

UNGULOSIN

In the early days of the world, the seas and lands were threatened with constant destruction and re-creation as great powers warred over existence. Slowly, primal spirits awoke to defend the nascent world. Some of these spirits manifested directly, taking physical form in order to enforce a balance between the primordial forces and those of the gods. Others acted through natural processes and the powers of the world itself. Almost all of them remained on the world to defend it, but a small force of spirits chose a different path. This force split into two groups. One went to the Astral Sea while the other traveled into the Elemental Chaos, seeking to negotiate a peace.

The group that entered the Elemental Chaos found itself engaging in protracted negotiations with primordial powers of water. For eons they argued and debated terms while the battle for the world raged and quieted. As it finally died down, the spirits and primordials struck a bargain and fused into ungulosin, agreeing to guard against divine intrusions into either the natural world or the Elemental Chaos. Now ungulosin dwell in the greatest and deepest bodies of water in the world, including great lakes, oceans and underground seas.

Lost Brethren: The fate of the spirits that journeyed into the Astral Sea is unknown, but it is possible that they have become something akin to the ungulosin, joining with angels or other divine agents. The ungulosin would dearly love to determine the fate of their lost brethren, even if that fate now makes them the ungulosins' enemies.

A Swarm of Aquatic Life: Each ungulosin appears to be a swirling mass of water and eels, fish, sharks, starfish, crabs, seals, octopi and whatever other life dwells in the body of water it dwells within. Even if it is damaged, more life constantly joins the swarm, allowing it to regenerate.

Against the Gods: Ungulosin manifest to defend their waters against divine intrusion, whether direct or indirect. If the gods send agents into a body of water in which an ungulosin dwells, especially powerful ones such as angels, the ungulosin may manifest to drive them away. Likewise, if the worship of a sea god becomes too prevalent around the ungulosin's waters, it may rise up to destroy seaside temples of that god and wreck ships casting religious sacrifices into the waves.

Ocean Ungulosin

Level 24 Soldier

Huge elemental natural beast (swarm)

XP 6,050

HP 165; **Bloodied** 82

Initiative +21

AC 40; **Fortitude** 36; **Reflex** 37; **Will** 35

Perception +17

Speed Swim 10

Tremorsense 10

Resist half damage from melee and ranged attacks; **Vulnerable** 15 against close and area attacks

TRAITS

Swarm Attack * Aura 1

Any enemy that ends its turn in the aura takes 15 damage.

Aquatic

The ungulosin guardian can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.

Regeneration

The ungulosin guardian regains 15 hit points at the start of its turn when it has at least 1 hit point.

Swarm

The ungulosin guardian can occupy the same space as another creature, and an enemy can enter its space, which is difficult terrain. It can squeeze through any opening that is large enough for a Medium creature.

STANDARD ACTIONS

(mbasic) Oceanic Swarm * At Will

Attack: Melee 2 (one creature); +29 vs. AC.

Hit: 2d10+6 damage and the target is grabbed (escape DC 28).

(melee) Envenomed Spines (poison) * Recharge 4 5 6

Attack: Melee 2 (one creature); +27 vs. Fortitude.

Hit: 3d6+10 poison damage and the target is immobilized (save ends).

Str 28 **Dex** 24 **Wis** 20
Con 20 **Int** 5 **Cha** 20
Alignment unaligned