

CERULEAN BEAS

the Viridian Veil



ALP-CS07:

Cerulean Seas

Viridian Veil



Role Playing Game Supplement
New Undersea Guide for use with the Pathfinder® Roleplaying Game*
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Chapter 1:



The Lost Sea



long, long time ago...

We were people of the land and we were forsaken by it. The sea did not welcome us either. The ocean fought us with everything she had. We lost half our numbers in the Great Flood, but we were almost wiped out entirely by the great purge. Was it genocide or was it euthanasia? Facts are, there was not enough land left for both us and the natural denizens of the sea. The good seafolk called it mercy, the evil named it sport, and those between just referred to it as "maintaining the balance." We called it extinction and we would not go down without a fight. So we did what any intelligent creatures would do when faced with certain destruction; we found a good way to hide. There were remarkable mages among us who mastered the magic of Time. We had fled to what was left of a mountain range, now a long island chain, and the chronomancers wrapped the entire region in a veil of temporal energy. We disappeared, out of time, and became History.

Not lost to history, nor was history lost to us, however. We could always look out beyond the Veil into the drowned world. Our world is stranger than yours. We dwell in the ocean of the past, present and future. We battle primordial monsters from a million eons ago and, at the same time, struggle against forces from a distant future. It never rains here. We can see the storms from underneath the Veil, but never a drop falls here. There were many challenges behind the Veil. And some of our biggest enemies turned out to be each other.

Regardless, we kept afloat and moved forwards. The land was gone, but we were not. And, in time, the sea welcomed us in. It was ages ago. Your time moves more slowly than ours. For us, a thousand years have passed. We had revolutions and cataclysm of our own since you last saw us. We can swim with you now. We all took different paths, but they all lead to the sea.

An age may come, very soon perhaps, when we will all have to leave the safety of our home, which we have come to call Devonian. Will you welcome us now that we have found our way back to the sea? Will there be room for us? Has the sea sufficiently washed away the blood and enmity we once unleashed on each other? I supposed Time may tell and we have nothing but Time here under the Viridian Veil.

—An excerpt from "Letters to the Future" by Sakda Doublemoon, descendant of human survivors.



Introduction

Up until this tome, it has been asserted that the drylanders have all gone extinct. However, this is not entirely true. In the first days after the water stopped rising, the last survivors congregated together on a remote island chain that used to be the Frista Mountain range. Humans, dwarves, elves, gnomes and even orcs huddled there, trying to hide from a hostile sea. With life sustaining land in short supply, aquatic races had both the advantage and the foresight to continue the drylander calamity by executing genocide on them all, rather than watch them die a slow death from over-competition of resources.

Shut out from the outer planes, who didn't want to deal with millions of ill-prepared refugees, the leaders, sages, and mages of the realm were running out of solutions. Arcane councils were formed to find an answer. Among them was a prestigious group of mages who specialized in time magic known as chronomancy. Unfortunately changing the past with this magic was not an option (the ashrays are testament to this debacle). It seemed the chronomancers would not be of much use.

After a huge invisibility barrier, a legion of flying castles, mass polymorph magic, and even a titanic, magically conjured stone wall all failed to keep out aquatic invaders; the drylanders were ready to turn to the chronomancers again. What the time mages proposed would not only save the drylanders, but give them time to adapt to the new aquatic world.

The solution was a huge veil, constructed from time itself. A titanic temporal portal; a window to another age with a similar water level that could completely mask the islands behind it. Essentially the drylanders would be cloaked in a bubble of time. But was there a time in this world where the water was this high? The most experienced chronomancers had even been there; 400 million years in the past, in the Age of Fishes. The Frista

Mountains didn't even exist in that epoch.

One day the islands were there, and the next, they were lost to time. Centuries passed and the waters under the Viridian Veil, which came to be known as Devonian, watched the drylander races evolve into aquatic species over the course of a thousand years. A quirk in the time veil, however, allows these new races to easily interact with the races of Undinia (the world of Cerulean Seas) in the present time period.

This tome reintroduces the drylanders back into the Cerulean Seas as aquatics with the lovely twist of time travel. This will allow players and Gamemasters alike to explore all the ages of the sea. While familiar, each species took its own distinctive approach to becoming aquatic and has become a unique race unto themselves. In addition, they each have a thousand years of history to set them apart from the drylanders of yore.

VIRIDIAN VEIL works well as a stand-alone setting, an extension of the CERULEAN SEAS CAMPAIGN SETTING, or as a sourcebook for time-traveling adventure both above and below the sea.

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

Lastly, in true Allurian style, we present a comprehensive aquatic bestiary spanning millions of years. We were able to tap the genius of Sam Hing, to bring you some truly fearsome foes out of time that will add both terror and intrigue to your world under the Veil. 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, temporal basics, and environment. Chapter two describes regional adaptations for a few previously detailed races, as well as six new races (Pragian dwarf, Eifelian elf, Lochkovian gnome, Famennian human, sahuakin and shibaten). Chapter three examines how existing aquatic classes fit into this strange new realm and presents a new class (the sharker) 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 an aquatic bestiary of creatures out of time.

Common Terms

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

Abacinite: A ferrous metal that exists in two states at once (molten and solid). It also refers to a steel alloy containing large amounts of abacinite that is easier to wield than the raw ore.

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

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

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

Cerulean Seas: The primary campaign setting, located in the South-East quadrant of the globe.

Chronomancers: Sorcerers and Wizards who specialize in temporal magic. They created the Viridian Veil.

Depth Tolerance: The maximum depth a creature can safely traverse. This is detailed in the CERULEAN SEAS CAMPAIGN SETTING.

Devonia: A vast island chain located underneath the Viridian Veil that was all that remained of the pre-flood Frista Mountain range. It is located in the north-west quadrant of the globe.

Feldorheim: Feldorheim is the northern (arctic) pole. (INDIGO ICE)

Frasnia: One branch of humanity who took an eclectic approach to survival. Originally pacifists, they slowly devolved into warmongering. After the Great War, they formed an empire that spanned all of Devonia and ruled with an iron fist for nearly a

century. Their civilization ended 130 years ago in a catastrophe related to their technology.

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 in the main campaign world. It happened nearly a thousand years ago in the Viridian Veil setting.

The Great War: In Devonia, starting around 3 centuries ago, the Frasnians became increasingly warlike and began to hostilely take over neighboring territories. This went on for several decades. It ended in what many refer to as "the last battle." During this battle, disparate territories banded together to take on the Frasnian militia. They lost. Devonia was ruled by the Frasnian Empire for nearly a century afterwards.

Hitogoi Technology: The spring-powered mechanisms invented by the hitogoi. (CELADON SHORES)

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

Karma: A term used to reflect one's personal effect on the natural timeline. Chronomancers and out-timers mess with the natural order of things, and incur negative Karma. Time actively harms those with a very low Karma score.

Nikaikoku: This is another name for the entire CELADON SHORES setting, located in the north-east quadrant of the globe.

Out-timers: Creatures and beings from a time other than the present, usually arriving through rifts in the veil.

Rifts: The fabric of the Viridian Veil is riddled with small openings to other periods of time.

Senkokoku: This saber shaped land spans the entirety of Nikaikoku, and is host to many lakes and rivers as well as a lofty mountain range and frigid glaciers in the north. (CELADON SHORES)

The Stygian Triangle: Those outside of Devonia refer to the strange and remote open waters where the Frista Mountains once resided as the Stygian Triangle. These waters are to be avoided at all costs, as many who enter these waters never return.

Trueform: An intelligent species of non-humanoid form. Hydrurgans (trueform seals) and dolphins are trueforms. While not standard PC races, they do contribute to the overall society of the setting. (CERULEAN SEAS CAMPAIGN SETTING)

Undinia: The world of the Cerulean Seas Campaign Setting, including Devonia, the Cerulean Seas, Nikaikoku, the Underdeep, and Isinblare.

Viridian Veil: A term referring to the temporal boundaries of Devonia. It is a magical curtain that separates Devonia from the rest of time, with the exception of rifts. It was created by chronomancers after the flood to hide the waters that would become Devonia and their drylander refugees.

Time Travel Basics

Time Itself

Note from the Authors: This tome is not intended to be a stand-alone guide to chronomancy or to the theories of Time that are offered as fact in this work of fiction. Instead we are presenting one of many philosophical takes on the concept of time travel and running with it. It is our hope that it provides just enough suspension of disbelief to make this book and the concepts within it fun to play and think about.

Many concepts of time revolve around the “butterfly effect.” In this fragile temporal paradigm, something as seemingly insignificant as killing an insect in the past changes a whole chain of events and ultimately and irrevocably changes the present and the future. This makes time travel dangerous on many levels and opens the way for confusing paradox.

In this setting, however, time is not so fragile. Instead, we have the “boulder effect.” This means, sometimes quite literally, that if you mess with a fixed point in time, a boulder may fall on your head, sometimes even preemptively, thus eliminating you from the equation. Time in this universe seems sapient, aggressively defends itself, and does not like it when people try to change major events but doesn’t care too much about the little details, including the individuals who make up those details. Chronomancers, or time mages, learn very quickly the rules of time. They are, as follows:

1. **There are fixed points in time that Time will actively defend.** No one has ever succeeded in changing them. Usually events that cause great change are fixed points.
2. **The little details are usually not important to Time, and neither are individuals.** If one particular villain creates a fixed point event, and you go back in time and kill that person as a baby, time will likely eliminate you for meddling, and just change events so that some other villain takes the place of the person you killed. A time mage who covers too many bases is actually just inviting time to change events so that mage never existed. Time will actively adjust hundreds of minor details to preserve one fixed point.
3. **Time does things in complicated ways.** When time makes an adjustment, it is usually in dozens of minor details instead of a few major ones. These details add up to unexpected consequences. As a result, changing big things in the distant past has fewer discernable repercussions than changing a small but recent event, because time has room to change a lot of little things to nudge everything back

into place. With recent events, there is less room to work with, thus forcing time to make larger adjustments. Thus changing the distant past is always safer than changing something within someone’s own lifespan.

4. **Time doesn’t have to make sense.** On occasion, Time seems to ignore the destruction of fixed points. Occasionally Time vehemently protects a seemingly minor detail. While overall, Time seems to be logical and follow some recognizable chain of thought, this is not always the case. Sometimes Time will actively transfer objects or beings from one time to another for seemingly minor reasons or no discernable purpose at all.
5. **Time is keeping score, and will punish a low score eventually.** Many chronomancers get a false sense of security because they can get away with a lot and suffer no consequences. This time score is known as Karma, and obtaining a negative pool gradually gains the notice of the forces of Time. This could happen early on, or after a huge negative pool is amassed, but it will happen.

KARMA

Karma is a pool of points collected or lost while directly interacting with the forces of time. Doing something that helps time maintain its fixed points grants a character positive points. Performing acts that mess with fixed points will result in negative Karma. Everybody has some amount of Karma, but few have a score that Time cares about unless they are a mage that can cast spells that mess with time. The average person perceives Karma as good or bad luck, but a chronomancer sees it as a calculable risk or benefit.

If a character has a negative Karma score, the Game Master, at any arbitrary point, can decide to turn a success into a failure, turn a roll of 20 to a roll of 1, or manipulate any number of minor details that may even result in the death of that character. Afterwards, at the Game Master’s discretion, some positive Karma can flow into that pool.

On the flip side of this, if the bad Karma character is having genuine bad luck, the Game Master can sprinkle some positive Karma into that character’s pool as a more organic payment for bad Karma spent.

Most characters start with zero Karma, and most non-magic users never actually change that score. Actual points gained or lost for chronomancy magic is detailed in Chapter 4 of this tome. In Chapter 3, there is a chronomancer prestige class that actively spends positive Karma to elicit temporal effects.



Time Portals

In the golden age of Chronomancy, time magic was a life-long endeavor. Chronomancers would begin study at an early age, and, if they were lucky, have a firm grasp on temporal mechanics and how to manipulate time in their golden years. Time travel was the magnum opus of these chronomancers. It was accomplished through powerful arcane constructs known as “Time Portals.”

While they vary greatly in size, shape and design all time portals share the features listed below:

THE WINDOWS

While most time windows look like nothing more than openings to another time, they are vastly more complicated than that. In fact, because the window actually exists in four dimensions (the fourth dimension being time); it is difficult to comprehend what is actually going on without dropping down a dimension as an analogy.

If we use Time as the 3rd dimension, we would see the window as a long tube or cylinder stretching from the present to a point in the past or future. The length of this tube remains constant and is always traveling forward (into the future). Thus if you travel through the “tube” it keeps up with you through time. If you spend an hour in the past and

return through the same portal, an hour would have passed in your own time. This part is fairly easy to conceptualize.

However, it gets a little more complicated when we realize that a cross-section of that tube is not a circle (as it would be if we were bisecting an actual cylinder), but instead it is a sphere. The window is basically a bubble, usually smashed into the form of a thin cylinder or other seemingly 2-dimensional shape via the magic of the Time Portal. The mind blowing part is that the analogy breaks down a bit after this. The outside plane of the “bubble” in the present time leads to destination time (past or future), and the inside plane anchors the window to the present. However, at the destination, the outside and inside are reversed in a typical time portal, so that the outside plane of the sphere now leads to the present, and the inside plane anchors to the destination point.

To the typical traveler however, they simply see a window to another time and can walk through that window to enter that time. In that other time they can see a window back to the present, and may walk through that window back to the present. Most portals had “frames” built around windows in the present to prevent anyone from standing inside the area where a window would be created. Travelers never encounter the “inside” of the sphere, or even realize it is there.



Clever chronomancers know it is there, however, and it was something of a mystery for quite a while. Even seasoned time sages had no idea what a temporal anchor might appear as. What would happen to something or someone caught in the middle of a time window? Would they cease to exist? Would they continue to exist inside a bubble outside of time? One brave chronomancer eventually solved the riddle by building a time portal with a “thicker” window and standing in the middle of it when the portal was activated. His name was Nathan Watt.

Watt seemed to vanish. No magic could detect him. He was neither in the present nor the past. His colleagues lamented that he warped himself out of existence or ended up in the Well of Worlds.

Watt did not disappear, however, nor did he end up in some other dimension. He was simply in the same space looking out into two different times; the present and (in this case) the past, each superimposed over each other. He could step out of the bubble with ease, and, after about an hour of observation, he did just that, greeting his astonished comrades in the present. Repeated experiments, however, yielded that walking out of a bubble only takes you to the present about 75% of the time, and 25% it brings you to the destination time. Truly, the inside of a time portal follows stranger rules.

Nathan Watt, quite elderly (and likely from a different time) was part of the council of chronomancers that built the Veil, and played a pivotal role in its conception. Understanding a window helps in understanding the Veil. Basically a gigantic time portal was created with a huge bubble that was formed into a titanic and irregular tetrahedron that encompasses the entirety of the Devonian Isles and much of the continental shelf around them. On the outside, in the present, one sees a seamless window to the past. This portal is slightly different, however, in the inside returns to the present and the outside is the anchor point. Thus traveling through the tetrahedral window into the past brings the traveler into a gigantic tetrahedral “snippet” of the past that looks out seamlessly back to the present.

In the distant past, the outside of the tetrahedron shows a ghostly visage of the Devonian Isles at their present time superimposed over the waters as they were meant to be. The chronomancers who made the veil never imagined that any sentient creature would ever see that sight, as the outside was filled with primitive fish, plants and other aquatic life that were far from contemplating or recording what they saw.

The chronomancers also had no idea that the temporal anchor of a time portal had issues such as time slippage and rifts.

Of course, time portals were never fabricated on such a scale, nor were the windows ever reversed. Temporal anchors themselves left sages with much more questions than answers. There was a lot of room for uncertainty. Without question, the Veil was a desperate gamble, and those saved by it were lucky that it worked at all.

PYLONS

All time portals have 4 pillars or “pylons” that determine the size, shape and temporal destinations of the portal. These are the physical “nuts and a bolts” of the portal. Each pylon is an artifact in its own right. While they do nothing by themselves unless attuned to the other three, they still give off powerful auras and are nearly indestructible. The only known way of destroying a pylon is by dropping it into the Well of Worlds. However most pylons are fairly large (weighing a minimum of one ton) and are usually rooted to their locations. Also note that the pylons only exist in the present, and the destination point has only the “window” part of the time portal. So moving a time portal can be a major undertaking.

The pylons are usually arranged to encircle the time window in some way, though this formation does not have to be exact or even in the same shape as the window. In the case of the Veil, the pylons are arranged inside of the window. This was also experimental at the time of the Veil’s creation, and, quite luckily, the pylons continue to function in this formation as well.

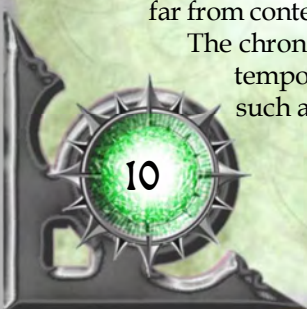
In the Viridian Veil, the pylons each appear as titanic green crystals rising up from a circular dais inscribed with several glowing sigils. Each Devonian pylon is hundreds of miles apart, inside the corners of the tetrahedron.

SIGILS

On or around the pillars are a series of glowing green sigils. A lot of chronomancy magic involves drawing circular sigils in the air (the somatic component), and this is permanently reflected in time portal construction. These intangible, disembodied diagrams serve as “control panels” to fine-tune, activate, or deactivate the time portal. They are generated by the pillars themselves.

These controls are not universal, however, and may be impossible to decipher or use by even the most powerful chronomancers who were not intimately involved with their creation.

For the Veil, this information was intended to be passed down but was instead lost. No one knows how to turn off the Veil or use the Sigils to fix the time slippage or rift issues. Many speculate that the sigils would be useless to fix these issues anyway, and may even be part of the malfunction.



Environment

Weather & Climate

In their rush to conceal the Devonian Isles, the founding chronomancers disregarded a fairly vital aspect of their lives and livelihood; the weather. No rain would fall under the Veil. No snow would accumulate in the mountains, no wind would move the waters, and no tide would ever come in. Ghostly storm clouds loom over the realm regularly, flashing lighting, but neither the rain nor the thunder ever reaches beyond the Veil. However, there are two factors that keep Devonian from becoming a lifeless void; the weather golems and the time rifts.

For the first few decades after raising the veil, wizards and engineers alike were churning out automatons known as “weather golems.” These artificial creatures were capable of taking in astronomical amounts of sea water (thanks to an extra dimensional space that they carried inside themselves), desalinating it, and moving it inland where they used various methods to distribute it where precipitation normally would. By the end of their mass production, they numbered in the tens of thousands. In the thousand years that followed, this number has dwindled to just less than 8000, as few know how to maintain these creatures, and only a handful of people know how to make one from scratch. As a result, much of the land under the Veil is barren and parched.

In addition to the weather golems, the time rifts actually allow some weather, air, and circulation through in highly localized, randomly shifting areas. This is significant enough to make a difference to the overall climate and amount of fresh water under the veil. Trillions of gallons of sea water and some fresh water filter in through the rifts from various time periods each year, most through rifts less than a foot in diameter.

This temporal water intake is what keeps the seas of Devonian alive. Not only is an intake of new water (and expulsion of old), the seawater, being from dissimilar ages, varies greatly in salinity and temperature. This encourages the water to mix and form currents, thus providing the mechanisms necessary to avoid stagnation.

Devonian is universally subtropical, though a bit colder in the north (ice will form for about two months in the “winter” months) and more tropical in the south. It has no risk of hurricanes, tornados, tsunamis, volcanic eruptions, earthquakes, or most

natural disasters. Water currents are generally mild and slow moving. Whirlpools occasionally open up, usually the result of a rift underneath them.

HYPOSALINE AND HYPERSALINE ZONES

Riftwater intake cause strange hazards near the Veil especially. Salinity can vary greatly from normal seawater in large, several-square-mile pockets. Travelers immersed in these regions must succeed on a DC 15 Fortitude save or become fatigued. Even on a success, they must repeat the save attempt every 10 minutes they remain immersed. Creatures who can withstand both fresh and saltwater are generally immune to the effects of these regions. Furthermore, freshwater creatures may ignore the effects hyposaline regions but suffer a -4 penalty to the Fortitude save in hypersaline zones.

SHADOW ZONES

Because of the lessened water circulation of the Devonian Sea, pockets of water not only suffer from abrupt hypoxic zones (detailed in the Cerulean Seas corebook) but also low-oxygen shadow zones. These hazards are CR 1 and require a DC 25 Survival check to notice. Water-breathing creatures in a shadow zone must make a Fortitude save (DC 15 + 1 per previous check) each hour or become fatigued. After a creature becomes fatigued, slow suffocation sets in. Creatures that do not breathe water can avoid these effects.

SHOCK POOLS

Rifts and other strange currents common in Devonian create pockets of freezing water in otherwise balmy waters. Swimming into these “shock pools” can indeed be quite a shock. Entering a shock pool requires a character to make a Fortitude save (DC 15) or be dazed for one round. If a roll of 1 is made while making this save, the character is both dazed and takes 3d6 points of non-lethal damage. In long standing shock pools, ambush predators may congregate to take advantage of unwary travelers. Grey sharks are especially common in these regions, and do not behave in their typically passive ways.

Night & Day

Devonia's sky is made up of two skies from two different times superimposed over one another and moving at different speeds. The intensity of each sky is halved, so while there are occasionally two suns or double the stars in the sky, the brightness of the sky is about the same. Night and day have much less meaning here. The antediluvian sky moves backwards twice as fast as a normal day outside the Veil moves forwards. The sun sets and rises every 12 hours or so, based on the seasons. The modern sky moves forward, but at half the rate as normal. This sky stays sunny for 24 hours (give or take, depending on the season), with another 24 hours of darkness. So, in a normal Devonian day, every other day is a bit different. One day will have a "double day" that last about 6 hours when both suns are out. The next day will have a "double night" when two sets of stars light the sky. The rest is a weird twilight of sunsets, sunrises, and every combination in-between.

While the sun and moon are no longer counted on to measure time or direction, the two north stars are a bit more reliable. The ancient north star, known as the "Dawning Star," wobbles its way around the modern north star known as the "Setting Star." Navigation and time can be determined by locating one or both of these stars, in relation to other, less consistent celestial bodies. This is a good thing, because compasses do not work under the Veil.

In Devonia, lycanthropes do exist, but the moon and tides never influence them. With a marked decrease in forced transformations, their populations are very small, and they are extremely uncommon.

Strange conjunctions commonplace in Devonia where two stars become one, the two suns overlap, or the moons seem to pass through each other. Skygazers often attribute these occurrences to something positive or negative, much like astrologers do in other realms. Their observations seem equally as accurate.

Likewise, there is no tide under the Veil. While it is uncertain how the Veil seems to maintain a seamless water-level between the outside and inside, this has never wavered. Many sages speculate that the temporal anchors of the time portal have very peculiar effects on gravity. At the scale of the Viridian Veil, these gravitational forces likely fan out far beyond the Veil itself, spreading out the water level difference over several miles. Thus, the dip in water would not be noticeable unless the two areas varied by more than 100 feet, which they are not predicted to do for millions of years.

Depth

"As Deep as Devonia" is a saying in this realm that refers to something that appears abundant but is actually quite scarce. Despite the surface of the realm being over 90% water, it is also part of the continental shelf that contains the islands. Before the flood, most of the region behind the Veil was actually land, forming a vast continent 600 miles across and nearly 1000 miles long. All that pokes above the water now are the Frista Mountains, but the region remains shallow. At its deepest point, Devonia is only slightly over 600 feet deep.

While the Veil doesn't obscure the entirety of this continental shelf, it does sharply drop off in nearly every direction right after the edge of the Veil. Under the waves, part of the boundary of the Veil looks like seamounts that rise naturally as you approach, then drop off into deep cliffs as one peers through the time window. While strange, this doesn't necessarily indicate an unnatural border. Looking out, one sees two seascapes superimposed over the other, often rock and sea existing in the same place, thus making the boundary fairly obvious.

Sharks

Sentient life coming through the rifts in the Veil is actually fairly rare. The same cannot be said for wildlife. All manner of fish, reptiles, squids and crustaceans invade Devonia from all different times every day. Of these, sharks seem to be the most common. Devonia is home to thousands of species of sharks from hundreds of different time periods. No matter the rift that opens, chances are there will be a shark there waiting to come through. The Veil itself seems to attract them, and they swarm at the edge of its borders. Many speculate that the Veil messes with their electromagnetic senses, steering them off course and into a time rift.

Whatever the case, Devonian waters are home to at least twice as many sharks as the non-Devonian sea. Blood in the water here is very dangerous. The dead never decay. One silver lining in this environmental predicament is that undead are not nearly as common under the Veil. With the exception of the Frasnian dead and the time wights, all forms of undead are so rare that most have never heard of them.

The Veil & Time Rifts

Of course, the most exciting feature of the Devonia is its boundary; the Viridian Veil. The outer perimeter bisects roughly 3,500 miles of ocean. From the outside, the Veil is entirely invisible and nearly undetectable. The scale at which it encompasses makes the Veil appear seamless when you are right up upon it. Crossing it into another time causes a feeling of uneasiness, but a look back one sees the sea from which they came from.

From the inside, however, the Veil is quite a spectacle. Not only does it show two skies overlapping each other, but shimmers of green ripple through it regularly, like a monochrome borealis. Only the double day is bright enough to drown out this effect.

The inside of the Veil was never intended to be a time window. Part of the mechanical aspect of a time portal, the inside of the Veil is what is known to chronomancers as a "time anchor." Much like the grey side of a mirror, it functions to project a certain image (and opening) to the opposite side. Its properties are not entirely understood.

Its most worrisome feature, though, is the presence of time slippage. While the time portal continues to function normally on the outside, the inside shows signs of decay. The internal workings of the time portal are shrinking and no one knows why. The distant past continues to run backwards at a slowly increasing rate, which is about half a millennia further into the future than it should be. The image of the present, which stretches days into 48 hour intervals, is now actually about 500 years slow, leading to what is essentially the past, even though it is present day in the Cerulean Seas timeline.

In the three dimensional time analogy presented earlier in this chapter, we saw the time portal as a long tube of a specific length moving a constant speed forward. This is still happening with the outside of that tube (the time window). But the anchor portion is shrinking at a rate of about 24 hours per day. Each day, the internal tube gets 12 hours shorter on both ends. And this phenomenon has been slowly increasing over the millennia that the Veil has existed.

It goes without saying that the time anchor portion of the time portal was never intended to

work like a window. However, the Veil is not a prison wall. While most wildlife avoids it (from the inside, in any case), one can easily pass through it. The time anchor of the Viridian Veil takes you to what you can see, which is either 500 years into the past (which conveniently happens to be present day in the Cerulean Seas timeline) or 400 million years into the past (minus about 500 years, though that makes little difference to those stranded there.) Unfortunately, with regards to the Veil, this is a one way trip.

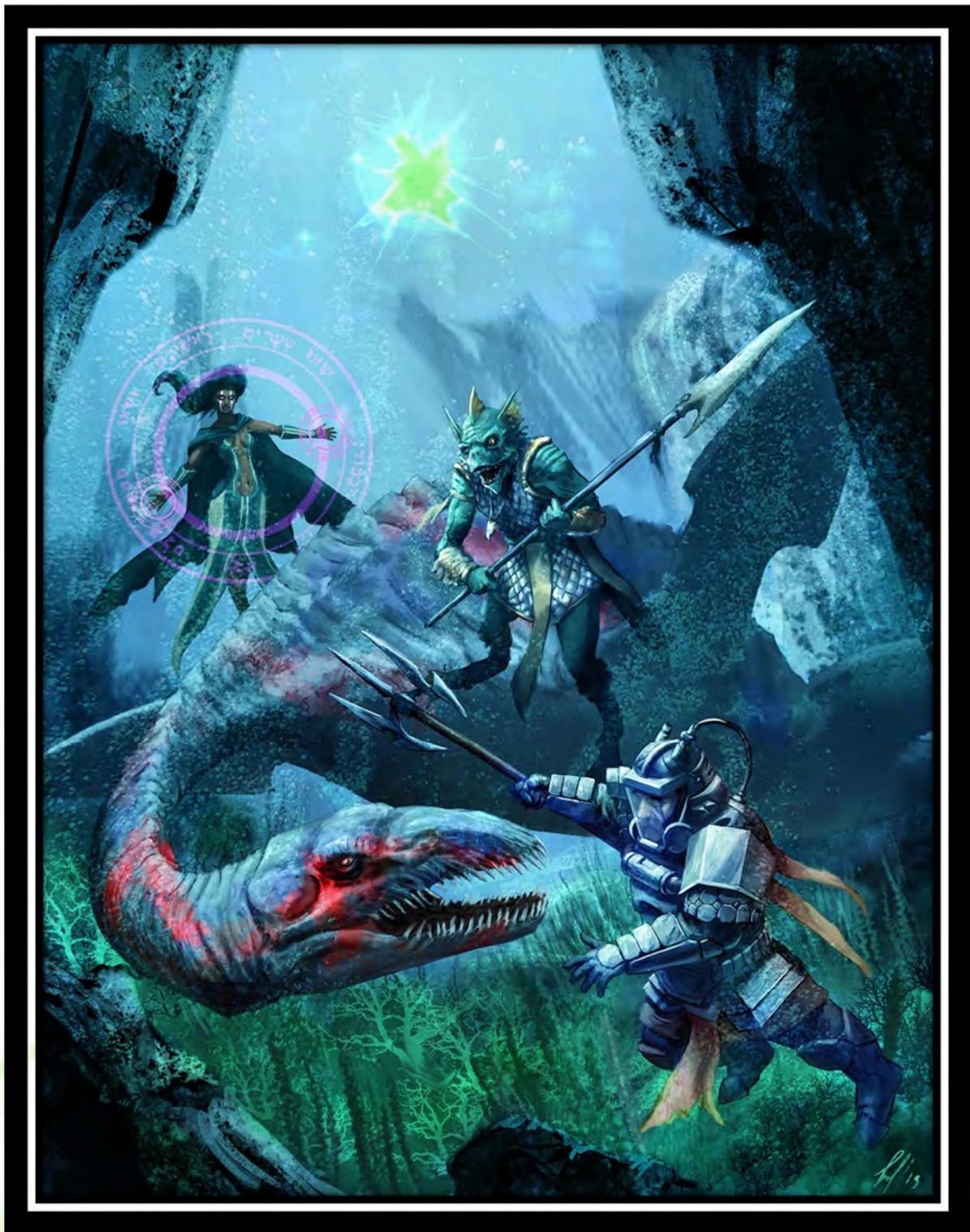
If you pass through the veil and look back, you would see exactly what the rest of the world sees: open water. 75% of the time this will be in the present day world of the Cerulean Seas, and the other 25% of the time you'll be 400 million years in the past. It's a gamble that has a payoff fairly easy to figure out by looking at the local wildlife.

However there are ways of getting home (if your home happens to be under the Veil). The first and most obvious option is to hire a chronomancer to come with you. Chronomancers are quite famous for being able to leave the Veil and come back. Their services do not come cheap, however, and most require you to go on several side quests first to gain their trust.

Aside from chronomancers, one would have to be lucky enough to find a rift that takes you back under the Veil at the right time. A rift is a fissure in the "time tube" that lets stuff into the bubble from pretty much any time the bubble passes through. In the case of the Veil, this span goes from 400 million years ago to 500 years into the future. They occur and disappear naturally and unpredictably. They are fractures in the fabric of time and they never appear on the time window. They appear where the window would be in the past and always lead through the time anchor into Devonia. However, being random occurrences, it is pretty difficult to find one. Unless you are a chronopterid, that is.

Chronopterids evolved by exploiting these time rifts. They know thousands of them intimately. Sworn enemies to chronomancers who love to close their precious rifts to gain Karma, the chronopterids will guide other races through as long as those individuals are proven trustworthy or completely unable to divulge the location of these rifts to others.

Chapter 2:



Races Out of Time



It has been often said that the sea never forgets. It is not uncommon for an ocean dweller, once thought extinct for eons, to suddenly reappear alive and well. If the watery realm does have a memory, the blurry murk of antiquity is surprisingly clear betwixt the Viridian Veil. Here be the cultures of yore mingled with the people of tomorrow. The Viridian Veil campaign is one where primitive and primordial can mix with sophisticated and scientific. Devonia is the place to find races lost to time.

In this chapter we examine six familiar player character races that have become an integral part of the populace of Devonia. While it is entirely possible to encounter any other race from any Cerulean Seas supplement, they have few, if any, permanent bases in this temporally secluded realm and contribute very little to the overall culture of this sea. The races we will revisit are a forgotten tribe of merfolk, the primitive mrawghs, the enigmatic zefs, the loquacious chronopterids, the tragic ashrays, and the tenacious grindylows.

In addition, we will introduce six new player character races that put new aquatic twists on the pseudo-extinct drylanders. These races are common to Devonia, though rarely encountered outside of the Viridian Veil.

Aquatic Races, Revisited

The races that have become familiar in the Cerulean Seas Campaign Setting get a slight makeover from isolation in these weird waters and exposure to other strange citizens. Likewise, they avoided much of the history that shaped the classic Cerulean Seas region (and beyond) including everything since the Great Flood. Even the underdeep has no influence here, as the deepest depths included in the Veil are a smidge over 600 feet.

In many cases, and unlike many other realms, these revisited races are not from a separate or new branch of the original. Instead they are the originals, preserved in form with only their culture evolved and adapted to this unusual seascape. As such, they may provide a fresh insight on these races and their roots.

Unlike the other races of this realm, these revisited races are also the most aquatic. Consequently, this puts them much closer to the border of the Viridian Veil, and most likely to cross it. Therefore, these races are most likely to be known outside the Veil and to know its secrets. They are also better able to blend in as usual denizens of realms outside of Devonia.

Merfolk, Qar Qlahap: The Qar Qlahap (roughly translated from Aquan to mean “pure bloods”) are an ancient race of merfolk no longer seen in the outside world. While they closely resemble seafolk, and may have contributed to the ancestry of modern seafolk, the Qar Qlahap originate from an entirely different line. While all other merfolk in the Cerulean Seas world can trace their roots to the Nommo, the Qar Qlahap and humans share a distant prehistoric ancestor.

While many may point to this fact as a contributing factor to the Qar Qlahap’s “persecution” in pre-Flood times and especially during the Great Flood itself, the pure bloods did much to earn their hated position amongst other races of the sea. Strict separatists and racists, the ancestors of the modern Qar Qlahap believed in the purity of their race, and saw mingling with the Nommo-blooded merfolk as an abomination against nature. It was intolerance of their intolerance and unwillingness to cooperate that drove the Qar Qlahap to seek asylum on secluded shores, and ultimately how they became trapped behind the Viridian Veil.

Luckily, the Qar Qlahap of today have given up much of their xenophobic ways of thinking, having little contact with other merfolk aside from the Mrawgh, who consider them too fragile to interact with. Statistically, the Qar Qlahap are identical to the Merfolk presented in the *PATHFINDER ROLEPLAYING GAME ADVANCED RACE GUIDE*.

Mrawghs: These are the blue mrawghs of legend! Though they consider the goddess Mahra to be the great-great-grand daughter of their unnamed creator, the blue mrawghs have no ties to this deity or to the mahrogs. They appeared in this realm shortly after the Veil was installed, likely migrating from an undetected veil rift.

Blue mrawghs are identical to those presented in *REMARKABLE RACES SUBMERGED*, aside from their blue coloration, their lack of racial bonus feats, and their absence of the Technology Allergy racial trait.

Zefs: Though this is not something most Devonian zefs openly talk about, the Zefs behind the Veil are not actually zefs; they are zas (the original parasites that had ammonite hosts). A small community of them traveled through a large rift in the veil about a century after the Veil was dropped and were besieged by the collective intellect of the entirety of their species throughout all of time.

For the first few decades this sent these poor, psionic mollusks into a sort of mass psychological stupor. As they came out of their madness, they came to agree on a new form behind the Veil; the snell-bodies of the zef. Strangely, there were no native snells in Devonian, and

they relied on technology gleaned from collective intellect of the Zyn, a subspecies who would not be seen in the Cerulean Seas timeline for another two centuries. The Zyn abandoned their use of semi-intelligent hosts and instead used psychometabolism to evolve mindless mollusks into an inhabitable form. For the Devonian zefs, they evolve Small-sized ammonites into the forms of Snells.

Devonian zefs are statistically identical to the zefs presented in *WAVES OF THOUGHT*. Culturally they are children with wisdom far beyond their years and, as such, are very different than the modern zef. They are curious explorers and experimenters, prone to flights of fancy, and disposed to borderline-reckless or insane behavior. They often take their cleverness to the edge of reason and beyond. They venerate the zef-stage of their species’ evolution, but show tendencies of all stages, including the insidious zohs and antisocial zils.

Chronopterids: While most races either came through a rift in the Veil or were behind the Veil when it was erected, the chronopterids boast being the direct product of the Veil itself. Starting out as normal sea scorpions that sought the rifts in the Veil as refuge from cataclysm, the chronopterids evolved to seek out and take advantage of these rifts in time during periods of world chaos, thus avoiding several great extinctions and allowing them to grow from mindless arthropod to sophisticated lobster.

Chronopterids in Devonian are not only statistically identical to those presented in *REMARKABLE RACES SUBMERGED*, they likely come from the same population. In addition to their regular abilities, all Chronopterids (including those not from Devonian) can cast *detect rift* (detailed in Chapter 4 of this tome) once per day as a Spell-like ability. Outside the Veil this ability is likely to yield no useful information.

Ashrays: The prevalence of ashrays behind the Viridian Veil signals a dire warning that chronomancers have been pointing to for centuries. Their population has greatly increased in the last few decades and many are worried that this signals that the Veil will fall soon or worse.

Ashrays in Devonian are identical to those presented in *REMARKABLE RACES SUBMERGED*.

Grindybows: Grindybows were common among the western coastline of the Frista Mountains, long before the Great Flood and the Veil. They remain common to this area today. Ten centuries have changed them little, though Devonian grindybows are slightly more cooperative with other races, and marginally less prone to evil. Otherwise they are identical to the Grindybow race presented in *PATHFINDER PLAYER COMPANION: BLOOD OF THE SEA*.



New Aquatic Races

Unlike previous Cerulean Seas setting expansions, most of the new aquatic races of Viridian Veil are not entirely unfamiliar. They are derived from popular land dwellers, beloved by all in the majority of the Pathfinder Roleplaying Game. Here, they are reimagined, given ten centuries of aquatic evolution and adaptation to this strange new realm.

First are the dwarves of Pragia. These dwarves took their love of armor, metalsmithing, and mineral knowledge and designed special suits called “diving armor.” This miraculous invention, refined for centuries by the best dwarven engineers, allowed the dwarves to not only overcome their fear of the watery depths, but to become a formidable force of the sea! Pragian dwarves are now rarely seen without their diving armor, donning it as soon as they are able to walk.

Next you will meet the elves of Eifelia. Their ancestors used powerful magic to alter their genetic makeup, thus plunging the race of surface elves permanently under the waves. Unfortunately they did not fully understand the forces they were reckoning with, nor could they agree on a design for their future forms. As a result, Eifelien elves are not the beautiful race of yore, but a mottled mess of scales and colors that give them an unnerving presence.

While the halflings didn’t seem to survive the aftermath of the flood, the gnomes of Lochkovia very much did. These gnomes found an elegant

solution combining their love of nature with their peculiar fey magic. Lochkovian gnomes magically bonded with aquatic and amphibious creatures, merging their souls with them, and thus gaining their aquatic aptitude.

Of course, humans survived as well. On the coast of Famennia, a tribe of men did what they did best; learned to adapt to a changing world. Their solution was the least dramatic; they simply went with the flow. Ten centuries of natural evolution and survival of the fittest yielded a human race well-suited to aquatic environs.

Orcs and Sahuagins also endured, but perhaps not entirely intact. Superior numbers of native and refugee orcs subjugated the fleeing sahuagins and bred with them. The resulting descendants, the sahuakins merged orc ferocity with sahuagin savagery. Strangely, the rage of the orcs was tempered with the coldness of the sahuagins, yielding a slightly more empathetic new race than their ancestors ever were.

Lastly, the Shibaten are newcomers to the realm, originating from a rift from 300 years into the future of Cerulean Seas. These duck-like denizens bring with them vestiges of a distant culture and advanced technology.

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

Dwarf, Pragian

The original dwarf diving armor was based on an ingenious wading suit that certain clans would use for mining flooded caverns. It was large, clunky, and offered a dwarf partial-underwater waterproof activity for about an hour. Nearly a thousand years later, diving armor has evolved to become a second skin for a decidedly amphibious dwarf. The Pragian dwarf is seldom seen out of his armor, and many liken an armorless dwarf to a hermit crab without a shell.

Physical Description: Physically dwarves have changed very little. They are basically the same short and stocky race. They still pride themselves on the long length of their hair and beards, even if they are barely visible behind the crystal mask of the diving armor. Adult dwarves also take great pride in the design of their diving suit, each one as unique as the dwarf wearing it.

Other races know the Pragians outward appearance by their diving armor, which looks superficially like full-plate armor with a clear crystal visor. On closer inspection, it features several valves, spouts, tubes, and canisters. All joints and connections are fortified with a dark, rubbery material that the Pragians call "sand cloth." The armor is actually quite buoyant and its buoyancy is perfectly adjusted so the dwarf wearing it is very "light" in the water, allowing the wearer to swim freely without expending a lot of energy.

Society: Pragians, like all dwarves, still have a great love of stonework, with a passion for stone and metal based craftsmanship and engineering. This has since expanded to gemology, mineralogy, and the finer subjects of chemistry and physics. Unlike most cultures that focus on these endeavors, dwarves are not fond of automation or overly mechanical apparatus, finding such inventions to be both discomforting and indolent. They build simple concepts extremely well, applying advanced scientific techniques and futuristic materials. However, you will not find the clockwork automaton, the steam-powered gadget, or even the pneumatic wrench that typically

accompanies that level of ingenuity. Dwarves do not invent things for convenience or entertainment, only practicality.

Pragians still value the art of war and the concept of "aggressive negotiations" but they have also learned valuable lessons from the fall of Frasnian about not relying too much on technology. While they still use advanced metallurgy and production techniques, Pragians purposely keep their weapons both primitive and hands-on. These deep diving dwarves value defense over offense and protection over conquest. Breaching a Pragian stronghold has become a euphemism for attempting the impossible.

Relations: Most races admire the honesty and ingenuity of the Pragians, and trade handsomely for the materials that only they know how to make. Commerce is secondary to a Pragian, born more out of necessity than a need for cooperation or community. Pragia, being a rocky and infertile island riddled with hot springs, noxious and acidic pools, and hostile wildlife is not the best place to cultivate food. Needless to say, most of what the Pragians trade for is basic sustenance. This forces the Pragians to remain civil with their neighbors. Likewise, those who desire the exclusive resources of the Pragians must also remain unthreatening to them.

Alignment and Religion: Pragians, like their dwarven ancestors, are still driven by honor and tradition. However, the land has been especially hard on the culture of the Pragians, dimming greatly their love of celebration and merry-making. Their communal alignment has slipped towards lawful neutral. Religious Pragians, who are not very common, tend to venerate a unique version of Dumothan, a primordial mountain god.

Adventurers: Although Pragian adventurers are rare compared to most other Devonian races, they are still renowned for their martial prowess. Dwarves often leave the confines of their strongholds to seek glory for their clans, to find new sources of rare gems, minerals and metals, or to reclaim Pragian technology from Frasnian ruins.

Male Names: Aron, Domald, Einar, Gunnar, Hildor, Jon, Magnus, Olafur, Torfi, Viktor.

Female Names: Birta, Bordís, Elin, Gudrun, Hadda, Hekla, Ida, Katrin, Soley, Unnur.

PRAGIAN DWARF RACIAL TRAITS

+2 Constitution, +2 Wisdom, and -2 Charisma: Pragians are both tough and wise, but also a bit gruff.

Racial Buoyancy: -10', **Depth Tolerance:** 600 feet* (*with diving armor)

Size: Pragians are Medium creatures and thus receive no bonuses or penalties due to their size.

Type: Pragians are humanoids with the dwarf subtype.

Base Speed: (Slow and Steady) Pragians have a base speed of 20 feet, but their speed is never modified by armor or encumbrance. They can "swim" at a speed of 15 feet while wearing diving armor.

Craftsman: Pragians are known for their superior craftsmanship when it comes to metallurgy and stonework. Pragians with this racial trait receive a +2 racial bonus on all Craft or Profession checks related to metal or stone.

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

Death's End: Pragians gain a +2 bonus to AC against undead and a +2 bonus on saving throws against spells and spell-like abilities cast by undead.

Diving Armor Adept: All Pragians are proficient in using and wearing diving armor, and may obtain a suit of standard diving armor for free at first level. They can sleep and rest in diving armor without drawbacks. Whenever a Pragian is wearing diving armor, he reduces the armor check penalty by 1 (to a minimum of 0) and increases the maximum Dexterity bonus allowed by his diving armor by 1. Every four levels thereafter (7th, 11th, and 15th), these bonuses increase by +1 each time, to a maximum -4 reduction of the armor check penalty and a +4 increase of the maximum Dexterity bonus allowed.

Unyielding: Pragians are skilled at pushing their way through a battlefield, tossing aside lesser foes with ease. Pragians with this racial trait receive a +2 bonus on combat maneuver checks made to bull rush or overrun an opponent.

Languages: Pragians begin play speaking Devonian and Dwarven. Pragians with high Intelligence scores can choose from the following: Gnome, Grindylow, Halbok, Orc, Sahu and Ancient.



Elf, Eifelian

Elves have always sought to live in balance with the wild, and Eifelians are no exception. However, their sudden aquatic plunge took its toll on their once beautiful culture. Unlike the drylander elves of yore, the mottled and unnatural appearance echoes in their actions, their art, and their culture.

Physical Description: Devonians have forgotten that the elves were once a race of grace and beauty. In form, an Eifelian is the same as their ancestors; a slender physique that is accentuated by their long, pointed ears. Beyond that, however, Eifelians are unrecognizable as elves, or even a single coherent species. Their mottled skin can be any combination of colors and textures; most commonly a sickly green, pale blue, and grey color. Odd patches of scales and tufts of hair are common, though most keep themselves clean-shaven. Their eyes have large, featureless irises that are often yellow, orange or silver. Some have visible gill slits on their necks, others on their rib cages. Webbed feet and hands are not uncommon, but by no means are they universal. Some Eifelians even have shark-like teeth.

Eifelians are the farmers and ranchers of Devonian, and their style tends to reflect that. These elves eschew silk and finery for tough leather, kamleika (cloth made from lizard intestines), and convenient plant fibers. While not entirely without style, their clothing is decidedly more relaxed than many of the other denizens of Devonian.

Society: Like most elves, Eifelians tend to venerate nature and the wilderness. The everglades of Eifelia Island are a disturbingly nice fit for them. These verdant waters churn with all manner of strange fish, reptile, and many-legged thing. The Eifelians thrive in harmony with the creepy creatures here, where most other races would end up as prey. Instead, the Eifelians raise many of the larger beasts as livestock. Unlike their ancestors, these elves are omnivores. Many prefer their meat raw.

Despite their changes, Eifelians still have an appreciation for the written word, magic, and art. Their naturally keen minds and senses, combined with their inborn patience, make them masters of these endeavors. However, many feel that their arts continue to gravitate towards the dark and strange. Some worry that the entire culture is bordering on eccentric or demented.

Relations: To put it bluntly, Eifelians tend to “creep out” many of the other races with their appearance, their peculiar mannerisms, and their unnerving “pets.” Despite this, they are top food and wine producers in Devonian, as well as exporters of fine art, wood-craft, and magic. Eifelians, however, tend to keep to themselves, believing the other races to be a distraction from their vocations, whatever those may be. Regardless, Eifelians almost always maintain a veneer of kindness and hospitality to those that cross their path, though it often comes off as condescending or even sarcastic.

Alignment and Religion: Eifelians are emotional and capricious, yet value the environment and their own warped sense of beauty. Most Eifelians are chaotic neutral, and are unwilling to sacrifice personal freedom of choice for anything beyond the balance of nature. They prefer deities who share their love of the dark beauty of the world, such as Fenmestarelle.

Adventurers: Many Eifelians embark on adventures for the same reasons as their drylander ancestors; out of a desire to explore the realm. Eifelians usually avoid melee because of their relative frailty, preferring instead to engage enemies at range. Most see combat as unpleasant even when necessary, and prefer it be done as quickly as possible. This preference for making war at a distance, coupled with their natural accuracy and grasp of the arcane, encourages Eifelians to pursue classes such as wizards and rangers.

Male Names: Aramil, Beiro, Enialis, Erevan, Hadarai, Paelias, Quarion, Rolen, Thamior, Varis.

Female Names: Adrie, Bethrynna, Felosial, Ilenia, Jeleneth, Naivara, Quillathe, Silaqui, Theirastra, Xanaphia.

EIFELIAN ELF RACIAL TRAITS

+2 Dexterity, +2 Intelligence, -2 Constitution: Eifelians are nimble, both in body and mind, but their form is frail.

Racial Buoyancy: -50^A, **Depth Tolerance:** 300 feet

Size: Eifelians are Medium creatures and thus receive no bonuses or penalties due to their size.

Type: Eifelians are Humanoids with the elf and aquatic subtype.

Base Speed: Eifelians have a base speed of 30 feet, and a swim speed of 20 feet.

Advanced Amphibian: Eifelians can breathe water or air.

Elven Immunities: Eifelians are immune to magic sleep effects and gain a +2 racial saving throw bonus against enchantment spells and effects.

Keen Senses: Eifelians receive a +2 racial bonus on Perception checks.

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

Aquatic Mastery: Eifelians increase the DC of any spell with the water descriptor they cast by 1.

Creepy: An Eifelian’s mottled and unnatural appearance often invokes unease in other humanoids. Non-eifelian humanoids take a -1 penalty on saving throws against spells these Eifelians cast that cause confusion or fear. In addition, Eifelians gain a +2 racial bonus on Intimidate checks to demoralize.

Languages: Eifelians begin play speaking Devonian and Elven. Elves with high Intelligence scores can choose from the following: Ancient, Draconic, Gnome, Grindylow, Halbok, Orc, Sahu and Sylvan.



Gnome, Lochkovian

The gnomes' connection to the Fey Realm has always made them seem a bit wild. The Lochkovians simply took that one measure further and bound their essence to the body of an animal. How precisely this was done is a closely guarded secret, but it has been generally agreed upon that it had much to do with an ancient gnomish formula, powerful fey magic, and an insanely elderly gnome that lived at the top of a mountain. From these three points hundreds of tales have been told, most with conflicting details. So basically a Lochkovian is just an aquatic gnome with an equally eccentric sea animal that follows them around wherever they go.

Physical Description: Despite being aquatic, gnomes from the isle of Lochkovia look like any other gnome, aside from the majority having brightly hued hair consisting of two or more contrasting colors. Likewise, their animal counterpart would also be completely ordinary-looking, if it did not have mixed coloration that matches the gnome's hair. The species of animal varies greatly, but it is always an aquatic animal of approximately the same size and weight of the gnome (though many appear slightly larger due to fur, tails, and other bestial features). A gnome and his bestial spirit twin are seldom seen very far apart.

Society: A few key societal differences distinguish the Lochkovians from their drylander gnomish ancestors. First, while being a bit more nature-oriented, they are also more communal and less prone towards wanderlust. Indeed, the forest isle of Lochkovia has been their home for centuries, and few willingly leave. However, they do maintain a strong

sense of curiosity, especially when young, and unfailingly several young Lochkovians set out on an adventure every generation.

Lastly, the masculine fascination for headgear and hats has finally waned into obscurity for the Lochkovian gnome. Instead, both genders love to wear their hair shaggy and wild, perhaps showing off their similarities to their mystical animal companion.

Relations: Devonia is truly a realm of weirdos, so gnomes actually fit in here better than they did in drylander times. Their loquaciousness makes them best buddies with the chronopterids and zefs. Their eccentricities also make them fast friends with the Eifelians and the ashrays. Their sense of humor wins over the Famennians and the shibatens. Their size and propensity for mischief means they will even team up with grindylows. Essentially, the Lochkovians main export is simply friendship and personality.

However, Lochkovians do have a few other commodities they can offer to other races. These aquatic gnomes also make excellent scouts and guides. Many are excellent hunters and fisherman, and most Lochkovian villages sport huge fish markets replete with rare and exotic fare. In addition, they make excellent animal trainers.

Alignment and Religion: Lochkovians continue to be impulsive and roguish, though they still have a strong sense of empathy. They are prone to powerful fits of emotion, and find themselves most at peace within the natural world. They are usually chaotic good, and prefer to worship deities who value individuality and nature, though they have no gods of their own.

Adventurers: Lochkovians' inclination for wanderlust, profound curiosity, and desire for unusual companionship make them natural adventurers. While most disdain martial combat, many become mages, rogues or scouts.

Male Names: Bumenci, Follen, Gerkink, Heecethin, Klilleck, Kreendin, Kumli, Lanlizz, Leetku, Oklush.

Female Names: Glenney, Gudenok, Irin, Klemkey, Klotle, Liboldin, Mixil, Nalkydes, Sufonklazz, Thimynkezz.



LOCHKOVIAN GNOME RACIAL TRAITS

2 Constitution, +2 Charisma, -2 Strength: Lochkovians are physically weak but surprisingly hardy, and their attitude makes them naturally agreeable.

Racial Buoyancy: varies *, **Depth Tolerance:** varies* (*see Soul Twin below)

Type: Lochkovians are Humanoid creatures with the Gnome subtype. They also gain the aquatic or amphibious subtype according to their twin animal (see Spirit Twin below).

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

Base Speed: (Slow Speed) Lochkovians have a base speed of 20 feet.

Keen Senses: Lochkovians receive a +2 racial bonus on Perception checks.

Animal Thoughts: Select three of the following skills: Acrobatics, Climb, Knowledge (nature), Perception, or Stealth. The selected skills are always class skills.

Fey Magic: Lochkovians increase the DC of spells of the compulsion subschool they cast by 1. Additionally, if the Lochkovian has a Charisma score of 11 or higher, she also gains the following spell-like abilities: 1/day — *charm person*, *dancing lights*, *entangle*, and *prestidigitation*. The caster level for these effects is equal to the Lochkovian's level. The DC for these spells is equal to 10 + the spell's level + the Lochkovian's Charisma modifier.

Spirit Twin: At first level, the Lochkovian chooses one animal from the following list: barracuda, crocodile, electric eel, frog, octopus, otter, sea lion, sea snake, sea turtle, seal, shark, squid, or stingray. A Small-sized version of this animal becomes his spirit twin. As such, the Lochkovian is one character in two bodies: one humanoid and one animal. The humanoid gains the swim speed, the buoyancy, the depth tolerance, and the water-breathing capabilities (either amphibious or aquatic) of his animal twin. The animal retains its physical characteristics and all traits related to such (such as movement, senses, natural attacks, natural armor and special abilities due to biology). The animal does not gain the ability to perform actions that are impossible for a normal animal to do, such as wield weapons, speak, or manipulate fine tools. Both humanoid and animal share the same hit point pool, base attack bonus, actions per round (as one creature divided amongst two), and all other statistics including Strength and Dexterity (which are determined by the humanoid). They also share the same mind and intellect. Treat the spirit twins as one character with one cosmically-linked body which happens to occupy more than one space and form. If they are separated by more than a mile for longer than 24 hours, both lose one hit point per day from their maximum hit point total until they are reunited (and all the hit points return as a result) or they reach 0 maximum hit points and they both die.

Languages: Lochkovians begin play speaking Devonian, Gnome, and Sylvan. Lochkovians with high Intelligence scores can choose from the following: Draconic, Dwarven, Elven, Sahu, Grindylow, Halbok and Orc.

Human, Famennian

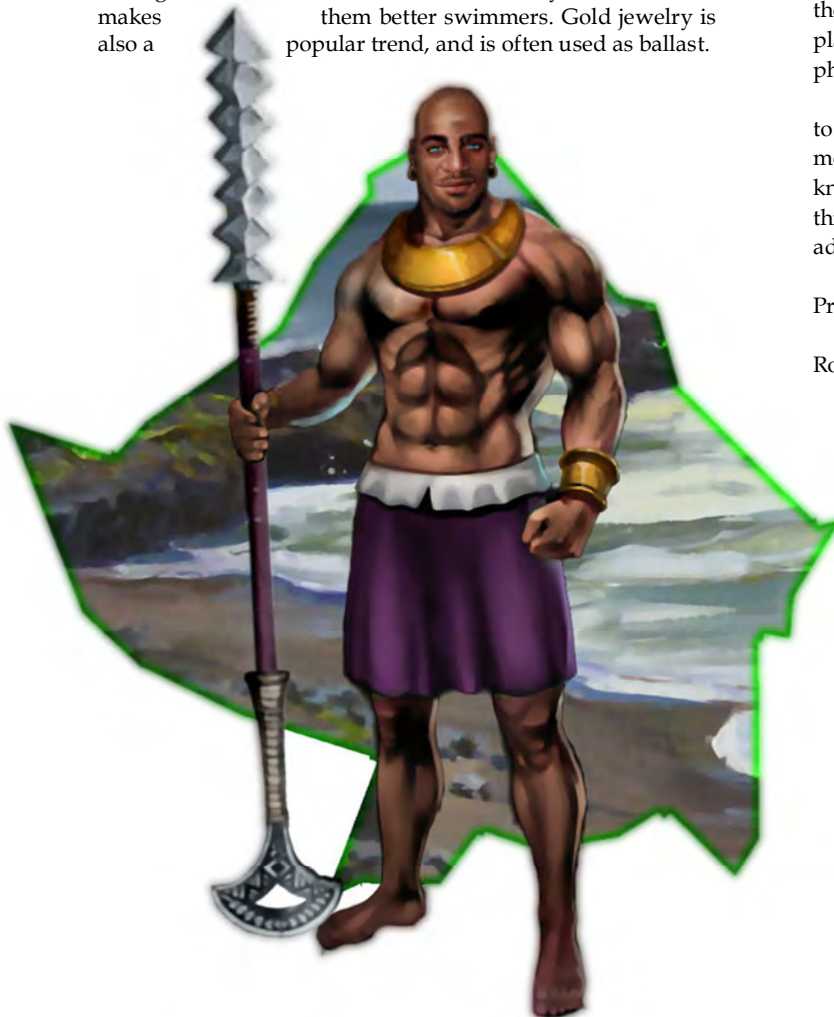
Humans of all tribes leak salt water from their eyes when sad and from everywhere else when hot. We enter this world after nine months of immersion in saline fluids. We are, in short, more like sea creatures than most of us admit. The Famennians simply take this one step further.

Famennian children learn to swim before they even take their first steps. The hours they spend underwater serve to strengthen their eye muscles, enabling them to see as well as any other marine species. They do not use any magic or technology to survive under the waves, instead learning to hold their breath for longer than any drylander ever dared possible.

Physical Description: Famennians originate from a rather small population of humans, many of them from long established coast-dwelling tribes. Over time, they developed a more homogenous appearance that lacks the diversity we see in modern humans. All Famennians have dark skin, black hair, and bright blue eyes. Compared to drylander humans, they have much less body hair. While some of this is due to genetic heritage, more is due to simple evolution.

Through the centuries, the physiology of these humans has changed. One such adaptation is that the spleen of a Famennian is about 90 percent larger than those of a typical drylander human. This lets them store more hemoglobin-rich blood, which is expelled into the bloodstream when the spleen contracts at depth, allowing breath-holding dives of a much longer duration.

Famennians typically wear sparse and loose fitting clothing. Like all humans, they go through popular styles of dress and jewelry. Currently, a clean-shaven head is popular amongst most men and some women. They believe that it makes them better swimmers. Gold jewelry is also a popular trend, and is often used as ballast.



Society: For much of their lives, Famennians see and hear the underwater world—unburdened with technology or magical aid, and on an almost daily basis in a way that few drylander races ever have. For the last millennia, Famennians come to shore only to make boats, to seek shelter from storms and bury their dead (for those few that still do). Making their living primarily off of fishing, boat making and pearl farming, the Famennians live on long houseboats. When they do not live on boats, it's typically in small dwellings built on stilts over the water. They reside primarily in the waters off the isles of Famennia, Givetia, and Frasnica.

Famennians rarely form large settlements. Famennian families with infants and young children band together for protection, remaining in one area. Once the children reach the age of five, they're considered strong enough to no longer need the protection of a large group; the family then leaves the settlement with the children and resumes its nomadic ways.

Relations: Despite the war-mongering of the past, the Famennians are looked upon as a peaceful and trustworthy race. They work as convenient mediators in the realm, learning and teaching the languages of all of their neighbors. Their immense pearl farms make Famennians quite wealthy, despite their small numbers and few competitive exports. They are also sought after to make boats, which are most often used to move supplies from one island to another.

Alignment and Religion: Most Famennians are neutral good, believing that life and the assurance of other creatures' rights take precedence over all else. They typically worship Umbotuhan (the "Lord of the Sea"). Umbotuhan is regarded as the creator deity who made humans equal with animals and plants. Famennians fundamentally divide the world into the physical and spiritual realms which coexist together.

Adventurers: Like most humans, ambition alone is enough to drive Famennians, and for many, adventuring serves as a means to an end, whether it be wealth, acclaim, social status, or knowledge. A few pursue adventuring careers simply for the thrill of danger. Famennians can fill any role within an adventuring party.

Male Names: Anando, Awut, Benz, Gan, Kovit, Lamon, Niran, Pravat, Sakda, Throm.

Female Names: Aomi, Homa, Kanoki, Karawek, Nan, Plessa, Rochana, Sanoh, Sunstra, Tasanee.

FAMENNIAN HUMAN RACIAL TRAITS

Ability Score Modifiers: Human characters gain a +2 racial bonus to one ability score of their choice at creation to represent their varied nature.

Racial Buoyancy: -60^A, **Depth Tolerance:** 300 feet

Type: Famennians are Humanoid creatures with the human and amphibious (lunged) subtype.

Size: Famennians are Medium creatures and thus receive no bonuses or penalties due to their size.

Base Speed: Famennians have a base speed of 30 feet, and a swim speed of 20 feet.

Bonus Feat: Famennians select one extra feat at 1st level.

Skilled: Famennians gain an additional skill rank at first level and one additional rank whenever they gain a level.

Languages: Famennians begin play speaking Devonian and Halbok. Famennians with high Intelligence scores can choose any languages they want (except secret languages, such as Druidic).

Sahuakin

The strange unification of orc and sahuagin happened early in the Devonian Isles, even before the veil was erected. In the beginning, the merger was assuredly involuntary on the part of the sahuagin. The drowning orcs who once populated the Frista Mountains vastly outnumbered the fleeing sahuagin who sought refuge in the island chain that the mountains had become. As their numbers continued to dwindle, the sahuagins slowly began to welcome the unification into a single, more numerous species.

What surprised most was that this did not yield the terrifying monster that one might expect when mixing orc and sahuagin. It was apparent in the very first generation that the hot temper of the orc and the icy heart of the sahuagin combined to form a rather empathetic species. While still crude and inheriting the savage legacy of two deplorable cultures, the sahuakins are continuously at odds with what they are and what their ancestors have done.

Physical Description: A sahuakin looks like a blend of orc and sahuagin. They retain the green skin, size, and sharp teeth of both races. Sahuakin have webbed feet and hands. There is additional webbing down the back, at the elbows and, notably, also where ears would be. Sahuakin have red, orc-like eyes and snouts. Unlike their sahuagin heritage, mutations are rare among the sahuakin, and the four-armed varieties haven't been seen in several generations.

Society: Sahuakins seem to be permanently locked in a crisis of identity. On the surface, they seem to idolize war, evil, darkness, and cruelty. Their deities, holidays, and revelries all have heavy references to murder and mayhem. However, this is nearly all superficial. When it comes right down to it, sahuakins actually have a heart. While they talk about doing evil, going to war, and committing atrocities,

they seldom follow through. Instead, they will commit random acts of kindness and generosity. They make excuses as to why, but over the centuries, actions have spoken louder than words, and other races have come to accept them as a neutral society.

Sahuakins are mostly nocturnal, and have serious issues when both suns are out at the same time. However, living under the Veil gives them more freedom to venture to surface than they would have outside the Veil.

Relations: The most surprising alliance with the sahuakins is the one they have with the Eifelians. While orc and elves were sworn enemies, and sea elves and sahuagins nearly wiped each other out, one might assume that the Eifelians might continue to hold one of their famous "elven grudges." However, this is not the case. The Eifelians and the sahuakins get along swimmingly, while nearly every other race finds the sahuakin even more disturbing than the Eifelians.

Alignment and Religion: While sahuagins celebrate evil and darkness, they do not believe in spreading it themselves. In fact, they often show great capacity for empathy and kindness. This dichotomy earns them a mostly neutral outlook.

Their primary deity, Grumsholah, is decidedly evil herself, but her followers do not worship her to emulate her, but to appease her so that she does no evil to them. Strangely, clerics of Grumsholah are not required to do evil deeds by their deity. Instead, they work as bargainers to keep her at bay.

Adventurers: Many sahuakin adventurers find it easy to take advantage of their brute strength and work as mercenaries or caravan guards. Crime is another easy route for sahuakins, as there are plenty of criminals looking for a strong arm. The more religious sahuakins more often turn to the martial aspects of religious service and become paladins or inquisitors.

Male Names: Agtu, Bevaz, Grirerg, Guhla, Hogelgekk, Ivmar, Memgorm, Thram, Throglan, Zovazzem.

Female Names: Emza, Ferme, Fitele, Gamdy, Grustezther, Kazo, Mastym, Morga, Siham, Ugo.

SAHUAKIN RACIAL TRAITS

+2 Strength, -2 Charisma: Sahuakin are powerful and crude.

Racial Buoyancy: -50^B, **Depth Tolerance:** 600 feet

Type: Sahuakins are humanoids with the Orc and Aquatic subtype.

Size: Sahuakins are Medium creatures and thus have no bonuses or penalties due to their size.

Base Speed: Sahuakins have a base speed of 30 feet and a swim speed of 40 feet.

Advanced Amphibian: Sahuakins can breathe water or air.

Bite: Sahuakins have a natural bite attack that deals 1d4 points of damage. This bite is a primary attack, or a secondary attack if the creature is wielding manufactured weapons.

Blood Frenzy: Once per day, a sahuakin that takes damage in combat can fly into a frenzy in the following round. He gains +2 Constitution and +2 Strength, but takes a -2 penalty to its AC. The frenzy lasts as long as the battle or 1 minute, whichever is shorter.

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

Orc Ferocity: Once per day, when a sahuakin is brought below 0 hit points but not killed, he can fight on for 1 more round as if disabled. At the end of his next turn, unless brought to above 0 hit points, he falls unconscious and begins dying.

Slippery (Ex) A sahuakins slippery flesh grants a +4 racial bonus on Escape Artist checks

Light Blindness: Sahuakins are blinded for 1 round if exposed to bright light, such as sunlight or the daylight spell. They are dazzled as long as they remain in areas of bright light.

Natural Armor: Sahuakin have a +1 natural armor bonus.

Languages: Sahuakins begin play speaking Devonian, Orc, and Sahu. Sahuakins with high Intelligence scores can choose from the following: Aquan, Ancient, Dwarven, Gnome, Grindylow or Halbok.



Shibatens

A little over two centuries ago, a large zeppelin full of shibatens refugees plunged through a rift in the sky and crashed off of the coast of Lochkovia. They were from the year 836 AF (300 years into the future of the Cerulean Seas setting). In this time, Feldorheim and Nikaikoku are locked in a bloody war. The Shibaten were unfairly branded as spies by the dragon emperor mainly because they look vaguely similar to the squawks that are spearheading invasions of the Cobalt Coast. Subjected to mass genocide, many Shibaten boarded hitogoi-made zeppelins and flew off to uncharted waters in hopes of finding a new home. Many were never seen again.

Physical Description: Shibaten, or duck-folk, are small, about 3'6", with duck-like feathered bodies, large beaked heads, bird-like eyes, and black bird legs with finned feet. Shibaten are surprisingly strong and make excellent wrestlers and fighters despite their small size. Their compact, water-repellent body and finned feet make them superb swimmers. Shibaten vary considerably in appearance.

In 836 AF Nikaikoku, Shibaten plumage is typically white, with black, grey, speckled brown, or even bright colors like blue, green, red, orange, and purple in the minority. Unfortunately, this plumage color was linked to personality traits. Black shibatens were considered the most sly and stealthy and therefore first on the list for extinction at the hands of the Emperor. The refugees from the zeppelin consisted primarily of Shibaten with black or dark plumage. Therefore, all the descendants in Devonian have those same traits, with the occasional reddish, purple, or brown sheens.

Shibatens have no visible sexual characteristics except for variances in plumage, but follow the sexual conventions of their neighbors regarding dress and manners. Shibaten of both genders typically leave their lower body bare to facilitate swimming.

Society: Shibaten tend to specialize in laborer occupations, such as fishermen, ferrymen, and launderers. Some create their own niches, such as seaweed farming or oyster diving. They also farm and forage in marshes and inland lakes and make great rice planters, forming bands of migrants to work paddies over a wide area — a very labor intensive part of rice farming where their work is much appreciated. Some take to solo wandering and become itinerant craftsmen, mercenaries, or comedians. Yet others are unable to find contentment in any one role, and change professions regularly, trying first one thing and then another. Finally, some shibatens seek to avoid all kinds of work and mooch off friends and neighbors and so form a class of expendable adventurers.



Relations: When they first landed, shibatens were besieged by both Frasnian and Pragians who wanted to learn about their technology. This fad only lasted for one generation until they had nothing more to offer. However, it was enough to allow shibatens to take root in Devonian, and prevented the chronomancers from sending them back to their timeline. Of course, the chronomancers of that time didn't realize how far the time exit had shifted. The Shibaten were not from a different time than the Devonians. They were from the present day and the rift simply allowed them to pass through the veil, thus creating no strain on time itself.

In the Devonian present, Shibaten are regarded as harmless troublemakers by most. While neighbors find them noisy, they are tolerated for their obvious joy-of-life, and their work in water-craft is useful. Shibaten get along decently with most races, especially those that appreciate humor such as Famennians and Lochkovians.

Alignment and Religion: Duck-folk are self-centered and boisterous and tend towards chaotic in their personal habits. But they are rarely anarchists— they like to have a stable society to fall back on. They can have any alignment, but act with a flair that makes them seem more chaotic than they are.

Shibatens are drawn to boisterous, brave-faced gods much like themselves, patrons that see the value of a quick, short outburst. They rarely pay more than lip service to religion, and when they do they often misunderstand the creed and become oracles preaching a distinctly unusual or even heretical version of their patron's teachings.

Adventurers: More aggressive shibatens adventure to express their exuberance, while others are forced into a life of adventure because they ran out of welcome or have been kicked out of their homes by bigger or more organized creatures. They make surprisingly good warriors despite their small size. Regardless of their size, they are too impatient and noisy to make truly good rogues, but can do well as con-men.

Male Names: Ahiru, Arata, Haruo, Isamu, Katsu, Kichirou, Orochi, Sadao, Takeshi, Yasuo.

Female Names: Asami, Ayano, Chiharu, Hitomi, Kasumi, Kohaku, Mayumi, Natsuko, Sango, Yoshie.

SHIBATEN RACIAL TRAITS

+2 Strength, +2 Charisma, -2 Wisdom. Shibaten are amazingly strong for their size, and very creative. Their energy is infectious, but they are overly focused on one thing at a time and oblivious to the rest.

Racial Buoyancy: -20^A, **Depth Tolerance:** 600 feet

Type: Shibaten are humanoids with the yokai and amphibious(lunged) subtype.

Size: Shibaten are Small creatures and thus gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty on their combat maneuver checks and to Combat Maneuver Defense, a +2 size bonus on Fly checks, and a +4 size bonus on Stealth checks.

Speed: Shibaten have a base speed of 20 ft and a swim speed of 30 ft.

Can't Shut Up: Despite their size, shibatens are not good at being stealthy. They tend to lose their temper at just the wrong moment, and suffer a -4 penalty on Stealth checks. This counteracts their size bonus to Stealth.

Natural Comedian: Shibaten have a +2 racial bonus to Perform (comedy) checks but suffer a -4 penalty on Perform (oratory, sing) checks.

Quackitude: Shibaten have a +2 racial bonus to Intimidate checks, and ignore Intimidate penalties for being smaller than those they coerce.

Seed Finder: Shibaten have very good eyesight at close quarters and are able to quickly distinguish small details and color differences.

They get Perception checks to spot nearby hidden things when they first come within 5 ft. of them, as if they spent a move action actively looking for such things. This includes concealed objects, traps, secret doors, and other hidden things that normally requires a move action to be spent on Perception. It does not include noticing creatures using Stealth or seeing through invisibility. This check should be made in secret by the GM.

Sumo Aficionado: Shibaten spend a lot of time wrestling and gain a +2 racial bonus on CMB to grapple foes and on CMD to resist grapples.

Languages: Shibaten begin play speaking Devonian and Yokai. Shibaten with high intelligence scores can choose from the following: Aquan, Draconic, Grindylow, Gnome, Sylvan, Halbok, and Ancient.

Human half-breeds

Half-breeds are extremely rare under the Viridian Veil. While severe xenophobia precluded the mingling of races in the past, the present day is limited simply by biological incompatibility. The Qar Qlahap are not as hyper-compatible as nommo-based merfolk and cannot create offspring with any other local denizen aside from humans, and this is very rare.

Half-elves are much more common, though not as common as they were in the days of the drylanders, as elves are not as physically attractive to humans as they once were. Half-Sahuakins are equally uncommon, and unfortunately often the product of violence.

Non-human crossbreeds are entirely unheard of under the Veil, and are likely due to vast biological differences among the denizens of Devonian.

Human/Elf

Common Name: Silurian

Racial Traits: Silurian characters gain a +2 bonus to one ability score of their choice at creation to represent their varied nature. They are humanoid creatures with the human, elf, and aquatic subtypes. They have a base speed of 30 feet and a swim speed of 30 feet. They share the same buoyancy and depth tolerance as the Eifelians. In addition, Silurians are immune to magic sleep effects and gain a +2 racial saving throw bonus against enchantment spells and effects. They receive Skill Focus as a bonus feat at 1st level and a +2 racial bonus on Perception checks. Silurians can see twice as far as humans in conditions of dim light.

Description: Strangely, all half-elves look surprisingly similar and somewhat degenerate compared to both races. In addition to being completely sterile (unable to have offspring of their own), Silurians have tiny, dark and widely-spaced eyes. They also have small, pointed ears, greyish-brown skin (devoid of the patchiness of their Eifelian parentage), white or grey hair (even when young), and gill slits on their necks.

Silurians are not well accepted by either of their parent races. Strangely emotionless, they unnerve most Famennians. Their infallible practicality annoys most Eifelians. Silurians are so named because many go off to live in a commune on the tiny island of Siluria, rather than associate with their families on either side. On

Siluria, they have adopted their own unique style and customs.

Human/Sahuakin

Common Name: Sahu-man

Racial Traits: They have all the same racial statistics as Sahuakin except darkvision, light blindness, slippery, bite attack, and natural armor. In addition, they can select one extra feat at 1st level.

Description: Sahu-men look like humans with green skin and a slightly more bestial visage. Typically they have dark-red eyes and sharp teeth. Sahu-men tend to prefer their Sahuakin parents, who incline to treat them as equals and greatly value their strengths. In Famennian culture, sahu-men are typically pitied or looked down upon.

Human/merfolk

Common Name: Nag qlahap (mud-blood)

Racial Trait: Nag qlahap have all the same statistics as merfolk (qar qlahap) with the following exceptions. Instead of a +2 Charisma, a nag qlahap may apply that bonus to any other ability score except Dexterity and Constitution. They do not receive a natural armor bonus or low-light vision.

Description: Nag Qlahap look like dark-skinned merfolk with tails that match their skin. These are the rarest of the half-breeds, and are usually just mistaken for oddly-colored qar qlahaps.



Vital Statistics

Below are the vital statistics for the races of the Viridian Veil 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	Adult	Intuitive	Self-Taught	Trained
Pragian Dwarf	40 years	+3d6	+5d6	+7d6
Eifelian Elf	110 yrs	+4d6	+6d6	+10d6
Lochkovian Gnome	35 years	+4d6	+5d6	+7d8
Famennian Human	14 years	+1d4	+1d6	+3d4
Sahuakin	15 years	+1d4	+1d6	+1d8
Shibaten	15 years	+1d4	+1d6	+2d6

TABLE 2-2: AGING EFFECTS

Race	Middle Age	Old	Venerable	Maximum Age
Pragian	125 years	188 years	250 years	250 + 2d% years
Eifelian	175 years	263 years	350 years	350 + 4d% years
Lochkovian	90 years	135 years	170 years	200 + 1d% years
Famennian	35 years	53 years	70 years	70 + 2d20 years
Sahuakin	32 years	50 years	70 years	70 + 2d10 years
Shibaten	35 years	55 years	80 years	80 + 3d20 years

TABLE 2-3: RANDOM HEIGHT /LENGTH

Race/Gender/Type	Base Height/Length	Modifier (in.)
Pragian, male	3 ft. 7 in.	2d4
Pragian, female	3 ft. 5 in.	2d4
Eifelian, male	5 ft. 4 in.	2d8
Eifelian, female	5 ft. 4 in.	2d6
Lochkovian, male	3 ft.	1d8
Lochkovian, female	2 ft. 10 in.	1d6
Famennian, male	4 ft. 8 in.	2d8
Famennian, female	4 ft. 3 in.	2d8
Sahuakin, male	5 ft.	2d12
Sahuakin, female	5 ft. 5 in.	2d12
Shibaten, male	3 ft. 1 in.	2d4
Shibaten, female	3 ft. 0 in.	2d4

TABLE 2-4: BUOYANCY & DEPTH TOLERANCE

Race	Racial Buoyancy	Depth Tolerance
Pragian Dwarf	-10	600 ft.
Eifelian Elf	-50 ^A	300 ft.
Lochkovian Gnome	varies	varies
Famennian Human	-60 ^A	300 ft.
Sahuakin	-50 ^B	600 ft.
Shibaten	-20 ^A	600 ft.

TABLE 2-5: STARTING RACIAL ABILITY ADJUSTMENTS

Race	Str	Dex	Con	Int	Wis	Cha
Pragian	–	–	+2	–	+2	-2
Eifelian	–	+2	-2	+2	–	–
Lochkovian	-2	–	+2	–	–	+2
Famennian	*	*	*	*	*	*
Sahuakin	+2	–	–	–	–	-2
Shibaten	+2	–	–	–	-2	+2

^AFamennians gain a +2 racial bonus to one ability score of their choice at creation.



Chapter 3:



Classes of a Lost Age

Existing Classes

All of the rich diversity of classes that exist in the CERULEAN SEAS CAMPAIGN SETTING also exists under the Viridian Veil. While the populations of certain classes may be comparatively larger or smaller, each can find their particular niche, even isolated from the rest of the multiverse.

Martial Classes

Martial classes carry the least amount of baggage in a realm where divinity is blamed for the Great Flood, magic is blamed for the Great War, and psionic powers are taught by insane snail people. Therefore, martial classes are among the most popular classes in Devonian.

Fighters, barbarians, mariners, rangers and rogues make up the core of these, though monks and even samurai (thanks to the influence of the shibaten) are not entirely unheard of. Gunslingers are the scarcest, and often use aglootech weapon technology gleaned from the occasional out-timer.

Arcane Classes

Elves and gnomes, even when they are Eifelians and Lochkovians, still have a healthy love of magic. They often take up the mantle of wizard, sorcerer, bard and siren. The Pragian dwarves acquired a deep lust for alchemy which matches well with their pursuit of rare minerals and metals.

Of course, there is a daily reminder of chronomancy magic; so many young Devonians become enamored with the concept of becoming a chronomancer. While few make the grade, most continue their pursuit of the arcane arts.

The least common arcane class found under the Veil is the witch. The messed-up karmic vibrations of the Veil tend to ward off otherworldly forces. As a result, magic that deals with the outer planes, especially the creatures that dwell there, is very hard to come by.

Divine Classes

Most Devonians are the descendants of staunch atheists. Though a thousand years has passed, it took most of this time for religion to gain a hold in any of the former drylander cultures. A few long dead gods were resurrected, but their followers are still few and far between. Large temples and churches are fairly non-existent, replaced instead with small shrines and tabernacles.

As a result, divine classes are the rarest under the Veil. Clerics and paladins exist, but they are loosely organized and vary greatly by region. Druids and kahunas are much more common, as the veneration of nature is a much easier concept to grasp for a people that feel cut off from the cosmos. Oracles exist in this way as well, deriving their power not from external deities or planar influences, but from more natural, local sources.

Psionic Classes

Unlike most areas of the world, Devonians are more familiar with psionics than they are with divinity, thanks much in part to the zef. In fact, the Devonian zefs have dedicated much of their time towards propagating psionic knowledge, including running several schools dotted throughout the islands.

Aside from the zef, the psionic races presented in WAVES OF THOUGHT are particularly rare in Devonian, and any that do exist would be branded as out-timers on sight. Regardless, humans, dwarves, chronopterids and shibaten all have a knack for picking up psionic classes. Unfortunately for chronopterids, most zef refuse to teach them, and are often heard saying something to the effect of "I'm not encouraging even stranger behavior from those talking lobsters."



New Class

In addition to the “core” aquatic classes, the Viridian Veil has an additional class that is well known throughout Devonia. This class, renowned for its connection to sharks and its fierce combat abilities is the Sharker.

Sharker

For ages, sahuagin raised all manner of sharks as pets, companions and beasts of war. For other sea-dwellers, shark-taming has been a tradition held by many. Most acquire the services of a shark handler, while some dedicate their time to one trained shark that they have raised from a pup. But, for all their knowledge; for all their skill in the art of shark handling, these groups still fail to understand the bond shared between a sharker and her sharks. Sharkers have learned how to tap into the natural well of primeval power that dwells within all shark species. This power grants sharkers the unique ability to tether the essence of sharks to their souls.

Especially within the Viridian Veil, sharks permeate the realm from all ages. While some secrets of sharkcraft were passed on from the sahuagins to the sahuakin, the skills became refined and collected for generations until they assembled into common adventuring class.

Role: Sharkers are self-sufficient heroes who capture and use sharks of all types to achieve greater success in all walks of life. The sharker may use a powerful shark that offers her more physical options during battle. Or, she can call forth smaller species and use them to spy on her enemies. At higher levels, it can be expected that a sharker will usually have some option available to her in any situation, even if that choice isn't the most optimal.

Alignment: Any.

Hit Die: d8.

Starting Wealth: 4d6 × 10 gp.

CLASS SKILLS

The sharker's class skills are Appraise (Int), Bluff (Cha), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (dungeoneering) (Int), Knowledge (geography) (Int), Knowledge (nature) (Int), Knowledge (religion) (Int), Perception (Wis), Perform (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), Spellcraft (Int), and Survival (Wis).

Skill Ranks per Level: 6 + Int modifier.



TABLE 3-1: THE SHARKER

Level	BAB	Fort	Ref	Will	Special	Spells per day (by spell level)								
						1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+0	+2	+2	Capture shark, shark training, eschew materials	3	—	—	—	—	—	—	—	—
2nd	+1	+0	+3	+3	Fight the shark, shark growth	4	—	—	—	—	—	—	—	—
3rd	+2	+1	+3	+3	Empathy, Swim like a shark	5	—	—	—	—	—	—	—	—
4th	+3	+1	+4	+4	Sharker perk	6	3	—	—	—	—	—	—	—
5th	+3	+1	+4	+4	Shared senses	6	4	—	—	—	—	—	—	—
6th	+4	+2	+5	+5	Pelagic	6	5	3	—	—	—	—	—	—
7th	+5	+2	+5	+5	Shark senses	6	6	4	—	—	—	—	—	—
8th	+6/+1	+2	+6	+6	Sharker perk	6	6	5	3	—	—	—	—	—
9th	+6/+1	+3	+6	+6	Great sharker	6	6	6	4	—	—	—	—	—
10th	+7/+2	+3	+7	+7	Temporary control	6	6	6	5	3	—	—	—	—
11th	+8/+3	+3	+7	+7	Shark attack	6	6	6	6	4	—	—	—	—
12th	+9/+4	+4	+8	+8	Sharker perk	6	6	6	6	5	3	—	—	—
13th	+9/+4	+4	+8	+8	Bloody spells	6	6	6	6	6	4	—	—	—
14th	+10/+5	+4	+9	+9	—	6	6	6	6	6	5	3	—	—
15th	+11/+6/+1	+5	+9	+9	Swap shark	6	6	6	6	6	6	4	—	—
16th	+12/+7/+2	+5	+10	+10	Sharker perk	6	6	6	6	6	6	5	3	—
17th	+12/+7/+2	+5	+10	+10	Master trainer	6	6	6	6	6	6	6	4	—
18th	+13/+8/+3	+6	+11	+11	—	6	6	6	6	6	6	6	5	3
19th	+14/+9/+4	+6	+11	+11	Sharker perk	6	6	6	6	6	6	6	6	4
20th	+15/+10/+5	+6	+12	+12	The shark within	6	6	6	6	6	6	6	6	6

CLASS FEATURES

All of the following are class features of the sharker.

Weapon and Armor Proficiency: Sharkers are proficient with all simple weapons, all bows and the shark fork. They are proficient with light armor, but not with shields. A sharker can cast sharker spells while wearing light armor without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a sharker wearing medium or heavy armor, or using a shield, incurs a chance of arcane spell failure if the spell in question has any somatic components. A multiclass sharker still incurs the normal arcane spell failure chance for arcane spells received from other classes.

Spells: A sharker casts arcane spells that she gains from tapping into the primeval power of the sharks that she captures. A sharker can cast any spell she has access to without preparing it ahead of time. To gain access to or cast a spell, a sharker must have an active shark and a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a sharker's spell is 10 + the spell level + the sharker's Charisma modifier.

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



The sharker can cast her spells through her active shark, using its space as the point of origin for line of sight and effect. This does not grant the sharker any special senses the shark may have to detect hidden or invisible creatures. When casting a spell in this way, the sharker's shark draws any attacks of opportunity, not the sharker herself. The sharker can still cast defensively, and must still make a concentration check if damaged while casting as though she were hit.

The sharker spell list (in Chapter 4) provides a full list of spells that can be granted by tapping into the primeval power of sharks. Although some of the sharker's spells are considered chronomancy, the sharker does not lose Karma due to spells granted to her sharker class, nor does she gain Karma through casting these spells. Chronomancy fueled by the ageless essence of shark energy exists outside of time.

Capture shark (Sp) Every sharker knows and can cast the *capture shark* spell at will. Typically, a 1st level sharker has already either captured her first shark or been given one by a mentor. A sharker can also accept willing sharks into her essence without needing to use the spell. In this way, a sharker can obtain sharks that were already captured by another sharker, and sharks with a higher CR than her level. A sharker can also obtain one or more sharks from another sharker in exchange for one of her own. Accepting a willing shark into her aura takes 1 minute as the sharker's aura aligns with the sharks. Any interruption, such as taking damage, ends the process, which must then be started over.

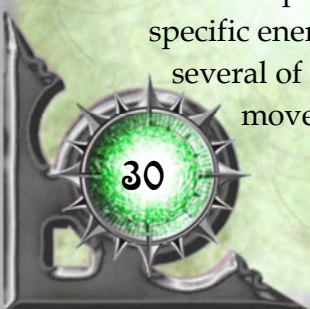
Shark Training (Ex): Like a fighter who carries a spear, a bow, and a dagger to fight specific enemies, a sharker may utilize several of her sharks in combat. As a move action, a sharker can call upon

one of her sharks to aid her in combat. This is identical to drawing a weapon, except that the sharker doesn't need a +1 Base Attack to call upon her shark while moving. A sharker with the Quick Draw feat and at least a +1 base attack can call upon a shark as a free action instead. Calling the shark back into her essence is also a move action, equivalent to sheathing a weapon. Even if she obtains a stronger shark than *capture shark* allows, a sharker cannot call upon a shark with a higher CR than her level while in combat.

Calling upon a shark is a strenuous act that prevents an inexperienced sharker from calling upon more than one shark at a time while in combat. When first called upon, the shark appears in an unoccupied space of water within 10 feet of its sharker. If no such space exists where the shark can fit, the ability fails and the action is lost. When in a peaceful environment and not in combat, a sharker will sometimes call upon some or all of her sharks just to spend time with them, playing and otherwise interacting with them or showing them off to others. Doing so requires the sharker's full attention, so she can't also work or progress in crafting items, and gives no special benefit to the sharker, since all but one of her sharks are returned to her essence the moment a hostile action occurs or the immediate area is no longer safe.

Unlike a Wizard's familiar or a Druid's animal companion, a sharker's shark does not gain its own actions during combat. Once the shark appears, the sharker uses her own actions to direct it on a one-for-one basis.

When she calls her active shark back into her essence, any damage it was dealt while active is transferred to the sharker and the shark is healed. This works as the *heal* spell, but the shark's hit points are restored to full. If her shark is ever reduced to 0 hit points, it returns to the sharker's essence as a free action. Damage dealt to the sharker in this



way cannot reduce her hit points to less than -1. If the sharker is ever reduced to 0 or fewer hit points while her shark is active it can continue to act until combat ends or it is reduced to 0 hit points, at which point it returns to her essence. If the sharker dies, her sharks remain bound to her soul, and only the strongest of spells (*miracle*, *wish*, etc....) can free them.

Some sharkers prefer not to risk being knocked unconscious from an influx of damage when an active shark is returned to their essence, so they practice a method of partially calling back their shark to draw damage away from it as it battles. When her active shark is within line of sight, a sharker can use a free action on her turn to heal it of any amount of damage. Damage healed in this way is dealt directly to the sharker and can't be reduced or negated by any other effects, but can be healed normally after occurring. The sharker can't heal more damage in this way than she has hit points. sharkers who use in combat healing and have the reinforced stamina sharker perks take only half the damage they heal from their sharks (rounded down).

Eschew Materials: A sharker gains Eschew Materials as a bonus feat at 1st level.

Fight the Shark (Ex): Due to her intimate knowledge of sharks, a sharker gains a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks against all sharks and shark-kind. Likewise, she gets a +2 bonus on weapon attack and damage rolls against them. A sharker may make Knowledge skill checks untrained when attempting to identify these creatures. These bonuses never increases without a sharker perk, though they do stack if the sharker takes levels in another class that gains the favored enemy feature, and takes "sharks" as a favored enemy.

Shark Growth (Ex): Starting at 2nd level, when she gains a new sharker level, the

sharker can improve one of the sharks she has obtained (through capture or otherwise). This process, called growth, allows the sharker to keep her sharks relevant for longer periods of time. Every shark is able to grow in this way. Sharkers will sometimes use this ability to help wild sharks or other sharkers' sharks grow in exchange for their temporary assistance with a specific task or on a mission. When traded in this way, shark growth is valued at 1/4 of the receiving shark's new CR (minimum 1), squared, x 2,000 gp (the sharker would receive half this value if she were to sell her ability to grow a shark for that level).

Shark growth allows a sharker to transform one shark into a shark with a CR of 1 greater (even if it is an entirely different species or a simple template is added to the base species). This change is generally permanent, so sharker's are always encouraged to think carefully before making such a decision.

Empathy (Ex): A sharker can improve the attitude of any shark. This ability functions just like a Diplomacy check made to improve the attitude of a person. The sharker rolls 1d20 and adds her sharker level and her Charisma modifier to determine the empathy check result.

The typical shark has a starting attitude of indifferent, while more feral sharks are usually unfriendly at best.

To use empathy, the sharker and the shark must be able to study each other, which means that they must be within 30 feet of one another under normal conditions. Generally, influencing a shark in this way takes 1 minute but, as with influencing people, it might take more or less time.

Swim like a shark: At 3rd level, the sharker is able to gain the swim speed, buoyancy and depth tolerance of her active shark.

Sharker Perks: At 4th level, the sharker gains a perk that she can use whenever she has any shark active. When the sharker gains a new perk, choose from the following list. She gains a new sharker perk at 8th, 12th, 16th, and 19th level.

Appraise Shark: As a move action on her turn, the sharker can make a Knowledge (nature) skill check against a shark that she is aware of within 60 ft. to learn the current hit points of that shark, its CR, and whether it has any bonus to save if she tries to capture it with *capture shark*.

Armored Companion: The sharker's active shark gains her armor and shield proficiencies.

Evasion: (Prerequisite: 2nd level.) Make a Reflex save to take no damage from area attacks.

Evasion, Improved: (Prerequisites: 8th level, evasion.) Make a Reflex save to take no damage from area attacks or half damage on a failed save.

Extended Calling: When called, the sharker's active shark appears anywhere within 30 feet of her.

Fast Movement: While wearing light or medium armor and not carrying a heavy load, increase base speed by 10 feet for the sharker and her active shark.

Fight the Shark, Improved: (Prerequisite: 8th level.) Increase fight the shark bonuses to +4.

Inspiring Sharker: Give your active shark a +2 bonus to attacks and damage for one round as a swift action. Usable 3 + Charisma modifier times per day.

Natural Armor: Gain your active shark's natural armor bonus while wearing no armor.

Reinforced Stamina: You only take half the damage dealt to your active shark (rounded down) when you call it back into your essence.

Shark Companion: This perk functions like the druid's animal companion ability (part of the nature bond class feature) except as noted here. The sharker's effective druid level is equal to her sharker level -3 (minimum 1). A sharker who selects an animal companion can choose one shark she has captured that meets the requirements to be an animal companion for his effective Druid level. While active, that shark becomes the sharker's animal companion. When the sharker gains a new level in any class that gains an animal companion, she can

update his animal companion or choose a new shark she has captured that meets the requirements to be an animal companion for a druid of her effective level.

Shark Summoning: Add *summon sea's ally* spells to the sharker spell list, but only to summon sharks that appear on those lists.

Sharker's Familiar: This perk functions like the wizard's familiar ability (part of the arcane bond class feature) except as noted here. The sharker's effective wizard level is equal to his trainer level -3 (minimum 1). A sharker who selects a familiar can choose one shark she has captured that meets the requirements to be a familiar for his effective wizard level. While active, that shark becomes the trainer's familiar. When the sharker gains a new level in any class that gains a familiar, she can update his familiar or choose a new shark she has captured that meets the requirements to be a familiar for a wizard of her effective level.

Side-by-Side: For each attack the sharker makes as part of a full attack action, his active shark can also make one attack and vice versa. This does not allow the shark or the sharker to make more attacks than they normally could with a full attack action.

Smite Shark: Smite one shark as a paladin smites evil once per day. This trait can be gained more than once. Each time, increase uses per day by +1.

Swim with Me: When the sharker takes a move action, her active shark can also move up to half its swim speed as part of the same action and vice versa. This perk can be chosen twice, at which point the sharker or her shark can move at full speed instead.

Tough Companion: If the sharker's active shark has fewer hit dice than the sharker has levels, that shark gains extra hit points equal to 6 times the difference. For example, a 4th level sharker with a 1 hit die shark grants it +18 hit points. This perk does not increase the shark's actual hit dice.

Uncanny Dodge: You and your active shark cannot be caught flat-footed.

Uncanny Dodge, Improved: (Prerequisite: Uncanny Dodge.) You and your active shark cannot be flanked.

Warrior Companion: Your active shark gains and can benefit from your combat feats.

Shared Senses (Su): Starting at 5th level, the sharker and her active shark share their senses, including blindsight, darkvision, low-light vision, keen scent, and tremorsense.

Pelagic: At 6th level a sharker gains the ability to speak pelagic, the secret language of sharks and rays.

Shark senses (Ex): At 7th level, the sharker gains blindsense 30 ft., keen scent, and low-light vision, even without an active shark.

Great sharker (Ex): A 9th level sharker gains a +2 bonus to the save DC of her *capture shark* spell.

Temporary Control (Sp): Beginning at 10th level, the sharker can cast *charm animal* as a spell-like ability a number of times per day equal to 3 + her Charisma modifier. The spell only works on sharks she can capture and lasts only up to 1 round per level. The sharker cannot have another shark active when using temporary control.

Shark Attack (Su): At 11th level, the sharker is able to use the special attacks, defenses, and abilities of her active shark, provided those abilities have an immediate effect on combat.

Bloody spells (Su): At 13th level, the sharker may, as a free action, add a bleed effect to any spell that she casts that causes damage. The sharker must decide to use this ability before casting the spell. The affected spell does 1 less hit point of damage per die (minimum 1). In addition the spell causes 1d6 bleed damage to everyone injured by it.

Swap shark (Ex): At 15th level, when the sharker calls her active shark back into her essence, she can call upon a new shark as part of the same action. If she does, the sharker can apply the damage from her previous shark to the new active shark, rather than take it herself.

Master sharker (Ex): When the sharker reaches 17th level, she learns a special secret that has eluded most sharkers their entire lives. She can now capture a single shark without any saves or checks. She can do this once, and the shark must still be one she is able to capture.

Each time the sharker gains a new sharker level beyond 17th, she gains a new charge of master sharker. To use this charge, the sharker must first set free the shark she captured with the ability previously. She is then free to seek

out another shark to capture instead. If able, the dismissed shark returns to the location from which it was captured. If it is unable to return, the shark instead appears in a space adjacent to the sharker and is free to do as it wishes.

The Shark Within (Su): At 20th level, a sharker can transform herself into a version of one of her sharks. This ability functions like the *shapechange* spell, except as noted here.

The sharker can only become a shark she has captured.

The sharker counts as her own active shark for the purpose of available spells, other effects, and abilities.

The sharker can use this ability 3 times per day, and she cannot have a shark active while doing so.



Prestige Classes

The viridian veil contains many prestigious titles for those brave enough to seek them. The following are three new prestige classes; the Abacinaut (Pragian fire knight), the mutant (Eifelian shapeshifter) and the chronomancer (time mage).

Abacinaut Prestige Class

Shortly after the Veil was raised, the dwarves discovered a new metal and named it “abacinite.” Abacinite, mined at the edge of the veil and undoubtedly affected by it, somehow exists in two states at once; molten and solid. The metal can be forged into a strong steel that gives off both heat and light. If done correctly, the metal rests at a balmy 200 degrees Fahrenheit (about 93 Celsius), which is just under the boiling point of water. When struck, the heat flares up enough to cause nasty burns.

In the coming centuries, the dwarves who would become the Pragians made all manner of weapons and tools from this material. Today, virtually all diving suits contain small amounts of abacinite that serves to provide both heat and oxygen (from the warming of cobaltide crystals). In addition, a dwarven order of knights, the Abacinauts, has arisen to protect the abacinite mines (as the mineral is becoming scarcer), to defend the forges, and to reclaim abacinite that was stolen, lost or abandoned.

These knights, of course, use abacinite weapons pretty much exclusively and have learned the secrets of tapping into the power of this miraculous metal. Their vigorous and secretive training has made them an elite and renowned force under the Viridian Veil.

Role: Abacinauts blend the abilities of fighting classes and alchemists, hurling bombs at the enemy one moment and carving down their opponents with abacinite spears the next. They are just as comfortable fighting in the thick of combat as they are flinging potions at foes while remaining safely behind their compatriots. Their versatility makes them valuable allies when the nature of an upcoming battle is unclear.

Alignment: The road to becoming an abacinaut is as varied as the paths leading to apprenticeship under a Pragian alchemist or a career as a soldier, and abacinauts can therefore be of any alignment. Maintaining a balance between studies of alchemical science and martial techniques requires great discipline, however, and for that reason many favor lawful alignments.

Hit Die: d10

REQUIREMENTS

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

Race: Pragian dwarf.

Extracts: Able to create 3rd-level extracts.

Weapon Proficiency: Must be proficient with all martial weapons.

CLASS SKILLS

The abacinaut’s class skills are Disable Device (Dex), Knowledge (arcana) (Int), Knowledge (nature) (Int), Perception (Wis), and Survival (Wis).

Skill Ranks at Each Level: 4 + Int modifier.

CLASS FEATURES

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

Weapon and Armor Proficiency: Abacinauts gain no proficiency with any weapon or armor.



TABLE 3-2: ABACINAUT

Level	BAB	Fort Save	Ref Save	Will Save	Special	Extracts per day
1 st	+1	+1	+0	+0	Abacinaut's Arsenal (+1 Boiling)	+1 level*
2 nd	+2	+1	+1	+1	Abacinite bombs (1d8)	+1 level*
3 rd	+3	+2	+1	+1	Abacinaut's Bulwark (Deflection)	+1 level*
4 th	+4	+2	+1	+1	Abacinite Extracts (increase boiling damage)	+1 level*
5 th	+5	+3	+2	+2	Abacinaut's Arsenal (+2 Boiling Burst)	+1 level*
6 th	+6	+3	+2	+2	Abacinite bombs (1d10)	+1 level*
7 th	+7	+4	+2	+2	Abacinaut's Bulwark (+1 Shield)	+1 level*
8 th	+8	+4	+3	+3	Abacinite Extracts (substitute energy damage)	+1 level*
9 th	+9	+5	+3	+3	Weapon Focus	+1 level*
10 th	+10	+5	+3	+3	Abacinaut's Arsenal (+3 Boiling Blast), Abacinaut's Bulwark (+2 Shield), Abacinite bombs (1d12), Boiling Transformation	+1 level*

* of existing alchemist class

Abacinaut's Arsenal: At first level, an Abacinaut gains use of a single weapon of their choice, bonded to them. This weapon is made of enchanted abacinite, having the normal statistics of the base weapon but weighing and becoming a +1 Boiling Weapon. Additionally, the weapon can be created or dismissed at will, and instantly reforms if destroyed, sundered or taken. At fifth level, an abacinaut gains another weapon, and their original becomes +1 Boiling Burst. At tenth level, an abacinaut gains a third weapon, the second become +2 Boiling Burst, and the original becomes +3 Boiling Blast (described in the next chapter). An abacinaut may not choose a weapon in which she is not proficient.

Abacinaut's Bulwark: At third level, an abacinaut becomes capable of split-second abacinite-summoning, granting a continuous deflection bonus equal to his Charisma.

At fifth level, she can summon a +1 abacinite shield, this functions identically to a heavy shield, granting +2 AC and -1 on armor-specific skill checks, but deals 1d6 steam backlash damage (fortitude for half) to melee attackers on a failed attack roll while also granting Resistance to Steam 10. An abacinaut cannot use this ability while his hands are full or while wielding a two handed weapon. The DC for the backlash damage is 10 + ½ abacinaut Level + Cha. If the shield is shattered (such as from a sunder attack), an abacinaut can reform the shield as a swift action that provokes an attack of opportunity. Note that heavy shields, even those created in this way, are still cumbersome underwater. As a swift action that does not provoke an attack of opportunity, the abacinaut can dismiss her shield.

At seventh level, an abacinaut gains a suit of diving armor of her choice (with the appropriate AC bonus and check penalties), with a +1 enhancement and made primarily of abacinite. This armor can be summoned as a swift action and deals backlash damage that stacks with the abacinite shield. The abacinaut also gains Resistance to Steam 10.

At ninth level, both of these items become +2, the backlash damage from the +2 abacinite armor doubles, for a total of 3d6 steam damage on a failed attack roll, and the abacinaut also becomes immune to Steam.

Abacinite Bombs: At second level, an abacinaut can use abacinite to fortify his steam bombs. Increase the damage dice of the bombs from d6 to d8. At 6th level, the dice increase to d10. At 10th level, the damage dice increases again to d12.

Abacinite Extracts: At fourth level, the abacinaut learns to mix abacinite into any extract formula that has a steam (fire) descriptor. As a result the affect causes one additional point of steam damage per die.

At eighth level, an abacinaut can substitute any energy descriptor in a formula with steam (causing steam damage instead of the original). The abacinaut also gains the bonus above when substituting descriptors.

Weapon Focus: At ninth level, an abacinaut gains the Weapon Focus feat for her bonded abacinite weapon. If she already has focus with that weapon, she may instead choose another Fighter bonus feat.

Boiling Transformation: At tenth level, an abacinaut becomes essentially elemental. He gains all elemental traits, gains the Steam subtype and deals an additional 1d6 steam damage with all attacks melee attacks.

Mutant Prestige Class

The elves that would become the Eifelians were originally a pretty diverse group. They were high elves, forest elves, moon elves and others. Typical of elves, each thought their heritage somewhat superior to the others. To mitigate their differences, a council was formed to help “redesign” their species based on other successful sea life. Unfortunately, even when a feature was “voted out” of the design, each representative had their formula secretly added to the mix, unknowing that every faction was doing the same thing. The result was the Eifelians, a mishmash of dozens of designs based on several different sea animals.

The Eifelian’s manifestation suffers not just physically, but also mentally. An Eifelian strives during his entire long life to maintain a semblance of serenity amidst a cacophony of emotions and instincts. The goal of most is to maintain enough control to lead a successful life. The mutant takes this several steps further. Through intense meditation, this prestige class has learned to harness the magical fabric within his cells, unleashing the power within. At rest, the mutant looks like an average eifelian, perhaps even on the scrawny side. In combat however, the mutant becomes a terrifying beast of battle.

Role: The mutant travels at the front of the party, always ready to confront any threat that would harm her allies. Thanks to her bestial form, the mutant can travel faster than most of the party and can be a proficient scout. In battle, she is always at the front line, tearing through the enemies with snapping jaw, pinching claws, or stabbing weapon.

Alignment: Any non-chaotic.

Hit Die: d12.

REQUIREMENTS:

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

Race: Eifelian elf.

Feats: Improved Unarmed Strike.

Skills: 5 ranks in Knowledge (nature)

CLASS SKILLS:

The mutant’s class skills are Acrobatics (Dex), Climb (Str), Intimidate (Cha), Knowledge (nature) (Int), Perception (Wis), Stealth (Dex), and Survival (Wis).

Skill Ranks at Each Level: 4 + Int modifier.

CLASS FEATURES

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

Weapon and Armor Proficiency: A mutant is proficient with all simple and martial weapons, light armor, medium armor, and shields.

Hybrid Transformation (Su): A mutant can change into a hybrid sea animal-elf form. A mutant can transform for a number of rounds per day equal to 4 + her Wisdom modifier. At each level after 1st, she can transform for 2 additional rounds. Temporary increases to Constitution, such as those gained from transformation and spells like *bear’s endurance*, do not increase the total number of rounds that a mutant can transform per day. A mutant can start a transformation as a full-round action. Using a full-round action to start a transformation does not count towards the number of rounds a mutant can stay transformed in a day. The mutant can also start a transformation as an immediate action after taking damage from an attack. The total number of rounds of transformation per day is renewed after resting for 8 hours, although these hours do not need to be consecutive.

A hybrid form may include the following features and related abilities: octopus lower half (swim and climb speed of 50 feet and can use tentacles to retrieve small, stowed objects carried on their persons as a swift action. They cannot wield weapons with their tentacles, however), shark jaws (bite attack that deals 1d6 points of damage), lobster pincher in place of one or both hands (claw attack that deals 1d4 damage per claw), thick scales (+1 natural

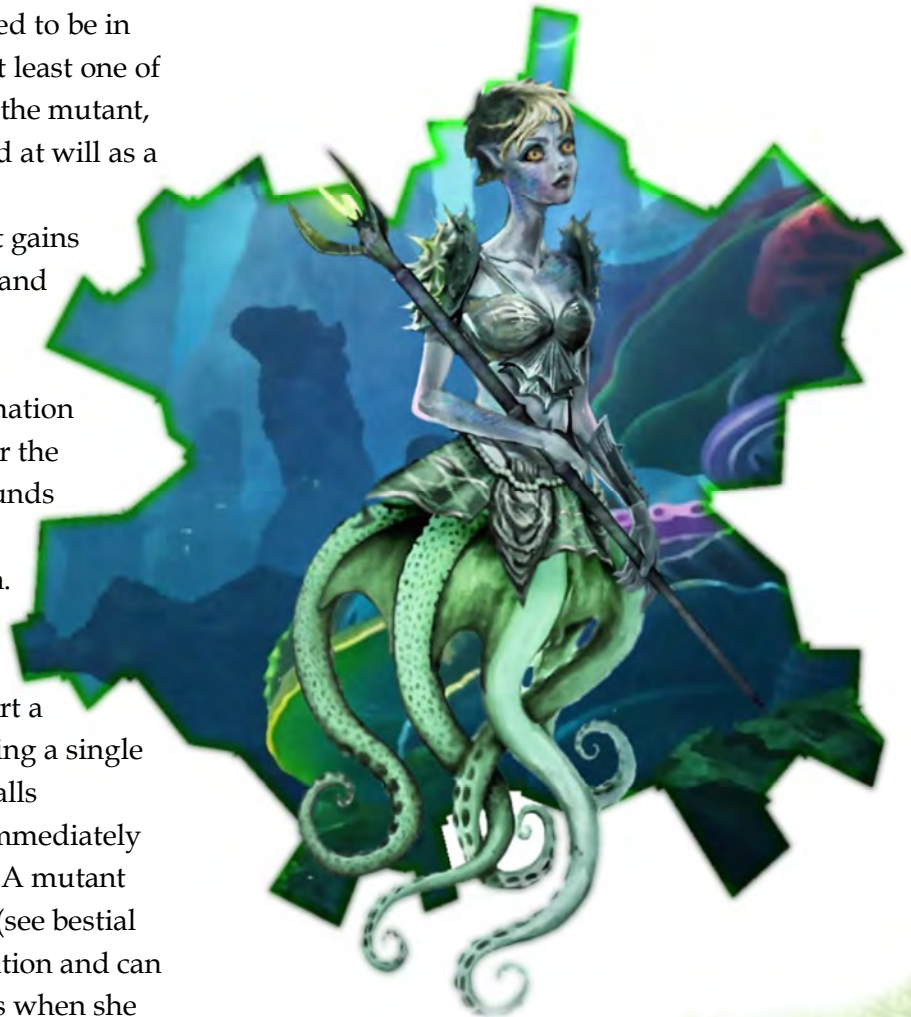
TABLE 3-3: MUTANT
Base Attack

Level	Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+1	+0	+0	Hybrid Transformation
2 nd	+2	+1	+1	+1	Bestial Transformation
3 rd	+3	+2	+1	+1	Animal Empathy
4 th	+4	+2	+1	+1	Fast Transformation
5 th	+5	+3	+2	+2	Water Sense
6 th	+6	+3	+2	+2	Sticky Tongue
7 th	+7	+4	+2	+2	Tireless Transformation
8 th	+8	+4	+3	+3	Shifting Forms
9 th	+9	+5	+3	+3	Improved Fast Transformation
10 th	+10	+5	+3	+3	Greater Transformation

armor bonus), and large, fish-like eyes (darkvision). A mutant is considered to be in hybrid form if she is manifesting at least one of these features. At the discretion of the mutant, features can be added or subtracted at will as a free action while in hybrid form.

While in hybrid form, a mutant gains a +2 morale bonus to her Strength and a +4 morale bonus to her Constitution.

A mutant can end her transformation as a free action and is fatigued after the transformation for a number of rounds equal to 2 times the number of rounds spent in the transformation. A mutant cannot start a new transformation while fatigued or exhausted but can otherwise start a transformation multiple times during a single encounter or combat. If a mutant falls unconscious, her transformation immediately ends, placing her in peril of death. A mutant must stay in one of her two forms (see bestial transformation) during transformation and can only switch between the two forms when she starts a new transformation.



Bestial Transformation (Su): At second level, a mutant can take the form of a sea-beast. Bestial transformation works like hybrid transformation except spending a round of transformation grants the mutant the ability to be in bestial transformation for one minute (a fraction of a minute rounds up to one round). Unlike hybrid form, the mutant has all features at once and cannot choose to manifest less. The bestial form has all of the features of the hybrid form, with no humanoid qualities. In addition to the benefits of hybrid form, in bestial form the mutant has a swim and climb speed of 60 feet, gains the benefits of the Improved Grapple feat, and can maintain a grapple and still make attacks with her claws. While grappling, with each successful claw attack she can also constrict for 1d3 points of damage. A successful bite attack deals a point of bleed damage but she loses her ability to speak while in bestial form. All items the mutant carries meld into her body in this form. The mutant cannot use bestial transformation when wearing heavy armor or carrying a heavy load. A mutant is fatigued after the transformation for a number of rounds equal to 2 times the number of minutes spent in the transformation.

Animal Empathy (Ex): At 3rd level, a mutant can improve the attitude of natural sea animals. This ability acts as wild empathy (use the mutant's level as her druid level) except it affects only sea animals. The mutant can use this ability while transformed.

Fast Transformation (Ex): At 4th level, a mutant can transform as a standard action instead of a full-round action. Transforming in this way spends a round of transformation.

Water Sense: At 5th level, the mutant can sense vibrations in water, granting them blindsense 30 feet against creatures that are touching the same body of water.

Sticky Tongue: At 6th level, a mutant adds a sticky tongue to his list of traits for her hybrid and bestial forms. With this tongue, the mutant can make melee attacks as a

secondary attack. A creature hit by this attack cannot move more than 10 feet away from the mutant and takes a -2 penalty to AC as long as the tongue is attached (this penalty does not stack if multiple tongues are attached). The tongue can be removed by the target or an adjacent ally by making an opposed Strength check against the attacking creature as a standard action or by dealing 2 points of damage to the tongue (AC 11, damage does not reduce the mutant's hit points). A mutant cannot move more than 10 feet away from a creature stuck to her tongue, but she can release its tongue from the target as a free action. Mutants can only have one creature attached to its tongue at a time.

Tireless Transformation (Ex): Starting at 7th level, a mutant no longer becomes fatigued at the end of her transformation.

Shifting Forms (Su): At 8th level when a mutant is transformed she can change between hybrid and bestial transformation as a swift action without ending the transformation.

Improved Fast Transformation (Ex): At 9th level, a mutant can transform as a move action. Transforming in this way spends a round of transformation.

Greater Transformation (Su): At 10th level, when a mutant transforms into a hybrid or bestial transformation her scales grant her a +3 natural armor bonus. In hybrid and bestial transformation the natural bite attack's damage increases to 1d10.

When transforming into the bestial transformation the mutant may choose to increase her size by one size category. The mutant must choose this when starting a transformation. This size increase grants the mutant a +2 size bonus to Strength, a -2 size penalty to Dexterity (to a minimum of 1), and a -1 penalty on attack rolls and AC due to her increased size. The mutant's bite and claws attacks also increases by one size category, bleed damage increases to 1d3, and constriction damage increases to 1d6.

Chronomancer Prestige Class

Chronomancers have not only been part of Devonia since the beginning, they are its architects. However, much like the essence of Time that they manipulate, this class continuously undergoes change. During the foundation of the Viridian Veil, chronomancers were a separate class unto themselves. While the core of their studies seemed wizardly, they tapped directly into the power of Karma to fuel their magic, and eschewed any power from other sources.

This turned out to be an extremely dangerous endeavor. The saying “master chronomancer” was a euphemism for someone dangerously close to accidentally ending his own existence. Karma does not favor the chronomancer, and the class had to change to preserve the complex formulas that held sway over time. And thus, the chronomancer prestige class was born. This “invitation only” path is offered to magic users who show great promise and abundant interest in time magic.

Today’s chronomancers are often regarded as important specialists in Devonia. They are not only called upon when problematic rifts open up, but also when things happen that no one else can explain. They are also expected to deal with whatever might creep, crawl or tear through a rift.

Hit Die: d6.

REQUIREMENTS:

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

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

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

CLASS SKILLS:

The chronomancer's class skills (and the key ability for each skill) are Appraise (Int), Knowledge (history) (Int), Linguistics (Int), Perception (Wis), Spellcraft (Int), Survival (Wis), and Use Magic Device (Cha).

Skill Ranks at Each Level:

2 + Int modifier.

CLASS FEATURES

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

Weapon and Armor Proficiency: A chronomancer gains no additional weapon or armor proficiencies.

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



TABLE 3-4: CHRONOMANCER

Level	BAB	Fort Save	Ref Save	Will Save	Special	Spells per day
1st	+0	+0	+0	+1	Karma Pool, Trick of Time	—
2nd	+1	+1	+1	+1	Homeward Rift	+1 level*
3rd	+1	+1	+1	+2	Trick of Time	+1 level*
4th	+2	+1	+1	+2	Speed Boost I	+1 level*
5th	+2	+2	+2	+3	Trick of Time	+1 level*
6th	+3	+2	+2	+3	Parallel Self	+1 level*
7th	+3	+2	+2	+4	Speed Boost II, Trick of Time	+1 level*
8th	+4	+3	+3	+4	Complex Contingency	+1 level*
9th	+4	+3	+3	+5	Trick of Time	+1 level*
10th	+5	+3	+3	+5	Speed Boost III, Immortality	+1 level*

* of existing spellcasting class

Karma Pool (Su): A chronomancer gains a reservoir of temporal energy known as Karma to manipulate the time stream in a variety of ways. Karma has a number of points equal to half her class level + her Intelligence modifier (minimum 1). This pool refreshes once per day when the chronomancer prepares her spells. Spells with the chronomancy descriptor almost always add or subtract from this pool, though this is not the same as spending Karma deliberately. A careless or desperate chronomancer can easily amass a negative karma total. After karma refreshes from daily preparation, the negative karma from the day before is subtracted. A chronomancer with a positive karma pool can spend these points to perform "tricks of time."

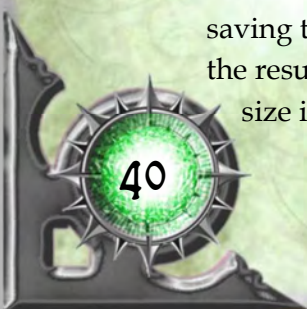
Tricks of Time (Su): Starting at 1st level and every other chronomancer level thereafter (3rd, 5th, 7th, and 9th level), the chronomancers may learn one new trick from the following list:

Forewarning: The chronomancer can expend 1 point of Karma when he rolls initiative to allow himself or an ally within 30 feet to roll 1d4 and add it to that character's initiative result. At 5th level, the chronomancer can expend 2 Karma as an immediate action to apply this benefit to a saving throw he has just rolled (but before the result is revealed). At 10th level, the die size increases to 1d6.

Haste: A chronomancer can cast *haste* as a spell-like ability by spending 6 Karma. Caster level is equal to the chronomancer's caster level, and the spell Save DC is based off of the chronomancer's wisdom.

Molding Time: A chronomancer can shape the progression of time in a specific area. By spending 3 Karma, a chronomancer can advance the time in a specific area by 1 round. Likewise, time can be stretched out for an additional round instead. This ability has a 20-foot radius. This ability requires a swift action to activate no matter how much karma is expended. Creatures are unaffected by this ability. For example, if a chronomancer were to advance time in a certain area by 3 rounds, after spending 9 Karma, everything within that area moves forward those 3 rounds instantaneously. The obvious use for this ability is to manipulate spell and effect durations.

Rewind: As an immediate action after losing a spell due to a failed concentration check or after casting a spell that had no effect (such as due to successful saving throws, a failed caster level check to overcome spell resistance, or other immunities), the chronomancer can expend a number of points from his Karma equal to half the spell's level (minimum 1) to immediately prepare the spell again, as if it had not been cast. Any material components expended in the original casting remain expended, as are actions used to cast the original spell.



Slow: A chronomancer can cast *slow* as a spell-like ability by spending 6 Karma. Caster level is equal to the chronomancer's caster level, and the spell Save DC is based off of the chronomancer's wisdom.

Spell Suspension: A chronomancer can either delay or stop a spell dead in its tracks. By spending 3 Karma, a chronomancer can delay the effects a spell by either halting the duration of a spell for 1 round, or by causing a spell with a duration of instantaneous to come into effect 1 round later. This ability requires a swift action to activate no matter how much karma is expended.

Time Freeze: A chronomancer can temporarily stop all movement within a 20-foot radius of herself. For every 9 Karma spent, all time stops within the area for 1 round. No creature caught in this ability can move or perform any actions (including the chronomancer). Damage caused within this area is negated, and any spell cast within this area is suspended until the effect ends.

Homeward Rift: At 2nd level, the chronomancer can open a rift in the veil to her own time as a full round action. The rift is large enough for a large creature to fit through comfortably, and too small for anything greater than Huge size to fit through. The rift remains for one round per point of Karma that the chronomancer chooses to spend.

This ability only works within the area of the Veil, even if the veil does not exist in that particular time. For each sentient creature that passes through this rift that does not belong in the chronomancer's time, the chronomancer loses 4 Karma. Each animal from the wrong time that passes through the rift causes the chronomancer to lose one point of Karma.

Speed Boost: At 4th level, the Chronomancer gains a single extra attack at his highest BAB. At 7th level, the Chronomancer gains one attack at his highest BAB, and one at his lowest. At 10th level, the Chronomancer gains two attacks at his highest BAB, and one at his lowest.

(10th level Example: +11/+11/+11/+6/+1/+1)

Parallel Self: At 6th level, if the chronomancer is killed, he can immediately expend 10 points of karma to summon an alternate version of himself from a parallel existence, appearing up to 30 feet away. This alternate version is identical to the chronomancer with a few minor exceptions. The alternate version has half the chronomancer's total hit points (but not any temporary hit points) and those spells the chronomancer had prepared when he died. The alternate version has the same equipment as the chronomancer but does not bear any artifacts the chronomancer was carrying. Any expendable items, charges, or expensive material components the alternate version uses are also expended for the chronomancer. This alternate version remains for 1 minute before the duplicate and its equipment are ripped back to their reality.

Complex Contingency: At 8th level, the chronomancer can specify two trigger conditions when casting contingency. In addition, when the chronomancer's contingency would trigger, the chronomancer can expend 1 Karma as an immediate action to prevent the contingency from triggering, saving the stored effect for later.

Immortality (Ex): At 10th level, a chronomancer gains the ability to permanently stop aging. Their body no longer ages, and the chronomancer has no age limit. In addition, the chronomancer is unaffected by the Time Freeze trick, both his own and that of other chronomancers.



Chapter 4:



Strangecraft

Materials Out of Time

Many of the same materials found in the standard CERULEAN SEAS CAMPAIGN SETTING, INDIGO ICE, and CELADON SHORES can also be found under the Viridian Veil, with a few exceptions. Feldorheim is the closest inhabited land to Devonian, and many of their materials and technology have slipped through the cracks into this realm as well.

Devonia has slightly more wood than Isinblare, but still less than the Cerulean Seas or Nikaikoku regions. Most wood comes from a shrub that grows along the beach known as a “canoe plant.” The plants have curved, spreading branches and a crooked trunk with gray or light brown bark. They do not grow quickly, and they do not produce a lot of usable wood. Instead of wood, inhabitants use reeds, bone, horn, leather and stone. Dwarves have several alchemical substances that they use in place of natural material as well.

One such material is known as sand cloth, which is a thick, rubbery material which is both waterproof and highly resistant to heat. An alchemical preparation of liquid “sand cloth” is poured out into sheet pans and other form molds and allowed to dry and bake in the sun for most of the year, after which time it takes its form permanently. If the mixture is poured out too thickly, the result becomes brittle and useless. If it is too thin, it tears too easily. Making sand cloth has become a new art to the Pragians, in addition to alchemy, blacksmithing, gem smithing, and engineering.

The Eifelian elves have their cloth-craft as well, in the form of kamleika cloth. The elves, who learned the process from the humans and later perfected it, fabricate kamleika from the intestines and stomachs of large sea reptiles such as the shovel-face (atopodentatus). Kamleika is a light and waterproof material that looks a bit like cotton cloth from a distance. Most clothes are made from this material as the silks and mussel cloths from other regions are only available if carried in by an out-timer.

Currency and Trade

Barter is the most common method of trade, with the occasional use of rare and semiprecious gems and pearls. While the Frasnians had an established money system and coinage similar to what can be found in the core setting, these no longer hold value beyond their material or for curiosity collectors. 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.

Abacinite: Abacinite is mined by Pragians at the edge of the veil and somehow exists in two states at once; molten and solid. The metal can be forged into a strong steel that gives off both heat and light. Weapons made of abacinite cause an extra point of steam damage

on a successful strike, or 1d4 added steam damage on a critical hit. The Pragians guard both the mines and the metal feverishly, and this was among the many tensions that led to the Great War. Non-Pragians may own the metal, but they need expressed permission from Pragian leadership, and it costs quite a bit more. One cubic inch of abacinite is roughly 10 gold for a non-Pragian, or ten times as much as Pragians charge each other for it.

Out-timer Technology

Aglootech from Isinblare is well-known among the Devonians. Over the centuries several out-timers from Feldorheim have stumbled into the realm with many great contributions that did not go unnoticed by the Frasnians, who fanatically studied and tried to replicate any new technology that entered the realm. Even now that the Frasnians are no longer with us, the aglootech that they unraveled is still very much alive and in use.

One exception is crystal mirrors. The strange magic that fuels a crystal mirror also causes it to shatter when exposed to the strange energies of the Veil. This was documented (and greatly lamented) in the journal of a thanor explorer who intended to use his mirror to get home. He was unfortunately eaten by a ginsu shark, but his journal was crucial in understanding the technology that he traveled with.

Hitogoi inventions are also available, but most know them in Devonian as quack-craft. Shibaten have always been enamored with these gadgets and gizmos, and brought copious amounts of these items with them during their exodus. While after a few centuries their best scholars are able to reproduce and repair this technology, they have not come up with anything new, and the shibaten versions are not as good as the hitogoi originals. The cumulative 10% chance of permanent failure at the beginning of the first round of use for every month it is not maintained typical of Hitogoi inventions has increased to 15% when dealing with quack-craft.

Gnome-tech also exists, from the long-dead civilization of Givetia. Most of it is rusted, worn, or in terrible disrepair. It is very similar to Hitogoi inventions, and has at least a 10% chance of permanent failure when found. Some quack-craft is also derived from reverse engineered gnome-tech.

Technology from the future also abounds, propagated and imitated by the Frasnians. This technology, known as frasnitech, on a whole is considered unpredictable and dangerous. A few exceptions such as the swoosh do exist. However, for the most part, weird technology that is neither quack-craft nor aglootech is to be considered highly volatile and is often destroyed. This does not prevent the very brave and the very stupid from messing with it from time to time.

Weapons

Devonia has, perhaps, the largest variety in melee and ranged weapons in all of Undinia (the drowned world). The waters under the Veil enjoy all of the weapons available in the CERULEAN SEAS CAMPAIGN SETTING, as well as INDIGO ICE and CELADON SHORES. In addition to these and many varieties of primitive weapons common to the mrawghs and viseans, Devonia does have a few unique weapons that have developed over the years.



Weapon Descriptions

Devonian weapons have the qualities listed below:

Boil Blade: The boil blade was developed by the Frasnians to weaponize small amounts of abacinite. It is long-handled short sword with a two-foot-long, jagged and curved blade that is made mostly of Devonian steel (a dull, grey waterproof steel alloy). In its center, however, swirls of abacinite can be seen. It is enough abacinite to confer an addition point of steam damage on a successful hit, but not enough for the extra damage abacinite weapons normally inflict on a critical hit.

Bubbler: Like the boil blade, the bubbler was intended to make the most out of a small amount of abacinite; this time in the form of a small ring around a lantern-like structure crested with a sharp spike. This spear-like thrusting weapon has a nasty surprise. The first successful thrust each round is accompanied with an extra 1d8 steam damage, as boiling water shoots out of a hole situated near the spike. Subsequent successful attacks during the same round yield no steam damage. The weapon recharges by the beginning of the next round.

The beauty of the bubbler is that it is entirely spring operated, powered by the force of a successful thrust and the heat of the abacinite. Water is sucked into the chamber, quickly heated, and expelled without need of magic, charges, or special fuel. Bubblers became of favorite of Frasnian cavalry (who rode plesiosaurs), and are still popular today, long after the Frasnian civilization fell.

Famennian spear: As the name suggests, this double spear is a favorite among Famennians. Originally, this spear was an adaptation of the leiomano (shark-tooth club) combined with a sharpened clam-shell on the other end. Some human traditionalists still

use these spears made from their natural materials (and they do just as much damage, but aren't as sturdy with the fragile weapon quality). The spear is designed to maximize bleeding wounds, in order to attract sharks to their enemies.

Pragian axe: The dwarves were not content with giving up their axes, even if they weren't so useful in an underwater environment. After several generations with not-so-great results, they finally had some success. The pragian axe is essentially a trident with thick and sharp outer blades. While it is now more of a thrusting weapon than a swinging one, the object is not to hit the target with the center of the weapon, but to graze the target with the side of the axe, utilizing the sharp and jagged blade to inflict horrendous wounds.

Shark fork: Developed by sharkers, the shark fork was intended to deter, and not to kill. They noticed that inflicting serious injury on a shark can sometimes provoke it more, or attract other sharks to succeed where their brethren has failed. The crescent shaped blade and many thorns are designed to both inflict nonlethal pain and irritation, and is a useful tool in controlling or discouraging shark attacks. Sharker forks are always non-metal, to avoid confusing a shark's sensitive bioelectric senses.

Stiletto sword: Much like the dwarves who lamented the loss of their axes, elves and humans alike missed the sword. Luckily it did not stay obsolete under the waves for too long. Based somewhat after the design of the stiletto dagger, this sword has a thin, triangular blade. Each of the three edges of the blade curve up from the center in such a way to make the blade highly aquadynamic in several directions at once. This allows the weapon to be used like a typical sword; both a swinging and stabbing weapon. Still, it requires two hands to wield this weapon that is light enough to be used one-handed above the waves.

TABLE 4-1: AQUATIC WEAPONS OF DEVONIA

Weapon Name	Classifications	Cost*	Dmg (S)	Dmg (M)	Critical	Range	Buoyancy	Type	Special
Boil Blade	Simple light melee	75 gp	1d4 ¹	1d6 ¹	19-20/×2	—	-1	P/S	—
Bubbler	Exotic one-handed melee	100 gp	1d4 ¹	1d6 ¹	×2	—	-5	P	brace, see text
Famennian spear	Simple two-handed melee	7 gp	1d6/1d4	1d8/1d6	×2/×3	—	-5	S	brace, double
Pragian axe	Martial two-handed melee	20 gp	1d10	1d12	×3	—	-15	P/S	—
Shark fork	Exotic one-handed melee	3 gp	1d4	1d6	×2	—	-8	P	fragile, nonlethal
Stiletto sword	Martial two-handed melee	25 gp	1d8	1d10	19-20/×2	—	-8	P/S	—
Swoosh (sword)	Exotic one-handed melee	2,500 gp	1d12	2d8	18-20/×2	—	-5	S	deadly, see text
Torpedo, Frasnian	Small direct-fire siege engine ²	500 gp	3d6	6d6	×3	special	±30	B and steam	see text
Torpedo, mega	Large direct-fire siege engine ²	9,000 gp	12d6	20d6	×3	special	±300	B and steam	see text

1- This weapon does additional steam damage. See text for details.

2- These classifications are detailed in Paizo Publishing's ULTIMATE COMBAT TOME.

TABLE 4-2: DEVONIAN SHIPS

Type of Ship	Dimensions (feet)	Material	Crew	Cargo (5-ft. cubes)	Hit Points	Hardness	Propulsion	Speed (ft./sq./kts.)	Turn Distance	Draft (ft./ftm.)
Houseboat	100 × 30 × 30	Wood, metal, reeds	2	100	2000	5	towed	30 / 6 / 3	4 square	12 / 2
Pahi	40 × 10 × 10	Leather, wood, reeds	2	10	100	5	sail	90 / 18 / 9	2 squares	6 / 1
Shibaten Aircraft	30 × 15 × 30	Wood, leather	6	5	450	5	blimp	100* / 20* / 10*	3 squares	0 / 0
Tongiaki	20 × 10 × 10	Leather, wood	3	3	34	5	sail	140 / 28 / 14	2 squares	6 / 1

*flying

Swoosh (sword): The swoosh is one of the few frasnitech items that doesn't carry a huge stigma. Swooshes were crafted by the Frasnians from technology pilfered from out-timers known as "agloooites," crystalline creatures from a distant future. Swooshes, which only function submerged, became popular among the elite, and thousands were made. Today, most swooshes come from this surplus as few know how to craft them.

A deactivated swoosh looks like a piece of odd plumbing. It is basically a pipe with a small canister attached near one end, and a trigger or button near the canister. Holding the button causes a thin, shimmering sheet of highly focused and pressurized water to form along one side of the pipe, making a very effective blade. As can be guessed by the name, the swoosh creates an audible "swooshing sound" while the blade is in use, causing anyone carrying an activated swoosh to take a -10 penalty on Stealth checks. Releasing the trigger deactivates the blade. The blade is powered by a blue agloooite crystal that never needs recharging, though no one native to Devonian truly understands how it works.

Torpedo, Frasnian: Looking something like a football, the Frasnian torpedo is basically a barrel capped with metal cones on each end. Inside, explosive material is kept along with a sealed glass vial of potassium metal. The torpedo can be crafted to either float or to sink, depending on which direction the target may come. Either is kept on a chain with a quick release mechanism to allow the torpedo to "launch." Distance is no issue, as the torpedo will continue to float up or sink down until it hits something.

When it does hit something with significant force, it detonates into a cloud of concussive force and steam causing the listed damage in a 30-foot radius. Half of this damage is steam damage, while the other half is bludgeoning damage. Those within a 100 foot radius of the point of impact must make a Fortitude save, DC 17, or become deafened for 2d4 rounds.

Torpedo, mega: The mega torpedo is essentially a regular Frasnian torpedo scaled up a bit. It works the same, but does the listed damage in a 60-foot radius, and the deafening effect reaches 150 feet.

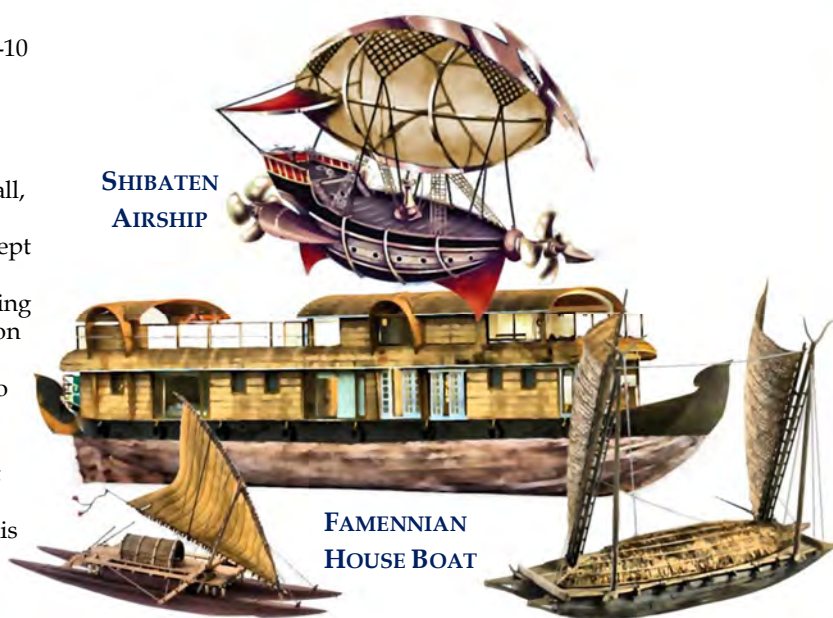
Ships

Famennian Houseboats: In addition to stilt houses, these ships are the primary residences of the Famennian humans. They often remain anchored to the same location for decades.

Pahi: These are double-hulled, sailing, two masted watercraft rigged with crab claw sails.

Shibaten Aircraft: Shibaten build balloon-based aircraft based on the design of the hitogoi zeppelin that brought them here. The balloons are filled with hydrogen and therefore fairly dangerous.

Tongiaki: Tongiaki are double-hulled canoes, similar to modern catamarans. They are the most used ship in the realm.



SHIBATEN
AIRSHIP

FAMENNIAN
HOUSE BOAT

TONGIAKI

PAHI



TABLE 4-3: DIVING ARMOR

Armor ¹	Cost	Armor		Armor Check Penalty	Arcane Spell Failure	Swim Speed		Buoyancy
		Bonus	Dex Bonus			30 ft.	20 ft.	
Standard (Medium Armor)	100 gp*	+5	+3	-4	20%	20 ft.	15 ft.	20
Military (Heavy Armor)	400 gp	+7	+0	-7	30%	20 ft.	15 ft.	20
Juggernaut (Heavy Armor)	3,000 gp	+9	+0	-8	45%	20 ft.	15 ft.	20

* Pragians get their first armor free (no modifications)

Pragian Diving Armor

Pragian dwarves take great pride in the design of their diving armor, each one as unique as the dwarves wearing it. Other races know the Pragians outward appearance by this armor, which looks superficially like full-plate armor with a clear crystal visor. On closer inspection, it features several valves, spouts, tubes, and canisters. All joints and connections are fortified with sand cloth. Slots and compartments deliver food and drink directly to the Pragian's mouth. A series of membranes situated in the helmet convey sound to and from the water more efficiently, thus making sound in both directions clearer and less muffled, which was an issue in earlier suit designs. The armor is actually quite buoyant and its buoyancy is perfectly adjusted so the dwarf wearing it is very "light" in the water, allowing the wearer to swim freely without expending a lot of energy.

Buoyancy is only the beginning of the innovations added to the armor over the years. A marvel of engineering, the armor is riddled with redundant systems and fail-safes. Small amounts of abacinite serve to provide both heat and oxygen to the armor by warming of cobaltide crystals. These alchemical wonders absorb oxygen from the air and then release it when warmed. Dwarves always carry enough charged cobaltide to last weeks, and charge the spent crystals at the first available opportunity.

Another alchemical adaptation is something the Pragians call "suit tar" and it is used only in diving armor. When a suit is breached, it exposes a thin layer of this material which expands on contact with water and seals the opening.

All Pragians are proficient in using and wearing diving armor, and may obtain a suit of standard diving armor for free at first level. They can sleep and rest in diving armor without drawbacks. Whenever a Pragian is wearing diving armor, he reduces the armor check penalty by 1 (to a minimum of 0) and increases the maximum Dexterity bonus allowed by his diving armor by 1. Every four levels thereafter (7th, 11th, and 15th), these bonuses increase by +1 each time, to a maximum -4 reduction of the armor check penalty and a +4 increase of the maximum Dexterity bonus allowed.

Diving Armor Modifications

Diving armor can have the following modifications added for a price:

Boot spikes: As a move-equivalent action that does not provoke an attack of opportunity, the Pragian can jut spikes from his boots into a solid surface. While rooted in this way, the dwarf receives a +5 circumstance bonus to his Combat Maneuver Defense when resisting a bull rush or trip attempt. If he moves or is moved from the square in which he initiated this ability, the bonus ends and the spikes retract. **Cost:** 100 gp.

Climate control: Choose an energy type upon adding this feature. The suit has been modified to absorb damage of that type. The wearer

gains energy resistance 5 to the chosen type.

This modification can be taken multiple times to gain multiple resistances or add another 5 resistance on to an existing type, but each time this modification is taken the cost doubles (three climate control modifications would cost 7,000 gp total). **Cost:** 1,000 gp.

Emergency Buoy: As a move-equivalent action that does not provoke an attack of opportunity, the Pragian can activate a buoy that will add a positive buoyancy of 200 bu., thus floating him to the surface. The buoy then deflates and can be reused. **Cost:** 20 gp.

Helm light: Powered by luminescent crystals and activated by opening a shutter, the dwarf has a convenient "torch" to help him shed light on any situation. **Cost:** 10 gp.

Holsters: Custom-made holsters hold one weapon of the dwarf's choice (chosen at the time of the modification), allowing the dwarf to sheath or draw the weapon quickly (as a free action). Additional holsters can be made for additional weapons up to a maximum of 3 weapons (regardless of the size of the weapon). **Cost:** 150 gp each.

Life support: A canister has been added that can deliver a potion directly to the wearer's mouth as a free action, or the press of an easy-to-locate button. Healing potions are the most common to put in these canisters. Multiple canisters can be added, with a maximum of ten. Loading potions is a full-round action per canister, and it does provoke an attack of opportunity. **Cost:** 100 gp each.

Swim jets: This modification uses water pressure to aid in swimming, increasing the dwarves swim speed by 10 feet. **Cost:** 250 gp.



New Feats

The following feats are unique to the Viridian Veil campaign setting:

ABACINITE MINER

Your exposure to high temperatures over a prolonged period of time in your youth has made you resistant to it.

Prerequisites: Pragian, 1st level.

Benefit: You gain steam resistance equal to 5 plus your character level.

ALCHEMICAL CRAFTSMAN

Your craftsman racial trait extends to alchemy.

Prerequisites: Pragian, craftsman racial trait.

Benefit: You may apply your +2 racial bonus to your Craft (alchemy) check, and you add +2 to the DC of any ingested poison you create.

ARCANE ARMOR AFFINITY (COMBAT)

You've never casted a spell outside of your diving armor and it shows.

Prerequisites: Pragian, ability to cast 1st level spells.

Benefit: Reduce the arcane spell failure chance due to the diving armor you are wearing by 15% for any spells you cast. This feat stacks with Arcane Armor Training and Arcane Armor Mastery.

BLOOD VENGEANCE

Seeing an ally fall in combat fills you with a raging and murderous fury.

Prerequisites: Sahuakin, non-lawful.

Benefit: Whenever one of your allies is reduced to negative hit points or killed, you may enter a state similar to but less powerful than a barbarian's rage as a free action on your next turn. If you have the rage class feature and are already raging, your morale bonuses to Strength and Constitution increase by +2 for

the duration of your rage. If you do not have the rage class feature, or you have no more rage rounds left, this weaker rage gives you all the benefits and penalties of a barbarian's rage, except your morale bonus to Strength and Constitution is only +2. In either case, this state lasts for 4 rounds.

As with a barbarian's rage, when this weaker rage ends, you are fatigued; if another ally falls before this duration ends, the weaker rage lasts for an additional 4 rounds. This feat does not allow you to enter a rage if you are fatigued. You may only use this feat if the fallen ally had at least as many Hit Dice as you (excluding conjured or summoned allies).

BLOW OVER

When your anger blows over, you're no longer scary.

Prerequisite: Natural comedian and quackitude racial characteristic

Benefit: When you use Intimidate to influence an opponent's attitude, you can limit the duration to 1d6 + 4 minutes. If you do, the target's reaction to you does not change to unfriendly after the duration expires. Intimidation is always a class skill for you.

BREAK THE ICE

Your humor can make friends.

Prerequisite: Natural comedian racial characteristic

Benefit: You can change the initial attitudes (see Diplomacy) of non-player characters as a full-round action. Targets must make a Will save (DC 10 + 1/2 your Perform (comedy) skill check modifier) or their attitude improves by one step. This is a charm, enchantment, and language-dependent effect. You cannot make a creature helpful this way, the best possible attitude you can achieve is friendly. You cannot use Perform (comedy) to influence a given creature's attitude more than once in a 24 hour period.

CHILD OF THE SEA

You share a strong mystic connection with the sea.

Prerequisites: Eifelian.

Benefit: While you are in the ocean, your natural healing rate (the amount of hit points and ability damage you heal from a full night's rest) doubles.

COSMIC SWAP

You and your animal can instantly swap places.

Prerequisites: Lochkovian.

Benefit: Once per day, regardless of the distance, you can swap places with your spirit twin as a full round action that provokes an attack of opportunity.

EVOLUTIONARILY ADVANCED

You are ahead of your peers at water adaptation.

Prerequisites: Famennian, 1st level.

Benefit: Your swim speed increases by 10 feet, your depth tolerance is 600 feet, and you can breathe water as well as air.

FEROCIOUS TENACITY

Your orc heritage allows you to fight on.

Prerequisites: Con 13, sahuakin, orc ferocity racial trait.

Benefit: You gain the ferocity universal monster ability, allowing you to continue fighting at negative hit points. When using this ability, you gain a +2 bonus on Intimidate checks.

Normal: A sahuakin with the orc ferocity racial trait can fight for 1 more round after he is brought below 0 hit points.

GOOD KARMA

You generate an extra point of Karma per day.

Prerequisite: Ability to cast spells with the chronomancy descriptor.

Benefit: Even if you are not a chronomancer, you begin regenerating

karma at a rate of 1 point per day. If you are a chronomancer, this is in addition to your normal pool.

GREATER BLOOD FRENZY

Your wounds move you into a deeper frenzy.

Prerequisites: Blood frenzy ability, sahuakin.

Benefit: You no longer take a penalty to AC while in a blood frenzy. In addition, if you strike an enemy with your bite attacks while in a blood frenzy, you can inflict bleed damage (1d4).

MUTANT VISAGE

You were born with some particularly disturbing features.

Prerequisites: Eifelian, 1st level.

Benefit: Your creepy appearance racial trait is twice as strong. Non-eifelian humanoids take a -2 penalty on saving throws against spells you cast that cause confusion or fear. In addition, you gain a +4 racial bonus on Intimidate checks to demoralize.

PEARL DIVER

You have a knack for finding oysters with pearls.

Prerequisites: Famennian.

Benefit: You gain a +2 trait bonus on Appraise and Perception checks. You gain a +4 on knowledge nature checks in regards to any mollusk that produces pearls.

SHARKMASTER

You are an expert shark trainer, even beyond your active shark.

Prerequisites: Handle Animal 1 rank; ability to cast 1st level sharker spells.

Benefit: You gain a +2 bonus on Handle Animal and Knowledge (nature) checks with all types of sharks. Furthermore, you are treated as one level higher when determining the abilities of your animal companion or mount, as long as it is a shark.

TABLE 4-4: AQUATIC FEATS OF DEVONIA

Feat	Prerequisites	Benefits
Abacinite Miner	Pragian, 1st level.	Gain steam resistance.
Alchemical Craftsman	Pragian, craftsman racial trait.	You craftsman racial trait extends to alchemy.
Arcane Armor Affinity (combat)	Pragian, ability to cast 1st level spells.	Gain lower arcane spell failure chances.
Blood Vengeance	Sahuakin, non-lawful.	Fill with a raging and murderous fury when friends fall
Blow Over	Natural comedian & quackitude	When your anger blows over, you're no longer scary.
Break the Ice	Natural comedian racial characteristic	Your humor can make friends.
Child of the Sea	Eifelian.	You share a strong mystic connection with the sea.
Cosmic Swap	Lochkovian.	You and your animal can instantly swap places.
Evolutionarily Advanced	Famennian, 1st level.	You are ahead of your peers at water adaptation.
Ferocious Tenacity	Con 13, sahuakin, orc ferocity racial trait.	Your orc heritage allows you to fight on.
Good Karma	Cast spells with the chronomancy descriptor.	You generate an extra point of Karma per day.
Greater Blood Frenzy	Blood frenzy ability, sahuakin.	Your wounds move you into a deeper frenzy.
Mutant Visage	Eifelian, 1st level.	You are twice as ugly as usual to non-Eifelians
Pearl Diver	Famennian.	You have a knack for finding oysters with pearls.
Sharkmaster	Handle Animal 1 rank, be a shark	You are an expert shark trainer.
Spook	Eifelian, creepy racial trait.	Flat-footed surprised enemies.
Stronger Bond	Lochkovian.	The animal can talk and you get its natural armor bonus.
Survival Against Odds	Famennian	You have a knack for surviving.
Swim By Me	Lochkovian.	Move up to half speed when your spirit twin moves.
Tengu Wings	Character level 5th, shibaten.	You can grow wings that allow you to fly.

SPOOK

You have learned to use your appearance to your advantage.

Prerequisites: Eifelian, creepy racial trait.

Benefit: When you attempt to attack against a foe that is completely unaware of your presence, the foe is treated as flat-footed for the rest of your turn.

STRONGER BOND

Your spirit twin can talk and you get its natural armor bonus.

Prerequisites: Lochkovian.

Benefit: Your spirit twin can speak with your voice in any language that you know. While not wearing armor, you gain your spirit twin's natural armor bonus.

SURVIVAL AGAINST ODDS

You have a knack for surviving whatever the environment throws at you.

Prerequisites: Famennian

Benefit: If you fail a saving throw due to natural environmental factors (depth, drowning, cold, etc.) that would result in

reaching unconsciousness or death, you may reroll and keep the second result.

SWIM BY ME

Move up to half speed when your spirit twin moves.

Prerequisites: Lochkovian.

Benefit: When you take a move action, your spirit twin can also move up to half its speed as part of the same action and vice versa.

Special: This feat can be taken twice, at which point you or your spirit twin can move at full speed instead.

TENGU WINGS

You can grow wings that allow you to fly.

Prerequisites: Character level 5th, shibaten.

Benefit: Once per day, you can sprout a pair of giant black duck's wings, granting you a fly speed of 30 feet (average maneuverability). This spell-like ability otherwise functions as *beast shape I* (though you do not gain any other benefits of that spell) with a caster level equal to your level.

Spells

This section contains new spells common to the Devonian Isles.

Viridian Veil Spell Lists

Below is a spell lists that cannot be found in the Cerulean Seas corebook, the shark.

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

¹ ADVANCED RACE GUIDE (Paizo Publishing).

² ULTIMATE MAGIC (Paizo Publishing).

³ ULTIMATE COMBAT (Paizo Publishing).

⁴ ADVANCED PLAYER'S GUIDE (Paizo Publishing).

⁵ ADVANCED CLASS GUIDE (Paizo Publishing).

^C CERULEAN SEAS CAMPAIGN SETTING core rulebook.

^A AZURE ABYSS ^N INDIGO ICE ^S CELADON SHORES

^V VIRIDEAN VEIL (this tome)

Sharker Spells

Complete Sharker Spell List

0-Level Sharker Spells — bleed, capture shark^V, chronometria^V, detect magic, detect poison, guidance, lullaby, resistance, stabilize, touch of fatigue.

1st-Level Sharker Spells — alter currents^C, anticipate peril², blend¹, blurred movement⁵, bristle⁴, bungle², buoyant force^C, cause fear, charm animal, command, commune with fish⁵, crab haul (aka ant haul)⁴, detect animals or plants, detect chaos/evil/good/law, detect rift^V, endure pressure^C, freshwater adaptation^C, hasten healing IV, hydraulic push⁴, hypnotism, jump, lesser confusion, mage armor, magic fang, neutralize buoyancy^C, ray of enfeeblement, ray of sickening², remove fear, sanctuary, shock shield³, shocking grasp, sleep, speak with animals, swift retreat^C, true strike, vanish⁴.

2nd-Level Sharker Spells — action^V, adhesive blood⁵, aid, barkskin, beastly bearing^N, biolight^A, blindness/deafness, blood armor⁴, blur, calm emotions, crocodile's endurance, daze monster, delay^V, delay poison, detect thoughts, dolphins grace, false life, hasten healing IV^N, invisibility, lockjaw⁴, mirror image, remove paralysis, resist energy, resist pressure^C, savage maw¹, scare, see invisibility, shark's strength, sharknose (aka bloodhound)⁴, surf^C, undertow^C, zone of sweetwater⁵.

3rd-Level Sharker Spells — arcane sight, aqueous form^C, aqueous form^C, blink, burrow², chronostasis^V, cloak of waves^C, countless eyes², deep slumber, dispel magic, displacement, easy breathing^C, fly, gentle repose, greater magic fang, haste, hasten healing III^V, heroism, hydraulic torrent⁴, neutralize poison, pain strike⁴, poison, protection from energy, protection from pressure^C, rage, ray of exhaustion, remove disease, resinous skin³, sands of time², slow, suggestion, time skip^V, water wall^C.

4th-Level Sharker Spells — atavism², battle trance¹, black tentacles, bloody claws⁴, charm monster, confusion, death ward, dimension door, fear, freedom of movement, greater beastly bearing^N, greater false life², greater invisibility, hasten healing IV^V, lesser simulacrum², locate creature, remove curse, ride the waves², river at sea^C, rusting grasp, shocking image³, spell immunity, stonesskin, strong jaw⁴, true form⁴, urchin body (aka thorn body)⁴.

5th-Level Sharker Spells — absorb toxicity³, break enchantment, breath of life, commune with nature, control current^C, feast on fear⁵, greater command, greater time skip^V, hasten healing V^V, hold monster, hostile juxtaposition³, mass pain strike⁴, polymorph, spell resistance, suffocation⁴, telepathic bond, waves of fatigue.

6th-Level Sharker Spells — analyze dweomer, antilife shell, antimagic field, battlemind link², cloak of dreams⁴, contingency, control water, find the path, fluid form⁴, greater dispel magic, greater heroism, mass crocodile's endurance, mass dolphins grace, mass shark's strength, mass suggestion, mislead, repulsion, time heal^V, transformation, true seeing, word of recall.

7th-Level Sharker Spells — control weather, greater arcane sight, greater hostile juxtaposition³, insanity, mass hold person, mass invisibility, regenerate, reverse buoyancy^C, simulacrum, spell turning, vortex⁴, waves of exhaustion.

8th-Level Sharker Spells — antipathy, frightful aspect³, greater spell immunity, iron body, mass atavism², moment of prescience, protection from spells, seamantle⁴, sympathy, whirlpool^C.

9th-Level Sharker Spells — mage's disjunction, mass hold monster, mass suffocation⁴, parasitic visage^A, tides of vengeance^C, time stop, transmute blood to acid², tsunami⁴.

New Spells for Sharkers, Wizards, and Sorcerers.

0-LEVEL (CANTRIPS)

Capture Shark: (sharker only) Absorb a shark into your essence.

Chronometria: Know what time it is.

1ST-LEVEL

Close Rift: Close a rift in the veil.

Detect Rift: Find a rift in the veil or find out-timers.

Generate Karma: Expend a spell-slot to gain some Karma.

Hasten Healing I: One day of natural healing in an instant.

2ND-LEVEL

Action: Gain an extra action.

Delay: Destroy someone's initiative.

Hasten Healing II: Two days of natural healing in an instant.

3RD-LEVEL

Chronostasis: Give someone some time out.

Hasten Healing III: Four days of natural healing in an instant.

Open Rift: Open a rift in the veil to a random time.

Time Skip: Skip ahead one round.

4TH-LEVEL

Hasten Healing IV: One week of natural healing in an instant.

Rectify: Return an out-timer to their own time.

5TH-LEVEL

Erase Object: Erase a small object from existence.

Hasten Healing V: Ten days of natural healing in an instant.

Time Skip, greater: Skip ahead up to one round per level.

6TH-LEVEL

Time Heal: Bring the target's body back to an earlier, healthier state.

7TH-LEVEL

Locate Well: Find an entrance to the Well of Worlds.

9TH-LEVEL

Temporal Bubble: Create a bubble outside of time.

Undersea Spells of Devonia

The following powers are presented in alphabetical order. Except for *capture shark*, all of these spells may function outside of water and their effects will extend beyond the water's surface. This is different from many spells presented in the Cerulean Seas Campaign Setting.

[Chronomancy] Descriptor: This magic often results in the loss or gain of Karma (as noted in each description). Spells from previous sourcebooks that can be considered to have this descriptor are *swift retreat*, *anticipate peril*, *haste*, *sands of time*, *slow*, *age resistance (all)*, *contingency*, *sequester*, *moment of prescience*, *temporal stasis*, *foresight*, and *time stop*. The spells on the list above 2nd level (all those after *anticipate peril*) cause the loss of 1 Karma when cast. *Time stop* causes an additional loss of 2 Karma.

ACTION

School transmutation [chronomancy]; **Level** shark 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S, M (scales from a minnow)

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

Target one willing creature

Duration instantaneous

Saving Throw None, see text; **Spell Resistance** yes

Choose a willing creature that you can see within range. During its next turn, the target gains an additional standard action. Caster loses one Karma if spell is successful.

CAPTURE SHARK

School universal; **Level** shark 0

Casting Time 1 standard action

Components S

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

Target one shark

Duration instantaneous

Saving Throw Will negates, see text; **Spell Resistance** yes

The shark is captured and drawn into your aura. Its body is removed from combat until you call upon it again. The target gets a +5 bonus to its save while at or above half its total hit points. It gets a +2 bonus while at or above one-quarter of its total hit points. You add your Charisma bonus (if any) to beat the subject's spell resistance.

Sharks with a CR above your level, an already captured shark, and any shark with class levels (such as most carchardians) cannot be captured in this way.

CHRONOMETRIA

School divination [chronomancy]; **Level** shark 0, sorcerer/wizard 0

Casting Time 1 standard action

Components V, S

Range personal

Duration instantaneous

When you cast this spell, you instantly know what time it is, including the time of day or night, month, the day and the year. You know and understand the given time in relation to other times and dates that you are familiar with (such as your birthday and favorite holiday). If you travelled into the distant past, for example, you would know how many years in the past it was. The spell is effective in any environment in which time exists (so not the Well of Worlds), but it may not work in extraplanar settings where time works differently. Your knowledge of current time is correct at the moment of casting, but you can lose track again within moments if you don't find some external reference such as a clock or other timepiece.

CHRONOSTASIS

School transmutation [chronomancy]; **Level** shark 3, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S

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

Target one conscious creature

Duration instantaneous / one round per level of caster

Saving Throw Will negates, see text; **Spell Resistance** yes

The subject is taken out of time and transported without his equipment to a formless pocket realm without gravity or light. There he remains for one round per level of the caster. The subject is then transported back to the same instant that he left, equipment exactly the way it was when the spell was cast. Personal durations and other personal effects (such as bleeding or regeneration) per round have advanced, but everything else not related to the body and mind of the subject remains unchanged. If the subject loses consciousness while it is in the pocket realm, the effect ends as if the duration had expired. If the subject has a negative Karma pool, both the subject and the caster gain 2 Karma. If the subject has a positive or neutral Karma, the caster loses 3 Karma.

CLOSE RIFT

School abjuration [chronomancy]; **Level** sorcerer/wizard 1

Casting Time 1 standard action

Components V, S, M (ammonite fossil)

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

Target one rift in the Veil

Duration instantaneous

Target rift heals and disappears. Caster gains 5 karma, unless the caster created the rift (such as from a *create rift* spell).

DELAY

School transmutation [chronomancy]; **Level** sharker 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S, M (otter whiskers)

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

Target one creature

Duration instantaneous

Saving Throw Will negates; **Spell Resistance** yes

You briefly slow time for a creature of your choice that you can see within range. The target must succeed on a Will saving throw or be moved to last place in the initiative order from the beginning of the next round onwards. Caster loses one Karma if spell is successful.

DETECT RIFT

School divination [chronomancy]; **Level** sharker 1, sorcerer/wizard 1

Casting Time 1 standard action

Components S

Range 120 feet

Area cone-shaped emanation

Duration concentration, up to 1 min./level (D)

Saving Throw none **Spell Resistance** no

You detect temporal disturbances such as rifts in the Veil and recently arrived out-timers. The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of strong temporal disturbances. Rifts and out-timers who arrived less than a day ago can be detected.

2nd Round: Presence or absence of weak temporal disturbances. Out-timers who arrived less than a year ago can be detected.

3rd Round: Presence of any out-timer can be detected (some races always show up in this round such as chronopterids and ashrays). If applicable, the approximate temporal origin can be determined (can determine what time a rift goes to or what time period an out-timer comes from.)

ERASE OBJECT

School transmutation [chronomancy]; **Level** sorcerer/wizard 5

Casting Time 1 standard action

Components V, S, M (a piece of sea sponge)

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

Target one Small or smaller non-magical object

Duration instantaneous

Saving Throw none; **Spell Resistance** no

You point your finger and fire a vibrant green ray at a Small or smaller non-magical object that you can see within range. Make a ranged spell attack against the target. On a hit, the target is erased from time.

No trace remains of the erased object and the memory any creature (except the caster) that knew of its existence is altered to reflect the fact that the object never existed. If anything else in the world would not make sense in the absence of the object, history is re-written to explain it. The GM determines the new version of events. Generally, this spell makes the smallest possible change that would provide a plausible explanation. Caster loses five Karma if spell is successful.

GAIN KARMA

School universal [chronomancy]; **Level** sorcerer/wizard 1

Casting Time 1 standard action

Components S, M (a pearl worth at least 5 gp)

Range self

Duration instantaneous

By focusing your arcane power directly into the temporal stream (for it to use however it will), you gain a point of Karma. This spell can be saved in higher level spell slots (i.e. memorized and cast as a 6th level spell). If cast in this way, the amount of Karma gained is equal to the spell slot it was cast from.

HASTEN HEALING I

School transmutation [chronomancy]; **Level** sharker 1, sorcerer/wizard 1

Casting Time 1 standard action

Components S, M (green crystal wand)

Range touch

Target the wounds of one injured subject

Duration instantaneous

Saving Throw Will negates; **Spell Resistance** yes

This spell accelerates the natural healing of the wounds of one injured subject. The spell targets the wounds and not the subject and therefore no other effects are triggered or elapsed by this spell (such as spell durations). The wounds heal as if one day has passed. If used in conjunction with the successful application of the Heal skill (DC 15), the wounds will heal twice as fast. This effect does not work in conjunction with fast healing, regeneration, or similar hit point gain or loss effects. Caster loses 1 point of Karma per level of this spell.

Hasten Healing II (sharker 2, sorcerer/wizard 2): Same as above except produces two days of healing.

Hasten Healing III (sharker 3, sorcerer/wizard 3): Same as above except produces four days of healing.

Hasten Healing IV (sharker 4, sorcerer/wizard 4): Same as above except produces one week of healing.

Hasten Healing V (sharker 5, sorcerer/wizard 5): Same as above except produces ten days of healing.

LOCATE WELL

School divination [chronomancy]; **Level** sorcerer/wizard 7

Casting Time 1 standard action

Components V, S, F (a pocket watch)

Range long (400 ft. + 40 ft./level)

Area circle, centered on you, with a radius of 400 ft. + 40 ft./level

Duration 1 min./level

Saving Throw none; **Spell Resistance** no

You sense the direction of a Well of Worlds entrance or a rift to a particular time period (designated at the time of casting). If there is nothing matching the query in the area of effect, the spell fails.

OPEN RIFT

School conjuration [chronomancy]; **Level** sorcerer/wizard 3

Casting Time 1 standard action

Components V, S, M (plesiosaur tooth)

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

Target one 10 ft. radius section of the Veil

Duration instantaneous

You open one rift to a random time (chosen by the Game Master) in the Veil. The rift is approximately 10 feet in diameter. The rift remains for 1d4 days per level of the caster, or until it is closed (such as with a *close rift* spell). Each creature that crosses through the rift causes the caster to lose 1 Karma. If the creature is sentient (Intelligence of 3 or greater) the caster loses an additional point of Karma.

RECTIFY

School abjuration [chronomancy]; **Level** sorcerer/wizard 4

Casting Time 1 standard action

Components V, S

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

Target one non-naturalized out-timer

Duration instantaneous

Saving Throw Will negates, see text; **Spell Resistance** yes

This spell forces a non-naturalized out-timer (one that has been in the wrong time for less than a year) back to its proper time if it fails a Will save. If the spell is successful, the creature is instantly whisked away, but there is a 20% chance of actually sending the subject to some other time entirely. Gain 2 Karma if successful. Lose 3 Karma if target ends up in the wrong time.

TEMPORAL BUBBLE

School transmutation [chronomancy]; **Level** sorcerer/wizard 9

Casting Time 1 standard action

Components V, S, M (a diamond hourglass filled with pearl dust, worth at least 30,000 gp)

Range self

Duration Concentration, up to 1 hour

You create a transparent, spherical demiplane centered on yourself with a radius of 10 feet. Time within this demiplane passes significantly faster than time outside, allowing you to experience 24 hours of time while those outside only experience 1 hour.

No material can pass into or out of the demiplane, and no spell or effect created on one side of it can affect the other side. If any creatures other than yourself and your familiar (if you have one) would be caught within the area of this spell, the spell fails. If successful, the caster loses two Karma.

TIME HEAL

School conjuration [chronomancy]; **Level** sharker 6,

sorcerer/wizard 6

Casting Time 1 standard action

Components S, M (emerald wand that costs at least 100 gp)

Range touch

Target one subject

Duration instantaneous

Saving Throw Will negates; **Spell Resistance** yes

The subject's body is returned to how it was 1 round previously, instantly healing damage and reversing effects that happened during the current round. If the subject was killed during the current round, the subject comes back to life, but has a 10% chance of irrevocably becoming a time-wight (see Chapter 6 of this tome). If successful, and a time-wight has not been created, the caster loses 3 Karma.

TIME SKIP

School conjuration [chronomancy]; **Level** sharker 3,

sorcerer/wizard 3

Casting Time 1 standard action

Components S

Range you and touched object

Duration instantaneous

Saving Throw none and Will negates (object); **Spell Resistance** no and yes (object)

You instantly transfer yourself from your current time to exactly one round into the future, effectively vanishing from existence for one round. You always arrive in exactly the same space. After using this spell, you can't take any other actions until your next turn. You can bring along objects as long as their weight doesn't exceed your maximum load. You cannot bring creatures other than your familiar (and only if your familiar is on your person).

If you arrive in a place that is already occupied by a solid body, you take 1d6 points of damage and are shunted to a random open space on a suitable surface within 100 feet of the original location.

If there is no free space within 100 feet, you end up in a random location in the Well of Worlds.

If the spell is successful and you don't end up in the Well of Worlds or take damage as a result, you lose one Karma.

Greater Time Skip (sharker 5, sorcerer/wizard 5): Same as *time skip* except that you travel 2d4 rounds into the future, and lose 3 Karma if you are successful.

Devonian Magic Items

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

NEW MAGIC WEAPON PROPERTY

Boiling Blast: On command, a boiling blast weapon is sheathed in steam (though this deals no damage to the wielder). On any hit, this heat washes over the creature struck, dealing +3d6 points of bonus steam damage. On a successful critical hit it instead deals +6d6 points of steam damage (or +9d6 if the critical multiplier is x3, or +12d6 if the critical multiplier is x4). Bows, crossbows, and slings with this special ability bestow the bonus steam damage upon their ammunition.

Strong transmutation; CL 21st; Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *cone of cold*;
Market Price: +6 bonus.

CAPALA OF AQUASAURS

Aura moderate enchantment, moderate transmutation; **CL** 11th; **Slot** none; **Price** 30,200 gp; **buoyancy** -2 bu.

DESCRIPTION

The capala is an ornately decorated and carved plesiosaur skull with large rubies inlaid into its eye sockets. The capala enables its owner to charm up to 14 Hit Dice of aquatic reptiles as per the *spell charm animal* (Will DC 16 negates, animals get a +5 bonus if currently under attack by the wielder or her allies), no two of which can be more than 30 feet apart. The owner can use this effect up to three times per day. The owner can communicate with the animals as if using a *spell speak with animals* spell. Animals that successfully make their saving throws are free of control, but they will not approach within 10 feet of the capala.

When the capala is tossed forward and the correct command word spoken, it becomes a living elasmosarus (PATHFINDER RPG BESTIARY) of normal size. The creature obeys and serves its owner. The creature understands Common but does not speak.

If the capala is broken or destroyed in its skull form, it is forever ruined. All magic is lost, its power departed. If slain in plesiosaur form, the capala simply reverts to the skull form that can be used again at a later time.

CONSTRUCTION

Requirements Craft Wondrous Item, *animate objects*, *charm animals*, *spell speak with animals*; **Cost** 16,100 gp

FOSSIL AMULET

Aura moderate transmutation; **CL** 11th
Slot neck; **Price** 10,000 gp; **buoyancy** -1 bu.

DESCRIPTION

This fossilized trilobite is trimmed in gold and emeralds and set on a stylized gold choker. The amulet grants a +4 bonus on all saving throws against petrification and aging effects. If the wearer dies, the wearer's body instantly turns to stone (as if it was the subject of a *flesh to stone* spell), thus preserving it indefinitely and protecting it from sharks. If *raise dead* or similar magic is cast on the "death statue," the spell works normally and the petrification effect ends.

CONSTRUCTION

Requirements Craft Wondrous Item, *flesh to stone*, *resistance*; **Cost** 5,000 gp.

HOURLY GLASS

Aura strong transmutation; **CL** 20th
Slot none; **Price** 120,000 gp; **buoyancy** -4 bu.

DESCRIPTION

This ornate hourglass has a solid gold frame and sand made of crushed sapphires and lapis. A radiant vortex can be seen spinning inside. When turned over to let the sand fall, a charge is consumed and it activates a *temporal bubble* around the owner of the hourly glass. This functions exactly like the spell as if casted by a caster of 20th level, except that the owner does not lose Karma for activating it. The hourglass has three charges (perhaps less if it was found), and reverts to a non-magical hourglass when all charges are expended.

CONSTRUCTION

Requirements Craft Wondrous Item, *temporal bubble*; **Cost** 97,500 gp.

RING OF INCONSEQUENTIALITY

Aura strong conjuration; **CL** 15th; **Slot** ring; **Price** 90,000 gp; **buoyancy** -0 bu.

DESCRIPTION

This ring is crafted from nondescript purple stone and glows with circuits and sigils that seem to pulse and move. The wearer of this ring loses one less Karma per chronomancy spell cast (minimum of zero). In addition the wearer of this ring benefits as if he had the Good Karma feat. If the wearer already has this feat, the wearer gains an additional point of Karma per day. This ring has no effect on the Karma costs of Chronomancer class abilities.

CONSTRUCTION

Requirements Forge Ring; Spells *gain karma*; Cost 45,000 gp

SKYFALL BLADE

Aura faint transmutation; **CL** 5th; **Price** 8,302 gp; **buoyancy** -1 bu.

DESCRIPTION

This wide, +1 dagger has a bone hilt and a blade that looks (at first glance) like it is crafted from mother-of-pearl. Upon closer inspection, one can discern that the blade is metallic and seems to be reflecting an ancient time period. Creatures wounded by the skyfall blade become immune to *hasten healing* and *time heal* spells until the dagger wounds are healed by some other means.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *action, delay, erase*; Cost 4,302 gp

WAND OF TIME HEAL

Aura strong transmutation, strong conjuration; **CL** 12th

Slot none; **Price** 82,00 gp; **buoyancy** -5 bu.

DESCRIPTION

This wand is approximately 2 feet long, crafted of gold and neptunite, and topped with an oversized spherical emerald in which ghostly images of clockwork cogs and galaxies can be seen swirling around. Aside from the spells it contains, one of the magical properties of this wand is that it actually functions as a magical staff, following all the same rules for a magical staff except for its size. Karma is not lost from casting spells from this staff. It allows use of the following spells:

- *Hasten Healing I* (1 charge)
- *Hasten Healing II* (1 charge)
- *Hasten Healing III* (1 charge)
- *Hasten Healing IV* (2 charges)
- *Hasten Healing V* (2 charges)
- *Time Heal* (3 charges)

CONSTRUCTION

Requirements Craft Staff, *reduce, hasten healing I-V, time heal*; Cost 41,000 gp



Chapter 5:



Viridian Veil Setting

The Viridian Veil Setting

This chapter is dedicated to filling in some of the gaps for this marvelous world under the Veil. Game Masters and players alike should view this chapter as merely guidelines for a “land of the lost” style campaign setting and feel free to adapt, omit, or elaborate on any details they see fit. The general tone of the Viridian Veil campaign setting is one of the strange and unusual. The future and past collide in an interesting mix of options.

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

The information of this chapter is by no means complete. The Game Master should feel completely free to incorporate his own ideas and inventions. In addition, VIRIDIAN VEIL focuses on one small section of a very large world. These races out of time could possibly exist anywhere one can find the element of time travel combined with an aquatic setting, from the outer-planes to remote worlds and beyond. These new realms could even harbor new races or classes, yet to be discovered.

The history of this region has buried the Great Flood another five centuries behind them. While everyone under the Veil knows the story of the Flood and the origin of their realm, it is very much ancient history. So too was the eons-long struggle that followed. In the beginning, everyone was on even ground; they were all desperate refugees. While they had many internal differences and squabbles, it was all one group trying to survive.

The more recent centuries have seen each race separate out from each other, as their needs and specialties were easier to accommodate in their own territories. With the division of territory, war was inevitable. The Great War, though concluded over 200 years ago, is still fresh and highly talked about. Frasnian fell only 129 years ago, still in the memory of the longer-lived races. The shorter lived ones have memories of grandparents talking about their first-hand accounts.

Prehistoric Undinia

The prehistory of the Undinia roughly mirrors our own. Each epoch is separated by some sort of cataclysm. Chronomancers are encouraged to avoid the times near the end of each epoch, as well as traveling to the “primordial age” or before as the atmosphere is inhospitable. The Veil spans from the Age of Fish to the Flooded Age.

500 million years ago and beyond, The Primordial Age: Although diverse life forms prospered in the oceans, the land is comparatively barren. The seas were relatively warm, and polar ice was absent for much of the period. The sea level was much higher than modern Cerulean Seas time. The air in this time is not optimal for modern species.

420-500 million ago, The Age of Tentacles: A significant evolutionary milestone during this age was the diversification of jawed fish, bony fish, and armored cephalopods. Multi-cellular life also began to appear on land in the form of small plants that grew beside lakes, streams, and coastlines, and terrestrial arthropods are also first found on land. However, terrestrial life would not greatly diversify and affect the landscape until the Age of Fish.

360-420 million years ago, The Age of Fish: Plants began to spread across dry land, forming extensive forests which covered the continents. Fish reached substantial diversity during this time. The first ray-finned and lobe-finned bony fish appeared, while the placoderms began dominating almost every known aquatic environment. The ancestors of all four-limbed vertebrates (tetrapods) began adapting to walking on land, as their strong pectoral and pelvic fins gradually evolved into legs. In the oceans, primitive sharks became more numerous.

290-360 million years ago, The Age of Salamanders: Terrestrial animal life was well established by this period. Amphibians were the dominant land vertebrates, of which one branch would eventually evolve into amniotes, the first solely terrestrial vertebrates. Arthropods were also very common, and many reached titanic sizes. Vast swaths of forest covered the land. The latter half of the period experienced glaciations, low sea level, and mountain building as the continents collided.

240-290 million years ago, The Age of Reptiles: This witnessed the diversification of the early amniotes into the ancestral groups of the mammals, turtles, lepidosaurs, and archosaurs. The rainforest of the previous ages collapsed leaving behind vast regions of desert within the continental interior. This epoch ended with the largest mass extinction in Undinia's history, in which nearly 99% of marine species and 80% of terrestrial species died out.

65-240 million years ago, The Age of Dinosaurs: The global climate during this beginning of this age was mostly hot and dry, with deserts spanning much of the continental interior. However, the climate shifted and became more humid towards the middle of this epoch. Dinosaurs assumed global dominance by the end of this epoch, only to be near completely wiped out by an asteroid impact, paving the way for the mammals.

3-65 million years ago, The Age of Mammals: During this period, mammals and birds continued to evolve into roughly modern forms, while other groups of life remained relatively unchanged. Early hominids, the ancestors of humans, appeared near the end of the period. The global climate cooled considerably over the course of this age culminating in an Ice Age.

500 years ago-3 million years ago, The Age of the Drylanders: Humans and other sentient mammalians rose to power and actively changed the shape of the world. The activity of these beings caused the world to warm considerably, though they also caused mass extinctions and deforestation. Their time ended with the Great Flood.

Present to 500 years ago, The Flooded Age: We have yet to see what happens when the oceans reclaim the land. It is far too soon to know for sure.



Racial Histories

The racial descriptions were purposefully limited in regards to historical information on each race. This was done to allow Gamemasters to tailor each race to their own setting. However, if you are using the Cerulean Seas or Viridian Veil campaign setting as it is, the following information applies to each race.

Ashrays

The first ashray was documented only 9 years after the Veil was erected. Not surprisingly, they have become commonplace in the realm. While they are still a small minority, they have small communities that dwell among the Famennians, the Eifelians, the Lochkovians, and even the Pragians. Some even attend zef-sponsored psionic schools.

The Viridian Veil holds more Ashrays than any other realm. As a result, the inhabitants of Devonian have pieced together more of the mystery of their origins. Though the Ashokrans (the race that became the ashrays) knew of the Frista Mountain refugees (as the ancestors of the Devonians were called in their time), they were not part of that population. Furthermore, when the council of chronomancers was originally called, the Ashokrans declined their invitation. Ashokrans considered themselves far above the chronomancers of other races, believing they have learned to bend Time to their will. Arrogance was certainly the key to their fate.

Because of their unique racial requirements, ashrays never form isolated communities like other races of Devonian do. Instead, they choose vocations within established villages and communities that require frequent interaction. They are known to be hard workers and by their willingness to accommodate others without objection. Most communities welcome the ashrays and understand their limitations and unusual condition.

Unfortunately, during the decline of the Frasnian Empire, this was carried to an extreme. As time went on, ashrays were rounded up for labor jobs and treated as slaves. If any resisted, they were locked away for months, out of phase with reality. After the fall of Frasnian, many were still locked away in this manner. Some took decades to discover, which unfortunately “reset” them and erased all personal memory of their captors or how they got there.

This terrible fate prompted many of the long-standing enemies of Frasnian such as the Pragians and the Eifelians to launch extensive “search and rescue” missions to free trapped ashrays. While seemingly a mission of mercy, many were after whatever secrets the ashrays may have gleaned from their captors. In the earlier days, the Frasnian dead (see chapter 6) were everywhere, and many maintained some memory of their ashray slaves. This vague reminiscence kept the memory of the ashrays intact. However, these bothersome undead were a menace and were being actively eradicated in huge numbers. Time was of the essence in these early missions.

Despite possibly selfish intentions, this effort launched a long standing tradition of helping stranded ashrays. So much so, in fact, that parties of do-gooder adventurers actually sought out entrances to the Well of Worlds on missions to retrieve ashrays. While this may seem like an act worthy of Karma loss and temporal retribution, Time seems completely uninterested in the population of ashrays amassing under the Veil. Perhaps the forces of Karma feel that this poor race has paid its dues.

FAMOUS NPC OF THIS RACE

Fade Starmoon: Fade’s first memory was of being rescued by Pragians. While they helped her “fill in the gaps” of her life as a Frasnian slave after the Well of Worlds, she was left on her own when they determined she had no useful information. Desperate to retain her identity, she followed Pragian merchants to friendlier waters, learning the art of negotiation along the way. After decades of caravanning, she eventually settled off of the coast of Givetia with a small tribe of Famennians, known to others as the Starmoon tribe. After a few years, she was officially made part of the tribe.

Aside from her new family, Fade found a great love for their tradition of storytelling. This oral history kept them not only tied to their past, but to their own identity. This resonated deeply with Fade. She became a sage not only of the Starmoon tribal history, but the stories of other tribes. As decades turned to a century, she had gathered much history about the ashrays as well. Now over 130 years old and still vibrant, Fade is a well-known Devonian historian. If one wanted to know more about the history of the Ashokrans, she is the person to see.

Chronopterids

Chronopterids have had an intimate relationship to the Veil longer than any other race, though much of their history is shrouded in a simple lack of sapience for the majority of their time within the Veil. In fact, if one finds a particularly clever and timid sea scorpion, it's a good bet that it is a chronopterid ancestor. Their history is a tangled mess of hundreds of migrations through a rift into Devonia, followed by an equal amount of exoduses back to a primeval time.

With this endeavor, the chronopterids were able to evade dozens of cataclysmic events that took out less fortunate members of their species and allowed them to not only evolve a "sixth sense" for finding rifts but eventually evolve the faculties needed for higher intelligence. As a result, the chronopterids view the Viridian Veil as sacred and to be protected.

There is always a debate on whether to bring down the Veil (if a way could be found) or let it fail on its own. As the forefront of those against messing with the Veil are the chronopterids. They have even set up forts around each of the aquatic pylons (and rumors of a land-based stronghold at the top of Pragia). The largest fort has become a veritable city, located at the east-most pylon, is known as Bashkiria. It is estimated that over five thousand chronopterids live there.

The chronopterids tend to avoid conflict, especially when it looks like that might lose. When first confronted during the Great War, the chronopterids began disappearing into the rifts, which has been how they have dealt with conflict for countless eons. Though, when it became known that the Frasnians believed it was time to bring down the Veil, they poured back in by the millions.

Eventually a peace treaty was signed declaring the chronopterids would join the then growing Frasnian Empire in exchange for Frasnian not touching the pylons for at least one century, at which point they were to be handed peacefully over to the Frasnian authorities. This worked with the Frasnian long-term plan, but seemed out of character for the chronopterids. Whether they knew of the empire's fall beforehand or played a critical part in it has never entirely come to light.

FAMOUS NPC OF THIS RACE

Golzell, Keeper of the Cracks: This elderly chronopterid is rumored to know of thousands of rifts, including dozens of coveted instances that lead back under the Veil from various points in time. As a result, he has become quite wealthy and respected amongst his peers. While chronopterids are typically ruled by a large elected council, Golzell has a larger influence on that council than the typical regulator, and has been re-elected for over 30 years.

Eifelians

There was a time after the "great transformation" when the elves that would eventually become universally known as the Eifelians split into two separate tribes. The moon elves were blamed for the magical mishaps that lead to the now well-known and accepted Eifelian mutations. They were the only ones who came forward and admitted to tampering with the final formula. They were hypocritically exiled and formed their own band. Eventually that group welcomed others exiled for other various reasons, including a sect of forest elves that also admitted to adding something to the final formula.

Each tribe grew, and after a few centuries the non-exiled became known as Eifelians and the exiled were called the Emsians. By this time, it became widely accepted that pretty much all groups had their fingers in the pot that created their ancestral hodgepodge. In addition, repulsion over what had happened to the elven race had waned in favor of acceptance. The Emsians, however, still bore the stigma of being unfavorable criminals. A small war broke out between the two, affirming their separation.

Though the war ended after only a few years, the tension between the two elven tribes lasted several more centuries. However, when the older generation began to pass, mingling between the two tribes became more and more accepted. By the time the Great War began and the Frasnians demanded allegiance and magic from the Eifelians, the Emsians as a tribe had been near totally reabsorbed. The war only served to unite them further. Today, when one speaks of the Emsians, it is stories of their ancestor's struggle to accept themselves and each other.

King Erevan of Eifelia: Erevan is the high king of Eifelia, and the son of an Emsian and Eifelian. His parents, King Zytan and Queen Naivara (of Emsia) met and married during the beginning of the Great War, signifying a final reunification of the two tribes that had been separated for hundreds of years. Erevan was born after his father was slain, and the war was declared lost. He spent much of the first part of life as a political prisoner with his mother in Frasnian. While his mother perished in the dungeons, he was eventually liberated during the fall of Frasnian. His birthright elevated him to the status of high king during the reestablishment of Eifelia. As a result of his childhood, Erevan despises tyranny and works tirelessly to ensure Eifelia remains just and free.



Famennians

The Famennian's history is one of actively staying out of history. Originally formed by congregation of local tribesmen and fishermen, Famennians lead famously simple lives both before and after the Flood. When the Veil was erected, the Famennians were saved by proximity, not by being active participants in the plan.

While many humans claim the island of Famennia as their home, few ever venture onto it. They strongly prefer living on their boats, or on their stilted houses. The viseans, who actually do live on Famennia, were not even approached by these humans bearing their island's name until the Great War pressured the Famennians to go ashore to seek refuge.

By the middle of the Great War, the Frasnians were no longer asking the Famennians to join their ranks, they were demanding it. Determined to "civilize" their less advanced brethren, the Frasnians drove the Famennians out of their boats and houses. While many were taken prisoner and "re-educated," a great many more escaped. Some found refuge among other races that held out against the Empire, and forged strong bonds with them that last to this day.

After Frasnian declared victory, they seemed to let their persecution of the Famennians lapse slightly, allowing many who lived on the fringes of civilization to return to their old way of life. When the Empire fell, many Famennians returned home, while some stayed and set up a new base outside of Frasnian. Their population has increased so much in the recent century that they have also taken over the coast of Givetia.

FAMOUS NPC OF THIS RACE

Kanoki the Chronomancer: It was always a Frasnian misconception to label the Famennians as primitive. While they do prefer to lead a simple life, they also thirst for adventure and knowledge. In many cases, this leads many to a tradition of magic. Some tribes even require its knowledge and application to become an elder. Kanoki belonged to one of those tribes.

Kanoki not only mastered standard wizardry, but went on to become proficient at chronomancy, becoming a chronomancer at the relatively young age of 32. Since then, at 64 years of age, she has become the most advanced living chronomancer in Devonia. She herself, has initiated many new chronomancers in the realm.

Frasnians

For nearly 400 years since the flood, humankind divided into two distinct tribes, the Frasnians and the Famennians. The Frasnians approached the apocalypse eclectically; trying to combine magic, engineering, technology, and even psionics into one viable solution. The Famennians just kept living simply, slowly adapting to an all-aquatic lifestyle. When the Frasnians began assimilating other races into their culture, most of Devonia assumed the Isle of Frasnian would become the center of a new aquatic empire, and the launchpad towards lifting the Veil. No one expected the extinction of that civilization save perhaps the Famennians, who simply believed that going with the flow was the best solution.

The downfall of Frasnian can be traced, in retrospect, to a miraculous device that was known as an "infinity talisman." This tool was created with a combination of psionic, arcane and technological sciences and was billed as the "final solution to aquatic life." Wearing this talisman imbued the wearer with the ability to stave off hunger, thirst, and the need to breathe. At first, only the aristocrats and leaders were able to afford them. After a few decades they were mass-produced. By the end of the Great War, they were free and nearly everyone on Frasnian was using them.

By this time, the side effect was well known to the original nobles who kept it a secret. People suspected that the talismans could also ward off death from old age as well, because although their leaders appeared venerable, none of them were dying off. Unfortunately, something far more sinister was happening. The talismans, which contained a fair amount of untested necromantic energy, were corrupting their wearers. They worked very slow and insidiously. The longer a person wore an infinity talisman, the more evil they became. Worse, when someone who had been wearing the talisman for over a decade was slain or dies of natural causes, they rise as a terrible undead known now as the Frasnian Dead. Needless to say, the civilization of Frasnian ended in what was essentially a localized zombie apocalypse.

FAMOUS NPC OF THIS RACE

Duke Karsinger: One of the first bearers of the infinity talisman, the lich-like creature that the Duke had become was powerful indeed. His lust for control led him to annihilate most of his family, most of which were already undead. Under his rule, the subjugation of the ash-rays was carried out, as well as the attempted genocide of the Famennians and later the freeing Givetians. It took an army to finally take him down nearly 50 years after Frasnian had fallen.

Grindylows

Grindylows existed in the western sea when the continent of Ansolis (which contained the Frista Mountain Range) was well above the waves. They were a nuisance, especially to many of the human fisherman (some of which were ancestors to the modern Famennians). They were known for ruining nets, sinking boats, and stealing hauls.

In the thousand years since the flood, close quarters with other races have taught them to cooperate, somewhat, with their neighbors. While they still ruin nets, sink boats, and steal just about anything not nailed down, they do so on a much smaller scale and with a lot less frequency. In addition, some individuals have proven to be upstanding members of society.

One alliance that has helped them greatly is the one they share with the sahuakins. This race, who also shares a disreputable history and despicable tendencies, has taught them that they can still be grindylows and also not be universally hated. Many sahuakin tribes adopt small groups of grindylows to better focus their development towards more productive endeavors than thievery and vandalism. This doesn't always equate to "doing good deeds" but it is a slight improvement.

Their most beneficial alliance, however, rests with the Lochkovians. These good-natured gnomes have instilled a bit of nature conservationism into the Devonian grindylows. So while they are out pillaging and menacing, they often do it in a way that doesn't befoul their surroundings as their ancestors once had.

FAMOUS NPC OF THIS RACE

Rimarm the Bloody: Rimarm was born to a group of grindylow under sahuakin protection. As such, he was raised to rise above the muck and set clear goals. Unfortunately, those goals were to become the best pirate in the southern seas. Rimarm and his crew of grindylows (with a pair of sahuakin) set sail in a "decked-out" and heavily armed pahi. Despite his name, he has been remarkably merciful to his victims, and murder is rare as long as they cooperate. Unfortunately, he has been rather successful in taking the cargo of several ships, including a load of precious abacinite from the Pragians. For this, he is wanted dead or alive with a high bounty.

Lochkovians

When the gnomes started out in Devonian they went in a lot of different directions, and not all pointed towards Lochkovia. Most tribes died out by the second century. By the 5th century, there were only two: the Lochkovians and the Givetians. Few talk of the Givetians, but to understand the modern Lochkovians, they should be mentioned.

Givetians took to tinkering and made some wonderful innovations, many of which were incorporated in Pragian diving armor. They were plagued with hardships, however, and fell easy prey to the Frasnians that absorbed their group 120 years before the Great War. Those that escaped, known as "freeling Givetians" practiced their engineering in secret underwater burrows. After the Great War, the freelings were hunted to near extinction.

A few survived however, and were welcomed by the Lochkovians. There they put aside their tools, took on a spirit twin, and became Lochkovians. The rest of the Givetians perished during the fall of Frasnian.

This history is important however, in that it shows the versatility of the gnome and that the "spirit twin" feature of the Lochkovians is less an adaptation and more some sort of innovation unique to gnome-kind. Ingenuity, whether it be mechanical, magical, or divine is where the strength of this race rests. While the Lochkovians are likened to the animals that share their spirit, they never cease to surprise with how far advanced a race they truly are; behind all the mischief and merry making.

FAMOUS NPC OF THIS RACE

Grandma Sufonklazz: This elderly Lochkovian shares her space with a large purple and blue frog, though both are looking much greyer lately. When she was very young, she was a freeling Givetian who gave up her tinkering ways in favor of the Lochkovian life. She didn't stop inventing, however. She is famous for her brews and potions, and that she specializes in intoxicating and hallucinogenic preparations. So if one wants to party "wild gnome style," a visit to Grandma Sufonklazz is an absolute must. She'll sit you down, give you a relaxing tonic, and inquire as to what sort of experience you were looking for. She seldom lets her clients down, though her prices in trade can be challenging. A specially tailored brew can set one back up to 150 gp or more per person.

Mrawghs

When mrawghs were first encountered about 2 centuries after the rise of the Veil, it was assumed that they were ape-like versions of merfolk; essentially animals with human-like features. It took several centuries before the other races realized that they had language, tools, and even architecture.

The mrawghs did not mind these assumptions, as it kept other races out of their territories. They were quite content to keep to themselves. During the Great War, however, they began to show their true potential. Although Frasnian had little interest in the mrawghs because they had no discernable technology to assimilate, the mrawghs were not too happy with the Frasnians.

It was a mystery at first. Entire Frasnian outposts would be wiped off the map in a single double-night. In less than 6 hours, in darkness, something not only eliminated all life at these outposts, but annihilated the structures and carried off whatever could be wrestled free. This happened over a dozen times before one survivor lived to tell the tale of what happened.

It was the mrawghs, working in perfect unison, executing sophisticated weapons, tools, and clever maneuvers. They used flashing lights and natural sounds to communicate secretly. They had large domesticated placoderms clad in wicker baskets that became full of the spoils of their attack. They were quick, brutal, and, most importantly, incredibly clever.

The Frasnians launched a counter attack on known mrawgh villages, only to find that they had actually moved out of their dwellings months before and booby trapped the entire area. The mrawghs had gone into hiding. They continued to plague the Frasnians until their end; a constant thorn in their side. The mrawghs were also quite useful in clearing out hordes of Frasnian dead.

FAMOUS NPC OF THIS RACE

Zoog the Elder: A few years ago, Zoog swam, unannounced, into the heart of a Pragian settlement. He casually sauntered down the causeways and into an underwater tavern. Of course, dwarves and others followed him confused and expecting a fight. Instead, he looked tentatively to the right, cautiously to the left, and then ordered an ale. He went on to regale the townsfolk of his exploits, undoubtedly exaggerated, but always entertaining. He continues to do this nearly every night since then. While this hardly seems like something to be famous for, what is fascinating is that this happens in dozens of towns scattered all over Devonian. There is undoubtedly more than one Zoog, and, as a result the reputation of the Mrawghs is taking a turn for the better. Mrawghs are mysterious, cunning and well organized.

Pragians

Originally, it was nine dwarven clans that ended up in what would be known as Devonian. They quickly settled in Pragia, which was the most mountainous island of the realm. It was several centuries before they discovered abacinite. Unfortunately, the discovery of this miracle metal caused the clans to fight amongst each other.

Meanwhile, the other races were contending with the outside world and assumed that the dwarves were just being particularly antisocial. The other races had no idea of the bloody conflict going on under the mountains of Pragia. In 80 years, nine clans became three and the fighting stopped. The Pragians refer to this time as the "Great War Under the Mountain" or "the First Great War."

Several hundred years had passed, and abacinite sparked yet another deadly conflict, this time with the Frasnians. The Frasnians demanded control of the abacinite and of course the dwarves declined. However, when the war was lost, it turned out there was no more abacinite. According to the Pragians, it was mined out decades before.

Although this story stood up to the intense scrutiny and frequent inspections of the Frasnians, it was all a ruse by the Pragians. As a precautionary measure, they had thoroughly sealed off the mines, trapping roughly 10% of their population in flooded underground tunnels. There these isolated dwarves stayed, continuing to mine and refine abacinite, using alchemy and algae farming to stay alive. It wasn't until the fall of Frasnian that they were reunited with their kin. This began a great Pragian renaissance period that continues to this day.

FAMOUS NPC OF THIS RACE

Magnus Soakstone: Magnus, leader of clan Roathgark, also controls more than 50% of the abacinite mines. This makes him the most powerful dwarf in all of Pragia. Under him, a council of Abacinauts advises him how to best protect, invest, and utilize his abacinite hoard. One might expect Magnus to be stoical and distinguished, but this couldn't be further from the truth. Instead he is laden with worry and constantly second guessing his decisions. Many are concerned that he is showing signs of paranoia or even dwarven "hoard madness" that their ancestors encountered with large troves of gold. Despite this, his decisions and investments have, so far, been extremely sound, and even charitable at times. It is not greed that motivates and plagues Magnus; it is the desire to do the right thing by his people. In this, he has shown to be a very progressive dwarf.

Qar Qlahaps

The qar qlahap merfolk began as one of the most despised “races” of the sea, second only to the sahuagin. They earned this, and their decline into obscurity with the assertion that they were the “rightful inheritors of the ocean” and that all other merfolk were abominations that needed to be destroyed. They didn’t stop there, however, claiming that all deity-based religions should be banned because “qar qlahap are the image of perfection, therefore the notion of divinity is heresy.”

This sort of intolerance was barely acceptable by a racial majority, but the qar qlahap didn’t even have that going for them. Their numbers had severely dwindled in pre-flood times, and were ridiculously low after the flood. Many qar qlahaps before then had the sense to give up the notion of racial purity and mingled with the “nommo-bloods” and were eventually assimilated.

When the Veil rose, the small group of qar qlahaps hiding in the deeper waters kept to themselves for around two centuries. Then they started to attack the sahuakins, entirely unprovoked. Once again, their characteristic shouts of “abomination” and “extermination” flooded the shores. They fought with the sahuakin for centuries.

During the Great War, the Frasnians decided to torpedo and plunder a large qar qlahap city. It was devastating to the merfolk, as the city was the center of their culture. When the refugees poured out, they were encountered by sahuakins who rounded them up into prison camps, with the blessing of the Frasnians.

Surprisingly, they were not treated poorly in these camps, and work was done almost daily to improve the conditions, including building farms and housing structures. They were kept alive and well fed, though often terrorized with the threat of blood sacrifice and being raised as food. However, this never happened. After the fall of Frasnian, the Sahuakin just left them all there, declaring the camp no longer necessary. When the camp became the new qar qlahap city, the merfolk began to realize the truth; the sahuakin had actually saved them from the Frasnians, and perhaps even themselves.

FAMOUS NPC OF THIS RACE

Queen Dionna: Though still as arrogant as one might expect a qar qlahap queen to be, Dionna is the first ruler of her kind that has openly acknowledged the mistakes of her ancestors. She has even gone so far as to proclaim that “all races have the unique strengths and should be cherished.” Of course, she has also asserted that the strength of the qar qlahap people is their perfection. Her progressiveness mixed with a pinch of haughtiness exemplifies the qar qlahap of modern Devonia.

Sahuakins

On the surface, much like the sahuakins themselves, the saga of the sahuakin seems utterly terrible. For much of their history they slew mermaids, hunted gnomes, and joined forces with an evil, zombie-led empire. Typical of what one might expect from an orc-sahuagin hybrid. However, the devil (or angel) is in the details.

While they did have a long standing squabble with the qar qlahap, the sahuakin were far from the instigators. Bent on hatred, the virtuous-looking merfolk were actually irrational bigots, and, in most cases the sahuakins backed down from fights with them. When the Frasnians destroyed the capitol city of the merfolk, the sahuakin actually stepped in and rescued the survivors and helped them rebuild. Yes, it was under the guise of a prison camp, but this apparent ruse kept the Frasnians from stepping in and enslaving the merfolk for real.

Their reputation as gnome predators began when the Frasnians employed the sahuakin to round up freeling Givetians. They formed huge bands of hunters to capture these little inventors. Oddly, despite the show that the orc-devils put on, they never seemed to capture a single gnome.

When the Frasnians offered the sahuakin an alliance, they took it. However, whenever it came time to help the empire, they invariably suffered strange catastrophes and other unlikely hardships that subverted the goals of the Frasnians. Eventually, the empire regularly assumed that the sahuakins were inept and stopped asking them to do things.

Luckily, even though they were members of the empire, they never found it necessary to wear infinity talismans. Sahuakins could already breathe both water and air, and liked eating and drinking too much to give it up. It can be assumed that the influence of an infinity talisman on a sahuakin would be terrible.

In the modern era of Devonia, the jig is basically up for the sahuakins. Everyone knows that they are basically demons on the outside and angels on the inside. Regardless, it is customary to treat the sahuakin as if they were rotten to the core, and the orc-devils wouldn’t want it any other way.

FAMOUS NPC OF THIS RACE

Hogelgekk the Horrible: The undisputed king of the sahuakins appears huge and horrifying. He has a deep love of consuming jellyfish, and although he has become mostly immune to their toxins, it has made him bloated and covered in angry red splotches. He belittles his subjects regularly, and is known for his terrible punishments for infractions. He once made a group of unregistered thieves build an orphanage using only the tools that they had stolen.

Shibatens

Before one gets into the Devonian history of the shibatens, one might ask why is there no record of them in the current time outside of the Veil? The answer is that they aren't doing much yet. In the current timeline, the duck people who will become the shibatens in about 3 more centuries are small in number, primitive, and reside on an uncharted island a bit further south and east from the known waters of Nikaikoku. In another 150 years, their island will be discovered, they will become cultured, and their numbers will sky rocket. Until then, they wait in obscurity.

The shibatens landed in Devonian right at the height of the Great War. At the time, they were the only truly neutral group in Devonian, and they technology that they brought with them meant everyone was very cordial with them. This was in stark contrast to how they were treated in their homeland. They thrived.

When the war ended, the shibaten happily joined the new empire. What seemed unfortunate at first, but later turned out to be a boon, the infinity talismans seemed to cause near-instant madness in the shibatens who wore them. While most wrote this off as a species-specific side effect, it was actually the shibatens inability to keep their surface thoughts to themselves that was actually at work. The talismans caused them to spew forth nasty and off-character comments, often swearing uncontrollably in the process. Wearers of other races had these same thoughts, but didn't openly express them.

FAMOUS NPC OF THIS RACE

Chiharu the Inventor: Chiharu has been credited with the invention of the shibaten airship, though it's actually a smaller, less well designed version of the zeppelin that brought the shibatens to Devonian in the first place. She is also credited with the successful reverse engineering and production of many hitogoi original creations throughout her long career as a tinkerer. Far from the mastery of the Givetians of yore, Chiharu and her apprentices try to fill the same niche. Aside from the Pragians, who aren't very forthcoming with their inventions, Chiharu is the duck to go to when mechanical gizmos are needed. Of course, none of her devices are guaranteed not to explode, and one does have to sign a waiver saying that the risks are understood.

Zef

The Devonian zas, who eventually became zefs using technology borrowed from the zyn are perhaps the most confusing of the temporally effected races. The collective intellect feature of these parasitic mollusks filters in through the rifts, bombarding them with knowledge and cultural evolution far beyond their years. This transmission seems to be going only one way, however, as the zefs in the Cerulean Seas seem completely unaware of their brethren under the Veil.

While the Devonian zefs seem fairly unstable individually, they tend to work well collectively. They have been able to disseminate knowledge of psionic power throughout the region quite effectively as well. Their motivation for this is unclear, and other races are uncertain if the cooperative of the zef have been mostly altruistic, somewhat nefarious, or both.

The Zef have always worked very closely with the Frasnians. They helped that culture develop the psionic side of their multi-faceted approach. They even added the psionic circuitry needed to create the infinity talismans. They were considered close allies of the empire.

However, when the undead apocalypse began, the zef all seemed to run and hide. Many assert that the zef were gone weeks before things began taking a dire turn. While the zef claim that they were as in the dark about the talismans as everyone else, many think they somehow had a hand in it.

If fact, whenever a large-level event happens in Devonian, a zef slime trail seems not too far away. Despite the conspiracy theories, the zef have selflessly set up free universities throughout Devonian that specialize in philosophy, psychology, and psionics.

FAMOUS NPC OF THIS RACE

Professor Timbledere: The professor teaches advanced psionics in a zef university off of the coast of Famennia. While people often gossip of his tendency to speak, at length, with others who do not seem to be there, he is most well-known for his theories on psionic time travel. Timbledere believes that one day a new psionic science will emerge; Temporal Manipulation. Chronomancers are extremely interested in the professor's theories, as they may hold a clue towards getting out of the predicament that the Veil has become.

Other Races of Devon

Chapter 6 details the statistics of a few other noteworthy races of the realm. Each race has significantly contributed to the overall history of the area, even though their populations are considerably smaller than those of the PC races.

Archelonians

These large, archaic trueform sea turtles are almost universally cold-hearted and ruthless. They are also somewhat new to Devon, having first appeared around 80 years ago. In their time, the age of dinosaurs is coming to an end and they are the smartest creatures in the sea. Their original plan was to follow the chronopterid's example and use a rift to hide out under the Veil and then find another rift and return to a later time, after the fallout from the apocalypse was over. However, Time would not allow that.

The chronopterids are fundamentally different than the archelonians. First, the sea scorpions have no problem calling the region of Devon home and not messing with fixed points on the time line. Archelonians, by contrast, want to conquer or destroy everything in their path. Second, chronopterids worked their way up to sapience over millions of years. Archelonians were already sapient creatures. Last, chronopterids are relatively small and wiry. Archelonians are quite large, and have huge shells that prevent them from wriggling through tight spaces. Time simply responded by constricting all the portals to Medium sized that lead from the end of the age of dinosaurs.

The few hundred of archelonians who came to Devon were furious. They blamed chronomancers and chronopterids alike for meddling. To this day, they will always attack a known time mage or sea scorpion first in combat.

Currently the archelonians seem to be amassing armor and weapons. Many speculate it is to start a war, but they simply don't have the weapons or allies to be able to pull that off. Surely they have a diabolical plan in the works.

FAMOUS NPC OF THIS RACE

General Salvok: Salvok is the undisputed leader of the archelonians and has been since they arrived in Devon. He treats other members of his race as if they are lower ranking military officers and expects them to fall in line as such. As can be expected from a primarily evil race, many vie for his power and see his age as a potential weakness. He still has many years left, however, and is quite capable of defending his position. He has no problem executing archelonians who step over the line and challenge him.

Viseans

It's hard to determine when the viseans arrived in Devon as they seemed to remain localized around a large inland lake on Famennia Island, and the Famennians almost never venture that far inland. However, humans fleeing from the Great War discovered well-established tribes of viseans who claimed to have been there for centuries.

In their time on the island, it seems they collected a small group of weather golems and somehow convinced them to focus their efforts on their lake. As a result, Lake Visea has always been vibrant and fertile.

Though cautious at first, the viseans welcomed the human refugees. They even allowed a fair number of them to "hide out" in their ancestral lake. For cold blooded creatures, the viseans are surprisingly warm-hearted.

After the fall of Frasnian, many attempts were made to help civilize the viseans, and all failed. In addition to lacking the mental facilities to grasp the complexities of modern life, they are also quite stubbornly set in their ways. Most politely nod and wave when given technology that would help them thrive. However, whenever their would-be benefactors would leave, they would end up burying the devices in the muck. Afterwards they would go on doing whatever they were doing for eons, even if they now knew a better way to do it.

Many speculate that the viseans come from the age of salamanders, though they are too far naturalized to determine exactly when they came from. A few theorize that their dislike of technology may mean that they have an ancestral aversion to it. This would mean that they may not be from such a remote past, but a more recent time, or perhaps even the future.

FAMOUS NPC OF THIS RACE

Chief Rugamuk: Rugamuk is the chief of the largest of the seven visean tribes, and also the largest visean, standing at nearly 8-feet tall (the average visean is less than 6 feet tall). Despite his imposing stature, he is a gentle giant. He can often be seen playing with the visean pollywogs, singing hymns, and dancing. He is a generous leader, but by no means naïve. Many have mistook his kindness for weakness and ended up in a Visean stew. (It is a long standing tradition of viseans to cook and eat their fallen enemies.)

Languages of Devonian

Detailed below are the most common languages in the Viridian Veil Campaign Setting. Some languages have another name in parenthesis. These are simply another common name for that language and are used interchangeably in Devonian, though these terms may refer to different languages outside of this realm.

Aklo (Grindylow): This ancient tongue is spoken by strange eldritch entities, certain ancient beings, and grindylow.

Ancient: By all accounts, the zef were the first to use this language, which may have been the first language ever invented by a mortal race. Originally, the ancient tongue was scribed in a tactile-based writing that was meant to be read much like Braille. Later, the zef adopted the Draconic script. This was likely a measure to better interact with the newly emerging sentient races of their world.

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

Darak (Orcish): The Orc language is savage and there is a limited vocabulary. Darak uses the same runic script of the dwarves (Urdunara).

Devonian (Common): This is the common tongue of Devonian and is a mix of Halbok, Aquan, Ancient, and Aklo. It is used as the accepted trade language under the Veil. It sounds vaguely human. Its written form is comprised of an alphabet of 30 different symbols and signs.

Halbok: This is an aquatic version of the ancient language of the Halbokians (an extinct land civilization from the south east quadrant of the world). It sounds very similar to Arabic languages in our culture. The written form is likewise Arabic in appearance.

Pelagic: The secret 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. It cannot be taken by races who are not sharks or rays (with the exception of sharkers, who gain the ability to speak this language at 6th level.)

Sahu: The language of the sahuagins, kept alive by the sahuakins. It is a language of grinding and raspy sounds. The written form of Sahu looks like a series of random scratches.

Sylvatari (Elven): Elven consists mainly of open vowels and soft consonants, with few hard sounds. When spoken, it has a lilting flow that is somewhat musical. Words that modify other words can be placed before or after the main word, depending upon how the speaker or writer ranks them in importance. It has a complicated script with many different rules and character marks to denote both emotion and tone.

Tomtean (Gnomish): Tomtean has a simple structure and fluid tones with extremely fine degrees of distinction. Their language is thus ideal for academic, artistic, and engineering pursuits. Tomtean uses the same runic script of the dwarves (Urdunara).

Urdunara (Dwarvish): Dwarvish has similar grammatical constructs to the original human common tongue. This was no doubt due to the fact that both languages evolved alongside one another. These shared rules meant that speakers of common would have found it relatively easy to learn and translate. Urdunara has a runic alphabet consisting of 24 characters.

Religions of Devonian

The many facets of Devonian religion are explored below:

Deities of Devonian

Devonian was founded by atheists and primitives, and therefore it took quite a long time for religion to reemerge. When it did, it was in one of three ways. Some deities were pieced together from vague inscriptions, rotted tomes, and shaky oral tradition. Dumothan, Fenmestarelle, and Grumsholah are examples of these deities. Others were adopted from primitive or ancient cultures that filtered in through the rifts. Ryuo and Umbotuhan are examples of these. Lastly, some gods arose from a collection of personifications and superstitions. Chronos is a good example of this.

Regardless of their origin, the gods of Devonian are somehow both novel and ancient at the same time. While clerics and paladins are rare, they are not unheard of, and seldom scorned for being such. The culture has shifted from staunchly atheist to curiously agnostic. This brings a new dawning of the age of gods and man, and may signify the Devonian's readiness to rejoin the world.





Chronos

Personification of Time

Alignment: Lawful Neutral

Common Followers: Chronomancers, chronopterids, philosophers

Holy Symbol: An hourglass

Holy Gem: Sapphire

Favored Weapon: Sickle

Domains: Darkness, Erosion, Healing, Knowledge, Luck, Repose, Ruins, Sun

Optional Subdomains: Ancestors, Day, Fate, Memory, Night

Chronos is the personification of time. He is usually depicted as an elderly bearded man, sometimes with a merfolk's tail, dressed in a robe and carrying a sickle and an hourglass or other timekeeping device (which represents time's constant one-way movement, and more generally and abstractly, entropy).

Since time already shows some degree of intelligence in response to chronomancy and the Veil, Chronos is simply derivative from these observed behaviors. He is an uncaring and strict deity that has laws and enacts punishments or rewards based on how his followers behave. Inevitably, he will cut down everyone in the end.

Dumothan

Dwarven God of Mountains

Alignment: Lawful Neutral

Common Followers: Pragians

Holy Symbol: A fossilized ammonite shell

Holy Gems: fossilized ammonite, ruby

Favored Weapon: Any axe

Domains: Artifice, Earth, Protection, Rune, Strength, War

Optional Subdomains: Alchemy, Caves, Construct, Fortifications, Metal, Tactics

Dumothan's portrayal is truly bizarre, perhaps a result of several mistranslations or misinterpretations. In any case, he is seen as a titanic, hermaphroditic, beardless dwarf wielding a huge axe. Thick horns jut from the sides of his face, giving his head the shape of a crescent moon. His complexion is pale and cratered, and his eyes glow blue. He is often depicted as climbing out of a stormy sea onto a mountain.

Religious Pragians see Dumothan as their primordial creator god. He created the mountains so that he could rise above the sea, and then created the dwarves so that they could protect the mountains. He taught the dwarves alchemy, mining, metalsmithing, and engineering. He then created laws by which he intended the dwarves to live by. Overall, he is a fair god who rewards hard work and values the dwarven race above all else.

Fenmestarelle

Elven Goddess of Castaways

Alignment: Chaotic Neutral

Common Follower: Eifelians

Holy Symbol: A yellow eye

Holy Gems: Yellow topaz, citrine

Favored Weapon: Any sword

Domains: Chaos, Charm, Knowledge, Liberation, Madness, Magic, Void, Water

Optional Subdomains: Arcane, Freedom, Love, Oceans, Thought, Whimsy

Fenmestarelle is often depicted as a beautiful elf with a single, cyclopean yellow eye in the middle of her forehead. She is often illustrated wearing a yellow dress, dripping with water, and standing on a double moonlit shore.

Fenmestarelle values freedom of expression, hidden knowledge, and the darker side of beauty. While not typically billed as the progenitor of the elven race, she is often credited for their unearthly beauty that, according to her worshippers, transcends mortal standards. She is an unpredictable goddess prone to violent mood swings, generous acts of kindness, and clashing extremes of splendor and ugliness.

Grumsholah

Sahuakin Goddess of Evil

Alignment: Chaotic Evil

Common Followers: Sahuakins

Holy Symbol: A shark tooth

Holy Gem: Emerald

Favored Weapon: Shark fork

Domains: Chaos, Darkness, Death, Destruction, Evil, Madness, Strength, Trickery, War

Optional Subdomains: Blood, Deception, Fear, Ferocity, Night, Truth

Grumsholah is depicted as a gigantic sahuakin with multiple arms and a shark-like head. She is often holding a different weapon in each hand, and covered in blood (or simply painted in monochrome red). She wears a crown of bone and shark teeth.

Worshippers of Grumsholah do not emulate her. Instead they do what they can to keep her from destroying their kind. A worshipper of Grumsholah characteristically gets a feeling that his deity wants to sow destruction or misery, and then bargains with his deity as to how to stop her from carrying it out. Alternatively, Grumsholah is blamed for seemingly naturally occurring calamities and the clerics of Grumsholah step in and help clean up the mess. Somehow, Grumsholah, a chaotic evil deity, is completely ambivalent about the behavior of her followers.

Ryuo

The Dragon Goddess

Alignment: Neutral Good

Common Followers: Non-mammalian races, gnomes

Holy Symbol: A fish hook

Holy Gems: bone, ivory, coral

Favored Weapon: Harpoon

Domains: Animal, Glory, Good, Luck, Magic, Nobility, Protection, Scalykind

Optional Subdomains: Dragon, Feather, Honor, Imagination, Leadership

The shibaten culture undoubtedly influenced the development of the Ryuotic faith, as she is often depicted as a colossal eastern dragon. Since the only true dragon native to Devonian is the sinister vermilion dragon, this image was most likely lifted from shibaten art and storytelling.

Worshippers of Ryuo value nature and animalkind, especially those with scales or non-mammalian features. A sprinkling of eastern values has filtered in as well, venerating honor and leadership. Ryuo is also the patron deity of imagination and ingenuity. In many ways, Ryuo is a “catch all” goddess that fulfills the niches of Devonian other deities do not cover as fully.

Umbotuhan

God of Nature, “Lord of the Sea”

Alignment: Neutral Good

Common Followers: Famennians and viseans

Holy Symbol: A cowry shell

Holy Gems: Cowry shell, pearl

Favored Weapon: Any spear

Domains: Air, Animal, Community, Earth, Flora, Healing, Knowledge, Steam, Travel, Water

Optional Subdomains: Cooperation, Education, Exploration, Family, Home, Medicine, Oceans

Umbotuhan is typically depicted as a muscular Famennian human with eyes of solid gold. He is clean-shaven, and in the prime of his life. He wears very little aside from a cowry-shell amulet and a loincloth. He holds a Famennian spear.

Umbotuhan is regarded as the creator deity who made humans equal with animals and plants. Famennians fundamentally divide the world into the physical and spiritual realms which coexist together, and into the five elements of Air, Earth, Heat, Water, and Spirit. Umbotuhan clerics preach the value of community, family, and knowledge. They encourage exploration and cooperation with other races.

The Devonian Isles

The map to the right lists the major territories and islands of Devonian. However, it is important to note that Devonian has thousands of tiny, uncharted and unnamed islands that poke above the water throughout the region.

Devonian is relatively shallow throughout, it's deepest water stretches to a depth of just over 600 feet, where three of the four pylons are found. The fourth pylon is on the highest mountain peak in Devonian, Mount Siegen. The area enclosed by the Veil is triangular; roughly 1500 miles from the southern to the northern pylons, 1000 miles from the northern to the eastern pylons, and 900 miles from the eastern to the southern pylons. It covers an area of roughly 450,000 square miles. Less than 10% of that is dry land.

Territories of Devonian

Some of the most populated regions of Devonian are detailed below (roughly in order of population).

A. PRAGIA

Primary Race: Pragians **Depth:** 0-610 feet.

Pragia is a rocky, mountainous island with an equally inhospitable coast. For a thousand years the dwarves have tunneled into it, carving vast city complexes, corridors that stretch dozens of miles, and shafts that plunge all the way to the subterranean veil (the veil that stretches underneath the ocean).

B. FRASNIA

Primary Race: Famennians **Depth:** 0-400 feet.

Though the coast of Frasnian is littered with the stone ruins of the Frasnian Empire, it is not devoid of life. Famennians, ashrays, shibatens, and others appropriated some of these abandoned settlements, creating a network of cosmopolitan villages.

C. FAMENNIA

Primary Race: Famennians **Depth:** 0-300 feet.

Famennia is dotted with a multitude of houseboats and stilt houses all around its coast, though the island itself is fairly uninhabited (aside from Lake Visea, see below). The island is lightly forested with young timber.

D. LOCHKOVIA

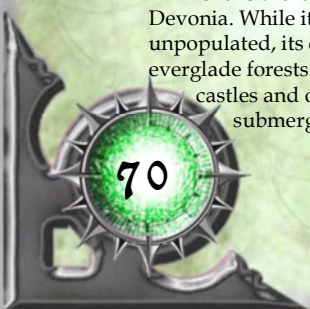
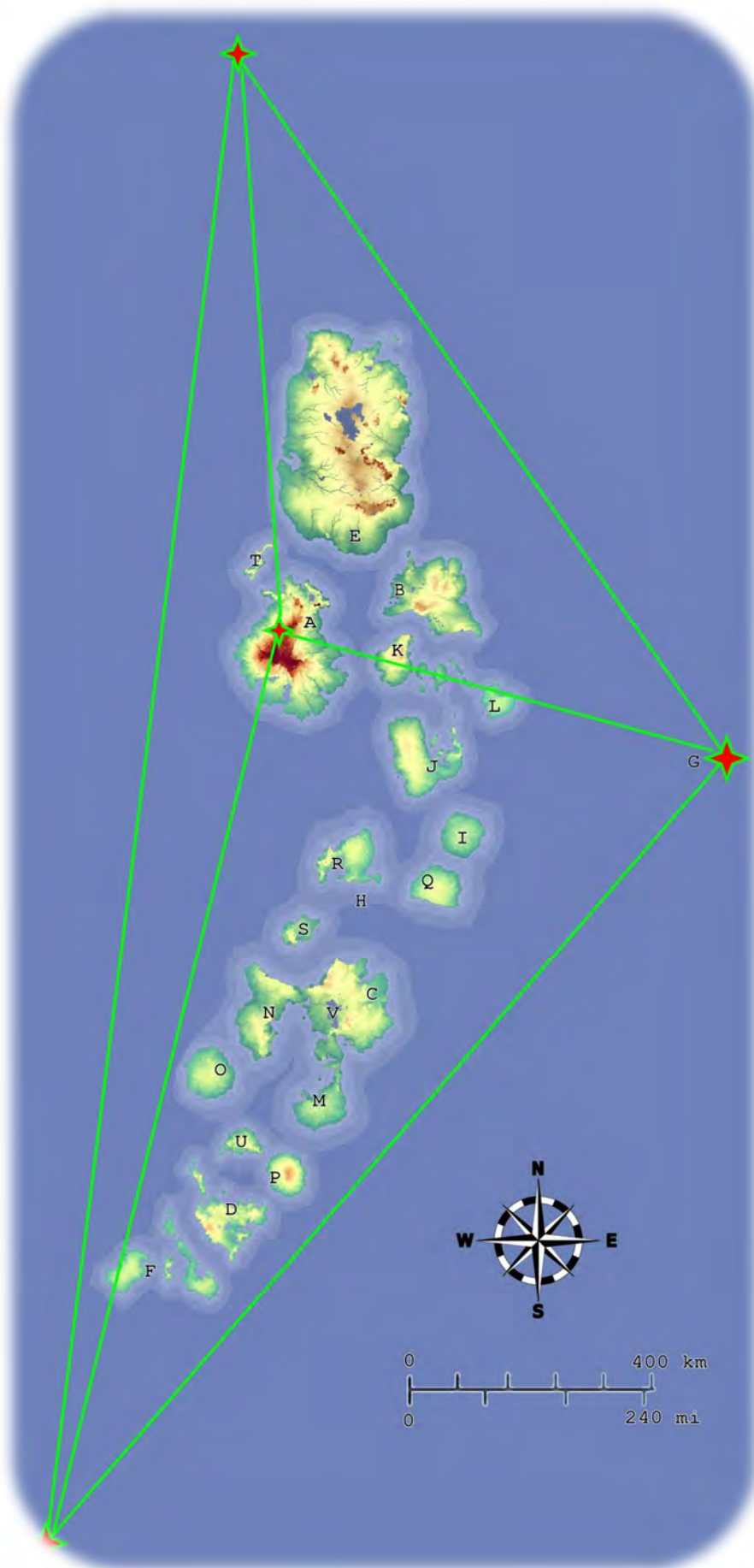
Primary Race: Lochkovians **Depth:** 0-200 feet.

The jungle island of Lochkovia features a large lagoon and dome-like hill. A high concentration of weather golems keeps the island well-hydrated. They are well-maintained by the gnomes who build brushy wigwams along the coast to dwell in.

E. EIFELIA

Primary Race: Eifelians **Depth:** 0-260 feet.

Eifelia is the largest and north-most island in Devonian. While its mountainous interior is unpopulated, its coast is alive with vibrant everglade forests. The Eifelians build beautiful castles and other stone structures, partially submerged in the swampy waters.



F. SERPUKHOVIAN ISLES

Primary Race: Sahuakins **Depth:** 0-450 feet.

This southern-most island chain is home to the sahuakins and a huge assortment of sharks. The islands themselves are mostly tropical with a few arid instances that have no dedicated weather golems. Sahuakins build coral huts and structures off the coast of these islands at a depth of 30-100 feet. Far to the south west, the southern pylon can be found.

G. FORT BASHKIRIA

Primary Race: Chronopterids **Depth:** 400-600 feet.

Fort Bashkiria is the eastern-most settlement in Devonia and is populated almost exclusively by chronopterids. The chronopterids use a cement-like material to construct large, conical structures they use for housing, as well as lining them up around the border to form a well-defensible wall. Mega-torpedoes are chained throughout the area to deter boats from sailing above.

H. GZHELIA BAY

Primary Race: Mrawghs **Depth:** 20-200 feet.

Sprinkled throughout Gzhelia Bay one can find the telltale signs of mrawgh civilization, including the spiraling bone structures that they are known for. While visitors and passers-through will be kept under close supervision, they will be treated well as long as they respect these waters and not meddle in mrawgh affairs.

I. SAKMAR ISLE

Primary Race: Zefs **Depth:** 20-230 feet.

Off of the coast of Sakmar, starting at a depth of about 20 feet down, the zef have built a series of large, circular stone structures that they use as both communal housing and educational pavilions. Sakmar Isle has the largest concentration of Zef in all of Devonia, and many are born here. Other races are welcome as well, especially those looking to learn the psionic sciences.

J. GIVETIA

Primary Race: Famennians **Depth:** 0-300 feet.

Much like Frasnica, Givetia is littered with ruins of a past civilization. Also similar to Frasnica, the Famennians have moved to the coast and set up residence. It is common for the locals to go "treasure hunting" in Givetian ruins, often looking for working gadgets and gizmos. Occasionally, a stockpile of gems is found, undoubtedly stowed by freeing Givetians fleeing during the War.

K. KASIMOVIAN ISLES

Primary Race: Qar Qlahaps **Depth:** 0-500 feet.

Qar Qlahaps have taken up residence along this group of islands. They build coral structures here; though also dwell in caves and grottos along the rocky shoreline. They are not particularly friendly to visitors, though not openly hostile. Originally these merfolk dwelled in the northern Serpukhovian Isles, but had to move after signing a peace treaty with the sahuakins. The largest island here is known as Emsia, and Eifelians used to live there.

L. TOURNAISIA ISLAND

Primary Race: Ashrays **Depth:** 0-600 feet.

Ashrays and Qar Qlahaps live off the coast of this island which has deep sinkholes off the eastern coast. These sinkholes often open into rifts which cause dangerous whirlpools. On the mainland, there is a small pond that is known to have an intermittent gateway to the Well of Worlds.

M. MOSCOVIA

Primary Race: Grindylows **Depth:** 0-200 feet.

Moscovia is overpopulated with grindylows and not recommended for most races, save perhaps the sahuakins. They build little mud and sand huts on the shoreline, and are fond of cultivating large sargassum mats on which they lounge on.

N. ASSELIA

Primary Race: Varied **Depth:** 0-300 feet.

Asselia has always been a multicultural center for the southern isles. As such, Famennians, grindylows, sahuakins, and Lochkovians are fairly common here. They live together and trade here. Asselia is considered neutral territory. Even Archelonians are welcomed, and occasionally come to shore to purchase supplies (though they are seldom friendly about it).

O. KUNGUR ISLAND

Primary Race: Sahuakins **Depth:** 0-300 feet.

A tribe of sahuakins dwell here with grindylows and are known as the Kungurs. They are renowned pirates and will often raid ships coming from Asselia.

P. MOUNT WUCHIAPING

Primary Race: Lochkovians **Depth:** 0-100 feet.

The shallow waters around this lone mountain are home to several Lochkovian families who had a falling out with the other gnomes in Lochkovia.

Q. ROADA ISLE

Primary Race: Eifelians **Depth:** 0-250 feet.

A group of Eifelians set up a secret shelter here during the Great War and never left. The Roda elves consider themselves more sophisticated than those currently dwelling in Eifelia, claiming the war has sullied their sensibilities.

R. CHANGHSING ISLAND

Primary Race: Shibatens **Depth:** 0-200 feet.

Shibatens prefer the company of other races. However their numbers have grown so much in recent times that they are beginning to take over entire islands. The architecture off the coast of Changhsing is reminiscent of Nikaikoku, and they have several thriving villages in this region.

S. CONIAC ISLAND

Primary Race: Archelonians **Depth:** 0-400 feet.

Coniac is current home to the Archelonians, and where they are rumored to be stockpiling their arsenal. It can be assumed that this is not a friendly region, and anyone caught by an archelonian will be treated as a hostile spy and promptly executed. Regardless, there are likely a lot of spies permeating the region, trying to ascertain what the giant turtles are up to.

T. SILURIA

Primary Race: Silurians **Depth:** 0-300 feet.

This is the strange island where many of the half-elves go. Outsiders are grudgingly tolerated, but are often asked to keep their stay short. Silurians have several monasteries here where they practice a novel ascetic faith similar to Buddhism that they simply call "the Silurian Way." Their population is small, and varies greatly in age. Most of the half-elves in Devonia dwell on this small island.

U. ARTINSKIA ISLAND

Primary Race: Lochkovians **Depth:** 0-600 feet.

While mostly populated by Lochkovians, Artinskia is also home to a fair number of sahuakin, grindylow, and Famennians. Artinskia is known as a lawless place of mischief, and is often where criminals hide out.

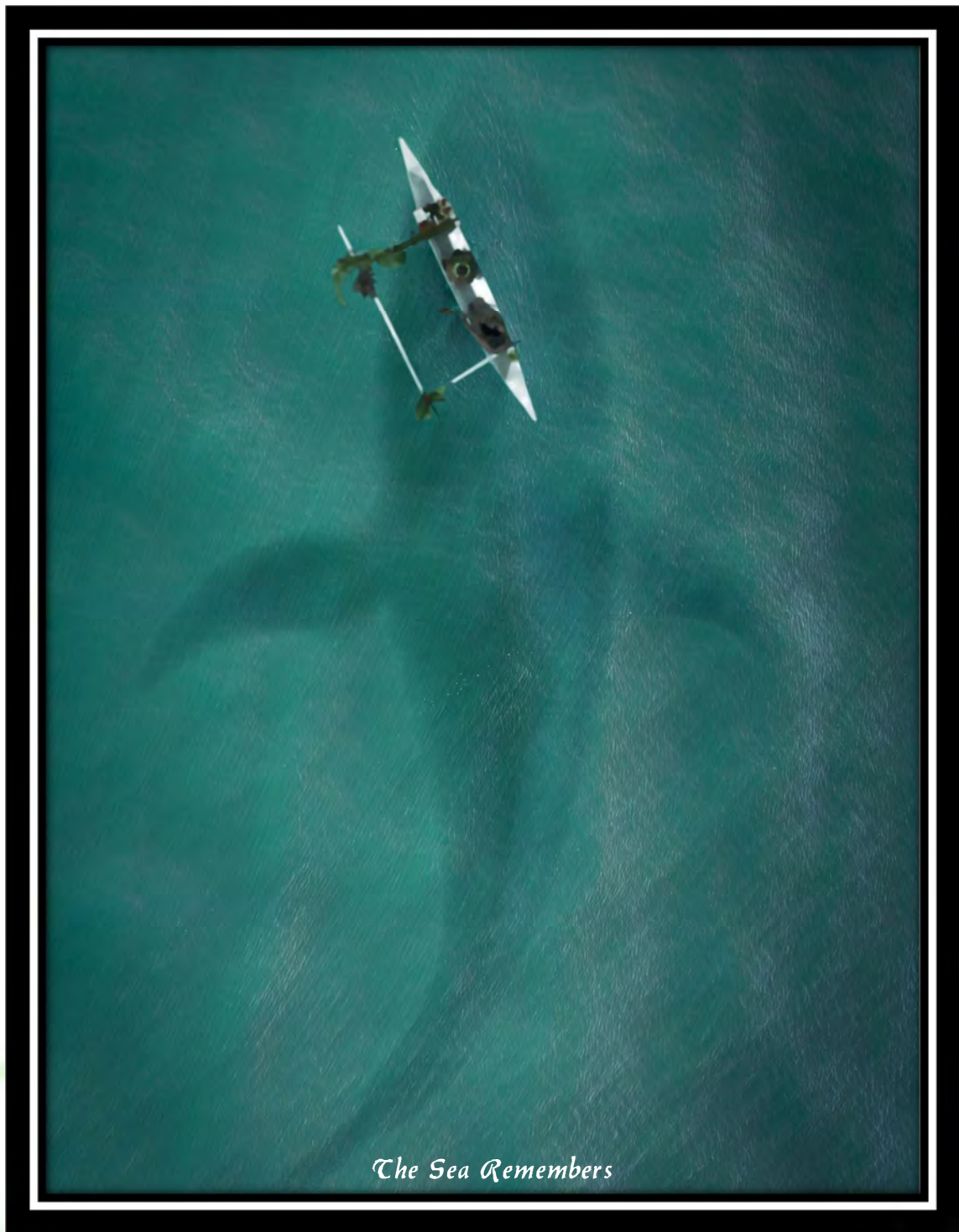
V. LAKE VISEA

Primary Race: Viseans **Depth:** 0-200 feet.

Lake Visea is the second largest freshwater lake in Devonia (the largest being Lake Pridoli on Eifelia), and it is the home of the viseans who have dwelled here for centuries. Like many in Devonia, the population of viseans has increased lately, leading their Famennian allies to bargain with the Eifelians for access to their lake. The Famennians believe that it would help with overcrowding, and that the Eifelians could find fast allies with these strange newt people. Negotiations are ongoing. The viseans themselves are indifferent.



Chapter 6:



The Sea Remembers

The Lost Bestiary

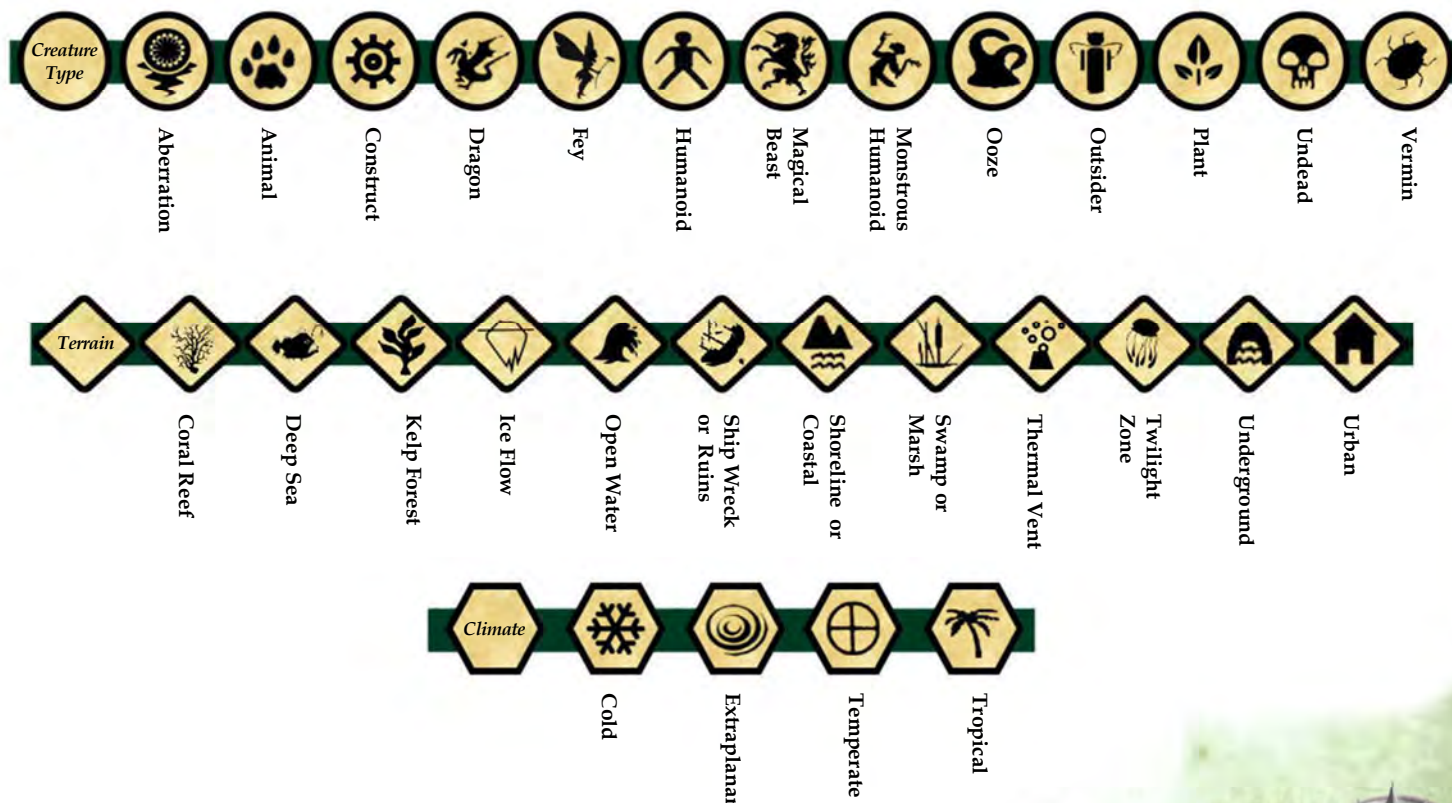


Introduction to Lost Sea Monsters

This chapter explores some of most notorious denizens of the forgotten seas. Even in more familiar waters, the creatures in this tome can serve to surprise, entertain, and even torment the most stalwart of adventurers.

Creature Glyphs

Much like in the *PATHFINDER ROLEPLAYING GAME BESTIARY*, the *Cerulean Seas Bestiaries* and other Alluria Publishing products, *VIRIDIAN VEIL* 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.



Agloosite, Monode

A floating crystalline structure bobs in front of you. It is made of two clear crystal points with a glowing blue sphere between them. It hums softly.

MONODE

CR ½



XP 200

LN Small construct

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

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

DEFENSE

AC 14, touch 12, flat-footed 13 (+1 size, +1 Dex, +2 natural)

hp 15 (1d10+10)

Fort +0, **Ref** +1, **Will** +0

Immune construct traits

Resist acid, cold, and steam resistance 10

OFFENSE

Speed Swim 30 ft., Fly 30 ft.

Melee impale +1 (1d6-1/19-20)

Ranged shard +3 (1d4/19-20)

STATISTICS

Str 8, **Dex** 13, **Con** —, **Int** 14, **Wis** 10, **Cha** 7

Base Atk +1; **CMB** +1; **CMD** 10

Feats Dodge

Skills Craft (any) +4, **Perception** +2

Languages Agloo, Glacian, Qulari

SQ combine, harmonized ally, shatter vulnerability, stackable, telekinetic manipulation

ECOLOGY

Environment any sea

Organization solitary, trilon (3-6), or pentadrite (9-12)

Treasure standard

SPECIAL ABILITIES

Combine (Su): As a standard action (no AoO), three monodes can come together in the same square and form a new trilon. Alternatively, five monodes can enter the same square and form a new pentadrite, or two monodes can join a trilon in the same square to form a new pentadrite.

Harmonized Ally (Ex): Monodes work exceptionally well with other agloosites. When successfully aided on a skill check or attack roll by another agloosite, or when aiding another agloosite, they apply or gain a +3 bonus on their checks or attack rolls (instead of the normal +2 bonus). Furthermore, monodes gain a +4 bonus on attack rolls against an opponent flanked by another agloosite (instead of the normal +2 bonus).

Shard (Ex): The monode may generate and fire a crystal shard as a standard action. This attack has a range of 30 feet with no range increment.

Shatter Vulnerability (Ex): A *shatter* spell damages an agloosite as if it were a crystalline creature, and slows it (as the *slow* spell) for 3 rounds (no saving throw).

Stackable (Ex): Up to five monodes can share the same square without penalty. Two monodes can share the same square with a trilon without penalty for any of those involved.

Telekinetic Manipulation (Su): Even though the agloosite lacks the limbs necessary to manipulate objects, it has constant telekinetic control over objects in its own square as if it had two normal hands (modified by ability scores).

Around 450 years in the future of Cerulean Seas, the aglooliks will unravel the secrets of crystal alchemy. Using this technology, they will learn to transfer their souls into living constructs and gain a whole range of powers that they did not have before. In addition, when an agloosite is slain, the soul (or souls) it contained returns to the agloolik who donated them.

Agloosite, Trilon

A cluster of three glowing green crystal orbs float effortlessly before you. Surrounding the orbs are several shards of clear crystal. A buzzing sound can be heard.

TRILON

CR 3



XP 800

LN Medium construct

Init +1; **Senses** all-around vision, low-light vision, darkvision 60 ft.; **Perception** +9 (+13 sight)

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

DEFENSE

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

hp 36 (3d10+20)

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

Immune construct traits

Resist acid, cold, and steam resistance 10

OFFENSE

Speed Swim 30 ft., Fly 30 ft.

Melee 3 impale +1 (1d6+2/19-20)

Ranged 3 shard spray +0 (1d6+2/19-20)

STATISTICS

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

Base Atk +3; **CMB** +5; **CMD** 16

Feats Combat Reflexes, Multiweapon Fighting

Skills Craft (any) +4, **Perception** +9 (+13 sight), **Survival** +7

Languages Agloo, Glacian, Qulari

SQ all-around vision, crystal defense, reconfigure, shatter vulnerability, telekinetic manipulation

ECOLOGY

Environment any sea

Organization solitary, pair, or pentadrite (3-4)

Treasure standard

SPECIAL ABILITIES

Crystal Defense (Ex): Any creature that strikes a trilon with a non-reach melee weapon, unarmed strike, or natural weapon takes 1d6 points of piercing damage from shards of crystal that fly off of it.

Reconfigure (Su): As a standard action, a trilon can split apart into three new monodes. Alternatively, two monodes can join a trilon in the same square to form a new pentadrite. Just like the monode's combine ability, all applications require a standard action that does not provoke an attack of opportunity by one of the agloosites, and everything takes place in the same square.

Shatter Vulnerability (Ex): A *shatter* spell damages an agloosite as if it were a crystalline creature, and slows it (as the *slow* spell) for 3 rounds (no saving throw).

Shard Spray: The trilon can generate and shoot a volley of three shards as a standard action (make an attack roll for each shard). This attack has a range of 30 feet with no range increment. All targets must be within 30 feet of each other.

Telekinetic Manipulation (Su): Even though the agloosite lacks the limbs necessary to manipulate objects, it has constant telekinetic control over objects in its own square as if it had two normal hands (modified by ability scores).

Aglooliks use agloosites to explore dangerous regions. Some wander into the veil. As one might imagine, slaying an agloosite can be quite a challenge because even when gravely injured, they can either fall apart into smaller, perfectly healthy agloosites, or combine into a larger, also healthy agloosite. The trick is keeping the monodes away from each other. The larger ones will inevitably break into monodes if enough damage is applied.

Agloosite, Pentadrite

A four-legged crab made of separate clear crystal points swims towards you. Five glowing yellow orbs float in its center. It makes a mechanical whirring sound.

PENTADRITE

CR 5



XP 1,600

LN Medium construct

Init +2; **Senses** all-around vision, low-light vision, darkvision 120 ft.; **Perception** +16 (+20 visual)

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

DEFENSE

AC 21, touch 12, flat-footed 19 (+2 Dex, +9 natural)

hp 53 (6d10+20)

Fort +2, **Ref** +4, **Will** +6

Immune construct traits

Resist acid, cold, and steam resistance 15

OFFENSE

Speed 30 ft., Swim 30 ft., Fly 30 ft.

Melee 5 impale +12 (1d8+6 /19-20)

Special Attacks breath weapon (30-ft. cone of crystal shards, 5d4 slashing, DC 15, once every 1d4 rounds)

STATISTICS

Str 22, **Dex** 12, **Con** —, **Int** 17, **Wis** 16, **Cha** 16

Base Atk +6; **CMB** +12; **CMD** 23

Feats Alertness, Blind-Fight, Combat Reflexes, Multiweapon Fighting

Skills Acrobatics +9, Craft(any) +7, Knowledge (any one) +12, Perception +16 (+20 visual), Sense Motive +5, Stealth +10, Survival +12

Languages Agloo, Common, Glacian, Qulari

SQ all-around vision, crystal defense, partition, shatter vulnerability, telekinetic manipulation

ECOLOGY

Environment any sea

Organization solitary or pair

Treasure standard

SPECIAL ABILITIES

Crystal Defense (Ex): Any creature that strikes a pentadrite with a non-reach melee weapon, unarmed strike, or natural weapon takes 1d8 points of piercing damage from shards of crystal that fly off of it.

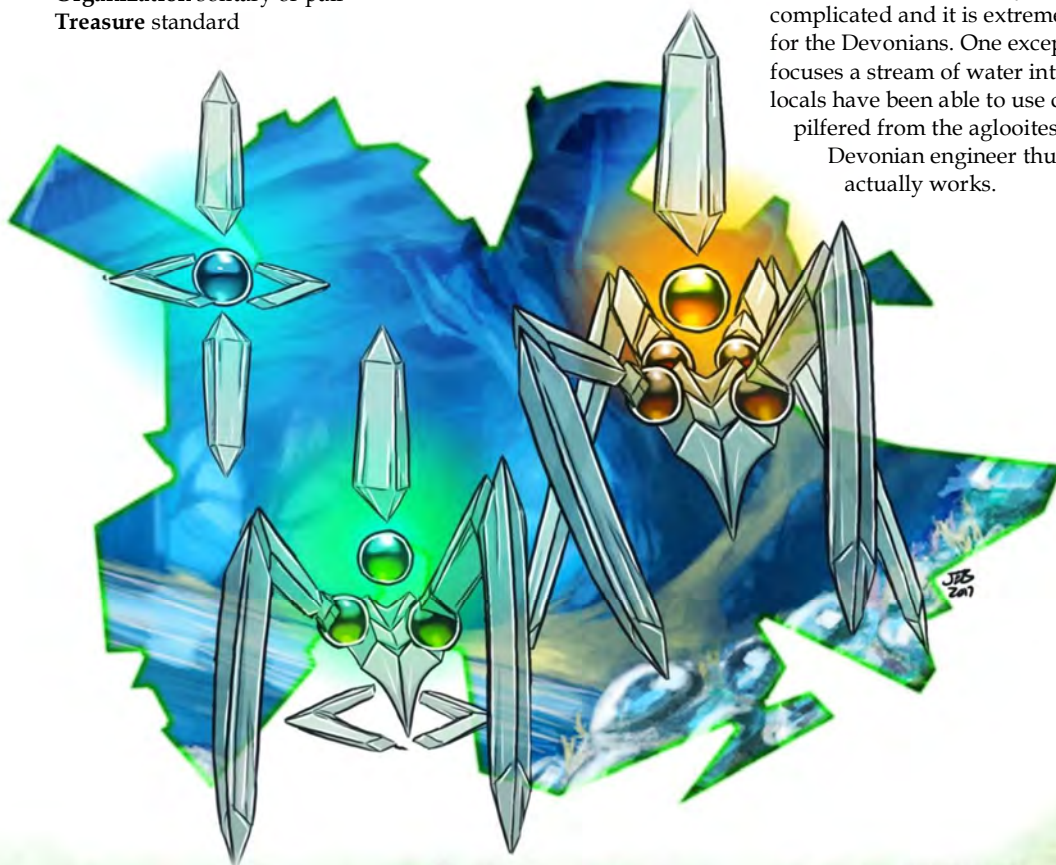
Partition (Su): As a standard action, a pentadrite can split apart into five new monodes. Alternatively, a pentadrite can split into two new monodes and one new trilon. Just like the monode's combine ability, all applications require a standard action that does not provoke an attack of opportunity, and everything takes place in the same square.

Shatter Vulnerability (Ex) A *shatter* spell damages an agloosite as if it were a crystalline creature, and slows it (as the *slow* spell) for 3 rounds (no saving throw).

Telekinetic Manipulation (Su) Even though the agloosite lacks the limbs necessary to manipulate objects, it has constant telekinetic control over objects in its own square as if it had two normal hands (modified by ability scores).

Agloosites can be encountered in any form, though typically they will almost always be encountered in their higher forms first if there are enough of them. The motives of the future agloosites are not entirely clear. When the agloosites do answer questions, which they seldom do, they claim to be on a mission of exploration. However, on several occasions, they have been caught doing more than collecting samples or observing. On these occasions, agloosites have been observed destroying structures, ruining crops, killing livestock, and even attacking Devonians unprovoked. As a result, most consider agloosites hostile and assumed dangerous. Unfortunately, agloosites are encountered regularly, usually several dozen times a year.

Occasionally, agloosites will bring advanced technology with them. Unfortunately, this technology is invariably complicated and it is extremely rare for it to be found useful for the Devonians. One exception is the swoosh sword, which focuses a stream of water into a deadly blade. While the locals have been able to use certain recognizable crystals pilfered from the agloosites to recreate these blades, no Devonian engineer thus far can explain how the blade actually works.



Amphibian, Crassigyrinus

A smooth-skinned creature, looking like a tadpole with an armored head glides through the murk.

CRASSIGYRINUS

CR 5



XP 1,600

N Medium animal (amphibious)

Init +2; **Senses** darkvision 60 ft., low light vision; Perception +9

Racial Buoyancy -30; **Depth Tolerance**: 300 feet

DEFENSE

AC 18; touch 13, flat-footed 15 (+3 Dex, +5 natural)
hp 60 (8d8+24)

Fort +11, **Ref** +9, **Will** +3

OFFENSE

Speed 10 ft., Swim 40 ft.; rush

Melee bite +10 (1d8+6 plus grab)

Special Attacks worry (1d8+9)

STATISTICS

Str 19, **Dex** 17, **Con** 16, **Int** 2, **Wis** 12, **Cha** 7

Base Atk +6; **CMB** +10; **CMD** 23

Feats Diving Strike, Great Fortitude, Power Attack, Taste of Blood

Skills Perception +9, Stealth +10

ECOLOGY

Environment Swamps and rivers

Organization solitary, pair

Treasure none

SPECIAL ABILITIES

Rush (Ex): A crassigyrinus can charge forward at triple its movement rate as part of an attack, without incurring a penalty to its AC.

Worry (Ex): A crassigyrinus that has bitten prey its size or larger may opt to hang on, shaking its head back and forth, and dealing automatic damage to its victim. The target may make an DC 18 Strength check to escape its jaws, taking 1d4 points of damage in the process.

A crassigyrinus is an eel-like amphibian, with a massive armored head, and vestigial legs. They lurk at the bottom of murky waters, charging forward to attack nearly anything that moves. They are greatly feared where they are common, and will even slide out of the water to attack targets on the shoreline.

Crassigyrinus possess a double row of teeth, with the rear set possessing a pair of curving fangs. Their bite force drives these fangs deep into their prey, allowing them to shake their heads and grind the teeth into flesh. They are aggressive by nature, and a breeding pair will even attack far larger creatures to drive them from their nesting area.

A crassigyrinus is about 6 ft. long, and weighs 100 lbs.

Crassigyrinus Companions

Starting Statistics: Size Small; **Speed** 10 ft., Swim 30 ft.;

AC +2 natural armor; **Attack** bite (1d4); **Ability Scores** Str 14, Dex 19, Con 13; **Int** 2, **Wis** 12, **Cha** 7; **Special Qualities** darkvision 60 ft., low-light vision, grab, rush, worry (1d4+4)

7th-Level Advancement: Size Medium; **AC** +3

natural armor; **Attack** bite (1d8); **Ability Scores** Str +5, Dex -2, Con +3;

Special Qualities worry (1d8+6)

Amphibian, Diadectes

A large smooth skinned amphibian crawls ponderously from the dark water to join the croaking herd.

DIADECTES

CR 3



XP 800

N Large animal (amphibious)

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

Racial Buoyancy -225; **Depth Tolerance**: 300 feet

DEFENSE

AC 14; touch 10, flat-footed 14 (+4 natural)

hp 30 (4d8+12)

Fort +8, **Ref** +5, **Will** +2

OFFENSE

Speed 20 ft., Swim 20 ft.

Melee bites +7 (1d8+6 plus grab)

Special Attacks grind

STATISTICS

Str 18, **Dex** 10, **Con** 17, **Int** 2, **Wis** 11, **Cha** 5

Base Atk +3; **CMB** +8; **CMD** 18

Feats Lunge, Power Attack

Skills Perception +7

ECOLOGY

Environment swamps

Organization solitary, pair, herd (3-12)

Treasure none

SPECIAL ABILITIES

Grind (Ex): A diadectes that has bitten a target may choose to not let go, instead grinding it with its cheek teeth, dealing automatic bite damage.

Diadectes are large reptile-like amphibians that spend their days chewing thick swamp vegetation. Their thick hides allow them to remain out of the water for hours, giving them an edge over smaller plant eaters. While a diadectes herd is not overly aggressive, they are defensive, and when resting in the mud caves they dig into the banks of waterways, they will aggressively bite anything that enters.

Diadectes are often hunted for their thick hides, and firm white flesh.

Diadectes Companions

Starting Statistics: Size Small; **Speed** 10 ft., Swim 10 ft.;

AC +2 natural armor; **Attack** bite (1d4); **Ability Scores** Str 14, Dex 14, Con 15; **Int** 2, **Wis** 11, **Cha** 5; **Special Qualities** low-light vision, grab, grind

7th-Level Advancement: Size Large; **AC** +3 natural

armor; **Attack** bite (1d8); **Ability Scores** Str +4, Dex -4, Con +2

Amphibian, Hynerpeton

A amphibian with muscular limbs, a long flowing tail, and a crocodilian head floats just offshore.

HYNERPETON

CR 1



XP 400

N Medium animal (amphibious)

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

Racial Buoyancy -60; **Depth Tolerance**: 300 feet

DEFENSE

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

hp 19 (3d8+6)

Fort +4, **Ref** +3, **Will** +1

OFFENSE

Speed 30 ft., Swim 40 ft.

Melee bite +1 (1d6+1)

STATISTICS

Str 13, **Dex** 12, **Con** 14, **Int** 1, **Wis** 12, **Cha** 5

Base Atk +1; **CMB** +1; **CMD** 16

Feats Skill Focus (Stealth)

Skills Perception +5, Stealth +7 (+11 in water);

Racial Modifiers +4 Stealth in water

ECOLOGY

Environment swamps

Organization solitary, pair, nest (3-12)

Treasure none

Hynerpeton are primitive amphibians, well equipped to hunt in the water or on land. They often take the role of crocodiles, if the reptiles are absent, lurking at the water's edge to snap at prey. They are, in turn, prey for larger creatures, although their ability to rapidly climb to the shore gives them an edge.

Hynerpetons migrate freely to new bodies of water if their old one starts to dry up, or becomes too predator filled. Traveling overland often makes them more aggressive.

Hynerpeton Companions

Starting Statistics: Size Small; **Speed** 20 ft., Swim 30 ft.;

AC +1 natural armor; **Attack** bite (1d4); **Ability Scores**

Str 10, **Dex** 14, **Con** 12; **Int** 2, **Wis** 12, **Cha** 5; **Special**

Qualities low-light vision, scent

4th-Level Advancement: Size Medium; **AC** +1 natural

armor; **Attack** bite (1d6); **Ability Scores** **Str** +3, **Dex** -2,

Con +2



Aquasaur, Atopodentatus

This bizarre creature resembles a scaled seal, with a broad hammer-shaped mouth filled with peg-like teeth.

ATOPODENTATUS

CR 3



XP 800

N Large animal (amphibious)

Init +2; **Senses** Blindsight 30 ft., low light vision; Perception +8

Racial Buoyancy -250; **Depth Tolerance**: 600 feet

DEFENSE

AC 16; touch 12, flat-footed 14 (+2 Dex, +4 natural)

hp 30 (4d8+12)

Fort +6, **Ref** +5, **Will** +1

OFFENSE

Speed 20 ft., Swim 30 ft.

Melee bite +4 (1d6+6)

Special Attacks shocking bite

STATISTICS

Str 18, **Dex** 14, **Con** 17, **Int** 2, **Wis** 11, **Cha** 5

Base Atk +2; **CMB** +6; **CMD** 19

Feats Skill Focus (Perception), Weapon Focus (bite)

Skills Perception +8, Stealth +4, Survival +1

ECOLOGY

Environment temperate shorelines

Organization solitary, pair, or herd (10-50)

Treasure none

SPECIAL ABILITIES

Shocking Bite (Ex): The electrosensors in the bill of a atopodentatus that give it its blindsense ability can fire off a powerful bio-shock once every 1d4 rounds, dealing an additional 1d4 points of electrical damage with its bite attack.

Atopodentatus are hammer-billed seal-like reptiles, that are fairly common in the waters around islands and shorelines. They frequently hang upside down under water for up to a half hour at a time, pulling seaweed into their mouth. This stirs up massive amounts of sediment, which doesn't bother the atopodentatus in the slightest.

Despite their diet, atopodentatus are defensive, and creatures disturbing a herd will be subjected to a mass assault, bitten by powerful jaws, each with a potent shock. Discharging their bio-electric energy in this way does not seem to inhibit the reptile's blindsense.

Eifelians raise entire herds of these creatures for food, protection, and to make kamleika cloth from the creature's stomach and intestines.

Atopodentatus Companions

Starting Statistics: Size Small; **Speed** 20 ft., swim 30 ft.;

AC +2 natural armor; **Attack** bite (1d4); **Ability Scores** Str

14, **Dex** 18, **Con** 14; **Int** 2, **Wis** 11, **Cha** 5;

Special Qualities blindsense, low-light vision, shocking bite

4th-Level Advancement: Size Large; **AC** +2 natural armor; **Attack** bite (1d6); **Ability Scores** Str +4, Dex -4, Con +3

Aquasaur, Hyphalosaur

A small lizard with two heads stemming from long necks swims around you. Four beady eyes glitter as it closes in.

HYPHALOSAURUS

CR 1



XP 400

N Small animal (amphibious)

Init +2; **Senses** low light vision, scent; Perception +6

Racial Buoyancy -25; **Depth Tolerance**: 300 feet

DEFENSE

AC 18; touch 16, flat-footed 12 (+5 Dex, +1 Dodge, +2 natural)

hp 13 (2d8+2)

Fort +6, **Ref** +8, **Will** +1

OFFENSE

Speed 10 ft., Swim 40 ft.

Melee 2 bites +1 (1d4)

Special Attacks rend (2 bites, 1d4+1)

STATISTICS

Str 10, **Dex** 20, **Con** 14, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +1; **CMB** +1; **CMD** 16

Feats Dodge

Skills Perception +6, Stealth +9; **Racial Modifiers** +4 Perception

ECOLOGY

Environment temperate and tropical rivers and seas

Organization solitary, pair, swarm (3-9)

Treasure none

Hyphalosaur are small, dual-headed, predatory lizards. Despite their size they are respected as vicious predators, able to take on larger prey. They are even known to follow creatures up to the size of whales, nipping small bites of flesh while taking advantage of the cover their "allies" grant.

Hyphalosaur swim circles around their prey, their two heads biting with needle teeth. When both heads get a firm grip, they pull the victims flesh apart. A swarm has no concept of working together, and jostle for prime bits of meat.

Hyphalosaur must lay their eggs on land, and swarm the waters around prime islands in the thousands, making those seas deadly for weeks.

Hyphalosaur are occasionally hatched with just one head, though they are picked on by the two-headed members of their kind and rarely make it to adulthood. If raised artificially, it will grow into a much stronger specimen (use advanced template).

Hyphalosaur Companions

Starting Statistics: Size Small; **Speed** 10 ft., Swim 40 ft.;

AC +1 natural armor; **Attack** 2 bites (1d3); **Ability Scores** Str 10, **Dex** 20, **Con** 12; **Int** 2, **Wis** 12, **Cha** 6;

Special Qualities low-light vision, rend (2 bites 1d3+1), scent

4th-Level Advancement: Size Medium; **AC** +3 natural armor; **Attack** 2 bites (1d6); **Ability Scores** Str +5, Dex -2, Con +4; **Special Qualities** rend (2 bites, 1d6+4)

Aquasaur, Mesosaurus

The scaly creature gracefully circling you embodies agility with its long jaws, graceful neck, and flowing tail.

MESOSAURUS

CR 2



XP 600

N Medium animal (amphibious)

Init +2; **Senses** low light vision, scent; Perception +5

Racial Buoyancy -70; **Depth Tolerance**: 400 feet

DEFENSE

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

hp 15 (2d8+6)

Fort +6, **Ref** +5, **Will** +1

OFFENSE

Speed 20 ft., Swim 30 ft., sprint

Melee bite +3 (1d6+3)

Special Attacks hypersalinity, surface strike

STATISTICS

Str 15, **Dex** 14, **Con** 16, **Int** 2, **Wis** 12, **Cha** 5

Base Atk +2; **CMB** +4; **CMD** 16

Feats Dodge, Dolphin Flip (B)

Skills Perception +5, Stealth +6

ECOLOGY

Environment temperate and tropical shorelines

Organization solitary, pair, squad (3-6), or pack (10-30)

Treasure none

SPECIAL ABILITIES

Hypersalinity (Ex): Each mesosaurus sheds a 10 foot aura of hypersaline water when it is submerged. This aura effectively connects with the aura of any other mesosaurus, doubling the size of each reptile's aura. Non-mesosaurus creatures within the aura gain +20 bouncy per 10 foot of aura. Targets that are forced to the surface by the aura are effectively trapped there, until the reptiles move out of range.

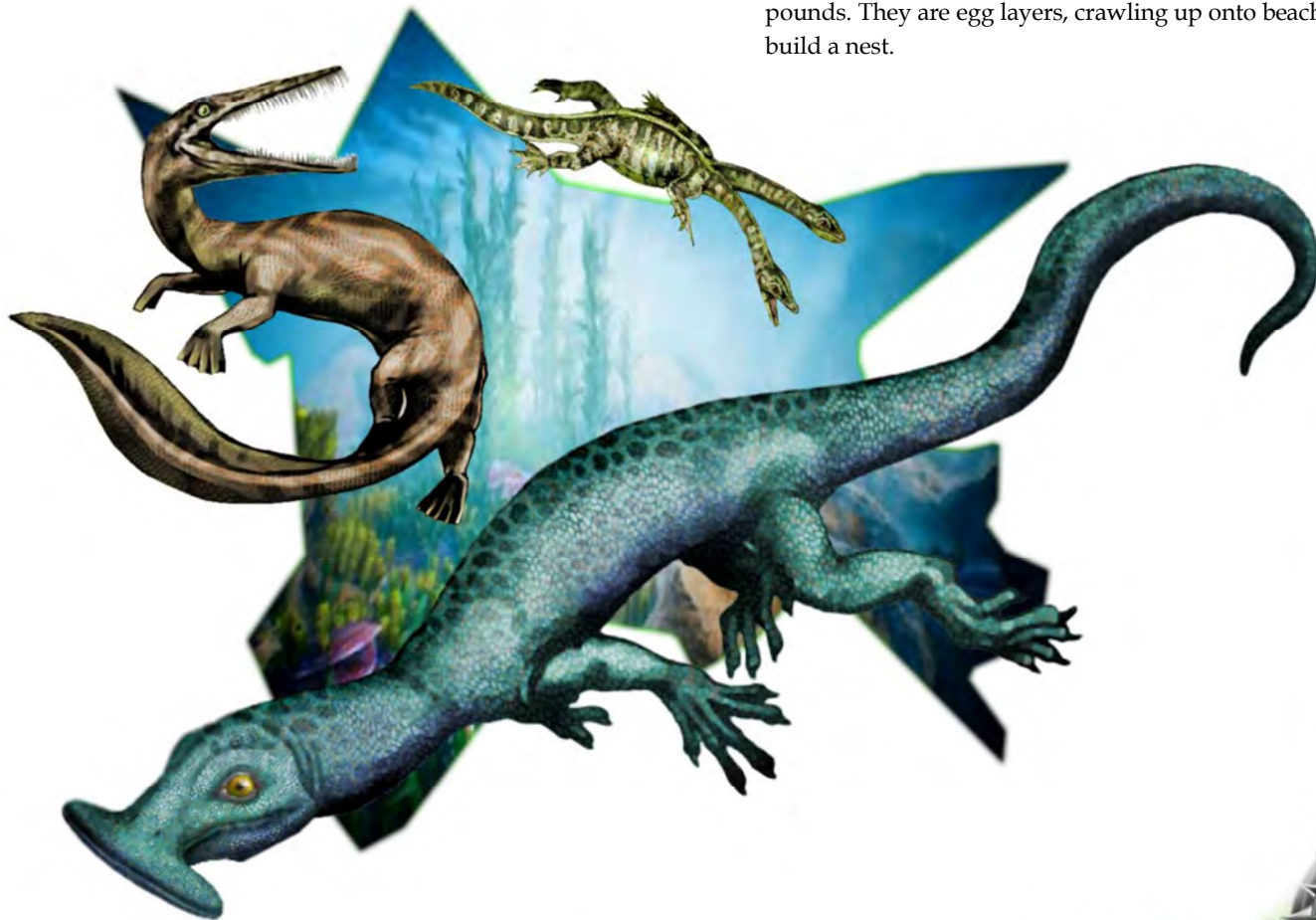
Sprint (Ex): Once per minute, a mesosaurus can move 10 times its normal speed (300 feet) as part of a charge.

Surface Strike (Ex): A mesosaurus attacking a target on the surface gains a +2 to hit, and a +2 to damage rolls.

Mesososaurs are slender coastal reptiles, with long jaws and a wide powerful tail. They are wolf-like predators in many ways, with an instinct to gather in large packs, dominated by the largest female.

Mesososaurs are most dangerous as a pack, where they can surround far larger prey, forcing it to surface, and slowly pick it apart at their leisure. They are extremely agile, and dart in for a savage bite, and then flash away with a swish of their tail. Lone mesososaurs are far more cautious, often trailing ships or large predators and feeding off dropped scraps.

A typical mesosaur averages 4 feet long, and weighs 40 pounds. They are egg layers, crawling up onto beaches to build a nest.



Archelonian (trueform archelon)

The shell of this enormous sea turtle easily spans 12 feet in length. Its thick head ends in a hooked beak. It has a very intelligent look in its eye and it's wearing metal armor with sharp edges.

ARCHELONIAN

CR 7



XP 3,200

LE Huge magical beast (amphibious, trueform)

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

Racial Buoyancy -750^B; **Depth Tolerance**: 600 feet

DEFENSE

AC 21, touch 9, flat-footed 20 (+10 natural armor, +1 Dex, -2 size, +2 armor)

hp 59 (7d8+28)

Fort +9, **Ref** +6, **Will** +6

OFFENSE

Speed 15 ft., swim 50 ft.

Melee fin razor +9 (2d6+9/19-20), bite +8 (2d8+9)

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

Special Attacks capsize (DC 25), Summon Lesser Form

STATISTICS

Str 22, **Dex** 13, **Con** 19, **Int** 12, **Wis** 14, **Cha** 10

Base Atk +5; **CMB** +13; **CMD** 24 (28 vs. trip)

Feats Improved Initiative, Iron Will, Lunge, Weapon Focus (bite)

Skills Acrobatics +18, Perception +14, Stealth +4

SQ hold breath, tool use

ECOLOGY

Environment warm or temperate water or coastlines

Organization solitary or bale (2-6)

Treasure standard

SPECIAL ABILITIES

Summon Lesser Form (Su) An archelonian can summon two archelons (Pathfinder Bestiary 3) once per day.

Archelonians were one of the most intelligent species in the sea in their own time, which was near the end of the Age of Dinosaurs. They were ruthless and cruel. Armies of them patrolled the seas, bullying weaker species and enforcing their version of order. They enslaved those who might stand up to them. Archelonians were not like the trueforms of today, to them "natural order" meant that nature obeys their command.

When they realized their age was drawing to a close, many looked for a solution. By spying on the chronopterids, they found rifts in the Veil, and they began pouring into Devonia by the hundreds, with hours left before the asteroid impact that would destroy them all. Whether it was the strain of the sudden influx of turtles, Time resetting the balance, or intervention by a concerned chronomancer may never be known, but the rifts all spontaneously constricted or closed completely, trapping the vast majority of archelonians to their natural doom.

Those that survived are not happy with their predicament, and have sworn vengeance, convinced that it was the result of meddling.



Cephalopod, Actinocerida

A mass of tentacles surround a snapping beak, all thrusting out of a magnificent cone shaped shell. A pair of massive, baleful eyes stare unblinkingly at you.

ACTINOCERIDA

CR 10



XP 9,600

N Huge animal (aquatic)

Init +6; **Senses** darkvision 60 ft.; low light vision; Perception +13

Racial Buoyancy -525; **Depth Tolerance**: 600 feet

DEFENSE

DEFENSE AC 21; touch 12, flat-footed 19 (+2 Dex, +9 natural)

hp 127 (15d8+50)

Fort +13, **Ref** +11, **Will** +7

Defensive Abilities ink cloud (20 ft. radius)

OFFENSE

Speed Swim 30 ft.; jet 300 ft.

Melee bite +18 (3d4+9), 8 tentacles +16 (1d6+4 plus grab)

Space 15 ft.; Reach 15 ft. (30 ft. with tentacles)

Special Attacks constrict (1d6+8), crushing bite, radula

STATISTICS

Str 28, **Dex** 14, **Con** 19, **Int** 2, **Wis** 15, **Cha** 8

Base Atk +11; **CMB** +24 (+30 grapple); **CMD** 36

Feats Combat Reflexes, Improved Grapple, Improved Initiative, Multiattack, Power Attack, Skill Focus (Perception, Stealth), Stand Still

Skills Perception +13, Stealth +13

ECOLOGY

Environment any ocean

Organization solitary

Treasure none

SPECIAL ABILITIES

Ink Cloud (Ex): An actinocerida can release a 20-foot radius cloud of ink once per minute, lasting for one minute, and providing total concealment.

Jet (Ex): An actinocerida can jet in a straight line as a full-round action. This does not provoke an attack of opportunity.

Radula (Ex): An actinocerida that has successfully damaged the armor of a bitten target may extend its barbed tongue in place of a bite attack, rasping at, and often into the rent in the victims armor. This deals 2d4 points of damage to the target automatically.

Actinocerida are massive shelled squid, streamlined like a living missile. They are ambush hunters, shooting out from coral caves, dropping on victims from above, or grabbing a target from below and jetting back into the abyss. They are aggressive, and endlessly hungry.

An actinocerida is not a subtle combatant, attacking from ambush, and attempting to disable its chosen prey. It will lash out at anything interfering with its attack, crushing them in its tentacles, and consuming them later. If pressed, an actinocerida will release its ink cloud and jet away, attempting to drag the object of its hunger with it.

A typical actinocerida has a shell between 20 and 30 feet long. The shell of one of these cephalopods is quite valuable, and is used for everything from creating art, to armor, and even housing for the smaller races.

Cephalopod, Ammonite

A spiraled shell filled with tentacles approaches you from out of the blue.

AMMONITE

CR 5



XP 1,600

N Medium animal (aquatic)

Init +5; **Senses** darkvision 60 ft.; low light vision; Perception +9

Racial Buoyancy -30; **Depth Tolerance**: 600 feet

DEFENSE

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

hp 52 (8d8+16)

Fort +8, **Ref** +7, **Will** +3

Defensive Abilities ink cloud (10 ft. radius), withdraw

OFFENSE

Speed Swim 30 ft.; jet 200 ft.

Melee tentacles +11 (2d6+5 plus grab), bite +6 (1d4+2)

Space 5 ft.; **Reach** 5 ft. (20 ft. with tentacles)

Special Attacks constrict (2d6+10)

STATISTICS

Str 20, **Dex** 12, **Con** 15, **Int** 2, **Wis** 13, **Cha** 7

Base Atk +6; **CMB** +11 (+18 grapple); **CMD** 22

Feats Buoyancy Control, Improved Grapple, Improved Initiative, Skill Focus (Perception)

Skills Perception +9, Stealth +6

ECOLOGY

Environment open ocean

Organization solitary, flock (20-200)

Treasure none

SPECIAL ABILITIES

Ink Cloud (Ex): An ammonite can release a 20-foot radius cloud of ink once per minute, lasting for one minute, and providing total concealment.

Jet (Ex): An ammonite can jet in a straight line as a full-round action. This does not provoke an attack of opportunity.

Withdraw (Ex): An ammonite may react to any attack made before its turn by a lightning fast withdraw into its shell, which closes with an armored flap. It loses its action for that round, but doubles its natural armor bonus until its next turn. It is considered blinded while withdrawn into its shell.

Ammonites are large squid-like cephalopods with a curved shell. The ridges and spiral of the shell causes many attacks to glance off the creature harmlessly. They are surprisingly strong swimmers for their shape and size, with multiple air chambers within their shell.

Ammonites stalk their prey, shooting out long tentacles from within their shell. They are not overly aggressive, and often flee from a spirited defense. They are prey items for larger predators, and are staple prey for large reptiles.

A typical ammonite has a shell 7 foot in diameter. Small ammonite shells are used as currency, while others are made into artistic shields and breastplates.

Ammonite Companions

Starting Statistics: **Size** Small; **Speed** Swim 20 ft., jet; **AC** +4 natural armor; **Attack** tentacles (1d6), bite (1d2); **Ability Scores** Str 14, Dex 14, Con 12; Int 2, Wis 13, Cha 7; **Special Qualities** darkvision 60 ft., low-light vision, constrict (1d6+4), grab, ink cloud (5 ft), withdraw

7th-Level Advancement: **Size** Medium; **Speed** Swim 30 ft.; **AC** +5 natural armor; **Attack** tentacles (2d6), bite (1d4); **Ability Scores** Str +6, Dex -2, Con +1; **Special Qualities** constrict (2d6+10), ink cloud (10 ft)

Cephalopod, Didymoceras

A strange coiling shell hangs from the branches of the kelp, swaying softly in the current.



DIDYMO CERAS

CR 4

XP 1,200

N Medium animal (aquatic)

Init +4; **Senses** low light vision; Perception +10

Racial Buoyancy -60; **Depth Tolerance**: 300 feet

DEFENSE

AC 17; touch 10, flat-footed 17 (+7 natural)

hp 37 (5d8+15)

Fort +7, **Ref** +4, **Will** +2

Defensive Abilities ink cloud (10 ft. radius)

OFFENSE

Speed Swim 10 ft.

Melee tentacles +6 (1d6+3 plus grab)

Space 5 ft.; **Reach** 5 ft. (20 ft. with tentacles)

Special Attacks constrict (2d6+10), ensnare

STATISTICS

Str 16, **Dex** 10, **Con** 17, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +3; **CMB** +6 (+11 grapple); **CMD** 16

Feats Improved Grapple, Improved Initiative, Skill Focus (Perception)

Skills Perception +10, Stealth +1

ECOLOGY

Environment Any ocean

Organization solitary, pair, growth (5-15)

Treasure none

SPECIAL ABILITIES

Ensnare (Ex): A didymoceras launches the majority of its muscular body out of its shell when it attacks at its full reach, then coils back dragging its victim with it, as it has a strength of 26. A target so ensnared takes constriction damage each round, as well as an automatic 1d4 points of damage from the creature's beak. A didymoceras with an ensnared victim can make no attacks on other creatures without releasing the one it has captured first.

Ink Cloud (Ex): A didymoceras can release a 10-foot radius cloud of ink once per minute, lasting for one minute, and providing total concealment.

Didymoceras are bizarre cephalopods with long coiling shells, ending in strongly curved hooks. While they can hunt in a clumsy fashion while free swimming, they prefer to use their hooks to attach to objects such as large plants, rock formations, and artificial structures. From a distance they appear almost like some strange form of fruit or decoration.

Didymoceras lash out at any passing creature their size or smaller, pulling them into a deadly grasp. Once they have ensnared a target, their powerful tentacles squeeze and pull while their beak bites bloody chunks from its prey. They tend to flock to others of their kind, for ease in breeding and mutual defense.

A typical didymoceras has a shell 8 feet long. Their shells may be used for decoration, or in crafting horns that make haunting calls.

Cephalopod, Giant Nautiloid

A shelled cephalopod in a beautiful mother of pearl spiral shell swims beneath you. You only notice its cocked-back tentacles after admiring its beauty.



GIANT NAUTILOID

CR 6

XP 2,400

N Large animal (aquatic)

Init +6; **Senses** darkvision 60 ft.; low light vision, keen scent; Perception +9

Racial Buoyancy -225; **Depth Tolerance**: 600 feet

DEFENSE

AC 21; touch 12, flat-footed 19 (+2 Dex, +9 natural)

hp 68 (8d8+32)

Fort +10, **Ref** +8, **Will** +4

Defensive Abilities withdraw

OFFENSE

Speed Swim 30 ft.; jet 260 ft.

Melee tentacles +11 (1d6+6 plus grab), bite +7 (1d6+3)

Space 5 ft.; **Reach** 5 ft. (20 ft. with tentacles)

Special Attacks constrict (2d6+12), stunning strike

STATISTICS

Str 23, **Dex** 14, **Con** 18, **Int** 2, **Wis** 15, **Cha** 9

Base Atk +6; **CMB** +12 (+19 grapple); **CMD** 24

Feats Buoyancy Control, Diving Strike, Improved Grapple, Improved Initiative

Skills Perception +9, Stealth +9

ECOLOGY

Environment open ocean

Organization solitary

Treasure none

SPECIAL ABILITIES

Keen Scent (Ex): A nautiloid can notice creatures by scent in a 180-foot radius, and can detect blood in the water at ranges of up to a mile.

Jet (Ex): An nautiloid can jet in a straight line as a full-round action. This does not provoke an attack of opportunity.

Stunning Strike (Ex): A nautiloid may use a full-round action to make a rapid strike at a target with its tentacles. If the strike hits, it replaces its grab ability with a stunning effect. The target must make a DC 20 Fortitude save or be stunned for 1d4 rounds.

Withdraw (Ex): An nautiloid may react to any attack made before its turn by a lightning fast withdraw into its shell, which closes with an armored flap. It loses its action for that round, but doubles its natural armor bonus until its next turn. It is considered blinded while withdrawn into its shell.

Nautiloids are larger, more primitive forms of ammonites, which dwell in deeper waters. They are fairly rare, and lack their kin's tendency to form massive swarms. They are as much scavengers as predators, and are drawn to blood in the same way a shark is.

Nautiloids prefer to attack from below, stunning a target, than grabbing it and dragging it away. They often show up at the sites of combat, drawn to both the commotion and the blood, and will ignore living targets, instead picking at the helpless and dead. This is the only occasion where nautiloids may be encountered in numbers.

A typical nautiloid has a shell 15 foot in diameter. Their shells are exceptionally beautiful, and can fetch great prices.

Cephalopod, Orthoceras Swarm

Tiny squid resting in dagger shaped shells gather just within your vision.

ORTHOCERAS SWARM

CR 3



XP 800

N Tiny animal (aquatic, swarm)

Init +5; **Senses** darkvision 60 ft.; low light vision; Perception +9

Racial Buoyancy -0; **Depth Tolerance:** 600 feet

DEFENSE

DEFENSE AC 17; touch 15, flat-footed 14 (+3 Dex, +2 natural, +2 size)

hp 33 (6d8+6)

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

Defensive Abilities ink cloud (30 ft. radius), swarm traits;

Immune weapon damage

Weakness swarm traits

OFFENSE

Speed Swim 30 ft.; jet 200 ft.

Melee swarm (2d6+5 plus impale)

Space 10 ft.; **Reach** 0 ft.

STATISTICS

Str 2, **Dex** 16, **Con** 13, **Int** 2, **Wis** 13, **Cha** 5

Base Atk +4; **CMB** -; **CMD** -

Feats Improved Initiative, Skill Focus (Perception)

Skills Perception +9, Stealth +11

ECOLOGY

Environment open ocean

Organization solitary, pair, school (3-6), or shoal (7-15)

Treasure none

SPECIAL ABILITIES

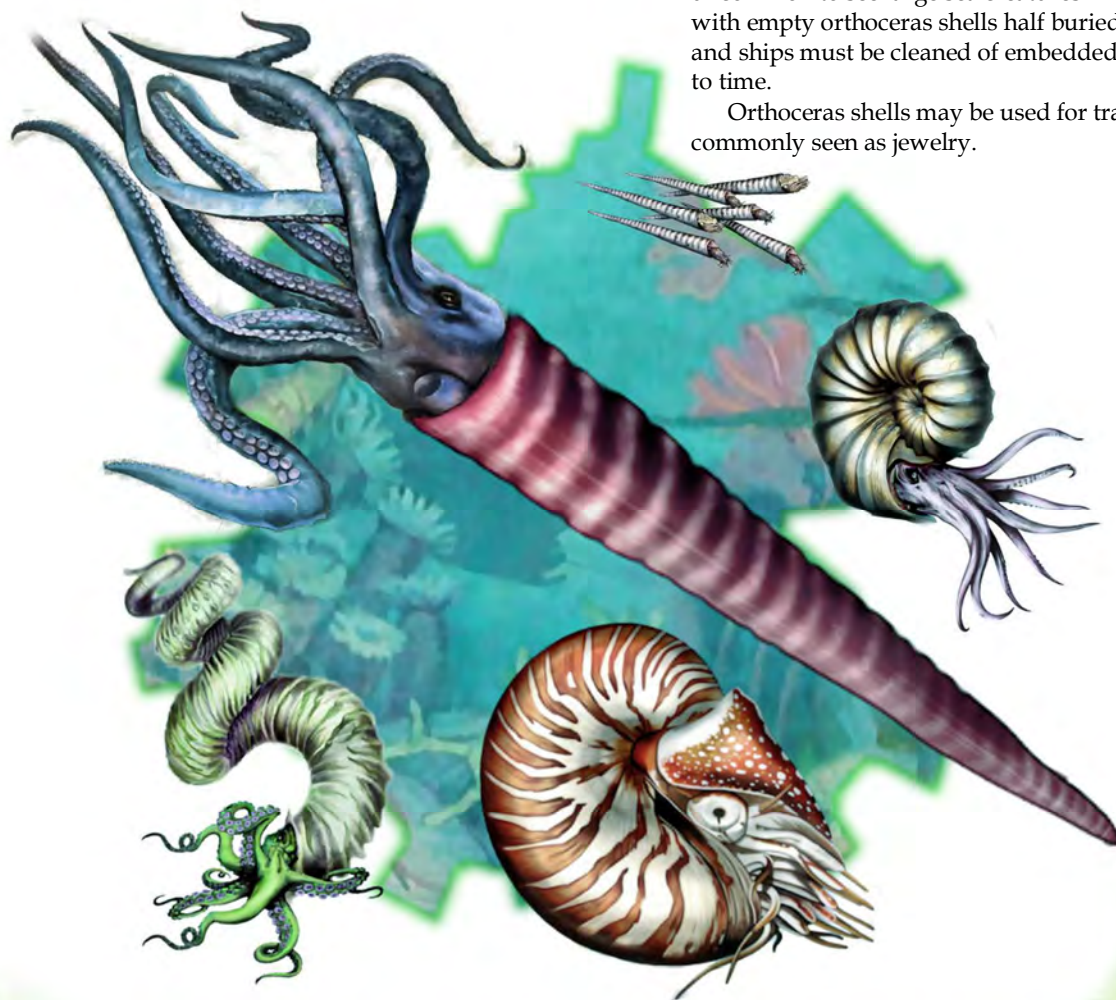
Impale (Ex): Members of a orthoceras swarm ram their sharply pointed shells into prey at high speed, while other members rip at the target with tiny hooked tentacles and thorn-like beaks. Each time a orthoceras swarm damages a target, it is impaled by 1d10 of the cephalopods. Each 10 so impaled reduces the targets movement by 5, and deals 1 point of bleed. A target may remove 1 orthoceras per action, each dealing 1 point of damage. A DC 16 Heal check will remove one without the damage.

Ink Cloud (Ex): An orthoceras swarm can release a 30-foot radius cloud of ink once per minute, lasting for one minute, and providing total concealment.

Jet (Ex): An orthoceras swarm can jet as a single entity in a straight line as a full-round action. This does not provoke an attack of opportunity.

Orthoceras swarms are a persistent menace, both in the deep seas, and around reefs. They attack anything they come across, hurling themselves through, and up to five feet out of, the water, attempting to bury their quarrel-like shells into a target. Impaled orthoceras are sometimes able to wiggle their way out of the flesh of their target once it dies; others are less lucky, and are torn apart with the corpse by the rest of the swarm. It is not uncommon to see large sea creatures with bodies studded with empty orthoceras shells half buried in scar tissue, and ships must be cleaned of embedded shells from time to time.

Orthoceras shells may be used for trade, and are commonly seen as jewelry.



Dragon, Vermilion

A seemingly endless red wyrm oozes from the coral cavern. Its scales look like red armored plate, and its many fins are tipped with sword-like talons. Its eyes blaze like the heart of a lava vent.



VERMILION DRAGON

CE dragon (aquatic, steam)

Racial Buoyancy 0; Depth Tolerance: 1000 feet

BASE STATISTICS

CR 5; Size Small; Hit Dice 6d12

Speed 20 ft., swim 40 ft.

Natural Armor +6; Breath Weapon cone, 2d10 steam

Str 15, Dex 20, Con 15, Int 10, Wis 11, Cha 12

ECOLOGY

Environment any ocean

Organization solitary

Treasure triple

SPECIAL ABILITIES

Breath Weapon (Su): Vermilion dragons hatch with a single breath weapon, a cone of gritty oil that bursts into flame on contact with water. The oil clings to whatever it strikes, and slowly burns away, dealing full damage the round it strikes, half damage the 2nd round, and so on until the damage falls below 1 die, rounding down if necessary. The flames end instantly if the affected target leaves water, although the oil remains and will reignite if it touches water again as if no time had passed. If only a portion of a target remains in the water (a limb, for example), the damage done is half of what it would normally be, but that body part is unusable until fully healed. The oil may be removed with at least one gallon of alcohol, vinegar, or other similar substance, per age category of the dragon.

Burning Bioluminescence (Su): A very young or older vermillion dragon's claw attacks contain a powerful venom that causes those struck to make a Fortitude save equal to its breath weapon or blaze with light, visible for up to a mile. Targets so affected take the dragon's Constitution modifier in steam damage each round as their bodies burn from within. This effect lasts for a number of rounds equal to the dragon's Constitution modifier.

Call Lava Vent (Su): A great wyrm vermillion dragon can summon a vent from any rocky surface that releases 1 ball of lava per point of the dragons Charisma modifier. The dragon may concentrate to control a single ball per round, with any balls it is not focusing on drifting in the direction of the nearest creature other than the dragon at a movement rate of 20. On the round they are birthed the balls deal 10d10 points of steam damage to anything they touch, with a Reflex save of the same DC as the dragon's breath weapon for half damage, losing 1 die per round as they cool and harden in the water. In addition, creatures touched by the balls must make a Reflex save of the same DC as the dragon's breath weapon or be stuck to the ball. Those stuck to the ball are slowly drawn into its core, taking steam damage each round with no save, and becoming entombed in the rock as it cools. Escaping the lava ball requires a DC 25 Grapple check or Escape Artist check, with the DC going up by 5 each round the target fails to escape until the ball stops dealing damage, at which time it is solid rock, at which time the target starts to suffocate. Creatures don't need to breathe are still trapped within a 10 foot sphere of solid rock.

Crushing Bite (Ex): A young or older vermillion dragon has developed massive jaw muscles, and its teeth have grown together into a shearing blade. This blade splits armor open, reducing any armor bonus or natural armor bonus by the dragon's Strength modifier. The target armor or victim may make a Fortitude save to reduce the damage to a single point.

The dragon may also use this ability to attempt to bite through the hull of any watercraft it encounters, dealing double damage to the ship.

Manipulate Steam (Su): An old or older vermillion dragon can control any steam based spell within 10 feet per age category of the dragon. This ability allows it to move any steam effect in the area, as if it were the caster. This ability also allows it to reposition a stationary steam effect, although the new placement must be one allowed by the spell. Finally, for 1 round following the use of this ability the dragon can control any new steam spell cast within the area of control, as if it were the caster. It can make all decisions allowed to the caster, including canceling the spell if it so desires.

Powerful Breech (Ex): A mature adult or older vermillion dragon within charge range of the surface may make a full-round action to breach out of the water. Creatures or targets that it hits when landing take damage as if it were a crush attack (Bestiary pg91). Targets within 10 feet per age category of the dragon from its landing zone must make a Fortitude save or be stunned 1 round. If the dragon possesses a feat that allows it to move and attack, such as Diving Strike or Swim-by attack, it may use them normally as if it made a charge.

Steam Aura (Su): An adult or older vermillion dragon is surrounded by an aura of boiling water. All creatures within 5 feet take 1d6 points of steam damage at the beginning of the dragon's turn. An old dragon's aura extends to 10 feet. An ancient dragon's damage increases to 2d6. If the dragon is motionless, the boiling water acts like a *blur* spell, and adds +10 to any Stealth checks the dragon makes if it is in an area full of steam vents.

Weaken Materials (Ex): An ancient or older vermillion dragon's breath causes unattended items to soften and warp due to the intense boiling. Items with a hardness score take damage equal to that of the dragon's breath weapon. If this reduces them to 0 hardness, they are damaged beyond repair: leather and metal warp, wood splinters, and shell or stone shatters.

Spell-Like Abilities (Sp) A vermillion dragon gains the following spell-like abilities, usable at will upon reaching the listed age category. Young-*detect magic*, juvenile-*boiling bubble*, adult-*suggestion*, old-*wall of steam*, ancient-*boiling body*, great wyrm-*discern location*

Age Category	Special Abilities	Caster Level
Wyrmling	Steam Subtype	-
Very young	Burning bioluminescence	-
Young	Crushing Bite, <i>detect magic</i>	1
Juvenile	Frightful Presence, <i>boiling bubble</i>	3
Young adult	DR 5/magic, spell resistance	5
Adult	Steam Aura, <i>suggestion</i>	7
Mature adult	DR 10/magic, powerful breach	9
Old	Manipulate Steam, <i>wall of steam</i>	11
Very old	DR 15/magic	13
Ancient	Weaken Hardness, <i>boiling body</i>	15
Wyrm	DR 20/magic	17
Great wyrm	Call Lava Vent, <i>discern location</i>	19

YOUNG VERMILION DRAGON

CR 9

XP 6,400

N Large dragon

Int +8; Senses dragon senses; Perception +14

DEFENSE

AC 26; touch 13, flat-footed 22, (+4 Dex, +13 natural, -1 size)

hp 105 (10d12+40)

Fort +11, Ref +11, Will +8

Immune paralysis, sleep

Weaknesses vulnerability to cold

OFFENSE

Speed 20 ft., swim 60 ft.

Melee bite +16 (2d6+12), 2 claws +15 (1d8+6), tail +13 (1d8+12)

Space 10 ft.; **Reach** 5 ft., 10 foot with bite

Special Attacks breath weapon (40 ft. cone, DC 19, 6d10 steam), burning bioluminescence, crushing bite

Spell-like Abilities (CL 10th)

at will-*detect magic*

Spells Known (CL 1, Concentration +2)

1st (4/day)-*charm person* (DC 13), *magic missile*

0-*bleed* (DC 12), *dancing lights*, *flare*, *read magic*

STATISTICS

Str 23, Dex 18, Con 19, Int 12, Wis 13, Cha 14

Base Atk +10, CMB +17, CMD 31

Feats Cleave, Improved Initiative, Multiattack, Power Attack, Weapon Focus (bite)

Skills Appraise +14, Intimidate +15, Perception +14, Sense Motive +14, Spellcraft +14, Stealth +13, Use Magic Device +15

Languages Common, Draconic

ADULT VERMILION DRAGON**CR 13**

XP 25,600

CE Huge dragon

Int +7; **Senses** dragon senses; Perception +23**Aura** steam aura (5 feet, 1d6 damage), frightful presence (180 ft., DC 22)**DEFENSE****AC** 33; touch 11, flat-footed 30, (+ 3 Dex, +22 natural, -2 size)**hp** 200 (16d12+96)**Fort** +16, **Ref** +13, **Will** +13**DR** 5/magic; **Immune** paralysis, sleep; **SR** 23**Weaknesses** vulnerability to cold**OFFENSE****Speed** 20 ft., swim 60 ft.**Melee** bite +24 (2d8+18), 2 claws +23 (2d6+9), tail +21 (2d6+18)**Space** 15 ft.; **Reach** 10 ft., 15 foot with bite**Special Attacks** breath weapon (50 ft. cone, DC 24, 12d10 steam), burning bioluminescence, crushing bite**Spell-like Abilities** (CL 16th)

at will-boiling bubble (DC 16), detect magic, suggestion (DC 17)

Spells Known (CL 7, Concentration +11)3rd (5/day)-dispel magic, haste2nd (7/day)-boiling gaze (DC16), invisibility, mirror image1st (7/day)-charm person (DC 15), chill touch (DC 15), ink, magic missile, true strike

0-arcanic mark, bleed (DC 14), dancing lights, flare, mage hand, read magic, resistance

STATISTICS**Str** 29, **Dex** 16, **Con** 23, **Int** 16, **Wis** 17, **Cha** 18**Base Atk** +16, **CMB** +27, **CMD** 40**Feats** Cleave, Diving Strike, Flying Fish Leap, Improved Initiative, Multiattack, Power Attack, Vital Strike, Weapon Focus (bite)**Skills** Acrobatics +23, Appraise +23, Bluff +24, Intimidate +24, Perception +23, Sense Motive +23, Spellcraft +23, Stealth +15, Use Magic Device +24**Languages** Aklo, Aquan, Common, Draconic**ANCIENT VERMILION DRAGON****CR 18**

XP 153,600

CE Gargantuan dragon

Int +6; **Senses** dragon senses; Perception +24**Aura** steam aura (10 feet, 2d6 damage), frightful presence (300 ft., DC 28)**DEFENSE****AC** 42; touch 8, flat-footed 40, (+2 Dex, +34 natural, -4 size)**hp** 348 (24d12+192)**Fort** +22, **Ref** +16, **Will** +21**DR** 15/magic; **Immune** paralysis, sleep; **SR** 29**Weaknesses** vulnerability to cold**OFFENSE****Speed** 20 ft., swim 60 ft.**Melee** bite +34 (4d6+19), 2 claws +33 (2d8+13), tail +31 (2d8+19)**Space** 20 ft.; **Reach** 15 ft., 20 foot with bite**Special Attacks** breath weapon (60 ft. cone, DC 30, 20d10 steam), burning bioluminescence, crushing bite, manipulate steam, powerful breach, weaken hardness**Spell-like Abilities** (CL 24th)

at will-boiling body, boiling bubble (DC 18), detect magic, suggestion (DC 19), wall of steam

Spells Known (CL 15, Concentration +21)7th (4/day)-prismatic spray (DC 23)6th (6/day)-acid murk, eyebite (DC 22)5th (7/day)-cone of ice (DC 21), constricting bubble (DC 21), dominate person (DC 21)4th (7/day)-black tentacles, boiling shield, confusion (DC 20), greater invisibility3rd (7/day)-dispel magic, haste protection from energy, vampiric touch2nd (7/day)-boiling gaze (DC 18), invisibility, mirror image, shatter (DC 18), undertow (DC 18)1st (8/day)-charm person (DC 17), chill touch (DC 17), ink, magic missile, true strike

0-arcanic mark, bleed (DC 16), dancing lights, detect poison, flare, ghost sound, mage hand, read magic, resistance

STATISTICS**Str** 37, **Dex** 14, **Con** 27, **Int** 20, **Wis** 21, **Cha** 22**Base Atk** +24, **CMB** +37, **CMD** 49**Feats** Cleave, Combat Expertise, Diving Strike, Flying Fish Leap, Improved Initiative, Improved Vital Strike, Iron Will, Multiattack, Power Attack, Stunning Tail Strike, Vital Strike, Weapon Focus (bite)**Skills** Acrobatics +21, Appraise +24, Bluff +25, Intimidate +25, Perception +24, Sense Motive +24, Spellcraft +24, Stealth +9, Use Magic Device +25**Languages** Aklo, Aquan, Common, Dagonite, Draconic, Sahu

Once, before the world flooded, a family of red dragons lived in the Frista mountains overlooking the sea. They were more intelligent than most, and saw the waters as an untapped resource, away from the competition of their kind. Each generation strove to master the world on and below the sea, through courage, wile, and transformation magics. When the great flood came they were well prepared, making a final epic transformation, while their kin drowned. What were once red dragons are now vermilion dragons, although their new forms did nothing to change their domineering personalities or their endless greed.

Vermilion dragons are covered with massive scales, even upon hatching, and their jaws are adapted to crushing armored prey. They work hard to master their abilities, and lord over vast territories. They greatly enjoy watching intelligent sea life react in horror to the actual flames caused by their breath, and will blast ships and their crew with it, then splash them with water to create sudden bursts of fire.

Vermilion dragons desire power and wealth above all things, but their ambitions often lead them to craving control over the surface, and the darkest of depths. Although they are arrogant, they are not foolhardy, and plot their invasions into these alien places with great care. They are capable of moving over land, clumsily, but only do so when they must, as they see it as an unnecessary risk, as well as being undignified.

Eurypterid, Carcinosoma

A large sea scorpion, its limbs bristling with spines, scuttles across the sand in your direction.

CARCINOSOMA

CR 5



XP 1,600

N Medium vermin (amphibious)

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

Racial Buoyancy -60; **Depth Tolerance**: 600 feet

DEFENSE

AC 20; touch 12, flat-footed 18 (+2 Dex, +8 natural)

hp 52 (8d8+16)

Fort +8, **Ref** +4, **Will** +3

Immune vermin traits

OFFENSE

Speed 20 ft.; swim 30 ft.

Melee 2 claws +10 (1d6+4), sting +10 (1d4+4), bite +5 (1d2+2)

Special Attacks grab, poison

STATISTICS

Str 18, **Dex** 15, **Con** 15, **Int** -, **Wis** 12, **Cha** 11

Base Atk +6; **CMB** +10; **CMD** 25

Skills Perception +9; **Racial Modifiers** +8 to Perception

ECOLOGY

Environment estuaries and inlets

Organization solitary, squad (2-8)

Treasure incidental

SPECIAL ABILITIES

Cage (Ex): A creature successfully grabbed by a carcosoma is impaled on its many limb spines, taking 1d3 points of damage a round, and automatic bite damage. A successful Grapple check forces the creatures limbs apart long enough for the victim to escape.

Poison (Ex): Sting-injury; *save* Fortitude DC 16; *frequency* 1/round for 6 rounds; *effect* 1d4 Dex damage and 1d3 Con damage; *cure* 2 consecutive saves.

Carcinosomas are large eurypterids, hunting anything their size or smaller. They are aggressive, and when one attacks a target, any nearby carcosomas rush to try to rip some flesh from the victim. They prefer the quiet waters of bays and estuaries, although sometimes venture out into deeper waters if the hunting is good.

Carcinosomas rush their target, attempting to impale it on their spiny limbs. They sting prey that resists their attacks, or those that attempt to defend against it.

Carcinosomas crawl out onto land to escape predators, or more rarely to hunt smaller creatures.

Eurypterid, Hibbertopterus

A six foot armored sea scorpion lumbers along the muddy bottom.

HIBBERTOPTERUS

CR 3



XP 800

N Medium vermin (aquatic)

Init +2; **Senses** darkvision 60 ft.; Perception +7

Racial Buoyancy -60; **Depth Tolerance**: 600 feet

DEFENSE

AC 20; touch 12, flat-footed 18 (+2 Dex, +8 natural)

hp 34 (4d8+16)

Fort +8, **Ref** +5, **Will** +2

Immune vermin traits

OFFENSE

Speed 30 ft.; swim 30 ft.

Melee sting +5 (1d6+3)

Special Attacks bowl over, poison

STATISTICS

Str 15, **Dex** 14, **Con** 19, **Int** -, **Wis** 12, **Cha** 11

Base Atk +3; **CMB** +5, **Trip** +10; **CMD** 17

Skills Perception +7; **Racial Modifiers** +5 to Perception

ECOLOGY

Environment estuaries and swamps

Organization solitary, herd (2-8), swarm (10-60)

Treasure incidental

SPECIAL ABILITIES

Bowl Over (Ex): A hibbertopterus that is startled or attacked charges at three times its normal speed in a straight line, without generating an attack of opportunity in the process. Any creature in a space it moves through takes 1d4+2 points of damage and the euryptid makes a free trip attempt on the target, with no chance of being tripped in return.

Poison (Ex): Sting-injury; *save* Fortitude DC 16; *frequency* 1/round for 4 rounds; *effect* 1d6 Str damage; *cure* 2 consecutive saves.

Hibbertopterus are bottom feeding eurypterids, gobbling up anything they find on the seabed, or on the shoreline. Their heavy armor and painful sting prevents most predators from bothering them, but they are prone to being easily spooked regardless.

Hibbertopterus are nonaggressive unless cornered, or defending a large food source, in which case they lash out with their stinger. They are more dangerous in their panicked flight, where even passing near them may knock those around them, leaving them easy targets for more aggressive predators.

Hibbertopterus often scavenge in great herds, and one getting startled often sets off a chain reaction. Even large predators can be killed by dozens of heavily armored bodies hitting them at high speed. These herds may also descend on battlefields, feeding on the dead and helpless, and adding to the overall chaos.

Eurypterid, Jaekelopterus

A nine foot euryptid with long grasping pincers erupts from the weeds.

JAKELOPTERUS

CR 6



XP 2,400

N Large vermin (amphibious)

Init +3; **Senses** darkvision 60 ft.; Perception +11

Racial Buoyancy -260; **Depth Tolerance**: 300 feet

DEFENSE

AC 20; touch 12, flat-footed 18 (+2 Dex, +8 natural)

hp 68 (8d8+32)

Fort +10, **Ref** +6, **Will** +3

Immune vermin traits

OFFENSE

Speed 30 ft.; swim 40 ft.

Melee 2 claws +11 (1d6+6)

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

Special Attacks rend (2 claws 2d6+9)

STATISTICS

Str 22, **Dex** 17, **Con** 19, **Int** -, **Wis** 12, **Cha** 11

Base Atk +6; **CMB** +12; **CMD** 25

Skills Perception +11 Stealth +5;

Racial Modifiers +10 to Perception, +6 Stealth

ECOLOGY

Environment estuaries and inlets

Organization solitary, pack (3-5)

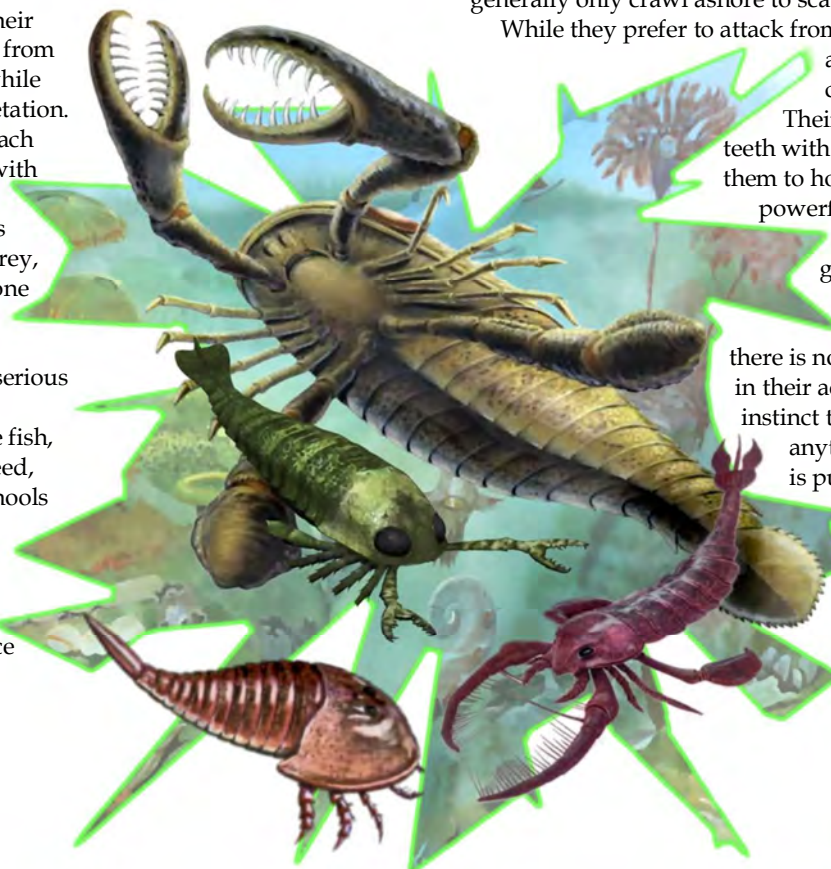
Treasure incidental

Jaekelopterus are fierce eurypterids, and are often alpha predators of their environment. Their flattened tail lacks the venomous sting of other species of sea scorpions, but their increased speed and mobility more than make up for it.

Jaekelopterus use their long arms to grab prey from a safe distance, often while concealed in thick vegetation. The serrated teeth on each claw picks apart prey with horrifying efficiency.

A pack of jaekelopterus often target the same prey, simply because they hone in on the weak and injured.

Jaekelopterus are a serious threat to races that use protected inlets to raise fish, or grow crops of seaweed, especially when the schools are shepherded by the young. Heroes are often hired to thin the local population after the tragic disappearance of a child.



Eurypterid, Pterygotus

A six foot euryptid soars out of the seaweed with blinding speed, its long arms snapping eagerly.

PTERYGOTUS

CR 4



XP 1,200

N Medium vermin (amphibious)

Init +4; **Senses** darkvision 60 ft.; Perception +13

Racial Buoyancy -60; **Depth Tolerance**: 600 feet

DEFENSE

AC 18; touch 14, flat-footed 14 (+4 Dex, +4 natural)

hp 42 (5d8+20)

Fort +8, **Ref** +5, **Will** +2

Immune vermin traits

OFFENSE

Speed 20 ft.; swim 50 ft.

Melee 2 claws +8 (1d4+7)

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

Special Attacks bleed (1d4), rend (2 claws 2d4+10)

STATISTICS

Str 20, **Dex** 19, **Con** 19, **Int** -, **Wis** 12, **Cha** 11

Base Atk +3; **CMB** +8, +13 grapple; **CMD** 22

Skills Perception +13, Stealth +10;

Racial Modifiers +12 to Perception, +6 Stealth

ECOLOGY

Environment estuaries and inlets

Organization solitary, pack (3-12)

Treasure incidental

Pterygotus are swift eurypterids, with both a paddle-like tail, and several of their legs adapted to adding power as they cruise through the water. They are slightly clumsier on land, because of these adaptations, and generally only crawl ashore to scavenge large corpses.

While they prefer to attack from ambush, pterygotus

are equally adept at chasing down their prey.

Their pincers have grooved teeth with a strong curve, allowing them to hold tight to even powerful prey, as its blood flows down the grooves.

Pterygotus don't hunt in packs per say;

there is no knowing cooperation in their actions; they do have an instinct to chase and tear at anything one of their species is pursuing. This can lead to a victim's escape being headed off by the grasping arms of a dozen other pterygotus, who will then squabble over the torn corpse.

Familiar, Aquatic (prehistoric)

Presented here are the base animal and vermin statistics for a few additional aquatic familiar options for this setting. These statistics can also be used for normal animals as well.

ADELOPHTHALMUS

CR 1/4



XP 100

N Tiny vermin (amphibious)

Init +3; **Senses** darkvision 60 ft.; **Perception** +4

Racial Buoyancy -0; **Depth Tolerance**: 300 feet

DEFENSE

AC 18, touch 15, flat-footed 15 (+3 Dex, +3 natural, +2 size)

hp 4 (1d8)

Fort +2, **Ref** +3, **Will** +0

Immune mind-affecting effects

OFFENSE

Speed 20 ft., **Swim** 30 ft.

Melee sting +5 (1d2-4 plus poison)

Space 2-1/2 ft.; **Reach** 0 ft.

Special Attacks poison

STATISTICS

Str 3, **Dex** 16, **Con** 10, **Int** —, **Wis** 10, **Cha** 2

Base Atk +0; **CMB** +1; **CMD** 7 (19 vs. trip)

Feats Weapon Finesse^B

Skills Climb +7, **Perception** +4, **Stealth** +15; **Racial**

Modifiers +4 Climb, +4 Perception, +4 Stealth

ECOLOGY

Environment warm coastal

Organization solitary, pair, or colony (3-6)

Treasure none

SPECIAL ABILITIES

Familiar An adelophthalmus familiar grants a +4 bonus on Initiative checks so long as the familiar is within 1 mile of the spellcaster. An adelophthalmus familiar loses the mindless trait and has an Intelligence score appropriate for its master's level.

Poison: **Sting—injury**; *save* Fort DC 10; *frequency* 1/round for 6 rounds; *effect* sickened for 1 round; *cure* 1 save. The save DC is Constitution-based

Like most eurypterids, the carapace of adelophthalmus is parabolic in shape and the eyes are reniform (bean-shaped). The body of adelophthalmus ends with a long, sharp, and poisonous spike.

CASTOROCAUDA

CR 1/6



XP 65

N Tiny animal (amphibious)

Init +2; **Senses** low-light vision; **Perception** +1

Racial Buoyancy -0; **Depth Tolerance**: 100 feet

DEFENSE

AC 14, touch 14, flat-footed 12 (+2 Dex, +2 size)

hp 3 (1d8-1)

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

OFFENSE

Speed 10 ft., **swim** 40 ft.

Melee bite +4 (1d3-4)

Space 2-1/2 ft.; **Reach** 0 ft.

STATISTICS

Str 2, **Dex** 14, **Con** 8, **Int** 2, **Wis** 13, **Cha** 11

Base Atk +0; **CMB** +0; **CMD** 6 (10 vs. trip)

Feats Weapon Finesse

Skills **Perception** +0 (+4 underwater), **Swim** +14; **Racial**

Modifiers +4 Perception underwater

SQ hold breath

ECOLOGY

Environment any shoreline

Organization solitary or colony (3-30)

Treasure none

SPECIAL ABILITIES

Familiar: The master of a castorocauda familiar gains a +3 bonus on Bluff checks

Castorocauda is a small, semi-aquatic mammal. They have adaptations evolved convergently with those of modern semi-aquatic mammals such as beavers, otters, and the platypus, but are not related to any of those animals.

LEPTOCLEIDUS

CR 1/6



XP 65

N Tiny animal (aquatic)

Init +2; **Senses** low-light vision; **Perception** +1

Racial Buoyancy -5; **Depth Tolerance**: 300 feet

DEFENSE

AC 16, touch 14, flat-footed 14 (+2 natural, +2 Dex, +2 size)

hp 3 (1d8-1)

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

OFFENSE

Speed 10 ft., **swim** 40 ft.

Melee bite +4 (1d4-4)

Space 2-1/2 ft.; **Reach** 0 ft.

STATISTICS

Str 3, **Dex** 15, **Con** 8, **Int** 1, **Wis** 12, **Cha** 2

Base Atk +0; **CMB** +0; **CMD** 6 (10 vs. trip)

Feats Weapon Finesse

Skills **Acrobatics** +10, **Climb** +10, **Stealth** +14; **Racial**

Modifiers +8 Acrobatics

SQ hold breath

ECOLOGY

Environment warm coastal

Organization solitary, pair, or nest (3-6)

Treasure none

SPECIAL ABILITIES

Familiar: The master of a leptocleidus familiar gains a +3 bonus on Acrobatics checks.

Hold Breath (Ex) A leptocleidus can hold its breath for a number of rounds equal to 4 times its Constitution score before it risks drowning.

Leptocleidus is a tiny plesiosaur with a relatively shorter neck and tail than its much larger brethren. They are carnivorous, though they mainly eat insects and very small fish.

PLECTRONOCERAS

CR 1/2



XP 100

N Tiny animal (aquatic)

Init +2; **Senses** low-light vision; **Perception** +5

Racial Buoyancy -0; **Depth Tolerance**: 600 feet

DEFENSE

AC 18, touch 14, flat-footed 16 (+2 Dex, +2 size, +4 natural)

hp 4 (1d8)

Fort +2, **Ref** +4, **Will** +1

Defensive Abilities retraction

OFFENSE

Speed 10 ft., swim 30 ft., jet 100 ft.

Melee tentacles +4 melee (1d3–4 plus attach)

Space 2-1/2 ft.; Reach 0 ft.

STATISTICS

Str 3, Dex 15, Con 10, Int 2, Wis 12, Cha 5

Base Atk +0; CMB +0; CMD 6

Feats Weapon Finesse

Skills Acrobatics +10, Climb +10, Perception +5; Racial

Modifiers +8 Acrobatics

ECOLOGY

Environment any ocean

Organization solitary, pair, or school (3–30)

Treasure none

SPECIAL ABILITIES

Attach (Ex) When a plectronoceras hits with a tentacle attack, it automatically grapples its foe, inflicting automatic tentacle damage each round.

Familiar A plectronoceras familiar grants a +1 bonus to natural armor to its owner so long as the familiar is within 1 mile of the spellcaster.

Retraction (Ex) A plectronoceras can pull its fleshy parts into its shell as a swift action, increasing its natural armor bonus by +6, but it cannot move or attack while retracted. It can return to normal as a free action.

Plectronoceras is the ancestor to all armored cephalopods. This adorable little snail-squid is actually quite fearsome and fearless. When injured, it will retract into its shell until the danger has passed.

POCKET SHARK

CR 1/6



XP 65

N Tiny animal (aquatic)

Init +2; Senses low-light vision; Perception +1

Racial Buoyancy -2; Depth Tolerance: 1,200 feet

DEFENSE

AC 14, touch 14, flat-footed 12 (+2 Dex, +2 size)

hp 3 (1d8–1)

Fort +1, Ref +4, Will +2

OFFENSE

Speed swim 40 ft.

Melee bite +4 (1d4–2)

Space 2-1/2 ft.; Reach 0 ft.

Special Attacks pocket full of glow

STATISTICS

Str 2, Dex 15, Con 8, Int 2, Wis 15, Cha 7

Base Atk +0; CMB +0; CMD 6

Feats Skill Focus (Perception), Weapon Finesse

Skills Acrobatics +6, Perception +6



ECOLOGY

Environment any water

Organization solitary, pair, or school (3–30)

Treasure none

SPECIAL ABILITIES

Familiar An pocket shark familiar grants a +1 bonus to its master's attack rolls when in direct contact with its master.

Pocket Full of Glow(Ex) Once per day as a standard action while underwater, the pocket shark can release a 10-foot cone of disorienting bioluminescent mucus from a pocket situated behind its pectoral fins, illuminating the area with dim light. A creature within this shimmering cloud of blue light must succeed at a DC 11 Fortitude save or be dazzled for as long as it remains in the cloud and for 1 round thereafter. The cloud persists for 1d4+1 rounds. The save DC is Constitution-based.

Most species of pocket sharks are typically found in deep waters, but this one lives in shallows and grottos. They are named not for their size but for their distinctive “pockets” that contain their phosphorescent goo.

TRILOBITE

CR 1/2



XP 200

N Tiny vermin (aquatic)

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

Racial Buoyancy -12; Depth Tolerance: 5,000 feet

DEFENSE

AC 16, touch 14, flat-footed 14 (+2 natural, +2 Dex, +2 size)

hp 4 (1d8)

Fort +2, Ref +2, Will +1

Immune mind-affecting effects

OFFENSE

Speed 15 ft., swim 15 ft.

Melee bite +4 (1d2–4 plus attach)

Space 2-1/2 ft.; Reach 0 ft.

STATISTICS

Str 3, Dex 15, Con 10, Int —, Wis 12, Cha 5

Base Atk +0; CMB +0; CMD 6 (14 vs. trip)

Feats Weapon Finesse^B

Skills Acrobatics +10, Climb +12; Racial Modifiers +4 Climb, +8 Acrobatics

ECOLOGY

Environment any ocean

Organization solitary, pair, or cast (3–12)

Treasure none

SPECIAL ABILITIES

Attach (Ex) When a trilobite hits with its bite attack, it automatically grapples its foe, inflicting automatic bite damage each round.

Familiar: The master of a trilobite familiar gains a +3 bonus on Survival checks.

A trilobite is a marine arthropod with a carapace over the forepart, and a segmented hind part divided longitudinally into three lobes. They come in many different shapes and sizes, though this one represents a Tiny-sized variety with a significant bite.



Fish, Bothriolepis

This placoderm looks like a man-sized, heavily-armored tadpole with two strange, crab-like "legs" sprouting from its side where one might expect pectoral fins.

BOTHRIOLEPIS

CR 4



XP 1,200

N Medium animal (aquatic, placoderm)

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

Racial Buoyancy -60; **Depth Tolerance**: 600 feet

DEFENSE

AC 22, touch 14, flat-footed 18 (+4 Dex, +8 natural)

hp 37 (5d8+15)

Fort +7, **Ref** +8, **Will** +21

OFFENSE

Speed swim 30 ft.

Melee slashing spine +8 (1d6+3 plus bleed)

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

Special Attacks bleed 1

STATISTICS

Str 14, **Dex** 19, **Con** 17, **Int** 2, **Wis** 12, **Cha** 3

Base Atk +3; **CMB** +5; **CMD** 19 (can't be tripped)

Feats Improved Initiative, Weapon Finesse, Weapon Focus (slashing spine)

Skills Acrobatics +15, **Perception** +5, **Stealth** +9 (+19 when buried), ; **Racial Modifiers** +10 **Stealth** when buried

ECOLOGY

Environment tropical seas

Organization solitary or school (3-12)

Treasure none

The front end of bothriolepis is very heavily encased in bony armor. The eyes are located on top of the head shield and situated very close to a light-receptive pineal eye (third eye in middle of its head). The shield is separated into two parts, one for the head, the other for the thorax. The posterior portions of the body are naked, lacking even scales. Very strongly developed bony spines in the shoulder region have a serrated edge and are movable. These spines serve a dual purpose; to work as fins to gain lift in the water (as this fish does not have a swim bladder) and to attack would-be predators. The spines secrete a mild anticoagulant that causes wounds caused by them to bleed profusely. When not foraging, the bothriolepis spends its time hidden in the muck or sand. If something moves too close, it doesn't wait to find out if it's a predator, it attacks for 1d4 rounds and then quickly swims away to hide in a new location.

Bothriolepis is a bottom-dweller. With its small jaws and teeth, Bothriolepis is clearly not a pursuit predator but instead feeds on bottom-dwelling invertebrates. Some consider the flesh of a bothriolepis to be a delicacy, though to many it is an acquired taste that has been likened to salty cranberries.

Fish, Doryaspis (school)

This is no ordinary school of fish! These little placoderms look like clamshells with razor sharp, wing-like spines on their sides and a serrated saw attached to their chins.

SCHOOL OF DORYASPIS

CR 5



XP 1,600

N Diminutive animal (aquatic, placoderm, swarm)

Init +6; **Senses** low-light vision; **Perception** +19

Racial Buoyancy -0; **Depth Tolerance**: 600 feet

DEFENSE

AC 22, touch 16, flat-footed 20 (+2 Dex, +6 natural, +4 size)

hp 49 (9d8+9)

Fort +6, **Ref** +10, **Will** +6

Defensive Abilities swarm traits; **Immune** weapon damage

OFFENSE

Speed swim 40 ft.

Melee swarm (2d6 and wounding)

Space 10 ft.; **Reach** 0 ft.

Special Attacks distraction (DC 14), wounding (3 hp)

STATISTICS

Str 3, **Dex** 15, **Con** 11, **Int** 2, **Wis** 14, **Cha** 4

Base Atk +6; **CMB** —; **CMD** —

Feats Improved Initiative, Improved Lightning Reflexes, Lightning Reflexes, Skill Focus (Perception), Toughness

Skills Acrobatics +16, **Perception** +19

SQ swarm traits

ECOLOGY

Environment tropical coastal

Organization school or shoal (2-6)

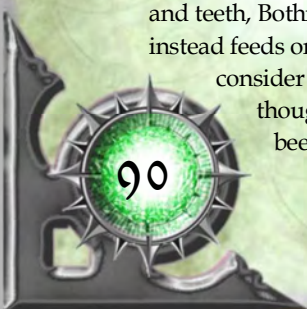
Treasure none

SPECIAL ABILITIES

Wounding (Ex) Any living creature damaged by a school of doryaspis continues to *bleed*, losing 3 hit points per round thereafter. Multiple wounds do not result in cumulative bleeding loss. The bleeding can be stopped by a DC 10 Heal check or the application of a cure spell or other magic that restores hit points.

These fish have a canteen-shaped body armor, and have large branchial plates that extended out and curved downward in a triangular shape, very similar to those of the pycnosteids. An element of the median oral plates (that would correspond to the lower lip or chin) extends out in a long rod-shaped appendage, called the "pseudorostrum." The tail is long and slender, and has large rows of thick scales.

Unlike their larger cousins, the doryaspis swim in large schools for protection. Like the bothriolepis, however, they will attack unprovoked if a larger creature so much as looks in their direction. They may disperse a few rounds after the initial attack, or go into a feeding frenzy from all the blood in the water, which they hungrily lap up.



Fish, Drepanaspis

This frying-pan shaped armored fish looks fairly harmless until it swims full speed at your face!

DREPANASPIS

CR ½



XP 1,600

XP 200

N Small animal (aquatic, placoderm)

Init +2; Senses low-light vision; Perception +4

DEFENSE

AC 19, touch 13, flat-footed 17 (+2 Dex, +1 size, +6 natural)

hp 9 (2d8)

Fort +3, Ref +5, Will +0

OFFENSE

Speed 30 ft.

Melee slam +3 (1d4+1)

Special Attacks shell cracker

STATISTICS

Str 12, Dex 14, Con 11, Int 2, Wis 11, Cha 5

Base Atk +1; CMB +1; CMD 13 (17 vs. trip)

Feats Skill Focus (Escape Artist)

Skills Escape Artist +6, Perception +4

ECOLOGY

Environment tropical shores

Organization solitary, pair or school (4-6)

Treasure none

SPECIAL ABILITIES

Shell Cracker (Ex): A drepanaspis's slam attack is able to crack through the tough armor of other placoderms. When a drepanaspis charges, its slam attack is resolved against the target's touch AC. In addition, when breaking an object, a drepanaspis ignores 1 point of the object's hardness.

This placoderm is a flattened creature with a heavily armored body and a superficially ray-like appearance. Its mouth faced upwards, unlike the bothriolepis, which have downward-facing mouths. Drepanaspis also has small, widely spaced eyes.

The territorial drepanaspis prefers small lagoons, which it defends violently. It often spends so much time in these that it grows considerably since entering or the landscape changes, blocking the way out. This is not a big issue for the drepanaspis, though, who is a master escape artist. This little fish is particularly good at getting through tangles of seaweed, labyrinths of coral, and even piles of rocks or shells. If it can't wriggle through it will ram its way out.

Drepanaspis Companions

Starting Statistics: Size Small; Speed 30 ft.; AC +1 natural; Attack slam (1d4); Ability Scores Str 13, Dex 14, Con 11, Int 2, Wis 10, Cha 5; Special Qualities low-light vision.

4th-Level Advancement:

Size Medium; Attack slam (1d6); Ability Scores Str +4, Dex -2, Con +2; Special Qualities shell cracker.



Fish, Xiphactinus

This gigantic fish looks something like an oversized tarpon, though with ridiculously large teeth and aggressiveness to match.

XIPHACTINUS

CR 5



XP 1,600

N Huge animal (aquatic, fish)

Init +4; Senses low-light vision; Perception +9

Racial Buoyancy -475^A; Depth Tolerance: 600 feet

DEFENSE

AC 18, touch 8, flat-footed 18 (+10 natural, -2 size)

hp 57 (6d8+30)

Fort +10, Ref +5, Will +3

OFFENSE

Speed swim 60 ft.

Melee bite +8 (2d6+6 plus grab)

Space 15 ft.; Reach 15 ft.

Special Attacks lunging bite, swallow whole (1d4 acid damage, AC 11, 4 hp)

STATISTICS

Str 23, Dex 10, Con 20, Int 1, Wis 13, Cha 2

Base Atk +4; CMB +12 (+16 grapple); CMD 22

Feats Improved Initiative, Skill Focus (Perception, Stealth)

Skills Acrobatics +14, Perception +9, Stealth +10;

Racial Modifiers +8 Stealth

ECOLOGY

Environment any ocean

Organization solitary, pair, school (4-12)

Treasure none

SPECIAL ABILITIES

Lunging Bite: Once per minute, a xiphactinus can extend the reach of its bite attack by 5 feet without taking the normal penalties to AC associated with the Lunge feat. This extended reach applies only to the xiphactinus's bite attack and lasts until the start of the creature's next turn

At 20 feet long and up to half a ton, Xiphactinus was the largest bony fish in the Age of the Dinosaurs. Xiphactinus hunts in a variety of ways though typically attacks from ambush. If it can, it will swallow its victim whole and speed off to digest it elsewhere. If the victim is too large to swallow, the xiphactinus will pin its chosen victim to the sea floor, occasionally bite chunks out of it, and wait until it stops struggling to finish gobbling it down. It prefers consuming Medium-sized creatures, and unlike sharks, is not particularly discerning about what it puts in its mouth.

This fish is a menace to all Devonians. All attempts to domesticate this fish have failed. The aggressiveness of a xiphactinus is evident from the time it hatches and the fry turn on each other in a mass frenzy that eliminates 90% of them. Only the strongest, most violent specimens live to adulthood.



Frasnian Dead

What you first thought was a Pragian in antique diving armor turned to pure horror when you realize the dwarf has no flesh.

FRASNIAN DEAD

CR 5



XP 1,600

CE Medium undead

Init +3; **Senses** darkvision 60 ft., sense living;

Perception +13; **Aura** unnatural aura (30 ft.)

Racial Buoyancy -120; **Depth Tolerance** immune to pressure

DEFENSE

AC 18, touch 9, flat-footed 18 (-1 Dex, +9 natural)

hp 52 (7d8+21); reanimation

Fort +5, **Ref** +3, **Will** +8

DR 5/bludgeoning; **Immune** cold, undead traits

OFFENSE

Speed 30 ft., swim 20 ft.

Melee 2 slams +10 (1d4+5)

STATISTICS

Str 21, **Dex** 8, **Con** —, **Int** 6, **Wis** 17, **Cha** 16

Base Atk +5; **CMB** +10; **CMD** 19

Feats Improved Initiative, Lightning Reflexes, Power Attack, Step Up

Skills Climb +15, Perception +13

Languages Devonian

ECOLOGY

Environment any, but usually on the sea floor

Organization solitary, or mob (3-6)

Treasure: Standard, infinity talisman



SPECIAL ABILITIES

Reanimation (Su) When reduced to 0 hit points or less, a Frasnian dead is not destroyed; rather it falls inert and begins the process of reanimating by regaining 1 hit point per round. Hit points lost to magical weapons or spells are not regained. When the creature reaches its full hit point total (minus damage dealt by magical attacks and weapons), it stands up, ready to fight again.

If the creature is destroyed by channeled positive energy, it cannot reanimate. If a cleric casts *gentle repose* on the cadaver when it is reduced to 0 hit points, it cannot reanimate. A *bless* spell delays the reanimation, causing the creature to regain hit points at half the normal rate (i.e. 1 hit point every other round).

Sense Living (Su) A Frasnian dead can detect living creatures to a range of 100 feet. This functions as a *detect evil* spell (caster level 8th) except it detects the presence of life rather than a particular alignment. There is no chance for the Frasnian dead to be stunned and it is not blocked by stone, wood, or any other material.

Though the majority of the dead are humans, the Frasnian empire (and those that wore the talismans) incorporated dwarves (ex-Pragians), gnomes (ex-Givetians), and even elves (ex-Emsians and ex-Eifelians). The Frasnian dead reflect this diversity. The Frasnian dead hate the living, though will flee if outnumbered. They are also famously hard to kill, so it's not surprising that so many are still wandering around so long after their apocalypse. They vaguely remember their living lives, and are angry about it.

Noble Frasnian Dead: These ex-nobles wore their talismans for much longer before their demise, creating a more powerful undead. These have the advanced template and Intelligence score of 12. Some may even have class levels that they obtained while they were alive. Luckily nobles are extremely rare.

INFINITY TALSMAN

Aura mild necromancy; **CL** 6th
Slot neck; **Price** 1,000 gp (cursed);
buoyancy -1 bu.

DESCRIPTION

The talisman makes the wearer immune to hunger, thirst, and suffocation. Unfortunately, after every 3 month of use the wearer makes a Will save DC 17 or his alignment permanently slips one notch towards chaotic evil. After three failures, the wearer will rise as a Frasnian Dead when slain.

CONSTRUCTION

Requirements Craft Wondrous Item, *disrupt undead*, *undead anatomy*; **Special:** requires psionic attunement.
Cost 500 gp.



Golem, Weather

This 12-foot-tall, bell-shaped, patchwork-metal automaton has long, snake-like arms and three stubby legs. It is sparsely arrayed with fist-sized globular crystals that glow light blue or green. It seems to be actively avoiding you.

WEATHER GOLEM

CR 15



XP 51,200

N Large construct

Init +7; **Senses** darkvision 60 ft., low-light vision; **Perception** +2

Racial Buoyancy -10,000; **Depth Tolerance**: 600 feet

DEFENSE

AC 31, touch 16, flat-footed 24 (+7 Dex, +15 natural, -1 size)

hp 155 (20d10+45)

Fort +6, **Ref** +13, **Will** +8

DR 15/adamantine; **Immune** construct traits, magic

OFFENSE

Speed 30 feet.

Melee 2 slams +29 (2d10+10)

Ranged water cannons +26/+21 (6d6+7)

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

Special Attacks breath weapon (cone, Fort DC 28, 9d6 steam, once ever 1d6 rounds), water cannons

STATISTICS

Str 30, **Dex** 24, **Con** —, **Int** 6, **Wis** 15, **Cha** 2

Base Atk +20; **CMB** +31; **CMD** 48

Feats Toughness

SQ alloyed, precise aim

ECOLOGY

Environment any shore

Organization solitary or pair

Treasure none

SPECIAL ABILITIES

Alloyed (Ex) A weather golem's slam attacks count as adamantine, cold iron, and silver for the purpose of overcoming damage reduction.

Breath Weapon (Su) A weather golem's breath weapon (which comes out of the top of its head) is a cone of scalding vapor. In still air or water, the vapor lingers for 1d4 rounds and forms a cloud (if above water) or a pool (underwater) that covers a radius equal to the cone's length. On the second round, the affected area deals 1d6 points of steam damage to creatures each round they remain in the area (Fortitude save halves this damage). Above the ground, the fog also blinds creatures (as the blindness spell) that fail the save as long as they remain within in the cloud and for 2 rounds after they leave the area.

Water Cannons(Ex) The golem's water cannons (located at the end of each of its arms) shoots a glob of boiling water that has a range increment of 100 feet and deals 6d6 points of bludgeoning and steam damage on a hit. A weather golem may shoot one glob per round with each of its water cannons. The weather golem cannot use a slam attack in the same round that it used a water cannon attack with that same arm.

Precise Aim (Ex) A weather golem adds its Dex modifier to the damage dealt by its water cannon.

Immunity to Magic (Ex) A weather golem is immune to spells and spell-like abilities that allow spell resistance. Certain spells and effects function differently against it, as noted below.

Any spell with the cold descriptor that affects a weather golem renders its water cannons and breath weapon unusable for 1 round (no save). A *chill metal* spell causes the golem's water cannon to fire luke-warm water. This effectively reduces the water cannon damage to 3d6 bludgeoning (no steam damage) for 1d4 rounds and prevents the use of its breath weapon for 1d4 rounds (no save).

Around 8,000 weather golems replace the rain in Devonian, and keep the land from drying up. Most of them are almost 1000 years old, and many are in various stages of disrepair. They try to avoid conflict whenever possible, and concentrate on collecting sea water, traveling inland, and hydrating various locations.

When not threatened, they can produce cold water in well controlled amounts, acting as high-powered sprinklers and irrigation systems.

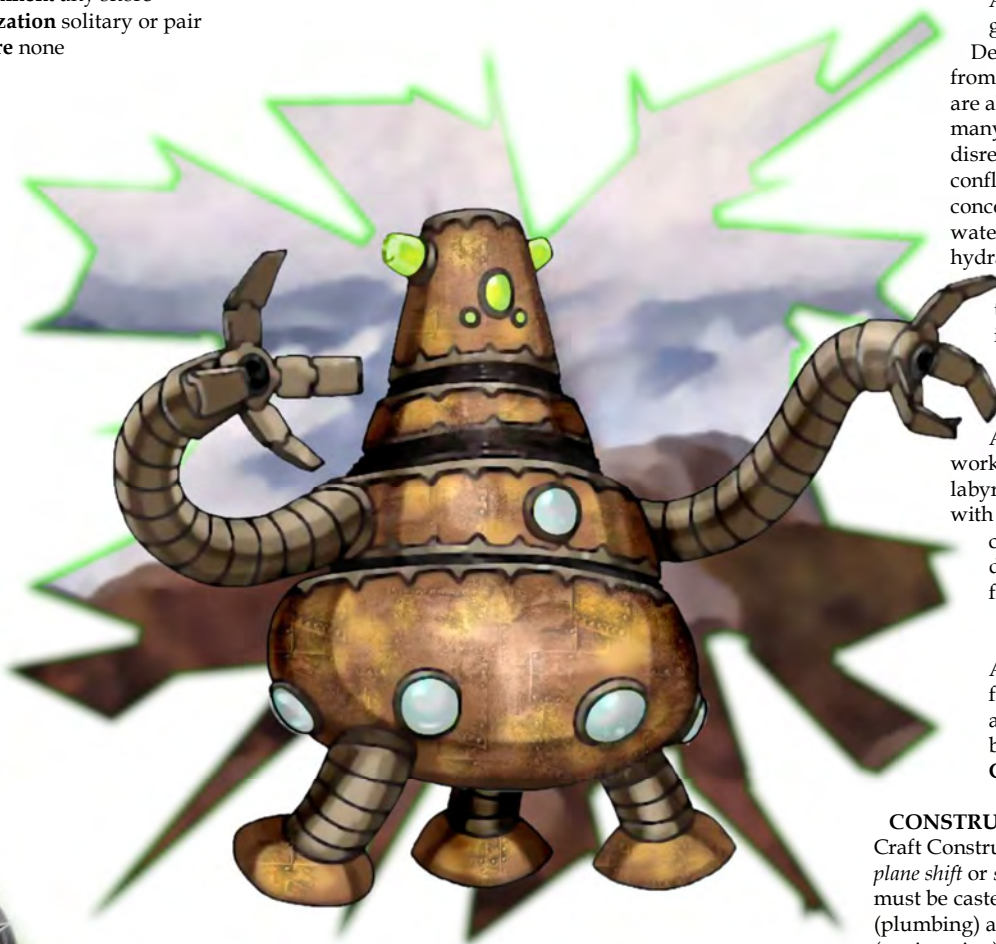
A weather golem's internal workings are a mechanical labyrinth of pipes and valves with a huge extradimensional chamber that is heat distilling salt water to make fresh water.

Construction

A weather golem is built from 2,000 pounds of adamantine, gold, copper, brass, cold iron, and mithral. **CL** 17th; **Price** 200,000 gp

CONSTRUCTION REQUIREMENTS

Craft Construct, *geas/quest*, *limited wish*, *plane shift* or *secret chest*; **Special** creator must be caster level 17th; Skill Craft (plumbing) and Knowledge (engineering) DC 25; Cost 105,000 gp.



Goose, Gargano

This man-sized goose is wearing a saddle. It looks fierce!

GARGANO GOOSE

CR 2



XP 600

N Medium animal

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

Racial Buoyancy -155; **Depth Tolerance**: 300 feet

DEFENSE

AC 15, touch 14, flat-footed 11 (+4 Dex, +1 natural)

hp 19 (3d8+6)

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

OFFENSE

Speed 40 ft., swim 40 ft., fly 20 ft. (clumsy)

Melee bite +6 (1d6+3), 2 wings +6 (1d3+3)

Special Attacks fearsome honk

STATISTICS

Str 17, **Dex** 19, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +2; **CMB** +5; **CMD** 19

Feats Improved Initiative, Weapon Finesse

Skills Acrobatics +8, **Perception** +5, **Fly** +8

ECOLOGY

Environment cold oceans and shorelines

Organization solitary, pair, gaggle (6-30)

Treasure standard

SPECIAL ABILITIES

Fearsome Honk (Ex) Once every 1d4 rounds, a gargano goose can emit a bone-chilling honk. All creatures within 30 ft. must make a Will save (DC 12) or be shaken for 1d4 rounds. This is a sonic mind-affecting fear effect. Whether or not the save is successful, an affected creature is immune to the same goose's honk for 24 hours.

From the early Age of Mammals, the gargano goose is truly an impressive bird. Most of the garganos under the Veil are domesticated by the shibatens, who are solely responsible for them being in Devonian. Though it is not true that the shibatens were secret allies of the squawks, it is true that they secretly admired them. Not only were they a fellow bird race that looked vaguely similar to them, but squawks were amazingly strong and fierce, which are qualities that shibatens admire. The shibatens thought that the squawk's mounts (the prehistoric kairuku) were both funny and amazingly appropriate. They saw the rifts as an opportunity to find their own versions.

Hiring a chronomancer to go "rift diving" became a popular shibaten fad for a while, with the intension of finding the perfect "giant duck" to steal eggs from. After decades of searching, the gargano "fit the bill."

Despite their size, garganos are surprisingly graceful unless they try to fly. Their wings, evolutionarily modified for combat, are not great at gaining altitude. As a result, they seldom fly, and when they do, it's more to just glide down off of cliffs.

Gargano Goose Companions

Starting Statistics: Size Small; **Speed** 40 ft., swim 40 ft., fly 20 ft. (clumsy); **AC** +1 natural armor; **Attack** bite (1d4), 2 wings (1d2); **Ability Scores** Str 12, Dex 21, Con 13, Int 2, Wis 12, Cha 6; **Special Qualities** low-light vision

4th-Level Advancement: Size Medium; **Attack** bite (1d6), 2 wings (1d3); **Ability Scores** Str +4, Dex -2, Con +2; **Special Qualities** fearsome honk.



Megafauna, Behemotops

What looks something like a huge, stretched out hippopotamus with webbed-feet and a small head swims towards you.

BEHEMOTOPS

CR 10



XP 9,600

N Huge animal (aquatic)

Init +3; Senses low-light vision; Perception +12

Racial Buoyancy -1,920^B; Depth Tolerance: 300 feet

DEFENSE

AC 19, touch 7, flat-footed 19 (-1 Dex, +12 natural, -2 size)

hp 147 (14d8+84)

Fort +14 (+16 vs. nonmagical disease), Ref +8, Will +7

OFFENSE

Speed 40 ft., swim 30 ft.

Melee bite +17 (4d6+13)

Space 15 ft.; Reach 15 ft.

Special Attacks capsize, trample (2d6+13, DC 26)

STATISTICS

Str 29, Dex 8, Con 20, Int 2, Wis 13, Cha 5

Base Atk +10; CMB +21; CMD 30 (34 vs. trip)

Feats Diehard, Endurance, Improved Initiative, Iron Will,

Power Attack, Skill Focus (Perception), Toughness

Skills Perception +12, Stealth +2 (+12 underwater), Swim +13;

Racial Modifiers +10 Stealth underwater

SQ hold breath

ECOLOGY

Environment temperate tropical shorelines

Organization solitary or bloat (2-8)

Treasure none

Behemotops are huge, fully aquatic quadrupeds with massive limbs and short tails. They were strict herbivores dependent on littoral habitats. Behemotops does not chew or eat like any other known animal. It clenches its teeth, roots up plants with the help of tusks and powerful neck, and then sucks them in using strong throat muscles and the shape of the roof of the mouth. This creates a distinctive "slurping" sound that can be heard from great distances underwater.

Hunter's prize behemotops for their bountiful fatty meat. Unfortunately, this creature is a difficult quarry, and seldom goes down without a fight. Many hunters die every year, underestimating the fierceness of this otherwise peaceful herbivore. Rodhocetus also love the taste of these animals and will stalk them for days, looking for an opportunity to take one down.

Megafauna, Rodhocetus

This is basically a cross between a dolphin and an otter, though it's a natural ancestor of all whales.

RODHOCETUS

CR 4



XP 1,200

N Large animal (aquatic)

Init +2; Senses blindsight 60 ft., low-light vision, scent; Perception +10

Racial Buoyancy -75; Depth Tolerance: 1,000 feet

DEFENSE

AC 17, touch 11, flat-footed 15 (+2 Dex, +6 natural, -1 size)

hp 47 (5d8+20 plus 5)

Fort +8; Ref +6; Will +2

OFFENSE

Speed 30 ft., Swim 40 ft.

Melee bite +11 (1d8+12 plus trip)

Space 10 ft.; Reach 5 ft.

STATISTICS

Str 26, Dex 15, Con 19, Int 2, Wis 13, Cha 6

Base Atk +3; CMB +12; CMD 24 (28 vs. trip)

Feats Skill Focus (Perception), Toughness, Weapon Focus (bite)

Skills Perception +10, Stealth +3 (+7 in underwater), Survival +5

(+9 tracking by scent); Racial Modifiers +4 Stealth

underwater, +4 Survival (+8 when tracking by scent)

ECOLOGY

Environment temperate tropical shorelines

Organization solitary, pair, or pod (3-18)

Treasure none

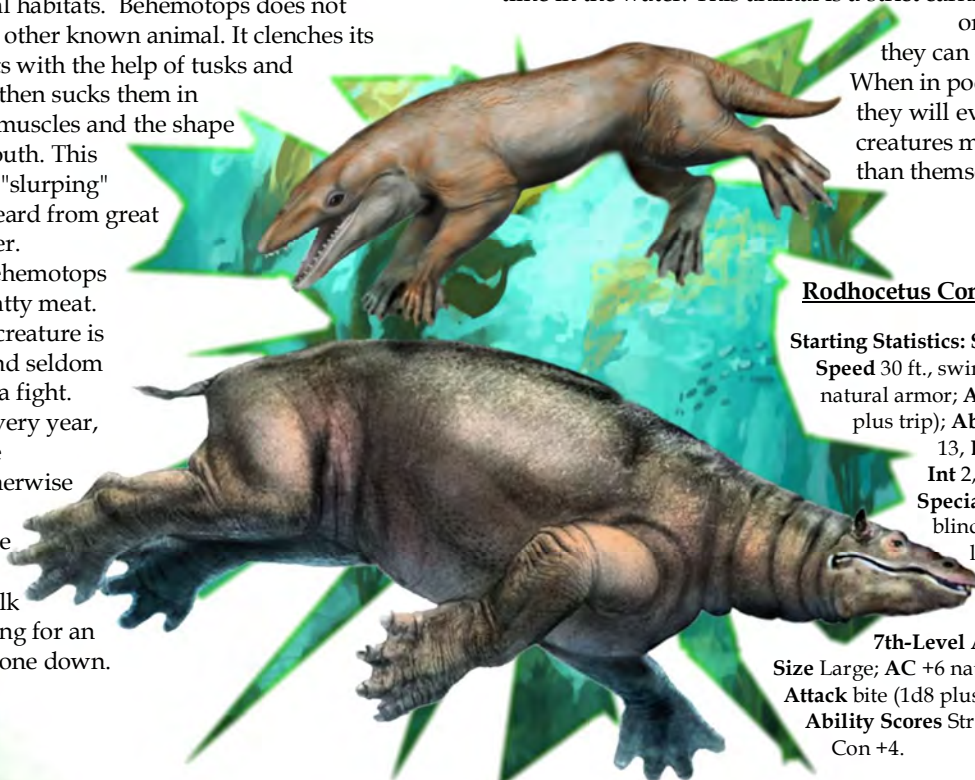
Rodhocetus are a whale ancestor hailing from a time when whales still had legs and were somewhat terrestrial. Though the rodhocetus can walk on land, it is not particularly good at it, and prefers to spend most of its time in the water. This animal is a strict carnivore, preying

on whatever they can catch and eat. When in pods especially, they will even prey on creatures much larger than themselves.

Rodhocetus Companions

Starting Statistics: Size Medium; Speed 30 ft., swim 40ft.; AC +3 natural armor; Attack bite (1d6 plus trip); Ability Scores Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6; Special Qualities blindsight 60 ft., low-light vision, scent.

7th-Level Advancement: Size Large; AC +6 natural armor; Attack bite (1d8 plus trip); Ability Scores Str +8, Dex -2, Con +4.



Opabinia, Anomalocaris

This bright-red, shrimp-like creature has two spikey proboscides. It eyes you hungrily with its compound eyes.

ANOMALCARIS

CR ½



XP 200

N Medium vermin (aquatic)

Init +2; Senses darkvision 60 ft.; Perception +4

Racial Buoyancy -30; Depth Tolerance: 300 feet

DEFENSE

AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)

hp 5 (1d8+1)

Fort +3, Ref +2, Will +0

Immune mind-affecting effects

OFFENSE

Speed swim 40 ft.

Melee bite +2 (1d6-1 plus grab)

Special Attacks digestive enzymes

STATISTICS

Str 9, Dex 15, Con 12, Int —, Wis 10, Cha 2

Base Atk +0; CMB -1 (+7 grapple); CMD 11 (can't be tripped)

Feats Weapon Finesse^B

Skills Climb +10, Perception +4, Stealth +10;

Racial Modifiers +4 Perception, +8 Stealth

ECOLOGY

Environment temperate and tropical shorelines

Organization solitary or troupe (8-12)

Treasure none

SPECIAL ABILITIES

Digestive Enzymes (Ex) An anomalocaris injects a corrosive enzyme into its prey that both paralyzes and liquefies flesh. A creature struck by the anomalocaris's grabbing bite must succeed at a DC 12 Fortitude save or be paralyzed for 1d4 rounds. For every round the creature is paralyzed it takes 1d2 points of Constitution damage.

The "unusual shrimp", which grows up to six feet long, is the largest animal of its time (the dawn of the Age of Tentacles.) Its existence under the Veil is a mystery to chronomancers, as the Veil's span begins over a hundred million years after this creature seemingly went extinct.

Either there is yet another glitch in the Time Portal, or this creature is part of an isolated population that managed to survive into the next age.

Stalked, compound eyes with thousands of lenses gives anomalocaris extremely sharp vision. The undulating swimming motion makes it a fast swimmer. Once it catches up to its prey, the creature can grab it using front limbs equipped with sharp spikes dripping with digestive enzymes on each segment. This combination of excellent vision, speed and spikey front arms make it a formidable predator.



Opabinia, Regalis

This 3-foot-long shrimp-like creature has multiple stalked eyes and a strange proboscis equipped with a clamping "mouth."

REGALIS

CR ¼



XP 100

N Small vermin (aquatic)

Init +3; Senses darkvision 60 ft.; Perception +4

Racial Buoyancy -5; Depth Tolerance: 300 feet

DEFENSE

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

hp 4 (1d8)

Fort +2, Ref +3, Will +0

Immune mind-affecting effects

OFFENSE

Speed swim 40 ft.

Melee bite +4 (1d4-3 plus 1d4 electricity) plus grab

STATISTICS

Str 5, Dex 17, Con 10, Int —, Wis 10, Cha 2

Base Atk +0; CMB -4 (+0 grapple); CMD 9 (can't be tripped)

Feats Weapon Finesse^B

Skills Climb +11, Perception +4, Stealth +15; Racial

Modifiers +4 Perception, +8 Stealth

ECOLOGY

Environment temperate and tropical shorelines

Organization solitary or troupe (8-12)

Treasure none

SPECIAL ABILITIES

Electricity (Ex) A regalis can produce a powerful jolt of electricity from its proboscis "bite," delivering the jolt with a successful bite attack. When grappling, it can automatically deal this damage each round. On a critical hit, the creature struck must make a DC 12 Fortitude save or be stunned for 1d4 rounds. The save DC is Constitution-based.

Regalis has a hollow proboscis, whose total length is about one-third of the body's and projected down from under the head and then curves forwards and upwards. The proboscis is striated like a vacuum cleaner's hose, quite flexible, and it ends with a claw-like structure whose inner edges bears spines that project inwards and forwards. The head has five eyes: two on stalks near the front and fairly close to the middle of the head, pointing upwards and forwards; two larger eyes, also stalked, near the rear and outer edges of the head, pointing upwards and sideways; and a single eye with a shorter stalk between the larger pair of stalked eyes, pointing upwards. The actual mouth is under the head, behind the proboscis, and pointed backwards. The proboscis can shove food into the creature's mouth.

Shaetyw

A titanic turtle-like creature studies you, its long neck ending in a multi-jawed head. Unnatural glowing lights shine within its tunnel-like throat.

SHAETYW

CR 16



XP 76,800

CN Gargantuan magical beast (aquatic)

Init +4; **Senses** darkvision 100 ft, low-light vision, scent; Perception +16

Racial Buoyancy -12,560; **Depth Tolerance**: 2,000 feet

DEFENSE

AC 30; touch 7, flat-footed 30 (+23 natural, -3 size)

hp 246 (17d10+153)

Fort +19, **Ref** +10, **Will** +9

SR 27

OFFENSE

Speed 40 ft.

Melee bite +25 (2d8+16 plus grab)

Space 20 ft.; **Reach** 40 ft

Special Attacks chronological swallow

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

3/day-dimension door, generate karma, hallucinatory terrain, mirror image

2/day-haste, sands of time, slow, time skip (DC 19)

1/day-confusion, greater time skip (DC 19)

STATISTICS

Str 33, **Dex** 10, **Con** 28, **Int** 15, **Wis** 14, **Cha** 21

Base Atk +17 **CMB** +31; **CMD** 41

Feats Critical Focus, Diving Strike, Greater Bull's Rush, Improved Bulls Rush, Improved Initiative, Iron Will, Power Attack, Skill Focus (Stealth), Strike Back

Skills Intimidate +22, Knowledge (history) +14, Perception +16, Sense Motive +19, Stealth +4

Languages Aklo

SQ paradox, time jump

ECOLOGY

Environment any ocean

Organization solitary

Treasure standard

SPECIAL ABILITIES

Chronological Swallow (Su): Any creature smaller than a shaetyw that is successfully grabbed in its mouthparts is swallowed on the creature's next turn. The target takes 2d6 points of Charisma damage as bits of its future and past are sucked into the glowing energy within the creature's throat, that it is shunted an equal number of rounds into either the future or past (50% chance of each). If it is shunted into the past and there is a past version of the creature present, it takes paradox.

Paradox (Su): A target, be it living or a singular item, existing in the same time frame as a past or future version of itself causes a paradox in time, forcing the two to meld together in a traumatic process.

The target takes 1d4 points of Wisdom and Charisma damage, and 2d6 points of damage as the two are drawn together and forced into a single being. The target is also stunned for 1d6 rounds unless it makes a DC 27 Fortitude save.

A unique item takes damage as above if it is intelligent, as well as physical damage.

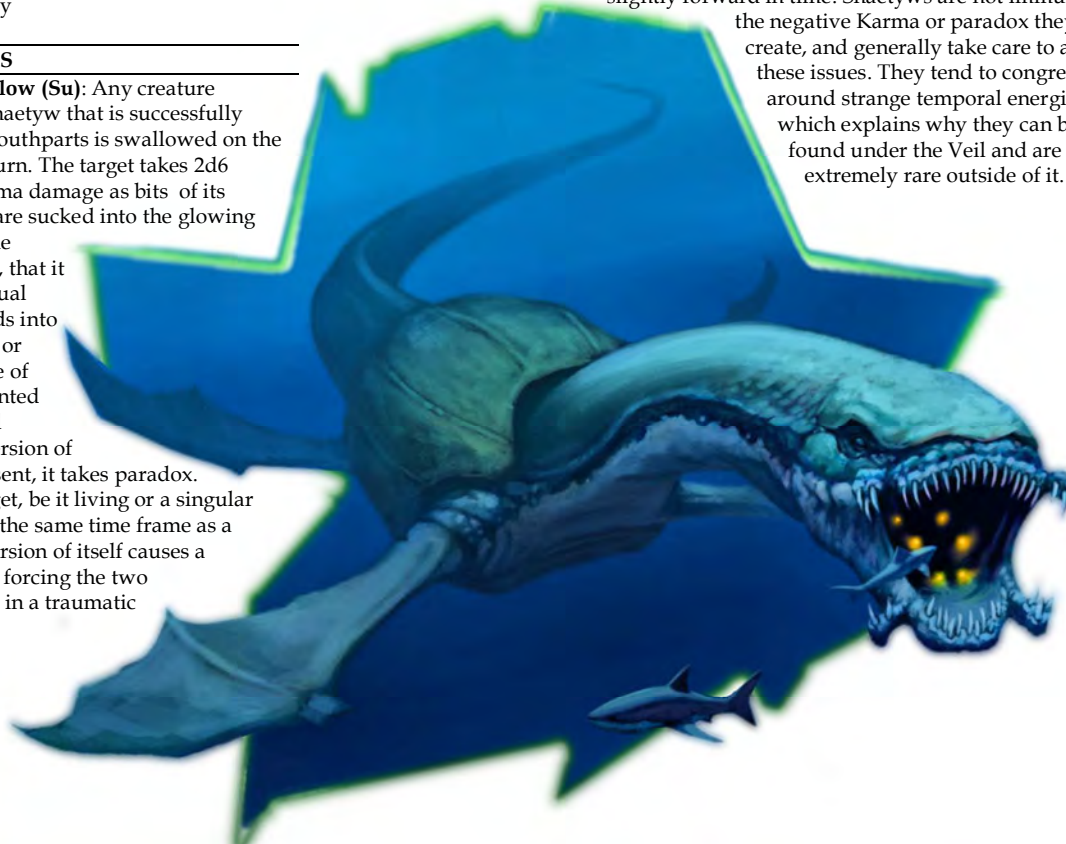
Time Jump (Su): A shaetyw can propel itself and any creatures in contact with it through time, by taking at least a full round action to do nothing but focus on its connection to the timestream. It is considered helpless during this process. A single round allows the shaetyw to appear within a century of its chosen time, two rounds within a decade, three rounds within a year. To appear in a specific time with any certainty requires at least five minutes of focus, and a Knowledge: history check. The DC of the check equals 5 per 50 years traveled, and 10 for specific time frame crossed (day, hour, minute, second). Failing the check means the shaetyw missed its mark. Failing by 5 points or under means it arrived within a day of the desired time, while failing by more than 5 points may mean a year, decade or century off, per the Gm's decision. A shaetyw is fatigued for a full minute after making a time jump, and cannot use the ability again for 24 hours.

Living creatures and singular items that time jump and encounter their past or future selves create paradox.

Shaetyw resemble dragon turtles with elongated necks and insect-like jaws. They roam both the sea and time randomly, feeding on the time of those they come across, and observing historical events. They are far more intelligent than they appear, and often act like simple animals until someone gets their attention.

Shaetyw often simply rush into battle, attempting to swallow as many creatures as they can, before they take significant damage. They are well aware of the chaos created by shunting creatures through time, including the fact that it may allow foes to make better tactical choices against them based on their experiences from their future. They enjoy studying how this travel affects both time, and the targets subjected to it. A shaetyw's mystical abilities are all based around manipulating time around them, from overlaying the sea floor of the past or future as an image over what exists in the now, or jumping

slightly forward in time. Shaetyws are not immune to the negative Karma or paradox they create, and generally take care to avoid these issues. They tend to congregate around strange temporal energies, which explains why they can be found under the Veil and are extremely rare outside of it.



Shark, Anvil (Stethacanthans)

A small shark, with an odd, anvil shaped fin pushes through the water. When it notices you, tiny spikes rise on the flat top of its fin.

ANVIL SHARK

CR 2



XP 600

N Small animal (aquatic)

Init +6; **Senses** blindsense 30 ft., keen scent; Perception +6

Racial Buoyancy -10; **Depth Tolerance**: 600 feet

DEFENSE

AC 15; touch 12, flat-footed 13 (+2 Dex, +3 natural)

hp 22 (3d8+9)

Fort +6, **Ref** +5, **Will** +4

OFFENSE

Speed Swim 20 ft.

Melee bite +4 (1d4+3)

Special Attacks attach, rasp

STATISTICS

Str 14, **Dex** 15, **Con** 17, **Int** 2, **Wis** 15, **Cha** 8

Base Atk +2; **CMB** +3; **CMD** 15

Feats Improved Initiative, Skill Focus (Stealth)

Skills Perception +6, Stealth +10

ECOLOGY

Environment open ocean

Organization solitary, pair, mob (3-20)

Treasure none

SPECIAL ABILITIES

Attach (Ex): A stethacanthans can, as a full-round action, attach itself to a target with a melee touch attack. Attaching to a target deals 1 point of damage to it, and reduces its speed by 5 feet. The stethacanthans loses its Dex bonus while attached. A target may make a Grapple check against the shark to remove it, although forcibly removing it deals an additional point of damage.

Keen Scent (Ex): A stethacanthans can notice creatures by scent in a 180-foot radius, and can detect blood in the water at ranges of up to a mile.

Rasp (Ex): A stethacanthans may rasp its fin against a target in place of a bite attack, dealing 1d2 points of damage, and 1 point of bleed.

Stethacanthans are small sharks with an unusual anvil shaped dorsal fin. This fin is covered with tooth-like scales that can be raised or lowered by the shark at will. They typically feed on small fish, but can be quite excitable, and will sometimes swarm larger creatures.

A lone stethacanthans will attempt to bite a foe, resorting to its rasp attack against larger attackers, and allowing the leaking blood to attract larger predators. In a mob, they attach themselves in numbers, slowing their victim to a crawl, and slowly ripping it apart.

A typical stethacanthans is 3 feet long. Stethacanthans are slow swimmers, due to the shape of their dorsal fin, and they avoid strong currents.

Stethacanthans Companions

Starting Statistics: **Size** Small; **Speed** Swim 20 ft.; **AC** +1 natural armor; **Attack** bite (1d3); **Ability Scores** Str 12, Dex 17, Con 14; **Int** 2, **Wis** 15, **Cha** 8; **Special Qualities** blindsense 30 ft., attach, keen scent

4th-Level Advancement: **Size** Small; **Speed** Swim 20 ft.; **AC** +2 natural armor; **Attack** bite (1d4); **Ability Scores** Str 25, Dex -2, Con +3; **Special Qualities** rasp

Shark, Cookie Cutter

A small brown shark, with cup like mouth swims pointedly up to you.

COOKIE CUTTER SHARK

CR 1/2



XP 200

N Tiny animal (aquatic)

Init +3; **Senses** blindsense 30 ft., keen scent; Perception +5

Racial Buoyancy -5; **Depth Tolerance**: 1,000 feet

DEFENSE

AC 12; touch 11, flat-footed 11 (+1 Dex, +1 natural)

hp 10 (2d8+1)

Fort +4, **Ref** +6, **Will** +1

OFFENSE

Speed Swim 30 ft.

Melee attach +4 touch (special)

Special Attacks attach

STATISTICS

Str 10, **Dex** 17, **Con** 12, **Int** 2, **Wis** 13, **Cha** 7

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

Feats Weapon Finesse

Skills Perception +5, Stealth +15

SQ bioluminescence

ECOLOGY

Environment open ocean

Organization solitary, pair, mob (3-20), swarm (50-200)

Treasure none

SPECIAL ABILITIES

Attach (Ex): A cookie cutter shark has a suction-like mouth, that allows it to attach itself to a target. If successful it deals 1d2 points of damage on its following action, as it bites a round plug out of its target, as well as 1 point of bleed. It then drops off and swims away, sated for at least 6 hours.

Bioluminescence (Ex): A cookie cutter shark can make all but the dark band around its throat glow a bright green, making it appear as a much smaller fish to draw in predators, which it then attaches to.

Keen Scent (Ex): A cookie cutter shark can notice creatures by scent in a 180-foot radius, and can detect blood in the water at ranges of up to a mile.

Cookie cutter sharks are an open ocean annoyance when encountered alone, and a swarm of death when in large groups. They attach to larger creatures, for food as well as shelter, and have a bad habit of biting holes in soft artificial structures as well.

A cookie cutter shark attaches itself to a target, then saws out a bite sized plug of flesh with jaws that slide back and forth. These wounds bleed freely, as well as create ugly circular scars. A large enough horde of these sharks can even endanger the largest of sea creatures, although such massive groupings are thankfully rare.

A typical cookie cutter shark is a foot long.

Cookie Cutter Shark Companions

Starting Statistics: **Size** Tiny **Speed** Swim 30 ft.; **AC** +1 natural armor; **Attack** bite (1); **Ability Scores** Str 10, Dex 19, Con 10; **Int** 2, **Wis** 13, **Cha** 7; **Special Qualities** bioluminescence, blindsense 30 ft., attach, keen scent

4th-Level Advancement: **Size** Tiny;

Speed Swim 30 ft.; **Attack** bite (1d2);

Ability Scores Dex -1, Con +2



Shark, Eel (Xenacanthus)

A small eel-like shark slips out of a hole in the coral, fluttering the fin along its back in an agitated manner.

EEL SHARK

CR 1



XP 400

N Small animal (aquatic)

Init +8; **Senses** blindsense 20 ft., keen scent; Perception +5

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

DEFENSE

AC 15; touch 14, flat-footed 11 (+4 Dex, +1 natural)

hp 16 (3d8+3)

Fort +4, **Ref** +7, **Will** +2

OFFENSE

Speed Swim 30 ft.

Melee bite +6 (1d4+1), spine+1 (1+1 plus poison)

Special Attacks poison

STATISTICS

Str 12, **Dex** 18, **Con** 13, **Int** 2, **Wis** 13, **Cha** 11

Base Atk +2; **CMB** +3; **CMD** 17

Feats Improved Initiative, Weapon Finesse

Skills Perception +5, Stealth +9

ECOLOGY

Environment reefs

Organization solitary, pair, nest (3-6)

Treasure none

SPECIAL ABILITIES

Poison (Ex): Sting-injury; *save* Fort DC 12; *frequency* 1/rd for 4 rds; *effect* 1d2 Con damage; cure 1 save.

Xenacanthus are immune to this venom.

Keen Scent (Ex): A xenacanthus can notice creatures by scent in a 180-foot radius, and can detect blood in the water at ranges of up to a mile.

Xenacanthus are small, eel-like primitive sharks. They are shy but territorial, and attempt to stab intruders with their spine, injecting a painful venom. Their typical diet is small fish and crabs, but happily scavenge corpses of larger creatures killed by their venom.

Xenacanthus generally have an area of reef where they can swim in and out of holes, popping out to attack, then slipping back into the protection of the corals. Groups of xenacanthus may attack a creature large enough to be seen as intruding on multiple territories, and may fight each other as much as the intruders.

A typical xenacanthus is 3 feet long.

Xenacanthus Companions

Starting Statistics: **Size** Small; **Speed** Swim 30 ft.; **AC** +1 natural armor; **Attack** bite (1d3), sting (1); **Ability Scores** Str 10, Dex 19, Con 10; Int 2, Wis 13, Cha 11; **Special Qualities** blindsense 30 ft., keen scent, poison (1 Con)

4th-Level Advancement: **Size** Small; **Attack** bite (1d4), spine (1); **Ability Scores** Str +1, Dex -2, Con +1; **Special Qualities** poison (1d2 Con)



Shark, Crusher (Ptychodus)

A massive shark cruises the bottom. Its head is as broad as a table.

CRUSHER SHARK

CR 5



XP 1,600

N Huge animal (aquatic)

Init +1; Senses blindsense 20 ft., keen scent; Perception +10

Racial Buoyancy -725; Depth Tolerance: 600 feet

DEFENSE

AC 20; touch 9, flat-footed 19 (+1 Dex, +11 natural, -2 size)

hp 52 (7d8+21)

Fort +10, Ref +6, Will +4

OFFENSE

Speed Swim 30 ft.

Melee bite +10 (2d6+9)

Special Attacks crushing bite

STATISTICS

Str 22, Dex 12, Con 17, Int 2, Wis 15, Cha 11

Base Atk +5; CMB +13; CMD 24

Feats Great Fortitude, Power Attack, Skill Focus (Perception),
Weapon Focus (bite)

Skills Perception +10, Stealth -1

ECOLOGY

Environment temperate oceans

Organization solitary

Treasure none

SPECIAL ABILITIES

Crushing Bite (Ex): A ptychodus bite deals bludgeoning damage.

The damage that it deals is also done to medium or heavy armor that the target happens to be wearing. Creatures with shell natural armor lose 1d4 points of their natural armor bonus per bite until all hit point damage is healed.

Keen Scent (Ex): A ptychodus can notice creatures by scent in a 180-foot radius, and can detect blood in the water at ranges of up to a mile.

Ptychodus are massive bottom cruising sharks, with broad crushing teeth. They feed mainly on mollusks and crustaceans, but will snap at anything that molests them.

Ptychodus have a powerful bite that crushes shells and any armor that doesn't flex easily. They are greatly feared by the karkanak, who may have their carapace shattered under the shark's jaws.

A typical ptychodus is 33 feet long.

Shark, Grey (Eqalussuaq)

A pair of green glowing eyes slowly approach from out of the darkness. They resolve into a huge gray shark, its eyes cloudy except for the ghostly glow.

GREY SHARK

CR 7



XP 3,200

N Huge animal (aquatic)

Init +0; Senses blindsense 20 ft., keen scent; Perception +10

Racial Buoyancy -725; Depth Tolerance: 3,000 feet

DEFENSE

AC 22; touch 8, flat-footed 22 (+13 natural, -2 size)

hp 85 (9d8+45)

Fort +13, Ref +6, Will +4

Defensive Abilities blind, toxic flesh, Immune cold

OFFENSE

Speed Swim 20 ft.

Melee bite +11 (2d6+10 plus grab)

Special Attacks death roll

STATISTICS

Str 24, Dex 11, Con 20, Int 2, Wis 13, Cha 11

Base Atk +6; CMB +15; CMD 25

Feats Great Fortitude, Power Attack, School Friend, Vital Strike,
Weapon Focus (bite)

Skills Perception +9, Stealth -1

SQ bioluminescence

ECOLOGY

Environment temperate and arctic oceans

Organization solitary

Treasure none

SPECIAL ABILITIES

Blind (Ex): A grey shark over 4 foot long carries a parasite that makes it blind. It is immune to any visual effects or illusions.

Bioluminescence (Ex): The parasite that blinds the grey sharks gives off a green glow equal to that of a candle.

Death Roll (Ex):

something in its
This deals
of bleed, and
Fortitude

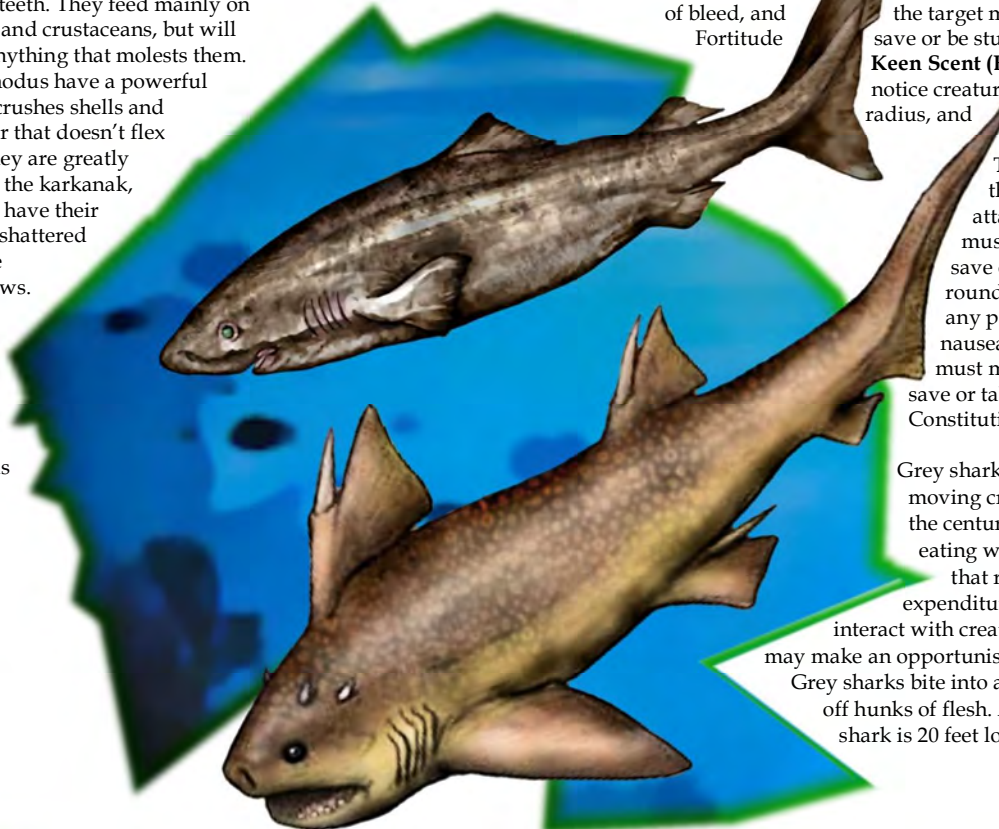
A grey shark that is holding
jaws rolls to rip off a chunk of meat.
automatic bite damage, 1d4 points
the target must make a DC 19
save or be stunned 1 round.

Keen Scent (Ex): A grey shark can
notice creatures by scent in a 180-foot
radius, and can detect blood in the
water up to a mile.

Toxic Flesh (Ex): Targets
that make a successful bite
attack against a grey shark
must make a DC 19 Fortitude
save or be nauseated for 1d4
rounds. A target that swallows
any part of the shark is
nauseated for 1d6 rounds, and
must make a DC 19 Fortitude
save or take 1d4 points of
Constitution damage.

Grey sharks are massive slow
moving creatures, with lifespans in
the centuries. They are scavengers,
eating whatever they come across
that requires minimal
expenditure of energy. They rarely
interact with creatures around them, but
may make an opportunistic attack.

Grey sharks bite into a target then spin, ripping
off hunks of flesh. A typical grey
shark is 20 feet long.



Shark, Ginsu (Cretoxyrhina)

A huge shark circles the area, its back a deep grayish-green color. Its mouth is overfilled with three inch teeth.

GINSU SHARK

CR 6



XP 2,400

N Huge animal (aquatic)

Init +2; **Senses** blindsense 30 ft., low light vision, keen scent;

Perception +12

Racial Buoyancy -725; **Depth Tolerance**: 1,200 feet

DEFENSE

AC 19; touch 10, flat-footed 17 (+2 Dex, +9 natural, -2 size)

hp 76 (9d8+36)

Fort +12, **Ref** +10, **Will** +5

OFFENSE

Speed Swim 50 ft.; sprint

Melee bite +10 (2d8+7)

Special Attacks bleed (2d4), breach

STATISTICS

Str 20, **Dex** 14, **Con** 19, **Int** 2, **Wis** 15, **Cha** 11

Base Atk +6; **CMB** +13; **CMD** 25

Feats Great Fortitude, Lightning Reflexes, Power Attack, Skill Focus (Perception), Weapon Focus (bite)

Skills Perception +12, Stealth +0 (+8 when below a viewer);

Racial Modifiers +8 Stealth when viewed from above.

ECOLOGY

Environment temperate oceans

Organization solitary

Treasure none

SPECIAL ABILITIES

Breach (Ex): A cretoxyrhina that attacks a target on the surface with a charge hurls both itself and its victim up to 10 feet into the air, crashing back into the water and stunning the victim. A target struck in such a way takes an additional 1d4 points of damage, and must make a DC 19 Fortitude save or be stunned for 1d2 rounds.

Keen Scent (Ex): A cretoxyrhina can notice creatures by scent in a 180-foot radius, and can detect blood in the water at ranges of up to a mile.

Sprint (Ex): Once per hour, a cretoxyrhina can move at 10 times its normal speed (500 feet) when it makes a charge.

Cretoxyrhina are relatives of great white sharks, with curving serrated teeth. They are fast, aggressive, and always on the lookout for prey.

Cretoxyrhina specialize in targeting creatures their size and larger, taking a massive bite and letting them bleed to death. They prefer to charge smaller targets when they are at the surface, striking them with bone breaking force and driving them back into the sea.

A typical cretoxyrhina is 25 feet long, and weighs over 3 tons.

Shark, Sawshark

A ray-like shark with a saw-toothed bill swims pointedly in your direction.

SAWSHARK

CR 5



XP 1,600

N Large animal (aquatic)

Init +3; **Senses** blindsight 30 ft., low light vision, keen scent;

Perception +6

Racial Buoyancy -75; **Depth Tolerance**: 2,000 feet

DEFENSE

AC 19; touch 12, flat-footed 16 (+3 Dex, +7 natural, -1 size)

hp 52 (8d8+16)

Fort +8, **Ref** +9, **Will** +3

OFFENSE

Speed Swim 30 ft.

Melee saw +10 (2d6+7)

Special Attacks bleed (2d6), sever

STATISTICS

Str 18, **Dex** 16, **Con** 15, **Int** 2, **Wis** 13, **Cha** 11

Base Atk +6; **CMB** +11; **CMD** 24

Feats Cleave, Great Cleave, Power Attack, Weapon Focus (saw)

Skills Perception +6, Stealth +8

ECOLOGY

Environment temperate and arctic oceans

Organization solitary

Treasure none

SPECIAL ABILITIES

Keen Scent (Ex): A sawshark can notice creatures by scent in a 180-foot radius, and can detect blood in the water at ranges of up to a mile.

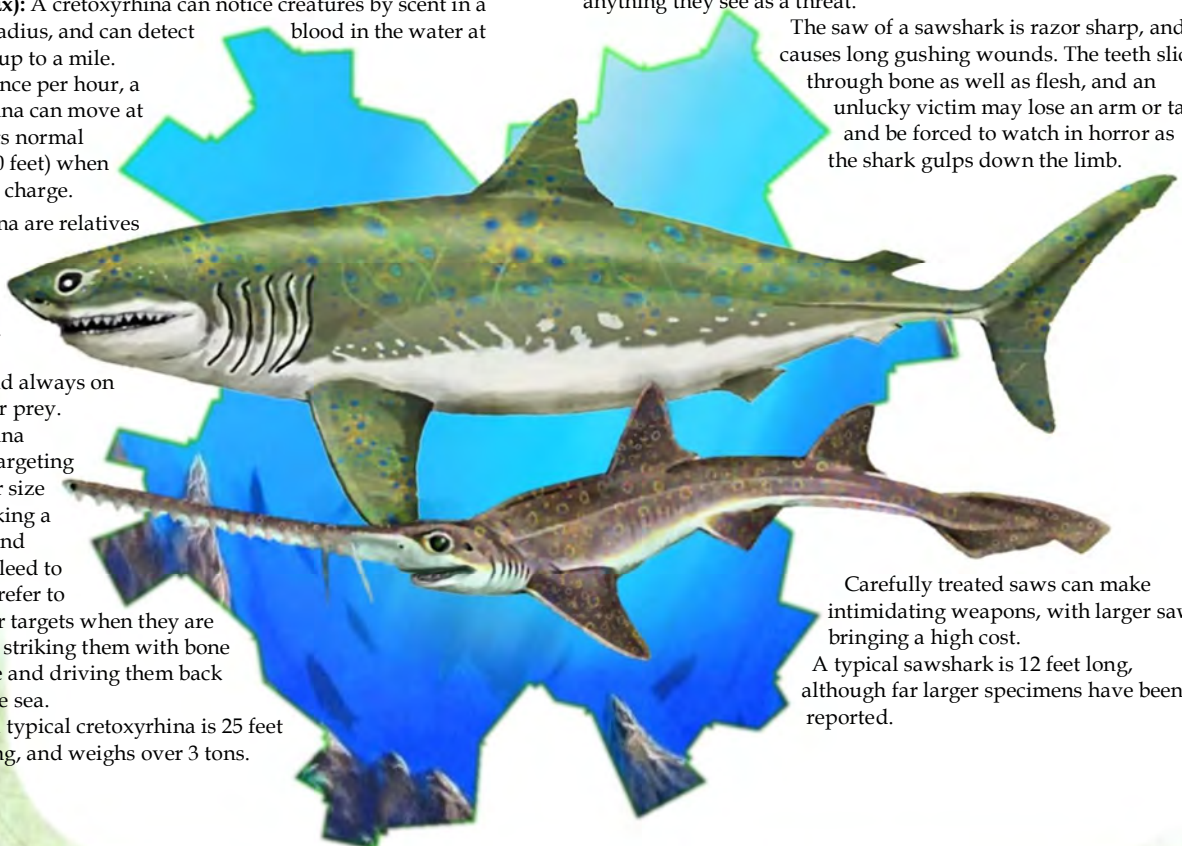
Sever (Ex): If a sawshark confirms a critical hit, the target must make a DC 16 Fortitude save or lose a random limb.

Sawsharks are powerful predators that can shred entire schools of fish with a few swipes of their saw. They don't typically target larger creatures, but spook easily, and attack anything they see as a threat.

The saw of a sawshark is razor sharp, and causes long gushing wounds. The teeth slice through bone as well as flesh, and an unlucky victim may lose an arm or tail, and be forced to watch in horror as the shark gulps down the limb.

Carefully treated saws can make intimidating weapons, with larger saws bringing a high cost.

A typical sawshark is 12 feet long, although far larger specimens have been reported.



Stygiopod

This tiny, mechanical isopod clatters around the sea floor. It's pearlescent blue-purple eyes have a fierce look of determination.

STYGIOPOD

CR 2



XP 600

N Tiny construct

Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +3

Racial Buoyancy -5; **Depth Tolerance**: immune to pressure

DEFENSE

AC 19, touch 15, flat-footed 16 (+3 Dex, +4 natural, +2 size)

hp 22 (4d10)

Fort +1, **Ref** +4, **Will** +2

DR 5/bludgeoning; **Immune** construct traits, steam

OFFENSE

Speed 30 ft., swim 30 ft.

Melee spit +6 touch (sunder spray)

Space 2-1/2 ft.; **Reach** 0 ft.

STATISTICS

Str 8, **Dex** 16, **Con** —, **Int** 6, **Wis** 12, **Cha** 7

Base Atk +4; **CMB** +5; **CMD** 14 (22 vs. trip)

Feats Improved Initiative, Weapon Focus (spit)

Skills Acrobatics +15, Perception +3, Stealth +12

Languages understands Aquan

ECOLOGY

Environment ocean sea beds

Organization solitary, pair, nest (6-30)

Treasure none

SPECIAL ABILITIES

Sunder Spray (Su): A stygiopod's spit is super-heated, causing 1d4 points of steam damage on a successful touch attack against a creature. This spit also has two additional effects when the stygiopod makes a melee touch attack against a target's worn, held, or carried manufactured items. It will not attack natural items.

First, if the object is magical, the stygiopod makes a caster level check (+4) opposed by the target's Fortitude save. If the check succeeds, the spittle drains the item's magic, rendering it nonmagical. To determine which of a target's magic items is affected, consult Table 9-2 in the *PATHFINDER CORE RULEBOOK*. Artifacts are immune to this ability. This ability only works against objects that a stygiopod can touch, and even a thin layer of cloth effectively protects items from it.

Second, the object touched takes half its maximum hp in damage and gains the broken condition—a second hit destroys the item. Against constructs, a stygiopod's spittle deals 3d6+5 points of damage. An attended object, any magic object (that was not rendered non-magical by the first effect), or a construct can attempt a DC 15 Reflex save to negate this effect. The save DC is Constitution-based.

Stygiopods are immune to their own spittle. Destroyed objects dissolve into a brownish goo that the stygiopod happily laps up outside of melee. After eating it's body weight of this goo, it splits into two healthy stygiopods.

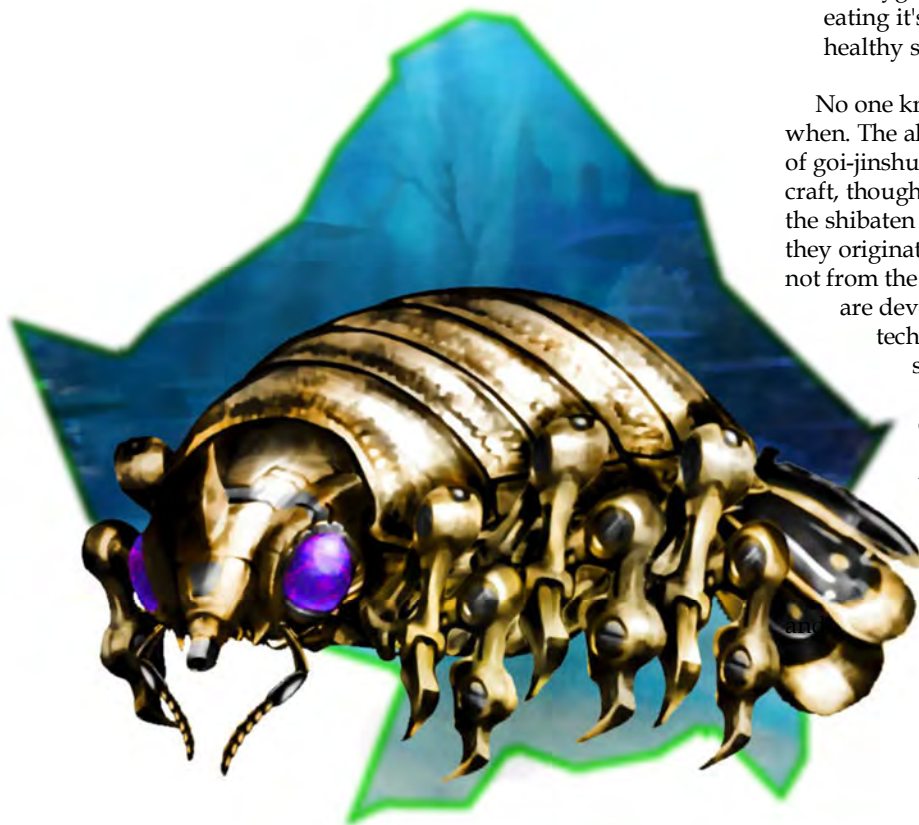
No one knows who crafted the original stygiopod or when. The alloys of the construct's shell are reminiscent of goi-jinshu but with a golden hue, and therefor hitogoi craft, though the creature is far more advanced than even the shibaten have ever seen in their time. It is possible that they originate from the time period of the aglooites, but not from the aglooites themselves (the mechanisms are devoid of the tell-tale crystals of their

technology). More of mystery is why someone so skilled at crafting mechanical wonders would create something so hell-bent and adroit at destroying them.

Whatever the case, stygiopods are menaces to all things mechanical or manufactured.

With their limited intellect they ascertain the complexity of an item, and attack that most complex-looking item with the intention of dissolving it, consuming it,

making more stygiopods. Those who encounter these pests are encouraged to stomp them out before they multiply.



Time Wight

This weathered and half rotted creature swims before you. Its eyes glow with the weight of ages.

TIME WIGHT

CR 12



XP 19,200

CE Medium undead

Init +6; **Senses** darkvision 60 ft.; Perception +22

Racial Buoyancy -40; **Depth Tolerance**: immune to pressure

DEFENSE

AC 27; touch 20, flat-footed 27 (+2 Dex, +1 Dodge, +6 deflection, +8 natural)

hp 157 (15d8+90)

Fort +11, **Ref** +7, **Will** +15

Defensive Abilities channel resist +6; **Immune** undead traits

OFFENSE

Speed 30 ft.; swim 30 ft.

Melee 2 claws +16 (1d6+4 plus time drain)

Special Attacks gaze of past pain, past wounds, time drain

STATISTICS

Str 18, **Dex** 15, **Con** -, **Int** 16, **Wis** 20, **Cha** 23

Base Atk +11; **CMB** +15; **CMD** 27

Feats Ability Focus (time drain), Combat Expertise, Improved Feint, Improved Initiative, Power Attack, Spring Attack, Vital Strike, Weapon Focus (claws)

Skills Intimidate +23, Knowledge (arcane, history, religion) +20, Perception +22, Sense Motive +22, Stealth +18

Languages Common

SQ ancient soul, sever time

ECOLOGY

Environment any aquatic

Organization solitary

Treasure standard

SPECIAL ABILITIES

Ancient Soul (Ex): The soul of a time wight has been hurling disconnected through time for what it perceives as ages, seeing history first hand, until it crawls back into a body. As such it carries a great deal of knowledge, as well as insanity. A time wight treats Knowledge: history as a class skill. In addition, it can spend one minute to focus itself to trade out a skill it knows for any other skill for one hour, treating it as a class skill.

Gaze of Past Pain (Su): A time wight may meet the gaze of an intelligent target as a full-round action. The victim relives all their most painful memories, emotionally and physically, in the course of seconds. The target must make a DC 23 Will save or take a -4 to all rolls for 24 hours. The wight sees and experiences the same memories, and must make a DC 25 Will save or be forced to flee, as if panicked.

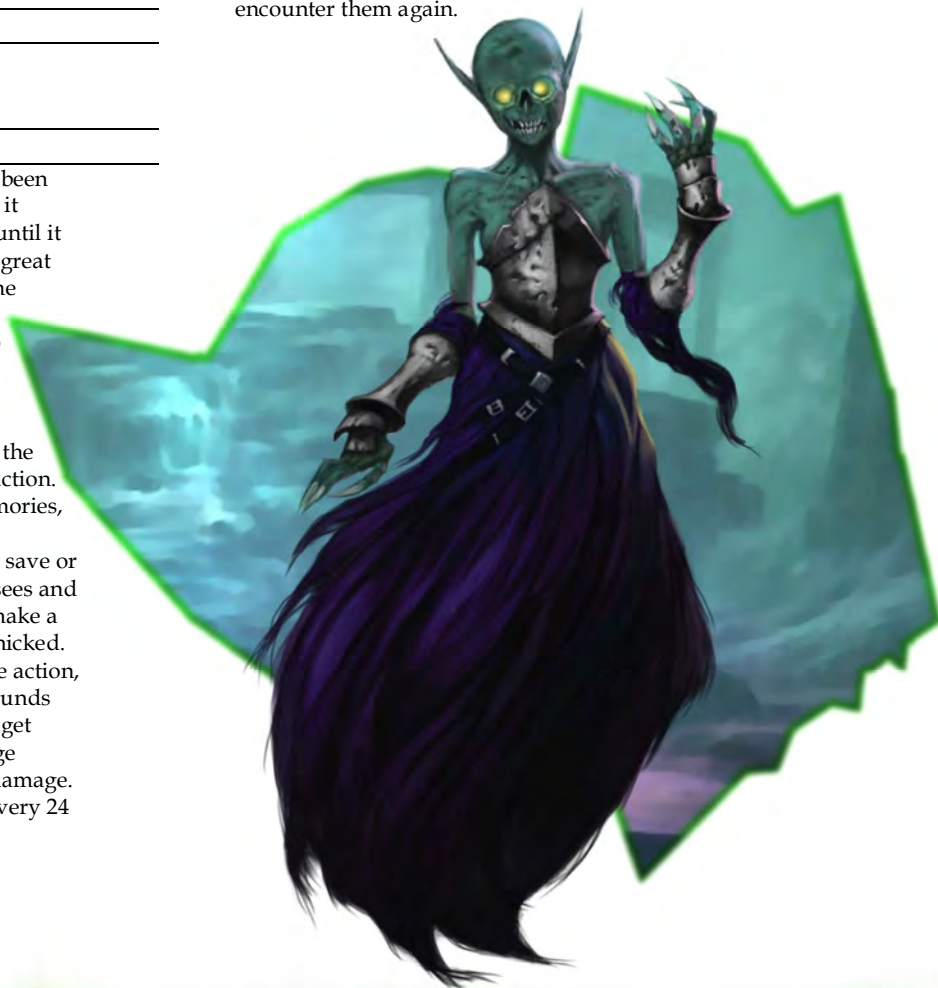
Past Wounds (Su): A time wight may, as a move action, focus its gaze on a single target, layering wounds old and future over its current body. The target takes 6d6 points of damage, ignoring damage resistance, with a DC 23 Will save for half damage. A target may only be affected by this once every 24 hours.

Sever Time (Su): Any intelligent creature killed by a time wight has its soul lost to time in 1d4 rounds, retrievable only via divine intervention, *wish*, or other such magic.

Time Drain (Su): Living targets struck by a time wight have a significant fragment of their future sucked away, empowering the wight in the process. For each strike, roll a 1d6, with a DC 25 Fortitude save to halve the roll. The target ages that many years. This is considered an aging effect, so it will not affect creatures immune to aging. The wight gains either 5 temporary hit points or gains a +1 to its initiative for an hour each time it drains a targets future (chosen by the wight after each successful strike).

A time wight is created when a time lost soul gains access to a dead body through time based magic or effects, most frequently via *time heal*. These tortured creatures have experienced ages, even though the soul that animates them may have only been lost moments ago. All of these creatures are hopelessly insane, violent, and chaotic.

A time wight, despite its madness, is a canny foe, observing their prey then reaching back through history to find whatever skills would be most useful to ambush their targets. They often use their time drain ability to speed themselves through time early during a conflict, then as a healing device as their wounds simply cease to exist. They fear using their gaze of past pain, although the rush of emotion is an addiction to them as well. The memory of life can be too much for them at times, causing them to flee, weeping and tearing at their own flesh. They do respect those with such powerful memories, and may spare them if they encounter them again.



Visean

A slimy-skinned salamander-man beckons you to follow. Although he is holding a spear, he does not act particularly threatening.

WISEAN

CR 1/2



XP 200

Male visean fighter 1

LN Medium humanoid (amphibious)

Init +2; **Senses** low-light vision; **Perception** +4

Racial Buoyancy -60; **Depth Tolerance**: 300 feet

DEFENSE

AC 15, touch 12, flat-footed 13 (+2 armor, +2 Dex, +1 natural)

hp 10 (1d10)

Fort +1, **Ref** +2, **Will** +1; +2 vs. mind-affecting effects and poison

Defensive Abilities slippery

Weaknesses freshwater denizen

OFFENSE

Speed 30 ft., Swim 30 ft.

Melee longspear +5 (1d8+4/×3) or bite +4 (1d4+4)

Ranged longbow +3 (1d8/×3)

Space 5 ft.; **Reach** 5 ft. (10 ft. with longspear)

STATISTICS

Str 17, **Dex** 14, **Con** 8, **Int** 10, **Wis** 13, **Cha** 12

Base Atk +1; **CMB** +4; **CMD** 16

Feats Power Attack, Weapon Focus (longspear)

Skills Handle Animal +3, **Perception** +4, **Survival** +5;

Racial Modifiers +2 Handle Animal,

+2 Perception

Languages Devonian, Aklo

ECOLOGY

Environment warm swamps and lakes

Organization solitary, war band (2–12), or clan (12–24)

Treasure NPC gear (leather armor, longbow with 20 arrows, longspear, other treasure)

SPECIAL ABILITIES

Freshwater Denizen (Ex): Viseans suffer no ill effects from being immersed in freshwater. However, without protective spells or specialized equipment, they cannot tolerate saltwater for very long. When a visean becomes fully immersed in saltwater, it must succeed on a DC 15 Fortitude save or become fatigued. Even on a success, it must repeat the save attempt every 10 minutes it remains immersed.

Slippery (Ex): A visean oozes slippery mucus. This grants the creature a +8 bonus on all Escape Artist checks and to its CMD against grapples.

The entire population of viseans in all the world seems to be limited to Lake Visea on Famennia. Outside of the Veil, they likely went extinct eons ago, probably at the end the Age of Salamanders. They may have even evolved into modern lizardfolk at some point, as there are some superficial similarities between the two races.

For the most part, the viseans are extremely peaceful. This is contrary to what one might expect from a primitive race with primo dial origins. Though this could also be from the fact that they get along very well with each other, and, having few examples of conflict with other sentient races, simply treat others as they would treat their own kind. Many feel it's a shame that this thinking seems to have also gone extinct.

WISEAN CHARACTERS

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

+2 Strength, +2 Charisma, –2 Intelligence: Viseans have robust bodies and personalities, but scorn intellectualism.

Medium: Viseans are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Viseans have a base speed of 30 feet, and a swim speed of 30 feet.

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

Rubbery Hide: Viseans have a +1 natural armor bonus due to their rubbery hide.

Freshwater Denizen: as above.

Slippery: as above.

Languages: Viseans begin play speaking Devonian and Aklo. Viseans with high Intelligence scores can choose any of the languages of Devonian.



Appendices

Appendix 1: Prehistoric Aquatic Monsters

Listed below is the compiled list of aquatic creatures that might be found under the Viridian Veil. The monsters listed here are from various sources, including this book:

PB: PATHFINDER ROLEPLAYING GAME BESTIARY
(Paizo Publishing)

PAP: PATHFINDER ADVENTURE PATH (Paizo Publishing)

BBB: BEASTS OF THE BOUNDLESS BLUE (Alluria Publishing)

CS: CELADON SHORES (Alluria Publishing)

RRS: REMARKABLE RACES SUBMERGED COMPENDIUM (Alluria Publishing)

VV: VIRIDIAN VEIL (this tome, Alluria Publishing)

Paizo Superscript: Volume Number

Alluria Superscript: Page Number

Creatures in red are sharks (easy reference for the Sharker class).

Age Icons

Age of Tentacles	☞
Age of Fishes	☞
Age of Salamanders	☞
Age of Reptiles	☞
Age of Dinosaurs	☞
Age of Mammals	☞

Note: Creatures without an "Age Icon" have been deemed appropriate for this appendix, either because they have been around since one of the previous ages and persist into the present, or they are strongly based on a creature from the past.

CR 1/4 - 1/2

anomalcaris (opabinia) ☞ [VV97], adelophthalmus ☞ [VV88], castorocauda ☞ [VV88], **cookie cutter shark** [VV99], drepanaspis(fish) ☞ [VV91], leptocleidus ☞ [VV88], mrawgh [RRS216], ochre eurypterid ☞ [PAP37], plectronoceras ☞ [VV89], **pocket shark** [VV89], regalis (opabinia) ☞ [VV97], trilobite ☞ [VV89], visean [VV105]

CR 1

common eurypterid ☞ [PB6], hynerpeton (amphibian) ☞ [VV77], hyphalosaur (aquasaur) ☞ [VV78], **jigsaw shark** [PAP57], kairuku ☞ [BBB126], pteraspis ☞ [RRS216], **xenacanthus (shark)** ☞ [VV98]

CR 2

bull shark [PB4], chronopterid [RRS221], **common shark** [PB1], crocodile [PB1], diplocaulus ☞ [BBB34], gargano goose ☞ [VV93], mesosaurus (aquasaur) ☞ [VV79], plesiosaurus (dinosaur) ☞ [PB3], **stethacanthans (shark)** ☞ [VV97]

CR 3

atopodentatus (aquasaur) ☞ [VV78], diadectes (amphibian) ☞ [VV76], **hammerhead (shark)** [PAP57], **helicoprion** ☞ [BBB203], hibbertopterid (eurypterid) ☞ [VV86], **isonade** [CS109], marine crocodile [PAP58], orthoceras swarm (cephalopod) ☞ [VV83], **tiger shark** [PB1]

CR 4

bothriolepis(fish) ☞ [VV88], didymoceras (cephalopod) ☞ [VV82], **goblin shark** [BBB202], **great white shark** [PB4], pterygotus (eurypterid) ☞ [VV87], rodhocetus (megafauna) ☞ [VV94]

CR 5

ammonite (cephalopod) ☞ [VV81], archelon (megafauna) ☞ [PB3], bluetip eurypterid ☞ [PAP37], carcinosoma (eurypterid) ☞ [VV86], crassigyrinus (amphibian) ☞ [VV76], doryaspis (fish school) ☞ [VV88], **maulhead shark** [BBB203], megalotaria (seal) ☞ [BBB191], nothosaurus (dinosaur) ☞ [PAP60], plesioan [BBB176], **ptychodus (shark)** ☞ [VV99], saltwater crocodile [PAP58], **sawshark** [VV100], xiphactinus (fish) ☞ [VV90]

CR 6

cretoxyrhina (shark) ☞ [VV100], dunkleosteus (fish) ☞ [PB6], giant nautiloid (cephalopod) [VV82], **helicoprion (shark)** ☞ [PAP57], henodus(dinosaur) ☞ [BBB52], jaekelopterus (eurypterid) ☞ [VV87], paratriopsid ☞ [BBB170]

CR 7

angustiden (shark) ☞ [PAP57], archelonian [VV80], coelacanth [BBB37], cryptoclidus(dinosaur) ☞ [BBB52], **edestus** ☞ [BBB202], elasmosaurus (dinosaur) ☞ [PB1], **grey shark** [VV99], pelagiactos (seal) ☞ [BBB190], titanichthys(placoderm) ☞ [BBB175]

CR 8

deinosuchus (crocodilian) ☞ [PAP58], taniwhasaurus (dinosaur) ☞ [BBB53], tylosaurus (dinosaur) ☞ [PB2]

CR 9

dunkleosteus (placoderm) ☞ [BBB175], liopleurodon(dinosaur) ☞ [BBB52], **megalodon (shark)** ☞ [PB1], mokele-mbembe [PB6], spiny eurypterid ☞ [PB6], zeuglodon (megafauna) ☞ [PAP60]

CR10

actinocerida (cephalopod) ☞ [VV81], behemotops (megafauna) ☞ [VV94], kronosaurus (dinosaur) ☞ [PAP60], shonisaurus (dinosaur) ☞ [BBB53]

CR 11

cameroceras ☞ [PB5], hydrarchos [BBB118]

CR 12

basilosaurus (megafauna) ☞ [PB3], spitting eurypterid ☞ [PAP37]

Supplemental Bibliography (for Appendix 1)

PATHFINDER ADVENTURE PATH #37: SOULS FOR SMUGGLER'S
SHIV © 2010, Paizo Publishing, LLC; Author:
James Jacobs.

PATHFINDER ADVENTURE PATH #57: TEMPEST RISING © 2012,
Paizo Publishing, LLC; Author: Matthew
Goodall.

PATHFINDER ADVENTURE PATH #58: ISLAND OF EMPTY EYES
© 2012, Paizo Publishing, LLC; Author: Neil
Spicer.

PATHFINDER ADVENTURE PATH #60: FROM HELL'S HEART ©
2012, Paizo Publishing, LLC; Authors: Jason
Nelson and Rob McCreary.

Appendix 2: Pronunciation Guide

Agloolik	<i>ah-gloo-leek</i>
Eifelian	<i>aye-fehl-ee-un</i>
Famennian	<i>fah-men-nee-un</i>
Feldorheim	<i>fel-dawr-hahym</i>
Fiskheim	<i>fisk-hahym</i>
Frasnian	<i>fran-ee-un</i>
Hitogoi	<i>hee-toh-goy</i>
Isinblare	<i>ahys-in-blair</i>
Lochkovian	<i>lok-koa-vee-un</i>
Mrawgh	<i>ma-raw-guh</i>
Nikaikoku	<i>nee-kahy-koh-koo</i>
Pragian	<i>proj-ee-un</i>
Qar Qlahap	<i>khar khlaop</i>
Sahuakin	<i>sah-hwah-kin</i>
Shibaten	<i>shee-bawt-en</i>



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