

# LEGENDARY PLANET



## LEGENDARY WORLDS: MELEFONI

BY JOEL FLANK

**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE





# LEGENDARY WORLDS: MALEFONI



# CREDITS

**AUTHOR:** Joel Flank

**EDITING AND DEVELOPMENT:** Jason Nelson

**ARTISTS:** Nicholas Cato, Tyler Clark, and Marko Radulovic

**CARTOGRAPHY:** Michael Tumey

**DESIGN AND LAYOUT:** Richard Kunz

**LEGENDARY GAMES TEAM MEMBERS:** Anthony Adam, Alex Augunas, Kate Baker, Jesse Benner, Clinton J. Boomer, Robert Brookes, Benjamin Bruck, Carl Cramer, Paris Crenshaw, Joel Flank, Matthew Goodall, Jim Groves, Amanda Hamon Kunz, Steve Helt, Thurston Hillman, Tim Hitchcock, Victoria Jaczko, Jenny Jarzabski, N. Jolly, Jonathan H. Keith, Michael Kortez, Jeff Lee, Nicolas Logue, Will McCardell, Julian Neale, Jason Nelson, Jen Page, Richard Pett, Tom Phillips, Alistair Rigg, Alex Riggs, David N. Ross, Wendall Roy, Amber Scott, Mark Seifter, Tork Shaw, Mike Shel, Loren Sieg, Neil Spicer, Todd Stewart, Russ Taylor, Greg A. Vaughan, Mike Welham, Linda Zayas-Palmer, and Clark Peterson

**PUBLISHER:** Jason Nelson

**EXECUTIVE PARTNER:** Neil Spicer

**BUSINESS DIRECTOR:** Rachel Ventura

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

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

Legendary Worlds: Meleloni © 2017,  
Legendary Games; Author: Joel Flank.  
First publication August 2017.



Legendary Games  
3734 SW 99th St.  
Seattle, WA 98126-4026  
[makeyourgamelegendary.com](http://makeyourgamelegendary.com)





## LEGAL

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

**Open Content:** Subject to designation as Product Identity (see below), the only portion of this Legendary Games product designated as Open Game Content is the rules content (creature stat blocks and names of skills, etc., taken from the Pathfinder Reference Document) as defined in the Open Game License version 1.0a Section 1(d). The front and back cover, back matter, introduction and Credits page, as well as all other parts of this product including all text not specifically designated as Open Game Content is not Open Game Content. No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

**Product Identity:** The following items are hereby identified as Product Identity, as defined in the Open Game License 1.0a, Section 1(e), and are not Open Content: Legendary Games, Legendary Planet, the Legendary Games Logo, Adventure Path Plug-In, *Stargates*, as well as all trademarks, registered trademarks, proper names (including the names of each character, location, item or monster unique to this product), dialogue, plots, storylines, locations, characters, artworks, and trade dress, but excluding any content that is Product Identity of Paizo Publishing, Inc. (Elements that have previously been designated as Open Game Content are not included in this declaration.)

Reference in non-Open Game Content (thus not covered by the Open Game License) in this work to content owned by others is not a challenge to their ownership and is used under Fair Use.

### OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc. ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent "such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use," "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You

indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, to copy, to distribute, to create derivative works, and to sublicense the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License: Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of the License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

### 15. COPYRIGHT NOTICE

System Reference Document, © 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

The Hyptext d20 SRD, © 2004, Jans W Carton.

The Book of Experimental Might, Copyright 2008, Monte J. Cook. All rights reserved.

The Book of Fiends, © 2003, Green Ronin Publishing. Authors: Aaron Loeb, Erik Mona, Chris Pramas, Robert J. Schwalb.

Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Author Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

Tome of Horrors Complete, ©2011 Necromancer Games, Inc., Published and Distributed by Frog God Games.

Pathfinder Campaign Setting: Technology Guide © 2014, Paizo Inc.; Authors: James Jacobs and Russ Taylor.

Pathfinder Roleplaying Game Advanced Class Guide © 2014, Paizo Inc.; Authors: Dennis Baker, Ross Byers, Jesse Benner, Savannah Broadway, Jason Bulmahn, Jim Groves, Tim Hitchcock, Tracy Hurley, Jonathan H. Keith, Will McDardell, Dale C. McCoy, Jr., Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Sean K Reynolds, Tork Shaw, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game: Advanced Player's Guide, © 2010, Paizo Publishing, LLC; Author: Jason Bulmahn, James Jacobs, Steve Kenyon, Hal Maclean, Rob McCreary, Erik Mona, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, F. Wesley Schneider, James L. Sutter, Owen Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Core Rulebook, © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game: GameMastery Guide, Copyright 2010 Paizo Publishing, LLC; Authors: Cam Banks, Wolfgang Baur, Jason Bulmahn, Jim Butler, Eric Cagle, Graeme Davis, Adam Daigle, Joshua J. Frost, James Jacobs, Kenneth Hite, Steven Kenyon, Robin Laws, Tito Leati, Rob McCreary, Hal Maclean, Colin McComb, Jason Nelson,

David Noonan, Richard Pett, Rich Redman, Sean K Reynolds, F. Wesley Schneider, Amber Scott, Doug Seacat, Mike Selinker, Lisa Stevens, James L. Sutter, Russ Taylor, Penny Williams, Teewynn Woodruff.

Pathfinder Roleplaying Game Occult Adventures © 2015, Paizo Publishing, LLC; Lead Designer: Jason Bulmahn; Authors: John Bennett, Logan Bonner, Robert Brookes, Jason Bulmahn, Ross Byers, Adam Daigle, John Compton, Jim Groves, Thurston Hillman, Eric Hindley, Brandon Hodge, Ben MacFarland, Erik Mona, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Alex Riggs, F. Wesley Schneider, Robert Schwalb, Mark Seifter, Russ Taylor, and Steve Townshend.

Pathfinder Roleplaying Game: Ultimate Equipment (OGL) © 2012, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Ross Byers, Brian J. Cortijo, Ryan Costello, Mike Ferguson, Matt Goetz, Jim Groves, Tracy Hurley, Matt James, Jonathan H. Keith, Michael Kenway, Hal Maclean, Jason Nelson, Tork Shaw, Owen K.C. Stephens, Russ Taylor, and numerous RPG Superstar contributors.

Pathfinder Roleplaying Game Ultimate Magic © 2011, Paizo Publishing, LLC; Lead Designer: Jason Bulmahn; Designers: Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

Tome of Horrors © 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR. Basidiron from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax. Cave Fisher from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Lawrence Schick.

Crystal Ooze from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

Dark Creeper from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Rik Shepard.

Dark Stalker from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Simon Muth.

Dracolisk from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

Frogemoth from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

Giant Slug from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

Ice Golem from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Philip Masters.

Mite from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Ian Livingstone and Mark Barnes.

Nabasu Demon from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

Russet Mold from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

Shadow Demon from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Neville White.

Vegepygmy from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

Wood Golem from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Authors Scott Greene and Patrick Lawinger.

Yellow Musk Creeper from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Albie Fiore.

Yellow Musk Zombie from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Albie Fiore.

Yeti from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

Tome of Horrors III, © 2005, Necromancer Games, Inc.; Author: Scott Greene, with Casey Christofferson, Erica Balsley, Kevin Baase, Lance Hawvermale, Travis Hawvermale, Ian S. Johnston, Patrick Lawinger, Nathan Paul, Clark Peterson, Greg Ragland, Robert Schwalb and Bill Webb.

Angel, Monadic Deva from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

CONTINUED ON PAGE 15

## SPECIAL ELECTRONIC FEATURES

We've hyperlinked this product internally from the Table of Contents and externally with links to the official Pathfinder Reference Document as well as d20PFSRD. If it is in the core rulebook, we generally didn't link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.

## ABOUT LEGENDARY GAMES

Legendary Games is an all star team of authors and designers, founded by Clark Peterson of Necromancer Games, Inc. Legendary Games uses a cooperative, team-based approach to bring you, the Paizo fan, the best expansion material for your game. We are gamers and storytellers first, and we believe that passion shows in our products. So check us out, and Make Your Game Legendary! Visit us on Facebook, follow us on Twitter, and check out our website at [www.makeyourgamelegendary.com](http://www.makeyourgamelegendary.com).





# TABLE OF CONTENTS

|                               |    |
|-------------------------------|----|
| INTRODUCTION                  | 3  |
| PLANETARY GAZETTEER: MELEFONI | 3  |
| NEW MONSTER: ASQUENTI         | 9  |
| NEW RULES                     | 10 |
| ADVENTURE HOOKS               | 14 |

## SUPERSCRIPT REFERENCES

The following superscripts are used to reference rules not found in the *Pathfinder Roleplaying Game Core Rulebook*. These references have been hyperlinked to online resources in the PDF version and are provided here for your reference

<sup>APG</sup> = *Pathfinder Roleplaying Game Advanced Player's Guide*

<sup>CRB</sup> = *Pathfinder Roleplaying Game Core Rulebook*

<sup>GMG</sup> = *Pathfinder Roleplaying Game Gamemastery Guide*

<sup>TG</sup> = [Companion softcover guide to technology](#).

<sup>UE</sup> = *Pathfinder Roleplaying Game Ultimate Equipment*





# WELCOME TO THE LEGENDARY PLANET ADVENTURE PATH

This product is a part of our line of sword-and-planet adventure products blending science fiction and traditional fantasy in an interplanetary epic that will take your characters to whole new worlds of adventure. Drawing from the pulp sci-fi tradition of Edgar Rice Burroughs, Jack Vance, and their contemporaries, this adventure saga spans exotic worlds filled with alien races and ancient secrets, as the heroes must confront interstellar conspiracies and unravel long-lost mysteries if they are to save the galaxy from annihilation, or even just find a way home. Whether you favor the *Starfinder Roleplaying Game*, *Pathfinder Roleplaying Game*, or the 5th edition of the world's most famous RPG, when you see the Legendary Planet logo you'll know you are getting an adventure that is quite literally out of this world.

The all-star team of designers here at Legendary Games is committed to bringing you—the busy GM or player—the absolute best third party support for your Pathfinder campaign. To deliver on that commitment, we've assembled the best of the best of current gaming authors, designers and layout experts so that you can feel comfortable that Legendary Games products will be the most creative, balanced, dynamic, and exciting content you can find anywhere. Bringing talented creators together on projects they pursue with passion is what helps us make products that are as beautiful and enjoyable to read as they are fun to play at the table. Pick up the Legendary Planet Adventure Path today, and **Make Your Game Legendary!**



# WHAT YOU WILL FIND INSIDE LEGENDARY WORLDS

The **Legendary Worlds** series brings you an amazing array of richly developed planets ripe for adventure no matter your game system of choice. From fantastic asteroid hives to burning foundry planets and from endless ocean worlds to dreamlands of mystery and magic, you'll find fantastic opportunities for adventure for your heroes, with hooks to draw them in and delightfully detailed history, culture, geography, and some new surprises on every planet. You can use these in conjunction with an ongoing adventure saga like the **Legendary Planet Adventure Path** from Legendary Games or with any sci-fi campaign that spans the spaceways. Never fear to let your players explore what lies beyond the next stargate or hyper-jump, because with **Legendary Worlds** there's always a world of adventure waiting for them!

Legendary Games has brought together a group of authors, artists, and contributors—including industry veterans as well as talented newcomers—all in an effort to create products for your favorite roleplaying games that are both inspiring and unique. Combining rich story and background with beautiful aesthetics, we hope to create gaming experiences that are second to none. This product follows in that proud tradition, and we hope you enjoy using it as much as we enjoyed making it. Game on!

- Jason Nelson





## A WARTORN COLONY WORLD

*Keep your eyes on the nets, boy. The fish don't fight back, but we gotta get 'em on ship quick. If we don't, the damn 'squents will steal them out from under us. If we're lucky, that's all they'll do. Make sure your laser's fully charged. If they decide we're tastier than fish, they'll spring outta the sea and stun you before you can spit. Can't rely on the sonar, neither, it's like they're invisible, they never show up on the scopes. - Wourtaka, Fishing boat captain*

Melefoní is a remote world, far from well-traveled space lanes. Its once pristine oceans spanned the globe, and the dominant species lived in harmony with nature and other creatures they shared their world with. By the standards of star faring races, the asquenti were primitive, but they lived peaceful lives: hunting for food, wandering as the currents took them, and exploring the wonders of the depths. All of that changed three hundred years ago, when a massive colony ship was damaged while journeying through hyperspace, and was sent off course and out of control. Through the heroic efforts of its crew, the *Trailblazer* crashed into the waters of Melefoní, saving most of its crew and passengers. While their hyperdrive was hopelessly ruined, the survivors found themselves on a world which seemed uninhabited, not thinking to check the depths for intelligent life. They converted the *Trailblazer* into their capital city and started building a new future, unconcerned that they weren't at their intended destination. Unfortunately, the combination of the *Trailblazer's* impact, leaked radiation from its jettisoned hyperdrive, and the alien microbes brought from their homeworld began a catastrophic chain reaction in the ocean depths. The change cascaded throughout the ecosystem in just under a year, drastically harming the environment, and disrupting the peaceful Melefonin way of life. Now, the alien colonists and the natives fight for resources and dominance, regularly skirmishing, while only a minority on either side seeks a peaceful resolution to centuries of conflict.

## PLANETARY GAZETTEER

For time untold, Melefoní was a pristine water world, with sparkling blue oceans covering almost the entirety of the planet's surface. Only a few small muddy landmasses marred the oceanic paradise. A rich marine ecosystem developed, and intelligent life created civilizations. In the modern era, the dominant intelligent species are the asquenti, a humanoid race with much in common with mantis shrimp. During this period, known as the Blue Age, the asquenti lived in harmony with the ocean, nurturing and raising schools of fish to ensure they didn't deplete their food sources via hunting, and defending their territory from infrequent attacks by krakens and their primitive sahaugin shock troops.

Three hundred years ago, all this changed when the human led colony ship *Trailblazer* plunged into the ocean world. The humans and their allies adapted to their circumstances and learned to survive on their new home, but the native asquenti were transformed from peaceful protectors of the oceans into militant defenders of their traditional territories. While the starfaring colonists refer to this as Planetfall, the asquenti call it simply The Corruption, and had no conception that this was caused by aliens. They couldn't understand why their world simply changed, and perceived themselves as harshly

abandoned by their patron god, Darbokken. Ten years later, the colonists first encountered the asquenti. While hauling a netful of awlfish into her boat, an explorer and fishing boat captain named Karloni Dreyfa met an asquenti hunting party. The asquenti viewed this as theft from their hunting grounds, and confronted Dreyfa and her crew. When one of the asquenti hunters tried to forcibly take the netful of fish, Dreyfa burned a hole through his chest with her laser rifle, thinking her superior firepower and technology would easily scare off the primitive shrimpfolk. She was horrified when the asquenti returned fire with their sonic empowered pincers. Before long, half of her crew was dead, along with all but a single survivor of the hunting party.

After this violent initial clash, the colonists rapidly developed advanced submarines to explore and stop the asquenti threat from the deep. Mayor Alino Thressed ordered a preemptive devastating attack to dissuade their dangerous neighbors from thinking to attack the spacefarers. This nearly wiped out the closest asquenti colony, slaughtering thousands. The few survivors scattered to other nearby asquenti settlements, spreading word of the marauders from the surface.

To counter the offworld technology unlike anything they had seen before, asquenti scholars applied their innate understanding of sonic technology to create what they saw as the opposite of the invading submersibles. These supermersibles created a sonic sheath around a massive ovoid of water, forcing it to stay within the boundaries of the sonic perimeter. This allowed the asquenti to travel to the surface without leaving their watery environment. Using a fleet of supermersibles to breach the surface, and even fly above it, 5 neighboring asquenti colonies launched a massive counterattack on the *Trailblazer*, beginning a 12-year-long war.

Two things brought the war to an end. First, the distracted asquenti neglected their patrols of the deep ocean, and a kraken assault nearly wiped them out while the majority of their forces were engaged with the starfarers. Simultaneously, the wandering typhoon, Hundoon smashed into the *Trailblazer*, swamping, and nearly sinking the entire floating city. With both sides decimated by both the war and external threats, they quickly sued for peace. However, the seeds of distrust were sown deep, and both sides doubted each other's sincerity. A tense state of cold war followed, with occasional flare ups into pitched battle. The threat of all-out war hangs over Melefoní to the present day. After several repeat visits from Hundoon, the starfarers struggled to ensure a way to survive the ferocity of the typhoon, to no avail. Fifty years ago, a young Mayor Fristed Golofon discovered a way to ensure future assaults from the Living Storm would no longer endanger the capitol. Explorers returned from the deep interior of the swamp covered minor continent of Mirdon. They brought diplomatic entreaties from the hag coven which ruled there. Mayor Golofon brokered a deal with the Sisters of the Dark Mire to maintain a permanent zone of placid, temperate weather around the *Trailblazer*,



which would blunt even the power of Hundoon. In exchange, the starfarers agreed to send a dozen young adults to the coven each year. Most never returned, but each year some of the women were returned, and always pregnant. Over the years, their changeling offspring grew to adulthood within the *Trailblazer*. Many embraced their heritage, and formed a sleeper force loyal to the hags, while funneling intelligence and knowledge of foreign technology to their true mothers.

## CLIMATE

Before the arrival of the *Trailblazer*, Melefone was a paradise, with balmy temperatures across the majority of the world, cooled by gentle breezes. The oceans were bright sparkling blue, and even the Living Storm was only able to briefly disrupt the weather where it passed for a short period. The crash of the damaged *Trailblazer* released a cocktail of exotic chemicals, microbes, and radioactive isotopes into the waters of Melefone, precipitating a catastrophic environmental change which spread far beyond expectations. The unique mix released into the ocean acted as a catalyst to a chain reaction which was self-replicating and within a year had spread throughout the entire planet. The asquenti refer to this event as The Corruption.

Now, the climatic patterns of the entire planet are changed, almost a mirror image of the paradisiacal world from before. The oceans have transformed into a murky green-brown liquid, and temperatures now vacillate between humid and hot enough to cause steam to rise from the surface of the water, to just above freezing. Winds can fluctuate between entirely calm or raging storms, and massive hurricanes and typhoons are regular events. Hundoon has gained strength, and is even more unpredictable than before. Many theorize that he is responsible for the increased storm activity planet-wide.

## GEOGRAPHY

Melefone's fluid nature precludes stable geographic features over most of the surface, but beneath the waves, there are more enduring landmarks.

**Diomendes Fjords:** A veritable maze of canyons winds through these undersea cliffs. The tops of the cliffs are jagged and sharp, and either rise a few hundred feet above the surface, or end just below the waterline. They stretch for hundreds of miles making a roughly circular hazard to ship travel upon the surface of the ocean. The interior of each fjord forms a water-filled network of tunnels which are exposed at the waterline, allowing creatures to surface for air anywhere in the area. When viewed from above, the entire region has features which look oddly regular, despite no obvious pattern being present. Computer analysis shows some form of fractal design, but not from any recognizable geometry.

The fjords are carpeted with giant anemones, and various marine ambush predators lurk within them or concealed in

the curving passages. An unusual number of *atuikakura*<sup>B6</sup> hunt the canyons, preying on the kapoacanth tribes which live in the fjords. Eels of all sizes thrive in the environment as well, from the kelp eels which are delicacies throughout the oceans to giant moray eels as well as rare titan eels which barely fit in some of the fjords. Rumors abound of secret passages under the ocean floor deep in the center of this region that lead to a vast air-filled cavern.

**Hundoon, the Living Storm:** This hurricane moves about the planet seemingly at random. At times, it stays in place for days, weeks, or even years, but more often, it scours the surface, destroying anything in its path. Hundoon is also the physical form of the deity of the same name, which causes the storm to move with a purpose at his whims. One of the few constants about Hundoon is the eye at the center of the storm. This safe zone is about 100 miles across, and would be a haven from the winds surrounding it, if there were a way to safely reach the eye.

The storm ranges in size from 400 to 1,000 miles across, with 600 miles being most common. The power of the storm also causes the waters beneath it to be treacherous, dashing creatures which get too close about like ragdolls. The waters around the storm often spawn waterspouts that streak off from the main body of the hurricane. Several large rocks are perpetually caught in the winds of the storm, orbiting and held aloft by the ferocious winds. A few of these are hundreds of feet across. Within the storm live air elementals, as well as a small number of *yrthaks*<sup>B2</sup>, which have learned to navigate the outer edges of the storm, making lairs on the larger rocks within its grasp.

**Icerift Abyss:** The largest underwater crevasse on Melefone, this rift in the ocean floor is the center of the kraken empire. Measuring over 4,000 miles long and over a hundred miles wide at points, the abyss is near the polar region of the planet. The waters near the rift rarely rise more than a few degrees above freezing. The shallowest depths of the abyss are five miles below the ocean floor, and the full extent of the deepest regions are unexplored, except by the krakens themselves.

The krakens generally keep to themselves, with some ruling sahuagin tribes and building armies to overwhelm the asquenti, others study the changes to Melefone's oceans since the Corruption and the technology which the starfaring colonists have brought, and some simply brood with only their inscrutable thoughts for company. While solitary in their own endeavors, they communicate with each other enough to ensure they don't interfere with each other's plots and plans, but refrain from actually helping one another.

**Midron:** The only continent on Melefone, Midron is covered almost entirely with swamps interspersed with muddy ochre spits of land. Measuring 700 miles by 500 miles, Midron is more than 10 times the size of any of the scattered islands on the planet, and the only one with a varied ecosystem. There are scattered copses of cypress and mangrove trees, as well as ever-present dangers such as quicksand, poisonous wildlife, and water filled sinkholes. Vermin abound, as well as festering areas which are rife with disease.





The most common intelligent inhabitants on Midron are goblins, with hundreds of tribes scattered throughout the swamps. None of these tribes are the actual masters of the land, as covens of hags use them for cattle, slaves, or primitive societies to rule. Chuul are common around the coasts, and at least one extended family of black dragons lairs on Midron.

Lake Ocontara is the largest body of freshwater on Midron, located 200 miles inland. The lake is highly contested territory, with regular battles to control its valuable fishing grounds and potable water. The goblins never explore beyond the coast of the lake, as it's the breeding ground for *mokele-mbembe*<sup>B6</sup>. These lake monsters raid the coast of the lake to gorge upon goblins who fail to flee into the swamps when they approach.

**Red Kelp Jungle:** One of the few regions to have a consistent climate since the Corruption, this underwater jungle is located over a geothermal vent, which keeps the surrounding ocean uncomfortably warm, just short of boiling. The jungle is made of crimson kelp grown to fantastic size, with diameters averaging 10 feet across. The

jungle is a thousand miles long, but only 50 miles wide for most of that length. The center mile floats directly over the vent, where the water is hot enough to scald creatures not resistant to fire. Sages speculate the vent itself might contain a portal to the Plane of Fire, which keeps the surrounding ocean from cooling the region.

The only sahuagin tribe which doesn't reside in kraken dominated undersea fissures stalks the jungle. The Fire Shark tribe is further unusual for their uncommon heritage, with a strong strain of ifrit blood running through their veins. The entire tribe has a bright red coloration, granting them a +5 racial Stealth bonus within the Red Kelp Jungle. They also have fire resistance 5, and fully half of the tribe are four-armed mutants, with nobles and leaders having the advanced template or being giants and Large sized.

**Velektar Archipelago:** This chain of small islands extends north of Midron. Hundreds of islands and atolls make up the range, with most being no more than a few miles long. Several are between 10 and 50 miles across. While many of the islands are similar in nature to Midron, many have unique ecosystems, inhabited by isolated creatures



not found elsewhere on Melefone. Many of the smaller atolls are home to tribes of **grindylows**<sup>B2</sup> who fight with their terrestrial goblin cousins over prime territory. Some islands have strange ruins deep in their jungle interiors, showing a sophistication and engineering prowess foreign to any known surface civilizations.

## SOCIETY

The *Trailblazer* colonists live in their converted starship, which now is a floating city. The majority of the citizens are descendants from the original colonists, with only a few natives making a life here. The major industries are fishing, manufacturing, and hydroponic agriculture. There's large enough surplus to sustain a sizable population of scholars, artists, engineers, and philosophers. Most menial labor is performed by **robots**<sup>B5</sup>, freeing up the citizenry to pursue more complicated or technical work. The population has almost doubled since the *Trailblazer* was converted into a city, which now strains both the living space and engineering capacity of the city.

The *Trailblazer* is governed by an elected council, led by a hereditary mayor. The current Mayor Fristed's chief concern is running an efficient colony governed by the rule of law. He leads the traditional and conservative Efficiency Party, which is concerned with keeping the status quo. To ensure a traditional way of life and prosperity, the Efficiency Party broker deals and make compromises, as well as overlooking segments of society which don't fully benefit from their traditional form of government. As long as the families descended from the ship's original command crew maintain their way of life, the Efficiency Party is willing to oppress others.

The primary opposition party is the Warhawk Party. Their main platform is that they've squandered their superior technological advantage and should use it to dominate the more primitive societies of Melefone, forcibly expanding their territory at the expense of the natives. The Warhawks are led by councilmembers Harken and Donesse, and have the support of the mayor's daughter, Admiral Golofon. They're attempting to leverage the *Trailblazer's* scientists and engineers to develop new floating cities. This will relieve the overpopulation pressures on the city, and incite war with the asquenti, which will allow the Warhawks to take full control, and impose military rule.

The smallest political party on the *Trailblazer* is the Pure Water Party, which believes that it's their sacred and moral duty to fix the environmental damage caused by the *Trailblazer's* crash. If they can somehow reverse the changes made by their ancestors, they believe they can form an egalitarian society, in which both colonists and natives can live in harmony in a single culture taking the best from both, and leaving warmongering traditions in the past. They recently elected council member Dreyfa, hoping that she can rectify the damage done by her ancestor during

## TRAILBLAZER

LN Metropolis

**Corruption** +4; **Crime** +4; **Economy** +6; **Law** +2; **Lore** +3; **Society** +8

**Qualities** academic, prosperous, racially intolerant (asquenti), strategic location, technological hub

**Danger** +10

### DEMOGRAPHICS

**Government** Council

**Population** 40,000 (24,000 humans, 9,000 ratfolk, 4,000 androids, 2,000 half-orcs, 600 goblins, 200 changelings, 200 asquenti)

### NOTABLE NPCs

**Mayor Fristed Golofon** (LN old male human aristocrat 4/investigator<sup>ACG</sup> 6)

**Council member Cortwain Martonelli** (N male human alchemist<sup>APG</sup> 7)

**Council member Gor-tauk Harken** (LN male half-orc brawler<sup>ACG</sup> 9)

**Council member Synterissa Fagent** (LE female changeling mesmerist<sup>OA</sup> 6)

**Council member Vantessa Dreyfa** (LG female human ranger 10)

**Council member Yisterak Donesse** (LE female ratfolk<sup>B3</sup> rogue 8)

**Admiral Kareen Golofon** (LE female human gunslinger<sup>UC</sup> 6)

### MARKETPLACE

**Base Value** 27,000 gp; **Purchase Limit** 180,000 gp;

**Spellcasting** 8th

**Minor Items** all; **Medium Items** 4d4; **Major Items** 3d4

### SPECIAL QUALITIES

**Technological Hub** The *Trailblazer* is the center of technology and research on the planet, and the origin of all advanced technology on the planet. It has multiple laboratories, and is capable of manufacturing most technological items. (Increase the base value and purchase limit by 30%, all technological items available for purchase except for starships and starship components.)

first contact with the asquenti. The Warhawks view the Pure Water Party as traitors, and both groups clash not only in the political arena, but in clandestine pursuits. Spies from the Warhawks looking for proof that the Pure Waterites have illegal diplomatic contact with asquenti tribes, without council approval.



Council member Donesse is nominally part of the Efficiency Party, but actually represents several crime lord families. She plays various parties against each other, keeping them from looking too closely at the seedy underbelly of the *Trailblazer*. She'll make any deal to prevent discovery of the full extent of the drug trade and illegal fighting pits hidden in the bowels of the engineering sub-structure of the city.

Below the waves, asquenti tribes dominate the oceans, living in coral colonies grown into fantastic structures. The Corruption provoked a sudden change in their biochemistry, disrupting their traditional way of life. They now react with violence towards any perceived threat, rather than their traditional harmonious balance with their environment. Smaller tribes now live primarily by raiding and hunting, while the three largest colonies rule vast territories, each with a unique culture. The Whiteleg colony actively struggles with the changes induced by the ecological shock to their world. They try to fight their instinct to slaughter invaders and trespassers, but must struggle to keep their rage under control. The Whitelegs have established peaceful trade and diplomatic relationships with the offworlders on the *Trailblazer*, but are constantly on guard not to succumb to their violent instincts. They know the Warhawk party tries to provoke a fight with them and obliterate the fragile peace. The few remaining priests of Darbokken are from the Whiteleg colony, guiding the colony to retain their traditional ways. Without their divine blessings, the Whitelegs would have lost their challenging internal battles, and fallen to the constant urge to fight rather than build. The Glassessence Colony creates their coral homes from a rare transparent coral. Generations of asquenti raised among the rare coral have adapted to it, and display several variant traits, including a racial bonus to Stealth checks and a strong affinity for water magic. The Glassessence asquenti have developed a tradition of stalking their prey rather than direct military actions. They fight from hiding and produce the finest ninjas and assassins under the waves. Even with the paradigm of violence now ruling the asquenti, few tribes wish to anger the Glassessence, and face swift, silent execution while thinking they're secure in their strongholds. Instead, other colonies and tribes hire Glassessence ninja to eliminate key leaders and sabotage their enemies.

The most powerful colony is that of the Colossal Tiger asquenti. When the Corruption transformed the oceans, the Tiger colony was most affected. Along with the bloodlust which drives most asquenti today, the Tiger colony grew in size and physical prowess. Many of their members are merely larger and stronger than typical, but one in six grows to Large size. These giants have assumed most leadership roles in the colony, and use their increased size and strength to bully their weaker kin. Other asquenti have granted their colony the honorific 'Colossal' out of both awe, and to appease the Tiger

asquenti, hoping to turn their war machine towards others. The Colossal Tiger colony are the most aggressive asquenti on Melefoli, and have led several major assaults on the invaders to their world. Between attacks, they grow their fleet of supermersibles, preparing to invade the skies above the ocean just as the invaders come beneath the waves in submersibles.

## RELIGION

Three major religions are native to Melefoli. In addition to these, smaller tribes often worship empyreal lords, archdevils, demon lords or other demigods. The starfaring colonists of the *Trailblazer* have brought their deities from their homeworld, but many also appease Hundoon.

### DARBOKKEN, THE GUIDING TIDE

*Goddess of the ocean's bounty and harmony with the natural world.*

Alignment:

NG

Domains: Animal, Community, Good, Protection, Water

**Subdomains**<sup>APG</sup>: Agathion, Defense, Fur, Home, Oceans, Purity

Favored Weapon: Net

Symbol: Purple, red, and yellow tri-colored sea cucumber

Darbokken is the benevolent deity who guided and nurtured the asquenti to be a civilized peaceful race. When the Corruption shifted their nature towards savagery, the sudden change in her worshippers' nature overwhelmed Darbokken's gentle nature. She retreated from mortal affairs, and was in turn abandoned by her worshippers. As some asquenti resist their warlike urges, their attempts to reconnect with Darbokken are unanswered, and most believe her to be either dead or forever beyond their reach. Their prayers aren't completely unheard, and Darbokken has begun to again watch Melefoli with guarded optimism.





## HUNDOON, THE LIVING STORM

*God of nature's wrath and destructive might.*

Alignment: CN

Domains: Air, Destruction, Chaos, Madness, Weather

**Subdomains**<sup>APG</sup>: Wind, Catastrophe, Insanity, Protean, Rage, Storms

Favored Weapon: Bola

Symbol: Whirlwind with three dark eyes

Hundoon resides in the atmosphere of Melefoni, without a divine realm in the outer planes. He rages with jealousy against the underwater realms beyond his reach, no matter the strength of his winds. He instead lashes out at the surface of Melefoni, destroying all within his reach, and scouring the surface of the small land masses of the world. Many believe that Hundoon is the reason there is so little land on the planet. His worshipers emulate him, destroying whatever they can, or seek to appease him to spare them.

## VULNATATOA, TENTACLED PUPPETEER,

### POWER BEHIND THE MULTIVERSE.

*God of multi-layered plots and manipulations.*

Alignment: NE

Domains: Charm, Darkness, Evil, Knowledge, Rune

**Subdomains**<sup>APG</sup>: Daemon, Envy\*, Loss, Memory, Thought, Wards

Favored Weapon: Dagger

Symbol: 4 back tentacles rising from a rift

Vulnatatoa rarely shows his true form, preferring to manipulate and control others, showing only his black tentacles. His most devout worshipers don't know his true form. When rarely depicted fully, he is shown as a gigantic mass of tentacles, with no central body. While not the kraken's patron deity, their resemblance to him in both physically and their machiavellian plots to control others from hiding cause many to follow his teachings.

## POINTS OF INTEREST

The following features are of especial importance to visitors and natives of Melefoni alike.

**Coral Gate:** A massive arch made of dried, dead coral stands on one of the more remote islands of the Velektar Archipelago. How the hundred-foot structure came to be on the surface is unknown, but ancient myths speak of the Coral Gate leading to seas on other worlds among the stars. Explorers of the Coral Gate often come back acting strangely, hosts of the intellect devourers which infest the island. **Esteria:** This island is hidden from discovery due to its unique location. Esteria floats in the eye of Hundoon, always staying perfectly in the calm center of the storm. Any who succeed in braving the dangers and can get to the island,

find a wondrous palace. A tropical paradise filled with idyllic gardens and inhabited by a strange assortment of placid beasts not found elsewhere on Melefoni.

Past the gardens, the graceful lines of a palace seem to defy gravity, stretching impossibly high into the air. Swooping bridges connect multiple towers, yet have no visible form of support. Upon a visitor's first exploration, the interior is lavishly furnished, but oddly empty of residents. Eventually, the master of the castle, Zenab, a half-gold dragon, greets visitors. Dressed in resplendent robes, embroidered with intricate designs, Zenab acts the gracious host. A glowing tattoo is always visible on his chest, in simple script reading "M14". He politely greets visitors, and welcomes them to enjoy refreshments and be his guests, but is evasive about the island and his activities. He directs his **gray**<sup>B5</sup> servants to attend his guests needs. Whether visitors accept his hospitality or not, Zenab attempts to capture them, using methods subtle or direct, as needed.

Captured guests are added to his subterranean menagerie and experimental stock of humanoids. His captives hail from all over the galaxy, ranging from common races like humans and dwarves, to exotic lemurfolk and three-bodied beings connected by fleshy filaments from Korak VI. Zenab performs genetic and social experiments on his stock, observing results over centuries, but inscrutable to his prisoners. Rumor among the prisoners is that he seeks to create the perfect humanoid. Some speak of rarely seeing another half-dragon, but with a different tattoo, and mention other laboratories, but these are hardly distinguishable from mad ravings.

**Mirespire:** The home of the Sisters of the Dark Mire, this tower rises from the deepest swamps of Midron. The outer surface of the spire constantly oozes mud and slime and is both mildly acidic and poisonous. The surrounding swamp is home to a mutant species of Gargantuan variant **muckdwellers**<sup>B5</sup>, which are immune to acid and poison, and spray the contaminated waters at prey.

The spire itself features alchemy labs, summoning rooms, and profane shrines to Hundoon, as well as the personal chambers of the hags. From their lair, they meet with their most trusted agents, and hatch nefarious plans to corrupt and control all other species on Melefoni. Their goblin minions deliver their annual tribute from the *Trailblazer* here, but rarely approach the spire otherwise. After mating with the men, they magically transfer their progeny into the women, and return them the following year, bearing their changeling daughters.

**Hard Water Arena:** This transparent underwater arena is made of walls made of rigid water, created by sonic resonance generators. The labyrinthine structure is impossible to navigate by sight, but allows spectators to watch combatants fight to the death. The arena masters regularly reconfigure the layout and dangers of the arena, to keep both gladiators



and spectators on edge for what new surprises and death traps await. Common hazards are underwater beasts, razor-water walls, and summoned elementals. Gladiators come from all tribes and colonies of asquenti, seeking fame and fortune. The current champion is Fooreski of the Glassessence Colony, a ninja of unsurpassed skill. She often kills enemies after luring them into other hazards in the arena.

**Wreck of the *Awlfish's Pride*:** In the years after first contact with the asquenti, Karloni Dreyfa's fishing boat suffered a succession of accidents and mishaps. Rumors swirled around that the ship was cursed for its part in the massacre. Shortly after the Asquenti War, the *Awlfish's Pride* embarked on her final voyage, never returning to the *Trailblazer* after disappearing in a sudden storm. The *Pride* is a common fixture in ghost stories, its spectral form gliding through the night, presaging accidents and grisly deaths. The wreck itself lies on the ocean floor, where spirits of the crew and malevolent phantasms of the brutal first contact between humans and asquenti haunt the wreck. The unquiet dead can only finally rest once peace reigns over the colonists and asquenti.

## ASQUENTI

*This pink-shelled tauric crustacean scuttles closer. A slight humming sound comes from its substantially larger pincer.*

| ASQUENTI   |  | CR 2 |
|--|--|------|
| XP 600   |  |      |
| N Medium monstrous humanoid (aquatic)  |  |      |
| <b>Init</b> +2; <b>Senses</b> darkvision 60 ft., incredible sight; <b>Perception</b> +7  |  |      |
| DEFENSES   |  |      |
| <b>AC</b> 15, touch 12, flat-footed 13 (+2 Dex, +3 natural)  |  |      |
| <b>hp</b> 25 (3d10+9)  |  |      |
| <b>Fort</b> +4, <b>Ref</b> +5, <b>Will</b> +4  |  |      |
| <b>Resist</b> sonic 10   |  |      |
| OFFENSE  |  |      |
| <b>Speed</b> 20 ft., swim 60 ft.   |  |      |
| <b>Melee</b> sonic pincer +5 (1d6+2 + 1d6 sonic + stun), pincer +5 (1d4+1)   |  |      |
| <b>Ranged</b> sonic lance +5 (1d8 + stun)  |  |      |
| STATISTICS   |  |      |
| <b>Str</b> 14, <b>Dex</b> 14, <b>Con</b> 16, <b>Int</b> 10, <b>Wis</b> 12, <b>Cha</b> 8  |  |      |
| <b>Base Atk</b> +3; <b>CMB</b> +5; <b>CMD</b> 17   |  |      |
| <b>Feats</b> Deadly Aim, Point Blank Shot  |  |      |
| <b>Skills</b> Knowledge (nature) +7, Perception +7, Swim +16, Survival +11; Racial Modifiers +4 Knowledge (nature), +4 Survival            |  |      |
| <b>Languages</b> Asquenti, Aquan   |  |      |
| ECOLOGY  |  |      |
| <b>Environment</b> temperate or warm ocean   |  |      |
| <b>Organization</b> solitary, pair, troupe (3-8), assault (9-20 plus 1 4th level lieutenant), army (21-100 plus 1 4th level lieutenant per |  |      |

20 adults, 1 7th level spellcaster specialist, and 1 8th level captain), colony (100 to thousands led by a 10th level or higher general)

**Treasure** NPC gear (water sheath, sonic grip, other gear)

### SPECIAL ABILITIES

**Incredible Sight (Ex)** An asquenti's eyes pick up colors well beyond human range, and it can see perfectly in all light conditions. As long as it is not blinded, it is treated as if it has blindsight 60 feet.

**Sonic Lance (Ex)** As a standard action, an asquenti can snap its sonic pincer to make a ranged touch attack against a target within 100 feet with a ray of sonic energy, stunning the target for 1 round (DC 14 Fortitude negates). The save DC is Constitution-based. **Sonic Pincer (Ex)** One of an asquenti's pincers is significantly larger, snapping shut with supersonic speed. This pincer deals greater damage than its other claw, plus 1d6 points of sonic damage. In addition, a creature struck is stunned for 1 round (DC 14 Fortitude negates). The save DC is Constitution-based.

Asquenti live in the shallow and upper reaches of the world's oceans, using their innate sense of the waters around them to hunt for prey with their sonic lance. Once a foe is stunned, asquenti swarm them and finish them off with pincers, hoping to keep them stunned and non-resistant. As apex predators, they have undisputed dominance of their territories.

Asquenti colonies can have several thousand residents, and create wondrous coral cities, coaxing the living coral into useful structures. Scholars and technologists use a combination of subsonic frequencies and their knowledge of the marine world to rapidly increase coral growth and grow buildings in a matter of weeks. Asquenti colonies regularly patrol their territories, ensuring their food isn't poached by others, as well as looking out for kraken agents lurking in the depths.

Their sense of the natural world around them is particularly sensitive to foreign technological or magical pollutants. Not only do these threaten their habitat and their food sources, but an excess of pollutants in their waters catalyzes biochemical reactions in asquenti. These changes affect their psychology to be more militant, and inflame their passions, causing them to attack the cause of the disruption. While this doesn't turn asquenti into mindless killing machines, it does strengthen their martial instincts, causing most asquenti to become aggressive to all outsiders. Most asquenti assume land dwellers pollute their waters, and even when their home waters are pristine, asquenti have an innate distrust of land dwellers. Persistent peaceful overtures can overcome this distrust, especially in the asquenti who fail to succumb to their biochemical drives.

A typical asquenti stands 7 feet tall and weighs 500 pounds.





Since asquenti are highly susceptible to chemical or magical changes in their environment, there are many variant species in the oceans of Melifoni.

Colossal asquenti (CR 4) asquenti sometimes grow to Large size, gaining the Giant template. This mutation also grants the blood rage and ferocity universal monster abilities.

Scintillating asquenti (CR 3) asquenti adapted to the deepest trenches of the ocean have developed both a source of light and an additional defense mechanism. By oscillating the frequencies of their sonic snap, they cause their carapace to glow and rapidly shift colors. This emits light equivalent to a candle. Once per day can use this technique to create a spell-like ability to cast *hypnotic pattern*, centered on themselves. At 8 HD, they can instead use it as *rainbow pattern*. Scintillating asquenti are immune to these spell-like abilities of other scintillating asquenti. They also gain the light-blindness weakness.

Transparent asquenti (CR 3) Asquenti who are born near transparent coral gain a +8 racial bonus to Stealth, and if underwater and not moving, gain concealment. They also gain an affinity for water magic, gaining +1 caster level for any spell with the water descriptor. Such spells also have their DC increased by 1.

## NEW RULES

The following new feats and technology are common among the asquenti. The focused elemental water school is often studied by asquenti wizards, while the envy subdomain is selected by priests of Vulnatatoa.

### INFRASONIC RAY

You can modulate your sonic lance to induce vertigo.

**Prerequisites:** asquenti, Wis 13, base attack bonus +6

**Benefit:** Instead of becoming stunned, the target of your sonic lance becomes nauseated for 1 round per every 2 HD you possess if it fails its Fortitude saving throw. You may convert your sonic lance to an infrasonic ray once per day for every 3 HD you possess.

### SONIC ADEPT

You learn how to intensity the frequency of your sonic attacks.

**Prerequisites:** asquenti, Wis 13, Infrasonic Ray, base attack bonus +10

**Benefit:** Your sonic lance damage increases to 2d8, and your sonic snap damage increases to 2d6.

### SONIC BOOM

You can affect multiple targets with your sonic lance.

**Prerequisites:** asquenti, Wis 13, Infrasonic Ray, base attack bonus +8

**Benefit:** You convert your sonic lance into a 100 foot long line, affecting all creatures within the area of effect. Any who fail their Fortitude saving throw are stunned for 1 round. Sonic Boom uses the same pool of uses per day as Infrasonic Ray, and you add 1 additional use per day to the pool.

### SONIC MASTERY

You have learned the most advanced techniques of devastating your enemies with sonic attacks.

**Prerequisites:** asquenti, Wis 13, Infrasonic Ray, Sonic Adept, Sonic Boom, base attack bonus +12





**Benefit:** You gain two additional uses of either Infrasonic Ray or Sonic Boom per day. If you expend three uses, you can combine the effects of both feats into a line. Creatures who fail their Fortitude saving throw are first stunned for 1 round, and then nauseated for 1 round per every 2 HD you possess. If they succeed in their saving throw, they are instead sickened for 1 round per every 2 HD you possess.

ENVY SUBDOMAIN

**Associated Domain:** CharmReplacement **Power:** The following granted power replaces the charming smile power of the Charm domain. *Greedy Gaze (Su):* At 8th level, you can focus your envy into a gaze attack at a single creature per round. If the target fails a Will save with a DC of 10 + 1/2 your cleric level + your Wisdom modifier, it must give you its most valuable possession. If adjacent to you, it hands you its most valued possession on its person. If not adjacent, it must first spend actions to move adjacent to you, as quickly as possible, using any form of movement or ability. In subsequent rounds, the target must give you its next most valuable possession. The total number of rounds of this effect per day is equal to your cleric level. The rounds do not need to be consecutive, and you can dismiss the effect at any time as a free action. Each attempt to use this ability consumes 1 round of its duration, whether or not the creature succeeds on its save to resist the effect. This effect is a mind-affecting compulsion.

**Replacement Domain Spells:** 1st—demand offering<sup>OA</sup>, 6th—envious urge<sup>UM</sup>

FOCUSED WATER ELEMENTAL SCHOOL

HYDRAULIC SCHOOL

**Associated School:** Water<sup>APG</sup>

**Replacement Powers:** The following school powers replace the cold blast and wave powers of the water school.

*Pressurized Blast (Su):* As a standard action, you can unleash a blast of pressurized water. This blast deals 1d6 points of bludgeoning damage + 1 point for every two wizard levels you possess as a ranged touch attack to a creature within 30 feet. If the target is underwater, a successful attack dazes

them. If the target is not submerged, a successful attack acts knocks them prone. A successful Fortitude save negates the daze or prone effect and halves the damage. The DC of this save is equal to 10 + 1/2 your wizard level + your Intelligence modifier. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

*Water Form (Su):* At 8th level, you can transform into puddle of water. This acts like gaseous form, except your gain a swim speed of 60 feet instead of a fly speed, and can enter bodies of water. When within a body of water, you gain concealment. While moving through a pipe or narrow space no wider than half your space (2 1/2 feet for a Small or Medium creature), you can move at your swim speed, regardless of which direction the space travels. You can use this ability for a number of rounds per day equal to your wizard level. These rounds do not need to be consecutive.

NEW TECHNOLOGY

Most asquenti technology involves manipulation of sonic waves and energy, often to control water and bind it into useful shapes and forms. Prices assume technology is common in your setting. To adjust for a setting where technology is less common, multiply prices by 10.

SONIC CANNON PRICE 6,000 GP

**Type** Huge siege engine; **Proficiency** exotic (firearms)  
**DMG** 3d10 sonic; **Critical** x2  
**Range** 300 ft.; **Capacity** special; **Usage** 1 charge/hour or special  
**Special** slow-firing, touch; **Weight** 3,000 lbs.

A sonic cannon is a ship mounted weapon which focuses the sonic lance of the asquenti into a formidable blast capable of ripping through the most hardened hulls. A sonic cannon doesn't need an external power source, as long as it's mounted on a ship powered by sonic resonator by asquenti crewmembers using their sonic lance ability. For a sonic cannon not mounted on a sonically powered ship, it requires a standard action from two asquenti to directly power with their sonic lance ability.

A sonic cannon ignores hardness up to 20.

CONSTRUCTION CRAFT DC 32 COST 3,000 GP

Craft Technological Arms and Armor, Military Lab

WEAPONS

| NAME         | PRICE  | DMG  | CRITICAL | RANGE        | CAPACITY | USAGE   | TYPE  | SPECIAL            |
|--------------|--------|------|----------|--------------|----------|---------|-------|--------------------|
| Sonic Cannon | 6,000  | 3d10 | x2       | 300 ft.      | special  | special | Sonic | Slow-firing, touch |
| Water Cannon | 10,000 | 2d8  | x2       | 200-ft. line | 10       | 1       | B     | Push, touch        |



## WATER CANNON

PRICE 10,000 GP

**Type** Gargantuan siege engine; **Proficiency** exotic (firearms)

**DMG** 2d8 bludgeoning; **Critical** x2

**Range** 200 ft. line; **Capacity** 10; **Usage** 1

**Special** push, touch; **Weight** 5,000 lbs.

Water cannons fire a pressurized blast of water in a 200 ft line. All targets in the line take bludgeoning damage and must make a DC 20 Fortitude save or be pushed back 5 feet, plus an additional 5 feet per every 5 they fail the saving throw. Targets who make their save take half damage and are not moved. If the attacker makes a successful touch attack against a single target in the line, that target takes a -4 penalty to their save, and takes full damage even if they succeed. Water cannons mounted on supermersibles can use the water contained on the ship to fire 10 times before running out of ammunition. Whenever the supermersible submerges, this supply is automatically replenished.

### CONSTRUCTION

CRAFT DC 30

COST 5,000 GP

Craft Technological Arms and Armor, Military Lab

## TECHNOLOGICAL GEAR

### SONIC GRIP

PRICE 100 GP

**Slot** none; **Weight** 1 lb.

**Capacity** 20; **Usage**; 1 charge/hour, 1 charge/minute or special

This handheld device transforms sonic energy into kinetic energy. When held, the wielder can use the sonic grip to hold, move, or manipulate any object within 5 feet, with as much control as a human hand. They can use the grip on an object weighing up to 30 lbs., or apply force with an effective Strength of 10. A sonic grip allows fine manipulation of objects, and can be used in conjunction with skills such as Disable Device or Sleight of Hand.

While sonic grips can use batteries, they are most often used by creatures which have the capacity to generate sonic energy naturally. When used by a creature who can deal sonic damage, the relevant ability can power the sonic grip for 1 hour per use of the ability. A sonic grip can be overcharged, to allow holding or moving objects weighing up to 100 lbs, but at a cost of 1 charge/minute. If a creature is using an innate source of sonic energy, overcharging instead causes them to become fatigued after 1 minute of use.

### CONSTRUCTION

CRAFT DC 20

COST 50 GP

Craft Technological Item, Production Lab

## WATER SHEATH

PRICE 1,500 GP

**Slot** body; **Weight** 4 lbs.

**Capacity** 20; **Usage** 1 charge/hour or special

When activated, this mesh vest creates a sonic field that surrounds the wearer. If used underwater, the field keeps a sheath of water two inches thick encapsulating the wearer if they leave the water. The sheath of water around the wearer allows them to breathe water, even when on land. After an hour, the water surrounding the wearer is depleted of oxygen, and no longer allows a water breather to breathe. The wearer must submerge in a body of water large enough for them to fit, and re-active the water sheath to allow another hour of breathable water to allow them to breath in air. The water also acts as a cushioning armor, blunting the force of blows, and protecting the wearer. While the sheath is active above water, it provides DR 2/piercing. Once the sheath has absorbed 10 points of damage this way, the integrity of the field is disrupted, and the water splashes to the ground. This overloads the device, which cannot be activated again for 10 minutes. While water sheaths can use batteries, they are most often used by creatures which have the capacity to generate sonic energy naturally. When used by a creature who can deal sonic damage, the relevant ability can power the sonic grip for 1 hour per use of the ability.

### CONSTRUCTION

CRAFT DC 25

COST 750 GP

Craft Technological Item, Production Lab

## SUPERMERSIBLES

As a response to the starfaring colonists' intrusions into their underwater domain using submersibles, the asquenti applied their ingenuity to creating vehicles which would similarly allow them to take the fight above the surface of the water. The result are craft made of water, and bound into ovoid shapes by a sonic matrix. Supermersibles are propelled by sonic resonance waves, generated by the asquenti crew using their sonic lance abilities. A supermersible cannot function without either asquenti crew, or another form of sonic energy. An alternative source must be able to produce an average of 4 hp of sonic damage per round per asquenti crewmember not present. The spray class and the torrent class ships are the smallest and largest asquenti supermersibles, but other sizes also exist.

## SONIC RESONANCE PROPULSION

Sonic resonance propulsion harnesses the energy of high-frequency sound waves and transforms them into motive force. A ship powered by sonic resonance requires a source of sonic energy. This is typically provided by crew which the ability to generate sonic attacks. Half of the listed crew must be able to generate sonic damage once per minute to maintain the sonic resonance engines.

Alternatively, magic or technology can be used to provide the sonic energy required. The cost of such alternative sources of power are not included in the vehicle's cost.



*Driving Checks:* A vehicle with sonic resonance engines requires a Knowledge (arcana) or Knowledge (engineering) check to be driven. A pilot who can innately generate sonic energy gets a +4 circumstance bonus to drive checks for sonic resonance powered vehicles.

#### SPRAY-CLASS SUPERMERSIBLE

Large air vehicle

**Squares** 4 (10 ft. by 15 ft. diamond shaped); **Cost** 10,000 gp

#### DEFENSE

**AC** 9; **Hardness** 5

**hp** 60 (29)

**Base Save** +1

#### OFFENSE

**Maximum Speed** 120 ft. (flying) or 240 ft. (submerged)

**Acceleration** 40 ft.

**CMB** +1; **CMD** 11

**Ramming Damage** 1d8

#### DESCRIPTION

This nimble fluid mass appears ready to splash through the air even when at rest. A single bulb of water bulges from the front of the vessel, and a high-pitched whine announces its approach when it moves. A single watery chamber is shared by crew, passengers and cargo. A Spray-class supermersible can carry 1 tons of cargo and 2 passengers.

**Propulsion** sonic resonance

**Driving Check** Knowledge (arcana) or Knowledge (engineering)

**Forward Facing** ship's forward

**Driving Device** 5-foot-square sonic resonance engine

**Driving Space** square adjacent to engine that sits near the rear of the ship

**Crew** 2

**Decks** 0 exterior 2 interior

**Weapons** A single sonic cannon is positioned on the front of the ship and can fire forward only.

#### TORRENT-CLASS SUPERMERSIBLE

Colossal air vehicle

**Squares** 128 (40 ft. by 80 ft.); **Cost** 100,000 gp

#### DEFENSE

**AC** 2; **Hardness** 5

**hp** 1,920 (959)

**Base Save** +4

#### OFFENSE

**Maximum Speed** 90 ft. (flying) or 180 ft. (submerged)

**Acceleration** 25 ft.

**CMB** +8; **CMD** 18

**Ramming Damage** 8d8

#### DESCRIPTION

This ship looks like a massive wave lifted from the ocean flying through the air. Menacing blisters dot all sides of the ovoid mass of water. A strange droning hum pervades the air for hundreds of feet around the ship. Passengers and cargo are stored within the supermersible, and chambers can be either flooded or sealed to contain air filled space. A Torrent-class supermersible can carry 50 tons of cargo and 150 passengers or soldiers.

**Propulsion** sonic resonance

**Driving Check** Knowledge (arcana) or Knowledge (engineering)

**Forward Facing** ship's forward

**Driving Device** 10 foot square sonic resonance engine

**Driving Space** 12 squares adjacent to engine that sits near the rear of the ship

**Crew** 50

**Decks** 0 exterior 4 interior

**Weapons** Up to 8 sonic cannons positioned 4 each on the port and starboard sides of the ship. The cannons may only fire out from the sides of the ship they are positioned on, or swivel to fire to the forward or aft of the ship. One forward-mounted water cannon can fire forward only.





## ADVENTURE HOOKS

Melefoni has many opportunities for adventure, both above and below the waves. Whether political intrigue, or exploring lost ruins, these adventures can provide any type of character the opportunity to make their mark and shape the future of this world.

**Divine Return:** One of the Whiteleg asquenti has received a prophetic dream of an asquenti being rescued from sahaugin by a giant sea cucumber. The Whiteleg priests of Darbokken are convinced that after centuries of silence, their goddess is ready to return her blessings to Melefoni. They seek outsiders to investigate, so they won't be fooled by blind acceptance of religious beliefs, and to ensure the dream is true and not a kraken plot.

**Homeworld Bound:** A diplomatic starship streaks into the atmosphere, gracefully landing next to the *Trailblazer*. Yenghen Thurmant, the ratfolk diplomat and his robotic staff and bodyguards are hailed as instant celebrities. A series of feasts and meetings ensues, with each political party believing renewed contact with the homeworld will fulfil their desires, be that increased trade, military might, or scientific knowledge. A few begin to suspect that there is more afoot than a benign restoration to galactic contact, however. What could the real reason for Yenghen's visit be? Are there secrets in the *Trailblazer's* past about why it left the homeworld that are about to be revealed? Is Yenghen simply a con artist taking advantage of gullible isolated colonists? Or are his plans even more sinister?

**Quest for Pure Water:** Rumors abound of a sealed structure in an abandoned asquenti colony from before the arrival of the *Trailblazer*. Rediscovering this colony could find samples of uncontaminated waters from before the Corruption. If true, this could hold the key to reversing the damage to the oceans of Melefoni. But there was a reason the colony was abandoned in the first place.

**Shark in the Shrimp House:** The Colossal Tiger colony has become even more aggressive and warlike of late. The true cause of the change is more than simple bloodlust; The colony has been infiltrated by a group of nemonti, rare sahaugin mutants with the physical appearance of asquenti. Something must be done to stop the Colossal Tiger war machine before a planet wide war threatens to consume the seas. If the nemonti can be exposed, the Colossal Tigers will likely vent their rage at being deceived on the kraken and their sahaugin pawns.

**Underwater Mischief:** Goblins have stolen a submersible and are wreaking havoc on fishing in the area. Find and recover the submersible before they inadvertently start a war between the asquenti and colonists. Determine how the goblins got their hands on the submersible, and ensure that there isn't a greater plot behind the incident.



## CONTINUED FROM PAGE III

Angel, Movanic Deva from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Baphomet from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Daemon, Derghodaemon from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Daemon, Guardian from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Ian McDowall.

Daemon, Hydrodaemon from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Daemon, Piscodaemon from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Neville White.

Demon, Shadow from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Genie, Marid from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Gripli from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Nereid from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Poltergeist from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Lewis Pulsipher.

Mite from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Ian Livingstone and Mark Barnes.

Angel, Monadic Deva from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Angel, Movanic Deva from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Animal Lord from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Ascomid from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Atomie from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Aurumvorax from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Axe Beak from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Bat, Mobat from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Authors: Scott Greene and Clark Peterson, based on original material by Gary Gygax.

Beetle, Slicer from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Blindheim from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Roger Musson.

Brownie from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.

Bunyip from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Dermot Jackson.

Carbuncle from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Authors: Scott Greene, based on original material by Albie Fiore.

Caryatid Column from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Jean Wells.

Crypt Thing from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Roger Musson.

Daemon, Ceustodaemon (Guardian Daemon) from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.

Daemon, Derghodaemon from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.

Daemon, Hydrodaemon from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.

Daemon, Piscodaemon from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.

Dark Creeper from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Rik Shepard.

Dark Stalker from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Simon Muth.

Death Worm from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene and Erica Balsley.

Decapus from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Jean Wells.

Demodand, Shaggy from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Demodand, Slimy from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Demodand, Tarry from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Demon, Nabasu from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Dire Corby from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Jeff Wyndham.

Disenchanter from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Roger Musson.

Dragon, Faerie from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Brian Jaeger and Gary Gygax.

Dragon Horse from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Dust Digger from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Flail Snail from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Simon Tilbrook.

Plumph from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Ian McDowell and Douglas Naismith.

Foo Creature from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Forlarren from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Ian Livingstone.

Frogmoth from the Tome of Horrors © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.

Giant, Wood from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Wizards of the Coast.

Gloomwing from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Gripli from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Gryph from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Peter Brown.

Hangman Tree from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Hippocampus from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene and Erica Balsley, based on original material by Gary Gygax.

Huecuva from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Underworld Oracle.

Ice Golem from the Tome of Horrors © 2002, Necromancer Games, Inc.; Author: Scott Greene. Iron Cobra from the Tome of Horrors © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Philip Masters.

Jackalwere from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Jubilex from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Kamadan from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Nick Louth.

Kech from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Kelpie from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Lawrence Schick.

Korred from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Leprechaun from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Magma ooze from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene.

Marid from the Tome of Horrors III © 2005, Necromancer Games, Inc.; Author: Scott Greene.

Mihstu from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.

Mongrelman from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Nabasu Demon from the Tome of Horrors © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.

Necrophidius from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Simon Tilbrook.

Nereid from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Pech from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Phycomid from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Poltergeist from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Lewis Pulsipher.

Quickling from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Quickwood from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Rot Grub from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene and Clark Peterson, based on original material by Gary Gygax.

Sandman from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Roger Musson.

Scarecrow from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Roger Musson.

Shadow Demon from the Tome of Horrors © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Neville White.

Skulk from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Simon Muth.

Slime Mold from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Slithering Tracker from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Soul Eater from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by David Cook.

Spriggen from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene and Erica Balsley, based on original material by Roger Moore and Gary Gygax.

Tenebrous Worm from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Tentamort from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Mike Roberts.

Tick, Giant & Dragon from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Troll, Ice from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Russell Cole.

Troll, Rock from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene.

Wolf-In-Sheep's-Clothing from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Wood Golem from the Tome of Horrors © 2002, Necromancer Games, Inc.; Authors: Scott Greene and Patrick Lawinger.

Zombie, Juju from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.



# LEGENDARY PLANET



## LEGENDARY GAMES BRINGS YOU AN EPIC SWORD & PLANET ADVENTURE SAGA FOR PATHFINDER AND 5TH EDITION!

Legendary Planet will take your characters across the multiverse, traveling alien gateways created by ancient, god-like beings to exotic worlds and back again in an incredible campaign like none other. Sword-swingers and spell-slingers stand alongside scoundrels and seekers for cosmic enlightenment as they unravel conspiracies and cryptic alliances bent on universal domination... or annihilation!

Interplanetary Adventure, New Worlds, Ancient Civilizations, Alien Species, and more, with a delightful mix of magic and technology, with a dash of psionics and mythic challenges!

[www.makeyourgamelegendary.com](http://www.makeyourgamelegendary.com)





## IN TOO DEEP!

On the ocean planet of **Melefoni**, the intrepid colonists of the *Trailblazer* have built a home amid the ruins of their fallen colony ship. The dwellers in the deep oceans below face ruin of their own as the shattered drive core poisons their homes in the pelagic depths, leading to all-out war above and below the sea against the invaders from beyond. New feats, spells, and gear to help you survive this war-torn water-world await, along with a detailed planetary gazetteer, adventure hooks, and a brand-new monster, the sonic warrior **asquenti**!

The *Legendary Worlds* series brings you an amazing array of richly developed planets ripe for adventure no matter your game system of choice. From fantastic asteroid hives to burning foundry planets and from endless ocean worlds to dreamlands of mystery and magic, you'll find fantastic opportunities for adventure for your heroes, with hooks to draw them in and delightfully detailed history, culture, geography, and some new surprises on every planet. You can use these in conjunction with an ongoing adventure saga like the *Legendary Planet Adventure Path* from Legendary Games or with any sci-fi campaign that spans the spaceways. Never fear to let your players explore what lies beyond the next stargate or hyper-jump, because with *Legendary Worlds* there's always a world of adventure waiting for them! Grab this 20-page *Pathfinder Roleplaying Game* accessory today and **Make Your Game Legendary!**

LGP338LP14PF

