

Monster Geographica: Marsh & Aquatic



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Introduction

First, thanks for supporting Expeditious Retreat Press and the Monster Geographica Line. Second, this is quite a book you've got in your hands.

Monster Geographica books compile 200 monsters found in specific terrains, collected from over 20 different sources into one inexpensive resource. In each Monster Geographica book, up to 50% of the monsters are from 3.0 sources, updated for a 3.5 game. Arranged by increasing challenge rating with an alphabetical table of contents and creature listing by type, Monster Geographica books are easy to use from many different approaches.

Need a CR7 monster? All CR7 monsters are next to each other with challenge rating markers on the upper corner of each page. Need a CR4 undead? *Monsters By Type* list all monsters by type and subtype in ascending challenge rating and list each monster's CR in parenthesis. Due to its unique organization, Monster Geographica books are ideal monster supplements for random encounters, adventure building, and campaign design.

Monster Geographica: Marsh & Aquatic is the second book in the Monster Geographica line, preceded by *Monster Geographica: Underground*. As with *Monster Geographica: Underground*, we have maintained our no-internal art policy that allows us to offer customers 200 monsters for \$20.

For those customers who are interested in visual aids, we are pleased to announce Fiery Dragon Productions' *Counter Collection: Murky Depths and Slimy Shores*, which contains counters for all 200 monsters found in *Monster Geographica: Marsh & Aquatic* along with other creatures of the wetlands and water.

Look for *Monster Geographica: Forest* in April 2005. And don't forget to pick up Fiery Dragon's *Counter Collection: Murky Depths and Slimy Shores*.

Good Gaming,
Suzi and Joe

P.S. Scattered throughout the book are Flora and Fauna sections which contain information appropriate to the terrain type. Although some are not strictly flora nor fauna, they help flesh out the setting for players and game masters alike.

P.P.S. A special thanks to the people at the Creature Catalog Forums at www.enworld.org.

Lurking Lizard

Tiny Animal (Aquatic)

Hit Dice: 2d8-4 (5 hp)

Initiative: +3

Speed: Swim 5 ft. (1 square)

Armor Class: 11 (+2 size, -1 Dex), touch 11, flat-footed 11

Base Attack/Grapple: +1/-10 (+2 when attached)

Attack: 2 hooks +0 melee (1d3-3 plus poison)

Full Attack: 2 hooks +0 melee (1d3-3 plus poison)

Space/Reach: 2 ½ ft./0 ft.

Special Attacks: Attach, poison

Special Qualities: Low-light vision

Saves: Fort +1, Ref +2, Will -2

Abilities: Str 5, Dex 9, Con 6, Int 1, Wis 6, Cha 2

Skills: Hide +9, Spot +2, Swim +5

Feats: Improved Initiative

Environment: Temperate aquatic and marsh

Organization: Colony (5-10)

Challenge Rating: ¼

Alignment: Always neutral

Advancement: 3-4 HD (Tiny); 5-6 HD (Small)

Level Adjustment: —

The lily pad shifts upon the pond's surface, revealing itself to instead be a kind of enveloping hood for a tiny lizard-like animal. The creature pokes its head above water and looks around with deep sapphire-blue eyes as brilliant as jewels. Its coloring goes from the pale green of its head and hood to a dark, greenish-black lower body and tail.

Combat

The lurking lizard kills its prey through a combination of suffocation and poisoning. Its hood constricts around its prey with surprising strength, and inward-curving hooks dig deep into the flesh, injecting poison and making escape for the victim that much harder. Finally, the creature uses its powerfully muscled tail to pull itself deeper underwater, hopefully drowning the victim if the poison is not sufficient for the task.

The lurking lizard stings its prey with poison hooks that contain a powerful paralytic toxin.

Attach (Ex): If a lurking lizard hits with both hook attacks, it uses them to latch onto the opponent's body. An attached lurking lizard is effectively grappling its prey, and holds on with great tenacity, dealing hook and poison damage each round. Lurking lizards have a +12 racial bonus on grapple checks (already figured into the Base Attack/Grapple entry above).

An attached lurking lizard can be struck with a weapon or grappled itself. To remove an attached lurking lizard through grappling, the opponent must achieve a pin against the lurking lizard.

Poison (Ex): Injury, Fortitude DC 9, initial and secondary damage 1d2 Dex. The save DC is Constitution-based.

Skills: A lurking lizard has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Flora and Fauna

Quaking Bogs: These bogs form when a lake basin slowly fills in from above as layer after layer of sphagnum moss falls to the lake floor. Eventually large floating mats of moss completely cover large pools of water, creating a death trap for any unlucky or foolish creature.

Green Icebergs: When a glacier moves over seawater, forming an ice shelf, bits of seawater rich in organic material freeze onto the underside of the shelf. When an iceberg calves off of the ice shelf, it usually flips, exposing part of the green underside. Most ice shelves contain no green ice.

Slithervine

Tiny Plant

Hit Dice: 1d8 (4 hp)

Initiative: +5

Speed: 20 ft. (4 squares)

Armor Class: 19 (+2 size, +5 Dex, +2 natural), touch 17, flat-footed 14

Base Attack/Grapple: +0/-11

Attack: Thorn rake +7 melee (1d3-3)

Full Attack: Thorn rake +7 melee (1d3-3)

Space/Reach: 2-½ ft./0 ft.

Special Attacks: Tear cloud

Special Qualities: Blindsight 60 ft., camouflage, plant traits, telepathy

Saves: Fort +2, Ref +5, Will +2

Abilities: Str 4, Dex 20, Con 10, Int 11, Wis 15, Cha 6

Skills: Hide +14, Listen +6, Move Silently +8

Feats: Ability Focus (tear cloud), Weapon Finesse^B

Environment: Warm marshes and forests

Organization: Solitary or hedge (2-12)

Challenge Rating: ¼

Treasure: None

Alignment: Usually neutral

Advancement: 2 HD (Tiny); 3 HD (Small)

Level Adjustment: —

The sly and slippery slithervine is an intelligent race of mobile plants created by an evil wizard in her experimental garden. The slithervine is rather innocuous looking, consisting of a collection of green leafy vines and roots, topped by a short central stalk somewhat resembling an ear of corn. This stalk really is an ear, and is highly sensitive to all frequencies of sound. This ability, coupled with the plant's inconspicuous appearance and a limited telepathy, make the slithervine a highly coveted spy and servant.

A slithervine requires blood from its master to genetically bond to him. Once bonded, the slithervine gains the ability to understand its master's language, and can communicate telepathically. Slithervines can be bonded to more than one master at a time. Other than their master's language, slithervines also generally understand the common tongue, although they cannot physically speak.

Slithervines not well treated by their masters often provide incomplete or misleading information, and may attempt to auction off the knowledge they absorb to others desirous of it. A slithervine considers the good life to be lots of sun and water, rich soil, regular grooming, and plenty of interesting conversations to overhear.

Combat

A slithervine is not well equipped for combat. It can defend itself from small predators with its thorny vines, but against larger foes it is ineffective. If cornered, the slithervine releases a cloud of blinding pollen and tries to slip away in the resulting confusion. Fleeing slithervines normally head for foliage to hide.

Tear Cloud (Ex): A slithervine can release a cloud of stinging pollen into the air as a standard action. Any creature within 15 feet must succeed

on a DC 12 Fortitude save or be blinded for 1d4 rounds. The save DC is Constitution-based.

Blindsight (Ex): A slithervine has no eyes, but uses heat, sound, and telepathy to view its surroundings up to a range of 60 feet. Beyond that range, it is considered blinded. A slithervine is invulnerable to gaze attacks, visual effects of spells such as illusions, and other attack forms that rely on sight.

Camouflage (Ex): Unless a slithervine is moving, it is unlikely that characters see it as anything other than an ordinary plant. A character can recognize a slithervine on a DC 15 Survival or Knowledge (nature) check.

Telepathy (Su): A slithervine can mentally record and relay anything it senses directly into the mind of its master, up to a maximum range of one mile. Information must be relayed within 24 hours, or it is lost, and only a general synopsis can be transmitted. This communication is only one way unless the plant's master also is telepathic. Relaying information is a move action. Slithervines can also communicate telepathically with all intelligent creatures up to a range of 60 feet.

Campaign

The slithervine is designed to be a spy for the campaign's villains. The creature works best in an outdoor environment, although it can be used in cities and dungeons if appropriate places are arranged for it to hide. Most villains place these plants on the outskirts of their domains or at key locations to warn them of intruders. The slithervine also makes a good double agent. If discovered, it may offer up its master's secrets in return for sparing its life. It's also possible for the PCs to employ these vines for their own protection.

Drowner Fish

Tiny Animal (Aquatic)

Hit Dice: 1d8-1(3 hp)

Initiative: +0

Speed: Swim 60 ft. (12 squares)

Armor Class: 12 (+2 size), touch 12, flat-footed 12

Base Attack/Grapple: +0/-8 (+4 when attached)

Attack: Bite +2 melee (1d3)

Full Attack: Bite +2 melee (1d3)

Space/Reach: 2 ½ ft. /0 ft.

Special Attacks: Improved grab, sink

Special Qualities: Low-light vision

Saves: Fort +1, Ref +2, Will -1

Abilities: Str 10, Dex 10, Con 9, Int 1, Wis 9, Cha 4

Skills: Hide +16, Listen +3, Spot +3, Swim +8

Feats: Alertness

Environment: Temperate aquatic

Organization: Solitary or school (3-6)

Challenge Rating: ½

Advancement: 2 HD (Tiny); 3 HD (Small)

Alignment: Always neutral

Level Adjustment: —

This freshwater fish is a dark grayish-brown in color, difficult to see against the muddy river bottom. It is long and thin, roughly almost a foot and a half in length. Its large mouth expands horizontally as it rises from the depths to engulf its prey.

Combat

The drowner fish's method of attack is simple and quite effective, with it acting as a millstone and dragging a victim to a watery grave. Its jaws are mostly cartilage, making them highly elastic, yet quite strong and very difficult to remove once they have closed around a hand or foot. To make matters worse, a thrashing victim often attracts other drowner fish in the area, hoping for a meal of their own.

Attach (Ex): If a drowner fish hits with its bite attack, it latches onto the opponent's body. An attached drowner fish is effectively grappling its prey, and holds on with great tenacity. Drowner fish have a +12 racial bonus on grapple checks (already figured into the Base Attack/Grapple entry above).

An attached drowner fish can be struck with a weapon or grappled itself. To remove an attached drowner fish through grappling, the opponent must achieve a pin against the drowner fish.

Sink (Ex): A drowner fish that gets a hold begins to swell, effectively doubling its body weight each round, and propel itself downward. A creature so held must succeed on a DC 10 Swim check each round, or begin to sink down with the pull of the drowner fish. The check DC has a -1 penalty in the first round, and the penalty doubles each round until it reaches a maximum of -8. This penalty is cumulative with any other penalties that normally apply for swimming.

Skills: A drowner fish has a +8 racial bonus on Hide checks. A drowner fish has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Flora and Fauna

Comb Jellies: These creatures look similar to their jellyfish cousins, except that comb jellies have few if any tentacles. Comb jellies are known for their bioluminescent glow, which make them a popular light source among aquatic races. When used as a light source, the comb jelly is usually pierced with a bone ring and tied to a stand or post. Comb Jellies used in this manner illuminate a ten-foot radius around them for up to a week before they perish. They are worth an equivalent of 5sp to most aquatic races, and do not function out of the water. When encountered in the wild they form packs that number in the hundreds and span dozens of feet across. Movement through a pack is reduced by half, and any attacks made suffer concealment penalties. Recognizing a comb jelly requires a Survival check (DC 10). Large areas of light often attract predators when encountered away from areas populated by aquatic races.

Arageld

Arageld, 1st-Level Warrior

Medium Humanoid (Aquatic)

Hit Dice: 1d8 (4 hp)

Initiative: +0

Speed: 30 ft. (6 squares), swim 20 ft. (4 squares)

Armor Class: 12 (+2 leather armor), touch 10, flat-footed 12

Base Attack/Grapple: +1/+0

Attack: Spear +0 melee (1d8-1/x3) or claw +0 melee (1d3-1) or javelin +1 ranged (1d6-1)

Full Attack: Spear +0 melee (1d8-1/x3) or 2 claws +0 melee (1d3-1) or javelin +1 ranged (1d6-1)

Space/Reach: 5 ft./5 ft.

Special Attacks: —

Special Qualities: Amphibious adaptation,

Aragelds are isolationist sea-dwellers with waifish, humanoid bodies, and avian limbs and heads. Their skin is pale blue, and their arms and legs end in three-clawed talons. Series of short, curved bones run down their spines, starting at the napes of their necks. Their heads are mainly composed of their beaks and mossy crests, and their large blue or yellow eyes sparkle with light. They usually wear simple, earth-toned clothing and the occasional piece of jewelry. Even dried and on land, it is difficult for aragelds to rid themselves of the smell of salt water.

Aragelds normally eat small fish and other aquatic creatures, but can adapt to a diet of fruit and vegetation. They are egg-layers, considered mature at the age of fifteen and able to live almost two centuries. Aragelds speak their own language. Many also speak Aquan and Celestial. The above statistics are for an average 1st-level arageld warrior.

Combat

Most aragelds are poor soldiers, with their combat experience limited to hunting and mounting defenses against melboreths (page 112) and sahuagin. They throw javelins at opponents from afar, until forced to close and use their spears in melee. While their talons are sharp, aragelds rarely attack with them. Many aragelds learn to use repeating or hand crossbows, but only carry them on land.

Amphibious Adaptation (Ex): Aragelds can survive out of the water for 1 hour per 2 points of Constitution (after that, refer to the drowning rules on page 33). However, an arageld who spends 2 hours a day out of water for two or more weeks adjusts to breathing air normally. These aragelds can survive in water for 1 hour per 2 points of Constitution, and can readjust to breathing water by reversing the process.

darkvision 60 ft., freshwater sensitivity, light sensitivity

Saves: Fort +2, Ref +0, Will +2

Abilities: Str 9, Dex 11, Con 10, Int 12, Wis 11, Cha 10

Skills: Disable Device +5, Listen +2, Open Lock +4, Search +3, Spot +2, Swim +9

Feats: Iron Will

Environment: Temperate aquatic

Organization: Solitary, squad (2-4), flock (11-24 plus 2 3rd-level wizards and 1 leader of 3rd-6th level), or shoal (20-120 plus 150% noncombatants plus 1 3rd-level wizard per 10 adults, 5 5th-level lieutenants, and 3 7th-level clerics)

Challenge Rating: ½

Treasure: Standard

Alignment: Often neutral

Advancement: By character class

Level Adjustment: +0

Freshwater Sensitivity (Ex): An arageld fully immersed in fresh water 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.

Light Sensitivity (Ex): Aragelds are dazzled in bright sunlight or within the radius of a *daylight* spell.

Skills: An arageld has a +2 racial bonus on Disable Device and Open Lock checks.

An arageld has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Aragelds as Characters

Arageld characters possess the following.

- +2 Intelligence, -2 Strength.
 - Medium size.
 - An arageld has the aquatic subtype.
 - An arageld's base land speed is 30 feet. An arageld also has a swim speed of 20 feet.
 - Darkvision out to 60 feet.
 - Racial Skills: Aragelds have a +2 racial bonus on Disable Device and Open Lock checks.
 - Racial Feats: An arageld gains feats according to his or her class levels.
 - Natural Weapons: 2 claws (1d3).
 - Special Qualities (see above): Amphibious adaptation, freshwater sensitivity, and light sensitivity.
 - Automatic Languages: Common and Arageld.
- Bonus Languages: Aquan, Auran, Celestial, Draconic, and Undercommon.
- Favored Class: An arageld's favored class is wizard, but many aragelds are experts.

Delusion Hummer

Diminutive Vermin

Hit Dice: 1d8-2 (2 hp)

Initiative: +3

Speed: 5 ft. (1 square), fly 30 ft. (perfect) (6 squares)

Armor Class: 17 (+4 size, +3 Dex), touch 17, flat-footed 14

Base Attack/Grapple: +0/-17

Attack: Sting +7 melee (1d3-5 plus poison)

Full Attack: Sting +7 melee (1d3-5 plus poison)

Space/Reach: 1 ft./0 ft.

Special Attacks: Song of delirium, terror venom

A five-inch deep green insect, much like a dragonfly, hovers in the air with a lilting humming drone. It glows faintly in the darkness.

Combat

When its eggs are threatened, a delusion hummer attacks immediately, darting in quickly to sting its victim and then flying up and out of reach, where its song can begin work on the hapless individual's senses. It maintains its song until the victim flees the area; the insect does not travel more than 10 yards from its eggs for any reason.

Song of Delirium (Su): A delusion hummer's song works to amplify the powers of its venom. Any creature within 30 feet of a delusion hummer that can hear its song has a -7 penalty to its saving throws against the venom's effects. This is a sonic, mind affecting effect.

Devil Fish

Tiny Outsider (Aquatic, Chaotic, Evil, Native)

Hit Dice: 1d8+1 (5 hp)

Initiative: +6

Speed: Swim 20 ft. (4 squares)

Armor Class: 15 (+2 size, +2 Dex, +1, natural), touch 14, flat-footed 13

Base Attack/Grapple: +1/-6

Attack: Bite +4 melee (1d3+1)

Full Attack: Bite +4 melee (1d3+1) and 2 fin rakes -1 melee (1d2)

Space/Reach: 2½ ft./0 ft.

Special Attacks: Poison, pollute

Special Qualities: Blindsight 30 ft., darkvision 60 ft.

Special Qualities: Darkvision 60 ft., vermin traits

Saves: Fort +0, Ref +3, Will +0

Abilities: Str 1, Dex 17, Con 6, Int —, Wis 10, Cha 4

Skills: Climb +5, Hide +15, Spot +2

Feats: Weapon Finesse^B

Environment: Warm marsh

Organization: Solitary, pair, or mating flight (2-8)

Challenge Rating: ½

Treasure: None

Alignment: Always neutral

Advancement: 2-3 HD (Diminutive)

Level Adjustment: —

Terror Venom (Ex): A delusion hummer's main defense is its envenomed sting, which causes terrifying hallucinations. Any target stung by a delusion hummer must succeed on a DC 8 Fortitude save or suffer from incredibly vivid hallucinations, playing on the victim's deepest fears. These illusions involve all five senses, and leave the victim dazed. Each round, a victim may attempt another Fortitude save with a +3 bonus to throw off the effects. This is a mind-affecting effect. The save DC is Constitution-based.

Skills: A delusion hummer has a +2 racial bonus on Spot checks and a +10 racial bonus on Climb checks.

Saves: Fort +3, Ref +4, Will +2

Abilities: Str 13, Dex 15, Con 12, Int 10, Wis 10, Cha 7

Skills: Diplomacy +0, Hide +15, Listen +6, Move Silently +7, Sense Motive +5, Spot +6, Survival +5, Swim +9

Feats: Improved Initiative

Environment: Any aquatic

Organization: Solitary or school (5-15)

Challenge Rating: ½

Treasure: None

Alignment: Always chaotic evil

Advancement: 2-3 HD (Tiny)

Level Adjustment: —

One and a half feet long with sharp fins, a row of jagged teeth, and blood red scales, devil fish earn their name by their unusual appearance and illusive quality famed by fresh water and salt water fisherman alike. Some swear that the devil fish is unnaturally intelligent for an animal, and stories of flying devil fish with bat-like wings are often told around the fire.

About 10% of all devil fish can fly 10 feet per round, with poor maneuverability.

Combat

A devil fish's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

Poison (Ex): Contact, Fortitude DC 15, initial and secondary damage 1d6 Con. The save DC is Constitution-based and includes a +4 racial bonus.

Orcam

Orcam, 1st-Level Warrior

Medium Humanoid (Orcam)

HitDice: 1d8+2 (6 hp)

Initiative: +0

Speed: 30 ft. (6 squares), swim 50 ft. (10 squares)

Armor Class: 14 (+4 light bone plate armor), touch 10, flat footed 14

Base Attack/Grapple: +1/+2

Attack: Longspear +2 melee (1d8+1/x3)

Full Attack: Longspear +2 melee (1d8+1/x3)

Space/Reach: 5 ft./5 ft. (10 ft. with longspear)

Special Attacks: –

Special Qualities: Blindsight 30 ft., hold breath, low-light vision, resistance to cold 2, whale song

Orcam are a race of humanoids encountered in the open sea, usually in the company of whale pods. They have large builds and stand over 6 feet tall. They are entirely hairless and their thick skin is covered in white and black patterns reminiscent of those found on killer whales. They have small, flattened noses and small teeth. Both the toes and fingers of the orcam have slight webbing and some have small ridges on their backs and legs where fins would be located.

Orcam live in groups called pods and lead a nomadic existence. They readily grasp trade, and often barter with other races whose craftsmanship they highly prize. They are masters at gathering raw materials and supply most of the bone used by other aquatic races. Orcam culture values strength, endurance, loyalty, and honor. Orcam do not value knowledge unless it is practical, but they do respect

Pollute (Ex): Three times per day, a devil fish may infuse the water surrounding it in a 5-foot radius with an inky darkness that allows the fish total concealment; attackers have a 50% miss chance and must guess at the fish's location. The ability also has a residual effect of poisoning the water (see above). A solitary devil fish fouls 20 cubic feet of water this way, making it become stagnant and unable to support animal life until it is renewed. This usually is not enough to stagnate more than a small pond, but a full school can cause great havoc to streams and harbors this way.

Skills: A devil fish has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Saves: Fort +4, Ref +0, Will -1

Abilities: Str 13, Dex 10, Con 14, Wis 9, Int 9, Cha 8

Skills: Ride +4*, Swim +9

Feats: Endurance

Environment: Any aquatic

Organization: Solitary, group (2-6), or pod (7-60 plus 100% noncombatants plus one 4th-level war leader per 20 people, one 3rd-level druid per 40 people, and one prime of 5th-10th level)

Challenge Rating: ½

Treasure: Standard

Alignment: Usually neutral

Advancement: By character class

Level Adjustment: +1

those who have skills useful in day-to-day living.

Their spiritual leaders are generally sea druids who live among the tribe as advisors and healers. They are also responsible for making sure the whales they travel with are fit and happy, often helping with births and other health concerns. Orcam druids occasionally confer with narwhales (page 187) to make sure they are happy with the treatment they receive from the orcam.

Whales are a vital part of their community and are treated more as family than as pet. They are welcome in any gathering or discussion and are often consulted on tribal matters through the magic of the sea druids. Due to this treatment, the whales of the orcam are always extremely loyal.

Orcam have an average lifespan of 100 years. Orcam speak their own language and Aquan, but a few speak Common and Elven as well. Orcam

encountered away from their homes are normally 1st-level warriors, but barbarians and rangers are also common. The orcam warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 10, Con 12, Int 11, Wis 9, Cha 8.

Combat

Orcam are very warlike, practicing combat skills at every opportunity. Orcam almost always wear some form of armor and always carry at least one weapon, even if it is only dagger. When preparing for war, they prefer tridents, spears, punching daggers, and bone swords. They usually wear bone armor into combat and often use shields. If fighting above water, orcam typically carry a number of javelins to use as ranged weapons.

When possible, these warriors ride war whales or dolphins into combat. Most pods have enough mounts with barding to outfit their entire tribe, making them a potent military force with both power and mobility. Unfortunately, they are not masters of sophisticated tactics, though all are skilled riders and swimmers.

Blindsight (Ex): Orcam can see by emitting high-frequency sounds, inaudible to most other creatures that allow them to locate objects and creatures with 30 feet. A *silence* spell negates this and forces the orcam to rely on its vision, which is approximately as good as an elf's. This ability only works underwater.

Hold Breath. (Ex): An orcam can hold its breath for a number of minutes equal to its Constitution score before it risks drowning.

Whale Song (Ex): Whale song can only be learned by whales and orcam; for an orcam to master it requires two ranks in Speak Language. This ability allows an orcam to communicate underwater with fellow orcam and whales up to five miles distant. Communication is limited to basic concepts such as "Come home now," or "Danger to pod."

Boq Slain

Medium Undead

Hit Dice: 1d12 (6 hp)

Initiative: +0

Speed: 30 ft. (6 squares), swim 20 ft. (4 squares)

Armor Class: 16 (+6 natural), touch 10, flat-footed 16

Base Attack/Grapple: +0/+1

Attack: Slam +1 melee (1d6+1)

Full Attack: Slam +1 melee (1d6+1)

Space/Reach: 5 ft./5 ft.

Special Attacks: Breath weapon, disease

Special Qualities: Damage reduction

5/slashing or piercing, darkvision 60 ft.,

Skills: An orcam has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. *Orcam have a +2 racial bonus to Ride checks when riding whales or dolphins.

Light Bone Plate: The preferred full battle dress of underwater races. Medium Armor; Armor Bonus +4, Max Dex Bonus +3; Armor Check Penalty -3; Arcane Spell Failure 25%; Weight 30 lb.; Cost 200 gp.

Orcam Characters

Orcam leaders tend to be barbarians, rangers or fighters. Clerics have access to two of the following domains: Strength, War, or Water. Most spellcasters are adepts or druids. Orcam Characters possess the following racial traits:

- +2 Constitution, -2 Intelligence.
- An orcam's base land speed is 30 feet. Orcam have a swim speed of 50 feet.
- Low-light vision.
- Resistance to cold 2.
- Special Qualities (see above): Blindsight, hold breath, whale song.
- +2 racial bonus to Ride checks when riding whales or dolphins.
- +8 racial bonus on Swim checks. Orcam can always choose to take 10 on a Swim check, even if distracted or endangered. They can use the run action while swimming, provided they swim in a straight line.
- Automatic Languages: Orcam, Aquan. Bonus Languages: Common, Elven, Sahuagin.
- Favored Class: Barbarian.
- Level Adjustment: +1.

resistance to fire 5, undead traits

Saves: Fort +2, Ref +0, Will +3

Abilities: Str 13, Dex 10, Con —, Int —, Wis 12, Cha 3

Skills: Swim +9

Feats: Great Fortitude^B

Environment: Cold marsh

Organization: Solitary, gang (2-5), squad (6-10), mob (11-20)

Challenge Rating: 1

Treasure: Standard

Alignment: Always chaotic evil

Advancement: 2-3 HD (Medium)

Level Adjustment: —