

Persana

(Guardian of the Deep, Justice of the Depths, the Great Sculptor, the Architect of the Deep)

Intermediate Power of the Elemental Plane of Water, N(G)

PORTFOLIO:	Tritons, architecture, sculpture, guardianship
ALIASES:	Ri'dea'prasa (Shalarin), Triton (Olympian pantheon)
DOMAIN NAME:	Elemental Plane of Water/Shelluria
SUPERIOR:	None
ALLIES:	Deep Sashelas, Eadro, Istishia, Poseidon, Surminare, Trishina, Water Lion, the Great Marid Padisha
FOES:	Blibdoolpoolp, Demogorgon, Ilxendren, Panzuriel, Sekolah
SYMBOL:	Trident and conch
WOR. ALIGN.:	LG, NG, CG, LN, N, CN

Sculptor and architect of many wonders throughout the multiverse, Persana (pur-SAN-uh) is best known for creating the triton race. The Architect of the Deep works in many mediums, from stone and shell to coral and water, and even his foes cannot in good faith say his creations are ugly or uninspired. Little interests him besides his creations, but more than one of his enemies has been fooled into thinking that means he maintains no associations with other powers of the sea.

The origins and history of Persana are virtual unknowns, but there is no shortage of theories. Some sages hold that he was once an archomental who became enamored of the beautiful forms of human- and animal-kind, and so set about to create his own version. Supporters point to the genesis of the tritons from raw elemental water, while detractors of this theory claim that the same evidence could just as easily support an origin among the marids. Some supporters even go so far as to claim that Water Lion and sea lions were an earlier attempt at creation by the Great Sculptor, although they struggle to find evidence in support of this fringe theory. Other scholars tie Persana to Blibdoolpoolp or Panzuriel, claiming that Persana was created by powerful deities of water to guard the hidden secrets of the Sea Mother or defend against incursions by the Deep Old One. As with the other theories, supporters have been able to produce little evidence to support this idea. Finally, among the worshipers of the Olympian pantheon, he is known as Triton, and his race are called the Tritones. For these humans, he is said to be the son of Poseidon and Amphitrite, and serves as their messenger with his conch shell that can control the waves. While Persana has at times served Poseidon, the tritons themselves dispute this origin for their god, noting that they do not call him by the same name these humans do. Persana chooses to say nothing on the matter to non-tritons, and so the issue is still debated by sages.

Whatever his origin, few dispute his creation of the tritons from the raw matter of elemental water. Exactly why he did this is unknown, but since their genesis, they have spread to many oceans throughout the multiverse, becoming one of the more powerful and populous races beneath the seas. They have built many great cities in the murky depths, and perhaps this is their reason for existence, to spread and build in ways pleasing to Persana's eye. Their skill at architecture, building, and design is nearly unmatched beneath the waves, with only the sea elves contesting them for the claim of the most beautiful and well-constructed buildings on the seafloor. Whatever the case, it is clear tritons still share a close bond with their maker, for his faith infuses even everyday tasks in triton life.

Despite his somewhat myopic focus on the tritons, Persana maintains alliances with other good and neutral aquatic powers, and is a member of Deep Sashelas's *asathalfinare*. He is not a core member and rarely voices an opinion on matters that do not clearly affect his deep-dwelling race, but he can be relied upon to mobilize his followers against existential threats. His main goal with this alliance is related to reducing conflicts between his race and the other races of the deep who are likely to enact and honor territorial treaties, however; he recognizes that mermen, sea elves, locathah, dolphins and whales, and selkies are all much more likely to keep the peace than merrow, sahuagin, koalinths, morkoth, krakens, and ixitxachtli. Of all the members of the *asathalfinare*, the deity he is

closest to is Eadro, as both maintain a more neutral outlook on existence than the other members of the alliance, and each resides on the Elemental Plane of Water. This closeness is such that when Eadro recently disappeared on an unknown mission, the Guardian of the Deep was the one called upon to maintain Shelluria when the Lord of the Sunlight Shadows failed to return in prompt order. Persana has begun organizing forays throughout the Plane of Water, and beyond, to search for his absent ally, although he fears the worst.

Besides the tritons, Persana's primary passion is architecture, be it practical or artistic, as well as sculpture. Unexpectedly, before he took up residence in Eadro's absence, he wandered the plane of Water rather than building himself an elegant palace or city; why this was so has never been determined, but many sages suspect it was because he enjoys the building and creating of wonders, rather than the experience of living within his creations. Many of the great constructions on the plane of Water (and beyond for that matter) are attributed to him. He is known to have designed and laid the cornerstone of the Great Marid Padisha's palace known as the Citadel of Ten Thousand Pearls, and many residents of the City of Glass claim he designed their home as well, although it should be noted he has never taken credit for it. He is said to have designed Shelluria and Stronmaus's great pool, as well as many of the wonders in the realm of Manannan mac Lir's Tir fo Thuinn, not to mention many of the cities and great buildings in Caletto, the realm of Poseidon. On the Prime Material Plane, he is said to have granted the inspiration for the great Sharksbane Wall to his followers on Toril, which was built to contain the sahuagin of the Sea of Fallen Stars.

Persana is an active deity, but generally only within the interests of his tritons. He enjoys manifesting an avatar in order to assist a group of tritons design or begin construction on a new great city, and will also appear to aid against threats posed by the direct activities of other deities. However, he has also been known to accompany or act in the service of other aquatic powers, such as Poseidon and Istishia. His exact reasons for aiding these deities, and what he gets out of his agreements with them, is unknown.

Persana's Avatar (Fighter 32, Mage 22, Cleric 22)

Persana appears as a tall, green-skinned triton with a well-defined, muscular form and long hair the color of seaweed that always flows freely. His eyes are a deep blue, and almost seem to show flashes of green luminescence at times. He always bears a large pink and green conch horn, typically around his neck or waist. He draws his spells from the spheres of all, animal, charm, combat, creation, divination, elemental water, healing, necromantic, protection, summoning, and wards, as well as all schools save illusion/phantasm and necromancy.

AC -2; MV Sw 6; HP 204; THAC0 -10; #AT 5/2
Dmg 2d10+12 (*trident* +3, +7 STR, +2 spec. bonus in trident)
MR 30% (90% underwater); SZ L (10 feet tall)
STR 19, DEX 17, CON 19, INT 20, WIS 21, CHA 20
Spells P: 12/12/12/11/10/6/3, W: 5/5/5/5/5/4/4/3
Saves PPDM 2, RSW 3, PP 4, BW 4, Sp 4

Special Att/Def: Persana wields *Cnident*, or *Nettle-Tooth*, a great *trident*+3 that paralyzes any creature touched for 3d4 turns unless a successful saving throw vs. paralyzation is made with a -2 penalty. He wears a suit of sharkskin *leather armor* +4 made from the remains of an avatar of Sekolah that grants him immunity to all touch-based spells. His magical *conch shell horn* can summon 3d6 sea lions three times per day, who will serve him for up to 6 turns.

The Justice of the Deep can call on tritons telepathically if they are within a 2-mile range. He is able to cast a *wall of stone*, *wall of water*, and *wall of coral* once per day each, and can *coral shape* (as *stone shape*) at will. Three times per day he is able to *command element* (*water*).

Persana is immune to elemental water attacks, cold, fear, and darkness. He can only be struck by weapons of +2 or greater enchantment.

Other Manifestations

Persana rarely manifest his power to directly aid his followers. Instead, he favors communicating to his followers in dreams and sendings, sometimes directing them to build someplace or something, he may also

indicate a place or object must be guarded or defended; often these are places or objects of great magical power or great evil. Rarely does he include details, as he expects his followers to have the skills and knowledge to undertake what he directs and complete it to his satisfaction on their own. The Justice of the Deep also sends omens in the form of lucky finds of pearls, living caverns, and localized underwater whirlpools, all of which his priests can use to interpret his will.

However, when he does aid a follower directly, the Justice of the Deep favors protective effects, such as granting them the benefits of an *expeditious retreat* spell, or *shapechanging* them into a giant sea horse or hippocampus in order to assist them in escaping danger, or sending various aquatic or elemental water creatures to aid a follower in battle. He also often manifestations in the form of a small luminescent fish that guides a follower away from potential danger, to safety, or to a location Persana deems important. His most common manifestation, however, takes the form of the deep reverberating sound of a conch horn heard by all followers and foes in close proximity. This sound causes his followers to battle as if under an *aid* and *prayer* spell, while all foes are subject to a *fear* spell that imposes a -2 penalty to their saving throws.

Persana is served primarily by giant sea horses, hippocampi, nereids, sea lions, sea snails of all varieties, and elemental water creatures of all sorts, as well as aballin, bzastra, dolphins, dragon turtles, fish of all sorts except sharks, flawder, reef giants, sea sprites, sirines, storm giants, tako, and whales. He expresses his favor through the discovery of pearls, large, empty conch shells resting perfectly atop a small mound of stone or an isolated coral outcrop, as well as valuable corals and shells useful for decorations, and blue gems of all sorts. His displeasure is shown through the discovery of broken sea snail shells or obviously sickly individuals, black stinging seaweed, and mournful tones blown from a conch shell horn that cannot be seen.

The Church

CLERGY:	Clerics, specialty priests, crusaders, rangers
CLERGY'S ALIGN.:	NG, LN, N
TURN UNDEAD:	C: Yes, SP: No, Cr: No, R: No
CMND. UNDEAD:	C: No, SP: No, Cr: No, R: No

All clerics, specialty priests, and rangers of Persana receive religion (triton) and religion (asathalfinare) as bonus nonweapon proficiencies. All members of the clergy are expected to take proficiency in riding hippocampi or giant sea horses before 5th level.

Like the tritons themselves, Persana's priesthood tends to have an aloof and superior attitude towards other clerics, even those they are on good terms with. They willingly work with and help allied clerics and communities, but it can often take a substantial effort and great evidence to mobilize them; once mobilized, however, they are a force to be reckoned with under the waves. Their aloofness tends to make them skeptical of plans and ideas presented by other races, seeing them all as young and inexperienced, even the sea elves. Once convinced, however, they readily enact plans they earlier doubted, with little or no protest. Most priests specialize within their communities as architects, magistrates and judges, or battle leaders, depending on personal inclination and the needs of the community. Those who favor architecture and building generally hold positions of greater respect within their communities than priests of other disciplines.

Temples honoring Persana can be found in most triton communities, with only the smallest settlements lacking one. These temples are grand constructions, featuring the best architecture tritons can muster, and are widely regarded as among the most beautiful buildings to be found under the waves, although sea elves often disagree. They are built upon a geometric plan, with soaring spires regularly placed around the structure. Domes are common, especially in the public sections of the temple. Arches like cresting waves often frame windows and doorways, and sculpture is common along columns and flanking walkways. Ceilings and the underside of arches contain complex repeating geometric patterns that are enhanced by magical light, and almost seem to mesmerize those looking at them. As the cities grow around the temples, they are forced to build up, such that the temples in the largest and most populated cities become towers. Pearls and shells feature as common decorative elements on the temple walls, as do corals and elaborate stone carvings resembling a wide variety of natural shapes and designs. Shrines always share

architectural elements with the grand temples, but on a smaller scale. Neither shrines nor temples feature altars, and priests make no sacrifices to their god; holy places are for quiet contemplation and prayer.

Novices of Persana are known as Unformed. Full priests of the Guardian of the Deep are known as the Sculpted. The priesthood is divided into three parallel branches, converging at the upper echelons into a single hierarchy. The first and largest branch, known as the Crafters of Stone, consists of architects, builders, and artisans; members of this branch dominate the highest ranks of the clergy. The second branch, known as the Crafters of Words, consists of magistrates, judges, and lawmakers. The third and smallest branch, known as the Crafters of War, consists of warriors, war leaders, and weapon makers. In ascending order of rank, the titles used by the Persanan clergy are Limpet, Abalone, Cowrie, Periwinkle, Turrid, Cerith, Murex, Whelk, and Conch. High-ranking priests are known collectively as the Grand Planners, and they duplicate the earlier ranks with a Revered prefix to them, such as Revered Cowrie. Specialty priests are known as aquatects. The priesthood of Persana contains significantly more males (62%) than females (38%). The clergy of the Justice of the Depths consists primarily of specialty priests (70%), with clerics (16%), crusaders (10%), and rangers (4%) filling out the remainder. Tritons (84%) form the overwhelming majority of Persana's faithful, although small numbers of shalarin (8%), merfolk (4%), sirines (2%), sea elves (1%), and other aquatic races (1%) are drawn to his service.

Dogma: Honor Persana by using the hands he gave you to sculpt great works. Always strive to better your skills and improve your creations, for it is Persana's will that the tritons build greatness. The depths that tritons call home are also home to great wonders, great evils, and great secrets. Guard well those things of danger so they do not fall into the wrong hands, and protect both the depths and the shallows against the great evils that lurk in the deep trenches. Evil always rises, and good will always confront it; justice is found in the balance between these forces, for it is the balance of justice that visits good upon evil and evil upon good.

Day-to-Day Activities: The clergy of Persana spends most of their time focusing on the duties of their specialization. The Crafters of Stone spend their time planning out new settlements and building the major structures they will contain, expanding and rebuilding the important buildings of older settlements, and creating much of the public artwork that is found in triton towns and cities. Specific nations and communities of tritons tend to have established standards of planning and construction, with some favoring square plans, others favoring octagonal, and still others favoring triangular designs. Within these established parameters, there is considerable experimentation, although tritons have a deep and abiding love for symmetry in their architecture. The Crafters of Words maintain the bureaucratic operations of a triton nation or community, writing laws, and adjudicating complaints and grievances between members of the community. They do not rule the lands, however; they instead serve as administrators to the ruling king, emperor, or elected council, depending on how the triton nation is organized. Finally, the Crafters of War train soldiers and guards and lead military sorties against their enemies. They study their foes and their own history in-depth to better formulate battle plans and strategies, as well as developing detailed defensive and evacuation plans to better protect their lands and peoples.

Important Ceremonies/Holy Days: While the church of the Guardian of the Deep holds numerous holy observances, none are found across all triton communities. Instead, such observances honor the deeds and lives of heroes and holy persons, as well as great events that have affected the triton communities in the region such as great battles, the founding of important cities or temples, and so forth. These ceremonies may be somber or celebratory, depending on the nature of the person or event, but always includes a ritualistic recounting of the life or deeds. This recitation is an ancient art form of the tritons, but varies from community to community, and may be in either prose or verse, and often include a chorus or vocal callback from the audience. Regardless of the specific form, guests to these events from other races have frequently stated they are deeply moving, even when they do not understand the language. Somber events follow the recitation with quietude and a period of reflection, while celebrations often include a dance by members of the clergy that impresses even the elves. All such events are deeply ritualistic and preserve ancient mannerism and modes of speech.

Major Centers of Worship: Tritons build major temples in all of their large cities, but their race is not one that engages in pilgrimages often, so few attract significant outside visitors. The most well-known temple is not one found within any triton settlement, however. In return for aid and guidance in constructing the Citadel of Ten Thousand Pearls, the marids built a great mosque in Persana's honor, although it is said the Architect of the Deep designed it himself. The Mosque of Persana is overseen by a small number of triton priests, but relatively few residents of the city visit it.

Affiliated Orders: Persana's clergy sponsors no independent martial or monastic orders, as those functions are fully integrated into the church's divided hierarchy. There are, however, any number of bands of young triton adventurers that includes rangers, crusaders, or other priests within their ranks that attempt to follow the precepts of Persana's faith.

Priestly Vestments: Tritons wear stoles or robes made of kelp, sometimes implanted in giant clams in order to coat them with nacre. The color of the stole indicates which branch of the clergy a priest belongs to; the Crafters of Stone wear blue or green stoles, the Crafters of Words wear yellow stoles, and the Crafters of War wear red stoles. The holy symbol of the priesthood is the shell of a sea snail, such as a whelk or conch that is no larger than a closed fist. It is typically worn about the neck.

Adventuring Garb: Members of Persana's clergy favor the standard equipment of their community. Typically, this means tridents, spears, and heavy crossbows, with scale armor or special sharkskin leather (AC 4) for protection; this can vary by settlement, however, with some using unique weapons and armor instead of those listed above. In particular, a long, curved blade called a tapal is a favored triton weapon used by those living in the Sea of Fallen Stars on Faerûn and other worlds, and coral armor called silverweave and pearl armor are found in these same communities (see *The Sea of Fallen Stars* accessory for details).

Specialty Priests (Aquatects)

REQUIREMENTS:	Wisdom 13, Strength 13 or Dexterity 13 or Charisma 13
PRIME REQ.:	Wisdom, Strength or Dexterity or Charisma
ALIGNMENT:	NG, N
WEAPONS:	Crossbow, dagger, net, spear, tapal, trident
ARMOR:	Any aquatic
MAJOR SPHERES:	All, animal, creation, divination, elemental water, healing, necromantic, protection, summoning
MINOR SPHERES:	Charm, combat, wards
MAGICAL ITEMS:	Same as clerics
REQ. PROFS:	Artistic ability (sculpture) or engineering
BONUS PROFS:	Riding, sea-based (hippocampus or giant sea horse)

- Aquatects must be tritons.
- Aquatects are not allowed to multiclass.
- Aquatects may select nonweapon proficiencies from the rogue group without penalty.
- At 2nd level, aquatects can cast *mount* (as the 1st-level wizard spell) or *detect structural flaw* (as the 1st-level priest spell) once per day.
- At 4th level, aquatects blow a conch shell horn to summon 5d4 hippocampi, 1d10 sea lions, or 5d6 giant sea horses once per day; the creatures summoned arrive to aid the priest in 1d6 rounds. In addition, the horn can be sounded to cause *fear* in marine creatures. Any creatures within 60 feet of the aquatect when the horn is sounded who have animal Intelligence or less flee in panic if they fail a saving throw vs. spell. Those who succeed in their saving throw still suffer a –5 penalty to their attack roll against any tritons within the area of effect. This ability can be used once per day.
- At 6th level, aquatects gain a bonded mount just as paladins do. Hippocampi and giant sea horses are the most common mounts, but sea lions and other rare marine creatures may also become a bonded mount.
- At 7th level, aquatects can make three melee attacks every two rounds.
- At 8th level, aquatects can cast *wall of coral* (as the 5th-level priest spell) once per week. This rises to once per day at 10th level.

- At 10th level, aquatects can cast *stone or coral shape* (as the 3rd-level priest spell *stone shape*, but also affects coral) once per day.
- At 13th level, aquatects can make two melee attacks per round.
- At 15th level, aquatects can cast *blade barrier* (as the 6th-level priest spell) once per day. This power is commonly used against kraken tentacles when those creatures attack triton settlements.

Persanan Spells

In addition to the spells listed below, priests of the Justice of the Deep can cast the 1st-level priest spell *augment artistry*, detailed in *Demihuman Deities* in the entry for Corellon Larethian.

1st Level

Detect Structural Flaw (Pr 1; Divination)

Sphere:	Divination
Range:	10 ft./level
Components:	V, S, M
Duration:	1 turn/level
Casting Time:	1 turn
Area of Effect:	10 ft. × 10 ft. area/level
Saving Throw:	None

This spell allows the caster to detect hidden structural flaws in items such as ceilings, floors, armor, weapons, ships, piers, buildings, etc. While this spell is most commonly used by priests of sailing deities to assess the soundness of seagoing vessels, it is used by the Persanan clergy to assess the quality and strength of the buildings in their cities and settlements, especially after earthquakes and attacks by deep-sea threats; in such cases, it is used to determine whether a building needs to be torn down and rebuilt due to being unsafe. Any caster who acts upon the information gathered by this spell grants a +1 bonus to the structure's saving throws versus damage or attacks from storms, weapons, monsters, natural disasters, etc.

The caster may move slowly (one-quarter normal speed) while maintaining the spell, but may not cast other spells. The caster may detect flaws up to one foot deep in wood and stone, and up to one inch deep in metal. Scanning an "item" such as a shield, helmet, sword, or specific support beam, etc., requires 1 round. Scanning an "area" such as a floor, deck, or ceiling requires 1 turn per 10-foot by 10-foot area inspected.

The material component of this spell is a round disc of glass or crystal.

This spell is not exclusive to priests of Persana; it is also available to deities of sailing, seas, and construction, at the DM's option.

3rd Level

Concussive Blast (Pr 3; Invocation/Evocation)

Sphere:	Combat
Range:	60 yds.
Components:	V, S, M
Duration:	Instantaneous
Casting Time:	6
Area of Effect:	Special
Saving Throw:	Special

When cast, this spell launches a minute missile of force to a point targeted within range. When cast within air, it explodes with a small radius and a loud bang. It has no effect besides the noise unless it is targeted on a creature; in which case, it deals 1d4 points of damage plus 1 additional point per level.

Where the spell shines, however, is when it is cast into or under water. In such a case, the spell's explosion triggers a concussive blast in a 20-foot radius. Any creatures caught within the blast suffer 1d8 points of damage per two caster levels, to a maximum of 10d8 damage; a saving throw versus spell halves the damage. If a creature fails this saving throw, a second one must be made; if it also is failed, the creature is stunned for 1d2 rounds. The concussive blast from this spell cannot pass into air, nor can it pass through solid surfaces. Exposed fragile items may need to make a saving throw vs. crushing blow at the DM's option. Note that if the missile is targeted on a creature, that creature also suffers the

damage listed at the start of the spell description; this damage is not reduced with a successful saving throw.

The underwater concussive blast created by this spell is not considered magical; thus, magic resistance, spell reflection, and other similar effects do not trigger for creatures caught in the radius. The missile itself is, however, and so protections do apply if a creature is targeted.

The material component for this spell is a piece of pufferfish.

Zone of Sweet Water (Pr 3; Abjuration)

Sphere: Elemental Water, Wards
Range: 10 yds./level
Components: V, S, M
Duration: 1 turn/level
Casting Time: 6
Area of Effect: 10-ft./level cube
Saving Throw: None

Zone of sweet water creates an invisible barrier around the area of effect that repels all noxious, acidic, or obscuring elements from liquids, including those created magically (such as a *vitriolic sphere*). The spell offers no protection against noxious vapors created by a dragon’s breath weapon (such as the acid of a black dragon). Noxious liquids already within the area of effect when the spell is cast are not affected. Fresh water passes into the area normally.

If poisonous, acidic, or obscuring liquids are expelled within the area of effect (for example, if a giant squid squirts out an ink cloud), it takes effect normally but dissipates in half the time normally required. The spell affects a cube whose sides equal the caster’s level times 10 feet (for example, a 10th-level caster could affect a cube whose sides are 100 feet long).

The material components are the priest’s holy symbol, the bell of a small jellyfish, and a seaweed frond.

4th Level

Call Marine Beings (Pr 4; Conjunction/Summoning)

Sphere: Summoning
Range: 100 yds./level
Components: V, S, M
Duration: Special
Casting Time: Special
Area of Effect: Special
Saving Throw: Neg.

By means of this spell, the caster is able to summon certain marine creatures to his location. Naturally, this spell works only in sea water, but not necessarily only underwater. The caster begins the incantation and continues uninterrupted until some called creature appears or two turns have elapsed. (The verbalization and somatic gesturing are easy, so this is not particularly exhausting to the spellcaster.) Only one type of the following sorts of beings can be summoned by the spell. They come only if they are within the range of the call.

The caster can call three times, for a different type each time. Once a call is successful, no other type can be called without another casting of the spell. (Your DM will consult his outdoor map or base the probability of any such creature being within spell range upon the nature of the area the caster is in at the time of spellcasting.)

The creature(s) called by the spell are allowed a saving throw vs. spell (with a –4 penalty) to avoid the summons. Any marine beings answering the call are favorably disposed to the spellcaster and give whatever aid they can. However, if the caller or members of the caller’s party are of evil alignment, the creatures are allowed another saving throw vs. spell (this time with a +4 bonus) when they come within 10 yards of the caster or another evil character with him. These beings immediately seek to escape if their saving throws are successful. In any event, if the caster requests that the summoned creatures engage in combat on his behalf, they are required to roll a loyalty reaction check based on the caster’s Charisma and whatever dealings he has had with them. This spell works with respect to neutral or good marine creatures, as determined by the DM. Thus the DM can freely add to or alter the list as he sees fit.

If the caster personally knows a certain individual marine being, that being can be summoned at double the normal range. If this is done, then no other marine creatures are affected.

If a percentage chance is given, aqueducts and other aquatic priests add 1% per caster level. These chances can be used if no other campaign information on the area is available.

The material components of this spell are a seashell, a kelp frond, and a small piece of coral.

Creature Type Called	Depth		
	Shallow	Medium	Deep
2d6 dolphins	40%	10%	1%
1 dragon turtle	1%	10%	5%
2d4 hippocampi	5%	30%	20%
1 nereid	10%	20%	10%
1d4 sea lions	20%	20%	5%
1d6 sea sprites	15%	10%	0%
1d2 selkies	15%	0%	—
1 sirine	10%	—	—

5th Level

Wall of Coral (Pr 5; Conjunction/Summoning)

Sphere: Summoning
Range: 5 yds./level
Components: V, S
Duration: Special
Casting Time: 8
Area of Effect: Special
Saving Throw: None

This spell can be cast in one of two ways: as a solid barrier of coral, suitable for construction or blocking passages, or as a dense mass of sharp coral that a creature can push through.

A) *Solid Barrier*. When this version of the spell is cast, it creates a solid wall of stony coral suited for the environment and depth of the water it forms in. It must be sufficiently anchored when created; it cannot be created in such a way that it collapses after creation, nor can it be created in a position in which it would collapse if moderate force is applied against it. The spell creates a *wall of coral* ½ an inch thick and 10 square feet of surface area per caster level, so a 12th level caster can create a wall up to 6 inches thick and 120 feet of total surface area. So long as the wall is fundamentally straight, it can be shaped to include doors, windows, or buttresses, but can’t be formed into corners or angles. The coral is permanent, although it can be destroyed by a *dispel magic* spell in the first month of creation.

B) *Dense Mass*. This mass of coral is similar to that created by a wall of thorns spell. Any creature coming in contact with the wall suffers 1d8 points of damage plus an additional amount equal to the creature’s AC (a negative AC reduces the contact damage to a minimum of 1); AC adjustments are not considered for this calculation. A creature can attempt to break through 10 feet of the dense mass per round for the same damage as listed above. The caster is able to create 10 cubic feet per level in whatever shape desired. Thus a 12th level caster could create a *wall of coral* that was 30 feet long by 20 feet deep and 20 feet high. If a thinner mass than 10 feet thick is created, the damage for breaking through is reduced accordingly. For example, if the wall is only 1 foot thick, a creature breaking through takes only 10% of the damage listed above.

The *wall of coral* spell is only effective underwater. If cast above water or within an air pocket, the coral is dead and extremely brittle; any creature can break through the dense mass version without damage, and any creature with a Strength score of 9 or greater can easily break through the solid barrier form. None of the coral created by this spell is of a valuable sort.