

This article describes the nature and statistics of the Pelagiad Tribes, monstrous proto-humanoids connected to the Bitch Goddess of the Sea.



The Pelagiad Tribes

Description: The Pelagiad Tribes, also known as the Sea Devils, deepkin or simply merpeople, are a varied group of pelagic, proto-humanoid mutants. Their lives and habits are deeply tied to Pelagia, the Bitch Goddess of the Sea¹: it is said that the deepkin are the true people of the sea goddess, and that her human worshipers will always be valued as secondary by the vindictive deity. Sea Devils are the guardians of Pelagia's holy places, her messengers and her high priestesses; rumours abound that all temples dedicated to the Bitch Goddess lead to secret underwater tunnels, which in turn lead to the true places of worship deep underwater.

1 My notes on Pelagia can be found [here](#).

The Pelagiad Tribes are truly varied in nature and form: the only connecting thread seems to be that of as above, so below - most deepkin are truly disturbing combinations of sea life and humanoid shapes. Their culture and customs are not well known to scholars above the waves, and should some high level worshipers of Pelagia understand such things, they are not open to speak on the topic. Sea Devils are almost never encountered in-land, and even freshwater areas seem to be safe of their taint, but all communities living near sea or ocean have stories of harrowing encounters with these denizens of the deep.

Ecology and environment: It is assumed that the Pelagiad Tribes live in some kind of cities or settlements deep underwater. Little is known of their true habitat, as those unlucky enough to be dragged there rarely return. Those few fortunates who have returned from such imprisonment speak of darkened underwater cities, halls of coral and bone, and terrible rituals held to appease and honour Pelagia, the Bitch Goddess.

The various kinds of Sea Devil described below focus on tasks suitable to their mutated form: the brinesneaks are scouts and infiltrators and the sharkenmen are enforcers and warriors. The leaders of the Pelagiad Tribes are always priestesses of Pelagia, and it is said that these alien minds are the true high ecclesiarchy of the Church of the Bitch Goddess, reaching into human communities through their land-bound human vassals.

All members of the Pelagiad Tribes seem to be able to function on land for extended periods of time, although they cannot do so indefinitely. Their amphibian physiology requires that they eventually return to the sea, where they are significantly more powerful. All deepkin also have perfect darkvision, as the lands beyond the waves are clad in perpetual twilight darkness.

Brinesneak: *Init:* +3; *Atk:* serrated blade + 2 melee (d6 + 2), blowpipe + 4 ranged (d6+3) or strangle +6 (d5 each round, target suffers -2d to all actions during struggle); *AC:* 14; *HD:* 2d8 + 2; *MV:* 30' climb or 60' swim; *Act:* 1d20; *SP:* sneak & hide + 8, backstab + 5, squeeze through (see below), amphibian physiology, perfect darkvision; *Saves:* Fort + 2, Ref + 3, Will + 1; *AL:* C.

Often described as an unholy merge of octopus and goblin, the brinesneaks are devious and stealthy spies and assassins. They are able to change the colour and texture of their skin to meld with their surroundings, and are expert climbers due to their tentacle-like appendages (8 that act like more or less like feet, and 2 stronger and more dextrous they use to manipulate tools and weapons). Their bodies are highly malleable, and it is said that the brinesneak can fit through any crack large enough to let their sharp teeth slip through (2" x 2", if given enough time).

Sharkenmen: *Init:* +1; *Atk:* bladed spear +5 (d8 + 4) melee, rush +4 (d6 + trip on multiple adjacent targets, see special) or net +3 ranged (entangle); *AC:* 16; *HD:* 3d8 + 3; *MV:* 20' or 40' swim; *Act:* 1d20; *SP:* rush attack 1/hour at 40' move into multiple adjacent targets within 10' (d6 DMG + DC 10 trip), amphibian physiology, perfect darkvision; *Saves:* Fort +4, Ref +2, Will +0; *AL:* C.

All sharkenmen share the feature of being a combination of humanoid physiology with that of various sharks, but beyond this basic rule their forms seem to vary very much between individuals. Some are simply large humanoids with the fins and heads of predatory fish, while other members of the race combine snake-like tails or octopoid tentacles into the mix. These pelagic mutants act as the enforcers of the Sea Devils, raiding ships and seaside communities in marauding parties consisting of 5-13 individuals, or guarding the deepest reaches of Pelagia's temples. All sharkenmen are very martially proficient, and they are said to be capable of great bursts of speed which often surprise those who would stand in their way.

Pelagic Priestess: *Init:* +0; *Atk:* pelagic staff +4 melee (d8+2) or harmful spell (see below); *AC:* 15; *HD:* 4d8 + 4; *MV:* 20' or 40' swim; *Act:* 2d20; *SP:* harmful spell 5/day, turn 3/day, heal 3/day, cast spells with CL 3/check +6 (*Darkness, Curse, Binding, Lotus stare* and *the Drowning*²), amphibian physiology, perfect darkvision; *Saves:* Fort +2, Ref +2, Will +8; *AL:* C.

The Pelagic Priestesses vary in shape and form, combining features from vaguely female humanoid forms with elements from deep-sea fish, crabs and invertebrates. They are the leaders and the broodmothers of the Pelagiad Tribes, and are never encountered without multiple sharkenmen bodyguards. They carry the true blessing of the Bitch Queen of the Sea, and are able to command abilities and spells related to their deity. Their harmful spell has a range of 100' (line of sight) and causes 1d8 points of damage, or double that while under the waves (DC 18 save for half). They are also able to heal targets within 50' for 1d8 points of damage, or double that while under the waves, and can use their deific powers to turn unholy or cast other magics. It is said that human priests and priestesses of Pelagia will eventually receive their blessings and orders from the true ecclesiarchy of the cult, should they garner the attention of the Bitch Goddess - but it is also said that such encounters more often than not lead to the demise of the human petitioner.

2 Available [here](#) on KitN.