutral outlook, with a smattering of lawful evil individuals. Their patron deity, Torumdar, is likely an amalgamation of deities that the drylander dwarves worshiped in eons past.

Adventurers: Occasionally a particularly cantankerous austorian will split off from his kin to enjoy a life of isolation or adventure. These hardy folk will often take up the barbarian or angler class. Like other dwarven kin, austorians rarely have the knack for arcane arts. They do, however, have a scattering of talented divine spellcasters and even a few powerful psions.

Male Names: Bergin, Dohgwin, Gawshook, Gwonyar, Hawusk, Mogwim, Wentz, Woghah.

Female Names: Angwit, Egnath, Dwella, Bwogill, Gangwa, Gohdwee, Helsha, Husiga.

AUSTORIAN DWARF RACIAL TRAITS

+2 Constitution, +2 Wisdom, -2 Charisma: Austorians are both tough and clever, but socially awkward.

- **Racial Buoyancy:** -190^A, **Depth Tolerance:** Immune to pressure (see below).
- **Medium:** Austorian dwarves are Medium creatures and have no bonuses or penalties due to their size.

Slow Swim Speed: Austorians have a base swim speed of 20 feet. **Darkvision:** Austorians can see in the dark up to 120 feet.

- **Breathe Water:** Austorians can breathe underwater indefinitely through the fin at the top of their heads. They cannot breathe air, as their lungs have evolved into swim bladders.
- **Greed:** Austorians receive a +2 racial bonus on Appraise skill checks made to determine the price of nonmagical goods that contain precious metals or gemstones.
- **Extremophile:** Austorians are enormously resilient against extreme environmental conditions. They have Steam and Cold Resistance 5, and immunity to both pressure and geopoisons.
- Hardy: Austorians receive a +2 racial bonus on saving throws against poison, spells, and spell-like abilities.
- Landwalker: Austorians can move on land at 75% of their swimming movement rate.

Stability: Austorians receive a +4 racial bonus to their Combat Maneuver Defense when resisting a bull rush or trip attempt while in contact with a solid, unyielding, immobile surface.

Stonecunning: Austorians receive a +2 bonus on Perception checks to potentially notice unusual stonework, such as traps and hidden doors located in stone structures. They receive a check to notice such features whenever they pass within 10 feet of them, whether or not they are actively looking.

Weapon Familiarity: Austorians treat any weapon with the word "austorian" in its name as a martial weapon.

Languages: Austorians begin play speaking Dagonite and Austorian. Austorians with high Intelligence scores can choose from the following: Common, Echinn, Lok'tar, Salatari, Sahu, and Terran.

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Echinn

In the Underdeep, any place that is deemed uninhabitable is nicknamed "echinnlands." There is much truth in this, as huge tribes of echinns will thrive in areas too barren or inhospitable to other races. These urchin-like humanoids, though typically crude and primitive, are a major force across the abyssal plains.

Physical Description: To some, it is very difficult to imagine what a giant humanoid sea urchin might look like. These people, however, have never met an echinn before. Standing at nearly 6 feet, this beryl-colored creature is almost as wide as it is tall. It has no neck at all. The echinn's head is merely a large bump near the top of its torso. The head features a massive mouth filled with several rows of sharp little teeth, and 9 reddish-orange insect-like eyes of various sizes. Despite all of these eyes, their vision is only average due to the simple structure of each eye and its inability to move. The echinn's arms and legs are thick and muscular. Each of these appendages terminate in a plume of stubby tentacles that act as fingers and glow with a vermillion hue. Four bioluminescent gash-like patches appear on the echinn's chest, which is the only part of its body devoid of sharp, venom-encrusted spines. If one looks closely, tiny, serpent-like cilia can be seen dancing betwixt the spines, cleaning them and coating them with new layers of poison.

Males and females are virtually indistinguishable, and the only noted behavioral difference between the two is that males enjoy climbing more than females do. Females will lay a large clutch of eggs, which are carried on the female's back inbetween her spines and nurtured by her cilia. The spider-like larva that hatch in a few months stay nestled in these spines until they become too large, at which point they begin looking like small adults. They grow to maturity very quickly.

Society: Echinns share much in common with other less-developed and more barbaric societies. They tend to group together in large tribes, looking to the oldest and

ECHINN RACIAL TRAITS

+2 Strength, +2 Constitution, -2 Intelligence,

-2 Wisdom: Echinns are tough in nearly all ways except mentally.

Racial Buoyancy: -190,

Depth Tolerance: Immune to pressure. **Anthromorph (gilled):** Echinns have

the anthromorph subtype.

Medium: Echinns are Medium-sized.

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

Low-Light Vision: Echinns can see twice as far as humans in conditions of dim light.

Bioluminescent: The echinn can (at-will) cause his fingertips, eyes, and chest spots to shed as much light as a torch.

Natural Armor: Echinns have a natural AC bonus of 2.

Extremophile: Echinns are enormously resilient against extreme environmental conditions. They have Steam and Cold Resistance 5, and immunity to both pressure and geopoisons.

Poison Spines: Any creature attacking an echinn with natural weapons or an unarmed strike takes 1 point of piercing damage. A creature that grapples an echinn takes 1d3 points of piercing damage each round it does so. In addition, those injured by the spines are subject to the following poison:

_Echinn Venom

Type poison, injury; Save Fort DC 10 + ½ the echinn's character level + the echinn's Constitution modifier Frequency 1/round for 2 rounds Effect 1 Dex; Cure 1 save

> Iron Stomach: Echinns can digest just about anything and receive a +4 racial bonus on all saving throws versus ingested poisons. Weapon Familiarity: Echinns treat any weapon with the word "echinn"

> in its name as a martial weapon. Languages: Echinns begin play speaking Dagonite and Echinn.

Echinns with high Intelligence scores can choose any of the following: Common, Photok, Salatari, and Lok'tar.

strongest for direction and leadership. Echinns are nomadic, but will normally only leave an area when it has nothing left to offer. They are slow to react to a threat, but relentless once they do. Echinns are known to harbor long-term grudges.

Relations: Echinns have a particularly alien outlook, and many of their customs seem grotesque when measured by more civilized standards. They eat their dead, prefer to touch while communicating, and will incessantly chew on just about anything. While somewhat disgusting to work with at times, the echinn are fairly trustworthy (for an Underdeep race) and can be coaxed into fighting as mercenaries. Occasionally other races will keep them as slaves. Echinns do not typically choose sides, but will always side against any group that is known to enslave their kind.

Alignment and Religion: Echinns are very tactile creatures, and seem to have trouble envisioning things that they have never seen before, such as deities or spirits. They are also quite practical, with a mostly neutral alignment. Once angered however, echinns become rather hazardous. A highly irritated group of echinns can easily slip into the range of chaotic evil in pursuit of vengeance or restitution.

Adventurers: Echinns adventure for a variety of reasons, though most have trouble recounting these reasons when asked. It is quite likely that some echinns are driven to adventure simply because they desire more variety in their diet, and feel that their brethren are getting more food than they are. Most echinn adventurers are barbarians, fighters, and anglers. Some are a bit more sophisticated and become mariners or rogues. Magic users, both divine and arcane, are extremely rare among their race.

Names: Echinn names are conveyed in a hand-shake, and are made up of a variety of squeezes, "tickles," pulls, and pushes. Their language is similarly tactile, requiring physical contact to convey meaning properly. Unlike many races with names that are difficult to pronounce, echinns are resistant to nicknames and will typically not respond to them well. Learning an echinn's "handshake name" is a good start towards earning his trust.

Obiłu, Aquatic

Obitu are neither dead nor undead. Their life begins when an undead succumbs to a magical disease that consumes what's left of its flesh and instills its bones with organic life. In a few centuries, the aquatic obitu have become a powerful force in the Underdeep, culling the vast hordes of undead that once thrived here. In a sense, they are the invasive species that is overtaking the natural residents of the bleakest regions of the Azure Abyss.

Physical Description: At first and even second glance, an aquatic obitu appears to be the undead or animated skeleton of a deceased humanoid, which can be merfolk, anthromorph, or feykith. In some cases, the skeleton is that of a shallower dwelling species. Whichever the case, an obitu is always of Medium size (the process of vivification fails if the subject is too small or too big, thus destroying the undead host, and not yielding a viable obitu). They are, in fact, swimming skeletons. Their form is also one of death; they wear the shell of a skeletal corpse.

Closer inspection reveals a few differences. Most observers first notice their eyes; vibrant pools of green luminescence. Obitu bones are warm to the touch; smooth, pulsing, and devoid of the wear and slime that is common to aquatic undead. The bone color is almost always a deep beige. However, the most effective way to tell an obitu from an undead is by wounding one; if bright red living blood issues forth, it is likely an obitu. Some less noticeable differences include a thin membrane under the jawbone and between digits (or fin-bones, in the case of merfolk), and pinkish tendons slightly visible at the joints.

Society: Aquatic obitu have no true gender. Their voices are universally similar—a hollow, harsh whisper that actually radiates from inside the skull. In fact, most of the biological functions of an obitu take place within its skull. A small, wormlike feeding tube extends into its mouth cavity when it eats. Regardless of its appearance, obitu eat, drink, and breathe much like other living beings, consuming as much as a creature of Small size. An obitu has no heart, relying on contractions inside its bones to circulate blood.



While obitu do not reproduce naturally, they do have means of making others of their kind. The secret is that the obitu race is the result of a magical disease that specifically targets negative energy and converts it into life energy, thus shocking undead tissue into a living state. Unlike its drylander ancestors, the aquatic obitu do not actually carry transmittable versions of the disease. Instead, it gestates inside an infected brain coral. The disease, in turn, grants sentience to this initially plant-like organism. The infected brain corals, known to the obitu as the "source-minds," often act as leaders to the aquatic obitu, or at the very least, demand obedience. Many obitu regard the source-mind as a sort of warped mother figure. They care for it, and will bring it captured undead so that they might expand their family.

Relations: The obitu are eager to deal with most races, as they often share the same bones as those races around them, and feel a sort of kinship. While other races find the essence of an obitu to be unnerving, it seems somehow far less unsettling than legions of undead that are only interested in feeding off of their flesh, which seems to be the alternative.

Alignment and Religion: Aquatic obitu are far less noble than their drylander counterparts- at least, as far as tales tell. While they actively hunt and infect undead, they have no great hatred of these creatures or those that actively create them. Still, their unique reproductive situation often pits the obitu against evil, and thus many emulate a good alignment, though their nature is closer to neutral. They will occasionally worship deities, usually selecting patrons of their "bone-donor's" race, or those gods specifically related to death or dying, a subject of which some obitu become obsessed with.

Adventurers: Aquatic obitu are likely to take up classes that would be best at capturing and subduing undead, such as anglers, fighters, and even paladins. Reverence for the being that initially owned their bones is a common preoccupation for most aquatic obitu, and some try to emulate their lives by taking up a similar cause. In addition, the race tends to have a knack for psionic power, much like the source-minds.

Names: Aquatic obitu are named by their source-minds, who have a penchant for descriptive, malign-sounding, titular names such as Blood-fountain, Brain-splatter, Deathfin, Grim-shark, Plague-swimmer, and Snapdoom.

AQUATIC OBITU RACIAL TRAITS

+2 Strength, +2 Dexterity, -2 Charisma: Aquatic obitu are supernaturally strong and quick, though often too creepy and morose to be charismatic or charming.

Racial Buoyancy: -75, Depth Tolerance: 20,000 feet

Medium: Aquatic obitu have no bonuses or penalties due to size.

Normal Swim Speed: Regardless of their form, all aquatic obitu swim at a speed of 30. Legged obitu can also move on land at speed 20.

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

Gills: Aquatic obitu breathe water through gills within their jaw-bones. Fossil Fortitude: Obitu gain a +4 racial bonus on saving throws against disease and poison.

Improved Initiative: Obitu gain the Improved Initiative feat at first level as a racial bonus feat.

Nimble Form: Due to an uncannily agile body, obitu gain a +2 racial bonus on Acrobatics, Escape Artist, and Sleight of Hand skill checks.

Negative Energy Resistance: Obitu have negative energy resistance equal to 5 + ¹/₂ their character level. This resistance applies to damage from channeled negative energy and spells that harness negative energy to cause damage such as inflict light wounds and harm.

Sleep Immunity: Rather than sleep, obitu enter a meditative state known as trance. They are fully aware of their surroundings while in this state. In addition, obitu are immune to magic sleep effects.

Languages: Obitu begin play speaking Dagonite. Obitu with high Intelligence scores can choose from the following: Common, Delatari, Halbok, Lok'tar, or Salatari.

Oculus, Oiden

Nothing is more vigilant than the oculus. This creature's strange, unblinking eye scours the depths, seeking, spying, and scanning. Its primary success as a species is simply because it almost never misses an opportunity to strike.

Physical Description: The first thing that is immediately noticeable about a viden oculus is its large, round, singular eye. This eye is so big, in fact, that it comprises about 75% of the creature's total mass. The eye itself seems similar to that of a fish or squid of much larger size. Radiating from an oblong-shaped, purple, rubbery body that seems to barely encompass the eye are 4 pairs of tentacles, each pair with their own unique function. Above the large eye are two long tendrils that end in glowing bulbs. These bulbs are actually two additional eyes, each charged with arcane sight abilities. The remaining three pairs of tendrils protrude from underneath the eye. Of these, one pair flattens out into thick, paddle-like flippers and are used for locomotion. Another of these pairs are thin and rope-like which are used to manipulate objects and wield weapons. The third pair is slightly luminescent and is coated in tiny cilia that works as sensory organs. The sensory tendrils have small holes in their tips that the creature uses to slurp up food that has been dissolved by its corrosive tears. Though the oculus has no other form of mouth, it is still able to generate a buzzing, monotone voice to communicate with.

The viden oculus is actually one of three gender forms that the oculus species can exist as. The viden is basically a sexless, overgrown larva of the oculus family line. Videns are the most common form of oculus, and the one most likely to become adventurers. A female oculus, known as a vilicus, is Medium-sized, and covered in a chitinous shell. The vilici exist primarily in large harems serving the rare male of species. The male, known as a vigilus, is a Large-sized oculus that looks something like a bloated hodgepodge of the viden and the vilicus. Videns can choose to live their entire lives as videns, or may elect to take the more dangerous path of transgendering, first becoming a vilicus, and then a vigilus. This is accomplished at great personal risk by obtaining special feats that are detailed in chapter 4 of this tome. Society: Oculi live in large, hive-like tunnels under the sea floor. They tend to group together under the leadership of a single vigilus, who keeps close watch on 10-30 vilici. The videns are largely unchecked by their larger kin, so long as they do not attempt the transgendering process. The vigilus largely controls the gender of each offspring as soon as they burst forth from their mother's backs. A special diet is required for a larva, or any other oculus, to transgender into female, or from a female into a male. It is forbidden for any oculus to partake in these eating habits without the express permission of the vigilus.

Relations: Oculi are one of the three most prolific races of the Underdeep, after the deep drow and the aquatic obitu. They are sought after for their unique vision talents and their in-depth knowledge of their surroundings. Oculi tend to view other races as lesser beings, but are willing to work with them if it furthers their goals. Oculi often treat other races as if they lack vision altogether, sometimes in a condescending manner. Other deep sea races see the oculi as highly suspicious neighbors who often exhibit paranoid and obsessive tendencies.

Alignment and Religion: Oculi worship a deity known as Zissel, who is often depicted as a gargantuan, crimsoncolored vigilus. His tenets include the superiority of the vigilus, the importance of watchfulness, and to strike as soon as one sees an opportunity. While vigili are often tyrannical megalomaniacs, the rest of the race are merely diligent opportunists. The viden, who is allowed the greatest amount of individuality, have alignments that range from chaotic neutral to neutral evil, with a smattering of dedicated lawful individuals who are very loyal to their father.

Adventurers: Videns adventure for a variety of reasons, but most are simply looking for an opportunity to secure enough power to be able to defend themselves well enough to attempt the transgendering process. They are fairly diverse in class selection, but are commonly known to become rogues, sorcerers, wizards and oracles.

Names: Oculi are typically named after a color, with colors closer to the violet spectrum reserved for videns, yellows and greens for vilici, and reds and oranges for vigili. Typical viden names include Mauve, Puce, Indigo, Turquoise, and Magenta.

VIDEN RACIAL TRAITS

+2 Dexterity, +2 Wisdom, -2 Strength: Videns are nimble and perceptive, but not very strong. Racial Buoyancy: -1, Depth Tolerance: 25,000 feet

- **Aberration:** An oculus is considered to be an aberration with regard to spells and abilities that specifically mention this creature type. They are not considered humanoids.
- Aquatic: Videns have the aquatic subtype and can breathe water indefinitely. They cannot breathe outside of water.
- Small: Videns are Small 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.
- Acidic Tears: Videns can exude a slimy substance from their central eye that causes 1 point of acid damage per round to everything sharing the same square as the
- viden. Metal, bone (or shell), chitin, and oculi are immune to damage from this ability. **Fast Swim Speed:** Videns have a base swim speed of 30 feet. They cannot move on dry land. **All-Around Vision:** Videns can see all around themselves at once, granting them a +4 racial
- bonus on Perception checks and making them immune to flanking.

Bioluminescent: The viden can (at-will) cause its eyes to shed as much light as a torch. **Light Blindness:** Abrupt exposure to bright light blinds an oculus for 1 round; on subsequent rounds, they are dazzled as long as they remain in the affected area.

- See in Darkness: Videns can see perfectly in darkness of any kind, including that created by spells such as deeper darkness.
- **Spell-Like Abilities:** At character creation, the viden chooses two spells with the word "detect" in their name of 1st level or less from the sorcerer, druid, or cleric spell list. The viden is considered to have constant access to the effects of these spells. The caster level equals the viden's level. Once chosen, these spells cannot be changed.
 - Pressure Sensitive (1,000 feet): Videns are highly acclimated to extreme depths, and suffer from low pressure. Treat this as if they exceeded their pressure range above depths of 1,000 feet.
 - Languages: Viden begin play speaking Dagonite and Oculite. Oculus with high Intelligence scores can choose any of the following: Aquan, Common, Delatari, Draconic, Echinn, Lok'tar, Photok, and Salatari.

Rusalka, Abyssal

Very few races embody the concept of deadly beauty as well as the abyssal rusalki. This female feykith often ventures forth from their abyssal homes to stalk the twilight seas in search of a mate, who will not survive the ordeal. Despite their habits, the rusalki themselves are not inherently evil. Rusalki are driven to despicable dealings as the only means to perpetuate their species.

Physical Description: Abyssal rusalki are Medium-sized, lithe, and pale female feykith. They have large orange eyes, translucent blue-white skin, and cat-like ears. Their hair is long, transparent, and nearly invisible when not lit by two luminescent antennae that flow from the top of the rusalka's head and down either side of her body. A skirt of dozens of jellyfish-like tendrils sprout from a rusalka's waist, each tipped in blue luminescence. A rusalka's blood is likewise radiant, and her heart can be seen pulsing with red light in her chest. Despite their alien composition, most humanoids find the abyssal rusalka to be hauntingly attractive.

Society: All abyssal rusalki are female. To become pregnant, they must kill and consume a male specimen of any sentient humanoid species. While some choose not reproduce at all, the maternal drive is strong. Others choose to hunt down humanoids who are notoriously evil for this purpose. Unfortunately, children conceived of evil fathers are often evil themselves. Whatever the source, all offspring are rusalki.

Their societal structure is usually democratic. Large groups of rusalki with common interests will band together as equals. Occasionally a leader is chosen, and she is usually the oldest member of the group. Children are raised by the group collectively, with no special regard to the actual birth parent. Upon reaching adulthood, a rusalka must decide if she will stay with the group or wander in search of something else. If she stays with the group, she will be expected to procreate in the near future. Rusalka who leave the group are shunned afterwards and may never return. Regardless of the rusalka's decision, her coming-of-age is celebrated and, if she does decide to leave, she is treated with kindness and respect until she does so. The rusalki are a compassionate people, contrary to what their dark origins would suggest. **Relations:** Most Underdeep races know of the rusalki's breeding habits, which is why the rusalki often stalk shallower waters when looking for mates. This helps to alleviate tension between them and their immediate neighbors. Overall, rusalki are seen as only a minor threat, and are often ignored or disregarded when in the area. Rusalka also tend to keep to themselves and avoid confrontation. If cornered, they will vehemently defend each other.

Abyssal rusalki are one of the few deep sea races who are not pressure sensitive. Combining this trait with their relatively high Charismas and decent swim speeds, they make excellent emissaries to the surface world, provided, of course, that they keep their mating practices clandestine. Luckily, while their maternal instinct is strong, it is no more powerful than the base instincts of other races, and they are able to keep themselves under control with relative ease.

Alignment and Religion: Rusalki are not particularly religious and have no patron deities. They will occasionally adopt a god who seems to exemplify the common interests of the group. Most rusalki group together with others of the same alignment, though the particular inclinations of each group can be just about anything. It is widely believed this has much to do with the alignment of the "father." Offspring are said to take on the nature of the male whose life was sacrificed in order to conceive them. This may also explain why many rusalki opt to leave their family groups, despite never being allowed back.

Adventurers: Most rusalki adventures are made up of either outcasts, or those trying to avoid their reproductive duties. They are especially fond of the siren class, though rogue, sorcerer, kahuna, and witch are popular choices as well. Their motives are seldom personal gain or greed. In fact, they are often the most sympathetic members of a group of Underdeep adventurers. Despite this, they will not hesitate to fight other rusalki of differing alignment or goals. They understand most of all how dangerous their race can really be.

Names: Alyona, Evgeniya, Galina, Iskra, Kseniya, Olesya, Taisia, Varvara, Yuliya, Zoya.

ABYSSAL RUSALKA RACIAL TRAITS

- +2 Charisma, +2 Dexterity, -2 Strength: Abyssal rusalki are graceful and lissome but are seldom very strong.
- Racial Buoyancy -20^B; Depth Tolerance: 10,000 feet

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

Medium: Abyssal rusalki are Medium-sized creatures.

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

Darkvision: Abyssal rusalki can see in the dark up to 60 feet.

- **Blazing Blood:** An injured rusalka may choose to exude a cloud of luminescent blood once per hour. The glowing red patch spreads out in a 10-foot-radius cloud that provides total concealment and persists for 3d4 rounds. It may also attract hungry predators.
- Bioluminescent: The abyssal rusalka can (at-will) cause her antennae to shed as much light as a torch.
- Seducer: Abyssal rusalki add +1 to the saving throw DCs for their spells and spell-like abilities of the enchantment school. In addition, rusalki with a Charisma score of 15 or higher may use charm person once per day as a spell-like ability (caster level is equal to the user's character level).
- Stinging Skirt: A rusalka's tentacle skirt is capable of draining the life out of those it touches. Each creature that begins their round in the same square as the rusalka loses 1d4 hit points. Each round that the rusalka drains hit points in this manner; she heals herself for 1 hit point of damage. This effect is voluntary on behalf of the rusalka, she may chose not to drain hit points.
- Languages: Rusalki begin play speaking Dagonite and Salatari. Rusalki with high Intelligence can choose any of the following: Aquan, Common, Ceti, Echinn, Delatari, Lok'tar, Nixish or Photok.



Deep Drow Abominations

The deep drow have long had dealings with Saloth and her demonic minions. In fact, a rite of passage for high priestesses is to make a blood pact with a summoned demon. Occasionally, deep drow offspring will be "blessed" with horrendous deformities and dark gifts. The most common of these is the Kirah, a deep drow/spider crab centaur.

Deep Drow / Minion of Saloth

Common Name: Kirah

Racial Traits: Same as a deep drow with the following exceptions: Instead of the standard deep drow ability modifiers, kirah have a +2 Strength, +2 Charisma, and -2 Wisdom. They are

considered Large-sized (they 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 foot by 10 foot space and have a reach of 5 feet.) They also carry loads as if they were quadrupeds. In addition, kirah have a +2 natural armor bonus from their chitinous hides. They do not, however, have the deep. drow's Poison Use or Poison Cloud abilities.

Description: The top half of a kirah looks something like that of a chitin-plated deep drow

except for the head which is a nightmarish blend of man and crustacean. Their lower half is that of a tremendous spider crab. While kirah are considered blessings and given special treatment, they are also not allowed to own property or hold non-military titles. The deep drow often view the kirah as a bit slow-witted, which is a vast underestimation of their diabolical intellect.

Though predestined for evil, a kirah can be of any alignment. Most do succumb to the lure of dark power, though a small few will rebel against the deep drow houses, possibly even becoming a vigilante

or joining forces against the family that raised them.

Seafolk Halfbreeds

Kirah

Abomination

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, Dark Oceanid, Crucian and Oanne. The seafolk are compatible with one additional deep sea race as well, though this crossbreed is very rare.

ANTHROMORPH CROSSBREEDS

Anthromorph crossbreeds do not gain adjustments to ability scores as seafolk, but instead gain the ability score adjustments of their anthromorph parent. Seafolk anthromorphs lose the Skilled racial trait and the racial bonus feat that is available to seafolk. Like anthromorphs, they gain

> Amphibious (gills) and Bestial Senses, and often gain a few racial traits similar to their anthromorph parents. For the purposes of racial requirements, these crossbreeds count as both parent races. All other statistics remain the same as typical seafolk.

Seafolk/Echinn

Common Name: Deodona Racial Traits: The deodona retains the Poison Spines and Iron Stomach racial traits of the echinn. In addition it gains the following unique racial trait: *Puff Up:* As a swift action, the deodona can expand her

body to sphere-like proportions. The deodona suffers a -4 penalty to Dexterity and her speed is halved due to her awkward, bloated state. However, she counts as a full size category larger when applied to special attacks where a larger size might make the attack more difficult or impossible such as grab, constrict or swallow whole. Equipment does not expand with the body, and may become damaged in the process. For all other purposes, the deodona's size does not change. The deodona can end this ability as a swift action.

Description: Deodona look surprisingly like regular seafolk, except that their fish tails are a bit wider and their body, especially their backs and tails, are covered in sharp quills.

Vital Statistics

Below are the vital statistics for the races of the Azure Abyss 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
Asterak	30 years	+1d10	+1d10	+2d6
Drow, deep	130 years	+4d6	+6d6	+10d6
Dwarf, austorian	40 years	+3d6	+5d6	+7d6
Echinn	3 years	+1d4	+1d6	+3d4
Obitu, aquatic	5 years	+4d6	+6d6	+8d6
Oculus, viden	10 years	+1d4	+1d6	+2d6
Rusalka, abyssal	25 years	+1d6	+2d6	+3d6

TABLE 2-2: AGING EFFECTS

Race	Middle Age	Old	Venerable	Maximum Age
Asterak	(0 9E 110		110 years	110 + 5d20
Asterak	60 years	85 years	110 years	years
Drow, deep	195 years	285 years	370 years	370 + 4d%
Diow, deep	195 years	205 years	570 years	years
Dwarf, austorian	125 1000	199 100000	250 years	250 + 2d%
Dwall, austollall	125 years	188 years	250 years	years
Echinn	20 ******	years 50 years 75 years		75 +1d20
Echunin	50 years			years
Obitu aquatia	25	EE moons	70	70 + 5d10
Obitu, aquatic	35 years	55 years	70 years	years
Oralia aridan	100	150	200	200 + 1d%
Oculus, viden	100 years	150 years	200 years	years
Ducally alarmoal	(E 1100000			150 +4d20
Rusalka, abyssal	65 years	100 years	150 years	years

TABLE 2-3: RANDOM HEIGHT /LENGTH

Race/Gender/Type	Base Height/Length	Modifier (in.)
Asterak, male & female	5 ft. 2 in.	2d8
Deep Drow, male	5 ft.	2d6
Deep Drow, female	5 ft. 2 in.	2d8
Austorian Dwarf, male	3 ft. 11 in.	2d4
Austorian Dwarf, female	3 ft. 9 in.	2d4
Echinn, male & female	6 ft.	2d8
Obitu	4 ft. 10 in.	2d12
Viden Oculus	2 ft. 6 in. diameter	1d6
Abyssal Rusalka	5 ft. 4 in.	2d8

TABLE 2-4: BUOYANCY & DEPTH TOLERANCE

Race	Racial Buoyancy	Depth Tolerance
Asterak	-60 ^C	10,000 ft.
Deep Drow	-50	10,000 ft.
Austorian	-190 ^A	immune
Echinn	-190	immune
Obitu	-75	20,000 ft.
Viden	-1	25,000 ft.
Rusalka	-20 ^B	10,000 ft.

TABLE 2-5:

STARTING RACIAL ABILITY ADJUSTMENTS

Race	Str	Dex	Con	Int	Wis	Cha
Asterak	-2	-	+2	+2	-	1
Deep Drow	-	+2	-2	_	_	+2
Austorian	-	-	+2	_	+2	-2
Echinn	+2	-	+2	-2	-2	- 3
Obitu	+2	+2	-	-	-	-2
Viden	-2	+2	-	-	+2	- (
Rusalka	-2	+2	-	-	-	+2



Chapter 3:



Deep Sea Classes

Existing Classes

All of the rich diversity of classes that exist in the CERULEAN SEAS CAMPAIGN SETTING also exists in the Azure Abyss. While the populations of certain classes may be comparatively larger or smaller, each can find their particular niche, even under the immense pressure and darkness of the Underdeep.

Martial Classes

Combat prowess is undoubtedly important in every day survival of the endless night of the Azure Abyss setting. While nearly as prevalent as they are near the surface, martial classes have a few disadvantages in a world where survival means one has to be both very clever and very resilient. Fighters and barbarians are most often found in populations that rely on large numbers to survive, such as the echinns and the karkanaks. Mariners are a bit more common in the dark depths, as swiftness can be a great advantage, especially where most races are relatively slower than those found near the surface. Rogues are extremely abundant here, as their repertoire of skills becomes an invaluable tool of survival.

Arcane Classes

The Underdeep is an unparalleled source of arcane secrets, especially those of the dark or necromantic variety. Both feykith and merfolk are the masters here, including potent asterak wizards and dazzling deep drow sorcerers. Magic is not only accepted in the midnight depths, it is wholly integrated in the culture, and its practitioners are often venerated as leaders and advisers. Unlike the surface world, barbarian tribes do not have a tendency to shun those with magical talents. Instead, they are often given positions of authority. The barbarian king of the Underdeep is in stark contrast with those of the surface world. She is often much smaller in stature, and rippling with arcane strength rather than muscle.

Divine Classes

Religion is common in the Underdeep, though the gods here are often tyrannical and unforgiving. As a result, clerics have a much darker reputation, known both for their ability to heal and their ability to inflict terrible woe. In many cultures, divine magic walks hand in hand with arcane magic. Multiclassing with both divine and arcane classes is common, especially among the deep drow, who consider it a requirement to advance within their ranks. Despite the overwhelming majority of neutral and evil divine spellcasters, devotion to goodly deities is not entirely unheard of. These champions of love and light can be very powerful in a world of hate and darkness, and are often required to survive.

Psionics in the Underdeep

Of all the regions of the great blue sea, the dark depths harbors the most psionic talent. Perhaps the alien nature of a crushing darkness coupled with strange radiations from the planets core is the perfect environment to awaken strange talents in its natural denizens. Aquatic obitu are especially attuned with psionic power, likely because of their connection with the source-minds who are naturally psionic creatures.

The psionic races presented in WAVES OF THOUGHT (Alluria Publishing) are often found here, especially the melusine, merkoth, and zef. These races can easily become accustomed to the perils of deep sea adventuring, and many have a long history intertwined with the realm.

New Class

In addition to the "core" aquatic classes, the Azure Abyss has an additional deep sea class that is prevalent throughout the dark depths, and may even be found in more shallow waters. This class, renowned for its ability to thrive in extreme and hostile environments, is the angler.

Angler

It takes a special breed of person to exist at the fringes of civilization. A frontier spirit is needed to overcome the harsh desolation of the uncharted territories. A keen and determined mind is needed to confront and conquer the many dangers lurking in every shadow. And, most importantly, a rugged confidence is required to tame these undisciplined lands and seas. The angler is an opportunist who possesses these characteristics in abundance. A capable and self-sufficient survivor, the angler makes her name by charting the unexplored and slaying the beasts that nip at the civilized worlds' edges. She counts on no one but herself, and she leaves nothing to chance. Every fight with an angler is one in which she already has the advantage. Through hard work and thoughtful consideration, the angler dares the dark corners of the world to throw forth its worst so that she may conquer it and profit.

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Role: Anglers tame the world around them for profit. Trappers and frontiersmen,

they master their environment so they may master the world's most dangerous beasts.

Anglers are not prone to lighthearted conversation or day dreaming; theirs is a job that requires constant awareness and evaluation of their capabilities. Few people are more pragmatic than anglers. This is not to say they don't enjoy the rush of the hunt. However, they never simply count on luck or prowess to win the day. Every decision is a calculated one, and anglers always make sure to stack the odds in their favor before seeking a payday.

Alignment: Any. Hit Die: d8

TABLE 3-1: THE ANGLER

Level	BAB	Fort	Ref	Will	Special
1st	+0	+2	+0	+0	Battlefield prep, harvest (10 gp), angler's trap, trapsmith
2nd	+1	+3	+0	+0	Bonus feat
3rd	+2	+3	+1	+1	Battlefield prep
4th	+3	+4	+1	+1	Angler's trap
5th	+3	+4	+1	+1	Bonus feat
6th	+4	+5	+2	+2	Battlefield prep, harvest (25 gp)
7th	+5	+5	+2	+2	Angler's trap
8th	+6/+1	+6	+2	+2	Bonus feat
9th	+6/+1	+6	+3	+3	Battlefield prep
10th	+7/+2	+7	+3	+3	Angler's trap
11th	+8/+3	+7	+3	+3	Bonus feat, harvest (40 gp)
12th	+9/+4	+8	+4	+4	Battlefield prep
13th	+9/+4	+8	+4	+4	Angler's trap
14th	+10/+5	+9	+4	+4	Bonus feat
15th	+11/+6/+1	+9	+5	+5	Battlefield prep
16th	+12/+7/+2	+10	+5	+5	Harvest (55 gp), angler's trap
17th	+12/+7/+2	+10	+5	+5	Bonus feat
18th	+13/+8/+3	+11	+6	+6	Battlefield prep
19th	+14/+9/+4	+11	+6	+6	Angler's trap
20th	+15/+10/+5	+12	+6	+6	Bonus feat, master of the field

CLASS SKILLS

The angler's class skills are Acrobatics (Dex), Appraise (Int), Climb (Str), Craft (Int), Disable Device (Dex), Escape Artist (Dex), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (Dungeoneering, Geography, Local, Nature) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Stealth (Dex), and Survival (Wis).

Skill Ranks per Level: 6 + Int modifier.

CLASS FEATURES

The following are class features of the angler.

Weapon and Armor Proficiency: An angler is proficient with all simple and martial weapons and with light armor.

Battlefield Prep: An angler can alter a battlefield to aid her allies and hinder her foes. At 1st level, and then at 3rd level and every three levels thereafter (6th, 9th, etc), she discovers new means by which to prepare a battlefield. Each of these options allows an angler to turn a 5 ft. square of the battlefield into an important, strategic location. The angler's preparation causes the area to grant the appropriate (see below) bonus or penalty. For each successive standard action spent on prepping the battlefield, the angler may increase the size of the affected locale by 5 ft. or increase the benefit or penalty by 1. Each individual use of battlefield preparation may not have a total benefit greater than the 1/2 the character's level + his Wisdom modifier. This combines the size and bonus of the battlefield preparation.

For example, if Egnath the 8th level angler has a Wisdom of 16 and the offensive battlefield prep benefit, she may cause a 5 ft. area to offer a +7 bonus to attack and damage so long as she spent 7 consecutive standard actions (likely 7 consecutive rounds without the aid of magic) prepping the location. Alternatively, she may have opted to make a 15 ft. area with a +5 bonus for his allies, et cetera.

An angler is only limited by the size of the battlefield in determining how many locations she can prep. Each individual preparation is limited by her character level and Wisdom modifier (as in the example above), but she can produce multiple locations if she has the time and space. An angler is particularly dangerous if she is able to prepare a battlefield before combat. While each specific area of preparation is limited as above, the number of spots she can manage is only limited by time. Prepared spots retain their effects for 1 day/angler's level. If an angler no longer wants a preparation, she can clear it away as quickly as it took her to set it up. A single 5 foot space cannot be affected by two preparations at once (although see Combination Preparation below).

Prepping a battlefield spot provokes an attack of opportunity. All areas affected by an angler's battlefield preparation are immediately visible and their effects known – they are not traps. When an area offers two options (such as Defensive Benefit/ Hindrance), the angler chooses the applicable option at prep time.

The following list details the type of preparations an angler can make. While their benefits are clear and straightforward, the player and GM should be encouraged to come up with appropriate reasons as to what the angler is doing to the locale to produce the effect (i.e. turning over tables and chairs for a Defensive Prep, setting a vial of oil next to torches for spots that increase damage to those done standing there, etc.).

An angler begins with an initial Battlefield Benefit or Hindrance. She may choose additional ones at 3rd level and every three levels thereafter.

Defensive Benefit (Ex): Anyone occupying the area gains a bonus to AC determined by the angler's preparation. Alternatively, the spot may offer a DR equal to 1/2 the angler's

preparation, rounded down (minimum 1).

Defensive Hindrance (Ex): Anyone occupying the area suffers a penalty to AC determined by the angler's preparation. Alternatively, those who take damage while occupying the area take additional damage equal to 1/2 the angler's preparation, rounded down (minimum 1)

Movement Benefit (Ex): Anyone occupying the area gains a bonus to initiative and movement determined by the angler's preparation. The initiative bonus changes the occupant's initiative order for the remainder of the combat. The movement benefit is equivalent to a 5 ft. bonus for each +1 generated by the angler. It is applicable to the occupant for every round they start their turn in the area.

Movement Hindrance (Ex): Anyone occupying the area suffers a penalty to initiative and movement determined by the angler's preparation. The initiative penalty changes the occupant's initiative order for the remainder of the combat. The movement penalty is equivalent to a 5 ft. penalty for each -1 generated by the angler. It is applicable to the occupant every round they start their turn in the area. An occupant's movement may never be reduced to 0 ft.

Offensive Benefit (Ex): Anyone occupying the area gains a bonus to either melee or ranged attack rolls and damage determined by the angler's preparation.

Offensive Hindrance (Ex): Anyone occupying the area suffers a penalty to all attack rolls determined by the angler's preparation.

Combination Preparation (Ex): An angler with the benefit may combine any two benefits or hindrances within one area created by a battlefield preparation. The ability may only be selected by anglers of 6th level or higher.

Lingering Preparation (Ex): An angler with this benefit may declare one of the areas created by battlefield preparation as having a lingering effect. Anyone who spends at least 1 full round in the area will continue to feel the effects of the benefit or hindrance for a number of rounds equal to the angler's Wisdom modifier after they leave it. The angler must be 12th level or higher to select this benefit.

One-Shot Preparation (Ex): An angler with this benefit may declare one of the areas created by battlefield preparation as only working for the first person to occupy the area, and then only for one action or round. However, the benefit or penalty is increased by the angler's Wisdom modifier.

Bonus Feats: At 2nd level, and at every three levels thereafter, the angler gains a bonus feat in addition to those gained from normal advancement. These bonus feats must be selected from the following list: Acrobatic Steps, Alertness, Animal Affinity, Athletic, Conceal Scent, Diehard, Endurance, Fast Crawl, Field Repair, Fleet, Free Spirit, Great Fortitude, Heroic Defiance, Heroic Recovery, Hunt for a Living, Iron Will, Nimble Moves, Quicken Battlefield Prep, Rugged Northerner, Run, Self-Sufficient, Skill Focus, Stalwart, Stealthy, Stoic, Sure Grasp, Survivor, Trapper's Setup, Uncanny Alertness, Widen Battlefield Prep.

Harvest: An angler makes her living from the beasts she slays. She knows what parts of the beast are worthy trophies and which can be used in wizard's spells. She can sell these for a premium in any city.

At 1st level, an angler can harvest 10 gp of salable material per Challenge Rating from any dead creature of the animal, dragon or magical beast types. The amount of money an angler can make from these materials advances with level, as seen in table 3-1. These materials must be sold; the harvested bits have no inherent trade value aside from this.

Angler's Traps: Much like rangers who take the trapper archetype, anglers have the ability to quickly lay out simple snares and traps.

At 1st level, and every three levels thereafter, an angler gains access to one of the following traps. Traps may be set up as a full-round action that provokes an attack of opportunity. A trap fills a single 5-foot square and may not be placed in the same square as any other trap or square affected by a battlefield preparation benefit or hindrance. Unless otherwise mentioned, a trap needs only

> simple materials to craft. DCs to notice and disable the traps, as well as the saving throws to avoid it, are equal to $10 + \frac{1}{2}$ the angler's level + the character's Wisdom modifier. An angler may set up as many traps as she likes, so long as she has the materials and time to do so.

Angler's traps are always extraordinary and never supernatural. These traps last 1 day per angler level or until triggered. Each day their DCs decrease by 1. All the following traps are Trigger: location and Reset: none.

Alarm Trap (Ex): When the trap is triggered it creates a loud noise equivalent to the audible alarm version of *alarm*.

Alchemical Attack Trap (Ex): The trap requires a single alchemical flask of damaging liquid (acid, steam, etc.). When triggered, it spews its contents onto the triggering creature dealing 1d6 + ½ the angler's level points of appropriate damage type. A successful Reflex save negates. Alchemical Explosion Trap (Ex): As an alchemical attack trap except that the trap requires 3 flasks of a damaging alchemical substance. Additionally, it deals 1d6 + ½ the angler's level in appropriate damage type to the triggering creature and all squares adjacent.

Lingering Effects (Ex): Not a trap in and of itself, lingering effects may be added to an alchemical attack or explosion trap. If a triggering creature fails its Reflex save, it continues to take 1d6 damage of the appropriate type for 1d4 rounds. The affected creature can take a full-round action to attempt a new save. Rolling in silt or swimming at a Speed of 40 or greater adds a +4 bonus to the saving throw.

Marking Trap (Ex): If the triggering creature fails its save against the trap, it is marked with a dye and/or scent of the angler's choosing. The trap decreases the DC of tracking the marked creature by 4. The mark can be washed off with vigorous scrubbing, but fades on its own over several days.

Poison Trap (*Ex*): The trap poisons the creature that triggers it. The angler must provide 1 dose of contact, inhaled, or injury poison when setting the trap, and the trap uses that poison's effects and saving throw DC.

Snare Trap (Ex): The trap constricts around a limb or other part of the triggering creature's body (Reflex avoids). The creature cannot move from the location of the trap. The trapped creature can escape with an Escape Artist check (DC equal to the trap's DC) as a full-round action. The trap has a number of hit points equal to 1/2 the angler's level, or can be burst as a full-round action with a DC 25 Strength check. The trap can hold up to a Medium creature; for every two additional full-round actions spent, the angler's snare trap can hold a creature of 1 size category larger.

Swarm Trap (Ex): The trap releases a school of leeches, hagfish, or jellyfish that attack all creatures in the area. The swarm remains in the general area for no longer than 1 round per angler level, after which it disperses. The angler must provide the creatures of the swarm (typically in a small box, cage, or crate); these creatures may die of starvation before the trap is triggered (a trap lasts 1 day per level).

Trapsmith (Ex): Anglers are very adept at building and deconstructing traps. The nature of their jobs means relying on their skills as trapsmiths to catch prey they cannot always stalk.

An angler adds 1/2 her level to Perception skill checks made to locate traps and to Disable Device skill checks (minimum +1). An angler can use Disable Device to disarm magic traps. Additionally, an angler adds 1/2 her level to Craft (Trapmaking) skill checks.

As an experienced trapsmith, an angler may produce traps at 1/3 of their normal cost. She may also set them up quickly. An angler needs 2 full-round actions (they provoke opportunity attacks) per CR of a trap to deploy it. For more on traps in general, refer to the Pathfinder SRD or *Pathfinder Core Rulebook*.

Master of the Field (Ex): At 20th level, an angler has become remarkably adept at manipulating an environment to suit her needs. She may double the production of her benefits when prepping a piece of the battlefield. For example, instead of producing a 1 point benefit or penalty per round, she may produce a 2 point benefit or penalty. Or she may produce a 1 point benefit while expanding the prepped area an additional 5 ft. If she has the Quicken Battlefield Prep feat, she may produce a 4 point benefit or penalty per round.

Prestige Classes

The deep sea holds many prestigious titles for those brave enough to seek them. The following are three new deep dwelling prestige classes; the halionaut, the myxinmave, and the seductor.

Kalionaut Prestige Class

Those rare few who are undaunted by venturing into uncharted warp pools often take up the calling of the halionaut. Halionauts are masters of traversing these dangerous and unpredictable features of the Underdeep, always seeking to find new and stable pathways, as well as a way back to familiar territory. Since they could end up in dangerous or hostile terrain with no way back, they must learn to prepare for just about anything.

Barbarians, fighters, and rogues often take up this profession, and their services as a guide through the impossible maze of warp pools can prove to be extremely valuable. As expected, halionauts are most common near regions with a high concentration of warp pools, such as near austorian mines or abyssal trenches.

Role: Halionauts are no strangers to frontline combat, and often have to face such when emerging unannounced into a territory that may be jealously guarded by any number of xenophobic creatures. In addition, they have the skills necessary to make excellent guides or scouts, often taking the role of the first member of a group into danger and the last one out. The halionaut's ability to traverse nearly any deep sea environment can be a great advantage to any abyssal adventuring party.

Alignment: Anyone can succumb to the allure of instantaneous travel to exotic locations, and thus a halionaut can be of any alignment.

Hit Die: d10



REQUIREMENTS

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

Skill: Knowledge (geography) 6 ranks. **Feat:** Endurance

Special: The halionaut must have had delved into at least one unchartered warp pool before obtaining the halionaut title.

CLASS SKILLS

The halionaut's class skills are Acrobatics (Dex), Climb (Str), Diplomacy (Cha), Handle Animal (Cha), Knowledge (geography) (Int), Knowledge (nature) (Int), Knowledge (the planes) (Int), Linguistics (Int), Perception (Wis), Stealth (Dex), and Survival (Wis).

Skill Ranks at Each Level: 6 + Int modifier.

CLASS FEATURES

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

Weapon and Armor Proficiency: The halionaut gains no proficiency with any weapon or armor.

TABLE 3-2: HALIONAUT Base Attack

	Dube Muuch					
Level	Bonus	Fort Save	Ref Save	Will Save	Special	
1st	+1	+1	+0	+0	Eerie foresight, favored terrain	
2 nd	+2	+1	+1	+1	Favored terrain, terrain mastery	
3rd	+3	+2	+1	+1	Terrain dominance	
4^{th}	+4	+2	+1	+1	Favored terrain, terrain mastery	
5 th	+5	+3	+2	+2	Favored terrain	
6 th	+6	+3	+2	+2	Terrain dominance, terrain mastery	
7 th	+7	+4	+2	+2	Favored terrain	
8 th	+8	+4	+3	+3	Favored terrain, terrain mastery	
9 th	+9	+5	+3	+3	Terrain dominance	
10^{th}	+10	+5	+3	+3	Favored terrain, master of the depths	

Eerie foresight (Ex): Every warp pool has subtle, nearly imperceptible cues as to where it might lead. A hint of an odor, a slight tint to the pool's coloration, and even the rhythm of tiny ripples on its surface may offer an inkling to what is waiting on the other side. As a halionaut becomes more experienced, he is able to pick up on these signs and predict how dangerous the destination may be. After a halionaut examines a warp pool for at least one uninterrupted minute, the Gamemaster may roll a d10. If the result is equal to or less than the halionaut's level, the Gamemaster can give the halionaut a subjective rating of the danger of the destination on a scale of 1 to 10 (low ratings meaning less danger). If the result is greater, the Gamemaster gives the result of the roll as the rating (thus false alarms are much more common than underestimated danger). Regardless of the result, each pool can be examined in this way only once per day. At level 9, the aquanaut can predict the danger of a destination with 100% accuracy and the roll becomes unnecessary.

Favored Terrain: At 1st level, a halionaut may select a favored terrain from Table 3-3: Halionaut Favored Terrains. Like the favored terrain feature of a ranger, the halionaut gains a +2 bonus on initiative checks and Knowledge (geography), Perception, Stealth, and Survival skill checks when he is in this terrain. A halionaut traveling through his favored terrain normally leaves no trail and cannot be tracked

(though he may leave a trail if he so chooses).

The halionaut gains an additional favored terrain at 2nd, 4th, 5th, 7th, 8th and 10th level, and he can increase the bonus from an existing favored terrain as described in the ranger ability of the same name. If the halionaut has abilities from other classes that only work in a favored terrain (such as a ranger's camouflage and hide in plain sight abilities), those abilities work in favored terrains selected as a halionaut.

TABLE 3-3: HALIONAUT FAVORED TERRAINSTerrain

Abyssal plains (both abyssal and hadal)
Astral Plane (warp pools will occasionally go there)
Cold seeps (brine pools, lakes, and rivers)
Demersal (the open sea near the sea floor)
Hydrothermal vents (black smokers, intake tubes)
Polar (these are the deep sea regions of Isinblare)
Reefs (including deep sea coral and worm reefs)
Sea mounts (including any large rock outcropping)
Sub-abyssal (caves, caverns, tunnels)
Urban (hive complexes, cities, large caravans)

Terrain Mastery: At 2nd level, a halionaut selects a favored terrain to master. When within this terrain the halionaut may, as a move action, grant a +2 bonus on Climb, Stealth, Perception and Survival checks made by all allies within 30 feet who can see and hear him. This bonus lasts for a number of rounds equal to the halionaut's Wisdom modifier (minimum 1). The character masters one additional terrain at 4th, 6th, and 8th levels. Mastery of each terrain has additional benefits, as outlined below; these benefits apply to the halionaut at all times whether or not he is in the relevant terrain.

Abyssal Plains: The halionaut's movement is not reduced by wearing medium armor or carrying a medium load.

Astral Plane: The halionaut's fly speed increases by +30 feet on planes with no gravity or subjective gravity.

Cold Seeps: The halionaut gains a +4 competence bonus on Perception checks.

Demersal: The halionaut gains a +4 competence bonus on Acrobatic skill checks and a +1 competence bonus on all attack and damage rolls against bioluminescent creatures.

Hydrothermal Vents: The halionaut gains steam resistance 10.

Polar: The halionaut gains cold resistance 10. *Reefs:* The halionaut gains a +4 competence bonus on Stealth checks.

Sea mounts: The halionaut gains a +4 competence bonus on Climb checks and does not lose his Dexterity modifier to AC while climbing.

Sub-abyssal: The halionaut gains Blind-Fight as a bonus feat.

Urban: The halionaut gains a +4 competence bonus on Diplomacy checks.

Terrain Dominance: At 3rd level, a halionaut learns total dominance over one terrain he has already selected for terrain mastery. When dealing with creatures native to that terrain, the halionaut treats his favored terrain bonus for that terrain as a favored enemy bonus (as the ranger class feature) against those creatures. This bonus overlaps (does not stack with) bonuses gained when fighting a favored enemy.

Each terrain dominance grants additional abilities, detailed below. When the halionaut gains a new terrain dominance he may, if he prefers, instead pick an additional terrain mastery.

Abyssal Plains: The halionaut gains *hallucinatory terrain* as a spell-like ability a number of times per day equal to 3 + the character's Wisdom modifier (caster level equal to the character's level). The halionaut can only use this ability to create illusory abyssal plains.

Astral Plane: The halionaut gains a +1 competence bonus on attack and damage rolls against outsiders. He gains *dimension door* as a spell-like ability a number of times per day equal to 3 + the character's Wisdom modifier (caster level equal to the character's level).

Cold Seeps: Once per day, the halionaut can gaze into a warp pool and see what is on the other side as if it were a window. The effect lasts for one round.

Demersal: The halionaut's base swim speed increases by +10 feet.

Hydrothermal Vents: The halionaut gains steam resistance 20 (this replaces the character's steam resistance from terrain mastery) and a +1 competence bonus on all attack and damage rolls versus creatures of the steam subtype.

Polar: The halionaut gains cold resistance 20 (this replaces the character's cold resistance from mastery of the cold terrain) and a +1 competence bonus on all attack and damage rolls against creatures of the cold subtype.

Reefs: The halionaut gains *charm monster* as a spell-like ability a number of times per day equal to 3 + the character's Wisdom modifier (caster level equal to the character's level). This ability only affects animals, magical beasts, and creatures primarily found in reef environments.

Sea Mounts: The halionaut gains tremorsense with a 30-foot range. He must be at least 5th level before selecting this power.

Sub-abyssal: The halionaut gains darkvision with a range of 60 feet. If he already has darkvision 60 feet, its range extends by 60 feet.

Urban: The halionaut gains *charm person* as a spell-like ability a number of times per day equal to 3 + the character's Wisdom modifier (caster level equal to the character's level).

Master of the depths (Su) At 10th level, the halionaut becomes familiar with and comfortable in all possible deep sea terrains. His terrain bonus in all favored terrains increases by +2, and he treats all other terrains as if they were favored terrains (+2 bonus). If a naturally occurring condition of temperature or environment requires a check or saving throw, he automatically succeeds. All allies within 60 feet of him gain a +2 bonus on these checks and saves; if the halionaut is in a mastered terrain, this bonus increases to +4.
Myxinmave Prestige Class

Few creatures are more repulsive than the worm-like hagfish. Their primordial biology, their tendency to gather in massive swarms to feed on rotten flesh, and their propensity to instantly create a large volume of sticky slime keeps most creatures far away. The myxinmave is perhaps the only exception.

Drawn by a dark obsession, the myxinmave finds kinship with these vile beasts, comfort in the death-reeking fathoms they inhabit, and happiness amidst their defensive goo. Truly, the myxinmave is a disturbed soul. While many question the myxinmave's sanity, few would question that they are a terrible power in the Azure Abyss.

Role: A myxinmave has several defensive abilities, including an increased AC and DR. This and the spell casting and hagfish servant combine into a flexible combatant. The myxinmave could easily fill the role of a secondary melee fighter along with the hagfish servant. A myxinmave could also likely fill in as a secondary spell caster.

Alignment: Any chaotic. Hit Die: d6.

REQUIREMENTS:

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

Skills: Knowledge (nature) 5 ranks, Stealth 5 ranks.

Feat: Vermin Heart (ADVANCED PLAYER'S GUIDE, Paizo Publishing).

Special: Must be able to cast the *summon hagfish* spell (Chapter 4 of this tome).

CLASS SKILLS:

The myxinmave's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Knowledge (nature) (Int), Perception (Wis), Sleight of Hand (Dex), Spellcraft (Int), Stealth (Dex).

Skill Ranks at Each Level: 4 + Int modifier.

CLASS FEATURES

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

Weapon and Armor Proficiency: A myxinmave gains no proficiency with any weapon or armor.

Spells: When a myxinmave attains 1st level and every two levels after that (plus 10th level), 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 myxinmave, he must decide to which class he adds the new level for purposes of determining spells per day.

Hagslime (Ex): A myxinmave gains a +1 natural armor bonus to Armor Class from the steady supply of slime coating his body. Every three levels beyond 1st, this bonus increases by +1. In addition, the myxinmave gains the same bonus to Escape Artist skill checks and his CMD against grapple attempts.

The myxinmave can produce copious volumes of the slime a number of times per day equal to the natural armor bonus conferred by the hagslime ability. He may do this as a standard action that provokes an attack of opportunity. The produced slime mimics the effects of a *quagmire* spell (CERULEAN SEAS CAMPAIGN SETTING) in a 10-foot radius, centered on the myxinmave. Hagslime is considered a non-magical effect and it cannot be countered or dispelled. The myxinmave is immune to the effects of his own slime, the slime of all hagfish, and the slime of other myxinmaves.

Hagfish Servant: A myxinmave gains a servant in the form of a giant hagfish (statistics listed in Chapter 6 of this tome). This servant is treated as a familiar; its intelligence increases, and it is considered a magical beast (see the Familiars section in PATHFINDER ROLEPLAYING GAME). The hagfish servant is in addition to any familiar the character may already have. The hagfish servant duplicates itself at higher levels. At 5th level, the myxinmave gains another hagfish servant that is identical to the

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per day
1 st	+0	+1	+1	+0	Hagslime +1, hagfish servant	+1 level
2 nd	+1	+1	+1	+1	Consume flesh	
3 rd	+2	+2	+2	+1	Immunity to putridness	+1 level
4 th	+3	+2	+2	+1	Hagslime +2, knot armor	
5 th	+3	+3	+3	+2	Fins of the hagfish, hagfish servant (2)	+1 level
6 th	+4	+3	+3	+2	Boneless	
7 th	+5	+4	+4	+2	Hagslime +3, Spew hagfish	+1 level
8 th	+6	+4	+4	+3	Poison	
9 th	+6	+5	+5	+3	Hagfish servant (4)	+1 level
10 th	+7	+5	+5	+3	Hagslime +4, hivemind	+1 level

one he already has (including all the hit dice and enhancements for being a familiar). At 9th level, both hagfish servants double, resulting in the myxinmave having a total of 4 giant hagfish servants with the powers of a familiar.



Consume Flesh (Su): At 2nd level myxinmave's face can contort into the horizontally articulating jaws of a hagfish at will. He can use these jaws to make a bite attack that deals 1 point of damage. Furthermore, the myxinmave can attempt to start a grapple, provoking no attack of opportunity. If successful, the jaws automatically deal 2d6 points of damage each round as they rasp flesh from the victim. The consume flesh ability only works on creatures with fleshy bodies (most constructs and some fleshless undead are immune).

Immunity to Putridness (Ex): At 3rd level, myxinmaves become immune to all natural diseases, ingestible or inhaled poisons, and geopoisons. In addition, the myxinmave is immune to the putrefying effects of certain types of undead, including a ghoul, ghast, or similar undead's stench and mummy rot.

Knot Armor (Su): Each day, a 4th-level myxinmave automatically summons a swarm of hagfish (also known as a "knot" of hagfish) that cover his flesh when he regains his spells. These creatures absorb up to 10 points of damage from any damaging attack (weapons or spells). The hagfish die off when they absorb such attacks, and a total of up to 5 points per myxinmave level can be absorbed per day. Thus, a 7th-level myxinmave's knot armor can absorb up to 35 points of damage, although no more than 10 points from any one attack. If a myxinmave is already wearing armor, the knot armor has no effect. **Fins of the Hagfish (Su):** A myxinmave of 5th level or higher can transform his lower half into that of a hagfish. This improves his swim speed by 10 feet and grants a tail slap natural attack. The tail slap has a 5' reach and deals 1d6 damage if Small, 1d8 damage if Medium, and 1d10 damage if Large (plus the user's Strength modifier; 1.5 x Strength modifier if Large). If the myxinmave is Large and has the reach trait, the tail slap also gains reach.

Boneless (Sp): A 6th-level myxinmave's body can become limp and extremely flexible.

successful Reflex save reducing the damage by half (DC 10 + myxinmave's class level + myxinmave's Con bonus). The hagfish then remain as if a *vomit swarm* spell had been cast at the myxinmave's caster level.

Poison (Ex): In a myxinmave of 8th level or higher, the jaws gained from the consume flesh ability now carry a natural venom that deals 1 point of Strength damage frequency 1/round for 1 round. The Fortitude save DC to resist the poison is 10 + myxinmave's class level + myxinmave's Con modifier.

Hivemind

In addition to the bonus he receives from hagslime, he gains a +4bonus to **Escape** Artist skill checks and his CMD against grapple attempts. He may also apply this +4 bonus to combat maneuver rolls to start or maintain a grapple. Lastly, he can



(Su): A 10thlevel myxinmave can form the impetus to create a hivemind. The hivemind must include the myxinmave, although he only counts as a single individual. His Intelligence and Charisma scores are unaffected by

squeeze through areas as if he was one size category smaller than he is.

Spew Hagfish (Sp): Once per day, a 7thlevel myxinmave is able to spray out a swarm of hagfish from his mouth, as a breath weapon in a 30-foot cone. Anyone in this area takes 1d6 points of damage per myxinmave level, with a the hivemind, and he does not gain any skill points or feats from being a member. However, he controls the hivemind, gains the insight bonuses, and can take advantage of the spellcasting abilities of the hivemind if enough individuals are present. The myxinmave's hagfish servant can also join the hivemind if the myxinmave wishes.

Hivemind

As a side effect of some evil spiritual presence or dark blessing, vermin and certain animals can take on a sort of collective consciousness shared among a large group, though each individual member retains little or no intellect. When a hive-mind forms, each individual creature becomes just a tiny part of a much larger, much greater intelligence.

If at least 50 vermin or animals of the same species are arranged so that no one individual is more than 10 feet from another individual, the hivemind may come into effect. All the creatures operate with an Intelligence of 5, even if they previously had no Intelligence score (as with vermin). The creatures' Intelligence score increases by +1 for every additional 20 individuals (beyond the first 50) in the hivemind, up to an Intelligence of 10 for a hivemind of 150 creatures. Beyond the 150creature threshold, Intelligence increases by +1 for every 50 additional individuals. Thus, a swarm of 500 hagfish would have a hivemind Intelligence of 17. For every point of Intelligence bonus possessed by the hivemind, award each individual creature one feat and 1 skill point per Hit Die. Intelligence-based skill bonuses increase accordingly. So the 500 hagfish in the swarm (Int 17, +3 bonus) would each have 3 extra skill points and three feats. The increase to Intelligence gained for every creature in the hivemind over 50 also applies to Charisma. So, a hivemind of 500 hagfish (normal Charisma score 2) has a Charisma score of 14.

If the hivemind attains a Charisma score of 18 or higher, it gains the ability to cast spells as a sorcerer. For every point of Charisma over 17, the hivemind has has one level of sorcerer spellcasting. A hivemind of 1,000 hagfish has a Charisma of 22, so it would cast spells as a 5thlevel sorcerer, for example. The hivemind has six cantrips, eight 1st-level spells, and six 2ndlevel spells each day. The hivemind may cast its spells through any one of its members.

Creatures in a hivemind have no need for somatic or material components, and their squeaks, gurgles, or clicks serve as verbal components. When creatures in a hivemind attack, they all gain a +1 insight bonus on their attack rolls and a +1 insight bonus to their Armor Class. Each creature knows the actions of every other member of the hivemind. The entire hivemind is aware of what every individual is experiencing.

When running a hivemind encounter, play the hivemind as a single creature as much as possible. It can be tedious to fight numerous creatures, so assume that weapon blows affect the hivemind as a whole. For example, if a fighter hits a swarm of hivemind hagfish for 9 points of damage, and each hagfish has 1 hp, assume that he killed nine hagfish.

A hivemind's Challenge Rating is greater than the Challenge Rating of one of the individual creatures. If the CR of an individual creature is less than 1/2, the CR of the hivemind is 1/2. If the creature has a CR of 1/2, the hivemind's CR is 1. If the creature has a CR of 1 or higher, the hivemind's CR is 1 greater than that of the creature.



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Seductor Prestige Class

Many adventurers rely on brawn or intellect to get by in the crushing depths, but few have mastered the ability to get by on charm alone. While many claim that love is absent where there is no light, none would argue the same for physical attraction or longing for attention. The seductor capitalizes on these primal desires and has learned to manipulate emotions to her advantage. Though her form may be lithe and frail and her demeanor gentle and meek, she is a trained killing machine. A seasoned seductor can lull even the most hostile creatures into letting their guard down, and then she will strike with deadly precision.

Role: Despite their social aptitudes, seductors tend to be loners, seeing close companions as possible liabilities. However, they also understand the power that companions offer, and will often use their charms to maintain a powerful circle of friends that they can run to when danger becomes too much to bear alone. Their charm often leads them to several roles within an adventuring party, from mediator to team leader. They also make terrific assassins.

Alignment: Any non-lawful, non-good Hit Die: d8.

REQUIREMENTS:

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

Skills: Bluff 8 ranks, Diplomacy 5 ranks, Perform (Act, Dance, or Oratory) 5 ranks, Sense Motive 5 ranks.

Special: Sneak Attack +1d6

CLASS SKILLS:

Acrobatics (Dex), Bluff (Cha), Climb (Str), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Linguistics (Int), Perception (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Stealth (Dex), and Use Magic Device (Cha).

Skill Ranks at Each Level: 6 + Int modifier.

CLASS FEATURES

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

Weapon and Armor Proficiency: Seductors are proficient with the crossbow (hand, light, or heavy), dagger (any type), dart, rapier, shortbow (normal and composite), and short sword. Seductors gain no armor proficiency.

Sneak Attack: This ability is exactly like the rogue ability of the same name. The extra damage dealt increases by +1d6 at every other level (1st, 3rd, 5th, etc). If a seductor gets a sneak attack bonus from another source, the bonuses on damage stack.

Poison Use: Seductors are trained in the use of poison and cannot accidentally poison themselves when applying poison to a blade.

Seduction (Ex): A seductor can add her seductor class levels to any Bluff, Diplomacy, Disguise, Intimidate, Perform and Sense Motive skill checks.

Seductor's Touch (Su): A seductor's touch can be both soothing and manipulating. If the target is not willing to be touched, the seductor must start a grapple, which provokes an attack of opportunity. The seductor's touch has the following effects (choose one at the time of the touch, once per day per level of the seductor):

At level 1, the seductor may apply the effects of a *charm person* spell with merely a touch (Will save negates, DC 11 + Charisma modifier).

At level 4, the seductor may apply the effects of a *suggestion* spell (Will save negates, DC 11 + Charisma modifier).

At level 7, the seductor's touch can cause damage to ability scores. The seductor must choose Strength or Wisdom before making the touch. The touch deals 1d4 damage to the chosen ability score (Fortitude save negates, DC 14 + Charisma modifier).

At level 10, the seductor's touch becomes potentially deadly. The seductor may paralyze her victim for 1/minute per seductor class level. (Fortitude save negates, DC 14 + Charisma modifier).

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TABLE	3-5: Se	DUCTO	R			1
		Fort	Ref	Will		Sneak
Level	BAB	Save	Save	Save	Special	Attack
1st	+0	+0	+0	+1	Poison use, seduction, seductor's touch (charm person)	+1d6
2nd	+1	+1	+1	+1	+1 save bonus against poison	2
3rd	+1	+1	+1	+2	Secret alignment	+2d6
4th	+2	+1	+1	+2	+2 save bonus against poison, seductor's touch (<i>suggestion</i>)	
5th	+2	+2	+2	+3	Shield of helplessness	+3d6
6th	+3	+2	+2	+3	+3 save bonus against poison	
7th	+3	+2	+2	+4	Seductor's touch (ability damage)	+4d6
8th	+4	+3	+3	+4	+4 save bonus against poison	
9th	+4	+3	+3	+5	Hidden mind	+5d6
10th	+5	+3	+3	+5	+4 save bonus against poison, seductor's touch (paralyzing)	

Save Bonus against Poison: At 2nd level, the seductor gains a +1 saving throw bonus against poisons. This bonus increase by +1 every two levels.

Secret Alignment (Su): At third level, the seductor becomes an expert at hiding her true intentions. She gains the effects of a constant *undetectable alignment* spell of a caster level equal to her seductor class level.

Shield of Helplessness (Su): At fifth level, the seductor can project an aura of helplessness once per day. All creatures within 15 feet of the seductor must succeed at a Will save (DC 12 + Charisma modifier) or believe that the seductor is both non-threatening and in need of aid. The belief lasts until it is dispelled. This ability does not ensure that the affected creature will not attack or help in any way. Enemies who have no issues with attacking helpless creatures, will still do so. However, they may decide that the seductor is of low priority on a field of combat where multiple threats may be encountered.

Hidden Mind (Su): At 9th level, a seductor gains the benefit of a constant *mind blank* spell at a caster level equal to her character level. The seductor can suppress or resume this protection as a standard action. If dispelled, the seductor cannot resume the *mind blank* for 1d4 rounds.



Chapter 4:



Deep-craft



Underdeep Materials

Many of the same materials found in the standard CERULEAN SEAS CAMPAIGN SETTING can also be found in the Underdeep, with a few exceptions. While materials such as gold, auranite, brill and even deep sea coral can be found everywhere, other materials common to shallower waters, such as wood and kelp, have replacements in the Underdeep. New materials are found here as well, which might be extremely rare or even unheard of in the sunlit world above.

Azulbryn: The austorian dwarves have discovered vast deposits of this beautiful-butdeadly metal hidden far beneath the ocean floor. Pure azulbryn (also known as raw azulbryn) shines with the radiance of a torch; giving off a light blue light. In this form, it is a somewhat brittle metal. However, when alloyed with iron, manganese, and cobalt it becomes as strong as steel and extremely resistant to corrosion. While the radiance is slightly diminished, its toxicity is not.

Abyssal Steel: This strange metal alloy is a specialty of the wooly karkanaks, who have been smelting it for generations. They are particularly well suited to the creation of this metal, as they start the process by consuming large quantities of metal muck that has a specific "flavor" (a taste, no doubt, which can only be appreciated by creatures who find abyssal mud palatable). The wooly karkanak's digestive system then concentrates the metal, which is excreted several days later to be further processed. The calico-colored result is similar to normal steel, though fairly resistant to corrosion and moderately magnetic (ferrous items will cling to it, but can be separated without the requirement of a Strength check). Metal weapons made of this material are three-quarters the normal price.

Lyra Cloth: This fuzzy white cloth is woven from the tendrils of a particular species of harp sponge (a strange carnivorous sponge common to abyssal depths). The cloth sticks to itself like Velcro, and can be dyed a large variety of colors. It is often used to make self-fastening, form-fitting clothing.

Worm Tube, Ochre: Tube worms are quite prolific in the deep sea, and a few are even farmed for their cylindrical sheaths. While the sheaths of most of tube worm species are thin and brittle, those of the ochre variety are somewhat cartilaginous and flexible, much like leather in strength and versatility. These sheaths are used in the creation of many different items from clothing to backpacks.

Worm Tube, Violet: The violet tube worm produces a thick and fibrous sheath, similar in strength and appearance to bamboo of the surface world. It is often used in place of wood, and its strength, length, and occasional straightness can even be used to craft spear hafts.

TABLE 4-1: DEEP SEA MATERIALS

Substance	Hardness	Hit points
Azulbryn	10	25/inch of thickness
Abyssal Steel	9	23/inch of thickness
Lyra Cloth	1	3/inch of thickness
Worm tube, ochre	3	6/inch of thickness
Worm tube, violet	5	12/inch of thickness

Currency and Trade

Gemstones and barter are the most common methods of trade, as most attempts to create a standardized currency have ended poorly in these realms. A few deep drow 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.

In addition, two minerals, rarely seen near the surface, have become standard units of trade in the Underdeep. They are described below:

Benitoite: Known by the slang "blug," this mineral is sought after for it beauty and tendency to fluoresce blue, red, or purple in the presence of blue bioluminescent light.

Ikaite: Also known as urchin stone, these naturally occurring spiky rocks are similar to sea urchins in appearance. They are a favorite of echinns, who regard particularly well-formed samples as good luck charms. Their love of the material has led to other races accumulating it to offer as payment to the echinns, often for mercenary services.

TABLE 4-2: DEEP SEA TRADE GOODSCostItem

5 gp	One cubic inch of raw azulbryn
10 gp	One cubic inch of azulbryn alloy
7 ср	One cubic inch of abyssal steel
2 gp	One cubic inch of benitoite
1 gp	Five cubic inches of ikaite (also known as
	an "echinn fist" of urchin stone).
1 gp	One square foot of lyra cloth
2 sp	One foot of Ochre Worm Tube
5 sp	One foot of Violet Worm Tube

Weapon Name	Classifications	Cost*	Dmg (S)	Dmg (M)	Critical	Range	Buoyancy	Туре	Special
Austorian zharaz	Exotic light melee	60 gp	1d3	1d4	×4	—	-4	S	See text
Spurs	Special	2 gp	—	—	—	—	-1/10 units	—	See text
Battle spade	Simple one-handed melee	10 gp	1d4	1d6	×2	—	-6	S	See text
Echinn Blade	Exotic one-handed melee	5 gp	1d8	1d10	×3		-10	S	Trip, See text
Excaecara fork	Martial one-handed melee	10 gp	1d4	1d6	19-20 ×2		-7	Р	Barbed, brace
Pincer fork	Exotic two-handed melee	10 gp	1d4	1d6	×3	—	-7	S	Nonlethal, see text
Stickleback spear	Simple light melee	1 gp	1d3	1d4	×2		-3	Р	brace

TABLE 4-3: WEAPONS OF THE UNDERDEEP

Weapons

The Underdeep enjoys all of the weapons available in the CERULEAN SEAS CAMPAIGN SETTING, as well as Isinblare (of INDIGO ICE), thanks to instant travel afforded by warp pools. In addition, it features a few weapons unique to its depths.

Weapon Descriptions

Underdeep weapons may have the unique qualities listed below, in addition to being crafted for aquatic combat without penalty:

Austorian Zharaz: This is essentially a narrow, forked, single-headed battle-axe with a small spike opposite the blade. The axe head is nearly always made of azulbryn alloy. In the groove between the top and bottom blades of the axe, there is a small hole. This hole is meant to hold a spur made of raw azulbryn (it requires a move action to arm a zharaz with a spur, and the action may provoke an attack of opportunity). On a successful hit, the spur breaks off into the wound and shatters, effectively poisoning the victim. A Heal check DC 16 is required to remove the shards. This operation may be attempted once per day and causes an additional 1d6 hit points of damage. The DC and surgery damage increase by 1 point for every additional wound made with a spurred zharaz. If the operation is not successful, the victim will be subject to the effects of the azulbryn geopoison. Magical healing and spells that remove poison will not remove the spurs, nor will they cease their deadly effects.

Battle Spade: A battle spade is basically a flat, spear-like shovel. It can also be used to dig through silt or mud at a rate of up to 2 cubic feet per minute.

Echinn Blade: This oddly-shaped sword appears much like an over-sized can opener. It was designed by the echinn to rip through crustacean exoskeletons. In the hands of a proficient wielder, the echinn blade grants its wielder a +1 circumstance bonus to hit any creature with a natural armor class bonus. It is an exotic weapon to

all but the echinn, who have a cultural p reference for this unwieldy blade.

Excaecara Fork: A favorite weapon of oculus law enforcers, the excaecara fork was designed specifically to piece and mangle a narrow region of flesh, or in the case of rogue videns, to blind their central eye. It is also known as a "bident," both referring to the videns they were intended for and the fact that it looks much like a trident with one of the outer tines removed.

Pincer Fork: Pincher forks began as a tool to herd jellyfish and wrangle cephalopods. It is named for its pincer-like appearance, and is bladed in the center. This allows a proficient wielder to use the outside to deal non-lethal damage, while also permitting slicing damage to a narrow limb such as a tentacle or arm.

Stickleback Spear: This simple weapon originated as a tool for combing the silt for objects and potentially dangerous creatures. It is nothing more than a short pole, sharped at both ends, with a row of 4-6 teeth fastened perpendicularly near one end. Its design not only allows it to be used as a spear, but to discourage large monsters from swallowing the wielder whole. It may also been used as a sort of "riding crop" when mounted on potentially unruly animals.



EXCAECARA Fork

PINCER FORK

New Feats

The following feats are unique to the Azure Abyss campaign setting:

AZULBRYN EATER

You gain power from consuming radioactive metal.

Prerequisite: Austorian dwarf, Con 13 **Benefit:** As a standard action, you may swallow approximately one cubic inch of azulbryn. Upon

doing so, you gain 5 temporary hit points for every three Hit Dice you have and a +1 alchemical bonus on checks and saves and skill checks based on Constitution. The effects last 1 hour. Consuming additional azulbryn does not confer additional bonuses, but may replenish temporary hit points to a maximum of 5 for every three Hit Dice.

BECKONING CALL

Your song can draw others near to you.

Prerequisite: Abyssal rusalka, Perform (sing) 12 ranks

Benefit: Once per day, as a standard action, you can sing an enchanting song, causing all non-feykith creatures within a 100-foot radius to approach your position as if compelled to do so via a *suggestion* spell (Will negates). A creature that successfully saves is not subject to your beckoning call for 24 hours. When an affected creature begins its turn adjacent to you, it is fascinated for that round. These effects continue as long as you take a standard action to maintain the effect, plus 1 additional round. This is a mind-affecting effect. The save DC is equal to 12 + your Charisma modifier.

BOON OF BONES

Slashing and piercing weapons easily slip harmlessly between your bones.

Prerequisites: Aquatic Obitu, Character level 5th. **Benefit:** You gain Damage Reduction 1 / bludgeoning.

Special: You can take this feat multiple times, adding an additional point of DR each time.

BRACE FOR IMPACT

You channel your natural resilience into shaking off some of the effects of one attack.

Prerequisites: Austorian Dwarf

Benefit: Once per day, when melee damage is dealt to you, you may treat half the damage as nonlethal damage. You cannot use this ability

against confirmed critical hits or if you are immune to nonlethal damage. When your base attack bonus reaches +10, you may use this ability an additional time per day.

DAZZLING LIGHTS

You can create a dazzling display of bioluminescence.

Prerequisite: Asterak, Cha 13

Benefit: Once per day, you may force all creatures in squares adjacent to yourself to make a Fortitude save or become dazzled for 1d4 rounds. The DC of this Fortitude save is equal to 10 + your Charisma modifier. Creatures with sensitivity to light automatically fail this save. This feat has no effect on creatures that do not rely on eyes for sight.

DUAL MIND

Congratulations! You have taken a mate and he has grafted himself to your side.

Prerequisite: Female ceratioidi piscean, character level 5th.

Benefit: You can delegate various actions and physical processes to your mate's mind. You gain Two-Weapon Fighting as a bonus feat, regardless of whether or not you meet the prerequisite. You also qualify to take Improved Two-Weapon Fighting and Greater Two-Weapon Fighting without meeting the Dexterity prerequisite, though you must qualify in all other ways to take these feats. In addition, you gain a +4 racial bonus to saving throws versus mind-affecting effects. Lastly, you may choose one additional favored class.

EXPANDED POISON CLOUD

Your poison cloud increases in area of effect.

Prerequisite: Deep Drow, poison cloud racial ability

Benefit: The area of your poison cloud increases from a 5-foot radius to a 10-foot radius.

Special: You may take this feat multiple times, expanding the cloud radius each time by five feet to a maximum of a 20-foot radius.

EYE FOR DETAIL

You master the supernatural insight of a cultivated vilicus.

Prerequisite: Form of the Vilicus **Benefit:** You may reroll the results of a Perception check a number of times per day equal to your Wisdom modifier. You must take the second result, even if it is lower.

TABLE 4-4: AQUATIC FEATS OF THE UNDERDEEP

Feat	Prerequisites	Benefits		
Azulbryn Eater	Austorian dwarf, Con 13	You gain power from consuming azulbryn		
Beckoning Call	Abyssal rusalka, Perform (sing) 12 ranks	Your song can draw others near to you.		
Boon of Bones	Aquatic obitu, character level 5 th .	Gain DR versus slashing and piercing weapons		
Brace for Impact	Austorian dwarf	Shake off some of the effects of one attack		
Dazzling Lights	Asterak, Cha 13	Create a dazzling display of bioluminescence.		
Dual Mind	Female ceratioidi piscean, character level 5 th .	Gain a mate, fight better with two weapons		
Expanded Poison Cloud	Deep drow, poison cloud racial ability	Poison cloud increases in area of effect.		
Nibble Armor	Echinn	Sunder armor with your teeth while grappling		
Quicken Battlefield Prep	6th-level Angler	Prep battlefields faster		
Sharper Spines	Echinn, poison spines racial ability.	Your spines do more damage.		
Shocking Strike	Asterak, base attack bonus +5	Critical hits trigger a burst of electric energy.		
Staggering Touch	Abyssal rusalka	Touch can temporarily stagger opponents.		
Triple Jointed	Aquatic obitu	Escape bonds and grapples more easily.		
Viden's Gamble	Viden oculus, exclusive diet of crustaceans	Prepare to become a vilicus.		
Form of the Vilicus	Viden's Gamble, character level 7th, special diet	Become a vilicus.		
Eye for Detail	Form of the Vilicus	Gain the insight of a cultivated vilicus.		
Venture of the Vilicus	Form of the Vilicus, exclusive diet of isopods	Prepare to become a vigilus.		
Form of the Vigilus	Venture of the Vilicus, character level 12th,	Become a vigilus.		
	special diet			
Time Sight	Form of the Vigilus, Eye for Detail	Gain the insight of a cultivated vigilus.		
Virulent Poison Cloud	Deep drow, poison cloud racial ability	Your poison cloud increases in potency		
Widen Battlefield Prep	6th-level Angler	Enlarge area of battlefield prep		

FORM OF THE VIGILUS

You transgender into a vigilus.

Prerequisites: Venture of the Vilicus, character level 12th, gorging on a feast of isopods less than 24 hours prior to obtaining this feat.

Benefit: For all intents and purposes you become a vigilus (a male oculus). You grow to Large size, which means you gain a -1 size penalty to AC and attack rolls and a -4 penalty to your Stealth checks. In addition, your new size grants you a +1 bonus to your CMD, you take up a 10 feet by 10 feet space and have a reach of 5 feet. You gain an additional +2 bonus to your natural armor class, and your base swim speed increases by 10 feet. You also gain the following racial trait:

Spray: Once every 1d4 rounds, you may create a fan-shaped spray of acid from your central eye, striking all targets in ten feet that are directly in front of you. This acid deals 1d8 points of acid damage, then an additional 1d4 acid damage on the next round.

FORM OF THE VILICUS

You transgender into a vilicus.

Prerequisites: Viden's Gamble, character level 7th, gorging on a feast of shellfish less than 24 hours prior to obtaining this feat. **Benefit:** For all intents and purposes you become a vilicus (a female oculus). You grow to Medium size, which means you lose your size bonus to AC and attack rolls, the +4 bonus to Stealth checks, and the -1 penalty to CMB and CMD. You gain an additional +2 bonus to your natural armor class. You also gain the following racial trait:

Gush: Once every 1d4 rounds, you may create a gush of acidic fluid from your central eye into an adjoining square. This acid deals 1d4 points of acid damage to any creatures within that square.

NIBBLE ARMOR

You rasp at the opponent's items or armor with your abrasive teeth.

Prerequisite: Echinn

Benefit: When grappling, you can attempt to sunder your opponent's armor in place of a damage action by using your teeth, without provoking an attack of opportunity. Your specialized nibbling technique deals 1d6 plus your Strength modifier in damage to the armor on a successful attempt. If your opponent is not wearing armor, you instead deal a bite attack for 1d4 damage. This feat does not confer a bite attack otherwise.

QUICKEN BATTLEFIELD PREP

Time is always of the essence, and you've mastered getting things prepped to capitalize.

Prerequisite: 6th-level Angler

Benefit: When an angler with this feat spends a standard action to create an area of battlefield preparation, he is able to add 2 points of benefit (size or bonus) instead of 1. The maximum benefit is still limited by the angler's level and Wisdom modifier.

SHARPER SPINES

Your spines do more damage.

Prerequisite: Echinn, poison spines racial ability. **Benefit:** Any creature attacking you with natural weapons or an unarmed strike takes 1d3 points of piercing damage. A creature that grapples with you takes 1d6 points of piercing damage each round it does so.

SHOCKING STRIKE

Your critical hits trigger a burst of electric energy.

Prerequisites: Asterak, base attack bonus +5 **Benefit:** Upon striking a successful critical hit with an unarmed attack or metallic melee weapon, you deal an additional 1d10 points of electricity damage.

STAGGERING TOUCH

Your touch can temporarily stagger opponents. **Prerequisite:** Abyssal rusalka

Benefit: Once per day, a creature touched by you must succeed at a Fortitude save or be staggered for 1 round by overwhelming feelings of desire and shame. This is a mind-affecting effect. The save DC is equal to 12 + your Charisma modifier.

TIME SIGHT

You master the supernatural insight of a cultivated vigilus.

Prerequisite: Form of the Vigilus, Eye for Detail **Benefit:** You can see several seconds into the

future. As a result you may gain a +2 insight bonus to your AC and saves or a +2 insight bonus to your attack rolls. You must choose which bonus you want to apply at the start of each round as a free action.

TRIPLE JOINTED

Your ability to move your limbs in unnatural directions allows you to escape bonds and grapples more easily.

Prerequisite: Aquatic Obitu.

Benefit: You receive a +4 racial bonus on your Combat Maneuver Defense whenever an opponent tries to grapple you. In addition, gain an additional +2 racial bonus on Escape Artist skill checks (bringing the total racial bonus on this skill check to +4).

VENTURE OF THE VILICUS

You take the first steps to becoming the pinnacle gender of your species.

Prerequisites: Form of the Vilicus, an exclusive diet of isopods for at least 30 days prior to obtaining this feat.

Benefit: You grow slightly, but are still considered Medium-sized. Your natural armor increases by 2 points and your acidic tears racial feature deals 1d4 damage instead of 1d2 damage. A small, plate-like ridge begins to develop above your central eye.

Special: From a distance, your transformation is fairly unnoticeable. However, closer inspection by another oculus will certainly raise some suspicions.

VIDEN'S GAMBLE

You begin the process of becoming a vilicus.

Prerequisites: Viden oculus, an exclusive diet of crustaceans for at least 30 days prior to obtaining this feat.

Benefit: You grow slightly, but are still considered Small-sized. In addition, your skin becomes thicker and less pliant. Your natural armor increases by 2 points and your acidic tears racial feature deals 1d2 damage instead of 1 damage.

Special: From a distance, your transformation is fairly unnoticeable. However, closer inspection by another oculus will likely raise some suspicions.

VIRULENT POISON CLOUD

Your poison cloud increases in potency.

Prerequisite: Deep Drow, poison cloud racial ability.

Benefit: Add +2 to the DC for Fortitude saving throws against your poison cloud attack.

WIDEN BATTLEFIELD PREP

Why affect a small sliver of the battlefield when you can affect the entirety of it?

Prerequisite: 6th-level Angler

Benefit: Angler's with this feat understand the importance of covering as much ground as possible. Everytime you spend a standard action increasing the size of your battlefield preparation application, you may increase it by 10 feet instead of 5 feet. This extra area doesn't count against your maximum; it simply allows you to affect more of the battlefield.

Underdeep Spells

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

ABYSSAL MURK

School conjuration (creation) [steam]; Level

sorcerer/wizard 6 **Casting Time** 1 standard action **Components** V, S, M (a rock from a black smoker) **Range** medium (100 ft. + 10 ft./level) **Effect** murk spreads in 20-ft. radius in all directions **Duration** 1 round/level

Saving Throw Reflex half; Spell Resistance no

Abyssal murk creates a billowing black cloud similar in appearance to that produced by a black smoker and in effect to a *quagmire* spell. In addition to slowing down creatures and obscuring sight, this spell's murk is extremely hot, cause 3d6 points of steam damage to creatures within it (Reflex save for half damage), and an additional 2d6 points for each additional round they spend within the cloud. The *abyssal murk* also affects creatures within it as a *swamp water* spell.

ACID ZONE

School transmutation; Level kahuna 5, sorcerer/wizard 5 Casting Time 1 standard action Components V, S, M/DF(kahuna) or M (a quartz crystal) Range close (25 ft. + 5 ft./ 2 levels) Effect 1 square per level Duration 1 hour/level (D) Saving Throw none; Spell Resistance no

Normal seawater in the affected area becomes acidic, effectively becoming a temporary acidic zone (see Chapter 1) that deals 1d6 damage per round to everyone and everything inside of it. The zone is not affected by water currents or other natural effects that typically disperse high acid concentrations in water. Terrain in the area for one hour or more become subject to the effects of a *soften earth and stone* spell.

BIOLIGHT

School transmutation (polymorph); Level alchemist 2, siren 2, magus 2, sorcerer/wizard 2, summoner 2, witch 2 Casting Time 1 standard action

Components V, S, M (a glow-bulb or gland from a bioluminescent creature)

Range personal

Target you

Duration 1 day/level (D)

When you cast this spell, you may choose one body part or parts, up to and including your entire body, and either red, blue, or green. These choices cannot be changed later, but subsequent castings of this spell may alter or add to them. Alternatively, this spell can be used to alter your own bioluminescence, changing the color, or moving it to another region on your body for the duration. You may shed light up to the intensity of a torch of the chosen color from the chosen body part(s) for the duration of the spell as a free action. Even if used on multiple body parts (or even the entire body), the bioluminescence pulses with the same

> intensity on all affected parts simultaneously. Multiple castings, however, can create asynchronous light displays.

BLOODWORMS

School conjuration (creation); Level kahuna 4, sorcerer/wizard 4, summoner 4, witch 4

Casting Time 1 round

Components V, S, M/DF (rotten flesh)

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

Target: Up to ten creatures (see below)

Duration 1 round/level

Saving Throw Fortitude negates; Spell Resistance yes

You create parasitic worms that burrow into your victim's flesh and settle in its veins. Victims are chosen at the time of casting, along with the number of worms designated to attack each victim. The worms appear on the subject's body and immediately attempt to penetrate its skin. Targets must make a Fortitude save for each bloodworm affecting them. Each failed saving throw deals 1 point of Constitution damage and reduces the target's swim speed by 5 feet (minimum 5). The damage from multiple bloodworms stacks. Bloodworms can only affect living creatures with flesh and blood (constructs, undead, and plants are immune).

ENEMY WITHIN

School enchantment (compulsion) [mind-affecting, evil]; Level siren 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S, M (a piece of a natural weapon such as a tooth or claw)

Range touch

Target one living creature with natural attacks that can be used against itself (such as a bite or claw attack)

Duration 1 round/level

Saving Throw Will negates; Spell Resistance yes

The subject of this spell is overcome with the feeling that its own body is the enemy. It deals damage to itself equal to its natural attacks that it can reach itself with (such as its bite and claw attacks), including any modifiers that apply. The subject can take no actions other than attack itself, but is not considered helpless. After the spell ends, it can act normally. On each of the creature's turns it may attempt a new saving throw to end the effect. This is a full round action that does not provoke attacks of opportunity. If this save is successful, the effect ends, but the subject is left sickened for 1d4 rounds.

EXTINGUISH BIOLIGHT

 School necromancy [curse]; Level antipaladin 2, siren 2, cleric/oracle 3, sorcerer/wizard 2, witch 2; Domain darkness 2
 Casting Time 1 standard action
 Components V

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

Target one living bioluminescent creature

Duration permanent (D)

Saving Throw Fortitude negates; Spell Resistance yes

You permanently extinguish the victim's bioluminescence. In addition, this robs the victim of any related attacks or abilities (including speaking in Photok) that depend on the ability to produce bioluminescent light. *Biolight* will instantly dispel the effects of this spell.

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LUMENSPEAR

School transmutation; Level cleric 2, kahuna 2 Casting Time 1 standard action Components V, S, DF Range personal (if you can produce bioluminescent light) Effect one weapon composed of bioluminescent light

Duration 1 round/level

Saving Throw none; Spell Resistance no

You focus the light of your own bioluminescence into the form of any melee weapon you are already proficient with. The weapon, which can be wielded only by you, has the same threat range and critical multipliers as a real weapon of its form. It has no special modifiers to hit or damage, instead using your base attack bonus and any appropriate ability modifiers you possess. The weapon is considered magical for the purpose of overcoming damage reduction.

Lumenspear can only be successfully cast by those who can produce bioluminescent light, and is made up of the same color (or colors) that you can produce. Should you lose your ability to create bioluminescent light (such as from an *extinguish biolight* spell), the weapon will vanish.

PARASITIC VISAGE

School transmutation (polymorph); Level sorcerer/wizard 9, summoner 6, witch 9 Casting Time 1 standard action

Components V, S

Range touch

Target one living creature of two or more size categories larger than yourself

Duration 1 day/level (D)

Saving Throw Fortitude negates; Spell Resistance yes

You magically merge the lower half of your body and nervous system into the brain of a creature of at least two size categories larger than yourself, effectively hijacking it's body, yet maintaining most of your own as well. This spell only functions on living creatures with a somewhat normal biology (a brain and central nervous system). Undead, constructs, and most plants and aberrations, are immune to its effects.

Once successful, you gain the creatures size (and associated penalties), buoyancy, depth tolerance (and sensitivity if applicable), natural melee attacks, immunities, resistances, vulnerabilities, extraordinary abilities, and senses. When actively controlling the victim's body, you also gain the creature's Strength, Dexterity, and Constitution scores. You do not have access to the creature's memories, supernatural abilities, spell-like abilities, psionic abilities, or language (though you can cause the creature to speak in its own voice, using the languages that you know). You also do not gain access to the creature's Wisdom, Intelligence, or Charisma scores. Hit point pools remain separate, though damage done to your new grafted form always subtracts from your host first. When your host's hit point pool reaches zero or less, the effect ends and your bodies detach from each other.

At the beginning of the round, you must determine which body you will be controlling: Your unchanged upper-half or the grafted creature. When controlling your upper-half, you use your normal statistics, though it's as if you were standing on the creature's head, unable to move from it. In this mode, you only effectively gain the creature's defenses (immunities, resistances, and vulnerabilities), senses, and depth tolerance. The host's body continues to maintains its position, including fighting the effects of buoyancy (if applicable), though takes no other actions.

When attacking with the host creature's form, your combat statistics are adjusted by the physical properties of the host. Your Reflex and Fortitude saving throws are now adjusted by the creature's, rather than your own. In addition, your attack bonus, CMB, and CMD are likewise adjusted.

Any time the host takes damage in one round that is 10% or more than its total hit points, the host receives a new saving throw to resist the spell with a +2 bonus. In addition, if you don't spend at least 1 round concentrating on the spell each day, the subject receives a new saving throw to cancel the effect. A successful saving throw means that the spell effect ends, your bodies separate, and the host regains control of its own body.

SMOKER HOP

School conjuration (teleportation) [steam]; Level
sorcerer/wizard 7, magus 7
Casting Time 1 standard action
Components V, S
Range personal
Target you
Duration 1 hour/level or until expended; see text
When you cast this spell, you gain the ability to step into a
source of non-magical steam or scalding water (such as the w

source of non-magical steam or scalding water (such as the water of a black smoker) without harm or negative effects from such features, magically infusing yourself with the geothermal heat. Once within the steam, you can teleport from that particular boiling region to another one, and know the location of the other region instantly. The regions you enter must be of the same kind (for example, both black smokers), must be currently hot, and must be the same size category as you or larger. By moving into a black smoker (for example), you instantly know the location of all other black smokers within 3 miles and may choose whether you want to pass into one or simply step back out of the steam you moved into. You may choose to pass to any steam of the appropriate kind within 3 miles.

The spell lasts until the duration expires or you exit the steam. Each transport is a full round action. You can, at your option, remain within the steam without transporting yourself.

SUMMON HAGFISH

School conjuration (summoning); Level siren 2, kahuna 2,
sorcerer/wizard 2, summoner 2, witch 2
Casting Time 1 round
Components V, S, M/DF (hagfish slime)
Range close (25 ft. + 5 ft./2 levels)
Effect one swarm of hagfish or two giant hagfish
Duration concentration + 2 rounds
Saving Throw none; Spell Resistance no
You summon a swarm of hagfish or two giant hagfish (yo
choice) which attack all other creatures within their area (Ver

choice), which attack all other creatures within their area. (You may summon the swarm so that it shares the area of other creatures.) If no living creatures are within its area, the summoned creatures attack or pursue the nearest creature as best it can. The caster has no control over its target or direction of travel.1

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Underdeep Magic Items

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

BRACERS OF BIOLUMINESCENCE

Aura strong transmutation, weak necromancy; CL 12th

Slot arms; Price 20,715 gp; buoyancy -4 bu.

DESCRIPTION

These alien violet and indigo bracers feature luminescent green gemstones, a circuit-like motif, and a small scallop shell. They appear to be fashioned from a leathery material. When worn, the wearer's hands glow as if under the constant effects of a single *biolight* spell (green light only).

The wearer can also use these bracers as a swift action to grant the brilliant energy magic weapon quality to any non-magical held melee weapon (effectively transforming it into light energy for the duration); this quality persists for 1 round. This ability can be used twice per a day. In addition, the wearer can call upon the following spell-like effects up to three times per day:

- *biolight* (green light only)
- *extinguish biolight* (range of touch only)
- light
- Iumenspear

CONSTRUCTION

Requirements Wondrous Item, gaseous form, continual flame, light, biolight, extinguish biolight, lumenspear; **Cost** 10,515 gp

GOGGLES OF DEEPSIGHT

Aura faint transmutation; **CL** 3rd **Slot** eyes; **Price** 20,300 gp; **buoyancy**: 0 bu.

DESCRIPTION

The lenses of this item are made of green crystal. Even though the lenses are opaque, when placed over the eyes of the wearer, they enable him to see normally and also grant him 60-foot darkvision. In addition, the wearer can see through normal and magical murk as if it was not there. Lastly, the wearer becomes immune to the dazzling effects of bright light or ignores his light sensitivity racial quality (if he has one). Both lenses must be worn for the magic to be effective.

CONSTRUCTION

Requirements Craft Wondrous Item, *darkvision*; Cost 6,000 gp.

OCULUS WAND

Aura strong divination; **CL** 7th **Slot** none; **Price** 21,000 gp; **buoyancy** 0 bu.

DESCRIPTION

This wand of purple and gold is often tipped with a luminous violet orb. Unlike most wands, it can be used to cast any spells with the word "detect" in their name of 1st level or less from the sorcerer, druid, or cleric spell list. Other than its expanded spell selection, it functions as an ordinary wand.

CONSTRUCTION

Requirements Craft Wand, the smaller eyeball of an oculus, *detect magic, detect undead, detect good/evil, detect poison, detect charm, detect secret doors.*; **Cost** 10,500 gp

RING OF THE UNDERDEEP

Aura moderate abjuration; **CL** 7th **Slot** ring; **Price** 28,000 gp; **buoyancy** 0 bu.

DESCRIPTION

This roughly hewn, metallic ring holds a sizzling nugget of raw azulbryn in a gem-like setting. The wearer of this ring gains the extremophile subtype (Steam and Cold Resistance 5, and immunity to both pressure and geopoisons). In addition, the ring will cast *biolight* once per day on its wearer upon command. These rings are often gifted to ambassadors from the surface world, as a token of goodwill, or to lure them into deeper depths.

CONSTRUCTION

Requirements Forge Ring, resist pressure, biolight, delay poison, resist energy; Cost 14,000 gp.

ROD OF THE ANCHOR

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

DESCRIPTION

This rod strikes as a quarterstaff of *anchoring* (Ultimate Equipment) and functions as an immovable rod. Once per day, upon the wielder's command, the rod will cast *reverse buoyancy*, centered on the wielder. The wielder may choose to ignore the effects of this spell.

CONSTRUCTION

Requirements Craft Rod, Craft Magic

Arms and Armor, *levitate*, *reverse buoyancy*.; **Cost** 70,000 gp

STAFF OF THE VENTS

Aura strong conjuration and evocation; CL 15th Slot none; Price 220,000 gp; Buoy.: -5 bu.

DESCRIPTION

The staff of the vents is a powerful magic item with the ability to harness the raw energy of the earth itself. The staff is crafted from bones of a scream dragon with a glowing red-orange ruby set into one end. The staff allows the use of the following spells:

- *boiling hands* (1 charge)
- boiling bubble (1 charge)
- mageboil (1 charge)
- volcanic vent (1 charge)
- *hot springs* (2 charges)
- *abyssal murk* (2 charges)
- smoke hop (2 charges)

The staff also acts as a *boiling burst* quarterstaff. If 1 charge is expended (as a free action), the staff deals double damage (x3 on a critical hit) for 1 round.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, Craft Staff, *boiling hands, boiling bubble, mageboil, volcanic vent, hot springs, abyssal murk, smoke hop;* Cost 110,000 gp.

SWORD OF THE CRAB

Aura moderate transmutation; **CL** 10th; **Slot** none; **Price** 79,102 gp; **buoyancy** -7 bu.

DESCRIPTION

Though a rarely used weapon under the waves, this +2 keen bastard sword allows the wielder to use it without penalty as if continually under the effect of the *freedom of movement* and *water breathing* spell. In addition, once per day, the wielder may utter a command word and fall under the effects of *vermin*

shape I (ULTIMATE MAGIC) and become a Medium-sized crab. Legend says that these swords originated from the time of the drylanders. A wealthy king outfitted an army with them, having the intent to march across the ocean floor and attack a rival country by surprise.

Only the swords were ever seen again, mostly on the abyssal plains.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *keen edge*, *freedom of movement*, *vermin shape I*; Cost 39,702 gp

TRIDENT OF THE ABYSS

Aura moderate evocation; **CL** 11th **Slot** none; **Price** 47,315 gp; **buoyancy** -6 bu.

DESCRIPTION

This weapon was designed to harness the power of the depths themselves. This ornate auranite trident glows with a scrolling blue-green design and is

> adorned with pale green emeralds. When used at a depth of 1,000 feet

or more, this +3 trident gains the cruel weapon quality (Ultimate Equipment) and deals an extra 1d6 points of damage. When not at this depth, it becomes a -3 cursed weapon that implants a compulsion in its wielder to return to deeper depths. The curse ends when the wielder returns to a depth of more than 1,000 feet, and the trident reverts to its normal function.

CONSTRUCTION

Craft Magic Arms and Armor, *cause fear*, *death knell*; Cost 23,815 gp

Chapter 5:



Azure Abyss Setting

The Azure Abyss Setting

This chapter is dedicated to filling in some of the gaps for this awe-inspiring deep sea universe. Game Masters and players alike should view this chapter as merely guidelines for a deep sea campaign world and feel free to adapt, omit, or elaborate on any details they see fit. The general tone of the Azure Abyss campaign setting is one of perseverance against crushing and indelible darkness. Though evil reigns supreme, glimmers of light offer both hope and respite to an extremely hostile and unforgiving world.

While running an evil Underdeep campaign is entirely possible, it is equally plausible for adventurers to be heroes. In this chapter, we offer one such plot to use as a launching pad for a good or neutral aligned Underdeep campaign. Known as the "Dark Trinity," it fosters a safe haven for the underdogs of the realm and provides a unique environment in which deep sea races of all kinds may interact peacefully. While the "home base" of the Dark Trinity is a location in the classic Cerulean Sea's world, it could easily be transplanted to the frozen lands of Isinblare (of INDIGO ICE) or even your own campaign world.

AZURE ABYSS is loosely based on existing fictional settings where small forces of good rallying against prevailing and overwhelming evil is the central theme. It draws heavily upon both dark elf mythos and eldritch fantasy. As a result, it is highly compatible with themes derived from these sources. We highly recommend transplanting these ideas to this deep sea setting to provide a new but familiar perspective on the struggle of good versus evil.

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, do not forget that the world of AZURE ABYSS is both extremely vast and littered with mostly unexplored territory. As we discover more of our own, mostly unexplored deep sea realm, new material for this setting will surely appear as well. In addition, the material in this book could easily be applied to other campaign settings, including water worlds and worlds in which the surface is frozen in ice. These new realms could even harbor new deep sea surprises, yet to be discovered.

The Dark Trinity

What came to be known as the "Dark Trinity" began in a relatively isolated region of the Cerulean Seas known as the Sinister Sink, which is actually a small oceanic trench. The Sinister Sink is an area of roughly 1,800 square miles at the base of sheer cliffs that rise an average of a mile and a half above it. It is roughly 250 miles long, with about 7 miles between cliff faces. A small, unreliable brine river runs through the center of the sloped canyon, and feeds dozens of brine pools with a few warp pools connecting it to the outside world. The deep end of the slope, nearly four miles below the surface, is also a region of moderate volcanic activity that supports a typical black smoker ecosystem. The closest Underdeep region to the Sinister Sink is known as the Quake Rift, which is acknowledged both for its large deep drow population and tendency towards massive tectonic shifts that generate deadly tsunamis which continuously pummel Calamity Isle. The tremors are often felt in the Sinister Sink and have caused massive cave-ins throughout its history.

The Sink, with its sheer cliffs and secluded geography, is not easily accessible to Underdeep races except through a labyrinth of heavily guarded austorian tunnels, fickle warp pools, or by traversing several miles of hostile shallows. The normal variety of cold seep and black smoker fauna live here, along with a plethora of slimes and deep sea coral systems. The area is rich with precious and magic metals, along with rich deposits of more mundane minerals. A small clan of austorian dwarves has mined the cliffs of this area for nearly a millennia. Their numbers have recently diminished in the region due to both conflict with encroaching races and the gradual depletion of precious metals.

The three main races that make up the Dark Trinity alliance are the aquatic obitu, the deep drow, and the oculi. The leaders of this alliance are assuredly both maniacal and evil, and each have their own particular spin on the story of the formation of the Dark Trinity and why they allow something so foreign to their own nature to exist. Their subjects, however, often find more rational reasons to get along.

The Origin of the Dark Trinity

The austorian dwarves originally populated the Sinister Sink and were unmolested for centuries as they quietly mined its walls. Over time, the run-off from these mines coalesced into the preexisting brine pools, forming more and more warp pools. As random mindless and wandering undead began filtering in, the dwarves simple uprooted themselves from the trench basin, and moved further up the cliff walls. To the austorians, the undead masses were a great deterrent for other more sapient foes that might also want to take up residence.

This continued for nearly one hundred years, until someone from the shallows rolled a thriving brain coral and its minions into the depths of the trench. The brain coral struggled on, desperately feeding on whatever it could. The dwarves took little notice, believing the brain coral to be just another mindless deterrent to would-be settlers. Several years later, one of the coral's minions happened upon a long abandoned ship wreck and faithfully brought back any skeletal remains for its master to feed on. Unbeknownst to anyone, the remains were infected with the obitu virus.

The brain coral achieved sentience shortly afterwards, naming itself "Languori, Eater of Skulls." Many believe (including Languori herself) that she was the first obitu source-mind, and her mutated version of the virus spread to other regions of the sea. Whatever the truth is of this, the obitu population of the Sinister Sink exploded in less than a decade. By the time the austorians realized that the undead were no longer the same, it was too late to easily deal with the problem.

An uneasy peace was struck between the two races. If the austorians would help Languori procure undead to assimilate, the obitu would disavow rights to the minerals of the chasm's walls. After a while, trade between the races started to flourish. The austorians began to appreciate the obitu's aptitude for frightening off attackers and neutralizing undead, and the obitu appreciated the austorian's superior metal procuring and smithing abilities.

The peace ended when a hive of oculi streamed in from the largest warp pool of the region, while fleeing from a much larger oculi family. War

immediately broke out between the dwarf-

obitu alliance and the oculi. Both sides took heavy casualties. The small clan of deep sea dwarves was nearly decimated, though the obitu faired only slightly better. The oculi lost viden soldiers by the hundreds.

Meanwhile, the House Dysinara (of the deep drow) was trying to make themselves inconspicuous (by moving far away!) as their house was about to be usurped by House Syvyl, a more influential house in the deep drow master council. They quickly and clandestinely crept across the narrowest shallow region between the Quake Rift and Sinister Sink in one night, based solely on the vague rumor of the existence of possible refuge.

Dysinara ran into the middle of this odd war and began acting as mediators (thinking either obitu or oculi allies would certainly keep their house intact). Then the strangest thing ever to happen in the Underdeep took place—the Dark Trinity arose, uniting deep drow, obitu, and oculus. Each needs the others as much as the others need them – but none are willing to admit it. House Dysinara, Orbesi's hive, and the obitu outpost of Languori are united, whether they like it or not. This alliance universally frightens the rest of the Underdeep, which is a difficult feat indeed.

Leaders of the Dark Trinity

Languori: Languori, the source-mind of the Sinister Sink obitu, is ancient by obitu standards. She is quite possibly the first source-mind ever recorded. She was once universally beloved of the obitu race, and is the "mother" to many other source-minds. Her thirst for conquest lately, however, is off-putting to many of her newest obitu offspring.

Languori has a favorite calcified obitu to represent herself; a hulking sahuagin skeleton that dates back to the time when she was a mindless plant. This morbid puppet attends all Trinity meetings, and acts as if it was Languori herself. For one reason or another, Languori will not speak to Orbesi, the vigilus of the region, directly. Orbesi doesn't seem to notice, however.

LANGUORI'S TESTIMONY

"All that could have been gleaned from how the alliance came about has been, and therefore how, when and why are not important. All that matters is that we have a steady supply of undead from the deep drow, who have historically fraternized with these abominations. Eventually, the entire deep drow race will be tamed and modified to better serve us. Until then, we continue the guise of this 'alliance' so not to instill panic in those thralls not yet conditioned. As for the pestilent oculi and their boneless offspring; those useless vermin will exterminate themselves soon enough. The 'alliance' has cleared out the infestation of them at least."

Orbesi: Orbesi is the typical vigilus; neurotic, oppressive, and tyrannical. He just wants his family to take over the world and he wants to begin this task by killing off the weaker oculi bloodlines. His history has been pretty simple: attack, retreat, repopulate, attack, retreat, repopulate, attack, retreat, repopulate, attack retreat, repopulate, and so on. To him, the Dark Trinity is an elaborate ruse to lure the other families to the Sinister Sink, so they can be destroyed. In truth, Obesi and his family are fairly weak compared to other bloodlines, and his atypical lack of attention to details that do not concern his ultimate goals often lets many rebellious videns go unnoticed. Several videns of his family line were able to obtain vigilus status and start their own broods.

As a result, there are many oculus families in the Underdeep that would love to destroy Orbesi. Of course he shares the normal oculus egocentricity, and feels that they are all just jealous. In regards to the Trinity, he seems deeply involved. No one knows if it is to actually help the alliance, or to accentuate the "ruse." As a leader, his intentions

always seem in question. He will often proclaim one thing, and do the opposite. Orbesi frequently comes off as being the traditional vigilus, but is always prone to unorthodox things. Orbesi, like most oculi, is highly unpredictable.

ORBESI'S TESTIMONY

"We conquered and enslaved all of the obitu in the area. The deep drow race, seeing this, surrendered to us as well. We are the mightiest family of oculi and blessed by Zissel himself, and therefore we conquer all. We spread rumors that we did not conquer all – instead we made a treaty – so that the weaker families will be lured to us, thinking we are weak – then we will kill them. We are so clever! Unfortunately, the inferior families have too much fear of these blind humanoids. Still, they must have some oculi blood in their vessels. They will eventually muster enough courage to come here and be killed. The humanoids, although dangerous, can be destroyed easily if they fail to play along with us."

Phyrra Dysinara: Phyrra Dysinara is the high elder of House Dysinara. She has the unfortunate position of being the youngest and most inexperienced high elder in the entire Salatari (deep drow) court. She filled the position when her mother, Triella, died of a suspicious illness (it seems the enemies of House Syvyl all mysteriously die of this illness). Phyrra, knowing that her house was in great danger, decided to do something generally unheard of in deep drow history; she gave up her land holdings and property to the rival house, and moved to an undesirable location. Normally, the drow master council would order her immediate execution for such an obvious display of weakness, but Phyrra was very lucky. The Dark Trinity not only scares the color out of the other high elders, but gives Phyrra some respect. Phyrra, however, feels the drow master council still sees her as a failure and is very careful in dealing with other houses. Like most high elders, Phyrra is strict and unforgiving. She makes up for her lack of experience with viciousness and cruelty. She also lacks the sense of tradition that most high elders have. Her house is the only house that no longer fosters undead minions, instead handing them off to

> Languori's obitu for "processing."

PHYRRA DYSINARA'S TESTIMONY

"Our house was in the process of relocating when we discovered a major conflict playing out in the formally worthless Sinister Sink region. The obitu and the oculi had nearly destroyed each other. Each came to us, begging for assistance. What a marvelous opportunity! Before either side realized it, we had them swearing allegiance to Saloth and House Dysinara. Our house is the very first to unite both obitu and oculi with the Salatari. This certainly alleviated our house's standing amongst the master council. We find our new 'allies' wondrously easy to manipulate and are quite pleased with the whole arrangement. Still, we keep a watchful eye on them– they certainly aren't as civilized as the Salatari race."

Other Racial Histories

Earlier in this chapter, the Dark Trinity was introduced, including the roles the deep drow, obitu, and oculi have in this alliance. This section presents more about the other races and their involvement with the history of this strange alliance.

Much like other Cerulean Seas products that feature new aquatic races, Azure Abyss provides a "light on historical content" version of each race in chapter 2. This purposeful omission allows Gamemasters to easily uproot each race and import it into their own campaign setting. However, if you are using the CERULEAN SEAS CAMPAIGN SETTING, this section can be very valuable for plot and character generation purposes.

However, the Azure Abyss setting itself focuses on one particular master plot: the Dark Trinity. It is quite feasible to run an Azure Abyss campaign without referring to this plot. This section, therefore, would be less useful, aside from suggested flavor and ideas. The deep sea is vast, and many variations of this theme are plausible. In addition, individual members have possible alternative family histories, even if they dwell within the Sinister Sink. Other options include:

Nomads: The majority of the deep sea races are heavily nomadic, as few regions have the resources for long-term habitation. An adventurer may be part of a nomadic tribe that wandered from an entirely different region (and therefore history) of the sea.

Slaves: When dealing with evil, as the Underdeep is particularly known for, one comes to expect the cruelty that comes with the territory. Slavery is no exception, and no Underdeep race is immune. Slaves are typically treated like property and raised much like livestock. Some come from a long line of indentured servants. Others were captured in faraway realms. Luckily, stories of triumph are not entirely unknown and slaves have the potential to escape, be released, or find freedom in a myriad of other ways. Some adventurers may even still be slaves, traveling beside or on behalf of their masters.

Warp Pools: Warp pools are a capricious way to travel, but desperate times can yield equally desperate solutions. The Sinister Sink is riddled with these perilous portals and sees its fair share of voyagers from far away waters. An adventurer may have even had a start from a deep sea culture thousands of miles away or perhaps even on

another world. He may be stranded in this new realm and making the best of a bad situation.

Asteraks

Asterak caravans frequent a loop of abyssal canyons known collectively as the "Port Dulan Track" because it begins and ends below the city of New Port Dulan. The track itself winds through the Tharkin Depths, skirts through Leviathan's Sink, and jets into Quake Rift with the aid of the Cerulean Current. Unfortunately, the terrain of Quake Rift often changes, concealing the pass from this region back to the Tharkin Depths. As a result, many asterak caravans become lost or derailed and end up in the Sinister Sink. Some have made this a permanent part of their endless journey, seeing it as a wonderful opportunity to pick up a plethora of trade goods from a diverse and cooperative crowd. The members of the Dark Trinity are quite content with this arrangement, more so than most because their geographic isolation often leads to them being cut off from vital supplies.

However, this arrangement also has a dark side, as most Underdeep dealings do. Enemies of the alliance often pay the asteraks excessive amounts to spy on those that observe the Dark Trinity. Assassination attempts have even been carried out by small groups of asteraks hired by rival countries.

FAMOUS NPC OF THIS RACE

Blazonne, Grand Caravanner of the 117th Cycle: Blazonne is the caravan leader of one of the many convoys that take part in the Port Dulan Track. Several decades ago, an unexpected earthquake pushed his people over the narrow shallows between Quake Rift and the Sinister Sink. This was shortly after the formation of the Dark Trinity and supplies were desperately needed. Thanks to the diplomatic efforts of Blazonne, the asteraks have reliable access to the Sinster Sink region, including the austorians and their precious minerals and metals.

A shrewd businessman at heart, Blazonne has made deals with both the alliance and its enemies. He regularly reports details of what the other side is up to in exchange for eldritch knowledge. His tastes, therefore cause him to be more likely to deal with the deep drow who, despite being the least magical of the elven bloodline, are still feykith and have an ancestral knack for picking up arcane secrets.

Dwarves, Austorian

As was mentioned earlier in this chapter, the austorian dwarves are the original inhabitants of the trench now occupied by the core of the Dark Trinity alliance. Their concern now is the same as it has always been; the continued procurement of precious gems and metals. Preferring to dwell in the cliffs nearly a mile above the ocean floor, the austorians have been careless stewards of the basin itself for centuries. They believe the trench itself to be a liability. The austorians see the open waters of the Sinister Sink as a gaping and festering wound that can be invaded from any angle and at any moment. They view the races that live there as both deterrents and fodder for whatever fiend or fiendish horde might pass by. For the most part, they are thankful for the Dark Trinity as it not only scares away possible invaders, but also opens the avenues of trade and profit.

Rumors persist of a thriving austorian city in the heart of the eastern cliff face, miles below the Rainbow Reef. The austorians staunchly deny the claim, unless heavily inebriated or graciously bribed. When they do speak of it, they tell of vast structures composed of solid azulbryn and gold. They also speak of a massive army of austorians dedicated to slaying any non-austorian intruders. No sage nor diviner has been able to substantiate these claims, though they are entirely plausible. The austorians have been in the region for nearly 1,000 years and certainly have had the opportunity to carve out an entire city and maintain ways to keep it hidden.

FAMOUS NPC OF THIS RACE

Lord Wentz: A classic austorian leader, Lord Wentz has led his people for nearly 7 decades, helped carry them through the invasion of the oculi, and maintained a low profile during the formation of the Dark Trinity. He trusts no one, especially not Deep Drow, and has been somewhat vocal about his distaste for their presence in what he considers his realm. Most importantly to the austorians, Lord Wentz has been very successful at procuring wealth for his tribe. The austorians have been steadily entering a time of economic growth since the inception of the alliance. This has as much to do with trade as it does with a weakening threat from outside forces (at least those aimed directly at the austorians).

Echinn

The sea floor of the crater-like trench known as the "Lofty Pit," directly north of the Sinister Sink is literally infested with echinn tribes. Overpopulation has recently driven some tribes to venture into abandoned austorian tunnels in search of greener pastures. A few have ended up in the Sinister Sink via this route.

Their reception was mixed. The deep drow, who have some experience with their race, appreciate them as potential mercenaries because they are strong and relatively cheap. The austorians also appreciate the low-cost labor that the echinns offer, but find the bristly behemoths' penchant to wander into their tunnels disturbing. The oculi, however, seem greatly intimidated by the echinn presence and avoid contact altogether. Relations with the obitu are strained, mostly because the echinn have a tendency to regard the obitu as hostile undead. This attitude was only reinforced when the obitu attempted to break up a skirmish between an aggressive tribe of echinns and a group of bewildered wooly karkarnaks.

The echinns, who are used to a life of constant conflict, grow increasingly restless in the relatively slow pace that the Sinister Sink offers. The leaders of the Dark Trinity decided to use this as both deviant entertainment and a way of keeping the echinn populations from climbing. They routinely orchestrate skirmishes between tribes through elaborate staging and framing techniques. Then they sit back and enjoy the live entertainment. The echinns are either blissfully unaware of this endeavor or just thankful for the diversion, as they have not shown any inkling of catching on.

FAMOUS NPC OF THIS RACE

here we here a state of the Blue-Light tribe: The echinn leader of the Blue-Light tribe (who, as their name implies, uses blue lights as their war banner) leads the most successful tribe in the region. Her secret is a battalion of loyal estrel clerics of Gorgulth. Her combination of might and magic, though not entirely unheard of in echinn strategy, is unmatched in the Sinister Sink. Luckily, she is also one of the most tolerant leaders, and has even worked alongside the wooly karkanaks on cooperative endeavors.

Estrel

In chapter six, you will find the statistics for a Small-sized trueform starfish known as an estrel. Historically, estrels are almost always found in the company of echinns, and the estrels of Sinister Sink are not exempt. They are a bit cleverer than the echinns, and have even led a few echinn tribes from time to time. In some echinn clans, such as the Blue-Light tribe, estrels serve as a squadron of divine spell casters. While their traditional deity is Gorgulth, they will sometimes worship Dagon or even Pholos. While somewhat religious themselves, they are entirely apathetic to the faithlessness of the echinn. In fact, despite their long-standing alliance with the echinn, they tend to treat them like lesser creatures, preferring to boss them around than cater to their well-being or needs. They do, however, rely on the echinn for protection, and would never jeopardize that arrangement.

The estrel have come into spotlight recently for their faith in Gorgulth. Phyrra Dysinara, high elder deep drow of the Dark Trinity, has fallen out of favor with the church of Saloth for her unorthodox and forbidden dealings with races of different faiths. While this would be a fatal blow to most high elders, Phyrra is also known to eschew tradition in favor of survival. As a result, while she openly tries to repair her standing in the Saloth priesthood, she is quietly absorbing the dogma of Gorgulth with the help of well-paid estrel priests. Whether she intends to create a new sect of non-Saloth worshiping deep drow, or simply wants to reestablish her divine powers has yet to be seen. What is known is that she has been especially lenient lately of members of her house that are accused of worshipping other deities, a crime that is traditionally punishable by death. The estrel enjoy their newest alliance, and have even helped to orchestrate echinn conflicts to further their new arrangements.

FAMOUS NPC OF THIS RACE

*** M * * * * high priest of Gorgulth:** The high priest of Gorgulth is a clever estrel of the Blue-Light tribe. In his youth, he led the tribe, but has since stepped down to pursue power in the faith. He claims to have fathered over 1000 offspring, which is entirely possible considering estrel biology, but still an impressive number. He boasts that every member of his family is an astute worshipper of

Gorgulth. He is also quite proud of his recent arrangements with the deep drow.

Another monstrous race introduced in chapter six is the treacherous goggayya. Shortly after the Dark Trinity alliance, a large clan of goggayya settled in abandoned austorian mines near the top of the trench's cliff-face. At first, they were unnoticed, as goggayya prefer to molest more shallow prey. However, when their meddling brought down the wrath of the sea elf militia from Delatari, the entire region was brought into a panic. Luckily, the shallow-dwelling forces who were expecting a short fight against primitive foes were entirely unprepared for vast legions of strange Underdeep races working together in unison. Needless to say, the citizens of Delatari sleep a little less peacefully lately.

The first instinct of the trench dwellers was to eliminate the goggayya threat entirely, but then they examined the spoils of war. High quality sea elven weapons and magic were quite a prize. Now, while they keep a close eye on the goggayya, they also allow them to lure small sea-elf battalions within reach, so that superior forces can pick their adversaries clean of valuable resources. The goggayya are also content with that arrangement, and will even raid Delatari for possible trade goods.

The goggayya are also somewhat responsible for the abyssal rusalki presence amid Sinister Sink. When news of the failed sea elven attack reached the rusalki families that resided in the Saloth's Canyon near Melatari, many undertook the perilous journey through the shallows in order to procure a new territory where they might have more reproductive success. The city of Delatari was not previously subject to dealing with the abyssal rusalki, and its members are more easily caught off guard. The abyssal rusalki settled at the pinnacle of the cliff immediately above the goggayya, about 1,500 feet below the surface. The two races try to avoid each other as much as possible, recognizing a common survival interest, but finding a mutual distaste in each other's appearance and habits.

FAMOUS NPC OF THIS RACE

Joytah: A vile and bloated goggayya specimen, Joytah is both the leader of the Sinister Sink goggayya and high priest of the Kaydolas faith. His involvement may eventually attract the attention of the Council of Nine, and bring holy wrath to the region. The Dark Trinity is aware of the threat, but still continues business as usual. The alliance leaders are either extremely over-confident in their ability or have something especially sinister up their sleeves.

Karkanaks

Wherever there are black smokers to be found, wooly karkanaks will not be far behind. Some speculate that they actually crawl through smoker chimneys and appear suddenly in large groups from out of nowhere. However, sages have already refuted this notion, observing that they simply have a good sense of smell and can detect the presence of black smokers from hundreds of miles away. As black smokers are often temporary features, when one cluster of smokers die out, the karkanaks move in large hordes to the next available resource. The austorians have observed the karkanaks periodically entering the valley for centuries, and took little notice of them. Austorians seldom stoop to use the abyssal steel that the karkanaks are known for, even though it is typically cheaper than comparable alloys.

Other races, however, do not have such hangups. While the nobility of the region partakes in fine dwarven metals such as auranite and azulbryn, the lower class is content with the patchwork alloys smelted by the shaggy white crab-men. Occasionally, even the echinns will trade for it. In many cases, this is the first instance in recorded history that some of these tribes ever traded with members of other races.

While wooly karkanaks are quite common, especially in the deeper end of the chasm, their redshelled cousins, the abyssal karkanaks, are fairly rare in this area. This is due partly because of the high echinn population, and owing to the relatively long distance from the Sinister Sink to traditional abyssal karkanak breeding grounds.

FAMOUS NPC OF THIS RACE

Kekatik: Kekatik is the most popular abyssal steel merchant that currently resides in the Sinister Sink. Originating from a fierce barbarian tribe, he grows increasingly domestic in his old age. He can be found lounging about, often bathing lazily in the noxious steam of a black smoker. While he was a renowned blacksmith in his youth, he leaves the hard work to his younger family members. His current contribution to the task is consuming large quantities of metal muck and hobnobbing at diverse public gatherings, where he concretes most of his dealings. His success is due mostly to the latter, as few karkanaks have the social skills required to peacefully attend such congregations.

Nixies, Deepwater

When rumors of a deep sea alliance reached the ears of Flickersnitch, a notorious nixie outlaw and leader of a mafia-like band of miscreants known as the Glimmerkeepers, his natural curiosity got the better of him. About a decade ago, Flickersnitch led a gang of nixies to find the legendary alliance.

Though generally unwelcomed when he arrived, he saw the region as a marvelously secure hiding spot. Unfortunately, with little to offer the inhabitants of the area, he and his gang were forced to leave- though many believe that he didn't go far.

While not part of the daily life in Sinister Sink, nixies are spotted darting about on quite a regular basis since Flickersnitch's visit. If he holds true to typical nixie behavior, he may be busy infiltrating the substructure of the alliance's society. A nixie would be especially keen of the great potential the Dark Trinity offers. Where there is tolerance and cooperation, there is the potential to be a force of good. Even though Flickersnitch and his associates are devoted outlaws, he, much like other nixies, believe that fairness and equality should always defeat the forces of tyranny. Until recently, most viewed the Underdeep as a lost cause. The successful interaction of former enemies, especially among the lower class citizens, shines with promise.

FAMOUS NPC OF THIS RACE

Jellara of the Glimmerkeepers: While Flickersnitch, if he is indeed in the region, keeps to the shadows, Jellara is one of the few deepwater nixies that makes herself known to the alliance inhabitants. Like most Glimmerkeepers, she keeps to the darker corners of the region, away from the prying eyes of nobility or divinity. She serves as a sort of rabble-rouser, encouraging the notions of disobedience to tyranny, robbing from the rich to give to those in need, and the pursuance of personal freedom. The leaders of the alliance, in their eternal preoccupation with politics and power, have been largely ignoring the lower class. This is allowing those like Jellara to get a foothold and introduce new notions to a people that have been oppressed for countless generations. Some speculate that Jellara is simply a mouthpiece for Flickersnich himself, but Jellara denies this allegation, citing that Flickersnitch is too arrogant to let anyone do anything that he would rather do himself.

Nommos

Ancestral nommos are a particularly elusive people, and this has no exception in the Sinister Sink. Even the shallow-dwelling nommo know that the ancestral line tends to drop out of sight for centuries at a time only to suddenly reappear long after the wisest of sages presumed their extinction. However, one small clan of ancestrals who originate from the bottom of the Triton's Pit region, have made a recent appearance.

Several years ago, without announcement or provocation, a small throng of ancestral nommos flowed straight into the heart of Sinister Sink. When confronted, they simply gave a shooing motion and continued on their way. Their presence was so imperious that few forces persisted in stopping them from reaching the headquarters of the Dark Trinity high council. Those that did persist found that the nommo's magic was formidable, though the ancient merfolk did not use lethal force. Instead, they relied on enchantment and teleportation spells to breach internal security forces. To this day, people speak of how strange it was that they were not stopped.

The ancestral nommo unapologetically barged into a meeting hall where nobles of the Dark Trinity alliance were drawing up treaties and hatching plots. At first, no one spoke a word on either side. Then the eldest of the nommos stepped forward and proclaimed in a stately female voice, "We believe this alliance to be an affront to the nature of this realm. What you are doing will come with dire costs. We will not save you from yourselves. Consider this your only warning."

With that, they turned to leave. As the somber group swam towards the exit, a deep drow noblewoman spoke above the rising murmur in the chamber, "And just who are you and what authority do you think you have here?"

One nommo responded quietly without turning his head, "We are the entourage of High Matron Hissaramu Semparata, and we are simply showing our support."

Since that time, lone ancestral nommo have been spotted in the surrounding area, but nothing like what was witnessed on that day.

FAMOUS NPC OF THIS RACE

High Matron Hissaramu Semparata: If by the term "famous" one means the only one that you know the name of, then Matron Semparata fits this description. Unfortunately, aside from the account above, almost nothing is known about her except

that she dwells at the base of Triton's Pit and is greatly venerated by the ancestral nommo in the region.

Pisceans

The ceratioidi piscean shares a similar history to that of its surface-dwelling cousins. Sometime during the Bloody War, when the common pisceans were throwing off the shackles of the Clagguth faith, the ceratioidi were also changing their religious philosophy. However, instead of eschewing religion like the majority of the pisceans above, they simply invented a new one in their image.

The ceratioidi recognized that the hallmark of their race was to hate those that were not like themselves. In fact, they truly believed that no other species was more egocentric. Since Clagguth did not resemble a ceratioidi, then he must be despised. In his place, they created Pholos.

Pholos, often depicted as a giant female ceratioidi, teaches that if you truly believe that you are better than everyone else, then you will be– though it was her lesser tenets that transformed the ceratioidi from vile destroyers to merely obnoxious elitists. These doctrines include allowing the lesser races to exist, dealing peacefully with one's surroundings, and maintaining balance in one's environment.

The latter tenet has brought mobs of Pholos missionaries into Sinister Sink. On a mission of conversion and self-preservation, these piscean priests and their underlings preach to whomever will listen. Strangely, the high council of the Dark Trinity seems to be lending an ear.

An impending threat that few can ignore is the Council of Nine. When words get to them of a bastion of forbidden faiths is right here within the heart of the Cerulean Seas, there will be hell to pay. However, if banding dissimilar and rival races together works to fend them off individually, perhaps a conglomeration of faiths can do the same.

FAMOUS NPC OF THIS RACE

High Priestess Voh: Voh is the leader of the Pholos religious movement in the Sinister Sink region. She and her grafted and semi-absorbed husband, Mi, are petitioning to erect a temple to Pholos in the heart of this new Underdeep alliance. They have already met with more success than anyone could have imagined in a realm historically known for intolerance and barbarism.

Rusalki, Abyssal

As was mentioned earlier, it was the goggayya's meddling that led the abyssal rusalka's migration to the area above Sinister Sink. When they arrived, the deep drow nobility, who were well-aware of the rusalki and their unique attributes, immediately saw great potential. After some negotiation with the obitu and the oculi, it was decided: The abyssal rusalki would be the "face" of the Dark Trinity alliance. The Dark Trinity leaders soon requested an audience with the rusalki seniors.

In exchange for protection and inclusion in the Dark Trinity alliance, the rusalki agreed to have some of their members trained in the fine art of diplomacy and act as ambassadors for alliance dealings. When the first assembly of rusalki diplomats entered the great chamber of the Salatari high council, jaws dropped. Many suddenly realized the true nature of the alliance: highly unorthodox, blatantly sacrilegious, and fearsome beyond anything they have seen before. The haunting beauty and grace of the rusalki representatives reminded those outside the alliance of its true power; the ability to specialize in ways that the more homogenous groups can only do through slavery and oppression. Unfortunately, those coerced through force always fail compared to those working for a cause that they believe in.

Whether it was true or not, the rusalki convinced those outside the alliance that they were outmatched and that any military action against the Sinister Sink region would assuredly fail. The rusalki have led all diplomatic relations ever since.

FAMOUS NPC OF THIS RACE

Grandmother Koroleva: Though elderly and frail, Grandmother Koroleva is still as charming as she was in her youth. Her wiles have made her a very successful mother and leader, and she is the elder of the largest rusalka tribe of the Sinister Sink region. Her cleverness has secured a future for her daughters and her granddaughters. Koroleva is also a progressive thinker, and more apt to agree to unusual requests than other rusalka elders. As a result, alliance leaders usually go to her first when they want something done. The only catch is that she demands honesty and has a good eye for deceit. This request is far beyond the capabilities of most Dark Trinity nobility, and negotiations are typically slow.

Seafolk

There are many who proclaim that there are no deep sea seafolk. In many ways they are correct, yet the species is readily abundant and can be seen throughout the Sinister Sink region. What they are really referring to is that there is no particular seafolk culture here. Seafolk families have integrated into the culture of other races in the region as far back as anyone can remember. Though a minority, and often not treated as true equals, they are the exception to the rule when it comes to interracial cooperation and acceptance in the Underdeep.

Therefore there are seafolk who are accepted as fish-tailed members of the deep drow race, quill-less echinns, clawless karkanaks, dim-lighted asteraks, and beautiful pisceans. Only the austorians, oculi, and obitu do not feature seafolk amid their ranks (though obitu have many seafolk skeletons amongst their ilk).

Of course, there is a bit of a social stigma attached to being a seafolk, as they seldom share all the abilities of their foster race. Echinn seafolk often wear spiked armor to fit in. Rusalki and pisceans only accept female seafolk. Deep drow seafolk are not allowed to join the church of Saloth, but are allowed to hold titles and own land. They often share the greatest equality among the asterak, who are known to adopt the abandoned sons of those that do not accept male members.

FAMOUS NPC OF THIS RACE

Consular Akorace: Consular Akorace was appointed chief advisor to Phyrra Dysinara shortly after her previous advisor died during an assassination attempt. Akorace and her family have long been beloved of House Dysinara for their dedication to the royal line and generations of loyal service. Her appointment to the status of Consular marked the first recorded deep drow in that position who was not of noble blood, let alone not technically a deep drow. Akorace's cleverness and diverse skillset, however, more than makes up for breaking with tradition. Akorace inspires Phyrra towards many innovative political maneuvers that are highly successful. In many ways, this makes her one of the powerful forces in the alliance, though publically she is largely unknown.

Languages of the Underdeep

Detailed below are the most common languages in the Azure Abyss Campaign Setting. Those languages marked with an asterisk can only be spoken and understood by select species due to limitations of either body or vocal range.

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

Austorian: The dwarves of the Underdeep speak a language of low vowels and hard consonants that usually sounds like a drone when spoken. It is very similar to the ancient language of their drylander cousins, and even uses the same runic alphabet. However, with eons of separation, it is highly unlikely that a drylander dwarf would be able to understand more than simple phrases of Austorian.

Cephalite*: The native language of the squibbon and some of the more intelligent varieties of octopus and squid. It uses multiple limbs, rapid skin flushes and color patterns, and posturing. There is no written form of Cephalite, although simple one word meanings can be conveyed with swirling diagrams.

Ceti*: The language of trueform dolphins and whales. 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.

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

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.

Echinn: This is the highly tactile language of the echinns and the estrels. In order to convey meaning properly, physical contact is required. Messages can be "whispered" through touch alone, but solely vocal communication in this language conveys only one word simple concepts such as "Stop" or

"Danger." Its written form, developed by the estrels, is very similar to braille.

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.

Nixish: A language common to nixies, but also well known by naiads, selkies, sea elves, and those that commonly deal with underwater fey. It has characteristics similar to Delatari, but is often higher pitched and more whimsical. Nixish shares the same written alphabet as Delatari.

Oculite: The language of the oculus sounds similar in many ways to Ceti, though it does not extend beyond the range of hearing and it is limited to a series of rapid-fire clicks. Oculite's written form is made up of colorful pictographs, with each color representing the tone of what was written.

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.

Photok*: Photok, the native language of the asteraks, is similar to Cephalite except that it uses a series of flashing lights rather than shifting colors. Its written form resembles splotches of phosphorescent ink of various sizes. Size, shape, and relation to one another conveys meaning.

Sahu: The language of the nearly extinct Sahuagin, kept alive by the shargs. A few carchardians will learn this language to help combat shargs and be vigilant against the sahuagin. It is a language of grinding and raspy sounds. The written form of Sahu is no longer part of the language, but may be learned with additional research into ancient languages.

Salatari: The language of the deep drow. Much like Delatari, it is a mixture of ancient drow and Aquan. Its written form is often portrayed in a calligraphic form, and is made up of a 28 letter alphabet.

Religion in the Underdeep

The many facets of Underdeep religion are explored below:

Forbidden Faiths

While many sanctioned religions and cults thrive in the Underdeep, the deep sea still holds a few that escape persecution and the watchful eye of the Council of Nine. Among the worshippers of Saloth and Dagon, the most antediluvian and eldritch of faiths have worshippers hiding amid the deepest crevasses and darkest corners of the planet.





Gorgulth

Tentacles from Below Alignment: Chaotic Neutral Common Followers: Estrel, Deep drow Symbol: An Icosapus Holy Material: Worm Tube Holy Beast: Anything with tentacles or tendrils Holy Colors: Yellow, luminescent green Favored Weapon: Great spear Domains: Chaos, Charm, Darkness, Protection, Madness, Magic

Optional Subdomains: Arcane, Defense, Insanity

Once a common faith of the Underdeep, the Council of Nine did much to eradicate it when it refused to be assimilated into the Clagguth pantheon. Now the faith is mainly upheld by estrels, who have venerated him for over a millennium. Gorgulth is described in many ways, but is often depicted as a titanic, vaguely humanoid, mollusk-shelled monster with multiple tentacles in place of arms and legs. His tentacles not only offer comfort and protection but dark arcane secrets. His whispers carry both magical power and madness to those that listen to them. Many chose to forgo the arcane aspects of this deity, for fear their minds would not be able to handle the strain. This religion is also under consideration by the

alliance Deep Drow as a possible replacement for the Saloth faith, which is quickly losing a foothold in this region.

Kaydolas

What Lurks Beneath Alignment: Neutral Evil Common Followers: Goggayya, Rogues Symbol: Three claw marks Holy Material: Teeth and claws from large predators Holy Beast: Byakko Holy Colors: Red and orange Favored Weapon: Claws Domains: Darkness, Destruction, Luck, Evil, Trickery Optional Subdomains: Curse, Fear, Deception, Thievery, Torture

Considered only a minor threat, the Council of Nine has not yet led a campaign to eradicate the heretical worship of Kaydolas by the goggayya. Kaydolas, often depicted as a titanic red goggayya, extols the value of torture, deception, and attacking from the darkness. Her priests often take levels of rogue to accentuate their powers. They believe that the fact that the Council has overlooked their faith (and averted a holy war against the goggayya) is testament to their goddess's true power: to lurk unseen in the darkness. In recent times, thieves and scoundrels of various races who have been prowling on the outskirts of Sinister Sink have also been associating with the goggayya. Some have even been adopting the worship of this devious deity. This is the first time that non-goggayya have partaken in such beliefs.

Pholos

The Luring Light Alignment: Neutral Common Followers: Ceratioidi pisceans Symbol: A light lure Holy Material: Anything luminescent Holy Beast: Angler fish Holy Colors: Violet Favored Weapon: Spear Domains: Animal, Sun, Strength, Trickery, Protection, Water Optional Subdomains: Deception, Defense, Ferocity, Light, Oceans Pholos is a daliberate invention of the ceratioid

Pholos is a deliberate invention of the ceratioidi pisceans in an effort to better their race. For generations, Pholos did not offer divine magic, and was therefore ignored by the Council of Nine. However, over time, her most devoted priestesses started showing signs of special blessings. In modern times, her clerics are as powerful as any other. Whether faith alone brought Pholos into being or some other cosmic power assumed her visage is a subject of much debate. Whatever the cause, the sudden appearance of divine blessings in a previously inert philosophy is a matter that strikes fear in those that oppose religious freedom.

Scalaxis

True Goddess of Dragons Alignment: Neutral Common Followers: Dragons and reptilian creatures Symbol: A dragon's eye Holy Material: Scales Holy Beast: Any reptile Holy Colors: Green Favored Weapon: Claws Domains: Glory, Knowledge, Magic, Nobility, Rune, Strength Optional Subdomains: Ferocity, Leadership, Honor, Wards Scalaxis represents the undiluted faith of

dragonkind, and has managed to survive despite persecution by the Council of Nine and their assertion that it has been absorbed as a sanctioned cult of Sebek. Worshippers of Scalaxis refuse to submit, and their faith has remained unchanged for perhaps the longest time in recorded history. Despite this, the Scalaxis faith is the only local forbidden faith that is not represented within the Dark Trinity.

Scalaxis reveres dragons and puts them at the top of all creation. She teaches the tenets of honor and the value of tradition. Scalaxis also offers the secrets of draconic magic and runes.

Torumdar

The Soul Anchor Alignment: Lawful Neutral Common Followers: Austorian dwarves Symbol: Trident and anvil Holy Material: Azulbryn and gold Holy Beast: Mussel Holy Colors: Cyan Favored Weapon: Zharaz Domains: Artifice, Earth, Law, Rune, Steam

Optional Subdomains: Caves, Toil, Metal, Wards Torumdar is the ancestral god of the austorian dwarves and has literally never seen the light of day. An amalgamation of several ancient dwarven deities, Torumdar is god of the vent-forge, keeper of minerals, and builder of wonders. The faithful of Torumdar often take the Azulbryn Eater feat, believing it to be a divine gift from their god.

Astorian priests carve out temples from solid rock near every major dwarven mine, sometimes as part of the mining process. The Council of Nine has yet to catch wind of his existence, and the dwarves would prefer to keep it that way. However, even if they are discovered, Torumdar's followers are so adept at burrowing into the bowels of the planet that no other could possibly find them.

$oldsymbol{\mathcal{B}}$ issel

Watcher in the Darkness Alignment: Lawful Evil Common Followers: Oculi Symbol: The tripartite eye Holy Material: Eyeballs Holy Beast: Barreleye fish Holy Colors: White and purple Favored Weapon: Excaecara Fork Domains: Darkness, Knowledge, Law, Travel, War, Water Optional Subdomains: Loss, Exploration, Tactics, Tyranny

The god of the oculi watches from the darkness, ensuring that all oculi follow his traditions and laws. Many point to the doctrines of this deity as the source of oculi strife; they are more apt to war against each other over religious interpretation than they are to openly attack those of other species. However, Zissel has some redeeming qualities even for a forbidden Underdeep faith. He encourages both triumph over darkness and seeking the truth, which is nearly unheard of for an evil deity. His priesthood is mostly made up of devout vilicus, though any gender is technically allowed.

Chapter 6:

66



Deep Sea Bestiary

Introduction to Deep Sea Monsters

This chapter explores some of most notorious denizens of the deep sea. Even in shallower waters, the creatures in this tome can serve to challenge, frighten, 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, AZURE ABYSS 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.





Byakko

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

Вуакко XP 4,800



N Large Animal (aquatic)

Init +11; Senses darkvision 100 ft., scent; Perception +9 Racial Buoyancy -10; Depth Tolerance: 15,000 feet

DEFENSE

AC 20; touch 16, flat-footed 13 (+7 Dex, +4 natural, -1 size) hp 102 (12d8+48)

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

OFFENSE

Speed swim 50 ft.

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

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

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

Base Atk +9; CMB +15; CMD 32

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

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

ECOLOGY

Environment deep ocean

Organization solitary or pair

Treasure standard SPECIAL ABILITIES

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

Greatly feared predators, byakko hunt the darkest regions of the sea on silent fins. They are nearly fearless, attacking even groups of travelers crossing their domain. They sometimes lurk near the lairs of larger predators, attacking creatures that are distracted by avoiding the greater danger. They are known to shred nets and fish traps full of fish and gorge until the hunter returns and becomes their next meal.

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

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

Byakko Companions

Starting Statistics: Size Medium; **Speed** swim 30 ft.; **AC** +1 natural armor; **Attack** bite (1d6), 2 claws (1d4); **Ability Scores** Str 14, Dex 24, Con 13, Int 2, Wis 12, Cha 11; **Special Attacks** dazzle, rake; **Special Qualities** darkvision, scent

7th Level Advancement: Size Large; AC +2 natural armor; Speed swim 50 ft.; Attack bite(1d8), 2 claws (2d4); Ability Scores Str +6, Con +4; Special Attacks dazzle, pounce, rake



Demon, Echenis

An unholy fish circles you. Its head is vaguely frog-like, with a wide, toothy maw. Long tentacles wave lazily in the current. More tentacles, fine and hair-like, grow from the back of its head.



CE Huge Outsider (aquatic, chaotic, demon, evil, extraplanar)

Init +3; **Senses** darkvision 60 ft.; Perception +15

Racial Buoyancy -370; Depth Tolerance: immune to pressure

DEFENSE

XP 25,600

ECHENIS DEMON

- AC 29; touch 7, flat-footed 29 (-1 Dex, +22 natural, -2 size) hp 186 (12d10+120)
- **Fort** +18, **Ref** +3, **Will** +10
- DR 10/good; Immune electricity, poison; Resist acid 10, cold 10, steam 10; SR 24

OFFENSE

- Speed swim 30 ft.
- **Melee** bite +19 (2d6+9 plus grab), 6 tentacles +14 (1d6+4 plus grab), tail +14 (1d8+4 plus poison)
- **Special Attacks** constrict (tentacle, 1d6+4), horrid caress, swallow whole (transformation, AC 21, hp 18), transformation
- Spell-Like Abilities (CL 9, Concentration +14) at will-chaos hammer (DC 19), chill touch (DC 16), dispel magic, murk*, teleport (self plus 100 pounds of objects only), unholy blight (DC 19) 2/day-acid bubble (DC 19)*
- 1/day-call red tide (DC 20)*, summon (level 4, 1 echenis, 45%) telekinesis (DC 20)
- * Found in the CERULEAN SEAS CAMPAIGN SETTING STATISTICS

Str 29, Dex 8, Con 31, Int 11, Wis 14 Cha 20 Base Atk +12; CMB +23; CMD 32

- Feats Cleave, Great Cleave, Improved Initiative, Intimidating Prowess, Power Attack, Vital Strike
- **Skills** Acrobatics +14, Appraise +14, Bluff +18, Intimidate +28, Knowledge (planes) +13, Perception +15, Sense Motive +15
- Languages Abyssal, Common, Dagonite; telepathy 100 ft.

ECOLOGY

Environment deep ocean, the Abyss **Organization** solitary, pair, or gang (3-7) **Treasure** standard

SPECIAL ABILITIES

- Horrid Caress (Su): Any creature grappled by a echenis's jaws is also caressed by the creature's tentacle-like hair. The feel of this is so invasive and violating that any non-demon must make a DC 21 Will save or take 1d4 Wisdom damage and be affected by *confusion* for 6d4 hours.
- **Poison (Ex):** Tail slap-injury; *save* Fort DC 26; *frequency* 1/round for 6 rounds; *effect* 2d4 Str damage; *cure* 2 saves
- **Transformation (Su):** Victims swallowed by an echenis are wracked by dark, chaotic energies. Every round a victim spends in the belly of the

echenis requires a DC 26 Fortitude save. A victim failing this save is transformed into purple-black crystal, which the demon promptly vomits out. A crystallized victim may be returned to flesh by first being targeted by a *consecrate* spell followed within one round by *stone to flesh*. Creatures immune to petrifaction are immune to this effect.

Echenis are deep sea demons frequently summoned by fell magics. They make excellent thugs, and many a despot has used one of these gluttonous demons as their personal champion. True to their Abyssal nature, however, the echenis simply wait for the chance to devour their "master" and be free to blight the seas.

Echenis are not so much cowardly as they are lazy, and prefer to have weaker creatures lead into any battle for them while they hammer their foes with their spell-like abilities. Once their prey is softened up, they charge into the fray, using their horrid caress on divine spellcasters and swallowing the most interesting looking among their foes.

Echenis take great pride in their "art", and nearly always have an area of their lair set up to display the crystal forms of their victims. The most perverse will dedicate their immortal existences to amassing a diverse collection of statues, creating a vast gallery for others of their kind to view and envy. The surest way to distract one these demons is to make a comment on its collection; they will often delay combat to crow about their achievements.

Demon, Minion of Saloth

This horrid creature has the body of a great lobster, with a humanoid upper body where its head should be. A hairless, alien head bearing a maniac's grin of broad teeth stares at you with some deep madness in its eyes. Its arms end in writhing masses of tentacles. Crimson light spills from its flesh.

CR9

MINION OF SALOTH

XP 6,400

CE Large Outsider (aquatic, chaotic, demon, evil, extraplanar) Init +7; Senses darkvision 60 ft., *true seeing*; Perception +24 Racial Buoyancy -865; Depth Tolerance: immune to pressure

DEFENSE

AC 24; touch 19, flat-footed 21 (+3 Dex, +7 deflection, +5 natural, -1 size)

hp 114 (12d10+48)

Fort +8, **Ref** +11, **Will** +14

DR 10/good; Immune electricity, poison; Resist acid 10, cold 10, steam 10; SR 27

OFFENSE

Speed 40 ft., swim 40 ft.

Melee 2 slams +16 (1d6+5 plus grab), bite +16 (1d8+5 plus shearing), 2 talons +16 (1d6+5), tail +14 (1d8+2)

Special Attacks constrict (slam, 1d6+5), shearing bite, strangle

Spell-Like Abilities (CL 12, Concentration +19) constant-*true seeing*

at will-bleed, chaos hammer (DC 21), dispel magic, divination, murk*, teleport (self plus 50 pounds of objects only), 2/day-animate dead, inflict serious wounds (DC 20), spiritual

- weapon, unholy blight (DC 21)
- 1/day-rightous might, summon (level 5, 1 minion of Saloth, 75%)
- * Found in the CERULEAN SEAS CAMPAIGN SETTING

STATISTICS

Str 20, Dex 17, Con 19, Int 24, Wis 22 Cha 25

Base Atk +12; CMB +18; CMD 31

- Feats Greater Grapple, Improved Grapple, Improved Initiative, Improved Unarmed Strike, Multiattack, Step Up
- Skills Acrobatics +18, Bluff +22, Climb +17, Diplomacy +19, Escape Artist +15, Heal +18, Intimidate +22, Knowledge: the Planes
 - +22, Knowledge: Religion +22, Perception +21, Sense Motive +21, Stealth +14, and Use Magic Device +22
- Languages Abyssal, Celestial, Common, Dagonite, Deep Drow, Nixish; telepathy 100 ft.

SQ unholy blessing

ECOLOGY

Environment deep ocean, the Abyss Organization solitary, pair, or congregation (3-15)

Treasure standard

SPECIAL ABILITIES

Unholy Blessing (Su): Minions of Saloth carry their dark queen's blessing with them everywhere. They gain a bonus to their armor class and spell resistance equal to their Charisma modifier. In addition they can cast *bless* or *bane* at will. A minion of Saloth that somehow loses this divine connection takes a -5 penalty to all its rolls. Shearing bite (Ex): A minion of Saloth deals terrible damage with its bite, shearing off large parts of muscle. Bitten victims take 1d3 Strength damage with each bite the demon inflicts.
 Strangle (Ex): Creatures grappled by a minion of Saloth's tentacle hands cannot speak or cast spells with verbal components.

Minions of Saloth are both servants of, and masters to, the deep drow. Supernaturally devoted to their dark mistress in ways that no mortal creature can fathom, these demons serve as both her eyes and hands in the mortal seas. They act as advisers and bodyguards for her most rabid worshipers, treating them as respected equals. They are eternally watchful, however, for drow straying from the path of Saloth. These poor souls are, at best, torn limb from limb on the spot. The least lucky are dragged back to the Abyssal court of Saloth herself.

Minions of Saloth prefer to fight from behind a wall of lessers, using their spell-like abilities to smite foes, and directing their forces from safety. They are quite capable in combat, and fight with the fanaticism of a holy warrior on a crusade. Their hand tentacles are quite dexterous, and are capable of wielding weapons and magic items if necessary.

A minion of Saloth knows only its goddess, and being created from a tiny shard of her unholy essence, is incapable of betraying her wishes. They feel no such attachment to mortal creatures, and will turn on even long-standing allies if Saloth commands. They claim to hear her voice, like the crashing of waves, or grinding of a great carapace, in their heads at all times.

It is not unknown for devoted minions of Saloth to take levels of cleric, inquisitor, or antipaladin, all to further their mistress' dark cause.



Devil, Crustaceamid

Only vaguely humanoid, this creature mixes the worst features of a crab and a merfolk. Its long arms end in studded points, and its face possesses multiple faceted eyes over a mouth made to grind flesh. A powerful tail trails behind it. The long strands of hair flowing from its alien head complete its utterly horrific visage.

CRUSTACEAMID DEVIL

XP 12,800

LE Large Outsider (aquatic, devil, evil, extraplanar,

lawful) **Init** +5; **Senses** darkvision 60 ft., see in darkness; Perception +17 **Racial Buoyancy** -110; **Depth Tolerance:** immune to pressure

CR 11

DEFENSE

AC 28; touch 14, flat-footed 23 (+5 Dex, +14 natural, -1 size) hp 149 (13d10+78)

Fort +14, **Ref** +13, **Will** +11

DR 10/good; Immune cold, steam, poison, Resist acid 10; SR 21 OFFENSE

Speed 30 ft., swim 40 ft.

- **Melee** bite +18 (1d6+6), 2 slams +18 (1d8+6 plus grab), tail slam +13 (1d8+4)
- Special Attacks gel, pick apart
- Spell-like Abilities (CL 13th, concentration +16) at will-greater teleport (self plus 50 lbs. Of objects only), major image
 - 2/day-black tentacles, vermin shape II* (Large crab only)
 - 1/day-order's wrath (DC 17), summon (level 4, 1d2 crustaceamids 50%)
- * Found in the ULTIMATE MAGIC
- ** Found in the CERULEAN SEAS CAMPAIGN SETTING

STATISTICS

Str 23, Dex 20, Con 22, Int 11, Wis 16, Cha 17

Base Atk +13; CMB +20 (+24 grapple); CMD 35 Feats Greater Grapple, Improved Grapple, Improved Unarmed Strike, Power Attack, Taste of Blood**, Vital Strike

- Skills Acrobatics +26, Intimidate +17, Knowledge (planes) +12, Perception +17, Sense Motive +15, Stealth +11, Use Magic Device +15
- Languages Celestial, Dagonite, Draconic, Infernal; telepathy 100 ft.

SQ water dependency ECOLOGY

Environment deep ocean (Hell) **Organization** solitary, pair, swarm (4-10) **Treasure** standard

SPECIAL ABILITIES

Gel (Su): A crustaceamid may make a grapple attempt against a creature its size or smaller to try to press a target into the thick red gel that rests within its torso. If successful the victim becomes stuck, taking 1d6 points of acid damage every round, and their only action is to attempt to escape. The victim may make a grapple check against the crustaceamid to free itself.

- **Pick Apart (Ex):** A crustaceamid that makes a successful pin attempt against a target may deal 1d4 points of Constitution damage to it as the tiny crab-like claws embedded in its arms literally pick the victim apart. Against foes without a Constitution score the claws deal 2d4 points of damage instead.
- Water Dependency (Ex): Crustaceamids can survive out of the water for 1 hour per point of Constitution. Beyond this point the devil runs the risk of suffocation as if it were drowning.

Crustaceamids are one of the most common devils within Hell's oceans, making up legions of bubbling soldiers that swarm the foes of greater devils. Many are sent or escape to the seas of the world to create havoc and discord. They are brutal and blunt, lacking the intelligence and guile of greater devils.

Crustaceamids have a natural instinct to gather, and will attempt to join any others of their kind that they can locate. Failing that, they lead a motley group of other deep sea creatures, trying vainly to keep them in strict order. They swarm their victims in combat, concentrating on picking apart their foes one at a time.

Crustaceamids may be found anywhere in the sea, although they prefer the more sparsely populated depths, where there are fewer intelligent creatures to hunt them. For those that strike out on their own, it also grants a measure of protection from their hellish masters. These rogue devils often end up serving a dragon or other powerful master.
Dragon (Song), Din

This huge creature possesses the armored body of a lobster, and a great draconic head. Its back is studded with thick blades. Two massive fins, appearing as hard as polished steel, rest at its side, and two spike like claws arc over its shoulders. Rune-like bioluminescence flickers and glows along its body.

DIN DRAGON
N Dragon (aquatic, water)
Racial Buoyancy 0; Depth Tolerance: Immune to pressure
BASE STATISTICS
CR 5; Size Small; Hit Dice 6d12
Speed swim 40 ft.
Natural Armor +8; Breath Weapon cone, 2d10 sonic
Str 17, Dex 12, Con 15, Int 8, Wis 10, Cha 12
ECOLOGY
Environment deep ocean
Organization solitary
Treasure triple
SPECIAL ABILITIES
Animate Shedding (Su): An adult or older din dragon can animate its own shed exoskeletons at will. These are treated as fast zombies,
except they are not actually undead, and are immune to effects that

- own shed exoskeletons at will. These are treated as fast zombles, except they are not actually undead, and are immune to effects that treat them as such. They may be healed as a construct. The dragon may animate one shedding per round, and they follow its commands without question. A dragon that fully consumes one of its own sheddings heals 1d8 points of damage per size category of the shedding, taking 1 full round per size category of the shedding. A Large shedding, for example, would heal 6d8 points of damage and would take 6 full rounds to consume.
- Feedback Aura (Su): A young or older din dragon may, as a standard action, set up a vibration that ranges 20 feet from its body. This vibration lasts for 7 rounds and deals sonic damage according to the chart below. The damage die goes up by one type per every 3 age categories the dragon gains. A din dragon may trigger this ability once every 7+1d6 rounds.

Round	Sonic Damage	Round	Sonic Damage
1	1d4	5	3d4
2	2d4	6	2d4
3	3d4	7	1d4
4	4d4		

- Fin Shields (Ex): Din dragons have a pair of massive armored fins that may be rotated in nearly any angle. In addition to being potent weapons, they may be used to grant the dragon a shield bonus to its AC. Each fin grants a +1 bonus to the dragons AC as a wyrmling, and this bonus rises by +1 per fin per two age categories, to a max of +6 per fin as a great wyrm. Using the fins as shields prevents them from being used to make attacks, and halves the dragons Swim speed. It may choose how it will use its fins as a free action at the beginning of its turn.
- Harness Bioluminescence (Su): An old or older din dragon may control not only its own bioluminescence, but that of other creatures as well. As a free action a din dragon may take 5 hit points of damage to deal +1d6 points of electricity damage with its natural attacks, or deal 1d6 points of electricity damage to creatures striking it with natural or metal weapons. Alternatively, as a standard action, it may draw the bioluminescence out of another creature within 20 feet per point of the dragons Constitution bonus, dealing 1d6 points of damage to the creature that can't be lessened with damage resistance. The dragon heals a like amount of damage.
- Shattering Breath (Su): A great wyrm din dragon can direct its breath weapon at the walls and ceilings of the caves in which it prefers to dwell. It may target any area of stone within range of its breath weapon, causing parts of the stone to cave in on its foes. Any creature within a 20 foot radius of the targeted area takes 6d6 points of damage, with a Reflex save at the dragons breath weapon DC for half damage. In addition, creatures failing this save are trapped underneath the stone blocks, requiring a DC 30 Strength check or a DC 25 Escape Artist check to free themselves.

Speak with Crustaceans (Sp): An din dragon possesses the constant ability to speak with any crustacean. This functions as *speak with animals*, but only with crustaceans.

Spell-like Abilities (Sp): A din dragon gains the following spelllike abilities, usable at will upon reaching the listed age category. Very young-*shield*, juvenile-*jumbo shellfish**, adult*electrical surge**, old-*electrical cascade**, ancient-*stoneskin*.

Age Category	Special Abilities	Caster Level
Wyrmling	Fin shields, speak with crustaceans	-
Very young	shield	-
Young	Feedback aura	-
Juvenile	jumbo shellfish	-
Young adult	DR 5/magic, spell resistance	1
Adult	Animate shedding, electrical surge	3
Mature adult	DR 10/magic	5
Old	Harness bioluminescence, electrical	7
	cascade	
Very old	DR 15/magic	9
Ancient	stoneskin	11
Wyrm	DR 20/magic	13
Great wyrm	Shattering breath	15

YOUNG DIN DRAGON

XP 6,400

N Large Dragon (aquatic, water)

Int +4; Senses dragon senses; Perception +14

DEFENSE

AC 25; touch 9, flat-footed 25, (+14 natural, -1 size)

hp 105 (10d12+40)

Fort +13, Ref +7, Will +8

Immune paralysis, sleep

OFFENSE Speed swim 60 ft.

- Melee bite +16 (2d6+7), 2 claws +16 (1d8+7/19-20), 2 slams +11 (1d6+2), tail slap +11 (1d8+10)
- Space 10 ft.; Reach 5 ft. (10 ft. with claws)
- Special Attacks breath weapon (40 ft.cone, DC 19, 6d10 sonic), feedback aura (d4)
- Spell-like Abilities (CL 10, concentration +12)

At will-shield

STATISTICS

Str 25, Dex 10, Con 19, Int 10, Wis 12, Cha 14 Base Atk +10, CMB +18, CMD 28, can't be tripped

> Feats Blind-Fight, Critical Focus, Great Fortitude, Improved Initiative, Power Attack

- Skills Acrobatics +28, Intimidate +15, Knowledge (local) +13, Perception +14, Sense Motive +14, Stealth +9 Languages Dagonite, Draconic
- SQ fin shields (+2), speak with crustaceans

ADULT DIN DRAGON CR 13
XP 25,600
N Huge Dragon (aquatic, water)
Int +3; Senses dragon senses; Perception +20
Aura frightful presence (180 ft., DC 22)
DEFENSE
AC 30; touch 7, flat-footed 30 (-1 Dex, +23 natural -2 size)
hp 200 (16d12+96)
Fort +18, Ref +9, Will +13
DR 5/magic; Immune paralysis, sleep; SR 23
OFFENSE
Speed swim 60 ft.
Melee bite +24 (2d8+10), 2 claws +24 (2d6+10/19-20), 2 slams +19
(1d8+5) tail slap +19 (2d6+15)
Space 15 ft.; Reach 10 ft. (15 ft. with claws)
Special Attacks breath weapon (50 ft. cone, DC 24, 12d10 sonic),
feedback aura (d6)
Spell-like Abilities (CL 16, concentration +20)
At will-shield, jumbo shellfish*, electrical surge* (DC 15)
Spells Known (CL 1 st , concentration +3)
1 st (4/day)-alarm, magic missile, enlarge person (DC 15)
0 (at will)-dancing lights, detect magic, ghost sound, resistance
STATISTICS
Str 31, Dex 8, Con 23, Int 14, Wis 16, Cha 18
Base Atk +16, CMB +28, CMD 37, cant be tripped
Feats Bleeding Critical, Blind-Fight, Cleave, Critical Focus, Great
Fortitude, Improved Initiative, Power Attack, Vital Strike
Skills Acrobatics +35, Appraise +19, Bluff +21, Intimidate +21,

Knowledge (local) +19, Perception +20, Sense Motive +20, Stealth +10, Use Magic Device +21



CR 20

Languages Ceti, Clickclack, Dagonite, Draconic SQ animate shedding, fin shields (+3), speak with crustaceans

Ancient Din Dragon

XP 307,200 N Gargantuan Dragon (aquatic, water) Int +2; Senses dragon senses; Perception +28 Aura frightful presence (300 ft., DC 27)

DEFENSE

AC 36; touch 4, flat-footed 36; (-2 Dex, +32 natural, -4 size) hp 319 (22d12+176) Fort +23, Ref +11, Will +20 DR 15/magic; Immune paralysis, sleep; SR 31

OFFENSE Speed swim 80 ft.

Melee bite +32 (4d6+14), 2 claws +32 (2d8+14/19-20), 2 slams +27 (2d6+7), tail slap +32 (2d8+21)

Space 20 ft.; Reach 15 ft. (20 ft. with claws)

Special Attacks breath weapon (60 ft. cone, DC 29, 20d10 sonic), feedback aura (d8), harness bioluminescence

Spell-like Abilities (CL 22, Concentration +28)

At will-shield, jumbo shellfish*, electrical cascade* (DC 26), electrical surge* (DC 15), stoneskin

Spells Known (CL 9th, concentration +15)

4th (7/day)-arcane eye, black tentacles, confusion (DC 20) 3rd (7/day)-dispel magic, major image (DC 19), ray of exhaustion

(DC 19), slow (DC 19)

2nd (8/day)-boiling jet* (DC 18), daze monster (DC 18), murk*, net* (DC 18), resist energy, summon monster II, touch of idiocy (DC 18)

1st (8/day)-alarm, charm person (DC 17), magic aura, magic missile, enlarge person (DC 17), ray of enfeeblement (DC 17), unseen servant 0 (at will)-dancing lights, daze (DC 16), detect magic, ghost sound, mage hand, mending, open/close, resistance

STATISTICS

Str 39, Dex 6, Con 27, Int 18, Wis 20, Cha 22
Base Atk +22, CMB +57, CMD 65 can't be tripped
Feats Bleeding Critical, Blind-Fight, Cleave, Critical Focus, Great Fortitude, Improved Initiative, Improved Vital Strike, Intimidating Prowess, Iron Will, Power Attack, Vital Strike
Skills Acrobatics +45, Appraise +27, Bluff +29, Intimidate +43, Knowledge (arcana, local) +27, Perception +28, Sense Motive +28, Spellcraft +27, Stealth +9, Use Magic Device +29
Languages Aquan, Ceti, Clickclack, Common, Draconic, Dagonite
SQ animate shedding, fin shields (+5), speak with crustaceans
* Found in the CERULEAN SEAS CAMPAIGN SETTING

Din dragons are heavily armored juggernauts, slow of movement and thought. They lair deep in cave systems, desiring no interlopers on their solitude. They are rarely seen, seldom needing to hunt. Despite their reclusive nature, they have a powerful memory of their local surroundings, down to the last rock.

In combat, din dragons rely on their thick armor to protect them, charging into battle. If its foes are actually able to harm it, they use their massive fins as shields, blocking foes from their body. They are at their most powerful against other deep sea creatures, turning their bioluminescence against them.

While hardly the most intelligent deep sea denizens, din dragons are not as stupid as most humanoids assume. As they age, they take more interest in the local politics of the sea, magical research, and the like. Lacking limbs to manipulate objects, they rely heavily on magical assistance, or failing that, a trusted lackey.

Drake, Scavenger

This odd creature has the body of a ray, the legs of a lobster, and the head of a drake. Its tail splits like a lash, each whip ending in a glowing bead.

SCAVENGER DRAKE



N Small Dragon (aquatic)

Init +2; Senses darkvision 60 ft., low-light vision, scent; Perception +10 Racial Buoyancy -20; Depth Tolerance: 12,000 feet

DEFENSE

XP 800

AC 16; touch 13, flat-footed 14 (+2 Dex, +3 natural, +1 size)

hp 38 (4d12+12)

Fort +7, Ref +6, Will +4

OFFENSE

Speed 30 ft., swim 40 ft.

Melee bite +5 (1d4+2), tail lash +0 (1d2 plus paralysis)

Special Attacks breath weapon, paralysis

STATISTICS

Str 14, Dex 15, Con 16, Int 5, Wis 10 Cha 11 Base Atk +4; CMB +5; CMD 17 Feats Dolphin Flip*, Skill Focus (Perception) Skills Acrobatics +7, Intimidate +4, Perception +10, Stealth +9

Languages Dagonite, Draconic

SQ silent scream

*CERULEAN SEAS CAMPAIGN SETTING

ECOLOGY

Environment cold oceans and abyssal plains **Organization** solitary, pair, battalion (3-15)

Treasure none

SPECIAL ABILITIES

Breath Weapon (Su): Scavenger drakes may breathe out a ball of glowing spittle once every 1d4 rounds. This ball requires a ranged touch attack to hit. There is enough spittle contained within a ball to cover a single Medium creature. The spittle is highly acidic, dealing 1d6 points of damage when it strikes,

and 1d4 points on the following round. In addition, the victim blazes with bioluminescence, making most Stealth checks impossible, and attracting any predators that notice the light.

- **Paralysis (Su):** Creatures struck by a scavenger drake's tail must make a DC 15 Fortitude save or be paralyzed for 1d4 rounds. This counts as a poison effect.
- Silent Scream (Ex): A scavenger drake may, as a free action, create a specific pattern with its bioluminescence that acts as both an alarm call and predator attractant. Any other scavenger drakes that see the alarm lights rush to aid the one making it. If there are any predators nearby (GM's discretion, base chance of 40%) they come to investigate, sensing a chance at an easy meal.

Scavenger drakes are craven nomads, constantly looking for easy food and treasures. They are just intelligent enough to annoy creatures with their constant insults. They prefer ambush and hit and run tactics, as well as raiding hunter's catches and fish farms. In some large cities they gather in great numbers, similar to seagulls near the surface, feeding on garbage, and generally making a nuisance out of themselves.

A school of these drakes will harass larger creatures, darting in to attack then slipping away, until its prey succumbs to blood loss and their paralyzing tail lashes. They are fast to flee any serious resistance, however. They use their silent scream when they are at risk; many predators see them as inedible, but know that there is often paralyzed prey nearby.

Though many view scavenger drakes as useless pests, they do see and hear much when they travel between their niches of stored treasure. If regularly bribed with food and treasure, they may act as free roaming spies and messengers that most beings ignore. As long as they are treated as "equal partners" to their face, they smugly serve as the eyes and ears of their often sinister master.



Goggayya

This creature has rubbery, bright red hide. Its face is a leer of massive eyes, and jagged teeth in a mouth caught eternally grinning. Its arms are long and many jointed, ending in clawed hands. A strangely graceful tail propels the creature through the water.

CR 2

GOGGAYYA **XP** 600



CE Medium Monstrous Humanoid (aquatic)

Init +3; Senses darkvision 100 ft., low-light vision; Perception +6

Racial Buoyancy -50; Depth Tolerance: 14,000 feet DEFENSE

AC 15; touch 13, flat-footed 12 (+3 Dex, +2 natural) hp 22 (3d10+6) Fort +3, Ref +6, Will +3

OFFENSE

Speed swim 30 ft.

Melee bite +5 (1d6+2), 2 claws +5 (1d4+2)

STATISTICS

Str 15, Dex 16, Con 14, Int 10, Wis 11, Cha 9 Base Atk +3; CMB +5; CMD 18 Feats Catch Off Guard, Intimidating Prowess Skills Acrobatics +6, Intimidate +11, Perception +6, Stealth +13; Racial Modifiers +4 to Intimidate , +4 to Stealth Languages Common, Dagonite **ECOLOGY**

Environment deep ocean

Organization solitary, pair, band (5-15), pack (20-50)

Treasure standard

Goggayya are deep sea boogiemen, snatching the weak and isolated in lightning fast attacks. They find the fear of other creatures hilarious, all the more so if their victim is intelligent. They prefer to eat their prey alive and screaming, after as much torture as the goggayyas can stand before growing bored.

Goggayya are fully capable of using weapons, they simply prefer the terror their natural weapons create. An attacking band of goggayya attack from all angles, reserving their most potent attacks for those behind and below their target. They greatly dislike fair fights, and will scatter only to rejoin and harass their foes for days, if necessary. Goggayya are unusual amidst deep sea creatures in the fact that they possess no light emitting organs, relying on their superior darkvision to find prey.

Goggayya are also known as snatchers, for good reason. They often venture up to the more brightly lit waters and grab unsuspecting "upwaterers," dragging them swiftly to the depths. Loved ones' last view of the victims is the fear on their face as they are swallowed up by the black.

Goggayya will at times work for other powerful evil creatures, acting as scouts and warriors, in exchange for plunder. They hold their independence dear, and will rebel against an overly controlling master. Goggayya often take levels in mariner and rogue to complement their natural abilities.



Grandfather Worm

A long white worm ungulates through the water. Its face consists of massive eyes, surrounded by small white tentacles, reminding one of an old man, or aged wizard.

CR 5

GRANDFATHER WORM



N Medium Aberration (aquatic)

Init +0; **Senses** darkvision 60 ft.; Perception +15

Racial Buoyancy -1; Depth Tolerance: 30,000 feet

DEFENSE

XP 1,600

AC 18; touch 10, flat-footed 18 (+8 natural) hp 49 (9d8+9)

Fort +4, **Ref** +3, **Will** +9

OFFENSE

Speed 10 ft., swim 20 ft.

Melee 2 arms +9 (1d4+2 plus 1d8 steam), 3 tentacles +3 (1d4) **Space** 5 ft,; **Reach** 5 ft. (10 ft. with arms)

Spells Known (CL 9, concentration +11)

4th (4/day)-holy smite (DC 16), stoneskin

3rd (6/day)-bestow curse (DC 15), displacement, dispel magic 2nd (7/day)-augury, cure moderate wounds, invisibility, resist energy

1st (7/day)-alarm, chill touch (DC 13), command (DC 13), mage armor, magic missile

0-acid splash, dancing lights, daze (DC 12), ghost sound, guidance, resistance, stabilize, touch of fatigue (DC 12)

STATISTICS

Str 14, Dex 11, Con 12, Int 13, Wis 17, Cha 14 Base Atk +6; CMB +8; CMD 18, can't be

tripped

- **Feats** Combat Casting, Eschew Materials^B, Extend Spell, Greater Spell Penetration, Spell Penetration, Weapon Focus (arms)
- Skills Knowledge: Arcana +13, Perception +15, Spellcraft +13, Stealth +12, Use Magic Device +11

Languages Aquan, Common, Dagonite

ECOLOGY

Environment deep ocean

Organization solitary, pair, coven (3-8)

Treasure standard

SPECIAL ABILITIES

Spells: Grandfather worms cast spells as a 9th-level sorcerer, and can cast spells from the cleric list as well as those normally available to a sorcerer. Cleric spells are considered arcane spells for a grandfather worm. Grandfather worms are an ancient race of seers and sorcerers, dwelling in small groups at the bottom of the ocean. They attempt to adhere to strict neutrality in all things, aiding those that can meet their price without favor to good or evil. Members of the race that show favoritism to one side or the other are cast out, living as hermits.

Grandfather worms avoid combat if possible, relying on creatures paying off their debts as bodyguards to protect them. If forced they will defend themselves with spells and strikes from their glowing hot arm tips.

Grandfather worms dwell in burrows in the sea floor, or the walls of chasms. They create stone tablets covered with writing branded into it by their arm tips. They document the history of the sea races, important events, and in-depth arcana. They are sometimes hired as scribes, describing important events in their impartial way. Debts for services may be paid off in many ways: money, services offered, or trade.

According to zef historical knowledge, grandfather worms were among the first races of the world. The zefs remember grandfather worms in a more sinister light. In the early days, grandfather worms were known as the "hzaswi" and they were destroyers and conquerors. Though these events happened eons ago, the zefs still mistrust grandfather worms and refer to them by their old name in a derogatory way. Grandfather worms, as they have for millennia, simply apologize and avoid confrontation.



Hagfish, Giant

A mer-sized, slimy, pinkish eel-shaped fish swims hungrly towards you. Its visage is both primitive and horrifying, and it reeks of carrion.

GIANT HAGFISH

XP 400

N Medium animal (aquatic) Init +1; Senses low-light vision, scent; Perception +8 Racial Buoyancy -30; Depth Tolerance: 20,000 feet DEFENSE AC 14, touch 11, flat-footed 13 (+1 Dex, +3 natural) hp 16 (2d8+7) Fort +5, Ref +4, Will +1 OFFENSE

CR1

Speed swim 40 ft. Melee bite +2 (1d4–1) Special Attacks slime

STATISTICS

Str 8, Dex 13, Con 14, Int 1, Wis 13, Cha 2
Base Atk +1; CMB +0; CMD 11 (can't be tripped)
Feats Toughness, Weapon Finesse^B
Skills Acrobatics +9, Climb -1, Perception +8, Stealth +8; Racial Modifiers +4 Perception, +4 Stealth, +8 Acrobatics

ECOLOGY

Environment any deep sea

Organization solitary, pair, or knot (3–8)

Treasure none

SPECIAL ABILITIES

Slime (Ex) An agitated or injured giant hagfish can produce bountiful volumes of slime up to three times per day as a swift action. The produced slime mimics the effects of a *quagmire* spell (CERULEAN SEAS CAMPAIGN SETTING) in a 5-foot radius, centered on the hagfish. The slime is considered a non-magical effect and it cannot be countered or dispelled. The hagfish is immune to the effects of its own slime, the slime of other hagfish, and the hagslime produced by the myxinmave prestige class.

Hagfish, also known as "slime eels," are made up of many subspecies, including some that grow to up to 7 feet long. These "giant hagfish" are more likely to go after live prey, whereas their smaller cousins prefer decaying flesh to targets that could potentially bite back. Hagfish have elongated, eel-like bodies, and paddle-like tails. They have cartilaginous skulls, though no other bones. Because of this, they can contort into nearly any position, and are even known to tie themselves in knots to get a better "footing." Colors depend on the species, ranging from pink to bluegrey, and black or white spots may be present. Hagfish have no true fins and have six or eight barbels around the mouth and a single nostril. Instead of vertically articulating jaws like most fish, they have a pair of horizontally moving structures with tooth-like projections for rasping off flesh.

Hagfish, Swarm

A wriggling, oozing mass of toothy worm-like eels draws closer, ravenously consuming everything in its nath

araws closer, ravenously consuming everything in its	
path.	-
SWARM OF HAGFISH CR 2	Æ
XP 600	4
N Tiny animal (aquatic, swarm)	
Init +6; Senses low-light vision, scent; Perception +5	
Racial Buoyancy -2; Depth Tolerance: 20,000 feet	
DEFENSE	
AC 14, touch 14, flat-footed 12 (+2 Dex, +2 size)	
hp 16 (3d8+3)	
Fort +4, Ref +5, Will +2	
Defensive Abilities swarm traits	
OFFENSE	
Speed swim 20 ft.	
Melee swarm (1d6)	
Space 10 ft.; Reach 0 ft.	
Special Attacks slime, distraction (DC 12)	
STATISTICS	
Str 2, Dex 15, Con 13, Int 2, Wis 13, Cha 2	1
Base Atk +2; CMB —; CMD —	
Feats Improved Initiative, Skill Focus (Perception)	
Skills Acrobatics +6, Climb -4, Perception +5,	
Stealth +14	
ECOLOGY	
Environment any deep sea	
Organization solitary, knot (2–5 swarms), or plague (6–1	2
swarms)	
Treasure none	
SPECIAL ABILITIES	
Slime (Ex) Hagfish swarms can produce copious volume	es
of slime an unlimited a number of times per day as a	

of slime an unlimited a number of times per day as a free action. The produced slime mimics the effects of a *quagmire* spell (CERULEAN SEAS CAMPAIGN SETTING) within the space of the hagfish swarm. The slime is considered a non-magical effect and it cannot be countered or dispelled. The swarm is immune to the effects of its own slime, as well as the slime of all hagfish and the hagslime produced by the myxinmave prestige class.

Ravenous swarms of hagfish occur naturally near depleted whalefalls and areas where food has once been plentiful, but has recently diminished. While many hagfish species simply look for "greener pastures," others become aggressive and attack anything that moves. They will often use their slime ability to slow down fleeing victims. Regardless, they are not particularly bold predators, preferring to attack smaller, weaker, or injured prey.

For illustrations of hagfish, please see chapter 3 (the myxinmave prestige class).

Imp, Squid

This tiny creature looks like a squid with a roughly humanoid face. Miniature arms hang at its side. Its eyes light up with delight when it sees you.

SQUID IMP

XP 135



CN Tiny Aberration (aquatic)

Init +2; **Senses** darkvision 60 ft.; Perception +1

Racial Buoyancy -1; Depth Tolerance: 30,000 feet

DEFENSE

AC 15; touch 14, flat-footed 13 (+2 Dex, +1 natural, +2 size) hp 4 (1d8)

Fort +0, Ref +2, Will +3

Weaknesses pressure sensitive 1,000 feet.

OFFENSE

Speed swim 20 ft.; jet 80 ft. Melee 4 tentacles +4 (1d2-2) Special Attacks bitter, poison

STATISTICS

Str 3, Dex 14, Con 10, Int 4, Wis 13, Cha 11 Base Atk +0; CMB -6; CMD 6

Feats Weapon Finesse

Skills Acrobatics +6

Languages Dagonite

ECOLOGY

- Environment deep ocean
- **Organization** solitary, pair, swarm (3-12) **Treasure** standard

SPECIAL ABILITIES

- **Bitter (Ex):** Squid imps are intensely foul tasting, and few creatures will bite one more than once. Creatures biting one must make a Will save, DC 10 +1 for each consecutive bite to bite one again.
- Jet (Ex): A squid imp can jet in a straight line as a full-round action. It does not provoke attacks of opportunity while jetting.
- **Poison (Ex):** Tentacles-injury; *save* Fort DC 10; *frequency* 1/round for 2 rounds; *effect* 1d2 Dex damage; *cure* 1 save

Squid imps should, by rights, be the bottom of the food chain. Their fecund breeding habits, combined with their exceedingly bitter taste allow them to be all too common in the deeper waters of the sea. They swarm over creatures that they find interesting, studying them and attempting to emulate

their actions to the best of their rather limited ability.

They may be found in large numbers around both traveling humanoids, and massive predators.

Squid imps possess little combat ability, typically jetting out of harm's way, only to return within minutes. They can make small wounds with their tentacles, injecting a weak poison they use to capture small fish as prey. In general, they avoid combat with larger foes.

Squid imps seem to have a strange fascination with traveling humanoids. They will follow them endlessly, seemingly immune to all attempts to shoo them away, often singing their praises rather poorly. Most simply observe battles their hosts may engage in, but some few make an attempt to assist their heroes, generally getting under foot in the process. A very rare few squid imps are born with human level intelligence, making sages wonder if the squid imps are a devolved race, or an evolving one. The zefs have no recollection of an advanced squid imp race, but have considered them a hosts several times in the ancient past. The notion, however, was always rejected with much ridicule.



Jellyfish, Death Shell

An enormous jellyfish drifts overhead. Most of its body is covered with a spiky shell, and four cones of bleak light shine from what little gelatinous flesh you see. Four glowing tentacles wait like alert serpents waiting to strike.

DEATH SHELL JELLYFISH C



XP 38,400 N Huge Vermin (aquatic)

Init +1; Senses blindsight 100 ft.; Perception +0 Racial Buoyancy -35; Depth Tolerance: 10,000 feet DEFENSE AC 30; touch 9, flat-footed 29 (+1 Dex, +21 natural, -2 size) hp 190 (20d8+100) Fort +17, Ref +7, Will +6

DR 10/magic; Immune mind-affecting effects OFFENSE

Speed swim 30 ft.

Melee 4 tentacles +19 (1d8+6 plus poison) Special Attacks armor, sick lights Space 15 ft.; Reach 15 ft., 30 ft. with tentacles

STATISTICS

Str 22, Dex 12, Con 20, Int -, Wis 11 Cha 3 Base Atk +15; CMB +23; CMD 34, can't be tripped Skills Acrobatics +13; Racial Modifiers +12 to Acrobatics SQ half shelled

ECOLOGY

Environment deep ocean **Organization** solitary **Treasure -**

SPECIAL ABILITIES

Armor (Ex): Creatures attacking a death shell from anywhere other than directly beneath must make a DC 21 Reflex save or take 1d6 points of damage from the mass of spines covering it. Creatures using natural attacks automatically fail this save. The shell also possesses cold, electricity, and steam resist 10.

- Half Shell (Ex): A death shell that is attacked from directly underneath has an AC of 19, touch 9, flat-footed 18 (+1 Dex, +10 natural, -2 size). Creatures within melee range of the creatures underbelly also take the effects of all four of the death shell's sick lights every round from the ambient energies that come from being this close to the light producing organs.
- **Poison (Ex):** Tentacles-injury; *save* Fort DC 25; *frequency* 1/round for 4 rounds; *effect* 1d4 Con damage; *cure* 2 saves
- Sick Lights (Su): Embedded in the rubbery flesh under a death shell's armor are four searchlight-like organs that constantly shine unhealthy looking light. These lights constantly move, focusing in on anything that moves near, or attacks the death shell. Each sick light creates a 50 foot cone of energy that the death shell may shift as a free action each round. A death shell cannot bring more than one sick light to bear on a target unless that target is directly underneath the creature. One light deals 1d6 points of Strength damage to creatures caught within it, with a DC 25 Fortitude save for half damage. The second deals 1d6 points of Dex damage, with a DC 25 Fortitude save for half damage. The third creates a confusion effect for 1d6 rounds, with a DC 25 Will save to resist. The last sick light deals 3d8 points of damage and inflicts 1d6 rounds of nausea, with a DC 25 Fortitude save for half damage and to resist the nausea. Death shells are immune to the effects of the sick lights.

Death shells are rare creatures of legend, drifting randomly in the currents and leaving death and destruction in their wake. Most intelligent creatures recognize a death shell on sight, and flee for their lives. All life that its pale lights touches suffers and dies, allowing its dripping tentacles to draw the lifeless bodies into its ever hungry maw.

Death shells target anything they sense with their sick lights, attempting to weaken and kill its prey. It follows up a touch with its lights with a tentacle attack, and if the creature resists, it turns its "gaze" upon it again. Creatures attacking its relatively soft underbelly are targeted with as many attacks as the creature can manage.

For the few that can survive combat with a death shell, its body becomes a treasure trove. Both the creature's shell and light organs are valuable, bringing in a small fortune in larger markets. The most skilled armorers can make suits of spiked mail, resistant to many damaging effects. The creatures flesh is intensely toxic, with similar effects to its tentacle poison, dealing 2d4 Con damage to creatures that ingest it.



Jupervas

Rising up from the chasm below you is a fish so large your mind at first sees it as part of the rift wall. Glowing orbs stud its dark flesh, their light accentuating its massive size. As its mouth gapes open, you see a strange fleshy organ in place of its tongue.

JUPERVAS

CR 23

XP 615,000 N Colossal Magical Beast (aquatic)

Init -2; Senses blindsight 100 ft., darkvision 60 ft.; Perception +16 **Racial Buoyancy -**3000; **Depth Tolerance:** 40,000 feet

DEFENSE

AC 40; touch 0, flat-footed 40 (-2 Dex, +40 natural, -8 size) **hp** 465 (30d10 +300)

Fort +27, **Ref** +15, **Will** +11

DR 15/epic; Immune ability damage, cold, disease, energy drain, mind affecting effects, paralyzation, poison, polymorph; Resist electricity 30, steam 30

OFFENSE

Speed swim 80 ft.

Melee bite +39 (4d6+17 plus grab), tail slap +34 (4d6+12) **Special Attacks** bloop, huge bite, suction, swallow whole (4d6

bludgeoning damage and 4d6 acid damage, AC 30, 46 hp) Space 30 ft. Reach 30 ft., 60 ft with tail slap

STATISTICS

Str 44, Dex 6, Con 30, Int 2, Wis 13, Cha 11

Base Atk +30; CMB +55; CMD 63, can't be tripped
Feats Awesome Blow, Critical Focus, Dazing Assault**, Improved Bull Rush, Improved Overrun, Improved Vital Strike, Lunge, Power Attack, Skill Focus (Perception), Staggering Critical, Stunning Assault**, Stunning Critical, Stunning Tail Strike*,

Tail Strike^{B*}, Vital Strike. **Skills** Acrobatics +13, Perception +16 * found in the CERULEAN SEAS CAMPAIGN SETTING

** found in ADVANCED PLAYERS GUIDE

ECOLOGY Environment deep ocean Organization solitary Treasure incidental

SPECIAL ABILITIES

- **Bloop (Su):** Once per week, a jupervas may let out a massive sonic pulse. Creatures within 10 feet of the fish take 20d6 points of sonic damage. This damage reduces by one die every 10 feet until it is harmless at 200 feet away from the fish. The sound itself carries for hundreds of miles in all directions, both felt as a pressure wave and sounding like a "bloop". The jupervas is immune to the effects of its own bloop.
- Huge Bite (Ex): As a full round action, a jupervas may use its bite as an area attack, targeting 6 consecutive 5-foot squares. The victims may make a DC 25 Reflex save to attempt to move out of range; if the save fails the fish automatically hits. The fish makes one attack roll and applies it to all targets in the area. A jupervas cannot make a critical hit with a huge bite.

Suction (Ex): As a move action a jupervas may suddenly open its mouth, creating a powerful suction effect. All creatures within 20 feet or less directly in front of the fish must make a DC 35 Acrobatics check or end up within the fish's mouth. It typically swallows its victims on its next action.

Jupervas are thankfully rare creatures that dwell only in the deepest valleys in the ocean floor. They are lazy creatures, spending years hibernating in the darkness, blending in with the floor of the rift in which they dwell. When they wake, they rise to feed on anything even faintly organic that they find, sucking in schools of krill, and entire pods of whales before sinking back into the black. Jupervas are difficult to combat, as their massive size renders most attacks nearly useless. In fact often the creature does not even know it is being attacked, at least until its attackers move near the creatures head, when it simply sucks them into its massive maw. Heroes attempting to target the creatures mind report no success, touching only vast, primal emptiness. When the creature is well and truly injured, it will release a great sonic pulse capable of turning entire armies into a bloody murk that drifts away on the currents.

Those that have somehow survived being swallowed by one of these creatures report finding entire ships resting in their gullet. The creatures digestive process slows when it hibernates, allowing for such exploration, although the risk of being crushed to death is an ever present danger. Sages believe that, when inactive, the creature will only actively digest its stomach contents once a decade, which is of no comfort to those swallowed when the creature is active and hunting.

While jupervas can use their sonic bloop to defend themselves from powerful foes, they actually use it to communicate over the vast distances of the deep ocean. The creatures breed once per century, and use their sonic call to find their mates. This is the only time two of these titanic creatures will come within a thousand miles of each other, with chance meetings ending in earth shattering combats to the death.



Obiłu, Source-mind

Note: This creature refers to rules listed in PSIONICS UNLEASHED by Dreamscarred Press and WAVES OF THOUGHT by Alluria Publishing. Lurking skeletal forms covered in spiky growth, and with disturbing green glowing eyes gather around a greenish growth of brain coral.

OBITU SOURCE-MIND XP 6.400



NE Medium Plant (aquatic, psionic) Init -2; Senses darkvision 50 ft., low-light vision; Perception +14 Aura living calcification (DC 22, 30 ft.)

Racial Buoyancy -370; Depth Tolerance: 50,000 feet

DEFENSE

AC 16; touch 1, flat-footed 16 (-6 Dex, +12 natural) hp 126 (12d8+72)

Fort +14, Ref -2, Will +8

Defensive Abilities plant traits, DR 10/bludgeoning,

PR 20

OFFENSE

Speed 0 ft.

Melee ·

Psi-like abilities (ML 14th, Concentration +16)

- at will-cloud mind (DC 16, 14 targets), control body (DC 16, no staggered effect)
- 3/day-concussion blast (DC 14, 3d6 damage, 4 targets), inertial armor (+7 AC)

STATISTICS

Str 10, Dex 0, Con 22, Int 14, Wis 15, Cha 19

Base Atk +9; CMB +9; CMD 12; can't be tripped Feats Deceitful, Endowed Mind, Ghost Attack, Improved Initiative, Iron Will, Skill Focus (Intimidate)

Skills Bluff +13, Intimidate +15, Knowledge (local) +11, Perception +14, Stealth +15; Racial Bonuses +6 to Stealth Languages telepathy 100 ft.

ECOLOGY

Environment deep seas Organization solitary plus 1d6 calcified obitu Treasure standard

SPECIAL ABILITIES

Living Calcification (Su): Source-minds are constantly surrounded by a telekenitic pull that targets a victims cartilage, bone, and calcium deposits, slowly pulling it through their flesh. Creatures lacking an internal skeleton are immune to the effects of a source-mind's aura. Each round a victim remains within the source-mind's aura, they must make a DC 22 Fortitude save, or suffer the following effects: 1st failed save-the victim is *slowed*. 2nd failed save-the victim is staggered and takes 3d6 damage. 3rd failed save-the victim is paralyzed, and suffers 4d6 points of damage. 4th failed savedeath as the creature's internal calcium is fully pulled from its body. A successful save immediately removes any ongoing effects.

Any humanoid or corporeal undead slain by this ability rises as a calcified obitu within 24 hours' time, under the control of the source-mind that killed it.

Shallow water creatures soon discovered one of the simplest ways of dealing with a brain coral (WAVES OF THOUGHT by Alluria Publishing) is to push it over the edge of a chasm, into the abyssal waters below. Most brain corals perish, either from being attacked by great beasts as they fall, or by falling deep enough where the crushing pressures reduce them to rubble. Rarely a brain coral lands in an area where it can live, if not thrive, and it is here they encountered the obitu virus. A brain coral devouring an obitu or obitu corpse becomes changed by the necromantic virus contained within the obitu. It gains a sinister intelligence, and the ability to create enhanced slaves to serve its will.

A source-mind generally allows its slaves to fight on its behalf, using its psionic abilities to assist in pulling targets into its aura, or blasting targets that seem to be overwhelming its slaves. A source-mind that has all its slaves destroyed alternatively begs for its existence, and threatens its foes with wrath and ruin.

Source-minds feed on the calcium pulled from non-humanoid victims of its aura, leaving the flesh for its slaves. Unless desperate for food, it allows all humanoid to "ripen" into obitu slaves to serve its needs.

Calcified Obitu

A humanoid that rises as an obitu under the control of an overseer retains no memories or skills from its previous life. It

> starts out as a first level character, typically of a martial profession, with divine magic using abilities nearly unknown. A calcified obitu gains a +2 natural armor bonus, and deals 1 point of bleed damage with any natural attack it makes.

If a calcified obitu travels more than 200 feet from the source-mind that created it, it becomes confused until such time it moves within the 200 foot radius again. If the sourcemind is slain, all calcified obitu it has created are treated as permanently confused. These lost creatures tend to wander randomly, throwing theselves into whatever cause catches their attention as best they can, until they are destroyed.

Occylathan

This eel-like creature has a multitude of fluttering fins, and would be oddly beautiful if it wasn't for a head consisting of four thick tentacles, each housing a glowing eye. Four slender tentacles ending in large rings of bioluminescent orbs send long beams of light into the dark waters.

CR 12

OCCYLATHAN



Racial Buoyancy -250; Depth Tolerance: 30,000 feet

DEFENSE

XP 19,200

AC 26; touch 11, flat-footed 23 (+3 Dex, +15 natural, -2 size) hp 161 (17d8+85) Fort +10, Ref +8, Will +11 Immune mind-affecting effects

OFFENSE

Speed swim 40 ft.

Melee 4 tentacles +19 (1d8+8)

NE Huge Aberration (aquatic)

Special Attacks captivating lights, rend (2 tentacles 1d8+12, or 4 tentacles 2d6+12)

Space 15 ft.; Reach 15 ft.

STATISTICS

Str 26, Dex 17, Con 20, Int 14, Wis 13 Cha 19
Base Atk +12; CMB +22; CMD 35, can't be tripped
Feats Ability Focus (captivating lights), Cleave, Combat Reflexes, Critical Focus, Great

Cleave, Improved Initiative, Power Attack, Vital Strike, Weapon Focus (tentacle) Skills Acrobatics +23, Intimidate +24, Knowledge (local) +22, Perception +21, Stealth +15,

Survival +17

Languages Dagonite, Photok

ECOLOGY

Environment deep ocean **Organization** solitary **Treasure** standard

SPECIAL ABILITIES

Captivating Lights (Su): An occylathan has four sets of powerful bioluminescent lights mounted on short tentacles. The lights shine in a 50 foot cone, and all creatures within the cone must make a DC 24 Will save or become captivated. A captivated victim moves toward the occylathan using the most direct means possible. If the path leads through a dangerous area such as through a lava flow or off the edge of a cliff, the victim receives a second save before moving through the dangerous area. Captivated creatures may take no other actions than to defend themselves. A victim within reach of the occylathan simply stays still and offers no resistance to the creature's attacks. The effect lasts for as long as the creature remains within the occylathan's light and for a number of rounds afterward equal to the occylathan's Charisma modifier. A creature that successfully saves against a captivating light is immune to that light for 24 hours, however each light is controlled by a different sub-brain, and is subtly different. A

successful save against one light offers no resistance to the other lights that an occylathan possesses. Occylathans are brutal creatures, boasting an ancient lineage stretching back thousands of years. They are intelligent and cruel, and see creatively ripping their prey apart as an art form to be mastered. They tend to be the rulers of their domains, and flee if a stronger creature moves in, sometimes hiring other creatures to destroy it.

Occylathans are lazy hunters, drawing prey to them with their lights, and devouring it at their leisure. They rip their prey apart, sometimes using all four tentacles, depending on how dangerous their prey is or how dramatic they wish to be. Despite their lazy nature, they are cunning fighters, and try to scatter a group of foes, picking them off one at a time.

Occylathans have four separate brains, one housed in each tentacle. Each brain controls an eye and a set of lights. While known as solitary creatures, rumors swirl on the currents of massive psionic occylathans that lord over small cities hidden deep within ocean rifts. If asked about such things, occylathans only give an unpleasant bubbling laugh, if they don't devour the questioner outright.



Phantasmal Frogfish

What you took to be a rock suddenly opens bulbous golden eyes, and a cave-like mouth.

CR 7

PHANTASMAL FROGFISH



XP 3,200 N Large Magical Beast (aquatic)

Init -1; Senses darkvision 60 ft.; Perception +12 Racial Buoyancy -170; Depth Tolerance: 15,000 feet DEFENSE AC 20; touch 8, flat-footed 20 (-1 Dex, +12 natural, -1 size) hp 85 (9d10+36) Fort +10, Ref +5, Will +6 **OFFENSE** Speed 20 ft., swim 20 ft. Melee bite +14 (1d8+7 plus grab) Special Attacks phantasmal fish, swallow whole (1d6 bludgeoning damage, AC 16, 8 hp) Space 10 ft.; Reach 5 ft. Spell-Like Abilities (CL 9, Concentration +12) at will-flare (DC 13), ghost sounds 3/day-minor image (DC 15) 2/day-major image (DC 16) 1/day-hallucinary terrain (DC 17) STATISTICS Str 21, Dex 9, Con 18, Int 10, Wis 16 Cha 17

Base Atk +9; CMB +15 (+19 grapple); CMD 24
Feats Greater Grapple, Improved Grapple, Power Attack, Skill Focus (Stealth), Weapon Focus (bite)
Skills Acrobatics +22, Perception +12, Stealth +3 (+23

when immobile) Languages Dagonite

SQ camouflage

ECOLOGY

Environment deep ocean Organization solitary Treasure standard

SPECIAL ABILITIES

- **Camouflage (Ex):** A phantasmal frogfish may take a move action to change the color and texture of its skin to perfectly match its surroundings. As long as the fish is immobile, it gains a +20 to its Stealth checks while so camouflaged.
- **Phantasmal Fish (Su):** A phantasmal frogfish may create perfect images of fish, complete with bioluminescence, scent, and pressure waves as a free action. The fish may create the image of 1 Large fish, 2 Medium fish, 4 Small fish, or 8 Tiny fish. If a target has a reason to disbelieve the fish, it may make a DC 17 Will save to see through the phantasm.

Phantasmal frogfish are belligerent creatures, hostile to most others. They fancy themselves quite clever, and enjoy their ability to spy on most other creatures; those that they do not attempt to stuff down their wide gullet, at least. The typical phantasmal frogfish only grudgingly converses with other creatures, generally if it is clearly out matched or well bribed.

Phantasmal frogfish sit in a sheltered location and create the images of fish flitting about them, drawing in prey. Anything that comes close enough to attack the "fish" are savagely bitten and swallowed. When outmatched, the fish will create the image of a Large shark, and swim off, blending into the background where ever it comes to a rest.

Phantasmal frogfish see themselves as the elite of the deep sea, and view all other intelligent creatures as below them. When one does choose to talk to other creatures they are condescending and arrogant, reminding the listener frequently of their superior intelligence gathering skills. Phantasmal frogfish avoid each other's company as much as possible; they find others of their kind overbearingly snobbish in their superior attitudes.



Phoenix, Abyssal

This towering creature has a thick, black and white hide. Combining the fins and tail of an aquatic creature with the powerful limbs of a land dweller, it seems like an unstoppable force made flesh.



NG Gargantuan Magical Beast (aquatic)

Init +8; Senses darkvision 100 ft., *detect magic, see invisibility;* Perception +20

Aura scintillating glow

ABYSSAL PHOENIX

Racial Buoyancy -870; Depth Tolerance: 32,000 feet

DEFENSE

XP 51,200

AC 30; touch 14, flat-footed 22 (+8 Dex, +16 natural, -4 size) hp 230 (20d10+120); regeneration 10 (evil or steam) Fort +18, Ref +20, Will +13

Defensive Abilities self-resurrection; DR 10/evil; Immune cold, color based magic, SR 26

Weakness vulnerable to steam

OFFENSE

Speed swim 100 ft.

- **Melee** bite +23 (2d8+7/19-20 x3), 2 claws +23 (2d6+7 plus grab) **Special Attacks** cutting light, engulf
- Space 20 ft. Reach 20 ft.
- Spell-like Abilities (CL 18th, concentration +26) constant-detect invisibility, detect magic
 - at will-cure critical wounds, electrical surge (DC 21)*, greater dispel magic, remove curse
 - 3/day-electrical cascade (DC 24)*, greater restoration, heal
 - $2/day\mbox{-mass}$ cure critical wounds, prismatic spray (DC 25)
 - 1/day-prismatic sphere (DC 27), resist energy

STATISTICS

Str 25, Dex 27, Con 22, Int 21, Wis 24, Cha 26

Base Atk +20; CMB +31; CMD 49, can't be tripped

- **Feats** Blinding Critical, Cleave, Combat Expertise, Critical Focus, Great Cleave, Greater Vital Strike, Improved Vital Strike, Power Attack^B, Swim-By Attack, Vital Strike
- Skills Acrobatics +26, Diplomacy +19, Intimidate +19, Knowledge (nature) +16, Perception +20, Sense Motive +18, Stealth +9
- Languages Aquan, Celestial, Common, Fulgurian, Photok

ECOLOGY

Environment deep ocean **Organization** solitary, pair **Treasure** standard

SPECIAL ABILITIES

Cutting Light (Su): Every 1d4 rounds, as a full round action an abyssal phoenix may blast a single foe with a ray of pure color as a ranged touch attack. If the attack is successful, the target is affected as if struck by a beam from a *prismatic spray* (DC 28 save to resist).

Engulf (Ex): An abyssal phoenix may engulf a grappled target within its expansive fins. The target takes 4d6 points of electrical damage every round it remains engulfed, and is subjected to intense and clashing colored lights. The victim must make a DC 26 Fortitude save each round or be blinded for 24 hours. At the end of the 24 hour period the target must make a second Fortitude save, with failure

indicating the blindness is permanent.

- Scintillating Glow (Su): All creatures within 50 feet of an abyssal phoenix are bathed in brilliant and ever-shifting lights. Treat this effect as a *color spray* cast by an 18th level caster. The phoenix may suppress or restart this ability as a free action.
- Self-resurrection (Su): A slain abyssal phoenix remains dead for only 1d4 rounds unless its body is completely destroyed by an effect such as *disintegrate*. Otherwise, a fully healed phoenix emerges from the remains 1d4 rounds after its death, as if brought back to life via *resurrection*. The abyssal phoenix gains one permanent negative level when this occurs, although most remove this negative level with *greater restoration* as soon as possible. An abyssal phoenix can selfresurrect only once per year, and if it dies a second time before that year passes its death is permanent. An abyssal phoenix that dies within the area of a *desecrate* spell cannot self-resurrect until the *desecrate* effect ends, at which time it immediately self-resurrects. An abyssal phoenix brought back to life by any other means never gains a negative level as a result.

A shining light in the deep, both literally and figuratively, abyssal phoenixes are a rare bastion of good in the icy depths. They spend much of their time patrolling a territory that spans hundreds of miles, before retreating back to a carefully hidden lair to rest and meditate. They are often aided by a small legion of good creatures, including fierce triton warriors and playful fey.

Abyssal phoenixes have no love for combat, yet show no mercy to truly evil creatures. Few creatures short of great wyrms deal more dramatic destruction to their foes than an abyssal phoenix, the clashing colors of their rage visible for leagues around them. They observe creatures in their territory carefully, measuring their intentions before choosing to aid them, or destroy them.

Legends from when the world possessed more land speak of phoenixes as great birds of fire. The sea elves tell stories how, as the world flooded, many of the firebirds asked the gods of the sea for a new form, one where they could continue their immortal battle against evil. The phoenixes died as one, and were reborn, utterly transformed, yet even more radiant.

Although rare to the point of legend, possessing a piece of an abyssal phoenix carries great punishment in many places, and earns the instant enmity from most sea elves and selkies.

Plumed Serpent

An enormous serpent swims in slow circles around you. Its back is covered with glowing plumes, blazing in the inky water. As it closes, its throat glows brilliant red, and you feel the water begin to heat up around you.

CR 9

PLUMED SERPENT



XP 6,400 N Huge Magical Beast (aquatic)

Init +4; Senses darkvision 120 ft., low light vision; Perception +8 Racial Buoyancy -420; Depth Tolerance: 25,000 feet DEFENSE AC 23; touch 8, flat-footed 23 (+15 natural, -2 size) hp 114 (12d10+48) Fort +12, Ref +8, Will +6 Immune cold, steam Weaknesses pressure sensitive 500 feet. OFFENSE

Speed swim 40 ft.

Melee bite +13 (2d6+9 plus 1d6 steam),tail +7 (2d6+4) **Space** 15 ft.; Reach 15 ft.

Special Attacks bio-electric blast, swallow whole (2d4 bludgeoning plus 2d6 steam, AC 22, 11 hp)

STATISTICS

Str 29, Dex 11, Con 18, Int 2, Wis 15, Cha 13
Base Atk +12; CMB +23; CMD 33; can't be tripped
Feats Dazzling Display, Improved Initiative, Power Attack, Skill Focus (Stealth), Vital Strike, Weapon Focus (bite)

Skills Acrobatics +23, Intimidate+10, Perception +8, Stealth+11; Racial Bonus +6 Intimidate

ECOLOGY

Environment deep sea Organization solitary, pair Treasure none SPECIAL ABILITIES

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Bio-Electric Blast (Su): Once per day, a plumed serpent can channel its bio-electric energy into an arc that travels from target to target, dealing 6d6 points of damage to each with a DC 20 Fortitude save for half damage. All targets must be within 50 feet of the serpent, and within 10 feet of each other.

Deadly and awe-inspiring, plumed serpents hunt the darkest ocean depths. They use their bio-electric lights to attract prey, then dispatch it with its spear-like teeth, superheated by the heat the creature generates within its throat. The appearance of one of these beasts, sailing out of the endless dark, inspires both awe and terror.

Plumed serpents vary their hunting stratagem based on their prey. Large prey or single targets are stalked, the creature charging out of the dark with a devastating attack. Groups of prey are circled in ever decreasing spirals, allowing the prey to be intimidated and broken by fear.

Plumed serpents are often sacred to primitive people, and are often seen as a totem creature. More civilized people trade in plumed serpent parts, mainly its metallic teeth, the heat organs within its throat, and the plumes of its back. The plumes hold their light for 1d4 days, the teeth make excellent weapons, and the throat organs are powerful spell components.



Sinkfish

This long fish has dozens of slender legs encased in crab-like armor. On either side of its tooth-studded mouth rest short palps, bearing glowing lights.

SINKFISH



XP 2,400

N Large Magical Beast (aquatic) Init +3; Senses darkvision 60 ft., scent; Perception +8 Racial Buoyancy -570; Depth Tolerance: 40,000 feet

DEFENSE

AC 20; touch 13, flat-footed 16 (+1 Dodge, +3 Dex, +7 natural, -1 size) hp 68 (8d10+24) Fort +9, Ref +9, Will +4

OFFENSE

Speed 50 ft., swim 40 ft.

Melee bite +11 (1d8+4 plus grab)

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

Special Attacks gnaw, seizure, sink, wrap around

STATISTICS

Str 18, Dex 17, Con 17, Int 2, Wis 14 Cha 11

- Base Atk +8; CMB +13 (+15 grapple); CMD 26, can't be tripped
- **Feats** Combat Reflexes, Dodge, Greater Grapple, Improved Unarmed Strike^B, Improved Grapple, Mobility^B
- Skills Acrobatics + 16, Climb +8, Perception +8, Stealth +5 ECOLOGY

Environment deep ocean

Organization solitary, pair, brood (3-5) or swarm (10-50) **Treasure** incidental

SPECIAL ABILITIES

Gnaw (Ex): If a sinkfish begins a round with a grabbed foe, it inflicts automatic bite damage. Sinkfish possess a second pair of jaws in their throat that aid in ripping prey apart, and can make a second bite attack (+11, 1d6+2) against a foe it has already grabbed.

Seizure (Su): The strange lights coming from a sinkfish's palps interacts with the nervous systems of higher creatures. Living creatures other than sinkfish within

10 feet of a sinkfish must make a DC 17 Will save each round or take 1d4 points of Intelligence damage and be sickened. Arcane spellcasters and beings that use psionics make this save at DC 21.

- **Sink (Su):** Once every 1d4 rounds, a sinkfish can breathe out a 40 foot cone of bubbles. Creatures and objects within the bubbles have their buoyancy affected as if they were caught within an area of methane bubbles (CERULEAN SEAS CAMPAIGN SETTING) for 1d4 rounds.
- Wrap Around (Ex): A sinkfish wraps its flexible body around grappled foes, sinking its needle sharp legs into its prey to hold it still. The victim takes 2d4 points of piercing damage a round and has a 50% chance of splitting any damage done to the sinkfish equally between the sinkfish and the victim. The victim may make a grapple check to break free, or may do so by a DC 18 Strength or Escape Artist check.

Filling the role of both predator and scavenger, sinkfish are the bane of explorers everywhere. They savagely attack any creature of their size or smaller, and are blindingly fast in their movements. They can infest nearly any environment, and will cannibalize their own kind if food supplies grow slim. They breed rapidly, with a single pair producing hundreds of eggs at a time. They are kept only slightly in check by the hatchlings tendency to devour the unhatched eggs of its kin.

While not intelligent, sinkfish are creative hunters. They cling to walls or ceilings, waiting for prey to pass by. Massive swarms of the creatures will appear seemingly out of nowhere to feed on large corpses, such as whales. Creatures swimming above such a gruesome scene are often blasted with cones of bubbles, and begin to slowly sink toward the creatures gaping mouths.

Sinkfish are only somewhat trainable, and are often used as guardians in areas not regularly entered by the owners of a cave system or subsea castle. It is thought that some anglers and inquisitors, specially trained to hunt wizards or psionicists, keep *charmed* sinkfish as companions and attack beasts, although this has never been confirmed.



Trueform, Estrel

Before your eyes a rather large starfish nearly as tall as a nixie proceeds to stand up on two of its five arms. With two more arms, it brandishes a dagger and shield.





N Small Magical Beast (aquatic)

Init +2; **Senses** darkvision 60 ft., scent; Perception +0 **Racial Buoyancy** -15; **Depth Tolerance:** 26,000 feet

DEFENSE

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

hp 18 (2d10+7); regeneration 1/hour (acid, magic, steam) **Fort** +5, **Ref** +3, **Will** +0

OFFENSE

Speed swim 15 ft., climb 15ft.

Melee dagger +2 (1d3)

Special Attacks summon starfish

STATISTICS

Str 11, Dex 15, Con 14, Int 10, Wis 11, Cha 10
Base Atk +2; CMB +1 (+5 grapple); CMD 13 (can't be tripped)
Feats Toughness
Skills Escape Artist +5, Stealth +10; Racial Modifiers +4 Stealth
Language Dagonite & Echinn

SQ Suction, tool use (as per trueform) ECOLOGY

Environment abyssal plains Organization solitary or constellation (3-12)

Treasure none

SPECIAL ABILITIES

- Suction (Ex) An estrel can create powerful suction against any surface, allowing it to cling to solid surfaces with ease. An estrel can establish or release suction as a swift action, and as long as it is using suction, it moves at half speed. Because of the suction, an estrel's CMD score gets a +10 circumstance bonus to resist bull rush, awesome blows, and other attacks and effects that attempt to physically move it from its location.
- Summon Starfish (Su) An estrel can summon two normal starfish once per day.

Estrels are strange deep-sea trueform starfish that scour the abyssal plains in search of food and treasure. While scavengers by nature, their intellect allows them to become apt conmen and thieves. They are often found in the company of echinn, as the two races not only share a similar biology, but have a long history of cooperation and cultural exchange. In fact, many believe that the echinn language and naming practices are actually estrelian in origin. In addition, it is not unknown to find a lone estrel leading a tribe of echinns. Consequently, it is rare to find an estrel cooperating with karkanaks. Karkanaks often view estrels as exciting delicacies.

While estrels procreate in the typical manner of all starfish, they also possess the same amazing regenerative qualities that can also lead to reproduction. An estrel that is split in half will regenerate into two identical individuals in a very short time. If these individuals had obtained class levels, the levels get divided equally among them. Those that are familiar with the estrel know that it will likely take magic to put a stop to them. Those that are not acquainted with the estrel's peculiar regeneration abilities may be in for a bit of a surprise after what may have seemed like a resolute victory.

Oculus, Oigilus

This large creature's central eye gazes at you with both wisdom and a touch of madness. Thick plates cover its body, through which a myriad of limb-like tentacles sprout.

CR 8

VIGILUS





N Large Aberration (aquatic)

Init +6; Senses all-around vision, darkvision 60 ft., detect good, detect thoughts, see in darkness; Perception +19

Racial Buoyancy -430; Depth Tolerance: 25,000 feet

DEFENSE

AC 19; touch 11, flat-footed 17 (+2 Dex, +8 natural, -1 size)

hp 102 (12d8+48)

Fort +7, Ref +6, Will +12

Weaknesses light blindness, pressure sensitive 1,000 feet. OFFENSE

OTTENDE

Speed swim 40 ft.

Melee sea reaver +10/+6 (1d8+2/18-20), or 2 slams +9 (1d4+2) **Space** 10 ft.; **Reach** 5 ft.

Special Attack acidic tears, spray

Spell-Like Abilities (CL 12th) constant-*detect good, detect thoughts* STATISTICS

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

Base Atk +9; CMB +13; CMD 25

Feats Blind-Fight, Improved Initiative, Step Up, Toughness, Vital Strike, Weapon Focus (sea reaver)

Skills Acrobatics + 17, Intimidate +17, Knowledge (arcana) +18, Perception +19, Spellcraft +18, Stealth +13, Survival +19

Languages Common, Dagonite, Delatari, Nixish, Oculite SQ bioluminescent, time sight

ECOLOGY

Environment deep sea

Organization solitary, or one vigilus and 2-8 vilicus **Treasure** standard

SPECIAL ABILITIES

Acidic Tears (Ex): Vigilus exude a slimy substance from their central eye that causes 1d4 points of acid damage per round to everything sharing the same squares as the vigilus. Metal, bone (or shell), chitin and other oculi are immune to damage from this ability.

Bioluminescent (Ex): The vigilus may, at will, shed light equal to a torch from its eyes.

Spray (Ex): Once every 1d4 rounds a vigilus may create a fan shaped spray of acid from its central eye, striking all targets in ten feet that are directly in front of it. This acid deals 1d8 points of damage, then an additional 1d4 the next round.

Time Sight (Su): A vigilus can see several seconds into the future, granting it a +2 insight bonus to its AC, saves, or attack and damage rolls. The vigilus chooses its bonus at the start of each round as a free action.

Oculus, Oilicus

This chitin covered creature is only vaguely humanoid. It consists of an orb dominated by a huge staring eye and 3 pairs of specialized legs. It clutches a wicked looking spear in one of its pinchers.



Init +3; Senses all-around vision, darkvision 60 ft., detect animals or plants, detect magic, see in darkness; Perception +13

Racial Buoyancy -190; Depth Tolerance: 25,000 feet

DEFENSE

AC 17; touch 13, flat-footed 15 (+3 Dex, +4 natural) hp 38 (7d8+7) Fort +3, Ref +5, Will +8 Weaknesses light blindness, pressure sensitive 1,000 feet OFFENSE Speed swim 30 ft. Melee fisher spear +8 (1d6/19-20) Special Attack acidic tears, gush Spell-Like Abilities (CL 8th) constant- detect animals or plants, detect magic STATISTICS Str 10, Dex 16, Con 12, Int 13, Wis 15, Cha 13 Base Atk +5; CMB +5; CMD 18 Feats Combat Expertise, Iron Will, Skill Focus (Perception), Weapon Finesse Skills Acrobatics +11, Knowledge (nature) +9, Perception +13, Stealth +11 Languages Common, Dagonite, Oculite SQ bioluminescent, eye for detail ECOLOGY

Environment deep sea **Organization** solitary, harem (2-8) **Treasure** standard

SPECIAL ABILITIES

Acidic Tears (Ex): This is the same as the acidic tears of a vigilus, except that it causes 1d2 points of acid damage per round instead of 1d4. **Bioluminescent (Ex):** Same as vigilus. Eye for Detail (Ex): Vilcus may reroll the results of a Perception check a number of times per day equal to their Wisdom modifier. They must take the second result, even if its lower than the first. Gush (Ex): Once every 1d4 rounds a vilicus may create a gush of acidic fluid from its central eye into an adjoining square. This acid deals 1d4 points of damage to any creatures within that square.

Note: Statistics above are for cultivated specimens that were reared from birth. Adult videns who transgender through feats will have slightly different statistics.

Oiperfish, dire

This ebony eel-like fish has an oversized mouth studded with teeth the size of spears. A glowing orb dangles from a fleshy stem before its jaws.

DIRE VIPERFISH

CR 4 🚱 📀 🕀

XP 1,200

N Large Animal (aquatic) **Init** +2; **Senses** darkvision 60 ft., low-light vision; Perception +11 **Racial Buoyancy** -110; **Depth Tolerance:** 26,000 feet

DEFENSE

AC 17; touch 11, flat-footed 15 (+2 Dex, +6 natural, -1 size) hp 38 (7d8+7)

Fort +6, **Ref** +7, **Will** +4

OFFENSE

Speed swim 40 ft.

Melee bite +8 (2d6+4 plus grab)

Special Attacks swallow whole (2d4 acid damage, AC 13, 4 hp)

STATISTICS

Str 17, Dex 14, Con 13, Int 2, Wis 14 Cha 11

Base Atk +5; CMB +9 (+11 to grapple); CMD 21, can't be tripped

 Feats Improved Grapple, Improved Unarmed Strike, Lunge^B, Skill Focus (Stealth), Weapon Focus (bite)
 Skills Acrobatics +16, Perception +11, Stealth +9; Racial

Modifiers +6 to Stealth, +4 to Perception

ECOLOGY

Environment deep ocean Organization solitary Treasure incidental SPECIAL ABILITIES

Expandable Stomach (Ex): A dire viperfish can swallow one Huge creature, 2 Large creatures, 4 Medium creatures, 8 Small creatures, 16 Tiny creatures, 32 Diminutive creatures, or 64 Fine creatures without penalty.

Dire viperfish are cagy ambush predators, capable of swallowing creatures far larger then themselves. Deep-sea hunters always keep a concern in the back of their minds that the bioluminescence that they are stalking may turn out to be one of these saber-fanged fish, and the chance the hunter becomes the prey.

Dire viperfish hunt in several ways. Most commonly they float in the water column, shining their lure above their massive jaws. They also sometimes cut off their bioluminescence, ambushing passing creatures in the pitch black. No matter how prey is found, the fish gapes its jaws and engulfs its victim.

Dire Viperfish digest their prey over the course of hours to days, depending on the size of its meal. Metal, shell, and stone are all eventually vomited up, falling into the depths. A fish with fresh kills may contain items of value within its stomach, and the undamaged stomach of a dire viperfish is a valuable treasure itself to some beings.



Appendices

Appendix 1: Deep Sea Monsters

Listed below is the compiled list of aquatic creatures that might be found amid the deep sea. The monsters listed here are from various sources, including this book (AA), Alluria Publishing's CERULEAN SEAS (CS), CREEPY CREATURES (CC), WAVES OF THOUGHT (WT), and INDIGO ICE (NI); 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

Deep drow (CS224), Genai (CS234), Merfolk (PB), Shazalarian triton (CS261), Skeleton (PB), Squid imp (AA78)

CR 1/2

Clockwork spy (PB3), Dire lamprey (CS240), Locathah (PB2), Stingray² (PB2), Zombie (PB)

CR 1

Amoeba swarm (PB2), Death's head jellyfish (PB3), Estrel (AA87), Festrog (PB3), Fuath (PB3), Gar² (PB2), Ghoul (PB), Giant amoeba (PB2), Giant hagfish (AA77), Giant lobster (CS241), Goliath jellyfish (CS238), Manta ray² (PB2), Octopus (PB), School of lamprey (CS240), Small Earth elemental (PB), Small Ice elemental (PB2), Small magma elemental (PB2), Small mud elemental (PB2), Small sound elemental (CS226), Small steam elemental (CS228), Small Water elemental (PB), Squid (PB)

CR 2

Cave fisher¹ (PB), Dire stingray² (CS260), Draugr (PB2), Electric eel² (PB), Giant crab (PB), Giant leech (PB), Giant sea anemone² (PB3), Giant virus (CC97), Goggayya (AA75), Huecuva (PB3), Juju zombie (PB2), Low-mind Melusine (WT78), Medusian (WT86), Poltergeist (PB2), Sahuagin (PB), School of squid (CS259), School of stingray² (CS260), Sharg (CS256), Shark (PB), Skeletal champion (PB), Skum (PB), Squibbons (CS262), Stygian imp (CS237), Swarm of hagfish (AA77), Triton (PB2)

CR 3

Allip (PB3), Carchardian (CS264), Ceratiodi (PB3), Fleshwarper (CC40), Medium Earth elemental (PB), Medium Ice elemental (PB2), Medium magma elemental (PB2), Medium mud elemental (PB2), Medium sound elemental (CS226), Medium steam elemental (CS228), Medium Water elemental (PB), Scavenger drake (AA74), shadow (PB), Wight (PB)

CR 4

Carrion golem (PB2), Crab swarm (PB), Crystal ooze (PB), Devilfish (PB2), Dire viperfish (AA89), Ectoplasmic stalker (CC33), Flail snail¹ (PB3), Goblin shark (CS257), Leech swarm (PB), School of jellyfish (CS238), Sea hag (PB), Shaper architeuthian (WT70), Slithering tracker¹ (PB2), Tombrobber (CC91), Zuvembie (PB3)

CR 5

Crypt thing (PB2), Giant moray eel² (PB), Globster (PB3), Grandfather worm (AA76), Grodair (PB3), Ice golem (PB), Large Earth elemental (PB), Large Ice elemental (PB2), Large magma elemental (PB2), Large mud elemental (PB2), Large sound elemental (CS226), Large steam elemental (CS228), Large Water elemental (PB), Mindshrimp swarm (WT80), Mummy (PB), Nightmare eel (WT76), Ochre jelly¹ (PB), Overmind melusine (WT79), Penanggalen (PB3), Phantom lobster (CS241), School of electric eel¹ (CS225), Slurg (CS258), Tojanida (PB3), Vilicus (AA88), Wraith (PB)

CR 6

Giant Gar² (PB2), Jellyfish swarm (PB2), Sea drake (PB2), Sinkfish (AA86)

CR 7

Aboleth (PB), Black pudding¹ (PB), Brain coral (WT71), Charda (PB2), Edestus shark (CS257), Flesh golem (PB), Ghost (PB), Giant coelacanth (CS199), Giant jellyfish (PB2), Huge Earth elemental (PB), Huge Ice elemental (PB2), Huge magma elemental (PB2), Huge mud elemental (PB2), Huge sound elemental (CS226), Huge steam elemental (CS228), Huge Water elemental (PB), Marquis wight (CC99), Phantasmal frogfish (AA83), Shark-eating crab (PB3), Totenmaske (PB2), Young hush dragon (CS212), Zoh (WT87)

CR 8

Bone golem (PB3), Byakko (AA68), Chitin golem (CC49), Dire electric eel¹ (CS225), Giant octopus (PB), Giant slug¹ (PB), Glass golem (PB2), Greater shadow (PB), Guecubu (PB3), Hydrodaemon (PB2), Iku-turso (PB3), Mohrg (PB), Psionic slurg (WT83), Tidal sea titan (CS255), Undead gang (CC96), Vigilus (AA88), Young Chant dragon (WT74)

CR 9

Alchemical golem (PB2), Assassin zombie (CC105), Baykok (PB3), Dire shark (PB), Giant squid (PB), Greater Earth elemental (PB), Greater Ice elemental (PB2), Greater magma elemental (PB2), Greater mud elemental (PB2), Greater sound elemental (CS227), Greater steam elemental (CS228), Greater Water elemental (PB), Marid genie (PB), Minion of saloth (AA70), Plumed serpent (AA85), Source-mind Obitu (AA81), Vampire (PB), Young din dragon (AA72), Young Scream dragon (CS218)

CR10

Clay golem (PB), Ghawwas div (PB3), Piscodaemon (PB2), Psionopod (WT81), Steam sea titan (CS254)

CR 11

Abyssal sea titan (CS250), Adult hush dragon (CS212), Carnivorous crystal¹ (PB3), Crustaceamid devil (AA71), Devourer (PB), Elder Earth elemental (PB), Elder Ice elemental (PB2), Elder magma elemental (PB2), Elder mud elemental (PB2), Elder sound elemental (CS227), Elder steam elemental (CS229), Elder Water elemental (PB), Graveknight (PB3), Greater carchardian (CS263), Sapphire jellyfish (PB3), Stone golem (PB), Stone golem (PB)

CR 12

Adult Chant dragon (WT74), clockwork golem (PB2), Clockwork leviathan (PB3), Fossil golem (PB3), Lich (PB), Occylathan (AA82), Omox demon (PB2), Sea serpent (PB)

CR 13

Adult din dragon (AA72), Adult scream dragon (CS218), Banshee (PB2), Carnivorous blob¹ (PB2), Charybdis (PB2), Echenis demon (AA69), Iron golem (composed of abyssal steel) (PB), Shipwrecker crab (PB3)

CR 14

Death shell jellyfish (AA79), Demilich (PB3), Jormungandi demon (WT73)

CR 15

Abyssal phoenix (AA84), Dybbuk (PB3), Ice lich (NI90), Neothelid (PB)

CR 16

Ancient hush dragon (CS213), Ecorche (PB3), Mithral golem (PB2)

CR 17

Ancient Chant dragon (WT75), Winterwight (PB2)

CR 18

Ancient scream dragon (CS219), Kraken (PB)

CR 19

Adamantine golem (PB2), Deep sea serpent (PB3), Shoggoth (PB)

CR 20

Ancient din dragon (AA73), Nightwave nightshade (PB2), Thalassic behemoth (PB3)

CR 23

Jupervas (AA80)

¹This creature does no typically occur at a significantly deep depth, but creatures with similar features do. Use same statistics with deep sea template.

² Apply aquatic & deep sea template for Underdeep version.

Appendix 2: Pronunciation Guide

Austorian
Azulbryn
Byakko
Echinn
Goggayya
Gorgulth
Kirah
Myxinmave
Oculus
Viden
Vigilus
Vilicus
Zharaz

aw-stawr-ee-uhn azh-ool-brahyn bahy-ak-koh ek-uhn gawg-gahy-yuh gohr-guhlth kuhr-uh mik-suhn-meyv ok-yuh-luhs vahyd-n vij-uhl-uhs vuh-lahy-kuhs zuh-raz

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Cardstock Minis



Instructions

Cut out all non-gray shapes on black outline. Do not cut black line between colored picture and silhouette. Fold in half on that line, then fold black half-circles up. Paste matching base on bottom, word-side-down. Enjoy your miniature!

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When sinking thoughts seek dark dismay, And light is fathoms far away, When in deep with no hope of bliss, You know well the Azure Abyss.

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Adventure awaits in the darkest depths...

The azure abyss, the underdeep, the inky wastes, and the midnight realm are but a few names afforded to those depths considered too deep by the common races of the Cerulean Seas. Though these pitchblack depths comprise the vast majority of the endless sea, these realms have been labeled by most as unfathomable reaches. This tome intends to shed some light on these mysterious waters, the creatures that live there, and the reasons why even the bravest of the surface realm fear diving too far down.





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