

Althul

The Kraken God, The Drowned Savior

Details

Alignment NE

Pantheon Other Deities

Other Pantheons Ascended God

Areas of Concern Flesh Warping, Death by Drowning, Oceans

Domains Darkness, Death, Destruction, Evil, Water, Weather

Subdomains Catastrophe, Corruption, Flotsam, Monsoon, Murder, Oceans, Shadow, Storm

Favored Weapon Trident

Symbol A maw with eight tentacles coming from the throat

Sacred Animal Predatory Sea life, especially krakens, squids, and sharks

Sacred Colors Blue and Green

Obedience

Find a fire, then using unholy water extinguish the flame, should the flame be too large and require more than a gallon of water, you may pray to the drowned savior and extinguish the flame with his divine power noting that you were too weak to do it yourself. If you cannot find a fire to extinguish then you may instead drink a flask of unholy water and pray to Althul to allow your body to accept his divine gift. After completing this obedience you receive a +4 bonus to swim checks and saving throws against spells with the water, or cold descriptor.

Divine Gift

Althul grants a permanent +2 bonus on saves against mind affecting effects

Boons- Deific Obedience

Evangelist

Hydronic Master- Hydraulic Push 3/day, Dousing Rain 2/day, or Knell of the Depths 1/day

Servant of the Waves- You become one with the water and waves, you gain a swim speed equal to your base land speed and gain *Waterbreathing* constant.

Lurker in the Deep- You are able to serve the drowned savior in all of his domains, you never suffer from pressure damage due to being too deep underwater, gain see in darkness, and gain the benefits of *endure elements* while submerged in water.

Exalted

Flesh Warp Adept- Unlock Flesh 3/day, Flesh Curdle 2/day, or Howling Agony 1/day

Call of the Depths- Your body transforms into that of a water elemental as *Elemental Body III*, however this is an imperfect transmutation leaving your skeleton behind. Due to the protruding bones the slam attacks gained do piercing and bludgeoning damage and deal 1 bleed damage, this bleed stacks with itself up to a maximum of one per four character levels you possess, this is usable once per day and one additional time at character level 17.

Death by Drowning- Once per day you may summon forth a tide, this functions as *tsunami*, but creatures struck by it take 1 negative level upon taking damage from the wave, additionally, you must be within the initial wave, you cannot be forcibly moved by the wave but you do take the bludgeoning damage and the negative level, these are permanent negative levels with a save DC (10+1/2 character level+ wisdom modifier).

Sentinel

Champion of the Deep- Snowball 3/day, Ice Slick 2/day, or Draconic Reservoir (Cold Only) 1/day

Challenger of Flame- For a number of rounds per day equal to your character level you may show the dominance of your lord over fire, during this time you gain the benefits of *Fire Shield* (on cold flame mode) and *Fire Resistance* these have a caster level equal to your character level. These rounds do not have to be spent consecutively but initiating challenger of flame is a move action.

Knight of the Cold Depths- Any weapon you wield gains the benefits of Icy Burst, additionally half of this damage is irreducible.

Cold Depths Mystery

Hydraulic Push (2nd), Darkness (4th), Free Swim (6th), Wall of Brine (8th), Cone of Cold (10th), Flash Flood (12th), Vortex (14th), Form of the Esoteric Dragon III Brine Dragon only (16th), Tsunami (18th)

Crushing Deep (Su): As a standard action, you can perform a melee touch attack that deals 1d6 points of bludgeoning damage + 1 point for every two oracle levels you possess. At 7th level, the touched creature must also make a Fortitude saving throw or be sickened for a number of rounds equal to 1/2 your oracle level. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Visions of the Deep (Su): You tap into the horror of the depths and cause a single living creature within 30 feet to become confused for 1 round. A successful Will save negates the effect. This is a mind-affecting compulsion effect. At 7th level, the confusion lasts for a number of rounds equal to your oracle level. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Hail (Su): As a standard action, you can create a storm of hail and sleet. You can create one 10-foot-cube of storm per oracle level. These cubes can be arranged in any pattern you desire, but each cube must be adjacent to another and one must be adjacent to you. Any creature caught in the storm takes 1d4 points of cold damage per oracle level, with a Reflex save resulting in half damage. The storm lasts for a number of rounds equal to your Charisma modifier; the ground remains icy (+5 to Acrobatics DCs) as long as local conditions permit. The blizzard obscures sight beyond 5 feet, providing total concealment. A creature within 5 feet has concealment. You can use this ability once per day. You must be 11th level to select this revelation.

Ice Armor (Su): You can conjure armor of ice that grants you a +4 armor bonus to AC. At 7th level and every 4 levels thereafter, this bonus increases by 2. At 13th level, this icy armor grants you DR 5/piercing. In cold conditions, the armor bonus and DR bonus increase by 2; in very hot conditions, however, they decrease by 2. You can use this armor for 1 hour per day per oracle level. This duration does not need to be consecutive, but must be spent in 1-hour increments.

Sleet Skin (Su): Your skin is constantly wet, and you are always cold to the touch. You receive fire resistance 5, this increases to 10 at 5th level, and 20 at level 11. You receive a +2 bonus to reflex saves to put yourself out while on fire and may attempt to extinguish yourself as a move action instead of a full-round action.

Water Form (Su): As a standard action, you can assume the form of a Small water elemental, as elemental body I. At 9th level, you can assume the form of a Medium water elemental, as elemental body II. At 11th level, you can assume the form of a Large water elemental, as elemental body III. At 13th level, you can assume the form of a Huge water elemental, as elemental body IV. You can use this ability once per day, but the duration is 1 hour/level. You must be at least 7th level to select this revelation.

Water Sight (Su): You can see through fog and mist without penalty as long as there is enough light to allow you to see normal. At 7th level, you can use any calm pool of water at least 1 foot in diameter as a scrying device, as if using the scry spell. At 15th level, this functions like greater scrying. You can use the scrying abilities for a number of rounds per day equal to your oracle level, but these rounds do not need to be consecutive.