

Sekolah

(The Great Shark, the Plunderer, the Joyful Hunter, the Caller from the Depths, the Eater, the Uncaring)

Intermediate Power of Baator, LE

PORTFOLIO:	Plunder, hunting, tyranny
ALIASES:	None
DOMAIN NAME:	Stygia/Sheyruushk
SUPERIOR:	None
ALLIES:	Istishia, Talos, various baatezu lords
FOES:	Anhur, Deep Sashelas, Demogorgon, Eadro, Ixendren, Manannan mac Lir, Nesirie, Osprem, Panzuriel, Persana, Poseidon, Procan, Surminare, Syranita, Trishina, Umberlee, Valkur, Water Lion, Xerbo, the Seldarine
SYMBOL:	White shark
WOR. ALIGN.:	LE, NE, CE

The Great Shark Sekolah (SEK-oh-lah) is the patron of the sahuagin, although he is not their creator. The Plunderer represents the base drive to hunt and unleash savage brutality on anything in his path, and he has instilled these virtues into nearly every element of sahuagin society. His many wanderings have spread the sea devil across the many worlds of the Prime Material Plane. He demands strict obedience from his worshipers and in return promises them the viciousness, strength, and fertility to dominate the undersea lands.

Sekolah's origins are unknown, but many sages posit that he was once the animal lord of sharks given his favored form. If true, it is unknown how he managed to attain true divinity, but many of those same sages speculate the discovery of and subsequent worship from the sahuagin was what made his ascension possible. Other theories place the Plunderer's origins on Baator, as a baatezu lord so obsessed with watery environs and the thrill of the hunt that he forgot his origins and obligations to that devilish race. Regardless of his origin, he is never credited with the creation of the sahuagin; even their most heterodox myths state that he found and educated them.

The debate over Sekolah's origins seems minor and pedantic compared to the hotly debated topic of sahuagin origins. For their part, the sea devils rarely describe a time prior to their veneration of Sekolah despite their lengthy and detailed written and oral histories, favoring instead a mythic origin for themselves. These myths typically involve the Great Shark calling them from the great abyssal depths of the sea, or freeing them from the corpse of a great tentacled leviathan. The most detailed of these myths describe Sekolah triumphantly shaking a great nautilus shell that housed his foe, and freeing the sahuagin that were trapped inside. Those rare histories that do describe the most ancient sahuagin lifestyles make it clear they were once nomadic, staying in place only long enough for females to hatch a small brood of eggs; these descriptions are usually made to contrast with the later gift of fertility granted by Sekolah. Some sages connect these stories with the nomadic existence of the anguillians, who appear to be distantly related to the sea devils. Still other sages hold that the sahuagin were the result of a horribly botched experiment by elves or drow in an early attempt to create an aquatic version of their race; these sages hold that the failure of the sahuagin eventually led to the sea elves of today, and malenti are a remnant throwback to that origin. Such theories are fervently denied by elves, of course, who claim their aquatic brethren were devised by the hand of Deep Sashelas himself. Sages who still hold to an elven connection tend to claim the sahuagin are the result of elves transforming because of a magical mishap with early mythals, or some sort of cruel curse from an evil foe of Sekolah or Deep Sashelas. Still other theories connect the sea devils to sharks and rays, pointing to the penchant that both ixitxachtls and sahuagin have for mutation and the inclusion of "devil" in common appellations for both races. Finally, a small minority of sages hold that sahuagin originated with the salt wiggles, degenerate hurwaeti stranded when their spelljamming empire collapsed. Whatever their origin, however, there is wide agreement that the Plunderer had nothing to do with their creation, but has adopted them and fully dominates the culture of the majority of sahuagin across the planes.

In his pursuit of prey and plunder, Sekolah has made a vast array of enemies, and virtually no allies. He holds a formal alliance with the uncaring Lord of Water Istishia, whose only concerns are with the existence and use of water, but not the goals of said use. Sekolah and Istishia have very little contact, but it is said the Lord of Water can call on the Plunderer if needed to battle Kossuth. Much more tenuously, Sekolah has recently forged some sort of agreement with Talos, although the details and durability of this alliance are unknown. Finally, it is said Sekolah has formal and informal agreements with various lords of Baator, especially the lord of Stygia, Prince Levistus. These agreements generally involve the lending of sahuagin mercenaries to the baatezu armies for use in the Blood War, but what they and their God get out of the agreement beyond food and tribute has never been shared by the lords of Baator. In contrast to this brief list of allies, virtually every other divinity the Plunderer crossed paths with has earned his ire. He embodies the ideal of the sea Devils that a creature is known by their enemies, and Sekolah's list of foes is truly impressive. Topping the list are Deep Sashelas, lord of the sea elves, and the Demon Prince of Ixitxachtl, Demogorgon. Deep Sashelas, along with the members of the *asathalfinare* that he leads are stalwart opponents of Sekolah's depredations, and their followers are in constant states of war. However, it is believed the animosity goes deeper still; those sages who believe sahuagin were the byproduct of attempts to create early sea elves point to this as the spark of their endless hatred, although the specific details vary. His rivalry with Demogorgon, on the other hand, is believed to be far older than either of the races that worship the pair. Most sages believe Demogorgon was compelled to serve the Great Shark for over a millennium through the power of a now-lost aquatic artifact. Demogorgon managed to shatter the artifact, thus freeing himself from Sekolah's control. Other sages put the rivalry as an old score from the Blood War, with the two powers then just generals in the opposing forces. Finally, a small number of sages hold that Sekolah was the creator or original patron of the ixitxachtl, given that rays and sharks are closely related, and somehow Demogorgon wrested their worship from the Plunderer. The truth is not likely to be forthcoming, however, as neither deity speaks of the matter. Close behind these two deities is Water Lion, an enigmatic and wandering member of Sashelas's *asathalfinare*. Water Lion holds a special hatred for Sekolah and all sharks in general, and almost always dispatches an avatar to confront an avatar of the Plunderer should he notice such an appearance. While few deities need a special reason for animosity towards the Great Shark, Water Lion's deep hatred clearly transcends these normal and common feelings. Myths sometimes describe an ancient betrayal on the part of Sekolah, although scholars tend to scoff at such an idea, claiming that the two are far too dissimilar for such an alliance to have ever been in place. Recently, Sekolah has also taken an interest in disrupting the actions of Anhur and his worshipers after the Plunderer's avatar was defeated and driven away from the shores of Mulhorand during the Time of Troubles on Toril. Most every other deity with an interest in seas, oceans, and oceanic travel have been victims of the Great Shark's depredations, but only the *asathalfinare* has the power to do more than defend themselves and their followers from his attacks, and they do not have the inclination to try and strike directly at him.

Sekolah is extremely active, sending his avatars to the Prime Material Plane frequently. Such trips are rarely made to aid his followers, however; he much prefers to wander in marauding feeding frenzies, facing powerful leviathans of the deep and hunting the mortal followers of his foes. Sahuagin who view his avatar on these hunts often become enthralled by the vision of their deity, joining in his marauding for as long as they survive and the Plunderer remains on their world; when he finally departs, they may find themselves hundreds or even thousands of miles from their homes. When Sekolah does dispatch an avatar to aid his followers, he does so only when their victory in battle is already assured, and the sea devils see his appearances in just that light, with no resentment at all.

Sekolah's Avatar (Fighter 31)

Sekolah typically appears as an enormous great white shark with black soulless eyes. His back is a dappled greenish-grey with a white underbelly, and his maw is filled with razor-sharp serrated teeth. He also

occasionally appears as a massive, four-armed sahuagin with dark green scales edged in black and black eyes.

Shark Form

AC -3; MV Sw 36; HP 210; THAC0 -10; #AT 2
Dmg 3d10+11 (bite, +11 STR)
MR 30%; SZ G (35 feet long)
STR 23, DEX 17, CON 22, INT 17, WIS 17, CHA 18
Spells none
Saves PPDM 3; RSW 5; PP 4; BW 4; Sp 6

Sahuagin Form

AC -3; MV 9, Sw 36; HP 210; THAC0 -10; #AT 7
Dmg 1d12+11/1d12+11/1d12+11/1d12+11/2d10+11/2d10+11
(claw/claw/claw/claw/bite/rake/rake, +11 STR)
MR 30%; SZ G (35 feet long)
STR 23, DEX 17, CON 22, INT 17, WIS 17, CHA 18
Spells none
Saves PPDM 3; RSW 5; PP 4; BW 4; Sp 6

Special Att/Def: In shark form, Sekolah swallows creatures of up to Large size whole if he makes a successful attack roll of 4 better than the minimum needed to hit. Swallowed creatures suffer 2d10 points of acid damage per round; his internal AC is 0, but swallowed creatures suffer a cumulative -1 penalty to attack and damage rolls each round. The Plunderer will expel any swallowed creatures if he suffers a total of 60 points of damage before the creature dies; this damage is not counted towards his hit point total. He can swallow one Large, two Medium, or four Small creatures at the same time. In sahuagin form, Sekolah only ever uses his natural attacks, never weapons.

In either form, the Plunderer is immune to fear and all magic that drains strength or pacifies (*symbol of persuasion*, etc.). He ignores all illusions and is immune to non-magical weapons. He radiates a permanent *cloak of fear* that affects all non-sahuagin, and he can cast *stoneskin* 3 times per day.

Other Manifestations

The Plunderer never sends omens to his followers, and his manifestations are exceptionally rare. He has been known to instill blood frenzy in bands of sahuagin during combat; in this state, the sahuagin attack with a mindless berserk fury. They are completely immune to fear and cannot fail morale checks. They lose any ability to attack in an organized, strategic fashion, suffering a -2 penalty to their Armor Class, but gain a +2 bonus to attacks. They will seek out and attack any non-sahuagin in combat initially, but any sea devil injured by a piercing or slashing attack is just as likely to be attacked; when presented with two or more valid targets within range, they will choose one at random each round. Sekolah's priestesses are immune to this magical blood frenzy, while all other sahuagin must make a saving throw versus death magic with a -4 penalty to avoid the effect. Sahuagin other than priestesses who fail to succumb to the frenzy are usually considered to be lacking Sekolah's favor, and are treated little better than weaklings or cowards.

Sekolah is served primarily by carnivorous sharks (especially great whites, megalodons, and makos) and carnivorous skates and rays (but never *ixtchachtli*), as well as dragon turtles, least and lesser baatezu, sea dragons, sea linnorms, sharkweres, wererays, and weresharks. He displays his favor through the discovery of fossilized shark's teeth, precious corals, pearls, and ruined sea elven artifacts. His displeasure is felt through sudden pressure changes, bouts of dizziness, or a sudden swirl of fresh water. Such expressions are rare, however, as Sekolah has been known to just outright kill sahuagin worshipers who greatly displease him.

The Church

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

All clerics, specialty priests, and crusaders of Sekolah receive religion (sahuagin) as a bonus nonweapon proficiency.

Sekolah's priesthood is feared and respected throughout sahuagin society, for they command gifts of magic directly from Sekolah. Nominally, they act as advisors and spiritual guides for their people, instilling the tenets of Sekolah's faith into each hatchling from the moment of birth, but they also command tremendous political power. Their hierarchical structure is parallel to the secular oligarchical rulership, but there are always fewer priestesses than male elites, giving each one a greater voice. Beyond sahuagin society, the Plunderer's faith is well known to, and feared by, the majority of other aquatic races; virtually every race that has had contact with the Great Shark's priesthood has suffered under their depredations. Even surface dwellers are not immune to the threat posed by the sea devils, as coastal dwellers and shipping lanes are often under regular attack.

Sahuagin temples consist of a large central domed structure surrounded by four somewhat smaller domes, usually connected by arched hallways. They are made of local stonework and rest near the center of a settlement, although occasionally they are carved into an underwater cliff-face. One domed chamber serves as an entrance and reception area, while the other smaller domes hold administrative functions, serve as education halls, and living quarters for the underpriestesses; the chief priestess typically has a separate residence near the temple complex. The central chamber serves as the main cultic worship area, and contains an idol of sorts in the form of an enormous shark jaw, typically from a megalodon. In areas without megalodons, other large shark jaws may suffice, or the community will carve an enormous stone likeness of a megalodon's jaw. Sacrifices are made within the jaws, and often there is a very deep shaft down which the priestesses can toss valuables and the remains of living sacrifices. Local shark breeds are extremely common within the temple, and some are even rumored to live at the bottom of the shafts. Similarly, shrines dedicated to Sekolah include the jaw of a local shark species, preferably one known to be vicious or a man eater. Smaller sacrifices are made within these jaws, just as they are at larger temples.

Novices of Sekolah are called Aspirants. Full priests of the Plunderer are called Daughters of Sekolah. In ascending order of rank, the titles used by the Sekolan clergy are Predatory Blue, Ferocious Mako, Ravenous Whitetip, Voracious Bull, Plundering Tiger, and Rapacious Great White. Royal high priestesses often devise unique titles for themselves. Specialty priests are known as *selakhons*. The priesthood of Sekolah consists of sahuagin (including *malenti*; 92%), *anguliians* (2%), *weresharks* (2%), and *salt wiggles*, *sharkweres*, *shark-kin*, and *kopru* (4%). Sahuagin do not acknowledge any of these other races as members of the clergy, however. The Sekolan clergy is almost entirely composed of specialty priests (93%) due to the nature of sahuagin worship, although other races sometimes have small orders of shamans (4%), clerics (2%), and crusaders (mostly exiled *malenti*, 1%). The priesthood of Sekolah is exclusively female among sahuagin, with females of other races usually a minority (40%) compared to males (60%).

Dogma: Self-sufficiency and obedience are the greatest qualities sahuagin can possess. There's a place for everyone, and everyone should remain in their place. Success equals virtue. Only the inadequate fail. Meat is meat. Truth is what sahuagin remember.

Day-to-Day Activities: Sekolah's clergy are teachers and guides for their communities, although all females fill these roles to a certain degree. They instruct hatchlings on what it means to be the chosen of Sekolah, and instill the sense of superiority and singular communal identity that pervades sahuagin life. The clergy act as spiritual guides, answering questions from the adults about how Sekolah expects them to act in unusual situations, and what proper rites and sacrifices are necessary to honor the Plunderer and grant him his due for their deeds and actions. They also lead their communities in the large religious ceremonies that come with major events that affect their communities. They also train to be fierce warriors, although they do not typically accompany hunting or raiding bands; only military actions of significant import, or those expected to encounter magic-wielding foes require their attention.

Important Ceremonies/Holy Days: Sahuagin observe no static holy days, instead holding ceremonies for specific major events. Such events are not entreaties to Sekolah for aid or expressions of thanks to the Plunderer for his bounty; in fact, the very idea of such things would be anathema to the sea devils. Instead, these ceremonies are designed to show the community and Sekolah that they are worthy of his power, and

to share their spoils with him by giving him his portion. The events that require a ceremony vary from community to community, but typically include the ascension of a new king or prince, the hatching of eggs, major hunts or raids, major challenges or gladiatorial combat, and the ascension of new priestesses. Priestesses lead their community in a ceremony that is as elaborate or spartan as the event requires, and then makes a sacrifice to Sekolah; typically those involved with the event will contribute at least a portion if the sacrifice includes valuables. Other sacrifices include malformed or mutated hatchlings, captives, and members of the community deemed weak or infirm. Such living sacrifices are usually fed to the community's sharks, although on occasion, they may serve as a ritual feast for the sahuagin elite. Of special note are the ceremonies to invest a new priestess. After spending considerable time alone in the wilderness, prospective priestesses return with a rare variety of toxic sea cucumber. If this sea cucumber is deemed worthy, the candidate eats it alive; should she survive (saving throw versus poison), she immediately becomes a priestess of the community.

Major Centers of Worship: The concept of pilgrimage does not exist within sahuagin psyche; as such, they generally do not see particular temples or locales as holding special reverence. To the sea devils, temples serve their community and no other, with the larger temples of larger communities being a natural element of the higher rank and status held by priestesses who serve princes or kings, rather than them being any more holy than those that serve the smallest communities.

That said, there are still places that hold a certain degree of reverence for sahuagin kingdoms within proximity to them. Such places are always the site of an appearance of one of Sekolah's avatars or a divine agent like his proxy Daganisoraan. These locations are invariably the site of a great victory over sea elves or another hated aquatic foe. One of these sites is the large breach in the great Sharkbane Wall on Toril, which separated the Alamber Sea from the rest of Serôs, known to surface dwellers as the Sea of Fallen Stars. This magically constructed mountain range stood for over 16,000 years, blocking sahuagin access to the rich waters of the various communities of sea elves, merfolk, and other non-evil races. The only widely known temple dedicated to the Plunderer is the Mosque of Sekolah, one of the many temples to watery deities within the Citadel of Ten Thousand Pearls, the seat of power for the Great Padisha of the Marids. However, while this mosque does get some sahuagin visiting from time to time, typically on some mission for Sekolah himself, it is in fact operated by marids with no affiliation to the Sekolan clergy.

Affiliated Orders: Sahuagin society is structured around the strict hierarchy of their communities, with a multi-year population exchange system; as such, independent monastic or military orders with an allegiance to their deity rather than their society are essentially unthinkable to the sea devils.

Priestly Vestments: The natural color changes sahuagin priestesses undergo upon joining the clergy serves as the only official raiment of the priesthood, although many may wear fetishes or trophies as jewelry. The holy symbol of the Sekolan priesthood is a large shark's tooth, preferably from a megalodon.

Adventuring Garb: Sahuagin priestesses use the standard gear of their community, such as leather harnesses and belts to hold tools and weapons, as well as a variety of mesh bags that hold various spell components and other minor sundries. They also often wear loincloths or aprons made of durable cloth looted from the surface or other aquatic races. The weapons they use are the standard items of their community.

Specialty Priests (Selakhons)

REQUIREMENTS:	Intelligence 12, Wisdom 3
PRIME REQ.:	Intelligence, Wisdom
ALIGNMENT:	LE
WEAPONS:	Crossbow, dagger, dart, javelin, net, spear, trident
ARMOR:	None
MAJOR SPHERES:	All, combat, divination, healing (reversed), protection, war
MINOR SPHERES:	Animal, charm, guardian, necromantic
MAGICAL ITEMS:	Same as clerics
REQ. PROFS:	Animal training (shark)
BONUS PROFS:	Ancient history (sahuagin) or local history (sahuagin)

- Selakhons may be sahuagin, malenti, salt wiggles, shark-kin, anguillians, weresharks, sharkweres, or kopru, although most are sahuagin.
- Selakhons are not allowed to multiclass.
- Selakhons must have a shark companion to advance beyond 2nd level. Any normal, predatory shark of no more than Semi-Intelligence may be taken as a companion, but not other cartilaginous fish such as rays or skates. Shark companions are not familiars, and the selakhon gains no special benefits from the companionship. Companions have free will and may leave if they are mistreated; should one leave or die, the selakhon gains no experience until it is replaced.
- All selakhons may lead or participate in a deepsong. See the *Sea Devils* product for more information on this method of communication.
- Once per day, selakhons can cast *charm shark* (treat as the 1st-level wizard spell, *charm person*, but only affects normal cartilaginous fish of no more than Semi Intelligence).
- At 2nd level, selakhons gain a +2 bonus to all saving throws versus fear spells and effects, as well as magic intended to pacify them through emotional manipulation or control (*emotion*, *symbol of persuasion*, etc.).
- At 4th level, selakhons can cast *fear* (as the 4th-level wizard spell) once per day.
- At 5th level, four-armed sahuagin selakhons can cast spells with two arms and attack with the other two arms in the same round. This is a special boon from Sekolah, and does not affect four-armed sahuagin who worship other deities.
- At 7th level, selakhons can cast *cloak of fear* (as the reverse of the 4th-level priest spell, *cloak of bravery*) once per day.
- At 9th level, selakhons can cast *stoneskin* (as the 4th-level wizard spell) once per day.
- At 12th level, selakhons can cast *whirlpool* (as the 6th-level priest spell) once per day.

Sekolan Spells

In addition to the spells listed below, priests of the Plunderer may have access to some of the aquatic spells listed in *Of Ships and the Sea*, *Sea of Fallen Stars*, and the *Priest's Spell Compendium* under the list "Sea Priests" at the DM's option.

2nd Level

Charm Person or Shark (Pr 2; Enchantment/Charm)

Sphere:	Animal
Range:	80 yds.
Components:	V, S
Duration:	Special
Casting Time:	5
Area of Effect:	1 person or cartilaginous fish
Saving Throw:	Neg.

This spell affects any single person or cartilaginous fish it is cast upon. The creature then regards the caster as a trusted friend and ally to be heeded and protected. The term *shark* includes sharks, skates, rays, scavvers, weresharks, sharkweres, and ixitxachitl.

The spell does not enable the caster to control the charmed creature as if it were an automaton, but any word or action of the caster is viewed in the most favorable way. Thus a charmed creature would not obey a suicide command, but might believe the caster if assured that the only chance to save the caster's life is for the creature to hold back an onrushing red dragon for "just a minute or two" and if the charmed creature's view of the situation suggests that this course of action still allows a reasonable chance of survival.

The subject's attitudes and priorities are changed with respect to the caster, but basic personality and alignment are not. A request that a creature make itself defenseless, give up a valued item, or even use a charge from a valued item (especially against former associates or allies) might allow an immediate saving throw to see if the charm is thrown off. Likewise, a charmed creature does not necessarily reveal everything it knows or draw maps of entire areas. Any request may be refused, if such refusal is in character and does not directly harm the caster. The

creature's regard for the caster does not necessarily extend to the caster's friends or allies. The creature does not react well to the charmer's allies making suggestions such as, "Ask him this question..." nor does the charmed creature put up with verbal or physical abuse from the charmer's associates, if this is out of character.

Note also that the spell does not empower the caster with linguistic capabilities beyond those he normally has. The duration of the spell is a function of the charmed creature's Intelligence, and it is tied to the saving throw. The spell can be broken if a successful saving throw is rolled. This saving throw is checked on a periodic basis according to the creature's intelligence, even if the caster has not overly strained the relationship.

If the caster harms, or attempts to harm, the charmed creature by some overt action, or if a *dispel magic* spell is successfully cast upon the charmed creature, the charm is broken automatically.

Intelligence Score	Time Between Checks
3 or less	3 months
4–6	2 months
7–9	1 month
10–12	3 weeks
13–14	2 weeks
15–16	1 week
17	3 days
18	2 days
19 or more	1 day

If the subject of the *charm person or shark* spell successfully rolls its saving throw vs. the spell, the effect is negated.

This spell, if used in conjunction with the *animal friendship* spell, can keep the animal near the caster's home base, if the caster must leave for an extended period.

Gloom (Pr 2; Alteration)

Sphere:	Combat
Range:	Touch
Components:	V, S, M
Duration:	2 rds. + 1 rd./level
Casting Time:	4
Area of Effect:	20-ft. radius
Saving Throw:	Special

Gloom is essentially an underwater version of the *obscurement* spell, adapted for sahuagin preferences. The spell clouds the water in a 40-foot-diameter globe centered on the spell's recipient, which can be a creature, object, or point in space. Unwilling creatures receive a saving throw vs. spell to negate the effect. Placing the spell on a mobile creature or object creates a mobile effect.

Within the globe of cloudy water, visibility falls to 2d4 feet for most creatures. Sahuagin, however, can see twice as far (4d4 feet). All light sources—including magical sources such as *continual light*—dim within the area of effect. A light source's radius remains unaffected, but the light becomes highly diffused, equaling the brightness of a half moon. (A *light* or *continual light* spell cast on a creature's eyes, however, still blinds the creature if it fails its saving throw). Within the globe, all saving throws vs. light-based attacks receive a +2 bonus (this negates the sahuagin's racial penalty against light attacks). If the attack does not allow a saving throw, creatures within the globe still resist the effect on a roll of 18 or higher on 1d20; any magical saving throw adjustments still apply to the roll. Above water, this spell creates a cloud of acrid smoke. The spell's duration halves above the surface (round fractions down), and even a slight breeze disperses it in a single round.

The material component for this spell is the priest's holy symbol.

4th Level

Crush of the Depths (Pr 4; Alteration)

Sphere:	Combat
Range:	20 yds.
Components:	V, S, M
Duration:	Instantaneous
Casting Time:	6
Area of Effect:	20-ft. cube

Saving Throw: Neg.

Crush of the depths momentarily increases the air or water pressure within its area of effect. Everything within the area experiences a pressure of 1,000 pounds per square inch (equivalent to that found at more than 2,000 feet beneath sea). All creatures in the area of effect are allowed a saving throw vs. spell. Creatures that fail the saving throw can't perform any action more complex than normal movement or speech for 1d4 rounds. During this time, affected creatures suffer a –4 penalty to all saving throws, and attack rolls made against them have a +4 bonus. Creatures unable to dive to a depth of 2,000 feet also suffer 2d4 points of damage if the saving throw is failed. This spell has no appreciable effects when cast at depths greater than 1,500 feet.

The material component for this spell is the priest's holy symbol.

Murk (Pr 4; Alteration)

Sphere:	Combat
Range:	20 yds.
Components:	V, S, M
Duration:	2 turns
Casting Time:	6
Area of Effect:	60-ft. radius
Saving Throw:	Special

A more powerful version of the *gloom* spell, *murk* fills the water in a 60-foot-radius globe with inky silt. The globe can be centered on a creature, an object, or on a point in space. Unwilling creatures receive a saving throw vs. spell to negate the effect. Placing the spell on a mobile creature or object creates a mobile effect.

Sahuagin can see 4d4 feet within the globe, while all other creatures can see 2d4 feet. The globe blankets all light sources within its area of effect, reducing their intensity to that of a firefly. *Light* or *continual light* spells cast on a creature's eyes cease to affect the creature while it remains within the globe. Other light-based attacks have a 50% chance to fail. If a light attack actually penetrates the globe's influence, all creatures receive a +4 bonus on their saving throws against the attack—even sahuagin. If the light attack fails, it remains briefly visible as a dim flash, like lightning flickering in the depths of a cloud.

When cast above water, *murk* creates a rain of rancid slime mixed with thick fog that fills a 120-foot diameter globe. Watertight barriers block the effect, but the globe instantly expands to fill any open area. The globe extinguishes small fires—such as torches, candles, and cooking fires within its confines. Large fires and fire-based attacks have a 25% chance of failing. Permanent magical fires flare up again when the globe passes. Target creatures of a successful fire-based attack receive a +4 saving throw bonus against the attack while in the globe's area of effect.

Surfaces touched by the globe remain coated with a film of slime and grit after the globe passes. A strong wind, bright sun, or desert heat reduces the spell duration by half.

The material component is spittle.