

# Anguileusis (Imprisoned)

(The Abiding One, Eel of the Depths, the Life-Crafter)

## Demi-power (formerly Intermediate Power) of the Prime Material Plane, LE

PORTFOLIO:	Anguiliians, conquest, empire, aquatic life-based magical creation
ALIASES:	None
DOMAIN NAME:	None/Location Unknown
SUPERIOR:	None
ALLIES:	None known
FOES:	Sekolah, none others known
SYMBOL:	An S-shaped eel or an eel with pincers
WOR. ALIGN.:	LE, NE, CE

Nearly forgotten even by his own race, Anguileusis (an-GWILL-ew-sis) was the creator and patron of the deep-dwelling anguiliians. While a cold and calculating power, he took a direct and active interest in the lives of his followers, and directed them to conquer the oceans of the Prime Material plane. He also gifted them with the knowledge of harnessing and channeling his divine essence in the creation of demi-magical items and magical creatures. It is likely that before his imprisonment, he was a lesser or intermediate power.

Little is known of Anguileusis prior to his imprisonment. So sparse are documented recordings of his name that most sages of the divine dismiss them as translation errors or misspelled references to the anguiliians themselves. Those sages who find tales of the Eel of the Depths credible believe he once inhabited a now-dried up ocean realm on Gehenna, and his anguiliian followers arose deep within the oceans of a single Prime Material world, although details of that world are not recorded in any known tome. With his divine essence, he allowed his followers to open undersea gates to the oceans on other worlds, establishing cities deep beneath the waves on many worlds. They were initially content to colonize the deep trenches of these worlds, pushing out the relatively few and solitary inhabitants of these areas such as morkoth and krakens (and, as a couple sages speculate, the kuo-toa). According to the sages who give credence to his existence, Anguileusis craved dominion beyond the deep sea areas, and planned to lead the conquest himself. To this end, he planned to fully incarnate himself on the Prime Material plane, but during the process, he was discovered by some outside force, believed by a few sages to be an elven enclave of wizards studying the oceans and the aquatic races. In a desperate act, they interfered in his incarnation ritual, and managed to imprison him after his essence had left the Outer Planes, but before fully manifesting on the Prime. Some sages speculate that this event was what caused Mellifleur to ascend to godhood, and others hold that Corellon Larethian or Deep Sashelas had a hand in the act. The truth at this time is unknown, however. This act of imprisonment tendered most of the anguiliian civilization's demi-magical items inoperable and prevented them from creating the magically altered creatures they relied upon; without these elements, their society could no longer sustain itself and the civilization collapsed. Anguiliians today are little more than nomadic tribes wandering the deepest parts of the ocean, where the strongest rule by challenging their betters, and shamans have little in the way of magical ability. The only record of Anguileusis's prison is believed to be a single passage from an ancient, badly damaged elven tome that mentions an artifact called The Stone That Abides; no other details have been discovered by even the most diligent sages in Sigil.

Few of Anguileusis's ancient relationships are known, but it is suspected he had a rivalry with Sekolah. There appears to be some relationship between sahuagin and anguiliians, given their related languages. Speculation on the actual relationship varies widely, however, with some sages positing that Sekolah altered anguiliians (intentionally or not) into sahuagin, while others believe elven, dark elven, or non-elven wizards attempted to create an aquatic elven race from a mixture of elves and anguiliians, resulting in modern sahuagin and malenti. Still others believe the anguiliians, having lost their civilization, were enslaved for a time by the sea devils, adopting their language before somehow gaining freedom. He may have rivaled Panzuriel as well, for both the primary

followers of both deities were deep-dwelling races. Finally, some sages draw a connection between the pincers of anguiliians, and likely Anguileusis as well, and the pincers that the Blibdoolpoolp's iconography portrays, and the pincer staves used by kuo-toa. These sages speculate the two deities may have been mates, or that the Sea Mother was once a deity of the anguiliians before leaving to find new worshippers. Little hard evidence exists to support this claim, however.

Anguileusis was once an active deity, communicating directly to his followers and infusing the power he normally would have used to create avatars in a handful of powerful priest-leaders and the multitude of demi-magical items the anguiliians used in their everyday life. Some elements of his power likely survived his imprisonment, but not a form capable of replacing or regenerating him.

## Anguileusis's Avatar (Fighter 31, Cleric 24, Mage 18)

Anguileusis appeared as a large, somewhat more humanoid anguiliian. His scales were serpentine-green, with pale yellow eyes and fins, and pitch-black claws. He drew his spells from all spheres save the spheres of chaos, sun (save darkness-creating spells), and weather, and all schools save illusion/phantasm. He could not cast any spell that created or affected fire.

AC 0; MV 9, Sw 24; HP 201; THAC0 -10; #AT 4  
Dmg 1d6/1d6/2d6+1/2d8 (pincer/pincer/bite/tail) or 2d8+13 (*trident* +3, +8 STR, +2 spec bonus in *trident*)  
MR 25%; SZ M (12 feet long)  
Str 20, Dex 21, Con 19, Int 20, Wis 15, Cha 15  
Spells P: 11/10/9/9/8/3, W: 5/5/5/5/3/3/2/1  
Saves PPD 2; RSW 3; PP 4; BW 4; Sp 4

**Special Att/Def:** Anguileusis typically wielded *Krakentooth*, a large *trident* +3 made of whalebone with tines taken from the beak of an exceptionally large kraken. This trident dealt double damage against any spellcasting creature; those slain with it had their active magics (including memorized spells, *contingencies*, etc.) drained, with their power being channeled to Anguileusis himself to further power the demi-magic items of the anguiliians. In addition to his trident or pincers, he could strike with his tail and bite with his circular, tooth-filled maw each round. He shared the other physical attack modes of anguiliians as well.

Anguileusis could summon 1d3 vurgens (giant gulper eels), 2d4 marine eels, and 3d6 electric eels once per day each. He could cast *shocking grasp* at will, *lightning bolt* three times per day, and *chain lightning* once per day. Once per hour, he could dart (as an anguiliian) for a full turn, gaining a swimming movement rate of 42. Once per day he was able to swim in a circle at such a great speed that he set up a vortex powerful enough to endanger seagoing vessels, forcing them to make seaworthiness checks (see *Of Ships and the Sea*). Ships with a keel length of 20 feet or less capsize if they fail their check, while those of larger size follow the standard rules for foundering. Ships that capsize, as well as crew and loose objects aboard, are sucked down to a depth of 50 feet. While caught in the vortex, either above or below the surface, creatures take 5d6 points of damage, and must make a Constitution check to avoid drowning. Anguileusis must swim in a circle for one full round before the vortex takes hold, and can keep it spinning for five full rounds. While swimming, he gains a +6 bonus to his saving throws, and all attacks against him are made with a -6 penalty; any single physical or magical attack dealing 30 points of damage will disrupt the formation of the vortex, or end it prematurely.

Anguileusis was immune to electricity and weapons below +2 enchantment, and took half damage from cold. He could not be harmed by water pressure in any way, and eels of all sorts would act as if *charmed* by him. He was vulnerable to fire, suffering a -2 penalty to his saving throws and an extra 2 points of damage per die.

## Other Manifestations

Anguileusis communicated directly to his priesthood, instructing and directing them as necessary. He was not known to communicate in any other way; today he is only able to manifest as a brief but intense empathic urge on a very infrequent basis. Because of the rarity of these urges, anguiliian priests have a difficult time interpreting them. As

Anguileusis channeled so much of his divine power into the magic of his people, he was never known to manifest directly to aid them.

Anguileusis was served primarily by eels of all sorts, including electric eels, giant eels, gulpers, marine eels, and vurgens. He used no other creatures, nor did he ever manifest his favor or displeasure through subtle means. Instead, he sent message and images directly to his priests when they have especially pleased or disappointed him. When a priest failed him due to gross incompetence, negligence, or other personal error, he typically sent a pair of vurgens to attack at a time the priest was alone; if they survived, their failure was forgiven.

## The Church

CLERGY:	Clerics, specialty priests, shamans
CLERGY'S ALIGN.:	LE, NE, CE
TURN UNDEAD:	C: No, SP: No, Sha: No
CMND. UNDEAD:	C: Yes, SP: No, Sha: No

All clerics, specialty priests, and shamans of Anguileusis receive religion (anguillian) as a bonus nonweapon proficiency. Note that as an imprisoned deity, his priests are currently limited to 2nd-level spells.

Virtually nothing is known of Anguileusis today, even among anguillians. Any rivalries or alliances his cult once had are long forgotten, not even preserved in myth and legend among the eel-people. The anguillians simply oppose any races who get in their way on their nomadic travels or have food or goods they wish to acquire. Should Anguileusis ever be released from his imprisonment, it is likely he would direct his followers primarily against those of Panzuriel and Sekolah, both to subvert their followers and eliminate rivals.

Temples built to honor Anguileusis were subterranean structures, often built into the sides of deep aquatic trenches, around which anguillian cities arose, both within the Rock and on the trench floor. They consisted of a series of spherical chambers, tiled with serpentine stone magically created through Anguileusis's direct divine power. The size of the chamber dictated its function, with the largest being reserved for the altar chamber itself, which contained a serpentine statue of the Eel of the Depths himself. Creatures and treasure were sacrificed regularly, as a means of fueling his power and as a thanks for all he did for his followers; there was no fear or threat in such sacrifices. The spherical chambers were connected by cylindrical tunnels, usually on a horizontal plane, that were bored out of the stone by great heat from large magically altered worms created for just those purpose. Each tunnel and chamber had a "door" made of a magical green membrane; magical keys were created that would open and close them. Otherwise, the membranes were virtually impenetrable by normal weapons. The temples, and indeed the cities themselves, were full of demi-magical objects and magically engineered creatures which all served extremely specific purposes. After Anguileusis's imprisonment, most items stopped functioning, and most of the creatures died of neglect.

Little is known of the hierarchical structure of the Anguileusian clergy, although some documents indicate cities were ruled by a mated pair of priests called the Deep Mother and Deep Father. Nothing is known about lesser positions or titles, which have not been preserved by the modern shamanistic clergy. Anguillian tribes have no more than one full shaman, who gains the position by slaying or driving off the previous shaman. They may have up to three apprentices, but they often eliminate ones who appear ready to challenge them. All shamans in the tribe are called Abiding Ones, although the meaning of this name has been lost. Shamans today are overwhelmingly male (80%), although in the ancient civilization the gender ratio of the priesthood was apparently completely even. Among anguillians today, only shamans are known; in the past, it seems the priesthood was divided between clerics (25%), specialty priests known as deep crafters (30%), and a unique form of wizard (45%) who were able to tap directly into Anguileusis's divine power to cast their spells; with the imprisonment of the Eel of the Depths, they lost all their power and had not even the most basic understanding of magic to transition into regular wizards or witch doctors.

**Dogma:** Anguileusis's ancient teachings reflected his desire for conquest. It stated that the seas were the rightful domain of the Eel of the Depths and his children, and it was their right to take territory by force and establish great cities in his honor. His power was to be used to improve living conditions and achieve victory in battle; he directed that

everything from weapons and armor to farming tools could be powered with his divine essence. In addition, the Life-Crafter taught that his power could be used to shape living creatures into forms better suited to specific uses; everything from giant eel-habitats to worm-excavators and cephalopod custodians were created, although few could care for themselves.

Shades of these teachings can sometimes be found in tribal anguillian beliefs, but they are usually highly divergent. Modern Anguileusian dogma tends to focus on the search or hunt for something, someone, or some place. The shamans don't know exactly what the search is for, but believe they'll know it when they find it. It also often includes a belief in the inherent superiority of the anguillian race, and the shamans teach that destroying enemies (basically whoever the shamans decide at the time) is proper to prove it. Finally, the teachings often include a belief that other sea life exists only to serve anguillians in some form or another, be it food or raw materials for weapons, tools, and shelter.

**Day-to-Day Activities:** Anguillian shamans spend their time as other anguillians do. The younger shamans accompany hunting parties, raiders, and scouts as appropriate to their skills, while the elder shamans teaches the young and advises the chief. Most other races, even aquatic races, have trouble distinguishing the shamans from normal members of the tribe until they unleash spells in combat.

The ancient anguillian priests were in charge of all magical endeavors, and served as rulers and administrators, architects, engineers. They developed the demi-magical items and bred the magical creatures that were integral to their society. While only a relatively small portion of anguillian society, virtually every important role other than military leadership was filled by a priest.

**Important Ceremonies/Holy Days:** Holy days are unknown to anguillians, and all ancient ceremonies have been lost to time. Shamans tend to have impromptu ceremonies when they deem it necessary, either to raise morale, congratulate the leaders and warriors, or to try to alter undesirable behavior.

**Major Centers of Worship:** Modern anguillians are nomadic, and create no permanent temples or shrines, and their shamanistic faith now has no real concept of permanent holy sites. Some elements of the old civilization are considered holy, while those anguillians who still have some knowledge of the old civilization are deeply respected.

**Affiliated Orders:** Whether the Anguileusian church ever sponsored any martial or monastic orders has been lost to time.

**Priestly Vestments:** Anguillian priests have no formal garments, but many wear trophies or other decorations during services. Even ancient priests had little in the way of formal garb beyond their holy symbol. The holy symbol used by ancient priests was an ornate eel figure with an S-shape, carved from green serpentine. Full shamans now use an ancient artifact from the old anguillian civilization passed down through the tribe, while acolytes use the preserved jaw of an eel or some trophy from an enemy they've killed; trophies from morkoth and sahuagin are preferred.

**Adventuring Garb:** Ancient anguillian priests used a variety of living demi-magical items as armor and other equipment. Few of these items have survived the millennia since Anguileusis's imprisonment, but those that have are often employed by shamans.

## Specialty Priests (Deep Crafters)

REQUIREMENTS:	Dexterity 12, Intelligence 12, Wisdom 9
PRIME REQ.:	Intelligence, Wisdom
ALIGNMENT:	LE
WEAPONS:	Any
ARMOR:	Any
MAJOR SPHERES:	All, combat, creation, divination, elemental (air, earth, water), law, necromantic, summoning, sun (reversed only)
MINOR SPHERES:	Animal, healing, plant
MAGICAL ITEMS:	Same as clerics and wizards
REQ. PROFS:	Natural-fighting
BONUS PROFS:	None

- Deep crafters had to be anguillians.
- Deep crafters were not allowed to multiclass.
- Deep crafters could transmute one cubic foot per level of hard organic material (coral, bone, ivory, teeth, scales, shells, etc.) to serpentine

stone once per day. The resulting stone was solid and slab-like; it did not retain the form of the original material. This material was suitable for carving into figurines or cutting into tiles, and used heavily in the creation of temples and iconography.

- Once per day, deep crafters could cast *enlarge* or *shocking grasp* (as the 1st-level wizard spell).
- At 3rd level, deep crafters could summon 1d4 electric eels to fight for them or perform simple tasks once per day. The eels left after the battle or task was concluded, or 3 turns had passed.
- At 5th level, deep crafters could create *demi-magical items*, similar to normal magical items. Most of these performed as described in the *DUNGEON MASTER Guide*, but drew their magic from Anguileusis rather than innately containing the full magical power. In addition, they could create a wide variety of other unique items. Item creation took half the time as normal magical items, but required much of the same preparation. Once the item was ready, it was infused with power from Anguileusis rather than involving the actual spells of the item; the deep crafter could infuse a variety of wizardly magic in items in this way as well. Deep crafters had a variety of unique items they could create as well. They could create 500 XP worth of items per month; in order to create an item worth 3000 XP, they had to wait six months before they could start the process. These items ceased to function permanently if cut off from Anguileusis.
- At 7th level, deep crafters could infuse the power of Anguileusis in creatures during the breeding process, creating a variety of magical item/creature hybrids, such as *pangs* and *synergetic crustaceans* (see *Sea of Blood* for both), as well as a large variety of other such creatures. While such creatures do not require continued power from Anguileusis, they often cannot survive without extensive care and cultivation, and as such, few have survived. It is possible that some monsters of the deep are in fact former creations of the anguillians that have survived and thrived on their own.
- At 9th level, deep crafters could cast *stone shape* (as the 5th-level wizard spell) or *create membrane* (as the 5th-level priest spell) once per day. The latter power only functions in the personal protection form.
- At 15th level, deep crafters could cast *lightning bolt* (as the 3rd-level wizard spell) twice per day.

## Anguileusian Spells

Regardless of sphere, Anguileusian priests had access to any spell that could permanently modify or alter an animal or plant such as adding powers or limbs. This does not apply to spells intended to alter humanoids. Anguileusis's shamans have lost this functionality.

### 2nd Level

#### Electric Eel (Pr 2; Invocation/Evocation)

Sphere: Combat  
Range: 60 yds.  
Components: V, S  
Duration: Instantaneous  
Casting Time: 5  
Area of Effect: 10-ft. radius globe  
Saving Throw: ½

When this spell is cast, an eel-shaped bolt of electricity "swims" toward the target, bursting on impact and shocking other creatures within a 10-foot radius globe. The eel strikes its target on a successful attack roll using the caster's THAC0; a miss indicates it bursts within 5 feet of the target. If the attack roll is successful, the target suffers 2d6 points of damage, plus 2 points per caster level, to a maximum of 20. Those within the burst globe, including the original target if the attack roll was a miss, suffer 1d8 points of damage, plus 1 point per caster level, to a maximum of 10. A successful saving throw vs. spell halves the damage taken.

At the caster's option, the *electric eel* can be set to burst immediately with no attack roll, as if the caster were the target. This is a favorite tactic of anguillians, given their natural immunity to electricity.

### 4th Level

#### Ball of Eels (Pr 4; Conjuraction/Summoning)

Sphere: Animal  
Range: 30 yds.  
Components: V, S, M  
Duration: 1 rd./level  
Casting Time: 7  
Area of Effect: Up to 15-ft. diameter sphere  
Saving Throw: None

With this spell, the priest summons a sphere of hungry, carnivorous eels around a Large-sized creature or smaller up to 30 yards away. The eels swim swiftly around the target, darting in and out to nip and bite at the creature each round. The sphere consists of 5d4 eels, plus 2 per level of the caster. Each round they attack using the caster's THAC0; on a successful attack roll, one eel manages to bite the target, plus one for each point beyond the target roll needed, dealing 1d3 points of damage each. For example, if a 12 is needed to strike the target and a 14 is rolled, three eels successfully bite, dealing 3d3 points of damage. The strikes are made on the priest's initiative roll, and the eels can strike even creatures immune to nonmagical weapons.

The eels have 3 hit points each; the target can strike the sphere with its weapons or normal attacks (no attack roll is necessary) to try to kill the eels; for every 3 points of damage dealt, another eel is slain. Strikes from outside the sphere are 75% likely to deal damage to the victim as well; the sphere's AC matches that of the target. Spells that affect an area can kill the eels with the same guidelines as for weapon strikes; they are entitled to a saving throw as if they were the caster, and the victim is affected by the spell, suffering a -2 penalty to their saving throw.

If the initial target is slain, the caster can direct remaining eels at another target. The caster can also summon the eels to perform simple, mundane tasks, such as fetching small items, but this usage is quite rare.

In addition to his holy symbol, the caster needs a few drops of his own blood, which must be fresh. Pricking the skin with a needle or small blade is sufficient, as are any unhealed wounds suffered in prior rounds to the casting in the same encounter.

### 5th Level

#### Create Membrane (Pr 5; Invocation/Evocation)

Sphere: Protection  
Range: Special  
Components: V, S, M  
Duration: Special  
Casting Time: 8  
Area of Effect: 1 membrane  
Saving Throw: None

By means of this spell, the caster can create a tough but flexible green-tinted membrane that can be put to a variety of uses as designated at the time of casting. The easiest and most common usage covers the caster's body and limbs (but not head, hands, feet, fins, etc.) in the membranous coating for a number of rounds equal to twice the caster's level, and granting them an AC of 0 against piercing and slashing attacks, and an AC of 2 against bludgeoning attacks. If exposed to air, the membrane becomes dry and brittle after two rounds, and no longer offers any further protection. This casting requires a small piece of gut lining from any aquatic creature, roughly two inches square in size.

The second, rarer casting creates a membrane large enough to cover up to a 20-foot diameter passage, openable in the center. This membrane is permanent if a pearl or piece of ivory worth 400 gp is used in conjunction with the normal material component, a piece of gut lining from a large aquatic creature that can cover the passageway. This form is opens at a tough along the seam, and can be destroyed if 30 points of cutting damage is dealt to it in one round. If an intelligent creature is sacrificed at the time of casting, this membrane can further be strengthened to be impervious to all but magical cutting weapons; even then, it takes a week at least of constantly sawing and hacking at the membrane to destroy it. The normal components as detailed above are still required in this version. Finally, with the casting of this version, the priest can designate a small carved ivory or serpentine figure to act as a key for the portal; such a key radiates faint magic and glows a bright green if brought within 10 feet of the membrane. These membranes are

not water-tight, but they do filter out toxins and contaminants of all sorts, but if you exposed to air for a full day, they become dry and brittle, losing all their magic. They disintegrate after a week, but can also be destroyed with a solid strike of any sort. Note that these membranes cannot be magically dispelled or cancelled after a week in existence.