

# LEGENDARY PLANET



## LEGENDARY WORLDS: MELEFONI

BY JOEL FLANK

STARFINDER  
COMPATIBLE





# LEGENDARY WORLDS: MALEFONI



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- 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

Melefoni 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 Melefoni, saving most of its crew and passengers. While their hyperdrive was hopelessly ruined, the survivors found themselves on a world that 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, Melefoni 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 benthoniri 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 benthoniri 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 Melefoni to the present day.



After repeated 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 benthiri outpost 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 mutant offspring grew to adulthood within the *Trailblazer*. Many embraced their heritage, and formed a sleeper force loyal to the benthonirs, while funneling intelligence and knowledge of foreign technology to their true mothers.

## CLIMATE

Before the arrival of the *Trailblazer*, Melefoni 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 Melefoni, precipitating a catastrophic environmental change that spread far beyond expectations. The unique mix released into the ocean acted as a catalyst to a self-replicating change reaction 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

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

**Diomedes 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 that 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. Giant water worms known as *atuikakura* hunt the canyons, preying on the *asquenti* and *benthoniri* tribes of the fjords. Eels of all sizes thrive in the environment as well, from the delicious kelp eels to giant *moray* eels to the rare titan eels that barely fit in some of the fjords. Rumors abound of secret passages in the center of this region that lead to a vast air-filled cavern beneath the ocean floor.

**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 that 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*, 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 Melefoni, 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 *benthoniri* tribes and building armies to overwhelm the *asquenti*, others study the changes to Melefoni'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 Melefoni, 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 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 mutant benthonirs like the Sisters of the Dark Mire use them for cattle, slaves, or primitive societies to rule. Chuul, lobster-like aberrations, 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 aquatic dinosaurs. 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 largest benthoniri tribe outside of 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 (see *Legendary Worlds: Voltrez*) running through their veins. In addition to the ifrits among their ranks, additional arms, fire resistance, increased size, and protective coloration are all common mutations.

**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. The largest 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 Melefolni. Many of the smaller atolls are home to tribes of aquatic goblins who fight with their terrestrial cousins over prime territory. Some islands have strange ruins deep in their jungle interiors, showing sophistication and engineering prowess foreign to any known surface civilizations.

## TRAILBLAZER 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, 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 Golofon's (LN male human envoy) 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 that 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. Council member Cortwain Martonelli (N male human engineer), shares Golofon's vision and serves as his right hand.

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 Melefolni, forcibly expanding their territory at the expense of the natives. The Warhawks are led by council members Gor-tauk Harken (LN male half-orc soldier) and have the support of the mayor's daughter, Admiral Kareen Golofon (LE female human soldier). They're attempting to leverage the *Trailblazer's* scientists and

## TRAILBLAZER

LN floating city

**Population** 40,000 (60% humans, 22% ysoki, 10% androids, 5% half-orcs, 2% space goblins, 0.5% human born benthonirs, 0.5% asquenti)

**Government** council

**Qualities** academic, intolerant (asquenti), prosperous, technological hub

**Maximum Item Level** 15th



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 Vantessa Dreyfa (LG female human operative), hoping that she can rectify the damage done by her ancestor during 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.

Every year, *Trailblazer* sends an annual tribute of young adults to the Sisters of the Dark Mire. The next year, many of the young women are returned pregnant or with their newborn children. Their male counterparts do not return at all. Since this bargain is all that protects them from Hundoon, most citizens do their best to ignore the whole process and pretend the children don't exist. The youngest and quietist council member, Synterissa Fagent (LE female human born benthonir mystic), is one of these children and represents their sole voice in the city's politics.

Council member Yisterak Donesse (LE female ysoki operative) 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.



## OCEAN SOCIETY

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 often show the traits of transparent asquenti (see below). 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 become a colossal asquenti (see below). These giants have assumed most leadership roles in the colony, using 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 contains the most aggressive asquenti on Melefoni and has 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 Melefoni. 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

**Connections:** Healer, Tides (see below), Xenodruid

**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 Melefoni with guarded optimism.





## HUNDOON, THE LIVING STORM

God of nature's wrath and destructive might.

**Alignment:** CN

**Connections:** Mindbreaker, Tides (see below), Xenodruid

**Symbol:** Whirlwind with three dark eyes

Hundoon resides in the atmosphere of Melefonei, 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 Melefonei, 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

**Connections:** Akashic, Overlord, Tides (see below)

**Symbol:** Four 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 Melefonei 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 contemplatives 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 Melefonei.

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 (LN half-dragon technomancer) 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 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 gargantuan species of lizards which have grown immune to acid and poison, going so far as to 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 sisters. From their lair, they meet with their most trusted agents, and hatch nefarious plans to corrupt and control all other species on Melefonei. Their goblin minions deliver their annual tribute from the *Trailblazer* here, but rarely approach the spire otherwise.

The Sisters of the Dark Mire are benthonirs that have mutated into a near-human form. The sisters use methods from the direct to the vile to convince their human offerings to mate, then use Hundoon's magic to merge any potential offspring with benthonir buds brought up from the depths of the sea. The resulting children appear completely human and are part of the sisters' long term plan to overtake *Trailblazer* and possibly even leave Melefonei.

**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 Fooeski 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)

**Init** +1; **Senses** darkvision 60 ft., incredible sight; **Perception** +7

**DEFENSE** HP 25

**EAC** 13; **KAC** 15

**Fort** +4; **Ref** +6; **Will** +3

**Resistances** sonic 10

#### OFFENSE

**Speed** 20 ft., swim 60 ft.

**Melee** pincer +11 (1d4+4 B) or sonic pincer +11 (1d6+4 B & So; critical stunned [DC 11])

**Ranged** sonic lance +8 (1d4+2; critical stunned [DC 11])

#### STATISTICS

**Str** +2; **Dex** +1; **Con** +4; **Int** +0; **Wis** +0; **Cha** -1

**Skills** Athletics +12, Life Science +7, Survival +12

**Feats** Multi-Weapon Fighting

**Languages** Aquan, Asquenti

**Other Abilities** water breathing

#### ECOLOGY

**Environment** temperate or warm ocean

**Organization** solitary, pair, troupe (3-8), assault (9-20 plus 1 CR 4 lieutenant), army (21-100 plus 1 CR 4 lieutenant per 20 adults, 1 CR 7 spellcaster specialist, and 1 CR 8 captain), colony (100 to thousands led by a CR 10 or higher general)

#### 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 (vision) 60 feet.

**Sonic Lance (Ex)** As a standard action, an asquenti can snap its sonic pincer to generate a ray of sonic energy. This is

a ranged attack against EAC with a range of 100 feet (no increment); it has the stunned critical hit effect.

**Sonic Pincer (Ex)** One of an asquenti's pincers is significantly larger, snapping shut with supersonic speed. This attack still targets KAC but deals both bludgeoning and sonic damage and has the stunned effect on a critical hit.

**Water Breathing (Ex)** An asquenti can breathe underwater indefinitely and can freely use spells and other abilities while submerged.

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 or falls unconscious, 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 resist their biochemical drives.

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

#### ASQUENTI VARIANTS

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

### COLOSSAL ASQUENTI CR 4

XP 1,200

N Large monstrous humanoid (aquatic)

**Init** +1; **Senses** darkvision 60 ft., incredible sight; **Perception** +10

**DEFENSE** HP 50

**EAC** 16; **KAC** 18

**Fort** +6; **Ref** +8; **Will** +4

**Resistances** sonic 10





**OFFENSE**

**Speed** 20 ft., swim 60 ft.  
**Melee** pincer +13 (1d4+7 B) or  
 sonic pincer +13 (1d6+7 B & So; critical stunned [DC 13])  
**Ranged** sonic lance +10 (1d4+4; critical stunned [DC 13])  
**Space** 10 ft.; **Reach** 10 ft.  
**Offensive Abilities** blood rage

**STATISTICS**

**Str** +3; **Dex** +1; **Con** +5; **Int** +0; **Wis** +0; **Cha** -1  
**Skills** Athletics +15, Life Science +10, Survival +15  
**Feats** Multi-Weapon Fighting  
**Languages** Aquan, Asquenti  
**Other Abilities** water breathing

**SPECIAL ABILITIES**

**Blood Rage (Ex)** When a colossal asquenti takes damage in combat, at the start of its next turn it can fly into a rage without taking an action. It gains 5 temporary Hit Points and a +1 bonus on melee attack and damage rolls, but it takes a -2 penalty to its AC. The rage lasts as long as the battle or 1 minute, whichever is shorter. It cannot end its rage voluntarily.  
**Incredible Sight (Ex)** See above.  
**Sonic Lance (Ex)** See above.  
**Sonic Pincer (Ex)** See above.  
**Water Breathing (Ex)** See above.

Enormous and fierce, these mutant asquenti are particularly rare, typically appearing perhaps once in a generation. However, the Colossal Tiger colony contains a substantial minority of these mutants who serve as its ruling class.

**SCINTILLATING ASQUENTICR 3**

**XP** 800  
 N Medium monstrous humanoid (aquatic)  
**Init** +1; **Senses** darkvision 60 ft., incredible sight; **Perception** +8

**DEFENSE**

**HP** 42

**EAC** 14; **KAC** 16  
**Fort** +5; **Ref** +7; **Will** +3  
**Resistances** sonic 10  
**Weaknesses** light blindness

**OFFENSE**

**Speed** 20 ft., swim 60 ft.  
**Melee** pincer +12 (1d4+5 B) or  
 sonic pincer +12 (1d6+5 B & So; critical stunned [DC 12])  
**Ranged** sonic lance +9 (1d4+3; critical stunned [DC 12])  
**Offensive Abilities** scintillation

**STATISTICS**

**Str** +2; **Dex** +1; **Con** +4; **Int** +0; **Wis** +0; **Cha** -1  
**Skills** Athletics +13, Life Science +8, Survival +13  
**Feats** Multi-Weapon Fighting  
**Languages** Aquan, Asquenti  
**Other Abilities** gleam, water breathing

**SPECIAL ABILITIES**

**Gleam (Ex)** By oscillating the frequencies of their sonic pincers, scintillating asquenti cause their carapace to glow and rapidly shift colors without requiring an action. This emits light in a 10-foot radius, of a color of the asquenti's choice.  
**Incredible Sight (Ex)** See above.  
**Light Blindness (Ex)** Scintillating asquenti are blinded for 1 round if exposed to bright light, such as sunlight, and are dazzled as long as they remain in areas of bright light.  
**Sonic Lance (Ex)** See above.  
**Sonic Pincer (Ex)** See above.  
**Scintillation (Ex)** Once per day, a scintillating asquenti can intensify its gleam ability to produce hypnotic patterns that distract and entrance other creatures. Non-asquenti within 10 feet of the scintillating asquenti must succeed at a DC 12 Will save or be fascinated. Scintillating asquenti can maintain this effect for as long as they can maintain concentration, and the effect lingers for 2 rounds afterwards. Once a creature succeeds at the saving throw against this effect, it is immune to that particular asquenti's scintillation for 24 hours. This is a sense-dependent compulsion effect.  
**Water Breathing (Ex)** See above.

Asquenti adapted to the deepest trenches of the ocean have developed both a source of light and an additional defense mechanism. These asquenti are often extremely dangerous, having long served as the front lines of the war with the benthonirs. The Glassessence colony has developed a large number of the related transparent asquenti.

**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 spells with the water descriptor. Such spells also have their DC increased by 1. They otherwise use the same statistics as the scintillating asquenti, but lack the gleam, light blindness, and scintillation abilities.

**BENTHONIRS**

*Most of this roughly humanoid creature ripples and almost seems to blur in the drifting currents, save for gleaming teeth and wickedly sharp claws.*

**BENTHONIR**

**CR** 2

**XP** 600  
 N Medium monstrous humanoid (aquatic)  
**Init** +1; **Senses** blindsense (vibration) 30 ft., darkvision 60 ft.; **Perception** +7

**DEFENSE**

**HP** 28

**EAC** 13; **KAC** 15  
**Fort** +5; **Ref** +5; **Will** +2  
**Defensive Abilities** fast healing 5, morphic form; **Immunities** cold



## OFFENSE

**Speed** 20 ft., swim 40 ft.

**Melee** claw +11 (1d6+6 S; critical 1d4 bleed) or bite +11 (1d6+6 P & S)

## STATISTICS

**Str** +4; **Dex** +2; **Con** +1; **Int** -1; **Wis** +0; **Cha** +0

**Skills** Athletics +12, Stealth +7, Survival +7

**Languages** Aquan, Benthoniri

**Other Abilities** water breathing

## SPECIAL ABILITIES

**Morphic Form (Ex)** A benthonir's body is soft and malleable, rendering it immune to critical hits.

**Water Breathing (Ex)** A benthonir can breathe underwater indefinitely and can freely cast spells and use other abilities while submerged.

Endemic to deepest parts of the ocean, benthonir are transparent humanoids with an undifferentiated biology. Each drop of the condensed slime that makes up a benthonir's body is interchangeable with the rest so long as enough of the body remains viable to maintain life. This extends to the beginning of their lives, with vast fields of benthonir buds growing on the walls of ocean trenches.

Vast schools of benthonir gather in the trenches. There they worship the krakens they believe created them from the lesser creatures of the trenches and, at the krakens' behest, wage war on the asquenti realms above. In their pantheon, the krakens only bend knee to the even greater Vulnatatoa.

With their great numbers and ever-shifting form, it comes as no surprise that the benthonir are susceptible to a wide variety of mutations. Few human settlers of Melefonti have seen a normal benthonir and fewer still recognize them as kin to the mutants who can be found on the surface. Thankfully for surface dwellers, the benthonir can only bud in the trenches, leaving the surface as yet uninvaded.

**Fire Shark** benthonirs have red coloration that gathers in scales over their transparent flesh. This appearance grants them a +8 racial bonus to Stealth checks in the Red Kelp Jungle. They are immune to fire rather than cold and often have multiple arms (as the kasatha racial trait).

**Human Born** benthonirs look completely human, but lose fast healing and their swim speed, instead gaining a normal 30-foot land speed. They can suppress their bite, claw, and morphic form as a free action. Using these abilities can reveal their nature, but otherwise detecting their benthoniri biology requires advanced scientific facilities and a successful DC 20 Life Science check.

**Human Mimic** benthonirs look like incomplete human beings, wrinkled as their flesh constantly melts and reforms, but could be mistaken for elderly humans in poor light. They have a land speed of 30 feet and a swim speed of 20

feet. The benthonirs of Midron, including the Sisters of the Dark Spire, are of this type.

**Nemonti** benthonirs look like asquenti and can only be distinguished with a cursory medical examination (Medicine DC 10) or scoring a critical hit on them in combat. They also possess the base asquenti pincer, sonic lance, and sonic pincer attacks rather than their claw and bite.

## NEW RULES

The following new feats and technology are common among the asquenti. The tides connection is common among asquenti and benthoniri mystics, along with those from the *Trailblazer* who hear the planet's call.

## NEW RACES

Both the asquenti and the human born benthonirs make interesting new playable character options. As always, players should check with their GMs when choosing new races, as not all races are balanced appropriately for all games.





## ASQUENTI

Once the dominant species on the planet, the asquenti now swim in poisoned seas while dealing with an endless war against the benthoniri of the depths.

**Ability Adjustments:** +2 Con, +2 Int, -2 Cha. The asquenti are hearty and have a natural understanding of the world, but have difficulty relating to others.

**Hit Points:** 6

**Size and Type:** Asquenti are Medium monstrous humanoids with the aquatic subtype.

**Incredible Sight:** 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 (vision) 60 feet.

**Sonic Lance:** By snapping their pincers at absurd speed, asquenti can project a narrow burst of sound up to 60 feet. This is resolved as a ranged attack that deals 1d4 sonic damage with the stunned critical effect. The DC to resist stun is 10 + half the asquenti's character level + the asquenti's Constitution modifier. Consider the sonic lance a small arm for the purpose of Weapon Specialization.

**Sonic Pincer:** Asquenti are always considered armed. They can deal 1d6 lethal bludgeoning and sonic damage with unarmed strikes with the stunned critical effect, and this attack doesn't count as archaic. The DC to resist the stun is 10 + half the asquenti's character level + their Constitution modifier. Consider the sonic pincer a basic melee weapon for the purpose of Weapon Specialization.

**Languages:** Asquenti begin play speaking Asquenti and Common. Asquenti with high Intelligence scores can choose from the following: Aquan, Auran, Benthoniri, Celestial, Goblin, Orc, or Ysoki.

## BENTHONIR

Benthoniri secretly live among the humans of the *Trailblazer*, having been born into almost perfectly human forms. Although most serve their creators, some benthoniri have chosen other paths.

**Ability Adjustments:** +2 to any one ability. Benthonirs are incredibly varied, particularly when paired with human genes.

**Hit Points:** 4

**Size and Type:** Benthonirs are Medium monstrous humanoids with the aquatic subtype.

**Blindsense:** Benthonirs can sense vibrations, giving them blindsense (vibration) with a range of 30 feet.

**Cold Immunity:** Benthonirs are immune to cold.

**Darkvision:** Benthonirs can see in absolute darkness to a range of 60 feet.

**Hidden Benthonir:** A benthonir can suppress or activate their morphic form and natural weapons as a free action. Examination in an advanced medical facility, coupled with a successful DC 20 Life Science check, will reveal their true nature.

**Morphic Form:** Benthoniri are immune to critical hits (taking only normal damage and no critical effects).

**Natural Weapons:** Benthonirs are always considered armed.

They can deal 1d6 lethal piercing or slashing damage with unarmed strikes and this attack doesn't count as archaic.

Consider your natural weapons to be basic melee weapons for the purposes of Weapon Specialization.

**Languages:** Benthonirs begin play speaking Benthoniri and Common. Benthonirs with high Intelligence scores can choose from the following: Asquenti, Aquan, Ignan, Goblin, Infernal, Orc, Terran, or Ysoki.

## NEW FEATS

The asquenti have learned a wide variety of secrets regarding the control of sound and the benthoniri have about as many for controlling their morphic forms.

### DIGESTIVE ATTACKS

You can repurpose digestive fluids as part of your attacks.

**Prerequisites:** Base attack bonus +5, benthonir.

**Benefit:** Your natural weapons deal 1d6 acid damage for every 5 points of your base attack bonus instead of their normal damage.

### INFRASONIC RAY

You can modulate your sonic lance to induce vertigo.

**Prerequisites:** Physical Science 9 ranks, asquenti.

**Benefit:** When a target is struck with your sonic lance, you can choose to nauseate them instead of dealing damage. They must succeed at a Fortitude save (DC = 10 + half your level + your Constitution modifier) or be nauseated for 1 round. A creature making a successful save against this ability is immune to your infrasonic rays for 24 hours.

### INFRASONIC RESONANCE

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

**Prerequisites:** Infrasonic Ray, Sonic Adept, Sonic Pulse, Physical Science 13 ranks, asquenti.

**Benefit:** When you use Sonic Pulse, those who fail the initial save must attempt a new save each round until they succeed. Every time they fail, they take your sonic lance damage and are nauseated for that round.

### MORPHIC APPEARANCE

Disguising yourself is a simple matter of pushing your malleable form.

**Prerequisites:** benthoniri, Disguise 1 rank.

**Benefit:** You can change your appearance as a standard action. Treat this as *disguise self* that lasts up to one minute for each rank you have in Disguise. Once the disguise wears off, you are fatigued for an equal length of time. You cannot use this ability while fatigued.



## MORPHIC POUCH

You can hide items inside your malleable form.

**Prerequisites:** Benthoniri.

**Benefit:** You can conceal any number of items totaling up to 1 bulk within your body. You can add or remove items from your body as a swift action, but anyone who notices this will realize you are not human. When you would be damaged by a critical hit, although you are immune to other special effects, one or more items is ejected from your body by the force.

## MORPHIC WEAPONS

You can add your body mass to your natural weapons, extending them surprising distances.

**Prerequisites:** Base attack bonus +9, benthoniri.

**Benefit:** Your natural weapons are treated as if they had the reach special property. Also, when you score a critical hit with your natural weapons, you can apply the bleed or wound critical effect (DC = 10 + half your level + your Constitution modifier).

**Special:** If you also have Digestive Attacks, add corrode 1d6 to the list of critical effects you can choose to apply.

## SONIC ADEPT

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

**Prerequisites:** Physical Science 5 ranks, asquenti.

**Benefit:** For every 5 ranks you have in Physical Science, your sonic lance damage increases by 1d4 and your sonic pincer damage increases by 1d6.

## SONIC PULSE

You can affect multiple targets with your sonic lance.

**Prerequisites:** Physical Science 1 rank, asquenti.

**Benefit:** You convert your sonic lance into a 100-foot-long line, affecting all creatures within the area of effect, dealing normal sonic lance damage and stunning them for 1 round. Each target can attempt a Fortitude saving throw (DC 10 + half your level + your Constitution modifier) to take half damage and negate the stun.

Using this technique damages your claw, rendering you unable to use your sonic lance until you've rested for 1 hour or receive a *lesser restoration* (or other spell that can remove fatigue).

## TIDE CONNECTION

The gravity of Melefonti's moons create fickle tides, causing islands or great swathes of Midron to disappear with little warning. What seems an endless natural disaster to land creatures is a complex symphony to those beneath the waves, like the rhythms of a living body more than a planet. But even among those who feel its beauty, any force able to move the crushing weight of the seas is one to treat with respect.

Although tides are most common in large bodies of water reacting to lunar gravity, large bodies of any liquid (a lake or larger) resonate with this connection.

**Associated Deities:** Darbokken, Hundoon, Vulnatatoa

**Associated Skills:** Athletics and Physical Science

**Spells:** 1st—life bubble, 2nd—force blast, 3rd—psychokinetic strangulation, 4th—cosmic eddy, 5th—crush skull, 6th—control gravity

## RIPTIDE (1ST LEVEL)

You can spend 1 Resolve Point to send a pulse of tidal energy at a target within 30 feet as a standard action. This deals 2d6 force damage (Reflex half). If the target is Medium or smaller and failed its save, you can also move it 10 feet in a direction of your choice (or until it reaches an obstacle).

## TIDE WALKER (3RD LEVEL)

You can breathe both air and water. You are also immune to the extreme pressure of the depths. If you do not have a land or swim speed, you gain that speed at 10 feet. Otherwise, the lower of your speeds (both if they are tied) increases by 10 feet.





**LUNAR WHISPERS (6TH LEVEL)**

The tidal forces conspire to guide you. Twice per day, if you can feel or see a large body of liquid, you can reroll a failed ability check, attack roll, saving throw, or skill check.

**SONG OF THE TIDES (9TH LEVEL)**

You can speak with all creatures of the sea, including at least all creatures with the aquatic or water subtypes. At the GMs discretion, this may apply to more creatures. When speaking to one of these creatures, you can spend 1 Resolve Point to affect it as *charm monster*.

**ASK THE TIDES (12TH LEVEL)**

Once per day as a full action, you can cast *commune with nature* as a spell-like ability. You always receive information on large bodies of liquid in the area and additional information is typically in relation to the liquid (minerals on a lakebed, people near the water, and so on).

**LIQUID STEP (15TH LEVEL)**

Once per day as a full action, you can enter a body of liquid and exit from another body of the same liquid regardless of distance as long as they are within the same solar system. The destination liquid does not need to be familiar to you. If you are uncertain with the location of a particular kind of liquid, you merely designate direction and distance and this ability moves you as close as possible to the desired location. You can bring along objects as long as their bulk doesn't exceed your Strength score. You can also bring up to five willing Medium or smaller creatures (each carrying no more bulk than their Strength scores) with you, provided they are linked to you with joined hands.

**TIDAL FORCES (18TH LEVEL)**

You can spend 1 Resolve Point as a full action to cause horrific gravitational flux in a 20-foot-radius burst at a range of up to 100 feet. The tidal stress deals 12d6 force damage to every creature in the area (Fortitude half).

**NEW TECHNOLOGY**

Most asquenti technology involves manipulation of sonic waves and energy, often to control water and bind it into useful shapes and forms.

**SONIC GRIP LEVEL 1**

**PRICE 50**

Technological Item (1 Hand) Bulk light

Capacity 20; Usage 1/hour, 1/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 1 bulk 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 Engineering 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 up to 10 bulk, 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.

**WATER SHEATH LEVEL 5**

**PRICE 1,500**

Armor Upgrade Item (Light, 1 Slot) Bulk light

Capacity 20; Usage 1/hour or special

When activated, this mesh layer 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-activate 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 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 water sheath for 1 hour per use of the ability.

**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 results 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 pilot who can innately generate sonic energy gets a +4 circumstance bonus to drive checks for sonic resonance powered vehicles.

### SPRAY-CLASS SUPERMERSIBLE (LEVEL 4)

**Price** 6,000 credits

Large air and water vehicle

**Speed** 40 ft., full 200 ft., 22 mph (fly and swim)

**EAC** 16; **KAC** 17; **Cover** improved cover

**HP** 60 (30); **Hardness** 4

**Attack (Collision)** 5d6 (DC 13)

**Attack (Front)** sonic cannon (3d10 sonic)

**Modifiers** +0 Piloting, -2 attack (-4 at full speed)

**Passengers** 2

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 ton of cargo and 2 passengers.

### TORRENT-CLASS SUPERMERSIBLE (LEVEL 15)

**Price** 300,000 credits

Colossal air and water vehicle

**Speed** 25 ft., full 200 ft., 22 mph (fly and swim)

**EAC** 23; **KAC** 24; **Cover** total cover

**HP** 810 (405); **Hardness** 15

**Attack (Collision)** 15d10 (DC 21)

**Attack (Front)** water cannon (4d12 bludgeoning, critical knockdown [DC 20], ammo 10)

**Attack (Port and Starboard)** 4 sonic cannons each (3d10 sonic)

**Modifiers** -8 Piloting, -1 attack (-3 at full speed)

**Passengers** 150

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.

## ADVENTURE HOOKS

Melefoli 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 benthonirs 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 Melefoli. 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 ysoki 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 fulfill 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 Melefoli. 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 benthonir 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 benthoniri 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.

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