



ALP-CS06:





Role Playing Game Supplement New Undersea "Far East" Guide for use with the Pathfinder® Roleplaying Game* Written by Emily Ember Kubisz, Sam G. Hing, & Cameron Mount





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Special Thanks to Our Kickstarter Contributors: Adam Windsor, Andrew (ZenDragon), Andrew J. Hayford, Andrew Maizels, Ben Lash, Bill Birchler, Bob Runnicles, Brian Guerrero, Carl Hatfield, Annette B, Chris Kenney, Chris Michael Jahn, Craig Johnston (flash_cxxi), Curtis Edwards, Daniel Craig, Daniel P. Shaefer, Daniyel Mills, Dark Mistress, David Corcoran, Jr., Davin Perry, Dawn Fischer, Dean M. Perez, Douglas Limmer, Douglas Snyder, Ed Courtroul, Ed McLean, Endzeitgeist, Francois Michel, Frank Dyck, Franz Georg Roesel, GLNS, Henry Wong,

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Kevin Mayz, Kyle Bentley, Lewis Crown, Mark Moreland, Matthew Parker Winn, Michael D. Blanchard,

Mike Shannon, Nate Swalve, Niall Sullivan, Nicholas Fascitelli, Noble Hays, Paul Cavanaugh, Paul Ryan,

Paul Woods, Peter Duchak, Purple Duck Games, R. A. Mc Reynolds, Rod Davidson,

SAGA (Southern Arizona Gamers Association), Scott Sutherland, Sebastian Dietz, Shana Rosenfeld,

Shane O'Connor, Stephen Horsley, Stephen Hutchison, Steven Vanderburg, Tetsubo,

Tom Ladegard, Z. Daniel Esgate, & Zakharov "Zaksquatch" Sawyer

Additional Thanks: Team Draconis, Jim Clunie, & Ofelia Jean Kubisz

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Chapter 1:



Strange Waters

Since the rising waters...

A great conflict roils in the region known as the Celadon Shores. As the sea stretched up to drink away the marvelous lakes and waterways of this far-off land, the river dragons fought back. They carved the land into a spectacular system of mighty rivers, channels, and streams. As hard as the sea toiled, the land would not succumb. Even when the sea dragon emperor, Watatsumi, declared the entire region his own, the saber shaped land of Senkokoku continued to battle the salted waters.

As the drylanders slowly slipped away from this land, marvelous aquatic cultures flourished in the freshwater lakes and tributaries. The river ningyo and the hitogoi brought the power of art and invention. The mizugumo secured the mangrove forests as well as providing silk of sublime quality. The benitsuru allowed even those bereft of magic or power the ability to protect from above. Even the feisty uobei contributed by defending the small ponds and quiet streams.

Emperor Watatsumi had his people as well. Known as the Crab Army, the heikegani became loyal samurai. Beautiful suibo patrolled the open and deep sea. Brutish samebito formed a powerful infantry force. Lastly, the sea kappa offered both armored protection and ancient magic. Eventually, refugees from other shores would arrive and choose their sides, including the elusive ningen, the munificent mogogols, and ancient sebek-ka.

In the land of Celadon Shores, the battle is not one of Good versus Evil. By all accounts, the sea dragon emperor is a benevolent ruler. His motivation is only to bring balance and peace to the realm, something that can never be obtained until Senkokoku succumbs to the salty tide. Of course, the inhabitants of the freshwater realm only want to maintain their own culture and heritage. Both forces feel that they are fighting for the side of good. The war has wandered on for centuries.

As time sailed by, warfare became a way of life. A code of battle was drafted and strictly adhered to by both sides. Breaking the code would most certainly bring dishonor and misfortune to one's entire family or clan. The laws of war became so intricate that, despite being a land locked in conflict, interaction between opposing forces seemed peaceful, mass bloodshed rare, and interaction between rivals exceedingly polite.

With all of this, a unique realm emerged; one of great diversity, exotic beauty, and exquisite culture. The Celadon Shores became a land of dreams and dragons, a bastion of honor and imagination, and a place where even conflict can find balance.

Introduction

At its core, the CERULEAN SEAS CAMPAIGN SETTING, as well as the PATHFINDER ROLEPLAYING GAME, is largely Eurocentric with its mythology and culture. With the INDIGO ICE supplement, Alluria Publishing loosely based many of its concepts and creatures on Norse and Inuit legends and concepts. With CELADON

SHORES, we intend to explore East Asian traditions and history as well as introduce a platform in which freshwater adventuring can be explored in more detail.

Delving into the Far East, one can find a rich myriad of beliefs and legends. This region is so diverse that it would be impossible to encompass it entirely with one tome. Instead, we focused strongly on Japanese myths and language, and flavored it with Chinese, Korean, and Malaysian concepts. This book is not intended to be an accurate representation of any these, but instead its own brand of hybrid fiction. Much like the core game creates a hodgepodge of European influences; we wished to honor the spirit of East Asian aquatic lore.

Along with eastern influences, this tome can tie in other PATHFINDER ROLE PLAYING GAME favorites that were likewise inspired. Sea samurai and lake-dwelling ninja (class options offered Paizo's ULTIMATE in armed with COMBAT) each Eastern martial arts inspired weaponry can battle it out under the waves.

This setting was also the perfect backdrop to present

the wonders of freshwater adventuring. Until this supplement, the CERULEAN SEAS CAMPAIGN SETTING has revolved mostly around the saline seas. However, lakes, streams, rivers, and even ponds can be an exciting source of adventure, rich

in their own unique biodiversity, and brimming with new magic and secrets.

To add to the unique style, this is not a realm divided by good and evil. On the surface the boundaries seem quite tangible– between fresh and salt water. The worlds, while quite similar, are separated by the nature of biology itself. Most fish born of the sea could not survive in most lakes, just as a fish born of freshwater would not survive

> in the ocean. These two aquatic worlds each have their own ecosystems. However, even these natural boundaries have shades of grey.

Beyond the natural boundaries, we see a deeper conflict as well. This struggle is not as simple as a war between good, evil, law, or chaos. Instead we see the age-old clash between diversity and assimilation. The lines here are much more difficult to draw, the enemies harder to paint as wrong, and death in the name of progress tougher to justify.

Much like in the Cerulean Seas sourcebook, we separated much of the campaign specific information into its own chapter. We wanted to keep the spirit of the campaign setting guide, in that it is also a helpful guide to underwater adventuring. Even if the Gamemaster decides to use his own world or an adaptation of ours, it would prove useful. The history of the realm has a strong presence but is not so closely tied to the crunch presented that they cannot be easily separated.

> Lastly, in true Allurian style, we present a comprehensive aquatic

bestiary. Our master monster maker, Sam Hing returns to bring you some truly fearsome Eastern inspired foes that will add both terror and intrigue to these exotic shores. Of course, we tied it all together with our award winning artists to bring you the high quality material that you have come to expect from Alluria Publishing.

Using This Book

This book is divided into six chapters with several helpful appendices. The first chapter is a simple introduction designed to explain our design process, set the tone for the tome and introduce some environmental basics such as climate, terrain and perils. Chapter two describes Eastern adaptations for a few Cerulean Seas core races, as well as nine new races (benitsuru, heikegani, hitogoi, sea kappa, mizugumo, river ningyo, samebito, suibo, and uobei). Chapter three examines how existing aquatic classes fit into an Eastern realm and presents a new class (the wokou) as well as a trio of prestige classes. New materials, equipment, feats, spells, and magic items are outlined in chapter four. Chapter five offers details of the setting itself, including specific racial histories and other such information. The last chapter is a complete eastern aquatic bestiary.

Common Terms

Words listed below are often referred to throughout CELADON SHORES and are defined here for clarification. More advanced definitions can be found either in the Cerulean Seas core rulebook, or later in this tome.

Anthromorph: A humanoid sea-animal. Mogogols and hitogoi are anthromorphs.

Buoyancy Units (bu.): These reflect an item's buoyancy and are described in detail in the CERULEAN SEAS CAMPAIGN SETTING.

Cerulean Seas: The standard campaign setting which is divided into nine sections (or seas).

Cobalt Coast: An archaic or foreign term for the region known to the inhabitants as Nikaikoku or Celadon Shores. Named after the Cobalt Current, the term typically applies to the more northern, frozen reaches of this realm.

Cobalt Current: A frigid arctic current that carries icebergs from Feldorheim to the northern reaches of the Celadon Shores.

Depth Tolerance: The maximum depth a creature can safely traverse. This is detailed in the CERULEAN SEAS CAMPAIGN SETTING.

Feldorheim: Feldorheim is the northern (arctic) polar region described in the INDIGO ICE campaign setting.

The Great Flood: A catastrophe that raised the ocean level several hundred feet, drowning most of the land and those that inhabited it. This happened over five centuries ago.

Kamigei: Kamigei are humanoid elemental spirit animals. The aquatic kamigei PC races include benitsuru (wind), heikegani (metal), mizugumo (wood), and suibo (fire). Originally, there were 25 kamigei races, but since the Great flood there are now only 5.

Merfolk: A creature with a humanoid torso and fish-like lower half. Ningens, seafolk, and river ningyo are all merfolk.

Nikaikoku: This is another name for the entire Celadon Shores setting, more typically used by the Hanran.

The Hanran: This term refers to all those who oppose the immortal dragon emperor, Watatsumi. Most hanran are freshwater creatures.

The Sapphire Isles: Also known as the Sapphire Shores, this is a volcanic island chain south of the Celadon Shores that stretches beyond the equator. Those traveling north from the Cerulean Seas setting will encounter the Sapphire Isles first.

Senkokoku: This saber shaped land spans the entirety of Celadon Shores, and is host to many lakes and rivers as well as a lofty mountain range and frigid glaciers in the north.

Trueform: An intelligent species of nonhumanoid form. Rugons (trueform dugongs) and delphins are trueforms. While not standard PC races, they do contribute to the overall society of the setting.

Whirlpool (or Vortex): A specific environmental hazard that creates a funnel of water and strong currents. Please refer to rules presented in the CERULEAN SEAS CAMPAIGN SETTING for more information.

Wokou: A sea pirate or bandit that is employed by both sides to rob from caravans and coastal villages.

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Environmental Basics

Climate

The region of Celadon Shores stretches from the subarctic region of the Cobalt Coast to the tropical region of the Sapphire Isles, and contains all climates in-between.

In the Cobalt Coast region of Celadon Shores, the climate is uncharacteristically cold for latitudes so far from the poles. This is mainly due to a strong arctic current known as the Cobalt Current. Huge icebergs travel down this current. Unhampered by obstacles or shallows, this packed ice contributes to persistent glacial walls. These walls press against an unyielding mountain range and warmer climes. This, in turn, yields a tremendous supply of fresh water to the entire realm.

The vast majority of the populace, however, dwells in temperate and subtropical regions. In these areas, climate is mainly dominated by dry seasons and wet monsoons, which lead to pronounced temperature differences between winter and summer. In the winter, northern winds coming from the north are cold and dry; in summer, southern winds are warm and moist.

The Sapphire Isles are very hot year long, and plagued with horrendous storms, volcanic eruptions, earthquakes, and devastating tsunamis that occasionally reach more distant shores, including those of the Cerulean Seas. These turbulent waters create a treacherous barrier between the north and south hemispheres that is seldom crossed.

Terrain

Celadon Shores has a large variety of freshwater terrain, each with its own challenges and features. Listed below are a few examples of common terrain encountered in this setting.

LAKES

Lakes vary in size from less than a hundred feet wide to several hundred miles across. They can likewise fluctuate greatly in depth. Environmental conditions that are typically unstable or impermanent in marine environments can be more stable in a lake, such as unusual mineral contents, isolated ecosystems, and limited biodiversity.

Due to the unusual relationship between water's temperature and its density, lakes form layers called thermoclines, layers of drastically varying temperature relative to depth. When the temperature of the water at the surface of a lake reaches the same temperature as deeper water, as it does during the cooler months in temperate climates, the water in the lake can mix, bringing oxygen-starved water up from the depths and bringing oxygen down to decomposing sediments.

Since the surface water of deep tropical lakes never reaches the temperature of maximum density, there is no process that makes the water mix. The deeper layer becomes oxygen starved and can become saturated with carbon dioxide, or other gases such as sulfur dioxide if there is even a trace of volcanic activity. Exceptional events, such as earthquakes or landslides, can cause mixing which rapidly brings the deep layers up to the surface and release a vast cloud of gas which lay trapped in solution in the colder water at the bottom of the lake. This is called a limnic eruption. The amount of gas that can be dissolved in water is directly related to pressure. As deep water surfaces, the pressure drops and a vast amount of gas comes out of solution. Under these circumstances carbon dioxide is hazardous because it is heavier than air and displaces it, so it may flow down a river valley to inhabited regions and cause mass asphyxiation.

The material at the bottom of a lake, or lake bed, may be composed of a wide variety of inorganics, such as silt or sand, and organic material, such as decaying plant or animal matter. The composition of the lake bed has a significant impact on the flora and fauna found within the lake's environs by contributing to the amounts and the types of nutrients available.

Types of Lakes

The following lake types can be found in the CELADON SHORES setting.

Artificial lake: A lake created by flooding land behind a dam, called an impoundment or reservoir, by deliberate excavation, or by the flooding of an excavation incident. The Hitogoi are known to orchestrate the formation of several artificial lakes.

Crater lake: A lake which forms in a volcanic caldera or crater after the volcano has been inactive for some time. Water in this type of lake may be fresh or highly acidic, and may contain various dissolved minerals. Some also have geothermal activity, especially if the volcano is merely dormant rather than extinct.

Endorheic lake: A lake which has no significant outflow, either through rivers or underground diffusion. Any water within an endorheic basin leaves the system only through evaporation or seepage. These are fairly rare and isolated in the realm.

Fjord lake: A lake in a glacially eroded valley that has been eroded below sea level.

Glacial lake: a lake with origins in a melted glacier, such as a kettle lake.

Meromictic lake: A lake which has layers of water which do not intermix. The deepest layer of water in such a lake does not contain any dissolved oxygen. The layers of sediment at the bottom of a meromictic lake remain relatively undisturbed because there are no living aerobic organisms.

Oxbow lake: A lake which is formed when a wide meander from a stream or a river is cut off to form a lake. They are called "oxbow" lakes due to

the distinctive curved shape that results from this process.

Periglacial lake: Part of the lake's margin is formed by an ice sheet, ice cap or glacier, the ice having obstructed the natural drainage of the land.

Rift lake: A lake which forms as a result of subsidence along a geological fault in the Earth's tectonic plates.

Seasonal lake: A seasonal lake that exists as a body of water during only part of the year.

Subglacial lake: A lake which is permanently covered by ice. They can occur under glaciers, ice caps or ice sheets. There are many such lakes in the northern reaches of Celadon Shores, but are more common in the INDIGO ICE campaign setting. They are kept liquid because the overlying ice acts as a thermal insulator retaining energy introduced to its underside by friction, by water percolating through crevasses, by the pressure from the mass of the ice sheet above or by geothermal heating below.

Underground lake: A lake which is formed under the surface of the Earth's crust. Such a lake may be associated with caves, aquifers or springs.

TABLE 1-1: LAKE (TYPICAL)

Feature	Temperate	Tropical
Open Water	80%	70%
Seaweed	15%	25%
Muck	5%	10%
Floating Bog	5%	10%

Seaweed: While there is a huge diversity of freshwater plants that can be found in most lakes, the most prominent varieties in the region are water lotus and lily pads. While most drylanders know the appearance of these plants from above the water, below the waterline lurks thousands of ropelike stems covered in clear slime. These stems can provide a significant hazard to those swimming through them. Swimmers must spend 2 squares of movement to enter a square of this sort of seaweed. In addition, swimmers also make a Reflex savings throw or gain the entangled condition. Entangled creatures may attempt to break free as a move action, making a Strength or Escape Artist check. The DC is based on the creature's size; Medium-size or smaller creatures have a DC of 12, Large have a DC of 15, Huge and larger creatures have a DC of 20. Each failed check while still within the seaweed adds an additional 2 points to the DC, as more and more seaweed adds to the entanglement.

Floating Bog: Along the coast of many lakes, especially on the side opposite of any streams or springs, a dense floating bog may be present. Home to cattails, reeds, and carnivorous plants, the bog can be several feet thick. It is also known as a "quaking bog" because movement on top of it will cause it to ripple. Characters must spend 2 squares of movement in order to enter a square of bog. Charging and running are not possible. A Medium creature that ends its move on a square of floating bog must succeed on a DC 15 Acrobatics skill check or break through. A Large creature that enters a square of floating bog must succeed on a DC 25 Acrobatics skill check or break through. Huge or larger creatures break through automatically. Underneath the bog, the water is dark and murky.

Muck: Lake beds are commonly covered in muck up to three feet deep. Creatures on foot pay 4 squares of movement to enter each square of muck, and running and charging are impossible. The DC of Acrobatics skill checks increases by 5 in these areas. In tropical regions and very deep lakes, the lake bed may also be a hypoxic zone (CERULEAN SEAS CAMPAIGN SETTING).

POND

A pond is a body of standing water, either natural or artificial, that is usually smaller than a lake. They may arise naturally in floodplains as part of a river system, or they may be somewhat isolated depressions. Usually they contain shallow water with marsh and aquatic plants and animals. A few animals also make ponds, including both alligators and beavers. Ponds share the same features as lakes, though on a much smaller scale.

RIVERS AND STREAMS

A river is a natural watercourse, usually freshwater, flowing towards an ocean, a lake, a sea, or another river. In some rare cases a river could flow into the ground and dry up completely at the end of its course, without reaching another body of water. Small rivers may be called by several other names, including stream, creek, brook, rivulet, and rill. A river begins at a source (or more often several sources) and ends at a mouth, following a path called a course. The water in a river is usually confined to a channel, made up of a stream bed between banks. In larger rivers there is also a

wider floodplain shaped by flood-waters

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over-topping the channel. Floodplains may be very wide in relation to the size of the river channel. Rivers can flow down mountains, through valleys (depressions) or along plains, and can create canyons or gorges.

The river channel typically contains a single stream of water, but some rivers flow as several interconnecting streams of water, producing a braided river. Most but not all rivers flow on the surface. Subterranean rivers flow underground in caves or caverns. Such rivers are frequently found in regions with limestone geologic formations. Subglacial streams are the braided rivers that flow at the beds of glaciers and ice sheets, permitting meltwater to be discharged at the front of the glacier. Because of the gradient in pressure due to the overlying weight of the glacier, such streams can even flow uphill. An intermittent river (or ephemeral river) only flows occasionally and can be dry for several years at a time. Some ephemeral rivers flow during the summer months but not in the winter.

TABLE 1-2: RIVER

Feature	Stream	River
Channel	100%	100%
Flood plain	20%	80%
Floating debris	1%	5%
Stream bed	100%	100%
Rapids	5%	10%
Waterfalls	1%	2%

Channel: This is where the water flows. All rivers have some sort of current which can range from weak to strong, and even vary significantly along the course of the river (usually faster where the channel is narrow or shallow). The current travels away from the source of the river and follows the general path of the river itself. The current is generally homogenous at any particular point of the river, travelling at the same rate regardless of whether or not one is near the banks of the river, at the surface, or near the river bed. Rules for water currents apply when traversing a river channel (CERULEAN SEAS CAMPAIGN SETTING).

Flood Plain: Most rivers flood periodically, bursting their typical banks into an expected region known as the flood plain. When flooded, this is a relatively shallow region of significant vegetation and murkiness. When dry, this area is typically boglike or muddy.

Floating Debris: Rivers often carry a substantial amount of debris along with them, including fallen

trees, sticks, and logs. In areas of high current, this debris could pose a significant threat to swimmers. When swimming near the surface of a river carrying floating debris, a Reflex save must be made every 6 rounds. The DC of this save is 8 + (the speed of the current / 10). If the save fails, the character takes 1d6 bludgeoning damage. No damage is incurred if the save is successful.

Stream Bed: Unlike most aquatic environments, the bottom of a river is rarely covered in muck. Instead, river beds harbor coarse sand and river rocks (stones worn smooth by the water currents). Among these rocks is often a menagerie of minerals, including gemstones and even gold nuggets. Vegetation is sparse, but not entirely absent, and usually closer to the banks.

Rapids: Shallow and rocky areas of the river can elicit dangerous river rapids. This fast flowing and turbulent part of the river contains unpredictable eddies, sharp turns, and many obstacles. When swimming through rapids, a Reflex save must be made every round. The DC of this save is 8 + (the speed of the current / 10). If the save fails, the character takes 3d4 nonlethal damage. No damage is incurred if the save is successful.

Waterfall: Sometimes rivers flow off of a steep cliff, thus forming a waterfall. Aside from the strong current and occasional rapids preceding these features, falling from the top of these can be quite perilous. This deviates significantly from simply falling off a cliff into water, as the water current and several tons of water is carrying the victim down, often over jagged rocks into very turbulent water at the bottom.

Creatures that accidentally fall must first make a Reflex save, with the DC equal to 8 + (the speed of the current / 10). If the save fails, the creature takes 1d6 points of damage per 10 feet fallen, to a maximum of 20d6. If the water is more than 20 feet deep at the bottom of the waterfall, 10 feet can be subtracted from the height of the waterfall for the purposes of damage calculation. Creatures that take lethal damage from this fall also become disoriented.

If a character deliberately jumps or makes the Reflex save, the damage is the same but the first 1d6 is nonlethal damage. A DC 15 Acrobatics check allows the character to avoid any damage from the first 20 feet fallen and converts any damage from the second 20 feet to nonlethal damage.

Freshwater Perils

Freshwater has the potential of the same perils of saltwater, including lake-born versions of poison and disease. In some cases, entire lakes can harbor one particular peril such as poisonous or diseased water. In addition, freshwater can yield perils more unique to their geography. These perils are listed below.

FLASH FLOOD

Heavy precipitation, busted dams, and rivers suddenly changing direction can all yield a flash flood. Though encountered most often in flood plains, they can occur in any low lying areas including ponds and lakes. Without warning, the area of a flash flood becomes a raging river. This river is often temporary, but has a +50% chance of rapids and floating debris.

LIMNIC ERUPTION

Occurring more often in warm or tropical lakes of significant depth, limnic eruptions are often preceded by earthquakes, mudslides, volcanic eruptions, or other natural disasters that cause the cooler bottom of lake to rise to the surface. This results in a sudden burst of carbon dioxide that suffocates the lake inhabitants and the surrounding area. The gas can even travel down river channels, asphyxiating all along the path. During a limnic eruption, all living creatures (both air and water breathers) in the area begin to suffocate. The only recourse is to leave the area (which can encompass up to 20 miles from the center of the eruption), wait for the event to dissipate (which can take several hours), or have an alternative source of fresh air (buoys, canisters, magic, etc.). Luckily, these events are fairly rare.

RAPID DRAINAGE

Earthquakes, dams, and sinkholes can drain rivers and lakes within minutes or seconds. Creatures swimming in these waterways can find themselves suddenly stranded on slippery and muddy land. This can prove to be a large (or even fatal) dilemma to those who depend on water for locomotion or respiration.

Chapter 2:



Races of Two Waters

The PATHFINDER ROLEPLAYING GAME as well as the CERULEAN SEAS CAMPAIGN SETTING is all about options and choices, and these pages will not disappoint you on that front. The goal of Celadon Shores is to provide you with a comprehensive set of options that you can use to run as a standalone setting, supplement an existing Cerulean Seas game, or simply add a few more interesting aquatic options to your non-aquatic game.

Celadon Shores, while based on fantasy Asia, diverges a bit from similar fantasy settings. We did this for many reasons, but the most pertinent was that we wanted to offer material that would not only create a unique and interesting setting on its own, but provide original options for other settings that you may find out there, including the PATHFINDER ROLEPLAYING GAME itself.

Here you will also find the tools to populate freshwater environs with interesting and viable player races. In previous tomes, it was assumed that all races were acclimated to a marine environment. Immersion in freshwater was considered a hazard that the majority tried to avoid. In this tome, however, nearly half the new races have the opposite issue.

Instead of the usual six new PC races common to our supplementary setting tomes such as INDIGO ICE and AZURE ABYSS, CELADON SHORES has nine new races and a new aquatic humanoid type. We felt this necessary to construct the unique feel of this particular

realm. In essence, we were building and populating two distinct worlds that shared the same overall setting– both freshwater and saltwater.

In this chapter we examine six familiar player character races that have become an integral part of the culture of the Celadon Shores. While it is entirely possible to encounter other races from the Cerulean Seas region, as well as the races from AZURE ABYSS and other Cerulean Seas supplements, they have few, if any, permanent bases in this exotic realm and contribute very little to the overall culture of Nikaikoku. We will revisit three anthromorphs; the delightful mogogols, the solemn sebek-ka, and the illusive benthic naga. We will also reexamine three merfolk; the diverse seafolk, the tranquil cindarians, and the acquisitive talilajuk ningen.

In addition, we will introduce a new aquatic humanoid subtype, the lesser kamigei and nine new player character races. Four of these races will be of the new subtype. These include the fiery suibo, the creepy mizugumo, the stalwart heikegani, and the feathery benitsuru. Two new anthromorphs, the brutish sea kappa and the innovative hitogoi are described as well. Lastly, three new merfolk populate these waters, the dangerous samebito, the spirited uobei, and the mystical river ningyo.

> While browsing this list of new and interesting concepts, as well as our rehash of old ones, it may be apparent that feykith are completely absent from this realm. While feykith are certainly welcome to wander these shores, they are not a significant part of the culture. This is due, perhaps, to weak ties to the Fey Realm, and much stronger ties to the natural spirit realms. Much like the world of fey, these shadow worlds tend to mirror the material world in some way. Inhabitants cross over regularly, as they do from the Fey Realm in other lands. Instead of being a domain of happy pixies and evil sprites, this is an empire of capricious

kappa and angry oni. The kamigei and the sea kappa represent playable races of these spirit creatures, much like the feykith embody those from the Fey Realm.

Much like in previous tomes, Chapter 5 will relate more detail on racial history and where each race fits into the campaign setting. This chapter was designed

to be modular, so that a game master can transplant these race to other aquatic campaign settings.



Anthromorphs, Revisited

The anthromorphs that have become familiar in the Cerulean Seas Campaign Setting get a slight makeover once immersed in an entirely different culture. Here we present three of those races, the mogogols, the benthic nagas, and the sebek-ka.

Mogogols: During the time of the Great Flood, the mogogols took to their ships and sailed to the four winds. It can be assumed that a good many of them were never again seen by mortal eye. However, those that did not end up in the Cerulean Seas landed on the Celadon Shores.

These northern mogogols intermingled with an indigenous frog-men species known as the Sif, and incorporated their ways and genetic heritage. They gave up the seafaring ships that made them easy targets for the emperor's forces. This facilitated a return to their ancestral habitat; the freshwater swamp. From the Sif race that they absorbed, they learned valuable martial arts.

The Celadon Shores mogogols have a bit larger heads (on average) from the standard mogogols found in Cerulean Seas. In addition, over several generations, they have entirely re-adapted to freshwater life and have the following trait:

Freshwater Denizen: Mogogols suffer no ill effects from being immersed in freshwater. However, without protective spells or specialized equipment, they cannot tolerate saltwater for very long. When a mogogol becomes fully immersed in saltwater, it must succeed on a DC 15 Fortitude save or become fatigued. Even on a success, it must repeat the save attempt every 10 minutes it remains immersed. **Benthic Nagas:** The benthic nagas (who were introduced in WAVES OF THOUGHT) are a relatively rare and isolated race throughout the world, except on the Celadon Shores. Here, their patron is not a single mysterious (possibly fictional) naga of legend. Instead, they are backed by the entire water naga nation in this region. Benthic nagas are part of the only surviving resistance to the dragon emperor that is native to the sea. Though not considered hanran (in many ways the emperor considers them to be much worse), they fight alongside these freshwater rebels. However, their end goal has nothing to do with the preservation of natural wetlands or cultures, but to displace dragon-kind from the throne and put naga in their place.

Sebek-ka: When the great flood began, the Sebek-ka were divided on where they should place their new holy capital. Their pharaoh, Ahkensebek, wanted to lead the race to unexplored sea. However, the Cerulean Seas region was known to be a safer bet and in the opposite direction that the pharaoh wanted to go. Those Sebek-ka that ended up on the Celadon Shores remained true to their pharaoh.

Today, the Sebek-ka are divided into two distinct clans. The hanran Sebek-ka, who still follow a now immortal undead Ahkensebek, originate from a secret city somewhere deep within Senkokoku. They have developed the same Freshwater Denizen trait as the mogogols. The emperor's Sebek-ka, however, worship the dragon emperor as their pharaoh and maintained their salty predispositions.

Merfolk, Revisited

There are many merfolk in the Cerulean Seas, and the Celadon Shores has its fair share as well. Seafolk, talilajuk ningen, and cindarians get a slight remodel as presented below.

Seafolk: Even before the great flood, the area that would one day become the Celadon Shores was littered with diverse merfolk species. Half-breeds and mixed races became more and more common until they were the norm. After the flood, the concept of a pureblood seafolk faded from view.

The Nikaikoku seafolk maintain most of the statistics of the standard Cerulean merfolk, but have a much more varied appearance. In fact, the merfolk of this region can be nearly any color of the rainbow, with fish tails and fins patterned after nearly every imaginable natural fish. Each family has its own unique physical traits, and new traits can emerge with each new generation.

Nearly 70% of these seafolk belong to or fight for the empire. The remaining 30% usually have the "Freshwater Denizen" trait (see mogogols on the preceding page). Seafolk make up a whopping 20% of all sentient races in Nikaikoku.

Talilajuk Ningen: The talilajuk ningen were introduced in the INDIGO ICE campaign setting. The Celadon Shores, or more specifically the Cobalt Coast, is the natural homeland of all ningen. Before the flood, ningens used to migrate to Feldorheim yearly. After the flood, when the dragon emperor began to take power, large groups of ningen left for Feldorheim never to return. However, a few stayed behind. The main sticking point for the talilajuk wasn't that the dragon emperor was cruel or wished them harm. While this is the way that the Feldorheim talilajuk wished to remember the emperor, the truth was a bit less dramatic. True privateers at heart, the talilajuk simply did not like the emperor's offer. They didn't want to fight his war based on loyalty or standard soldier's fees. They considered themselves pricey mercenaries. In the war-torn land of Isinblare, the talilajuk were simply worth more money so they moved there permanently.

Those talilajuk that stayed behind usually consisted of families that managed to procure prestigious positions and high military ranks in the emperor's army. Since then, they evolved from mercenaries to noblemen of the empire. Still fueled by wealth, the talilajuk vie amongst themselves for higher ranks and greater titles of honor, each with a greater pay tier.

Cindarians: Nearly anywhere one finds tropical coral reefs, one can find a few cindarians, and the Celadon Shores is no exception. The dragon emperor usually takes no notice of this race, believing them too prone to simple ways to be of use in a war. This does, however, allow a few select individuals the opportunity to be great spies or rogues.

The only difference between the Nikaikoku cindarians and the Cerulean cindarians is that the cindarians of Celadon Shores usually have long flowing black, dark red, or white hair on their heads. The standard cindarians of other realms are hairless.



Lesser Kamigei [humanoid subtype]

According to ancient tradition amid the Celadon Shores, nature is divided into five mystical elements; rain, wind, wood, fire, and metal. To preserve the power in each element, animal spirits known as kamigei came into being. The first of these, the greater kamigei, embodied one of each of the five elements. As time went on, they mingled with the mortal races of the world and the lesser kamigei began populating the fringes of drylander civilizations. Unlike their parents, lesser kamigei were mortal and embodied two mystical elements. During the golden age of drylanders, there were 25 different types of kamigei, each revered for their unique powers and honorable duty to uphold the forces of nature.

For ages, kamigei helped to preserve the harmony of the world. The Great Flood, however, tipped the scales forever. As the waters rose, four of the five greater kamigei were obliterated from this world. With their loss, their offspring withered in number and eventually suffered the same fate. All that remains today is the greater kamigei of rain, or Yoikoi, and their children who embody rain and one other element.

Fire & Rain: Suibo (jellyfish kamigei), with their blistering tendrils and bioluminescence, embody seemingly opposing elements.

Metal & Rain: Heikegani (crab/lobster kamigei), with their iron-hard shells and razor-like claws, do their best to venerate the forces of metal and water. **Wood & Rain:** The terrifying mizugumo (diving bell spider kamigei) are natural weavers and mangrove dwellers that ensure wood and rain remain in harmony.

Wind & Rain: Benitsuru (crane kamigei) are bird-like people that are at home both in the clouds and in the water.

Lesser Kamigei Racial Traits

Mystical Assault: At character creation, pick one of the following energy types that correspond to one of the two mystical elements that the kamigei has ties to: acid (rain), cold (air), electricity (metal), sonic (wood), or steam (fire). Lesser kamigei gain the following supernatural ability: Once per day as a swift action, a member of this race can call on the elemental power lurking in its veins to shroud its limbs in the energy type that corresponds to its chosen mystical element. Unarmed strikes with its limbs (or attacks with weapons held by these limbs) deal an extra point of damage of the appropriate energy type. This lasts for 1 round per character level. The creature may end the effects of its mystical assault early as a free action.

Energy Resistance: At character creation, pick one of the following energy types that correspond to one of the two mystical elements that the kamigei has ties to: acid (rain), cold (air), electricity (metal), sonic (wood), or steam (fire). The lesser kamigei gains energy resistance 5 for that energy type.

Nature's Insight: Lesser kamigei gain a +2 racial bonus to Knowledge (Nature) skill checks.



New Anthromorphs

Cerulean Seas has always been a setting where one can play their favorite sea creature in one form or another, and Celadon Shores is no exception. The Celadon Shores campaign setting introduces two anthromorphs for players to choose from: the industrious hitogoi and the honorable sea kappa.

The hitogoi, or koi-man, is an adventurous and inventive fish person. They specialize in creating equipment that will allow them to explore beyond the confines of their freshwater lakes and streams. Using backpack-like devices called "breathers" they can climb the tallest mountain or delve the deepest depths. Of course, being considered hanran and enemies of the dragon emperor, they must always be watchful. Luckily, the emperor himself likes to outfit his army with hitogoi inventions.

In addition to the hitogoi, Celadon Shores presents a new spin on the kappa legend, the sea kappa. Unlike the river dwelling mischief makers of common myth, the sea kappa not only makes its home in the open sea, but it is a bit larger, a tad more serious, and carries a bubble on its head. Much like its famous cousins, if the head bowl is emptied, the kappa loses power. If one tries to do this however, they are in for a serious wrestling match against an angry turtle with razor-sharp claws and possible military training.

New Merfolk

In addition to new anthromorphs, Celadon Shores introduces a trio of new merfolk: the alluring river ningyo, the feisty uobei, and the brutal samebito.

River ningyo are freshwater mermaids with the ability to assume human form. They are a close-knit group with a penchant for spells and arcane secrets. If crossed, the river ningyo can be a dangerous adversary. However, if one is looking for lost magic, there are none who would know more about how to find it.

Uobei dwell in small muddy ponds and live to fight. Though they are small, they wouldn't turn down a good wrestling match with someone several times their size. Despite their violent pastimes, uobei are peculiarly likable little fellows who are not afraid to speak their minds or stand up for what they believe in

The samebito also like to fight, but they are more terrifying than endearing. With all the nightmarish qualities of a bull shark, the samebito make up a deadly wing of the emperor's military force. Much like the bull shark, they are able to quickly acclimate to freshwater. This allows them to swim up rivers and stalk lakes as if they were born there. Fortunately, they are not terribly bright and can be avoided by many of the cleverer hanran.

Benitsuru

Benitsuru are the mystical guardians of the shore and sky. While they prefer wading in shallow streams and quiet lakes, they will occasionally venture to the ocean's edge to satisfy hunger or curiosity. Though not the only avian race in the Cerulean Seas world (there are also the squawks from the Indigo Ice campaign setting), they are the only standard player race at home on land, in water, and in the air. They use this unique talent to stay out of harm's way, deliver long distance messages, and to get a unique view of their watery world.

Physical Description: The benitsuru stands nearly 5 feet tall and appears much like a large crane or stork with a human face. It has mostly white plumage, with black feathers on its long neck, chin, near the bottom of its wing, and on the top of its head. A shock of scarlet plumes create a mask around its human-like eyes. It has small, clawed hands where its primary feathers begin (where the alula is located for most winged birds). Its legs are long, black, stork-like and terminate in webbed feet. Similar to many seabirds, a benitsuru's feathers are waterproof. Although its plumage and body shape is superficially that of a crane's, its body also subtly incorporates aspects of both ducks and cormorants. Consequently, it is able to dive and swim fairly well, though this is not its best means of locomotion.

Males and females appear remarkably similar, usually only outwardly distinguishable by their voice, of which the female has a higher pitch. Benitsuru mate only once or twice in their life, and typically 1-3 six-inch-long golden eggs result. Hatchlings grow quickly, reaching maturity in about 10 years. The red eye feathers emerge around this time. These red feathers can also help determine the age of a benitsuru. An elderly benitsuru often has a face full of crimson feathers, without any white or black remaining.

Society: Benitsuru are generally a peaceful and cheerful people. Many might think their smile to be an immutable facial feature if they haven't seen a member of this race in a dire or desperate situation. Even in the heat of combat, if there is hope for victory, the benitsuru will remain calm and grinning.

The benitsuru often see themselves as emissaries of peace and hope. It is quite common for a benitsuru to act as a mediator or an ambassador. Despite this and their frail frame, benitsuru are not afraid to stand up for what they believe in. When pressed, they will not back down from a fight, and have even been known to be great military leaders during times of terrible imbalance.

Relations: Currently the benitsuru are not on the good side of the dragon emperor, as most are considered hanran. The benitsuru, who prefer freshwater environs, believe that the emperor can be persuaded to give up his eternal siege against these waters. Benitsuru typically get along with anyone who looks favorably on a peaceful resolution to this conflict.

As a kamigei, benitsuru are expected to bring balance to their surroundings by many of the other races. Many consider killing a benitsuru to be an evil act that is sure to bring misfortune. Regardless, there are still plenty of races, especially among the emperor's forces, that view the benitsuru as arrogant trouble makers. These races will not hesitate to clip the benitsuru's wings before it can escape.

Alignment and Religion: Most benitsuru are good aligned, with a few neutrally aligned members. Many worship powers of nature, philosophical doctrines, or the kamigei. Evil benitsuru are exceedingly rare, and are usually outcasts for some other reason such as a curse or deformity.

Adventurers: Benitsuru most often adventure to maintain peace or balance in their homeland. A few adventure to satisfy their curiosity or thirst for adventure. Others are just trying to spread good will throughout the land.

Most adventuring benitsuru become clerics, kahunas, or sirens. A few will take up the path of wizard, sorcerer, ninja or rogue. Warriors among this race are quite uncommon, as they seldom have the fortitude for one-on-one combat.

Names: Benitsuru tend to have long, genderless, poetic names that often become shortened by those they adventure with. Typical names include "That which dances in the reeds, quiet and golden, wisdom in the waving wind," "Fallen snow on the autumn lake, ephemeral, immemorial, until the chill bears ice," and "The leaf circles the sky,

twirling, climbing, yet always finding its rest upon the water."

BENITSURU RACIAL TRAITS

+ 2 Dexterity, +2 Wisdom, -2 Constitution, -2 Strength: Benitsuru are quick in

both form and wit, but have extremely frail bodies and hollow bones. Racial Buoyancy: -25^A, Depth Tolerance: 300 feet

Racial Buoyancy: -25", Depth Tolefance: 500 feet

Kamigei: Benitsuru have the lesser kamigei subtype, as described at the beginning of this chapter.

Medium: Benitsuru are Medium-sized creatures.

Slow Swim Speed: Benitsuru have a base swim speed of 20 feet.

Landwalker: Benitsuru have a base land speed of 30 feet.

Flight: Benitsuru have a fly speed of 60 feet (average).

Lungs: Benitsuru can breathe air indefinitely, just like an anthromorph with the same quality.

Twin Waters: Benitsuru can consume both salt and freshwater without ill affect.

Eternal Hope: Benitsuru gain a +2 racial bonus on saving throws against fear and despair effects. Also, once per day, after a natural roll of 1 on a d20 roll, benitsuru may reroll and use the second result.

Weather Savvy: Benitsuru are so in tune with the air and sky they can easily sense the slightest change in atmospheric conditions. They can spend a full-

round action to predict the weather in an area for the next 24 hours. This prediction is always accurate, but cannot account for spells or supernatural effects that might alter the forecast.

Languages: Benitsuru begin play speaking Common and Kamigei. Benitsuru with high Intelligence scores can choose any of the following: Aquan, Ceti, Glacian, Celestial, Draconic, Goi, Hanran, Imperial, and Yokai.

Heikegani

Acting as the dragon emperor's elite samurai, the crablike heikegani begin training in the art of war at an early age. These are not savage warriors, but highly educated tacticians and martial artists, ready to die for their master at any given moment.

Physical Description: Heikegani appear something like a centauroid lobster with a thick, spiky carapace on their humanoid backs. Their faces are similar to traditional samurai armor masks (mempo) and likely became that way through centuries of selective breeding. In addition to two normally placed dark blue or black eyes, the heikegani has two smaller eyes above its nose and two antennae that sprout from the top of its head. Heikegani have dense chitin covering their vital areas and limbs. Their bodies are typically bronze, copper or gold in color. Two large claws (chelipeds) sprout from the midsection of the heikegani and can aid in combat or grappling. Their tails have a similar coloration to their faces (usually red or orange) and often feature unique patterns or symbols.

Female heikegani are slightly larger than males, and have much sharper features. During mating season, the highest ranking females gather to lay eggs in one large clutch of several thousand which is later fertilized by the strongest males. Hatchlings are left to fend on their own until they are large enough to begin training after a few years of growth. These Tiny and Small-sized heikegani are known as "imperial shrimp" and often serve as a backup infantry. Needless-to-say, child mortality among the heikegani is extremely high.



Society: Heikegani are highly lawful creatures who believe that organized force can inevitably bring balance (and eventually peace) to the world. While warlike and seemingly emotionless, they also appreciate art, philosophy, and religion. Locked beneath their cold exterior, lurks the normal range of emotions that only appears to escape through their writings and art. While they nearly always follow the emperor without fail, they may, at times, liberally interpret his orders. In addition, it is not unheard of for a heikegani to fall on his spear rather than carry out an order that he cannot bring himself to agree with.

Relations: Nearly all heikegani are part of the emperor's regime. As such, they are enemies to the hanran and most freshwater creatures. Small sects of heikegani are rumored to exist in the largest lakes of Senkokoku, and are the subject of ridicule and poor examples taught to the imperial shrimp.

Even their allies consider the heikegani to be a bit callous. While given large amounts of respect, many races choose to admire their prowess from afar. The heikegani seem oblivious to the reactions of other races, but do consider civilian lives worth saving never-the-less. A heikegani does value friendship, as long as it does not interfere with his lawful obligations.

Alignment and Religion: Most heikegani are of lawful alignment. They can be good, evil, or neutral and base their interpretations of the law based on what their moral compass tells them. Many heikegani are highly philosophical, and will often adopt religions based on philosophy or the Empire.

Adventurers: For a heikegani, it is extremely rare to not be part of the military in some way. Most aspire to be samurai, but a few take up other martial causes. Heikegani will adventure to hone their skills, to redeem their honor, and to bring balance to a region.

Names: Heikegani names are not based on gender and are usually an adjective followed by a weapon type. Some examples include Shining Nagamaki, Searing Spear, Broken Blade, Deep Dagger, Bloody Gauntlet, and Golden Arrow.

HEIKEGANI RACIAL TRAITS

+2 Constitution, +2 Wisdom, -2 Dexterity, -2 Charisma: The heikegani are hardy and wise, but not the most likable or flexible of creatures.

- Racial Buoyancy: -120, Depth Tolerance: 1,000 feet
- **Kamigei:** Heikegani have the lesser kamigei subtype, as described at the beginning of this chapter.

Medium: Heikegani are Medium-sized creatures.

Normal Swim Speed: Heikegani have a base swim speed of 30 feet.

Gills: Heikegani can breathe saltwater indefinitely, exactly like an anthromorph with the same quality.

Natural Armor: Heikegani have a +4 natural armor bonus.

Chelipeds: A heikegani has two lobster-like chelipeds at the base of its torso in addition to its normal arms. While these claws cannot wield weapons, they are considered natural weapons (claws) that deal 1d6 damage each. In addition these claws grant the heikegani Improved Grapple as a bonus feat, and the heikegani can maintain a grapple with these claws and still make attacks with their main appendages.

Mystic Forge: Once per day, a heikegani can cause a touched piece of metal to grow into a solid metal object weighing up to -10 bu, such as a spear, crowbar, or light steel shield. This object remains in this form for 10 minutes or until broken or destroyed, at which point it shrinks back to its original size and shape.

Languages: Heikegani begin play speaking Common and Kamigei. Heikegani with high Intelligence scores can choose any of the following: Aquan, Ceti, Glacian, Celestial, Dagonite, Draconic, Imperial, and Yokai.

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Hitogoi

Hitogoi, also known as koi-men, are explorers and inventors from deep freshwater lakes and rivers. They are great innovators and pioneers, and many wear specialized breathers that allow them to breathe both saltwater and air without discomfort. They have a burning need to explore and migrate, thus far acting as "tourists", yet many sea dwellers fear a wave of colonists to follow.

Physical Description: At first glance, many would easily mistake a hitogoi for some sort of piscean. They are both humanoid fish, of around the same height and build. However, the similarity stops there. Hitogoi have large, often brightly colored scales covering their bodies, bulbous eyes, and fish-like tails. Skin colors are often in the gold or orange range, but can be found in any variation found in koi fish including black, white, and calico. Eye color is usually bright yellow.

Another unusual feature of the hitogoi is that they are all male. Females of their species are called river ningyo (described later) and have entirely different physical features and traits. The two genders rarely interact and behave as separate species. Even the mating practice is non-interactive, as the river ningyo lay eggs in a special spawning pool, and the hitogoi visit sometime later. The parents then visit at different times to collect offspring of the appropriate gender.

Society: Hitogoi are natural explorers and inventors. Their curiosity and thirst for experience leads them towards constant tinkering and experimentation. However, despite this curiosity, they are not particularly more intelligent than other races. Often, their inventions and contraptions are overcomplicated, fragile, and prone to malfunction. Most are completely unworkable for a non-hitogoi. Regardless, many of these devices are highly sought after for their miraculous-yet-nonmagical powers, even if those powers might be fleeting or unreliable.

Among their most iconic inventions is the "breather" which, when properly fitted over the gills of an aquatic creature, allows that creature to breath air and saltwater without ill effects. The breather, being a mechanical invention, is not subject to failure due to dispelling or antimagic. In addition, in contrast to many magical items, it is somewhat affordable and operable for the average person. Since it has been around a while, most of the kinks have been worked out and it can be tailored to nearly any aquatic creature.

Hitogoi often gather in large conclaves to work on burning questions or sort out new contraptions. As they all seem to think in similar ways, these conclaves are remarkably successful. While these meetings are open to non-hitogoi, outsiders often feel lost or ignored, as they have a hard time relating to the hitogoi's haphazard, trial-and-error, hands-on style of getting things done. Hitogoi work from pure experimentation rather than cultivated intellect or study.

HITOGOI RACIAL TRAITS

+2 Constitution, +2 Charisma , -2 Wisdom: Hitogoi are healthy and have friendly personalities. They are sheltered and only see the best in others, however.

Racial Buoyancy: -25^B, Depth Tolerance: 600 feet

Medium: Hitogoi are Medium-sized creatures.

Low-light vision: Hitogoi see well in low light areas.

Anthromorph (gilled): Hitogoi have the anthromorph subtype as described in the CERULEAN SEAS CAMPAIGN SETTING.

Freshwater Denizen: Hitogoi suffer no ill effects from being immersed in freshwater. However, without protective spells or specialized equipment, they cannot tolerate saltwater for very long. When a hitogoi becomes fully immersed in saltwater, it must succeed on a DC 15 Fortitude save or become fatigued. Even on a success, it must repeat the save attempt every 10 minutes it remains immersed.

Skilled: Hitogoi gain a +2 to any one Craft skill, chosen at character creation.

Weapon Familiarity: Hitogoi are always proficient with yulei pingzi, and treat any weapon with the word "hitogoi" in its name as a martial weapon.

Languages: Hitogoi begin play speaking Goi and Common. Hitogoi with high Intelligence scores can choose from among the following bonus languages: Boggard, Hanran, Imperial, Kamigei, and Yokai.

Relations: When not mountain climbing, deep-sea diving, or inventing devices to make those things possible, the hitogoi are always asking questions. This combined with their incurable naivety, causes most races to avoid interaction with them. If it were not for the technological fruit of their exploits, the hitogoi would likely be avoided altogether.

Since hitogoi are freshwater creatures, they are branded as hanran despite their actual loyalties. This label, the proliferation of their species and the popularity of their inventions puts the dragon emperor in a difficult position when it comes to working against the hitogoi. Unlike the embargo on mizugumo silk, the emperor has not outlawed the trade of hitogoi relics. This allows a trickle of imperial wealth to aid the hanran. The emperor justifies this by outfitting his military with these devices. However, this only seems to increase demand and further fund the rebel's cause. The hitogoi and their inventions have been a topic of debate for centuries.

Alignment and Religion: Hitogoi have a wide range of alignments, but few are particularly lawful. They find rules to be not only too restrictive for their curiosity, but few laws hold up under their scrutiny. They are good at finding loopholes in any law that prevents them from doing what they want to do.

Likewise, hitogoi rarely find any religion that satisfies their burning inquisitiveness. Religion and spirituality often relies on faith. The only faith that a hitogoi has is in its ability to figure out answers to nearly any question through incessant trial and error.

Adventurers: Hitogoi are born adventurers and will often adventure just for the sake of it. Some will test out new inventions, or seek out new ones. Many just want to see what is over the new hill or under the next wave.

Many hitogoi become alchemists, as this skill often enhances their ability to create new devices. Rogues and gunslingers are not uncommon either, as both classes require some measure of mechanical aptitude. Arcane magic users of this race are less common, but not unheard of.

Names: Hitogoi enjoy multisyllabic, nonsensical names that sound somewhat like rushing or bubbling water. Some examples include Blubbloopbop, Pippapplip, Glubbabap, Shashashiss, and Shiplaniblub

and Shiplapiblub.



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Kappa, Sea

Sea kappa are the marine cousins of their smaller riverdwelling kin. Once exceedingly rare, sea kappa populations have exploded since the great flood. While some of this is due to a massive shift in the spiritual energies on which the sea kappa thrive, the dragon emperor has also cultivated this race as part of his efforts to build his army.

Physical Description: Sea kappa resemble both sea turtles and their freshwater cousins. Their coloration, eyes, and shells are very similar to green or loggerhead sea turtles. While they are larger than river kappa, they retain the same bowl-like indentation on the tops of their heads, as well as a shock of thick black hair sprouting from the back of their skull. Their hands and feet are webbed. Lachrymal glands located behind each eye allow the sea kappa to eliminate excess salt obtained from ingesting ocean water. On land, the excretion of excess salt gives the false impression that the kappa is crying.

Instead of water being held in their head-bowls, an air bubble balances in this position while they are submerged. While held in by a thin membrane of mucus, it can be forcibly dislodged, thereby robbing the sea kappa of some of its power.

Males and females are virtually identical in appearance. Adult males have longer claws and wider, less domed carapaces than females. Since these traits do not appear until adulthood, sea kappa do not tend to emphasize gender roles upon their children.

Society: Much like their small kin, sea kappa relish both good humor and martial prowess. However, unlike the river folk, they collectively lack a mischievous streak and are not as prone to chaotic behavior. Sea kappa do have hair-trigger tempers that are easily elicited by insults, but this is tempered by a strong sense of honor and dedication to their cause.



Sea kappa are known to always keep their word, which can be both good and bad. When making deals with a sea kappa, one can be assured they will not back out. However, when receiving threats from one, one can also be certain the kappa will eventually follow through.

Relations: The dragon emperor proudly flaunts his sea kappa soldiers, which sometimes causes tensions with his other forces. This is especially true with heikegani, who believe that the sea kappa do not deserve such attention.

The hanran have mixed feelings about the sea kappa. Those that deal with the river kappa on a regular basis find it difficult to take the sea kappa seriously. Those that have had brief and often malicious encounters with their smaller kin, find that the sea kappa can only be worse.

Alignment and Religion: Sea kappa tend towards lawful alignment, but this is not a hard and fast rule. Though a sea kappa always keeps their word, many refuse to agree to any contracts, and a few rare (and often hunted) individuals take advantage of their race's reputation and break promises whenever it benefits them. Sea kappa can be virtually any religion, but they most frequently worship the power of the Yokai.

Adventurers: Sea kappa make excellent fighters, rogues, and ninja. Quite a few sea kappa will become sorcerers and mariners as well. They adventure for varied reasons, but many include fulfilling a promise or contract, fighting for a cause, or proving their physical prowess.

Names: Kappa are an uncomplicated race that prefer simple, monosyllabic, and non-gender specific names. Some examples include Ak, Bok, Dep, Eck, Gan, Kag, Muk, and Yom.

SEA KAPPA RACIAL TRAITS

- +2 Strength: Sea kappa are very strong, but most of their other traits are fairly average.
- Racial Buoyancy: -50^A; Depth Tolerance: 600 feet
- Medium: Sea kappa are Medium-sized creatures.

Fast Swim Speed: Kappa have a base swim speed of 40 feet.

Low-Light Vision: Sea kappa have low-light vision allowing them to see twice as far as seafolk in dim light.

Anthromorph (lunged): Sea kappa have the anthromorph subtype as described in the CERULEAN SEAS CAMPAIGN SETTING.

Carapace: Sea kappa have a +2 natural armor bonus.

- **Claws:** Sea kappa have natural claw attacks which deals 1d4 points of damage for each claw.
- Yokai traits: Sea kappa always count Stealth and Survival as class skills.
- Kappa Weakness: Each sea kappa has an indentation on the top of its head which holds a bubble of air while he is submerged. This bubble will not dislodge in the normal course of events, including when making Acrobatics checks and during combat. A sea kappa may voluntarily release his bubble, or another may attempt to force it out. Those who successfully grapple a sea kappa may, as a fullround action, attempt a Combat Maneuver which will dislodge the bubble. A successful check inflicts 4 points of Strength and Dexterity damage to the kappa. A sea kappa can restore any ability damage inflicted in this way by surfacing for air for one round.
- Languages: Sea kappa begin play speaking Common and Yokai. Sea kappa with high Intelligence scores can choose any of the following: Aquan, Ceti, Glacian, Celestial, Dagonite, Draconic, Imperial, and Kamigei.

Mizugumo

Diving bell spiders are the only natural spider known to spend its whole life under water. As with other spiders, it breathes air, which it traps in a bubble held on its abdomen and legs. Mizugumo, the living embodiments of the mystical elements of wood and rain, mirror these remarkable spiders in both form and habitat.

Physical Description: Mizugumo are Medium-size centauroid spider-kin, replete with 8 limbs and the ability to spin elaborate silk webs. Their lower half is very spider-like, with four spider legs and a bulbous abdomen. Their upper-half is more humanoid, excepting that Mizugumo have four thin arms rather than two. Their faces seem human as well, although in addition to two regularly placed and sized eyes, they have six smaller eyes placed along their foreheads and temples. Mizugumo range in color from mustard yellow to brownish black, and all have dark brown or black hair.

Males are a bit larger than females (which is odd for spiders in general, but not for diving bell spiders). Males are also lighter in color and often have thick facial hair, especially long drooping mustaches. Mizugumo hatch from small, spherical red eggs which are deposited in silk pouches and carried around by the females during gestation. The spiderlings are bright red in color and reach adulthood quickly, in about 7 years.

Society: Mizugumo society is strictly divided by gender. Females typically work during the day to maintain and protect their domicile, weave silk, and tend to the children. They rarely venture to the surface and will often spend their entire lives underwater. They are markedly less adventurous

MIZUGUMO RACIAL TRAITS

+2 Dexterity, -2 Strength, -2 Intelligence: Mizugumo are exceedingly nimble, but not very strong or worldly.

Racial Buoyancy: -190, Depth Tolerance: 300 feet

- **Kamigei:** Mizugumo have the lesser kamigei subtype, as described at the beginning of this chapter.
- Medium: Mizugumo are Medium-sized creatures.

Darkvision: Mizugumo can see in the dark up to 60 feet. **Perceptive:** Mizugumo gain a +2 racial bonus to perception checks. **Slow Swim Speed:** Mizugumo have a base swim speed of 20 feet.

- Landwalker: Mizugumo have a base land speed of 40 feet. Climb: Mizugumo have a climb speed of 20 feet, and gain the +8 racial bonus on Climb checks that a climb speed normally grants.
- **Lungs:** Mizugumo can breathe air indefinitely, just like an anthromorph with the same quality.
- **Freshwater Dependent:** Mizugumo do not consider seawater to be a viable drinking source.
- **Quadruped:** Mizugumo possess four legs, granting them a +4 racial bonus to CMD against trip attempts.
- **Multi-Armed:** Mizugumo possess four arms. A mizugumo can wield multiple weapons, but only one hand is its primary hand, and all others are off hands. It can also use its hands for other purposes that require free hands.
- **Spin Silk:** As a full round action, a mizugumo can use silk glands on its abdomen to create a 30-foot length of silk rope. The mizugumo may do this a number of times per day equal to one half its character level, minimum 1. Alternatively, the mizugumo can weave a single Tiny-sized silk float (described in Chapter 4) or 100 feet of silk thread instead of a 30-foot rope.

Languages: Mizugumo begin play speaking Common and Kamigei. Mizugumo with high Intelligence scores can choose any of the following: Aquan, Ceti, Glacian, Celestial, Draconic, Goi, Hanran, Imperial, and Yokai.

than the males, who are responsible for hunting and gathering air when necessary. The males will often spend their nights climbing into mangrove trees and diving upon submerged prey from above with spears in hand.

Relations: Mizugumo are viewed as rather primitive by other races because of their adherence to a simple lifestyle. Nevertheless, they are still respected as important kamigei who maintain the freshwater mangroves. They are also sought after for their exquisite silk regardless of the embargo that the dragon emperor has placed on it. Buying mizugumo silk is a criminal offense, but owning it is not. Many races come up with elaborate cover stories after purchasing several bolts of this material for clothes, floats, and fishing nets. Since mizugumo rely on fresh water to survive, they will always be considered hanran, and therefore enemies of the empire. For the mizugumo however, everyone is a friend until they prove themselves otherwise.

Alignment and Religion: Mizugumo are simple folk with a mostly neutral outlook. They will often adopt the nature powers and traditions of nearby cultures, but seldom develop belief structures of their own beyond humble superstitions.

Adventurers: Mizugumo adventure either out of necessity or to protect their environment. As the freshwater mangoves are often threatened from a variety of sources, adventurers of this race are not uncommon. Males usually become unsophisticated fighters or barbarians, and females become rogues and sorcerers.

Male Names: Arata, Daichi, Haruo, Hiroki, Isamu, Kamaji, Katashi, Mikio, Takahiro, Takeshi

Female Names: Azumi, Chiharu, Kaori, Katsumi, Rei, Sayuri, Shiori, Suzu, Tamiko, Yori

Ningyo, River

River ningyo are comely shape-shifting koi-like mermaids that inhabit the freshwater lakes and streams of this region. Their tight-knit community and distrust of strangers can make them dangerous adversaries to outsiders. However, the river ningyo's proclivity for sorcery and folk magic can also make them valuable allies.

Physical Description: River ningyo are what one might expect from a typical mermaid. Their lower half is that of a large koi fish and is colored and patterned like the common breeds found in ornamental koi ponds. Their upper half is that of an attractive female, with long hair that can be any color of the rainbow, but is usually red or black. They have dark eyes, finned ears, and often have large freckles on pale-white skin.

All river ningyo have the ability to sprout legs and appear human. While their features change to be that of a typical human, they retain some of the unique qualities of their normal visage, including facial features, hair color, and skin color. A river ningyo in human form is nearly always recognizable.

As the males of their species are considered a different race (the hitogoi), it would be expected that there would be no male appearing river ningyo. However, this is not entirely the case. One in one thousand river ningyo are born with features typical of a male human. These "male river ningyo" are actually genetic hermaphrodites, and are usually sterile. Among the river ningyo, the male ningyo are considered omens of either good or bad fortune, depending on the phase of the moon on which they hatched. On a full or waxing moon, they are considered bad luck and often banished to be raised by another race. On a new or waning moon, they are raised with honor, and often given positions of power.

Society: River ningyo society is closely knit and a bit xenophobic. They consider every member to be a sister, mother, or daughter and address each as such. They form large familial units that usually stake claim to an entire body of water, typically a large lake or river. As their name suggests, river ningyo prefer freshly flowing water, and rarely inhabit small ponds or isolated lakes.



River ningyo revere magic and tradition. They will actively collect items of power, spells, and arcane secrets. It can be expected that their homes and waterways will be heavily enchanted and magically warded. River ningyo also celebrate celestial events such as equinoxes, full or new moons, and astral convergences. Each celebration has its own unique decorum; some are wild parties while others are solemn ceremonies, and all ranges in-between.

Relations: Outsiders who do not respect the ways of the river ningyo are dealt with quickly and often lethally. However, they will seldom kill without provocation and, if handled delicately, the river ningyo will work amicably with other races.

Since they are a freshwater species, they are considered hanran by the dragon emperor. However, the river ningyo seldom lead assaults against the empire, and the emperor rarely leads expeditions against the ningyo. It is foolish to confront a river ningyo in its own waters, which it seldom leaves.

Alignment and Religion: While many consider the river ningyo to be an evil race, this is mostly due to their reputation for violently dealing with disrespectful outsiders and their dabbling in dark magic. In reality, river ningyo are a mostly neutral and peaceful race concerned primarily in maintaining their own environment.

Many river ningyo venerate the goddess Sarasvati, who they often depict as either a giant koi or a titanic river ningyo. They have also been known to worship powers of nature and magic, or even the kamigei.

Adventurers: River ningyo often adventure to protect their homeland or to acquire magical power. Others are outcasts that were ousted for either a crime or for superstitious reasons (such as a "male" river ningyo hatched on a full moon).

Most river ningyo become sorcerers, wizards, witches, or some other arcane class. A few become clerics or kahunas. While they will sometimes become rogues, ninjas, or monks, most avoid any class that will put them at the front of the fray. When faced with martial combat, river ningyo typically work in great numbers to subdue an opponent through wrestling instead of weaponry.

Names: Asagi, Bekko, Chagoi, Goshiki, Kawarimono, Kinginrin, Kohaku, Shusui, Tancho, Utsurimono

RIVER NINGYO RACIAL TRAITS

+2 Wisdom, +2 Charisma, -2 Strength: River ningyo are wise and beautiful, but very seldom muscular.

Racial Buoyancy -50^B; Depth Tolerance: 600 feet

Medium: River ningyo are Medium-sized creatures.

Fast Swim Speed: River ningyo have a base swim speed of 40 ft.

Merfolk: River ningyo have the merfolk subtype, as described in the CERULEAN SEAS CAMPAIGN SETTING.

- Freshwater Denizen: River ningyo suffer no ill effects from being immersed in freshwater. However, without protective spells or specialized equipment, they cannot tolerate saltwater for very long. When a river ningyo becomes fully immersed in saltwater, it must succeed on a DC 15 Fortitude save or become fatigued. Even on a success, it must repeat the save attempt every 10 minutes it remains immersed.
- **Group Grappler:** A river ningyo has a +2 racial bonus on combat maneuver checks. When two or more ningyos are grappling the same creature, each gains a +1 bonus on grapple combat maneuver checks and a +1 bonus on grapple damage rolls.
- **Humanoid Form:** River ningyo have the supernatural ability to assume the appearance and mobility of a human. The form is static and cannot be changed each time she takes this form. River ningyo gains a +10 racial bonus on Disguise checks made to appear as a human, but since humans are extinct in this campaign setting, most just assume that all human-appearing creatures are river ningyo. Changing shape is a standard action. This trait otherwise functions as alter self, save that the river ningyo does not adjust her ability scores.

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Samebito

Often confused with the poison using, storm loving adaro common in the Sapphire Isles (PATHFINDER ROLEPLAYING GAME BESTIARY 3), the samebito is a separate breed of shark-themed merfolk. In fact, the samebito may have begun as an offshoot of the adaro race, adopted and nurtured by the dragon emperor to become shock troops and inquisitors.

Physical Description: Samebito resemble bull sharks in both coloration and form. They have thick, muscular torsos, powerful tails, and a large triangular fin on their backs. Their faces include small eyes, large noses, and an even larger mouth filled with several rows of razor-sharp teeth. Samebito's rubbery hides are hairless, greyish or light tan on top, and white underneath.

Females are a bit larger and stouter than males and often more heavily adorned with shell jewelry. Samebito are viviparous (live born), and reach maturity in just ten years. The young appear similar to smaller versions of the adults. Aside from rank, the young are treated just like the adults.

Society: If it were not for the dragon emperor's interference, the samebito would be nothing more than a small population of barbarians located slightly north of the Sapphire Isles. However, in the centuries since the flood, samebito have flourished. They have not completely abandoned their savage ways, however.

Samebito live for the hunt, revel in blood sport, and enjoy violence in all forms. However, they are not entirely are they impossible to reason with. They have been to respect laws or superior force, and can be bribed food or wealth. They also tend to avoid killing helpless

SAMEBITO RACIAL TRAITS

+2 Strength, +2 Constitution, -2 Intelligence, -2 Wisdom: Samebito are strong and sturdy but not too smart.
Racial Buoyancy -50; Depth Tolerance: 3,000 feet
Medium: Samebito are Medium-sized creatures.
Fast Swim Speed: Samebito have a base swim speed of 40 ft.
Merfolk: Samebito have the merfolk subtype, as described

in the CERULEAN SEAS CAMPAIGN SETTING.

Scent: Samebito gain the scent ability.

Life Sense: Samebito can sense bioelectric activity, granting them blindsense 30 feet against organic, living creatures that are touching the same body of water.

Bite: Samebito gain a vicious natural bite attack, dealing 1d4 damage. The bite is a primary attack, or a secondary attack if the creature is wielding manufactured weapons.

- Freshwater Tolerance: Samebito who spend an hour or more weathering through the fatigue generated from exposure to freshwater find that their body has the ability to adjust. After this period, the samebito can withstand freshwater without ill effects. It takes a similar hour-long period to reacclimate to seawater afterwards.
- **Blood Frenzy:** Once per day a samebito who smells or tastes blood during combat may fly into a frenzy in the following round, biting and attacking with its weapons until it or its opponent is dead. It gains +2 Strength, +2 Constitution, and -2 AC. The creature cannot end its frenzy voluntarily.

Speak with Sharks: A samebito gains Pelagic as a bonus language. This can be used to communicate simple concepts to any breed of shark or ray that they interact with. unarmed foes, favoring the thrill of someone that can fight back.

Relations: Samebito are feared by all races, including those loyal to the emperor. Their savage natures, nightmarish visage, and tendency towards violence give them a very negative reputation. However, when one wants a ruthless mercenary, brute muscle, or armed guards they tend to seek the samebito.

Alignment and Religion: Though considered evil by most races, the samebito is actually a fairly neutral race that is not concerned with worldly affairs. Some members even actively pursue the cause of good, savoring the destruction of evil-doers with brutal enthusiasm.

If samebito had a native religion, it has long been forgotten. Usually unreligious, a few individuals may dedicate themselves to powers of their Ancestors, the Empire or Imperial Dragons.

Adventurers: Samebito love to adventure because it supplies them with an unending source of combat. Most are part of the martial classes such as fighters, monks, mariners and barbarians. A few of the brighter specimens will become very successful and dreaded inquisitors.

Male Names: Bayani, Datu, Isagani, Kidlat, Isko, Luzvimindo, Magtanggol, Paeng, Paking, Sayen

Female Names: Bituin, Chona, Dalisay, Jovelyn, Lailani, Ligaya, Liwliwa, Marilag, Rutchel, Tala

Suibo

The embodiment of water and fire could not be more accurately captured than by the jellyfish-like suibo. In fact, in the twilight depths that they call home, they appear like little dancing flames that are no less painful to touch.

Physical Description: At first glance, a suibo seems like nothing more than a moderately-sized blue jellyfish with violet or purple highlights. Closer inspection, however, reveals a delicate humanoid form through the transparent jelly bell. Its head, which is affixed to the inside top of the bell, is a bit large for its frame, as are its dark, pupiless eyes. It has a small nub-like nose, no ears, and its tiny mouth is invisible when closed. The suibo's lower half is comprised entirely of thick tendrils. It speaks with a chime-like tone by vibrating its entire body.

Suibo can be male (40%), female (40%), or hermaphrodites (20%). Males and females have humanoid gender cues, while hermaphrodites are completely androgynous. They can reproduce sexually or by budding. In the former case, they are somewhat viviparous in that the eggs remain in specialized sacs on the female's body until the polyps are ready to leave. With budding, the polyp grows directly from the parent's body and breaks off when it is ready. Suibo polyps are tiny-sized and yellow-orange in color. They are one of the rare cases where the offspring are considered more dangerous than the parent (described in Chapter 6 of this tome).

Society: Suibo are most comfortable in the twilight depths surrounding the dragon emperor's realm. Regardless, they can be found anywhere in the seas of Celadon Shores. Suibo society is strange and alien compared to the surrounding races. Their celebrations are always solemn moments of silence. However,



when angry or upset they chime loudly and repeatedly. The most annoying aspect of this sound, however, is that it can be very difficult to predict what exactly will offend a suibo. Suibo are known to be moody; cheerful one moment and sullen or volatile the next. They also seem to be quiet when they are in a good mood, yet greatly offended by inquiries as to why they are silent. They will flash their lights to laugh but will also flash their lights when they are in pain. Overall, suibo are difficult to read and even more challenging to get along with.

Relations: Suibo are generally peaceful, unusually polite, and tend to run from direct physical confrontation. Despite this, most races won't actively seek them out. Their temperament, unpredictable attitude, somewhat annoying habits, and poisonous nature can dissuade even the most patient of races from anything more than short, casual interactions. Those that take the time to see past these traits will find that suibo are genuinely honorable creatures and make excellent allies.

Alignment and Religion: Most suibo are good aligned with fleeting episodes of uncontrollable selfishness that they feel bad about afterwards. A few succumb to this greediness, eschew society, and become quite deplorable in their solitude. Neutrality seems to be outside their nature, as they are a race of emotional and philosophical extremes. They have no religion of their own, but will often revere the Kamigei and other elemental forces.

Adventurers: Suibo will adventure for a variety of reasons, usually to protect their homes, hone their skills, or alleviate boredom. Suibo enjoy most non-martial classes including wizards, clerics, sorcerers, and alchemists. Their forms prevent them from being strong or dexterous, but exceptions have been known to exist.

Male Names: Bai, Binwen, Bohai, Deming, Feng, Hai, Jianyu, Liang, Yuanjun, Zhu

Female Names: Changying, Hong, Huian, Jiao, Jinjing, Lanying, Meixiu, Mingzhu, Shuang, Xifeng

SUIBO RACIAL TRAITS

- +2 Constitution, +2 Wisdom, -2 Strength, -2 Dexterity: Suibo are resilient and witty, but fairly weak and their bodies only allow for awkward movement.
- Racial Buoyancy -25^C; Depth Tolerance: 5,000 feet

Kamigei: Suibo have the lesser kamigei subtype.

- Small: Suibo are Small creatures and gain a +1 size bonus to AC, +1 size bonus on attack rolls, -1 penalty to their CMB and CMD and a +4 size bonus on Stealth checks.
- Slow Swim Speed: Suibo have a base swim speed of 15 ft.
- Gills: Suibo can breathe saltwater indefinitely, much like an anthromorph with the same quality.
- **Bioluminescent:** The suibo can (at-will) cause her body to shed as much light as a torch.
- **Boneless:** Suibo can move in ways that other creatures cannot. A suibo gains a +2 racial bonus to Escape Artist skill checks. In addition, the suibo gains a +2 bonus on its Combat Maneuver Defense.
- **Poison Use:** Suibo are skilled with poison and never risk accidentally poisoning themselves when applying it to weapons.
- Stinging Tendrils: Each creature that begins their round in the same square as the suibo loses 1 hit point and is subject to the suibo's venom. Any creature attacking the suibo with a natural weapon or unarmed attack is automatically stung.
- **Toxic:** A number of times per day equal to its Constitution modifier (minimum 1/day), a suibo can envenom a weapon that it wields with its toxic slime. Applying venom in this way is a swift action. A suibo's stinging tendrils (see above) can also administer this venom, but this does not count towards its daily envenom limit.

Suibo Venom — Contact; save Fort DC 10 + 1/2 the suibo's Hit Dice + the suibo's Constitution modifier; frequency 1/round for 6 rounds; effect 1d2 Str; cure 1 save.

Water Reliant: The suibo can survive out of water for 1 round per 2 points of Constitution (after that, refer to the suffocation rules in the PATHFINDER ROLEPLAYING GAME.)

Languages: Suibo begin play speaking Common and Kamigei. Suibo with high Intelligence scores can choose any of the following: Aquan, Ceti, Glacian, Celestial, Dagonite, Draconic, Imperial, Medusian, and Yokai.

Gobei

Anyone familiar with the tiny betta fish (also known as the Siamese fighting fish) has some idea what an uobei is. If not, then imagine a small, brightly colored aquatic creature that can survive deplorable conditions and still have the vim and vigor to fight another of its kind at any given moment.

Physical Description: Males and females vary greatly in appearance, but they do have a few physical features in common. They are both small and stocky merfolk with large gills and scales that uniformly cover their entire body. Their fins are typically brighter in color than their bodies. However the physical similarities in gender stop there.

Males are garishly colored and can be red, orange, yellow, blue, turquoise, green, black, white and any combination of two or three of these colors. The shades of blue, turquoise, and green are slightly iridescent, and can appear to change color with different lighting conditions or viewing angles. Their fins are lavish, flowing, and can be in a variety of shapes and styles.

Females are less colorful and have much shorter, less decorative fins. The majority of females are pale olive green or tan in color. They are also slightly larger than the males.

Society: Uobei live to brawl. Their chief form of entertainment is public wrestling and boxing matches. Most public fighting is same-sexed; males will fight males, and females will fight females. In private however, wrestling knows no gender bounds. Most outsiders will remember the males fighting because of their bright colors and showier fighting styles and assume only male uobei are aggressive. However females are just as bad, though they prefer exercising effectiveness over showmanship.

UOBEI RACIAL TRAITS

- +2 Constitution, +2 Charisma, -2 Intelligence: Uobei are resilient and lovable, but not very astute.
- Racial Buoyancy -25^B; Depth Tolerance: 300 feet
- **Small:** Uobei are Small creatures and gain a +1 size bonus to AC, +1 size bonus on attack rolls and a +4 size bonus on Stealth checks.
- Fast Swim Speed: Uobei have a base swim speed of 30 ft.
- **Merfolk:** Uobei have the merfolk subtype, as described in the CERULEAN SEAS CAMPAIGN SETTING.
- **Glungs:** Uobei can breathe air using a unique organ called a labyrinth, which is identical in function to a feykith's glungs.
- **Freshwater Denizen:** Uobei suffer no ill effects from being immersed in freshwater. However, without protective spells or specialized equipment, they cannot tolerate saltwater for very long. When an uobei becomes fully immersed in saltwater, it must succeed on a DC 15 Fortitude save or become fatigued. Even on a success, it must repeat the save attempt every 10 minutes it remains immersed.
- **Fearless:** Uobei gain a +2 racial bonus on all saving throws against fear effects.

Natural Wrestlers: Uobei do not suffer the normal penalties to CMB and CMD for being small. They do receive a +1 racial bonus to both CMB and CMD.

Frenzy: Once per day, whenever an uobei takes damage, it flies into a frenzy for 1 minute, gaining a +2 racial bonus to Constitution and Strength, but a –2 penalty to AC.

Uobei prefer dwelling in remote areas, and favor small ponds and somewhat stagnant lakes. Most Uobei don't cohabitate with their families, and many prefer a body of water all to themselves. They will defend such pools with their last breath. Luckily few challenge an uobei for their tiny plot of muddy water. Uobei only gather together to watch others fight. A typical uobei community consists of hundreds of small ponds and lakes with narrow and heavily guarded channels carved between them.

Relations: Uobei have a strange sort of charm about them. Even though they are combative, loud, and boisterous many find them pleasant or even endearing to be around. "Going to drink with an uobei" is a common euphemism for looking forward to a fight. Uobei actually get along better with other races than they do their own kind.

The uobei are staunchly hanran however, and have no kind words about the dragon emperor or his minions. They have instigated many a battle because of this. So much so that the emperor rarely leads his forces through uobei territory and has advised his people to keep their distance.

Alignment and Religion: Uobei are typically good or neutral. Evil members of this race have usually just let their orneriness get the best of them. When feeling religious, Uobei usually pray to the Yokai or their Ancestors.

Adventurers: Uobei adventure to prove their worth, hone their combat prowess, defend their land, and impress the opposite sex (usually all of the above). They are most commonly martial fighters of some sort, preferring the monk and fighter classes above all else.

Male Names: Aat, Awut, Boon-Mee, Chaisai, Decha, Kasemchai, Niran, Rom, Ran, Satra, Yuthakon

Female Names: Achara, Chailai, Dusadi, Isra, Kamala, Mayuree, Phawta, Ratana, Sunstra, Yong-Yut



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Oital Statistics

Below are the vital statistics for the races of the Celadon Shores campaign setting.

TABLE 2-1: RANDOM STARTING AGE

		Barbarian, Rogue,	Fighter, Mariner, Paladin,	Cleric, Kahuna, Monk,
Race	Adulthood	Sorcerer	Siren	Wizard
Benitsuru	10 years	+1d6	+1d8	+3d8
Heikegani	15 years	+1d4	+1d6	+4d6
Hitogoi	20 years	+1d10	+2d6	+4d6
Kappa, Sea	13 years	+1d6	+2d6	+3d6
Mizugumo	7 years	+1d6	+2d4	+3d6
Ningyo, River	15 years	+1d8	+2d6	+3d8
Samebito	17 years	+1d4	+2d4	+4d4
Suibo	40 years	+3d10	+5d10	+6d12
Uobei	12 years	+2d4	+2d6	+4d4

TABLE 2-2: AGING EFFECTS

Race	Middle Age	Old	Venerable	Maximum Age
Benitsuru	80 years	130 years	150 years	160 + 2d12 years
Heikegani	50 years	70 years	90 years	100 + 1d10 years
Hitogoi	40 years	60 years	80 years	90 + 1d12 years
Kappa, Sea	85 years	150 years	170 years	200 + 2d20 years
Mizugumo	30 years	50 years	70 years	80 + 3d6 years
Ningyo, River	50 years	70 years	90 years	100 + 4d6 years
Samebito	30 years	50 years	60 years	75 +1d6 years
Suibo	120 years	180 years	250 years	250 + 1d% years
Uobei	35 years	60 years	70 years	72 +3d4 years

TABLE 2-3: RANDOM HEIGHT /LENGTH

Race/Gender/Type	Base Height/Length	Modifier (in.)	
Benitsuru, female	4 ft. 6 in.	1d12	
Benitsuru, male	4 ft. 3 in.	1d10	
Heikegani , female	5 ft. 0 in.	2d12	
Heikegani , male	4 ft. 6 in.	2d6	
Hitogoi	4 ft. 3 in.	3d4	
Mizugumo, female	4 ft. 6 in.	1d20	
Mizugumo, male	5 ft. 6 in.	2d12	
River Ningyo	4 ft. 0 in.	3d6	
Samebito, female	5 ft. 6 in.	4d6	
Samebito, male	5 ft. 0 in.	3d6	
Sea Kappa, both	4 ft. 6 in.	1d20	
Suibo, both	2 ft. 3 in.	1d6	
Uobei, female	2 ft. 10 in.	1d4	
Uobei, male	2 ft. 4 in.	1d8	

TABLE 2-4: BUOYANCY & DEPTH TOLERANCE

Race	Racial Buoyancy	Depth Tolerance		
Benitsuru	-25 ^A	300 ft.		
Heikegani	-120	1,000 ft.		
Hitogoi	-25 ^B	600 ft.		
Kappa, Sea	-50 ^A	600 ft.		
Mizugumo	-60	300 ft.		
Ningyo, River	-50 ^B	600 ft.		
Samebito	-50	3,000 ft.		
Suibo	-25 ^C	5,000 ft.		
Uobei	-25 ^B	300 ft.		

TABLE 2-5:

STARTING RACIAL ABILITY ADJUSTMENTS

Race	Str	Dex	Con	Int	Wis	Cha
Benitsuru	-2	+2	-2	-	+2	-
Heikegani	-	-2	+2	-	+2	-2
Hitogoi	-	-	+2	-	-2	+2
Kappa, Sea	+2	-	-	-	-	-
Mizugumo	-2	+2	-	-2	-	- 1
Ningyo, River	-2	-	-	-	+2	+2
Samebito	+2	-	+2	-2	-2	-
Suibo	-2	-2	+2	-	+2	-
Uobei	-	-	+2	-2	-	+2



Chapter 3:



Classes of a New Shore

Existing Classes

All of the rich diversity of classes that exist in the CERULEAN SEAS CAMPAIGN SETTING also exists on the Celadon Shores. While the populations of certain classes may be comparatively larger or smaller, each can find their particular niche, even in faraway lands. Many of the familiar classes get new dressing with clever class archetypes.

Martial Classes

Much like in other cultures, the majority of the adventuring populace belongs to some form of martial class. On these shores, however, monks make up the majority of the fighting forces, as they require no special equipment and have eager sensei in every corner of the realm to teach them. Paizo Publishing's core books have a plethora of monk archetypes to draw from to add diversity to this already exciting class, and nearly all of them will work well in the waters off the Celadon Shores.

Regular fighters also abound. To add an Eastern flair to this class, we recommend using the weapons list in Chapter 4 of this tome instead of the core list. These weapons range from the familiar naginata to the exotic kamayari, all wonderful choices for underwater combat in an empire of Eastern fantasy.

While paladins and cavaliers are certainly an option, we endorse using the samurai alternate class from ULTIMATE COMBAT. Later in this chapter, we introduce seven new aquatic samurai orders to supplement this class. Alternatively, if a paladin is still more your flavor, we have provided rules for the yamabushi, a paladin archetype that fits well within this setting.

Of course, the sneakier martial classes are still quite prevalent. The most iconic of these, the ninja, detailed in ULTIMATE COMBAT, works splendidly in an aquatic world with very little need for alteration.

Arcane Classes

The shores of Nikaikoku are no less magical than any other in the Cerulean Seas Setting. While wizards are somewhat scarcer in this locale, sorcerers (especially those with oni bloodlines), alchemists, and even witches cast plenty of magic at their ill-fated victims. Magus receive a fitting makeover with the kensai archetype (ULTIMATE COMBAT) and are a perfect way to exemplify this class on the Celadon Shores. If you are into wizards with remarkable magic tattoos, we also offer the horimyo, a wizard archetype, later in this chapter. Chapter 4 adds a small trove of new spells that will also help to place these magic slinging classes into this setting.

Divine Classes

Though religion is handled a bit differently on these shores (see Chapter 5), there are plenty of clerics, oracles, and inquisitors to wield miracles on behalf of the Powers That Be. The uniqueness of these classes is handled more through the flavor of the powers they worship and the weapons they wield.

Another shift in the paradigm of divine magic is that this is less a world of good versus evil, and more a dominion struggling for balance and neutrality. Many differing philosophies dictate how best this is achieved, and, because of this, conflict due to belief thrives everywhere.

Psionics in Nikaikoku

Like most areas, psionic classes are particularly rare. However, thanks to the proliferation of the benthic naga, they are among the most feared classes in the Empire.

Aside from the naga, psionic races presented in WAVES OF THOUGHT (Alluria Publishing) come and go, including a few nomadic amphians that periodically peruse the southernmost shores. From the influx of these psionic races, the art of psionic combat is highly sought after. Any of the psionic classes would work well in this setting, especially if they are outfitted with the equipment of the realm.

Aquatic Samurai Orders

Listed below are the seven most notable (and sometimes infamous) samurai orders of the Celadon Shores setting. These are in addition to those offered by the core rules.

Order of the Crab



The order of the crab, heavily influenced by the heikegani who make up the majority of it, believes that the needs of the many outweigh the needs of the few. In their relentless pursuit of defending the Empire and its ideals, samurai of this order are expected to lay this cause.

down their lives for this cause.

Edicts: The primary edict of the order of the crab is to be selfless; keep only what is necessary to defend one's lord, his people, and his waters. If something can be sacrificed, including one's own life, for the betterment of the majority of the daimyo's land or people, then it must be done.

Challenge: Whenever an order of the crab samurai declares a challenge, all allies who remain adjacent to the samurai are considered to have a +1 insight bonus to their AC in regards to attacks made by the samurai's target. The bonus increases by +1 for every four levels the samurai possesses. If there are no adjacent allies, then the samurai himself may gain this bonus.

Skills: An order of the crab samurai adds Heal (Wis) and Knowledge (local) (Int) to his list of class skills. Whenever an order of the crab samurai uses the Heal skill on a creature other than himself, he receives a bonus on the check equal to 1/2 his samurai level (minimum +1).

Order Abilities: A samurai who belongs to the order of the crab gains the following abilities as he increases in level.

In Harm's Way (Ex): At 2nd level, the order of the crab samurai can dive in front of attacks meant for another. Once per round as an immediate action, if the crab samurai is adjacent to an ally that is targeted by a direct melee or ranged attack (but not an area effect), the samurai can subject himself to the attack in the ally's stead. The order of the crab samurai must declare his intention to place himself in harm's way before the attack roll is made.

Sudden Reproach (Ex): At 8th level, the crab samurai can strike out at those who mean his allies harm. Whenever a creature attacks an ally adjacent to the samurai, the attacking creature provokes an attack of opportunity from the samurai.

Protect the Meek (Ex): At 15th level, the crab samurai can move to intercept foes. As an immediate action, he can move up to his speed (or his mount's speed, if mounted) and make a single melee attack. This movement provokes attacks of opportunity as normal.

The samurai must end his movement adjacent to an enemy. On his next turn, the samurai is staggered and cannot use this ability again for 1 round.

Order of the Crane



Founded by the benevolent benitsuru, the order of the crane (one of the rare hanran samurai orders) is dedicated to the peaceful resolution of all conflicts. They truly believe that all intelligent life is precious and must be

protected and will go through great lengths to do so.

Edicts: The crane samurai must never take the life of a living, intelligent, natural creature (animals, constructs, undead, outsiders, and the like are still fair game). In addition, he must strive to stop conflict with a minimum of bloodshed, to encourage peaceful resolutions to disagreements between intelligent creatures, and to mend the wounds opened by battle.

Challenge: An order of the crane samurai can attempt a free grapple check or free disarm combat maneuver check anytime she takes the full-attack action against the target of her challenge. This free combat maneuver does not provoke an attack of opportunity.

Skills: An order of the crane samurai adds Heal (Wis) and Knowledge (local) (Int) to his list of class skills. Whenever an order of the crane samurai uses Diplomacy to try to mediate a dispute between two parties that do not include him, he receives a bonus on the check equal to 1/2 his samurai level (minimum +1).

Order Abilities: A samurai who belongs to the order of the crane gains the following abilities as he increases in level.

Blunt of the Spear (Ex): At 2nd level, a samurai of the order of the crane gains the ability to moderate his attacks in order to take an enemy alive. He no longer takes a –4 penalty when attacking with a lethal weapon to deal nonlethal damage. When dealing nonlethal damage, the samurai receives a +2 bonus on damage rolls. When the samurai makes use of this ability, he must attempt to subdue his target without killing it; dealing lethal damage after using this ability, or allowing his allies to kill the target, is considered a violation of his edicts.

Expert Disarmer (Ex): At 8th level, the crane samurai gains Improved Disarm as a bonus feat. In addition, whenever he makes a successful disarm check, as long as he has at least one hand free and the dropped item can be held in one hand, he can automatically pick up the dropped item in his free hand.

Knockout Strike (Ex): At 15th level, whenever the order of the crane samurai makes a confirmed critical hit against a target, he may forgo the damage (before the damage is rolled) and instead the target falls unconscious for 1d4 rounds. A successful Fortitude save reduces this effect to staggered for 1 round. The DC of this save is equal to 10 + 1/2 the samurai's level + the samurai's Wisdom modifier.

Order of the Crocodile



Formed around two centuries ago by imperial sebek-ka as an off-shoot of the order of the imperial dragon, the order of the crocodile believes the dragon emperor to be the one and true pharaoh, and therefore representative of divine forces

here on earth. His word is not only law of the land, but a divine edict.

Restriction: Only imperial sebek-ka are eligible to join this order.

Edicts: A samurai who belongs to the order of the crocodile must maintain complete loyalty to the dragon emperor above all others, treating every word of the emperor as absolute law. Such a samurai would sooner die than bring shame or dishonor to the emperor.

Challenge: Whenever an order of the crocodile samurai issues a challenge, he receives a +1 competence bonus on damage rolls for his natural bite attack against the target of his challenge. The bonus increases by +1 for every four levels the samurai possesses.

Skills: An order of the crocodile samurai adds Knowledge (nobility) (Int) and Knowledge (religion) (Int) to his list of class skills. An order of the crocodile samurai can make Knowledge (nobility) skill checks untrained. If he has ranks in the skill, he receives a bonus on the check equal to 1/2 his samurai level (minimum +1) as long as the check involves the emperor.



Order Abilities: A samurai who belongs to the order of the crocodile gains the following abilities as he increases in level.

Imperial Reverence (Ex): At 2nd level, the samurai can make a short prayer to the emperor as a standard action, filling him with confidence in his abilities. At any point in the next minute, he can receive a competence bonus on an ability check, attack roll, saving throw, or skill check equal to his Charisma modifier. He must declare that he is using this bonus before the roll is made. He can use this ability up to four times per day, once for each type of check or roll. In addition, the samurai adds 1/2 his samurai level to any levels of paladin or cleric he might possess for the purposes of determining the effects of channel energy or lay on hands.

Scales of the Emperor (Su): At 8th level, the crocodile samurai gains the ability to enhance his armor with divine power as a swift action. This power grants the armor a +1 enhancement bonus. For every 3 levels beyond 8th, this bonus increases by 1 (to a maximum of +5 at 19th level). The samurai can use this ability a number of minutes per day equal to his samurai level. This duration must be used in 1-minute increments, but they don't need to be consecutive.

These bonuses stack with any existing bonuses the armor might have, to a maximum of +5. The crocodile samurai can enhance armor with any of the following armor special abilities: energy resistance (normal, improved, and greater), fortification (heavy, light, or moderate), glamered, and spell resistance (13, 15, 17, and 19). Adding any of these special abilities replaces an amount of bonus equal to the special abilities replaces an amount of bonus equal to the special ability's base cost. For this purpose, glamered counts as a +1 bonus, energy resistance counts as +2, improved energy resistance counts as +4, and greater energy resistance counts as +5. Duplicate abilities do not stack. The armor must have at least a +1 enhancement bonus before any other special abilities can be added.

The enhancement bonus and armor special abilities are determined the first time the ability is used each day and cannot be changed until the next day. These bonuses apply only while the crocodile samurai is wearing the armor, and end immediately if the armor is removed or leaves the samurai's possession. This ability can be ended as a free action at the start of the samurai's turn. This ability cannot be applied to a shield.

Teeth of the Emperor: At 15th level, a crocodile samurai's melee weapons (including his bite attack) are treated as lawfully-aligned for the purposes of overcoming damage reduction. Any melee attacks made by an ally within 10 feet of the crocodile samurai are likewise treated as lawfully-aligned for the purposes of overcoming damage reduction. This ability functions only while the samurai is conscious.

Order of the Imperial Dragon



A samurai who belongs to this order has pledged himself to the betterment and defense of the Empire, including its territorial boundaries and its citizens. Samurai of this order are stalwart and dedicated to their cause, willing to go any length to ensure the safety of the Empire.

Edicts: The samurai must protect the life and lands of the Empire at all costs. He must obey the commands of the dragon emperor without question. He must strive to expand the power and prestige of his realm.

Challenge: Whenever an order of the imperial dragon samurai issues a challenge, he receives a +1 dodge bonus to his AC against attacks made by the target of his challenge. This bonus increases by +1 for every four levels the samurai possesses.

Skills: An order of the imperial dragon samurai adds Knowledge (local) (Int) and Knowledge (nobility) (Int) to his list of class skills. An order of the imperial dragon samurai can make Knowledge (nobility) skill checks untrained. If he has ranks in the skill, he receives a bonus on the check equal to 1/2 his samurai level (minimum +1) as long as the check involves the empire.

Order Abilities: A samurai who belongs to the order of the imperial dragon gains the following abilities as he increases in level.

Fearless for the Empire (Ex): At 2nd level, whenever he is fighting a professed enemy of the empire, the imperial dragon samurai is immune to the shaken and frightened conditions.

Imperial Resilience (Ex): At 8th level, the imperial dragon samurai automatically negates the additional damage of one successful critical hit or sneak attack, as well as other abilities or effects that rely on a successful critical hit or sneak attack (such as bleed from sneak attack). The imperial dragon samurai takes only normal damage from the attack. This power may only be used once per combat.

For the Empire (Ex): At 15th level, an order of the imperial dragon samurai can call out to his allies, inspiring them to greatness. As a swift action, the samurai can grant a competence bonus equal to his Charisma modifier on all attack and damage rolls to all allies within 30 feet. This bonus lasts for 1 round per level of the samurai. This ability can be used once per combat.

Order of the Shark



The dragon emperor founded this order around a century ago in an effort to civilize the samebito and provide lawful examples by which one can satisfy one's bestial nature. Order of the shark training attempts to reconcile the opposing elements of discipline and

unbridled fury.

Edicts: The samurai must be true to himself. He must not lie, either to himself or to others, and must conduct himself in a way that will not bring shame upon himself. He must avenge wrongs done against himself, his steed, and his clan, if he has the opportunity.

Challenge: Whenever an order of the shark samurai issues a challenge, he receives a +1 morale bonus on all damage rolls while using Cleave or Great Cleave so long as the target of his challenge is the first creature attacked. This bonus increases by 1 for every 4 levels the samurai possesses.

Skills: The order of the shark samurai adds Acrobatics (Dex) and Perception (Wis) to his list of class skills. In addition, whenever the order of shark samurai's mount makes an Acrobatics check to jump or leap, he may add a bonus equal to 1/2 the order of the shark samurai's class level (min 1) to the attempt.

Order Abilities: A samurai who belongs to the order of the shark gains the following abilities as he increases in level.

Air Grievances (Ex): At 2nd level, when the samurai attempts to demoralize an opponent using Intimidate, the samurai gains a bonus on her Intimidate check equal to 1/2 her samurai level. At 8th level and every 6 levels thereafter, the penalties a samurai 's target takes for being demoralized increase by 1.

Red Waters (Ex): At 8th level, a shark samurai deals 1d6 points of bleed damage when he damages a creature that has damaged him since the beginning of his last turn. Whenever a creature takes bleed damage from this effect, it also takes a –1 penalty on attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks for 1 round. This penalty is a pain effect and does not stack with the effects of the sickened condition. This bleed damage increases to 1d8 at 15th level, and 2d6 at 20th level.

Unstoppable Ravager (Ex): At 15th level, the samurai becomes an unstoppable engine of destruction. If the samurai's current hit points drop below 0, he does not fall unconscious. Instead, he continues to act so long as his negative hit point total does not exceed the amount of damage he dealt to an enemy on a single melee attack during the last round. The samurai receives no Constitution check to stabilize while using this ability, and automatically takes 1 point of damage each round. When his current negative hit points exceed his negative Constitution score, the amount of damage he must deal to continue to act is now equal to the difference between his current negative hit point total and his negative Constitution score. Additionally, the samurai can no longer benefit from magical healing (save for a wish or miracle spell), and he immediately dies once he can no longer take an action due to this ability.

Order of the Snake



Sworn protectors of naga-kind, the order of the snake is made up exclusively of benthic naga. They exist to further the sea naga and their plot to usurp the throne of the Empire. They will eagerly lay down their lives for this effort.

Restriction: Only benthic naga are eligible to join this order.

Edicts: The samurai must protect the life and lands of the sea naga with his life. He must be always respectful to the sea naga and his masters, and eschew all loyalty to the empire or other factions. He must lay down his life to preserve the secrets of the naga, if necessary.

Challenge: Whenever an order of the snake samurai issues a challenge, he receives a +1 competence bonus on attack rolls for his natural bite attack against the target of his challenge. The bonus increases by +1 for every four levels the samurai possesses. Bite attacks used in this way can always inject venom, regardless of whether or not the naga has used his daily allotment.

Skills: An order of the snake samurai adds Disable Device (Dex) and Stealth (Dex) to his list of class skills. An order of the snake samurai can make Disable Device checks untrained. If he has ranks in the skill, he receives a bonus on the check equal to 1/2 his samurai level (minimum +1) when using it to sabotage, jam, or destroy a device.

Order Abilities: A samurai who belongs to the order of the snake gains the following abilities as he increases in level.

Poison Blade: At 2nd level, snake samurai are skilled with poison and never accidentally poison themselves when using or applying poison. In addition, once per day, a snake samurai can envenom a weapon that it wields with its own toxic saliva. Applying venom in this way is a swift action. For every four levels the samurai possesses, he can do this an additional time per day.

Way of Vengeance (Ex): At 8th level, whenever a creature other than the samurai scores a critical hit against a target that the samurai is threatening, he can make an attack of opportunity against the same target.

Snake Strike (Ex): At 15th level, once per round the snake samurai can make an attack of opportunity against an opponent who has just been struck for damage in melee by another character. This attack counts as an attack of opportunity for that round. He cannot use this ability more than once per round, even if he has the Combat Reflexes feat or a similar ability. At 20th level, he can use this ability twice per round.

Order of the Wheel



The Order of the Wheel was founded by river dragons to defend the balance of nature and the five elements. As such, it is primarily a hanran organization, and considered enemies of the empire. The order believes that the law should be to

preserve freedom, life, and liberty.

Edicts: The wheel samurai must always strive to protect the common folk from the ravages of oppressive regimes. In addition, he must uphold the balance of nature, not harm native plants or wildlife, and protect natural environments from destruction.

Challenge: Whenever an order of the wheel samurai declares a challenge, he receives damage reduction 1/— against attacks made by the target of his challenge. This DR increases by +1 for every four levels the samurai possesses.

Skills: An order of the wheel samurai adds Knowledge (nature) (Int) and Survival (Wis) to his list of class skills. In addition, whenever an order of the wheel samurai makes a Survival check to avoid getting lost, he receives a bonus on the check equal to 1/2 his samurai level (minimum +1).

Order Abilities: A samurai who belongs to the order of the wheel gains the following abilities as he increases in level.

Elemental Strike (Ex): At 2nd level, the order of the wheel samurai draws power from one of the five elements. Once per day, at the beginning of the round, the samurai must pick one of the following energy types: acid, cold, electricity, sonic, or steam. On a successful hit during that round, the attack deals damage normally plus 1d6 points of damage of the chosen type. For every four levels the samurai possesses, he can do this an additional time per day.

Inner Peace (Ex): At 8th level, the samurai has learned that while not all things in the world will go as he wishes, he must remain calm and centered. Once per day as an immediate action, the samurai may ignore an amount of damage from a single source (one attack, spell, or effect) equal to his samurai level plus his Charisma modifier. He can only ignore hit point damage in this fashion. The samurai can use this ability one additional time per day at 12th level and every four levels thereafter (to a maximum of four times per day at 20th level).

Moment of Perfection (Ex): At 15th level, the samurai can, as a free action, declare a moment of perfection. For 1 round, the samurai receives a competence bonus equal to his Charisma modifier on all ability checks, attack rolls, damage rolls, saving throws, and skill checks. This bonus is also added to his AC. In addition, any critical threats he makes are automatically confirmed. The samurai can use this ability once per day.

Class Archetypes

Class archetypes provide an excellent manner to season existing cores classes with the flavor of Far East fantasy. In this spirit, we provide here for you three additional archetypes that will work well on the Celadon Shores: The horimyo¹, the kawakage and the yamabushi².

Horimyo

Among the many customs of the Celadon Shores, one of the most distinctive is the art of tattooing. Most common within small clans and sects of the hanran, wokou, and naga, tattoos function as both an indication of an individual's willingness to suffer pain for their guild and serve as signs of status and rank within their order. Horimonoshi, or ritual tattoo artists, are naturally found wherever there are these organizations, but none are so respected as the horimyo, occult tattoo artists who have learned to infuse their creations with arcane energies. These spellcasters are capable of casting spells in a manner similar to wizards, but their true power is found in the application of ink to skin. Horimyo are constantly seeking to expand their spell repertoire and are always ready to infuse others with their arcane masterpieces, provided, of course, that the price is right. Some horimyo adventure for much the same reason as other wizards: to discover new spells. Others are wandering the world, looking for the perfect spot to set up a shop of their own. Still others move from place to place, trying to escape the rebel lifestyle, or, as often, the wrath of a particular insurgent leader. The horimyo is an archetype of the wizard class.

Weapon Proficiency: Horimyo are proficient with the club, dagger, quarterstaff, shortspear, and shuriyari. Horimyo are proficient with marimo armor and go-kenkou armor, but it potentially interferes with their spellcasting, as normal.

Tattoo Craftsman: One of your available skill points, each time you gain a level of the horimyo class, including at 1st level, must be placed in Craft (tattoo). However, you gain a bonus to Craft (tattoo) equal to half your class level +1. At 7th level, the amount of time it takes for you to create a tattoo, mundane or magical, is halved.

Spells: A horimyo prepares and casts spells drawn from the sorcerer/wizard spell list. Like the wizard, Intelligence is the chief factor in

determining how many spells a horimyo can prepare and how well he can cast them. To prepare and cast a spell, a horimyo must have an Intelligence score at least equal to 10 + the spell level. Traditionally, horimyo do not keep spell books. Rather, their known spells, including the appropriate tattoo illustrations for that spell, are kept on scrolls made of mizugumo silk: one scroll per spell. Horimyo guard these scrolls jealously, though they will sometimes agree to allow other horimyo to copy one of their scrolls, most often in return for being allowed access to one of the other horimyo's scrolls.

A horimyo may learn any number of spells, but he may cast only a limited number of them a day, as a wizard. To prepare his spells, a horimyo must have eight hours of sleep and an hour in which to ready his spells. To prepare a spell for casting, a horimyo ritually transfers the image of the spell onto his skin. Though he uses a needle and a small amount of ink, the process is much faster than the process of creating actual tattoos. Still, at the end of the hourlong preparation, the horimyo possesses one tattoo for each prepared spell and as he uses each spell, the tattoo disappears. Uncast tattoos may be removed the next day as the horimyo prepares his spells for the day.

A horimyo without access to both his scrolls and a needle and ink cannot prepare his spells for the day unless he has the proper feats.

Horimyo add scrolls to their selection in a manner identical to how wizards add spells to their spellbooks. Likewise, a horimyo chooses a school of magic in the same manner as a wizard.

Cantrips: A horimyo does not require a tattoo to cast a cantrip and may prepare and cast cantrips in a manner identical to a wizard. However, it is possible for a horimyo to ink cantrip tattoos onto his flesh permanently, at the cost of 250 gp per tattoo. These cantrip tattoos do not take up a magic item slot, but they do reduce the number of cantrips he can prepare a day at a 2 for 1 ratio. That is, for every two such tattoos, the number of cantrips the horimyo can prepare a day is reduced by 1. Note that the odd number of cantrips. Thus the first such cantrip tattoo does not decrease his cantrips per day, but the second does. The third likewise has no effect, but the fourth does.

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Bonded Tattoo: Each horimyo begins his career with one powerful magical tattoo (often tattooed on either an arm or the horimyo's chest). This tattoo grants the horimyo a +3 bonus to a skill of the horimyo's choice and can be used to store one extra spell per day. The prepared spell must be one spell level lower than the highest spell level he is able to cast (minimum 1st level). Beginning at 4th level, the tattooed bond adds +1 to one of the horimyo's physical ability scores (Strength, Dexterity, or Constitution). This bonus increases by another +1 every 4 levels.

This ability replaces arcane bond.

Craft Spell Tattoo: At 1st level a horimyo gains the Craft Spell Tattoo feat as a bonus feat. This ability replaces Scribe Scroll.

Craft Wondrous Tattoo: At 5th level a horimyo gains the Craft Wondrous Tattoo feat.

This ability replaces the bonus feat the wizard would normally receive at 5th level.



Tattooed Familiar: At 8th level, the horimyo gains the ability to tattoo a chosen animal onto his skin. The animal may be summoned for a number of rounds per day equal to his class level and is statistically identical to a druid's animal companion, with the hoorimyo's class level functioning as his effective druid level. If the animal is slain, the horimyo takes 2d6 points of damage and loses the tattoo. The tattoo may not be replaced for 2 weeks.

At 15th level the horimyo may have two such tattoos.

This ability replaces the bonus feat the wizard would normally receive at 15th level.

Arcanic Energy Transfer: At 10th level, the horimyo gains the ability to sacrifice a prepared spell to make a touch attack with a range of 25 + 5 ft./lvl. which does 2d6 points of force damage per level of the spell sacrificed or 1d8 points of energy damage per level of the spell (steam, acid, cold, or electrical). The horimyo may use this ability a number of times per day equal to 1 + his Intelligence modifier

(minimum 1).

This ability replaces the bonus feat the wizard would normally receive at 10th level.

Tattoo Master: At 20th level, as a standard action, the horimyo learns to control and warp the tattoos worn by others, so as to cause the pictures and ink on their skin to painfully turn against them. The target of this ability must have tattoos for the ability to be effective and is allowed a Will save where the DC is equal to 10 + 1/2 the horimyo's class level + the horimyo's Intelligence modifier. If the save fails, the target takes 20d6 points of damage and is shaken for 2d6 rounds. A Fortitude save (with the same DC as the Will save) halves the damage and avoids the shaken effect. When the attack is over, the affected tattoos are blackened and twisted but not removed. The horimyo may use this ability once a day.

This ability replaces the bonus feat the wizard would normally receive at 20th level.


Kawakage

A kawakage focuses primarily on moving well in all directions possible, regardless of obstacles, water currents, or even dry land. While this is done at the detriment of increased swim speed, the result is no less spectacular. Truly at home in either a raging river or rocky surf, the kawakage uses a dizzying array of movement techniques to manipulate the battlefield for her combat advantage.

The kawakage is an archetype of the mariner class (CERULEAN SEAS CAMPAIGN SETTING).

Weapon and Armor Proficiency: Unlike a typical mariner, a kawakage is proficient with all simple and martial weapons but not with two-handed varieties of these weapons. Likewise, she is proficient with all light armor, but not with shields.

Nimble Maneuvering (Ex): When a kawakage of 3rd level or greater uses Acrobatics to move through an opponent's square without provoking an attack of opportunity, that opponent is considered flat-footed to the kawakage's next attack until the end of the kawakage's next turn.

This ability replaces the Fast Movement bonus gained at 3rd level.

River Jumper (Ex): At 7th level, a kawakage can swim through powerful water currents with ease. The kawakage may choose to ignore up to three-quarters of a water current's speed. For example, if she is in a river with a water current speed of 100 feet, she can move through it as if the water current had a speed of only 25 feet. However, she may still opt to apply some or all of this water current speed, if she finds it helpful to do so.

In addition, this ability allows the kawakage to traverse river rapids without having to make a Reflex save. While she is conscious, all such saves are considered to be successful.

Surf Master (Ex): At 11th level, the kawakage masters the rolling waves near the shore. In areas of light or heavy

surf, kawakage suffer no movement or Acrobatic skill check penalties.

In addition, the kawakage can move on top of the water in area of heavy surf or with a strong water current (moving at least 30 feet) near the water's surface. She can move her normal swim speed in every direction in this way, or she may choose to add the water current's speed to her movement if she decides to move in the same direction of that current. For this ability, shoaling waves (waves cresting as they reach the shore) have a water current speed of 30 feet and move towards the shore.

This ability replaces the Fast Movement bonus gained at 11rd level.

Land Mastery (Ex): When a kawakage reaches 15th level, if she does not have a land speed of more than 10 feet, she can move across dry land at half of her swim speed. If she does have a land speed of greater than 10 feet (not granted by this ability), this speed increases by 10 feet and she can ascend slopes or stairs at her full speed, and may ascend any perpendicular or parallel vertical surfaces she can reach (a corner, or walls as far apart as the space the kawakage occupies) at her movement speed by jumping back and forth off the surfaces.

This ability replaces the Fast Movement bonus gained at 15th level.

Swim as Shadow (Ex): At 19th level, a kawakage learns to swim across a surface while barely touching it. First, the kawakage ignores the effects of difficult terrain while swimming at the surface of the water. In addition, she may swim across any relatively flat surface as if it was water. This allows her to move across sand, rocks or even lava at her normal swim speed. She cannot move across air in this way, nor can she swim up walls or other vertical surfaces. When moving in this way, she does not take damage from surfaces or hazards that react to being touched, such as lava or caltrops, nor does she need to make Acrobatics checks to avoid falling on slippery or rough surfaces. Finally, the kawakage always ignores any mechanical traps that use a location-based trigger.

This ability replaces the Fast Movement bonus gained at 19th level.

Yamabushi

A divine warrior-monk who draws his power from the positive aspects of Yomi (the realm of the dead) and a good relation with the kami, yamabushi can sometimes be found in samurai communities where they serve as spiritual advisors to the clan head. While many yamabushi are ascetic hermits, removed from the cares of the world, others, emerging from their remote, sacred pond retreats, seek to battle the evils of the world. The supernatural powers of the yamabushi come from a combination of inner strength and spiritual enlightenment.

The yamabushi is an archetype of the paladin class. **Class Skills:** The yamabushi's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (nature) (Int), Knowledge (religion) (Int), Profession (Wis), Sense Motive (Wis), Spellcraft (Int).

Weapon and Armor Proficiency: Yamabushi are proficient with all simple and martial weapons and with the naginata. They are proficient with light and medium armor and with shields.

Weapon Focus: Yamabushi gain weapon focus as a class bonus feat.

This feat replaces the paladin's heavy armor proficiency.

Detect Undead (Su): At will, the yamabushi can detect undead, as the spell. At first level yambushi can, as a move action, concentrate on a single individual within 60 feet and determine if it is undead, as well as the relative power of the undead. At 10th level, the use of this ability becomes a free action, though only one individual may be targeted a round. At 20th level the yamabushi is immediately aware of all undead within 60 feet and their relative strength. This ability replaces the paladin's detect evil ability.



Damage Undead (Su): Beginning at 2nd level, the yamabushi's attacks against undead are especially effective. The yamabushi may add his Charisma modifier to all attack and damage rolls made against undead. If the yamabushi uses his smite evil ability to target an undead, the first successful attack deals extra damage equal to 2 points of damage per yamabushi level instead of the normal extra point of damage per class level. This ability replaces Lay on Hands.

Expert Healer (Ex): Beginning at 3rd level, the yamabushi may add 1/2 his class level to all Heal checks. This ability replaces Mercy.

Domain: At 4th level, when a yamabushi gains the ability to cast spells, he gains access to one of the following cleric domains (Air, Animal, Knowledge, Law, Strength). His effective cleric level for this domain is equal to his paladin level -3. When choosing spells, the first spell in each spell slot must be the appropriate domain spell, though the number of spells he may cast per day is unchanged.

Channel Positive Energy (Su): When a yamabushi reaches 4th level, he gains the supernatural ability to channel positive energy like a cleric. A yamabushi may do this a number of times per day equal to his Charisma modifier, but otherwise uses his class level as his effective cleric level when channeling positive energy.

Divine Bond (Su): At 5th level, the yamabushi forms a divine bond with either Yomi or the Kami. Once the bond is chosen, it cannot be changed. If the yamabushi forms a bond with Yomi, he can enhance his weapon. This ability works in all respects as the standard paladin ability; only the source of the ability's power is changed.

If the yamabushi forms a bond with the Kami, he gains the ability to call upon the service of an unusually intelligent, strong, or loyal animal to aid him in battle. This animal is considered an outsider with an Intelligence of at least 6, but otherwise functions as a druid's animal companion, using the yamabushi's paladin level as his effective druid level. If the yamabushi already possesses an animal companion, through the Animal domain, add 2 to the effective druid level when this option is chosen. The yamabushi cannot magically summon the animal companion to his side and if the animal companion dies, the yamabushi may not summon another animal for 60 days or until he gains a paladin level, whichever comes first. During this 60 day period, the yamabushi takes a -1 penalty on attack and weapon damage rolls. At 11th level the animal companion gains the celestial simple template.

Observer of Nature (Ex): At 6th level, the yamabushi may make Knowledge (nature) checks untrained. If the yamabushi possesses skill ranks in Knowledge (nature) he may add 1/2 his class level to all Knowledge (nature) checks.

Champion of Nature (Su): At 20th level, a yamabushi becomes a conduit for the powers of Yomi and the kami. His DR increases to 10/evil. Whenever he uses smite evil and successfully strikes an undead foe, the target takes an additional 200 points of damage (10 per class level). This immediately ends the smite evil attempt regardless whether the creature survived the attack. Furthermore, when the yamabushi channels positive energy, the healing or damage is maximized.

New Classes

In addition to the "core" aquatic classes, the Cerulean Seas has two additional classes that are well known throughout the Celadon Shores. These classes, are the mystical godaikishi and the infamous wokou.

Godaikishi

The power of the mystical elements of nature runs strong in a small few, though even less possess the inner harmony required to harness such energy. Known as godaikishi, these dedicated fighters embody the very fabric of nature to preserve balance in the world. As they strive to keep the Wheel of Five turning, they also seek equilibrium within themselves. In their quest to find this inner peace, these champions of the elements are granted blessings to aid them in their mission: powers to brandish the elements, summon mystical armor, and punish disrupters. Though their path is not always congruent with those around them, their cause is for the preservation of the cosmos, and eventually universal tranquility.

Role: Godaikishi are frontline combatants, meant to bring direct carnage and woe to anyone who might face them in melee combat. Their mystical prowess also extends to their allies, imbuing a battlefield with raw elemental fury.

Alignment: Any neutral. Hit Die: d10. Starting Wealth: 4d6 × 10 gp

CLASS SKILLS

The godaikishi's class skills are Acrobatics (Dex), Craft (Int), Heal (Wis), Knowledge (religion) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Sense Motive (Wis), Spellcraft (Int), and Survival (Wis). **Skill Ranks per Level:** 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the godaikishi.

Weapon and Armor Proficiency: Godaikishi are proficient with all simple and martial weapons, and with shields (except tower shields). Godaikishi are not proficient with any armor. When wearing armor, a godaikishi loses his mystic armor bonus.

Elemental Attunement (Ex): At first level, a godaikishi gains an affinity for 1 of 5 mystical elements: fire, metal, rain, wind, or wood. At 5th level and every five levels thereafter, the godaikishi may add another element to his repertoire. At level 20, he will have mastered all five elements.

These affinities will help determine the specific effects of many of his other abilities, but the godaikishi can only be attuned to one element at a time under most circumstances. To attune to a specific element, the godaikishi must take a full round action (which may provoke an attack of opportunity). The attunement remains until it is changed, which cannot happen until at least 5th level.

TABLE 3-1: GODAIKISHI

Level	BAB	Fort	Ref	Will	Special	1st	2nd	3rd	4th
1st	+1	+2	+0	+2	Elemental Attunement (1), Mystic Armor, Elemental Lash (1 /day)	—	_	—	-
2nd	+2	+3	+0	+3	Elemental Forbearance, Touch of the Elements	—			_
3rd	+3	+3	+1	+3	Extend Forbearance (1/day)				_
4th	+4	+4	+1	+4	Elemental Ray, Elemental Lash (2 /day)	0			
5th	+5	+4	+1	+4	Elemental Weapon, Elemental Attunement (2)	1			—
6th	+6/+1	+5	+2	+5	Extend Forbearance (2/day)	1			_
7th	+7/+2	+5	+2	+5	Elemental Lash (3 /day)	1	0		
8th	+8/+3	+6	+2	+6	Aura of Elemental Forbearance	1	1		_
9th	+9/+4	+6	+3	+6	Extend Forbearance (3/day)	2	1		
10th	+10/+5	+7	+3	+7	Elemental Attunement (3), Elemental Lash (4 /day)	2	1	0	
11th	+11/+6/+1	+7	+3	+7	Aura of Elemental Fury	2	1	1	
12th	+12/+7/+2	+8	+4	+8	Extend Forbearance (4/day)	2	2	1	_
13th	+13/+8/+3	+8	+4	+8	Elemental Lash (5 /day)	3	2	1	0
14th	+14/+9/+4	+9	+4	+9	Mystic Shell	3	2	1	1
15th	+15/+10/+5	+9	+5	+9	Elemental Attunement (4), Extend Forbearance (5/day)	3	2	2	1
16th	+16/+11/+6/+1	+10	+5	+10	Elemental Lash (6 /day)	3	3	2	1
17th	+17/+12/+7/+2	+10	+5	+10	Aura of Elemental Invulnerability	4	3	2	1
18th	+18/+13/+8/+3	+11	+6	+11	Extend Forbearance (6/day)	4	3	2	2
19th	+19/+14/+9/+4	+11	+6	+11	Elemental Lash (7 /day)	4	3	3	2
20th	+20/+15/+10/+5	+12	+6	+12	Elemental Attunement (5), Master of the Elements	4	4	3	3

Mystic Armor (Su): When unarmored and not flat-footed, the godaikishi adds his Wisdom bonus (if any) to his AC and his CMD. In addition, a godaikishi gains a +1 bonus to AC and CMD at 4th level. This bonus increases by 1 for every four godaikishi levels thereafter, up to a maximum of +5 at 20th level. The godaikishi loses these bonuses when he is flat-footed, immobilized or helpless or when he wears any armor.

When active, mystic armor materializes as physical armor, though it adds no encumbrance, armor check penalties, and other conditions akin to normal armor. This armor gains additional properties depending on what element the godaikishi is currently attuned with:

Fire Armor: The armor appears to be crudely formed from volcanic rock, and its joints glow with red light. In addition to shedding light like a torch, it provides protection from environmental cold,

such as would be encountered during winter weather (non-magical or naturally occurring only).

Metal Armor: The armor manifests as masterwork field plate armor made of mirror-like steel. As a free action, the godaikishi may cause spikes to appear on this armor, giving it the properties of spiked armor. He may also end this affect as a free action.

Rain Armor: Rain armor looks appears to be scale mail made from actual fish scales. It is very slick and it provides a +2 competence bonus on the godaikishi's Escape Artist checks.

Wind Armor: Wind armor looks much like glacial armor (CERULEAN SEAS CAMPAIGN SETTING) and gives off a discernable chill. This armor provides protection from environmental heat, including thermal vents and lava (provided that the source was non-magical and naturally occurring). *Wood Armor:* This armor appears to be made of finely crafted rattan. As a free action, the godaikishi may cause the armor to sprout leaves and branches, providing a +2 circumstance bonus on the godaikishi's Stealth checks while in terrain that hosts natural vegetation. He may also end this affect as a free action.

Elemental Lash (Su): Once per day, a godaikishi can harness the powers of the mystical element he is attuned with to lash a particular foe. As a swift action, the godaikishi chooses one target within sight to lash. The godaikishi adds his Wis bonus (if any) to his attack rolls against the target of his lash. Furthermore, when he successfully hits this target, he does energy damage equal to his godaikishi level in addition to his normal damage. If the target of elemental lash is of a non-neutral alignment, the additional energy damage on the first successful attack increases to 2 points of damage per level the godaikishi possesses.

The type of energy is determined by the element he is currently attuned to as follows: Fire– steam, Metal– electricity, Rain– acid, Wind– cold, Woodsonic.

The elemental lash effect remains until the target of the lash is dead or the next time the godaikishi rests and regains his uses of this ability. At 4th level, and at every three levels thereafter, the godaikishi may use elemental lash one additional time per day, as indicated on Table 3-1: Godaikishi, to a maximum of seven times per day at 19th level.

Elemental Forbearance (Su): At 2nd level, a godaikishi gains energy resistance 5 to one energy type determined by the element he is attuned to (Fire– steam, Metal– electricity, Rain– acid, Wind– cold, Wood– sonic).

This energy resistance increase by 5 at 6th level and every 4 levels thereafter, to a maximum of energy resistance 25 at level 18. This energy resistance stacks with existing energy resistance from other sources.

Touch of the Elements (Su): Beginning at 2nd level, a godaikishi can cause energy damage by touch. Each day he can use this ability a number of times equal to 1/2 his godaikishi level plus his Wisdom modifier. With one use of this ability, the godaikishi's touch can deal 1d6 points of damage for every two levels the godaikishi possesses. Using this ability is a standard action, requires a successful melee touch attack, and doesn't provoke an attack of opportunity. Victims do not receive a saving throw against this damage. The type of energy is determined in the same way as it is for Elemental Lash and Elemental Forbearance.

Extend Forbearance (Su): At 3rd level, once per day, a godaikishi can extend the effects of his elemental forbearance to one ally within sight as a swift action. This effect lasts for one round per level plus the godaikishi's Wisdom bonus (if any).

At 6th level, and every 3 levels thereafter, the godaikishi can Extend Forbearance an additional time per day.

Elemental Ray (Su): At 4th level, the godaikishi can expend two uses of his Touch of the Elements ability to shoot a ray of energy at an opponent within sight. This works exactly like Touch of the Elements, except that it is a ranged touch attack rather than a melee touch attack.

Spells: Beginning at 4th level, a godaikishi gains the ability to cast a small number of arcane spells which are drawn from the godaikishi spell list. A godaikishi must choose and prepare his spells in advance.

To prepare or cast a spell, a godaikishi must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a godaikishi's spell is 10 + the spell level + the godaikishi's Wisdom modifier.

Like other spellcasters, a godaikishi can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table 3-1: Godaikishi. In addition, he receives bonus spells per day if he has a high Wisdom score. When Table 3-1: Godaikishi indicates that the godaikishi gets 0 spells per day of a given spell level, he gains only the bonus spells he would be entitled to based on his Wisdom score for that spell level.

A godaikishi must spend 1 hour each day in quiet meditation and reflection to regain his daily allotment of spells. A godaikishi may prepare and cast any spell on the godaikishi spell list, provided that he can cast spells of that level, but he must choose which spells to prepare during his daily meditation.

Through 3rd level, a godaikishi has no caster level. At 4th level and higher, his caster level is equal to his godaikishi level – 3. Elemental Weapon: Upon reaching 5th level, a godaikishi can imbue his weapon with the power of his mystic element. The weapon can be imbued as a standard action for 1 minute per godaikishi level. The weapon obtains specific qualities depending on what element the godaikishi is currently attuned to. The weapon also grows more powerful as the godaikishi gains levels, and the powers gained are cumulative. Unless otherwise noted, the following qualities can be found in ULTIMATE EQUIPMENT.

Fire Weapon: The weapon

glows with red luminance, shedding light like a torch. At 8th level, it gains the boiling quality. At 11th level, the boiling quality evolves into the *boiling burst* quality. (Both of these qualities can be found in the **CERULEAN SEAS** CAMPAIGN SETTING). At 14th level, it gains the thawing quality. At 17th level, the weapon gains the grayflame quality.

Metal Weapon: The weapon appears to be crafted from polished steel. At 8th level, it gains the *shock* quality. At 11th level,

the *shock* quality evolves into the *shocking burst* quality. At 14th level, it gains the *grounding* quality. At 17th level, the weapon gains the *keen* quality (unless it is a blunt weapon, in which case it gains the *impervious* quality).

Rain Weapon: While submerged, a rain weapon is invisible to all but the godaikishi. Above the water, a rain weapon appears to be made of water. At 8th level, it gains the *corrosive* quality. At 11th level, the *corrosive* quality

evolves into the *corrosive burst* quality. At 14th level, it gains the *neutralizing* quality. At 17th level, the weapon gains the *ghost touch* quality.

Wind Weapon: Wind weapons appear to be made of solid ice. At 8th level, it gains the *frost* quality. At 11th level, the *frost* quality evolves into the *icy burst* quality. At 14th level, it gains the *throwing* quality. At 17th level, the weapon gains the *called* quality.

Wood Weapon: The weapon appears to be carved of hard wood. At 8th level, it gains the *thundering* quality. At 11th level, a

wood weapon gains the *heart seeker* quality. At 14th level, it gains the *bane* quality against plants. At 17th level, the weapon gains the *mighty cleaving* quality.

At 5th and 20th level, an elementally charged weapon, gains a magical +1 bonus regardless of its specific element. The elementally charged weapon returns to normal when it is held by anyone other than the godaikishi but resumes the enhancement if returned to the godaikishi. These enhancements apply to only one end of a double weapon. A godaikishi can use this

ability once per day at 5th level, and one additional time per day for every four levels beyond 5th, to a total of four times per day at 17th level.

If an elementally charged weapon is destroyed, the godaikishi loses the use of this ability for 30 days, or until he gains a level, whichever comes first. During this 30-day period, the godaikishi takes a –1 penalty on attack and weapon damage rolls. Aura of Elemental Forbearance: At 8th level, a godaikishi is immune to spells and spell-like abilities that both target him directly and have the same energy descriptor as the energy that his elemental forbearance is currently granting resistance to. Each ally within 10 feet of him gains a +4 luck bonus on saving throws against spells that match this description. This ability does not pertain to area of effect spells or spells that do not specifically target an individual.

Aura of Elemental Fury (Su): At 11th level, a godaikishi can expend two uses of his elemental lash ability to grant all allies within 10 feet their own elemental lash, using his bonuses. Allies must use this elemental lash ability by the start of the godaikishi's next turn and the bonuses last for 1 minute. Using this ability is a free action.

Mystic Shell (Ex): At 14th level, a godaikishi gains spell resistance equal to his current godaikishi level + 10. In order to affect the godaikishi with a spell, a spellcaster must get a result on a caster level check (1d20 + caster level) that equals or exceeds the godaikishi's spell resistance.

Aura of Elemental Invulnerability (Su): At 17th level, a godaikishi gains DR 5/ (any non-neutral alignment) and immunity to all spells and spell-like abilities that have an energy descriptor (steam or fire, acid, sonic, electricity, or cold). Each ally within 10 feet of her gains a +4 luck bonus on saving throws against these effects.

This ability functions only while the godaikishi is conscious, not if she is unconscious or dead.

Master of the Elements (Su) At 20th level, a godaikishi embodies all five elements, transcends his mortal form, and is considered a native outsider. His DR increases to 10/ (any non-neutral alignment). In addition, he becomes immune to all energy types, aging, bleed, mind-affecting effects, petrification, and polymorph effects.

The godaikishi gains an elemental visage as well, based on what element he is

currently attuned with:

Fire Visage: The godaikishi's skin glows with red luminance, shedding light like a torch. His hair, fins, or feathers (if any) burn with mystic fire (see Chapter 4 of this tome). His eyes become shadowy black orbs. All creatures within 30 feet gain protection from environmental cold, such as would be encountered during winter weather (nonmagical or naturally occurring only).

Metal Visage: The godaikishi seems to be composed entirely of living steel, except for his eyes which glow like molten metal. He gains a natural armor class bonus of +4 while displaying this image.

Rain Visage: The godaikishi appears to be made of liquid water. While submerged, the godaikishi gains the spell-like ability of *greater invisibility* (cast at will, caster level equal to godaikishi level), though he can only cast it on himself and he can do this as a swift action.

Wind Visage: The godaikishi's skin, hair, eyes, scales, fins, fur, and feathers become a bluish white color. He radiates cold such that all creatures within 30 feet gain protection from environmental heat, including thermal vents and lava (provided that the source was nonmagical or naturally occurring).

Wood Visage: In addition to being comprised of wood, the godaikishi's hair, fins, or feathers (if any) appear to be made of leaves and vines. He can *speak with plants* (cast at will, caster level equal to godaikishi level), as a free action, and gains a +10 circumstance bonus on his Stealth checks while in terrain that hosts natural vegetation.

&x-Godaikishi

A godaikishi who gains a non-neutral alignment or who willfully works against the elemental balance loses all godaikishi spells and class features (except weapon and shield proficiencies). He may not progress any further in levels as a godaikishi. He regains his abilities and advancement potential if she atones for her violations (see *atonement*), as appropriate.

Wokou

Pirates have plagued these seas long before the Empire, and they continue to do so today. However, the days of bulky pirate ships sunk with the drylanders. As the vocation of pirate transitioned from seafaring to sea-dwelling, its concept shifted as well. Over time, they developed a long-standing tradition and strategy. The pirates of the modern Celadon Shores, or wokou, are more akin to old-west bandits than the peg-legged ship farers of yore. During a typical assault, a small group of wokou dives into the area from parts unknown, alongside or riding vicious sea beasts. Like a whirlpool of blade and teeth, they overtake their victims and rob them of all their treasure and then flee back from whence they came.

Despite their reliance on unity, wokou have many factions, families, and clans, few of which get along with each other. Though they have laid claim to small swaths of coastline, the wokou seldom hold these shores for long.

Role: While deft and wily combatants in their own right, a wokou's true power comes from fighting alongside a group and their animal companion. At higher levels, this companion allows them the benefit of mounted combat.

Alignment: Any non-lawful. Hit Die: d10. Starting Wealth: 3d6 × 10 gp

CLASS SKILLS

The wokou's class skills are Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Handle Animal (Cha), Intimidate (Cha), Knowledge (Local) (Int), Knowledge (Nature), Linguistics (Int), Perform (Cha), Profession (Wis), Ride (Dex), and Sense Motive (Wis).

Skill Ranks per Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the wokou.

Weapon and Armor Proficiency: Wokou are proficient with all simple and martial weapons and with light armor and the buckler.

Bestial Bond (Ex): Upon obtaining 1st level, the wokou will have already made a bond with his cherished pet. This bestial bond grants a wokou an animal companion as if he was a druid of the same level, with the following exceptions.

First, the animal companion must be the same size category of the wokou or larger by the time it reaches 4th level. For example, a samebito can choose a shark because it advances to Medium-size at 4th level. However, the samebito cannot choose a leopard seal as a companion, as it does not advance to Medium-size until 7th level. Whichever animal is chosen, the wokou is not able to take advantage of the share spells feature of druid animal companions.

If the companion is slain, lost, or released before the wokou reaches fifth level, a new one can be procured from another wokou of less than 5th level, but this usually involves slaying a wokou from a rival faction. Rarely, a wokou will part with his treasured pet for large sums of gold, but usually only if it is enough to retire on. In any case, the animal companion would have been trained to accept the way of the wokou, and can form a bond with his new master after 24 hours of uninterrupted contact. It may be several months or weeks, however, before either the animal or the wokou get over their loss emotionally. For 4d4 weeks, both the animal and the wokou suffer a take a -1 penalty on attack and weapon damage rolls.

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TABLE 3-2: WOKOU

Level	ВАВ	Fort	Ref	Will	Special
1st	+1	+0	+2	+0	Bestial Bond, Safety in Numbers
2nd	+2	+0	+3	+0	Teamwork Bonus Feat
3rd	+3	+1	+3	+1	Evasion
4th	+4	+1	+4	+1	Uncanny Dodge
5th	+5	+1	+4	+1	Spiritual Bond
6th	+6/+1	+2	+5	+2	Acrobatic Assault, Teamwork Bonus Feat
7th	+7/+2	+2	+5	+2	Bestial Ascension
8th	+8/+3	+2	+6	+2	Improved Flanking
9th	+9/+4	+3	+6	+3	Intimidating Presence
10th	+10/+5	+3	+7	+3	Teamwork Bonus Feat
11th	+11/+6/+1	+3	+7	+3	Beast of Legend, Wokou's Luck (1/day)
12th	+12/+7/+2	+4	+8	+4	Improved Uncanny Dodge
13th	+13/+8/+3	+4	+8	+4	Acrobatic Mastery
14th	+14/+9/+4	+4	+9	+4	Teamwork Bonus Feat
15th	+15/+10/+5	+5	+9	+5	Impervious Beast
16th	+16/+11/+6/+1	+5	+10	+5	Improved Evasion
17th	+17/+12/+7/+2	+5	+10	+5	Wokou's Luck (2d20)
18th	+18/+13/+8/+3	+6	+11	+6	Teamwork Bonus Feat
19th	+19/+14/+9/+4	+6	+11	+6	Wokou's Luck (2/day)
20th	+20/+15/+10/+5	+6	+12	+6	Mogoiwokou

Safety in Numbers (Ex): A wokou is trained in fighting close together with comrades on his flanks. Whenever a wokou is fighting adjacent to an ally, he gains a +1 dodge bonus to his AC. This bonus increases to +2 at 4th level, +3 at 9th level, +4 at 14th level, and +5 at 19th level. He loses this bonus if he is denied his Dexterity bonus to AC or if he or his ally moves more than 5 ft. away.

Teamwork (Ex): The wokou's expertise in working together in a group further manifests in the form of bonus feats at 2nd, 6th, 10th, 14th, and 18th level. These bonus feats must be of the "Teamwork" category (introduced in ULTIMATE COMBAT) and the wokou must meet the normal prerequisites before taking them.

In addition, the wokou's animal companion gains this same feat as a bonus feat, even if it does not meet the prerequisites. However, the animal

must be able to perform the action required by the feat in order to benefit from it. **Evasion (Ex):** At 3rd level or higher, if a wokou makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if the wokou is wearing light armor or no armor. A helpless wokou does not gain the benefit of evasion.

Uncanny Dodge (Ex): Starting at 4th level, a wokou can react to danger before his senses would normally allow him to do so. He retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. He still loses her Dexterity bonus to AC if immobilized. If a wokou already has uncanny dodge from a different class, he automatically gains improved uncanny dodge instead.

Spiritual Bond (Sp): At 5th the wokou's ritualistic training, feeding, and caring for his animal companion begin to pay off. Once per day, as a full-round action, a wokou may supernaturally call her animal companion to her side. This ability is

the equivalent of a spell of a level equal to one-third the wokou's level. The companion immediately appears adjacent to the wokou. A wokou can use this ability once per day at 5th level, and one additional time per day for every 4 levels thereafter, for a total of four times per day at 17th level.

This bond also transcends death. If a wokou's animal companion is slain, he may use his spiritual bond ability to call it back from the dead, though it will not appear for 24 hours, and will have only 1 hit point when it appears. This miraculous ability to cheat death comes at a cost, however. Both the wokou and the companion are so emotionally scarred by this experience that they both suffer a -1 penalty on attack and weapon damage rolls for 2d4 weeks. During this period, the wokou loses all access to his spiritual bond ability.

Acrobatic Assault (Ex): At 6th level the wokou gains the ability to charge in situations where others cannot. He may charge through difficult terrain that normally slows movement. Depending on the circumstance, he may still need to make appropriate checks to successfully move over the terrain.

Bestial Ascension (Ex): At 7th level, the wokou performs a special ritual for his animal companion, heralding its progression from mere companion to priceless steed. Instead of the normal advancement at 7th level (if any), the animal companion gains the following template (even if it already advanced at 4th level):

- *Size and Type:* Increase the animal's size by one size category. The animal does not gain the benefits or penalties to ability scores that arise from increased size.
- *AC:* Natural armor increases by +5. If the base creature has no natural armor bonus, it gains a natural armor bonus of +5.

Speed: Same as the base creature +10 ft.

- *Attacks:* Adjust damage dice of all natural attacks upwards to the creature's new size according to the natural attack progression table.
- *Special Attacks:* Increase the damage dice for any special attacks to its new size (usually by one step).
- Abilities: Str +6, Con +6, Wis +4 and Cha +4.

Improved Flanking (Ex): An 8th level wokou who is flanking an opponent gains a +4 bonus on attacks instead of a +2 bonus on attacks. (Other characters flanking with the wokou don't gain this increased bonus.)

Intimidating Presence (Ex): At 10th level a wokou begins to develop his reputation as a merciless combatant, one whose exploits are enough to send lesser-armed adversaries running for safe harbor. He gains a +6 bonus to the Intimidate Skill.

At this point he earns a menacing moniker of his choice, such as Skullcrusher or Bloody Fist, and is usually referred to by that moniker.

Wokou's Luck (Ex): Wokou are extremely skilled and lucky individuals. Once per day, a wokou of 11th level or higher may re-roll any failed attack roll, skill check, ability check, or saving throw. The character may take the higher of the two results. A wokou of 17th level or higher rolls 2d20 and selects the best roll. At 19th level he may use this ability two times per day.

The wokou may use this ability on his animal companion's rolls as well.

Beast of Legend (Ex): At 11th level, the wokou's animal companion becomes a magical beast for the purposes of determining which spells affect it.

Improved Uncanny Dodge (Ex): A 12th level wokou can no longer be flanked. This defense denies rogues the ability to sneak attack the wokou by flanking him, unless the attacker has at least four more rogue levels than the wokou does.

If the wokou already has uncanny dodge from another class, he automatically gains improved uncanny dodge instead, and the levels from the classes that grant uncanny dodge stack to determine the minimum rogue level required to flank the wokou.

Acrobatic Mastery (Ex): A 13th level wokou may always take 10 on Acrobatics and Climb checks and never loses his dexterity bonus to AC for Balancing, Climbing, Running or performing other precarious stunts.

Impervious Beast: At 15th level, a wokou's companion gains spell resistance equal to the wokou's level + 11.

Improved Evasion (Ex): At 16th level, a wokou's evasion ability improves. He still takes no damage on a successful Reflex saving throw against attacks, and now takes only half damage on a failed save. A helpless wokou does not gain the benefit of improved evasion.

Mogoiwokou (Ex): At 20th level, a wokou has made such a name for himself that people refer to him as "Mogoiwokou (name)." He gains a +6 bonus to Intimidate checks. This stacks with Intimidating Presence. In addition, whenever he travels within wokou-controlled areas, he does not need to worry about the cost of common material goods. His lack of mercy is something that is so widely known, that most people who meet him soil themselves.

Prestige Classes

The Celadon Shores hold many prestigious titles for those brave enough to seek them. The following are two new prestige classes; the mambabarang (vermin enchanter) and the tsuwamono (emperor's personal samurai).

Mambabarang Prestige Class

While some find the millions of tiny vermin that permeate all aquatic domains a bit repulsive, most find them to be merely a nuisance when they invade their personal space. It is the rare few that welcome their presence. The mambabarang is one of those strange people.

Preferring the company of tiny or smaller vermin such as snails, lobsters or water beetles (same statistics as a crab familiar with a single bite attack instead of claws), the mambabarang finds unique ways to incorporate them into her attacks.

Role: A mambabarang works alongside her vermin delivering touch spells over a wide swath of battlefield. At higher levels, she will also likely supplement her spell list with spells that can incapacitate or immobilize her enemies, so that her vermin can more easily affect them.

Alternatively, a mambabarang with divine magic can work as a sort of bizarre combat medic, administering healing spells through her insect army.

Alignment: Any. Hit Die: d6.

REQUIREMENTS:

To qualify to become a mambabarang, a character must fulfill all the following criteria:

Skills: Knowledge (nature) 5 ranks,

Spells: Must be able to cast *control vermin* (MONSTER CODEX) and at least three spells with a range of touch of 2nd level or greater.

CLASS SKILLS:

The mambabarang's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Knowledge (nature) (Int), Perception (Wis), Sleight of Hand (Dex), Spellcraft (Int), Stealth (Dex).

Skill Ranks at Each Level: 4 + Int modifier.

CLASS FEATURES

All the following are class features of the mambabarang prestige class:

Weapon and Armor Proficiency: A mambabarang gains no proficiency with any weapon or armor. **Spells:** When a mambabarang attains 2nd level and every other level after that, the character gains new spells per day as if he had also gained a level in a spellcasting class she belonged to before adding the prestige class. She does not, however, gain other benefits a character of that class would have gained, except for additional spells per day, spells known (if he is a spontaneous spellcaster), and an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming a mambabarang, she must decide to which class she adds the new level for purposes of determining spells per day.

Imbue Vermin (Su): At 1st level, a mambabarang can discharge a spell with a range of touch on a single Tiny or smaller-sized vermin of 1 HD or less. Instead of taking effect, the vermin becomes the carrier of this spell, discharging it on the next creature it touches. While the mambabarang is still considered the source of the spell, she can behave as if the spell has already discharged and cast additional touch spells without discharging this effect. While holding the spell, the vermin gains DR 5, Evasion, and its next single attack roll gains an insight bonus of +1 per level of the mambabarang. If a spell allows multiple touches, then it continues as normal with one of the touches (the one that imbued the vermin) considered to be discharged. If the vermin is killed or the mambabarang imbues another vermin before the spell is discharged, the spell is lost. Otherwise, the vermin remains imbued with the spell until its duration expires, or 1 round per level of the mambabarang, whichever is longer.

At 3rd level, and every odd level thereafter, a mambabarang can imbue an additional vermin without discharging the spell on the vermin imbued prior to it. Regardless, a single vermin can only be imbued with one spell at a time (except for the Disease of the Vermin power gained at 8th level.)

Vermin Lust (Sp): At will, the mambabarang may cast *unnatural lust* (ULTIMATE MAGIC) on a single diminutive or smaller-sized vermin of 1 HD or less in range as a swift action. A vermin positively affected by the mambabarang's vermin empathy ability will always opt to fail its saving throw, as will any vermin followers gained from her second level ability or one already affected by this ability.

Vermin Empathy (Ex): A mambabarang can use body language and demeanor to improve the attitude of all creatures with the vermin type. This ability functions like a Diplomacy check made to improve the attitude of a person. The mambabarang rolls 1d20 and adds her mamababarang level and Charisma modifier to the check. The typical mindless vermin has a starting attitude of indifferent.



TABLE	3-3: МАМВАЕ			¥ 4 7 • 1 1		0 11
Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per day
1 st	+0	+1	+1	+0	Imbue Vermin, Vermin Empathy, Vermin Lust	-
2 nd	+1	+1	+1	+1	Vermin Followers	+1 level
3 rd	+1	+2	+2	+1	Imbue Vermin (2)	_
4 th	+2	+2	+2	+1	Exploding Vermin	+1 level
5 th	+2	+3	+3	+2	Imbue Vermin (3)	_
6 th	+3	+3	+3	+2	Vermin Commander	+1 level
7 th	+3	+4	+4	+2	Imbue Vermin (4)	_
8 th	+4	+4	+4	+3	Disease of the Vermin	+1 level
9 th	+4	+5	+5	+3	Imbue Vermin (5)	_
10 th	+5	+5	+5	+3	Halo of Bugs	+1 level

Vermin Followers (Su): At level 2, the mambabarang starts to attract diminutive or smaller vermin of 1 HD or less. Vermin honor and respect her, and the mambabarang is able to have a total number of vermin equal to (class level + charisma modifier) x2 to follow her (minimum 4).



Exploding Vermin (Su): At 4th level, as a standard action once per day per mambabarang level above 3rd level, a mambabarang can cause any one of her vermin followers within sight to violently explode causing 1d4 force damage/caster level to all within the square that the vermin occupies. The vermin is irrevocably slain in the process.

Vermin Commander (Su): Beginning at level 6, a mambabarang is granted a Vermin whose HD is equal to her own minus 1. This vermin is larger, smarter, and stronger than the others and is not considered one of the followers. A Vermin Commander can speak to the mambabarang and her vermin followers telepathically.

Disease of the Vermin (Sp): Once per day, a mambabarang of level 8 or higher gains the ability to imbue some or all of her Vermin followers with an *aquatic contagion* spell (CERULEAN SEAS CAMPAIGN SETTING), as a standard action. The *aquatic contagion* does not prevent the vermin from being further imbued and lasts one hour per level of the mambabarang, until discharged, or the vermin followers, the vermin commander, or the mambabarang herself. In addition, the mambabarang is now immune to communicable disease.

Halo of Bugs (Ex): For up to 2 rounds per level of the mambabarang per day (which may be broken up nonconsecutively), the mambabarang can cause her vermin followers to swarm around her in an arcane pattern. While swarming in this manner, opponents have a 50% miss chance to hit the mambabarang (as though she was in total concealment). If they do miss in this manner, it kills one random vermin follower instead. The mambabarang must have at least 4 vermin followers in her square to start and maintain this ability each round.

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Tsuwamono Prestige Class

Tsuwamono are hand-picked by the dragon emperor and his advisors from the samurai clans to be among his select imperial guard and are charged to protect the empire, its emperor, and all sea dragon kind. They are particularly heroic specimens that likely have done some notable deed that caught the eye of the imperial sea dragons, or even the dragon emperor himself.

Role: Tsuwamono are samurai at heart, and often continue their samurai instruction intermittently along with the emperor's special training regimen. They are specialized in embodying the empire and defending it from the hanran and other freshwater foes.

Alignment: Any lawful. Hit Die: d10.

REQUIREMENTS:

To qualify to become a tsuwamono, a character must fulfill all the following criteria:

Base Attack Bonus: +3

Skills: Knowledge (nobility) 5 ranks, ability to speak either draconic or imperial.

Special: Must have the challenge and mount class features.

CLASS SKILLS:

The tsuwamono's class skills (and the key ability for each skill) are Acrobatics (Dex), Climb (Str), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (nobility), Knowledge (arcana), Ride (Dex), and Sense Motive (Wis).

Skill Ranks at Each Level: 4 + Int modifier.

CLASS FEATURES

All the following are class features of the tsuwamono prestige class:

Weapon and Armor Proficiency: A tsuwamono gains no additional proficiency with any weapons or armor.

Tsuwamono 's Challenge (Ex): When the tsuwamono uses his challenge ability against an opponent native to freshwater, all bonuses he gains from the challenge ability increase by 50%, rounded down. For example, a 5th level tsuwamono belonging to the Order of the Warrior will normally deal an extra +5 points of damage against challenged foes, but against a freshwater foe, this same samurai would deal an extra +7 damage instead, and would gain DR 3/– against attacks that foe.

Rigorous Training (Ex): At 2nd level, and every three levels thereafter, the tsuwamono gains a bonus feat from his rigorous training regimen. This feat cannot grant the tsuwamono any benefit to spellcasting, spell-like or supernatural abilities, or Int-, Wis-, or Cha-based skills or ability checks.

Exercise (Ex): At 3rd level, the tsuwamono increases her Strength, Dexterity, or Constitution by +1. The tsuwamono gains an additional ability score increase (which in all cases must be to Strength, Dexterity, or Constitution) at 7th level. This is in addition to (but otherwise treated exactly the same as) the ability score increases all characters receive at 4th level and every 4 levels after that.

Draconic Bond (Sp): At 4th level, the tsuwamono sacrifices his mount in an elaborate ritual to gain the service of a powerful draconic ally. This is a spiritual entity reflecting the tsuwamono's own soul, and is fueled by mystical energy. When manifested, this draconic ally has the same statistics as an imperial sea dragon (PATHFINDER ROLEPLAYING GAME BESTIARY 3) with Hit Dice less than or equal to the tsuwamono's Hit Dice, and which obeys the tsuwamono's will as though it were created with the spell summon monster I (the caster level is equal to the tsuwamono's character level).

	Base Attack	Fort	Ref	Will	
Level	Bonus	Save	Save	Save	Special
1 st	+1	+1	+0	+0	Tsuwamono 's Challenge
2 nd	+2	+1	+1	+1	Rigorous Training Feat
3 rd	+3	+2	+1	+1	Exercise Stat Increase
4 th	+4	+2	+1	+1	Draconic Bond
5 th	+5	+3	+2	+2	Rigorous Training Feat
6 th	+6	+3	+2	+2	DR 1/—
7 th	+7	+4	+2	+2	Exercise Stat Increase
8 th	+8	+4	+3	+3	DR 3/—, Rigorous Training Feat
9 th	+9	+5	+3	+3	Perfect Attack
10 th	+10	+5	+3	+3	DR 5/—

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Manifesting this draconic ally is a standard action, and it can be dismissed as a swift action. The tsuwamono can manifest this draconic ally for a number of rounds equal to his 4 + his Charisma modifier each day, though these

rounds need not be consecutive. At each tsuwamono level beyond 4th, the tsuwamono can manifest this ally for an additional 4 rounds.

To gain the draconic ally, the tsuwamono loses his samurai mount and can no longer find a new one. The sea dragon will let the tsuwamono ride it if it is at least one size category larger than the tsuwamono (for Medium-sized tsuwamono, the sea dragon must be at least of the young age category.)

If the draconic ally is slain in battle, the tsuwamono cannot summon a new one for 1 week. Any damage sustained by the draconic ally while manifested does not heal until the tsuwamono rests for at least 4 hours.

Damage Reduction (Ex): At 6th level, a tsuwamono gains DR 1/---. At 8th level, this DR increases to 3/-, and at 10th level it increases to 5/—. Damage reduction from different sources does not stack; however, a tsuwamono of 6th or higher level that gains DR from armor (but not from any other source) increases his classbased DR by the value of the armor's DR. Thus a 8th-level tsuwamono wearing adamantine full plate (DR 3/—) has DR 6/—.

Perfect Attack (Ex): At 9th level, once per day, a tsuwamono may consider one attack to be a natural 20 (if he announces this before the attack is rolled) or maximum damage (if he announces this before the damage is rolled).

Chapter 4:



The Mystic Blade

Equipment of Nikaikoku

One of the many things that set the Celadon Shores apart from other regions in the Cerulean Seas world is the equipment that is used. In this section, we will examine the similarities and differences found in this fantastic realm.

Currency & Trade

The Empire has a well-established currency system that runs on gold coin and silk (jiaoxiao) banknotes. Denominations of gold coin come in 1 cp, 5 cp, 1 sp, 5 sp, and 1 gp denominations, and increase in volume of gold as they increase in value. Silk banknotes (nuno-kin) come in 1 gp, 5 gp, 1 pp, 2 pp, 5 pp, and 10 pp.

The hanran has no currency system of their own, but due to a healthy black market economy, they often have quite a bit of imperial currency to trade

with. Barring that, barter is the most accepted means of commerce in freshwater communities.

The black market can be perilous for imperial citizens, as if they are caught purchasing illegal items or materials such as mizugumo silk or cured rattan, they risk imprisonment or death.

The hanran have no such restrictions, and trade items based on supply and demand.

Cost	Item
1 cp	One gallon of edible kelp, krill, or squid
2 ср	One 5-foot-long common edible fish
3 ср	One cubic inch of dry iron (approx. ¼ lb.)
5 cp	One gallon of common shellfish
1 sp	One cubic inch of auranite
5 sp	One cubic inch of ever-ice ²
5 sp	One cubic inch of goi-jinshu
5 sp	One cubic inch of mother-of-pearl
7 sp	One square yard of cured rattan ¹
1 gp	One barrel of aqua gravis
2 gp	One mature wooly sponge
5 gp	One square yard of jiaoxiao silk cloth ²
10 gp	One square yard of mizugumo silk cloth ¹
17 gp	One cubic inch of gold (approx. $1/3$ lb.)
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¹Black market items are available at double cost.

²These imperial items are available to the hanran at double cost.

Materials

Nikaikoku retains some of the material common to the Cerulean Seas Campaign Setting, and adds a few more. These are described below. If a particular item from the Cerulean Seas corebook is not mentioned, it is likely available as described in that tome.

Bamboo: Bamboo has many of the same properties as swampwood, and is used liberally everywhere wood might be used in other realms. Entire villages can be constructed from bamboo.

Brill: This magical gemstone is extremely rare in this realm. So much so, few have even heard of it.

Coral, Shark Hide, or Chitin: While freshwater lakes have snails and clams that shells can be harvested from, coral, shark hide, and large pieces of chitin are particularly hard to come by. In freshwater environs, items containing coral, shark

leather, or chitin are twice their listed price for these inhabitants.

Ever-ice: Through the Emperor's espionage efforts in Isinblare, the Empire has uncovered the secrets of creating ever-ice. However, the hanran must pay double to get their hands on this material.

Goi-Jinshu: This silveryblue metal has many of the same properties of aluminum,

including light weight, low melting point, and high malleability. It is refined from the muck found in certain lakes through an alchemical process. Goi-jinshu is often used by the hitogoi to make the shells of their mechanical apparatuses.

Goi-Shi: Goi-shi is essentially concrete that sets well in fully aquatic environments, and allows for masonry efforts to be carried out in entirely submerged settings. Though this is a hanran created material, the Empire has specific laws allowing the hitogoi to sell it.

Mithrite: Mithril is extremely rare in the realm, and mithrite was never developed here. Items made of this material are generally not available.



Rattan: Items made from rattan are common among the hanran. However, because rattan requires tung oil to properly cure and the tree that this oil is pressed from is only available near inland lakes and streams, the Empire has little access to it. Therefore, rattan is illegal to purchase within the Empire, though is available on the black market for double the cost.

Silk, Jiaoxiao: Also known as imperial silk, this material is comparable to mussel cloth in other realms, though it comes from a different species of bivalve mollusk called a pen shell. It has many of the same properties of mizugumo silk, though it is not as lustrous, and does not hold air. In imperial lands, it can be used instead of mizugumo silk for items containing this material (except for silk floats) without an increase in cost.

Silk, Mizugumo: The mizugumo produce a wondrous silk that is waterproof, lustrous, and strong. They use it to make fantastic floats and underwater tents that are entirely water-tight. However, not only do they hold air, but they allow oxygen from the water to permeate into the silk bubble, and carbon dioxide to escape. Thus, these silk floats never run out of fresh air. Due to imperial restrictions, it is illegal to purchase this material, though it is available on the black market at double its normal cost.

True steel: This nearly unbreakable metal is described later in this chapter under the heading of "Mystic Shards."

Substance	Hardness	Hit points
Goi-Jinshu	7	5/inch of thickness
Goi-shi	10	20/inch of thickness
Jiaoxiao	2	5/inch of thickness
Mizugumo Silk	3	5/inch of thickness
Rattan (cured)	9	8/inch of thickness
True Steel	75	100/inch of thickness

TABLE 4-2: AQUATIC MATERIALS

New Items

While Nikaikoku has much of the same equipment listed in the Cerulean Seas Campaign Setting, this realm has a few new items to offer, as described below.

Float, mizugumo silk: These transparent spider silk bags of air have many amazing properties. First, they count as a float of the same size category. In addition, they allow oxygen to permeate in from the water, and allow carbon dioxide to escape, thus keeping the air inside fresh and breathable for an indefinite amount of time. Lastly, they are highly translucent, allowing those looking through the silk to see a blurry image on the other side.

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Large- size and larger silk floats can be used as tents for air-breathers to dwell in. Often, silk floats are fortified with bamboo frames and weigheddown with an anchor to make them easier to manage (common in masterwork varieties).

Cost: 1 gp for Diminutive-sized floats, and 1 gp for each larger size category up to Small, after which (starting at Small-size), the cost is 5 gp per size category.

Hitogoi Inventions: Hitogoi have many inventions that are available to all people of the realm. The mechanical inventions share similar qualities including a sleek outer shell, and innards consisting of an effective mess of springs, wires, gears, alchemical solutions, and occasionally live animals. Due to their volatile contents, all mechanical hitogoi inventions have an expiration date when they can no longer be repaired, as well as a regular maintenance fee to keep them working until they expire, paid monthly. Hitogoi may pay half that amount to maintain their own devices. If a device is not maintained it has a cumulative 10% of permanent failure at the beginning of the first round of use for every month it is not maintained. Unlike aglootech, one cannot gain a knowledge skill that can help one maintain or build hitogoi items. All hitogoi, however, have an innate understanding of how they work, and can build or maintain them with a successful Craft (mechanical) check. Failure indicates the item is destroyed permanently. Nonhitogoi can attempt such a check as well, but suffer a -20 racial penalty to the roll. All mechanical hitogoi items have a Hardness of 10, and 1 hp, and are not repairable if damaged. Specific items and their statistics are discussed later in this chapter.

Howdah, aquatic: A howdah is a carriage which is positioned on the back of a large animal (such as a mahundiya), used most often to carry prestigious people or for use in hunting or warfare. It is also a status symbol for the owner, and is often decorated with gold and expensive gems. **Cost:** 200 gp.

Metallophones: This class of musical instrument has inundated the realm and is very popular. A metallophone is any musical instrument consisting of tuned metal bars which are struck to make sound, usually with a mallet. There are many varieties which include:

- *Fangxiang*: An organized-suspended metallophone, often with a stone base. **Cost:** 50 gp.
- *Jegogan*: A metallophone with considerably larger keys than other instruments of its type. It is played with a large, cloth-coated, spherical mallet. **Cost:** 100 gp.
- *Saron*: Metallophone with seven metal bars placed on top of a resonating frame (rancak). **Cost:** 125 gp.
- *Sarunay:* Metallophone with eight tuned knobbed metal plates strung together via string atop a wooden (or bamboo) antangan (rack). **Cost:** 200 gp.

Note about underwater instruments: Aside from one's voice (if one is of an aquatic race), there are few musical instruments that work well underwater. Woodwinds bubble under, and although a "woodwater" is possible, it would require a great deal of water pressure to pull off. Stringed instruments get stopped by water resistance and even regular metallic percussion: cymbals, chimes, small bells etc. produce not much more than a clicking sound. Metallophones, in which the musical resonation occurs within the metal itself, are of the few exceptions.

There are several reasons why musical instruments are common in Nikaikoku but nearly absent in other aquatic realms. First, metallophones were very prevalent in the drylander cultures of this region before the Flood. Additionally, the relatively quiet environment that freshwater lakes offer allowed their inhabitants to experiment and design instruments that work consistently and deliver good sound. Over time, these instruments became loud enough to be enjoyed in nearly all marine environs.

Mounts: All of the standard mounts that exist in the Cerulean Seas Campaign Setting also exist in ocean waters off of the Celadon Shores. In addition, the following mounts are common to the freshwater territories (the statistics for these creatures are in BEASTS OF THE BOUNDLESS BLUE, except for the mahundiya

which is detailed in chapter 6)

- *Mahundiya:* The mahundiya is a large, passive riding newt favored by the uobei. Standard riding varieties of Huge size are available for sale to buyers that can afford them. **Cost:** 1,000 gp.
- *Woggarts (general):* A woggart is a giant domesticated frog. While originally the favored mounts of the mogogols, woggarts have become common among all freshwater races who aren't fortunate enough to have a bixie ally (see Chapter 6).
- *Woggart, battle:* The battle woggart is a brawny variety of woggart— typically with dark green skin, white stripes, and fierce red eyes. The occasional black-skinned battle woggart surfaces as well. Battle woggarts have no trouble fighting

if provoked or encouraged by an able rider. **Cost:** 150 gp.

- *Woggart, dwarf battle*: Ideal for small riders, the dwarf battle woggart is of Medium size and is a bit faster than its larger cousin. They are typically very bright colors such as yellow, orange or red with patches of black, blue or purple on their backs. **Cost:** 100 gp.
- Woggart, riding: Riding woggarts are a slim and timid variety. They are typically bright green with black spots and yellow eyes. Riding woggarts only fight if cornered. Most riders prefer this mount for long journeys. Cost: 75 gp. Ships: In Nikaikoku, the only ship types recognizable by inhabitants of other shores are the

genai wickerships (which are often utilized by spirit folk and called simply "wickerships") and the sebek-ka longships. In addition, the Celadon Shores

hosts a score of junks. A junk is a flatbottomed sailing ship with two or

three masts with junk-rigged sails, allowing it to be easily sailed by a small crew. Junks typically have a high poop deck and a flat bottom with no keel, and so rely on daggerboards, leeboards, or large rudders for stability. A junk's hull is divided into several watertight compartments, like a stalk of

bamboo, which strengthen the hull and slow flooding. Junks have the following statistics (refer to Chapter 5 of the CERULEAN SEAS CAMPAIGN SETTING for more information):

Ship Name: Junk, Dimensions: 20 ft. wide, 75 ft. long, 60 ft. tall , Materials: wood and bamboo, Crew: 10, Cargo: 110 Squares, Hit Points: 900, Hardness: 5, Propulsion: sails or currents, Speed: 90 ft./18 squares/9 knots, Turn Distance: 2 squares, Draft: 12 ft./2 fathoms, Cost: 15,000 gp.

Silk scrolls: Whether they are made of mizugumo silk or jiaoxiao, silk scrolls replace paper in this realm. Words are painted on using brushes dipped in waterproof ink with an aqua gravis base. Scrolls are rolled up and carried in scroll cases, much like they once were on dry land. **Cost:** 1 gp per "page"



Weapons

The Celadon Shores have a host of new weapons that characters can draw from. For natives of this realm, use Table 4-3 to determine what weapons are available. On this table, those weapons with an asterisk are described below. For the rest, the descriptions in the CERULEAN SEAS CAMPAIGN SETTING corebook will suffice (the name in parentheses is the name used in that reference).

Weapon Descriptions

The weapons of Nikaikoku have the qualities listed below:

Bishamon: The bishamon, sometimes referred to as a double halberd, possesses some of the most ornate designs for any polearm. Running parallel to the long central blade are two 'crescent moon' shaped blades facing outwards. They are attached in two locations by short cross bars, making the head look rather like a fleur-de-lis.

Bo: The bo (or bo staff) is similar to a quarterstaff, only slightly more slender and tapered at one end. The bo staff is both a defensive device and a weapon.

Fang Tian Ji: the fang tian ji goes by many other names including the san jian liang ren dao (three-point, double-bladed spear) and the four directions of heaven lance. In the days of the drylanders, the fang tian ji was considered a sacred weapon. It is a bladed pole arm with a somewhat lotus-shaped head.

Gee: The dagger-axe, or gee, consists of a daggershaped blade with the tang bent at a right angle and mounted parallel to the haft. Though primitive, its unique design allows it to be used like a hook to

disarm opponents.

Getsugasan: Also known as a monk's spade, this weapon is a double weapon pole arm. One side is fitted with a broad, shovel-like sharpened blade while the opposite side is fitted with a crescent blade that juts out like a pair of bull's horns. The getsugasan does many types of damage. What type of damage it deals depends on how it is wielded, with the spade side able to bludgeon or slash and the crescent side able to jab, slash, and pierce.

Guan Dao: The guan dao, or reclining moon blade, is comparable to a fauchard or glaive and consists of a heavy blade with a spike at the back and sometimes also a notch at the spike's upper base that can catch an opponent's weapon. In addition there are often irregular serrations that lead the back edge of the blade to the spike. The blade is mounted atop a long wooden or metal pole with a pointed metal counter weight used to balance the heavy blade and for striking on the opposite end. The blade is very deeply curved and therefore unlike most polearms, solely useful for sweeping cuts where it relies on range and power.

Hanbo: The hanbo is a staff less than a yard long, often carved to look like a walking stick.

Hoko: The hoko yari is a guard's spear used in the defense of palisades and gates. It is mounted on a six-foot pole and has an eight-inch blade, either in a leaf shape or with a wavy edge similar to the kris-bladed dagger. Hoko yari also have a sickle-shaped horn projecting out and slightly forward on one side of the blade.

Jin Qian Chan: The jin qian chan, or coin spade, is a spear like weapon with a chakram-like blade mounted on one end instead of a spearhead. The coin-shaped head allows for axe-like chopping, but the curved blade is best used for high-speed slicing, drawing the blade across the opponent like a broadsword.

Kalawat: The kalawat is basically a cross between a harpoon and a spear. In addition to being a barbed weapon, if you deal damage to your opponent, the spearhead of the Kalawat may lodge in the victim if he fails a Reflex saving throw against a DC equal to 10 + the damage dealt. When the barbed blade of the weapon becomes lodged in an opponent, the spearhead pulls free from the shaft, though it is still connected to the shaft by a long rope. The snared creature moves at only half speed and cannot charge or run. If you control the trailing rope by succeeding at an opposed Strength check while holding the shaft it is attached to, the snared creature can only move within the limits that the rope allows (the trailing rope is typically 10-20 feet long). The snared creature can pull the kalawat head from its wound if it has two free hands and takes a full-round action to do so, but in doing so it deals damage to itself equal to the initial damage the kalawat caused. A kalawat can be removed safely with a successful Heal check (DC 10 + damage dealt), but this requires 1 minute.

Kamayari: The kamayari or sickle spear looks much like a cross between a tsuki nari (moon glaive) and a spear, though the crescent of the kamayari is a bit smaller than the one featured on the tsuki nari.

Lang Ya Bang: This strange weapon, also known as a wolf teeth club, consists of a long pole with an oblong, mace-like head that bristles with sharp spines. Though not particularly lethal compared with other weapons of its size, it is extremely painful to its victims and creates several bleeding wounds in one hit.

Nagamaki: *The nagamaki replaces the katana in the aquatic samurai's and the aquatic ninja's arsenal.* A nagamaki is basically a katana with a handle that is 2-3 times as long. Though this negates its ability to be used one-handed, it provides enough leverage to overcome water resistance, which is the bane to long-bladed swords.

Naginata: The naginata consists of a 6-foot staff affixed to a 2-foot-long, sword-like, slightly curved blade. The shaft is designed to keep the wielder out of reach from swords and shorter weapons.

Pata: An evolution of the punching dagger, the pata is a short sword that ends in a full, fingerless gauntlet hilt. You punch rather than stab with the weapon, allowing you to put more force behind each strike. While wearing a pata, you cannot use that hand for anything else. A pata provides a +10 bonus to your CMD against being disarmed.

Qiang: This well-balanced spear features a long, double-edged jagged blade.

Shuriyari: *The shuriyari replaces the shuriken in the aquatic ninja's arsenal, and applies to all of his abilities that apply to shurikens.* The shuriyari, also known as the kugi-gata shuriken, is a nail-like throwing spike. Its fortunate design is perfect for underwater use. If it is thrown with enough force (as one would learn only with proper training) it creates a supercavitation bubble, thus negating water resistance. This makes it the only thrown weapon (with any range) under the sea that is not a plunge weapon.

Sibat: This weapon is similar to a shortspear with a flexible rattan or bamboo shaft and an elaborately barbed head. On a critical hit, the spear grabs flesh or armor. The wielder can then attempt a combat maneuver check to attempt to grapple its opponent as a free action. This

grapple attempt does not provoke an attack of opportunity from the creature you are attempting to grapple. While grappling the target with a sibat, the wielder can only move or damage the target on its turn. The wielder is still considered grappled, though it does not have to be adjacent to the target to continue the grapple. If you move far away to be out of the sibat's reach, you end the grapple with that action.

Sodegarami: The sodegarami is somewhat like a cross between a trident and a mancatcher, though it can attach to creatures of any size category. It can be used to deal damage or capture opponents (chosen before the attack roll). To attempt to capture an opponent, make a touch attack to hit an opponent and a combat maneuver check to grapple him (without the –4 penalty for not having two hands free); success means you and the target are grappled, but you do not move into the same space. Once the target is grappled, you can perform a move or damage grapple action against him. The sodegarami has hardness 7 and 3 hit points; it requires a DC 16 Strength check to break free from it. If you drop the sodegarami, the target can free himself as a standard action.

Tekko-Kagi: *The tekko-kagi replaces the kusarigama in the aquatic ninja's arsenal* Also known as the iron claw, this device consists of a fanlike structure of five 10-inch blades secured to a sturdy handle strapped to the forearm of the off-hand. A tekko-kagi can be used as an offensive weapon, defensively like a buckler, or to disarm an opponent's weapon without provoking an attack of opportunity. It provides its owner with a +2 circumstance bonus on attempts to disarm or sunder swords or other slender-bladed weapons.

Trishula: The trishula is a heavily stylized ceremonial trident. In many faiths, especially those among the more philosophical Powers That Be, the trishula represents various trinities of the natural universe. As a result, it is a commonly chosen holy weapon among clerics of that faith that can also serve as a holy symbol at the same time.

Wakizashi: These short, slender blades are between 1 to 2 feet long. They are primarily used as back-up weapons, to decapitate defeated enemies, or to commit seppuku (ritual suicide) as a matter of honor. These blades are specifically worn by samurai and are intended to be paired with a nagamaki (or katana, in drylander settings). Together, this set of blades is referred to as a daisho.

Yari: A yari (sometimes called a su yari when being very specific) is spear with a foot-long, straight, double-edged blade.

Yuanyang Yue: The yuanyang yue replace nunchaku in the aquatic ninja's arsenal. Yuanyang yue have a variety of aliases including crescent moon knives, duck blades, and deer horn knives. They are specialized bladed weapons consisting of two steel crescents crossing. This crossing produces four curved, claw-like points, one of which is extended as the "main" blade. The practitioner grips the wrapped middle of the lengthened crescent with the other acting as a hand guard. They are easily concealable in clothing and are usually trained in pairs, one for each hand.

Zhua: The zhua consists of a clawed iron hand on a 6foot pole. The Zhua is primarily used for ripping and tearing at the enemy, though it is also effective at disarming and tripping opponents.

TABLE 4-3: AQUATIC W		OF THE CE Dmg (S)		IORES Critical	Range	Buovanas	Tumo	Special
Simple Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range	Buoyancy	Туре	Special
<i>Unarmed Attacks</i> Tekko (gauntlet)	2	1d2	1d3	×2		-1	В	stronged
	3 gp					-1		strapped
Unarmed strike		1d2	1d3	×2	—		В	nonlethal
Light Melee Weapons	1	1 14	1.17			0	р	
Hanbo*	1 gp	1d4	1d6	×2		2	B	Monk, trip
Katar (punching dagger)	3 gp	1d3	1d4	×3	_	-1	Р	
Liandao (sickle)	7 gp	1d4	1d6	×2		-2	S	trip
Taga (gaff)	5 gp	1d2	1d3	×3	_	-1	P and S	barbed, disarm, trip
Tanto (dagger)	3 gp	1d3	1d4	19–20/×2	15 ft.	-1	P or S	plunge
Toge-tekko (spiked gauntlet)	6 gp	1d3	1d4	×2	—	-1	Р	strapped
One-Handed Melee Weapons								
Gee*	4 gp	1d4	1d6	19–20/×2		-4	P and S	disarm
Konbu Kumade (kelp fork)	4 gp	1d4	1d6	×3	—	-4	Р	
Te-yari (shortspear)	2 gp	1d4	1d6	×2	25 ft.	-3	Р	plunge
Tsuriyari (fisher spear)	3 gp	1d4	1d6	19-20/×2	10 ft.	-3	Р	barbed, plunge
Two-Handed Melee Weapons								
Kai-bo (paddle staff)	10 gp	1d4/1d4	1d6/1d6	19-20/×2	—	-10	S	double, see text
Maru-bo (quarterstaff)	—	1d4/1d4	1d6/1d6	×2	—	-4	В	double, monk
Mao (spear)	3 gp	1d6	1d8	×3	_	-7	Р	brace
Nagae-yari (longspear)	6 gp	1d6	1d8	×3	_	-10	Р	brace, reach
Yari*	4 gp	1d6	1d8	19-20/×2	_	-7	Р	brace
Ranged Weapons								
Biaoqiang (javelin)	2 gp	1d4	1d6	×2	35 ft.	-2	Р	plunge
Ishiyumi (light crossbow)	40 gp	1d6	1d8	19–20/×2	50 ft.	-4	Р	_
Jing (net)	10 gp	_	_	_	10 ft.	-7	_	plunge
Kunai (dart)	1 gp	1d3	1d4	×2	25 ft.	-1	Р	plunge
Oyumi (heavy crossbow)	60 gp	1d8	1d10	19–20/×2	80 ft.	-9	Р	
Shuriken [5]	2 gp	1	1d2	×2	5 ft.	-1	Р	plunge
								1 0
Martial Weapons	Cost*	Dmg (S)	Dmg (M)	Critical	Range	Buoyancy ¹	Type ²	Special
ight Melee Weapons	7	1.14	1.1/			2	C	
Chouna (handaxe)	7 gp	1d4	1d6	×3		-3	S	
Jag-dangpa (short trident)	12 gp	1d6	1d8	×2		-3	Р	_
Kukri	9 gp	1d3	1d4	18-20/×2		-2	S	_
Ninjato (short sword)	11 gp	1d4	1d6	19–20/×2	_	-2	Р	
Spiked armor	special	1d4	1d6	×2	—	special	Р	strapped
Dne-Handed Melee Weapons								
Dangpa (trident)	16 gp	1d6	1d8	×2	—	-4	Р	brace
Guan Dao*	15 gp	1d6	1d8	×3	_	-5	P and S	disarm
Hoko*	12 gp	1d6	1d8	19-20/×2	—	-4	P or S	blocking, brace
Ichida	15 gp	1d4	1d6	19-20/×2	40 ft.	-3	Р	plunge, brace
Leiomano	3 gp	1d4	2d3	×3	_	+3	S and B	_
Qiang*	15 gp	2d3	2d4	×3	_	-3	P and S	_
Sibat*	2 gp	1d4	1d6	×3	10 ft.	-2	P or S	barbed, plunge, see tex

Martial Weapons (cont.)	Cost	Dmg (S)	Dmg (M)	Critical	Range	Buoyancy	Туре	Special
Two-Handed Melee Weapons								1000
Bishamon*	15 gp	1d8	1d10	×3	—	-13	P and S	blocking, brace, trip
Fang Tian Ji*	15 gp	1d8	1d10	19-20/×2	_	-15	P or S	blocking, trip
Fu Pa (dragon fork)	15 gp	1d6	1d8	×3	—	-9	Р	monk
Getsugasan* (monk spade)	20 gp	1d4/1d4	1d6/1d6	×2	_	-10	B or P or S	double, monk
Gin-dangpa (long trident)	20 gp	1d6	1d8	×2	—	-13	Р	reach
Naginata*	35 gp	1d6	1d8	×4	_	-10	S	reach
Omi-yari (greatspear)	40 gp	1d10	2d6	19-20/×2	_	-20	Р	-
Ranged Weapons								
Daikyu (comp. longbow)	110 gp	1d6	1d8	×3	70 ft.	-3	Р	—
Hankyu (comp. shortbow)	80 gp	1d4	1d6	×3	40 ft.	-2	Р	—
Kaiyuan (shortbow)	35 gp	1d4	1d6	×3	30 ft.	-2	Р	-
Yumi (longbow)	80 gp	1d6	1d8	×3	60 ft.	-3	Р	_
Exotic Weapons	Cost*	Dmg (S)	Dmg (M)	Critical	Range	Buoyancy ¹	Type ²	Special
Light Melee Weapons								
Feng Huo Lun (sun wheel)	10 gp	1d3	1d4	×3	_	-1	S	
Kama	3 gp	1d4	1d6	×2		-2	S	monk, trip
Pata*	14 gp	1d4	1d6	×3		-3	Р	performance
Sai	3 gp	1d4	1d6	×2	—	-2	S	monk, trip
Singham	4 gp	1d4	1d6	×2		-1	Р	monk
Tekko-Kagi*	2 gp	1d2	1d3	×2	—	—	Р	disarm, see text
Tail Spikes	10 gp	1d2	1d4	×2		-1	Р	strapped, see text
Tsuribari	5 gp	1d2/1d2	1d3/1d3	×2		-1	Р	double (monk only), monk
Wakizashi*	35 gp	1d4	1d6	18-20/×2		-2	P or S	deadly
Yuanyang Yue*	12 gp	1d4	1d6	19-20/×2		-3	S	blocking, monk
One-Handed Melee Weapons								
Fin Razors	30 gp	1d4	1d6	19-20/×2		-9	S	see text, strapped
Jaw Blades	10 gp	1d6	1d8	×3		-6	Р	strapped, trueform
Jin Qian Chan* (coin spade)	40 gp	1d8	1d10	19-20/×2		-10	S	blocking, monk, performanc
Mori (harpoon)	5 gp	1d6	1d8	×2	25 ft.	-6	Р	plunge, barbed, see text
Narwhal Harness	30 gp	1d4	1d6	19-20/×2	_	-9	Р	strapped, trueform
Sodegarami*	5 gp	1d6	1d8	×3	_	-9	Р	grapple, see text
Tsuki Nari (moon glaive)	20 gp	1d8	1d10	×2	_	-11	S	monk
Zhua*	30 gp	1d4	1d6	×2	_	-6	S	grapple, trip, disarm, monk
Two-Handed Melee Weapons								
Bo*	1 gp	1d4	1d6	×2	—	3	В	blocking, double, monk
Kalawat*	15 gp	2d3	2d4	×2	_	-12	Р	barbed, see text
Kamayari*	20 gp	1d8	1d10	×3	_	-11	P or S	monk
Lang Ya Bang*	60 gp	1d6	1d8	×2		-13	B and P	- 24
Marlin Harness	60 gp	1d6	2d4	19-20/×2		-11	Р	brace, strapped, trueform
Nagamaki*	50 gp	1d6	1d8	18-20/×2	—	-8	S	Deadly
Ranged Weapons	450	1.10	1,110	10, 20 /2	00 GL	10	D	
Chu-ko-nu ¹ , heavy	450 gp	1d8	1d10	19–20/×2	80 ft.	-13	P	14.2.2
Chu-ko-nu ¹ , light	300 gp	1d6	1d8	19-20/×2	50 ft.	-7	P	
Shou-nu (hand crossbow)	150 gp	1d3	1d4	19–20/×2	20 ft.	-2	Р	- 12.04
Shuriyari* [5]	2 gp	1	1d2	×2	10 ft.	-1	Р	-11-1

*This weapon is detailed in this chapter. 1. (Repeating Crossbow)

Armor

The Celadon Shores have many armors unique to this region that characters can draw from. For natives of this realm, use Table 4-4 to determine what types of armor are available.

The dichotomy between fresh and salt water races is especially apparent in their choices and materials of armor. The Empire, who has access to ever-ice, coral, large pieces of chiton, and shark leather will certainly gravitate towards armor made of these materials. The hanran, who can produce auranite, rattan and high-quality silk, will use armor that features these resources.

Some armors, such as haramaki and do-maru can be made of many different types of materials and still retain the same features. Thus, even when two warriors are wearing the same type of armor on the battlefield, it is relatively easy to tell where each hails from by what sort of materials his armor is made of.



RATTAN SHIELD

TABLE 4-4: AQUATIC ARMOR OF THE CELADON SHORES

~		Armor	Maximum A	Armor Check	Arcane Spell	Swim	Speed	
Armor	Cost	Bonus	Dex Bonus	Penalty	Failure	30 ft.	20 ft.	Buoyancy
Light Armor								
Haramaki	3 gp	+1	-	0	0%	30 ft.	20 ft.	-1
Go-Kenkou	30* gp	+1	-	0	0%	30 ft.	20 ft.	-4
Marimo	1 gp	+1	_	-1	0%	30 ft.	20 ft.	0
Suiren	5* gp	+2	+6	-1	15%	30 ft.	20 ft.	-10
Lamellar cuirass	15 gp	+2	+4	0	5%	30 ft.	20 ft.	-8
Lamellar, shark leather	60* gp	+4	+3	-2	20%	30 ft.	20 ft.	-25
Medium Armor								
Do-maru	200 gp	+5	+4	-4	25%	20 ft.	15 ft.	-30
Kikko	30 gp	+5	+4	-3	20%	20 ft.	15 ft.	-25
Lamellar, chitin	100* gp	+5	+3	-4	25%	20 ft.	15 ft.	-30
Teng jia	35* gp	+6	+3	-5	25%	20 ft.	15 ft.	+15
Huxinjing	45 gp	+6	+2	-5	30%	20 ft.	15 ft.	-45
Lamellar, seashell/clamsh	ell 200 gp	+6	+3	-4	30%	20 ft.	15 ft.	-40
Heavy Armor								
Lamellar, ever-ice	350* gp	+7	+1	-7	35%	20 ft.	15 ft.	+20
Lamellar, auranite	400 gp	+7	0	-7	40%	20 ft.	15 ft.	-250
Tatami-do	1,000 gp	+7	+3	-6	35%	20 ft.	15 ft.	-150
O-yoroi	1,700 gp	+8	+2	-6	35%	20 ft.	15 ft.	-300
Lamellar, coral	500* gp	+8	0	-7	40%	20 ft.	15 ft.	-200
Shield (in addition to those off	fered in the (Cerul	ean Seas (Campaign S	Setting)			
Light shield, rattan	3* gp	+1	_	-1	5%	_	—	+5
Heavy shield, rattan	7* gp	+2		-3	15%			+15

*This price may be doubled in regions where the materials of this product are not produced.



Armor of Celadon Shores

Described below are the common armor types of this realm.

Do-maru: The lightest of all samurai armors, do-maru wraps around your body like a short armored coat. It consists primarily of lamellar and lacks a solid breastplate or sleeves. This permits you greater flexibility than do heavier armors.

Go-Kenkou: This silken ceremonial armor is used for formal displays or occasionally worn (albeit with no additional benefit) over heavier armor, these robes consist of several layers of cloth and an outer layer of silk intricately woven with gold brocade designs and covered with metal studs.

Haramaki: Also called a belly-warmer, a haramaki is a simple silken sash lined with articulated metal plates and tied about the stomach to protect it.

Huxinjing: This armor consists of four plates harnessed together with leather shoulder

straps. Two round plates protect your front and back, while two smaller rectangular plates cover the sides of the torso. Also known as four-mirror armor, it is worn over shark leather or auranite chainmail to provide added protection, and comes with a spiked helmet.

Kikko: Kikko armor consists of hexagonal plates made from metal and sewn to cloth. The plates may be hidden by a layer of cloth or left exposed.

Lamellar: Lamellar is a type of armor in which small plates of various types of materials are strung together in parallel rows using fine cord. Lamellar plates can be constructed from lacquered shark leather, chitin, or even coral, though seashell and auranite are most common. Lamellar armor can be crafted into various shapes, including partial pieces such as breastplates, greaves, or even entire coats. The properties of specific suits and pieces of lamellar armor are determined by their material. **Marimo Yoroi:** Marimo yoroi or moss-ball armor is a cloth garment covered in thick, hairlike green algae. It is grown rather than made and can be considered to contain living plants and may be subject to spells that effect plants (like *entangle*). Marimo provides a +3 concealment bonus to hide checks in natural surroundings that contain vegetation.

Marimo can also be added to other armors (for the same cost as the armor by itself), although only light armor gains an armor benefit. The affected armor must be slathered in a tar-like, nitrate-rich poultice that is inundated with special algae spores. Overnight, the armor erupts in a fuzzy green coat and gains a +1 armor bonus and an additional -1 armor check penalty. It can be deliberately scraped or boiled off with about an hour's worth of work, otherwise it usually grows back within a day or two, even after serious damage.

Marimo is often used to accent o-yoroi armor and mempo (samurai armor masks). It is applied on these armors as a sort of artificial hair to make the wearer look fiercer. Marimo is usually bright green, but can be purchased in brown, brick-red, gold and cyan for double its normal cost. Marimo can be grown in fresh or saltwater, but each is a different species. If either species is immersed in non-native water for more than 24 hours will die and drop off, re-growing only after 24 hours in its native water.

O-yoroi: Worn almost exclusively by highranking samurai, o-yoroi—or "great armor"—is a heavy combat armor that consists of various supplementary components that include both plate and lamellar elements. Each suit is crafted for a specific individual and displays the owner's aesthetic. Upon completion, the suit is colored and sealed with a final lacquer finish. The centerpiece of o-yoroi is a cuirass consisting of two parts-a separate reinforcement for the right side called a waidate, and a kikko cuirass. The upper part of the waidate consists of a leather-covered auranite plate. The cuirass's leather shoulder strapscalled watagami-are likewise armored with metal plates. Affixed to the cuirass are a number of supplementary pieces, including

wide lamellar shoulder guards, a kikko

sleeve for the shield arm, lacquered auranite greaves worn over padded silk leggings, and a groin protector. Still, the signature component of each suit of armor is the tiered kabuto helmet and its accompanying mempo mask. Mempo masks can be made of hardened leather or metal and are fashioned into fearsome visages such as oni, dragons, or other mythical beings.

Rattan Shield: These round, wicker shields are lightweight and buoyant. In addition, due to their light weight and low water resistance (it is full of tiny holes and lets some water permeate through it), rattan shields can break the underwater rule about no heavy shields. Though a heavy rattan shield can be used effectively aquatically, it is still a bit more cumbersome than heavy shields used on land.

Suiren Yoroi: Suiren yoroi, or water lily armor, is a freshwater armor crafted from especially hardy, live lily pads. Underneath the large circular leaves, the cord-like stems have been woven tightly together crafting a formfitting garment. The root is left intact, and woven into pockets throughout the armor. Suiren voroi can be considered to contain living plants and may be subject to spells that effect plants (like entangle). This armor provides a +3 concealment bonus to hide checks in natural surroundings that contain water lilies. Occasionally, the armor will sprout several beautiful pink flowers that can be harvested without ill affect. If suiren yoroi is immersed in saltwater or left unsubmerged for more than 24 hours it will die, turn brown, and loose its armor bonus after 3d4 days. Otherwise, with minor upkeep, occasional sunlight, and selfhealing, the suiren yoroi remains vibrant indefinitely.

Tatami-do: Worn by samurai as a lighterweight alternative to o-yoroi, tatami-do is a fullbody field armor that combines both metal lamellar and kikko components into a suit of mail with a cloth backing. It typically includes a collapsible kabuto helmet or an armored hood, as well as arm, shoulder, and thigh guards.

Teng jia: This rattan armor is both lightweight and buoyant. In appearance, teng jia is put together similarly to plate armor and includes a helmet as well as arm and leg guards, also made of wicker.

Hitogoi Inventions

Hitogoi have many ingenious inventions. A few of them are described below along with their statistics.

Bioluminescence Blocker: Small packets of dark fluid, bioluminescence blockers require a ranged touch attack to hit. If it strikes a target that possesses bioluminescence, that target must make a DC 14 Fortitude save or lose the ability to bioluminesce for 2d6 rounds. A bioluminescence blocker weighs -1 bu and costs 20 gp. This is an alchemical item.

Breather: A breather is a complex device that is partly cog powered and partly alchemical. It allows the wearer to breathe salt water and air as naturally as fresh water. A salt water native wearing one of these must make a DC 15 Fortitude save each round or be fatigued until the device is removed and they return to salt water. Fresh to salt versions of these devices exist for the same cost. A breather weighs -10 bu and costs 500 gp. **Expiration:** 3d4 years, **Maintenance:** 5 gp., **Mechanical DC:** 23.

Chudian Daodan: This self-propelled ranged weapon consists of a metallic ball that is about one and a half inches in diameter and mounted on a spring-load propeller. An internal gyroscope keeps it from spinning wildly out of control. It deals electrical damage on impact, and on following rounds deals damage whenever the target moves, once per round for 2d4 rounds. Critical hits only apply to the initial hit. A non-aquatic version with the same statistics also exists in the form of a bola. **Expiration:** 3d4 weeks, **Maintenance:** 1 gp., **Mechanical DC:** 17.

Qia Zhan Shu: This is a simple mechanized pincer that fits over the hand like a gauntlet and can be used as a weapon and to assist in a grapple. **Expiration:** 1d6 years, **Maintenance:** 5 sp., **Mechanical DC:** 19. **Shou Chong:** This heavy rifle-like weapon uses water pressure to launch chudian qiu (basically chudian daodan without the propeller) at the opponent. A non-aquatic version of this weapon also exists that uses pressurized air and has a range of 80 feet (out of the water). **Expiration:** 6d6 months, **Maintenance:** 5 gp., **Mechanical DC:** 20.

Speed Tail: This mechanical fish tail fits over a biped's legs from the knees down. When active, it adds +10 to the wearer's base swim speed when moving in a straight line, or -10 to the wearer's base swim speed if they move in anything other than a straight line. It takes a full round action to take the speed tail on and off. It weighs -80 bu and costs around 100 gp for a Mediumsized creature, +/- 10% for each size category up/down. **Expiration:** 3d6 months, **Maintenance:** 5 gp., **Mechanical DC:** 21.

Squidder: A squidder is a backpack that is typically used to escape danger. It contains a volume of water under high pressure, and can be triggered as a free action. The pack moves a Medium-sized or smaller wearer at a speed of 240 feet per round for 1 round. The wearer may only move in a straight line, as a full round action, and the movement does not provoke an attack of opportunity. The pack is destroyed after usage. A squidder weighs -20 bu and costs 75 gp. **Expiration:** 4d12 months, **Maintenance:** 2 gp., **Mechanical DC:** 16.

Yulei Pingzi: This non-mechanical item is simply an expertly crafted bottle with missile-like fins, designed to crack open on the slightest impact with the bottom of the bottle (thus these bottles are often kept in sea-sponge lined containers). It allows the user to fill these bottles with acid, contact poison, or alchemical substances (including alchemist bombs) and plunge them at greater-than-normal range. A typical yulei pingzi weighs about -1 bu (or +1 bu if half filled with air) and costs 1 gp.

Exotic Weapons* (Hitogoi)	Cost*	Dmg (S)	Dmg (M)	Critical	Range	Buoyancy ¹	Type ²	Special
Chudian daodan (ranged)	25 gp	1d3	1d4	×3	10 ft.	-2	—	see text
Qia zhan shu (light melee)	30 gp	1d4	1d6	×2	_	-3	S	grapple
Shou chong (ranged)	150 gp	1d4	1d6	19-20/×2	50 ft.	-8	_	see text
Chudian qiu (ammo)	1 gp ea.					-1		see text
Yulei pingzi (ranged)	1 gp	0	0	×2	40 ft.	-1	В	plunge, see text

TABLE 4-5: HITOGOI WEAPONS

*Hitogoi are always proficient with yulei pingzi, and treat the weapons listed above (as well as any weapon with the word "hitogoi" in its name) as a martial weapon.



A. BreatherC. Chudian Qiu (Ammo)E. Hitogoi Chudian DaodanG. Speed TailB. Qia Zhan ShuD. Hitogoi Shou ChongF. Hitogoi Yulei PingziH. Squidder

New Feats

The following feats are unique to the Celadon Shores campaign setting:

ADDITIONAL ASSAULT

You can channel an elemental attack an additional time per day of a different energy type.

Prerequisites: character level 4th, lesser kamigei **Benefit:** You gain an additional mystical assault per day. Its energy type will be of other element that you did not chose at 1st level, but that was an option at that time.

ADEPT CHELIPEDS

You can use your chelipeds as an extra hand.

Prerequisites: Dex 13, Weapon Focus (claws), heikegani.

Benefit: By using both of your chelipeds together, you can emulate one extra arm. You can wield an addition weapon with this virtual arm, but only one hand is its primary hand, and all others are off hands. You can also use this "hand" for other purposes that require a free hand.

BRAINIAC

You inherited a knack for engineering from your father. **Prerequisites:** Int 13, Knowledge (engineering) 2

ranks, river ningyo. **Benefit:** You gain a +2 racial bonus on Craft (mechanical) checks, and are considered a hitogoi in regards to maintaining and crafting hitogoi inventions. In addition, you treat any weapon with the word "hitogoi" in its name as a martial weapon.

EVISCERATING BITE (COMBAT)

Your teeth are especially large and sharp.

Prerequisites: Base attack bonus +5, samebito. **Benefit:** Your natural bite attack does 1d6 damage and has a critical threat range of 19-20/×2.

FEROCIOUS VISAGE

You can appear much scarier than you actually are.

Prerequisites: Cha 13, Intimidate 3 ranks, uobei. **Benefit:** Through posturing, flaring your gills, and flexing your muscles you can add double your Charisma modifier when making Intimidate checks.

FORGE OF ETERNITY

Items made with your mystic forge ability are permanent.

Prerequisites: character level 7th, heikegani. **Benefit:** Your mystic forge ability creates permanent items rather than items that revert back to their original form after 10 minutes.

FUEL MANEUVER

You can channel the power of your element into performing combat maneuvers.

Prerequisites: Elemental lash class feature, base attack bonus +5.

Benefit: While using your elemental lash class feature, as a swift action at the start of your turn, you can forgo the energy damage and instead gain half that damage as a bonus on combat maneuver checks against the target of your lash. The effects of your elemental lash feature return to normal at the start of your next turn.

GADGET VIRTUOSO

You have a knack with hitogoi mechanisms.

Prerequisites: Knowledge (engineering) 3 ranks, hitogoi.

Benefit: You gain a bonus to Craft (mechanical) checks equal to your ranks in your Knowledge (engineering) skill when building or maintaining hitogoi mechanical items. In addition, you can maintain these items for free.

GLOWING WOUNDS

You have retained some of your ability from your youth. **Prerequisites:** Suibo.

Benefit: Wounds caused by your stinging tendrils racial ability glow brightly for 1 hour, attracting the attention of wandering predators. The glow is suppressed out of the water, but resumes instantly once the body part is re-submerged.

GREATER ASSAULT

Your mystical assaults do more damage on a critical hit.

Prerequisites: character level 11th, lesser kamigei

Benefit: Instead of an extra point of energy damage, your mystical assault does 1d6 energy damage on a successful critical hit.

Feat	Prerequisites	Benefits				
Additional Assault	Character level 4th, lesser kamigei	Channel an elemental attack an additional time				
		per day of a different energy type				
Adept Chelipeds	Dex 13, Weapon Focus (claws),	Use your chelipeds as an extra hand				
	heikegani					
Brainiac	Int 13, Knowledge (engineering) 2	Knack for working with hitogoi items				
	ranks, river ningyo					
Eviscerating Bite ¹	Base attack bonus +5, samebito	Teeth are especially large and sharp				
Ferocious Visage	Cha 13, Intimidate 3 ranks, uobei	Appear much scarier than you actually are				
Forge of Eternity	Character level 7th, heikegani	Items made with your mystic forge ability are				
		permanent				
Fuel Maneuver	Elemental lash class feature, base	Channel the power of your element into				
	attack bonus +5 [.]	performing combat maneuvers				
Gadget Virtuoso	Knowledge (engineering) 3 ranks,	Gain a knack with hitogoi mechanisms				
	hitogoi					
Glowing Wounds	Suibo	Retain glowing wounds ability from youth				
Greater Assault	Character level 11th, lesser kamigei	Mystical assaults do more damage on a critical				
		hit				
Greater Elemental Touch	Wis 13, touch of the elements class	Touch of the elements does more damage				
	feature					
Wrath of the Five	Wis 19, Greater Elemental Touch,	Instantly kill an opponent with touch of the				
	touch of the elements class feature	elements				
Hardy brawler ¹	Con 13, uobei	Shrug off non-lethal blows without effect				
Iron Shell	Sea kappa [.]	Your carapace is especially thick				
Koi Shape	Hitogoi	Take the shape of a koi fish				
Mob Mentality	Safety in numbers class feature	Use safety in numbers to give you a bonus to				
		attack instead of defense				
Mystical Attunement	Lesser kamigei	Gain more energy resistance				
Mystical Resistance	Character level 7th, lesser kamigei	Become more resilient against your chosen				
		element				
Pack Mentality	Safety in numbers class feature,	Grant a nearby teammate the advantage of one				
	bonus teamwork feat granted by	teamwork feat				
	class [.]					
Powerful Wings	Str 13, Skill Focus (Fly), benitsuru	You are especially adept at flying				
Screech	Suibo	Retain screech ability from youth				
Shark Nosed	Samebito	Have the keen senses of a full-blooded shark				
Shell Shock ¹	Base attack bonus +3, sea kappa	Bash opponents with your carapace				
Spider Venom	Mizugumo	Your saliva can be used to envenom weapons				
Thousand Faces	River ningyo	Humanoid form ability allows you to change				
	<u>.</u>	shape with less restrictions on form				
Undead Beast	Charisma 18, animal companion class	Have an undead animal companion				
	ability, spiritual bond class ability,	1				
	beast of legend class ability					
Undying Hope	Benitsuru	Reroll saves that kill you if you miss				
Web-slinger	Base attack bonus +3, mizugumo	Use web like a lasso				

TABLE 4-6: AQUATIC FEATS OF THE CELADON SHORES

¹This is a combat feat for those that qualify for it and can be selected as a fighter bonus feat.

GREATER ELEMENTAL TOUCH

Your touch of the elements does more damage.

Prerequisites: Wis 13, touch of the elements class feature.

Benefit: When damaging an opponent with your touch of the elements class ability, the victim takes an additional 1d6 points of energy damage of the same type at the start of your next turn.

HARDY BRAWLER (COMBAT)

You can shrug off non-lethal blows without effect.

Prerequisites: Con 13, uobei.

Benefit: You gain DR against nonlethal damage equal to your Constitution modifier.

IRON SHELL

Your carapace is especially thick.

Prerequisites: Sea kappa.

Benefit: You gain an additional +1 natural armor bonus for having an exceptionally thick carapace.

Special: You can take this feat three additional times, each time adding +1 to your natural armor bonus, to a maximum of +6.

KOI SHAPE

You inherited some innate magic from your mother.

Prerequisites: hitogoi.

Benefit: You have the supernatural ability to assume the appearance and mobility of a Mediumsized koi fish (swim 60 ft, racial buoyancy -25^B). You gain a +10 racial bonus on Disguise checks made to appear as a normal fish. Changing shape is a standard action. This trait otherwise functions as alter self, save that you do not adjust your ability scores.

MOB MENTALITY

Use your safety in numbers to give you a bonus to attack instead of defense.

Prerequisites: Safety in numbers class feature.

Benefit: At the beginning of your round if you are benefiting from your safety in numbers class feature, you can allot some or all your dodge bonus for that entire round from this ability to a morale bonus on the attack roll for your first attack during that round.

MYSTICAL ATTUNEMENT

You have mastered the elements within.

Prerequisites: Lesser kamigei

Benefit: You gain resistance 5 acid. If you already have that, then you instead gain resistance 5 to one of the following energy types that correspond to the other mystical element that you have ties to: cold (air), electricity (metal), sonic (wood), or steam (fire).

MYSTICAL RESISTANCE

You become more resilient against your chosen element.

Prerequisites: character level 7th, lesser kamigei **Benefit:** You gain +5 energy resistance to the energy resistance type that you chose at 1st level.

PACK MENTALITY

You can grant a nearby teammate the advantage of one of your teamwork feats.

Prerequisites: Safety in numbers class feature, bonus teamwork feat granted by class.

Benefit: Once per day as a standard action, you may grant one of your bonus teamwork feats to a single ally within 5 feet who can see and hear you. This ally benefits from the feat for 2 rounds plus 1 round for every three levels you possess.

POWERFUL WINGS

You are especially adept at flying.

Prerequisites: Str 13, Skill Focus (Fly), benitsuru. **Benefit:** Your fly speed increases to 80 feet (good). You do not need to make a fly check to surface from the water and fly in the same round.

Normal: A DC 20 fly check is required to move from underwater to the air in the same round. Failure means that you cannot fly this round.

SCREECH

You have retained some of your ability from your youth. **Prerequisites:** Suibo.

Benefit: Once per day as a standard action, you can screech loudly, affecting a 10-foot-radius burst; those who are affected are stunned for 1 round unless they make a Fortitude save, DC 10 + 1/2 the suibo's Hit Dice + the suibo 's Charisma modifier.

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SHARK NOSED

You have the keen senses of a full-blooded shark.

Prerequisites: Samebito.

Benefit: Your scent range extends to 180 feet and you can smell blood in the water up to a mile away (and evoke a blood frenzy as a result, if you are willing and able to).

SHELL SHOCK (COMBAT)

You can bash opponents with your carapace.

Prerequisites: base attack bonus +3, sea kappa.

Benefit: Your carapace can be considered a heavy shield in regards to shield bash attacks (including feats relating to shield bash attacks, such as Improved Shield Bash), though it does not require an off-hand to use as an attack.

SPIDER VENOM

Your saliva can be used to envenom weapons.

Prerequisites: mizugumo.

Benefit: A number of times per day equal to your Constitution modifier (minimum 1/day), you can envenom a weapon that you wield with your toxic saliva. Applying venom in this way is a swift action. You are immune to your own venom.

Mizugumo Venom: Injury; save Fort DC 10 + 1/2 the mizugumo's Hit Dice + the mizugumo 's Constitution modifier; frequency 1/round for 6 rounds; effect 1d2 Str; cure 1 save.

Normal: The average mizugumo does not have venomous saliva.

THOUSAND FACES

Your humanoid form ability allows you to change shape with less restrictions on form.

Prerequisites: River ningyo.

Benefit: You can use the humanoid form racial ability to assume the form of any human or river ningyo.

Normal: Though you can appear human using the humanoid form ability, you cannot alter your appearance significantly enough to not be recognized by those who know you in your ningyo form.

UNDEAD BEAST

Your animal companion is dead, and you are okay with that.

Prerequisites: Charisma 18, animal companion class ability, spiritual bond class ability, beast of legend class ability

Benefit: Instead of a magical beast, your companion is now considered undead. It gains channel resistance +2, DR 5/silver, resist cold and electricity 10, and fast healing 2. When it is slain, you can raise it again using your spiritual bond class feature, though the creature retains its undead status and abilities, and neither of you suffer the -1 penalty on attack and weapon damage rolls associated with this use of the ability.

UNDYING HOPE

Your luck at avoiding misfortune is legendary.

Prerequisites: Benitsuru.

Benefit: Any failed saving throw that you roll that would result in you going unconscious or dying may be rerolled, and you may take the better result.

WEB-SLINGER

You can shoot web and entangle opponents.

Prerequisites: Base attack bonus +3, mizugumo. **Benefit:** In place of creating a 30' length of silk rope, you can instead create a lasso (ADVANCED PLAYER'S GUIDE) as a swift action and use it to attack in the same round. This lasso works underwater without penalty if you wield it during the round it is created.

WRATH OF THE FIVE

By using touch of the elements, you can instantly kill an opponent.

Prerequisites: Wis 19, Greater Elemental Touch, touch of the elements class feature.

Benefit: You can expend 10 uses of touch of the elements to affect the victim of your touch attack with the equivalent of a *finger of death* spell as if cast by a druid of your character level, though all damage dealt by the spell is considered to be the same energy type as your touch of the elements attack.

Spells

This section contains new spells common to the Celadon Shores.

Celadon Shores Spell Lists

Below are two spell lists that cannot be found in the Cerulean Seas corebook, the godaikishi and the aquatic bard. Spells with no superscript notation can be found in the PATHFINDER ROLEPLAYING GAME core rulebook.

- ¹These spells are detailed in this chapter.
- $^2\,Ultimate\,Magic,\,^3Ultimate\,Combat,$
- $^4\text{Advanced Player's Guide, }^5\text{Advanced Class Guide,}$
- ⁶ Advanced Race Guide, ⁷ Cerulean Seas: Indigo Ice,
- $^{8}\,Cerulean\,Seas\,Campaign\,Setting\,core\,rulebook.$

Godaikishi Spells

Complete Godaikishi Spell List

- 1st-Level Godaikishi Spells— air bubble³, alter currents⁸, body capacitance⁵, boiling disarm¹, boiling hands⁸, bubble bob⁸, commune with fish¹, corrosive touch², create air⁸, ear-piercing scream², endure elements, endure pressure⁸, energy weapon¹, freshwater adaptation⁸, frost⁷, hand of ice¹, hydraulic push⁴, icicle dagger², neutralize buoyancy⁸, shock shield³, shocking grasp, slippery ice⁸, touch of mystic fire¹, wave shield⁵.
- 2nd-Level Godaikishi Spells acid arrow, boiling bubble⁸, boiling gaze⁸, boiling jet⁸, communal endure elements³, defensive shock², elemental touch⁴, frigid touch², frost fall³, molten sphere¹, red-hot shuriyari¹, resist energy, shatter, slipstream⁴, sonic scream⁵, steam breath⁸, stormfire⁸, undertow⁸, water stride¹, zone of sweetwater¹.
- 3rd-Level Godaikishi Spells air geyser⁵, cloak of waves⁸, communal resist energy³, electric arrow⁸, electrical surge⁸, elemental aura⁴, heart of the metal⁵, ice armor⁸, mageboil⁸, protection from energy, silver darts⁵, trial of the benitsuru¹, trial of the heikegani¹, trial of the mizugumo¹, trial of the suibo¹, water wall⁸.
- 4th-Level Godaikishi Spells air walk, boil trap⁸, boiling shield⁸, communal protection from energy³, creeping ice⁵, detonate⁴, elemental body I, frazil ice⁸, geyser⁴, greater boiling bubble¹, river at sea⁸, shout, vitriolic mist², volcanic vent⁸, wall of ice, wall of steam⁸.

New and Altered Godaikishi Spells 1ST-LEVEL GODAIKISHI SPELLS

Boiling Disarm: Heat up an opponent's weapon to disarm them. Commune with Fish: Converse with the local fish. Energy Weapon: Imbue your weapon with elemental energy. Hand of Ice: Turn one of your arms into a weapon of frost. Touch of Mystic Fire: Set targets ablaze with mystic fire.

2ND-LEVEL GODAIKISHI SPELLS

Molten sphere: Lob a globe of molten metal at your opponent. Red-Hot Shuriyari: Throw a red-hot shuriyari and do steam damage.

Water stride: Walk just above the water.

Zone of Sweetwater: Create a zone of water habitable to all aquatic creatures.

3RD-LEVEL GODAIKISHI SPELLS

Trial of the Benitsuru: Your touch barrages target with acid and cold damage.

Trial of the Heikegani: Your touch barrages target with acid and electricity damage.

Trial of the Mizugumo: Your touch barrages target with acid and sonic damage.

Trial of the Suibo: Your touch barrages target with acid and steam damage.

4TH-LEVEL GODAIKISHI SPELL

Boiling Bubble, Greater: Like boiling bubble, but bigger.

Aquatic Bard Spells

Complete Aquatic Bard Spell List

- **0-Level Aquatic Bard Spells** dancing lights, daze, detect magic, electrify⁸, flare, ghost sound, haunted fey aspect³, know direction, light, lullaby, mage hand, mending, message, open/close, prestidigitation, read magic, resistance, sift⁴, summon instrument, unwitting ally⁴.
- 1st-Level Aquatic Bard Spells—abundant ammunition³, adjuring step³, adoration³, alarm, alter musical instrument⁵, animate rope, anticipate peril², beguiling gift⁴, blurred movement⁵, borrow skill⁴, bubble bob⁸, cause fear, charm person, chord of shards², compel hostility³, comprehend languages, confusion, lesser cure light wounds, dancing lantern⁴, delusional pride², detect secret doors, discern next of kin⁵, disguise self, disguise weapon⁵, ear-piercing scream², erase, flare burst⁴, forced quiet², fumbletongue², glue seal⁵, gong of pursuit¹, heightened awareness⁵, hideous laughter, hunter's lore³, hypnotism, identify, innocence⁴, invigorate⁴, invisibility alarm⁵, jitterbugs⁶, jury-rig³, ki arrow², liberating command³, lock gaze³, magic aura, magic mouth, memorize page⁵, memory lapse⁴, moment of greatness³, negative reaction³, neutralize buoyancy⁸, obscure object, play instrument², recharge innate magic⁶, remove *fear, restful sleep*⁴*, saving finale*⁴*, see alignment*³*, share language*⁴*,* silent image, sleep, slippery ice⁸, solid note⁴, summon minor monster², summon sea monster I⁸, swift retreat⁸, timely inspiration⁴, toilsome chant⁶, touch of gracelessness⁴, undetectable alignment, unnatural lust², unprepared combatant², unseen servant, vanish⁴, ventriloquism, vocal alteration², youthful appearance².
- 2nd-Level Aquatic Bard Spells— acute senses², allegro², alter self, animal messenger, animal purpose training⁵, animal trance, anonymous interaction⁵, aquatechnics⁸, bestow insight⁶, blindness/deafness, blood biography⁴, blur, boiling blood², boiling invective¹, bullet ward⁵, cacophonous call⁴, calm emotions, communal share language³, commune with fish¹, compassionate ally², contingent action⁵, create treasure map⁴, cure moderate wounds, darkness, daze monster, delay pain², delay poison, detect thoughts, discovery torch³, disguise other², distracting cacophony², distressing tone², dolphin's grace⁸, dust of twilight⁴, enter image⁴, enthrall, escaping ward⁶, focused scrutiny⁵, gallant inspiration⁴, ghostbane dirge⁴, ghostly disguise², glitterdust, haunting mists², heightened reflexes⁵, heroic fortune⁴, heroism, hidden speech⁴, hold person, honeyed tongue⁴, hypnotic pattern, imperial waterworks¹, investigative mind⁵, invisibility, locate object, mad hallucination², marching chant⁵, masterwork transformation², mindlocked messenger⁵, minor image, mirror image, misdirection, miserable pity², muffle sound⁵, octopus's cunning⁸, oppressive boredom², osprey's splendor⁸, path of glory⁵, piercing shriek², pilfering hand³, qualm³, rage, reckless infatuation², returning weapon³, scare, shadow anchor⁶, share memory², shatter, silence, silent table⁵, silk to steel², sonic scream⁵, sound burst, steal voice², suggestion, summon school⁸, summon sea monster II⁸, tactical acumen³, technoboom¹, tongues, unadulterated loathing², versatile weapon⁴, wartrain mount², water stride¹, whispering waves8, zhua of lamprey1.
- 3rd-Level Aquatic Bard Spells— adjustable disguise⁵, aqueous form¹, arcane concordance⁴, blink, blot, charm monster, clairaudience/clairvoyance, communal delay poison³, communal returning weapon³, communal tongues³, confusion, control summoned creature², coordinated effort⁴, crushing despair, cure serious wounds, curse of disgust², daylight, death from below⁶, deep *slumber*, *dispel magic*, *displacement*, *elemental speech*⁴, *exquisite* accompaniment², fear, fearsome duplicate⁶, flexible fury⁵, glibness, good hope, haste, haunting choir², illusory script, lesser geas, mass bubble bob⁸, mass invigorate⁴, invisibility sphere, jester's jaunt⁴, major image, malicious spite², minor dream⁶, overwhelming grief², phantom mount⁸, pierce disguise⁵, prehensile pilfer⁶, purging finale⁴, raging rubble⁶, rain of frogs², remove curse, reviving finale⁴, screwy squid¹, scrying, sculpt sound, secret page, see invisibility, seek thoughts⁴, sepia snake sigil, slow, smug narcissism², speak with animals, summon sea monster III⁸, terrible remorse², thunderous drums⁴, tiny hut, triggered suggestion⁵, vision of hell², wall of jellyfish⁸, wall of nausea⁵, witness².

- 4th-Level Aquatic Bard Spells— adjustable polymorph⁵, break enchantment, communal phantom mount¹, contingent scroll⁵, cure critical wounds, dance of a hundred cuts², denounce⁴, detect scrying, dimension door, discordant blast⁴, dominate person, echolocation², envious urge², feast on fear⁵, forgetful slumber⁶, freedom of movement, greater invisibility, greater path of glory⁵, hallucinatory terrain, heroic finale⁴, hold monster, legend lore, locate creature, mass daze², mass ghostbane dirge⁴, mass heroic fortune⁴, modify memory, neutralize poison, nixie's lure⁶, primal scream², rainbow pattern, repel vermin, secure shelter, serenity², shadow conjuration, shadow step², shocking image³, shout, sonic thrust², speak with plants, summon sea monster IV⁸, treasure stitching⁴, utter contempt², virtuoso performance², wall of blindness/deafness⁵, wall of sound², wandering star motes⁴, zone of silence.
- 5th-Level Aquatic Bard Spells— bard's escape ⁴, cloak of dreams⁴, deafening song bolt⁴, dream, false vision, foe to friend⁴, frozen note⁴, greater dispel magic, greater heroism, jellyfish zhua¹, joyful rapture², ki shout², mass cacophonous call⁴, mass cure light wounds, mass suggestion, mind murk⁸, mirage arcana, mislead, nightmare, persistent image, phantasmal net⁸, resonating word², seeming, shadow evocation, shadow walk, shadowbard², song of discord, stunning finale⁴, summon sea monster V⁸, unwilling shield⁴, vengeful outrage².
- 6th-Level Aquatic Bard Spells— analyze dweomer, animate objects, brilliant inspiration⁴, dance of a thousand cuts², deadly finale⁴, euphoric tranquility⁴, eyebite, find the path, fool's forbiddance⁴, geas/quest, getaway⁴, greater scrying, greater shout, heroes' feast, irresistible dance, magnifying chime⁵, mass charm monster, mass cure moderate wounds, mass dolphin's grace⁸, mass octopus's cunning⁸, mass osprey's splendor⁸, overwhelming presence², permanent image, pied piping⁴, programmed image, project image, sonic form⁵, summon sea monster VI⁸, sympathetic vibration, veil, waves of ecstasy², zhua of eels¹.

New and Altered Bard Spells

1ST-LEVEL AQUATIC BARD SPELL

Gong of Pursuit: Create three tones heard miles away.

2ND-LEVEL AQUATIC BARD SPELLS

Boiling Invective: Use a musical note to boil your opponents. **Commune with Fish:** Converse with the local fish.

Imperial Waterworks: Create a display of dragon-like water fountains.

Technoboom: Cause mechanical items to emit a surprising sound.

Water Stride: Walk just above the water.

Zhua of Lamprey: Create a zhua composed of lamprey.

3RD-LEVEL AQUATIC BARD SPELL

Screwy Squid: Summon a school of ransacking squid.

4TH-LEVEL AQUATIC BARD SPELL

Phantom Mount, Communal: Communal version of phantom mount.

5TH-LEVEL AQUATIC BARD SPELL

Jellyfish Zhua: Create a zhua composed of jellyfish.

6TH-LEVEL AQUATIC BARD SPELL

Zhua of Eels: Create a zhua composed of electric eels.

Undersea Spells of Nikaikoku

The following powers are presented in alphabetical order. These spells do not function outside of water and their effects do not extend beyond the water's surface unless noted otherwise.

BOILING BUBBLE, GREATER

School evocation [steam]; Level godaikishi 4, kahuna 4, magus 4, sorcerer/wizard 4

Saving Throw Reflex negates (see text); Spell Resistance yes

This spell functions as boiling bubble (CERULEAN SEAS CAMPAIGN SETTING), except that it deals 6d6 points of steam damage to any creature it strikes.

BOILING DISARM

School transmutation [steam]; Level cleric/oracle 1, godaikishi 1, kahuna 1, sorcerer/wizard 1

Casting Time 1 standard action

Components V, S

Range Short (25 ft. + 5 ft./2 levels)

Target Held metal item of one creature or -15 bu. of unattended metal

Duration Instantaneous

Saving Throw Reflex negates (object, see text); Spell Resistance Yes (object)

This spell causes a metal object to instantly become red hot. A creature holding the item may attempt a Reflex save to drop it and take no damage (even if it is not their turn), otherwise the hot metal deals 1d4 points of steam damage per caster level (maximum 5d4). Circumstances that prevent the creature from dropping the item (such as a locked gauntlet) mean the creature gets no saving throw. The heat does not harm the item, and it does not get hot enough or last long enough to create copious amounts of steam. The item cools to its previous temperature almost instantly.

BOILING INVECTIVE

School evocation [steam, language-dependent]; Level alchemist 2, bard 2, inquisitor 2 Casting Time 1 standard action Components V, S Range personal Area 30-ft. radius Duration instantaneous

Saving Throw none; Spell Resistance special, see below You unleash an insulting tirade so vicious and spiteful that enemies who hear it are physically scorched by your fury. When you cast this spell, make an Intimidate check to demoralize each enemy within 30 feet of you. Enemies that are demoralized this way take 1d10 points of steam damage. Spell Resistance can negate the steam damage caused by this spell, but does not protect the creature from the demoralizing effect.

COMMUNE WITH FISH

School divination; Level bard 2, godaikishi 1, kahuna 1, ranger 1, sorcerer/wizard 2, witch 2 Casting Time 1 standard action Components V, S Range personal Target you

Duration 10 minutes; see text

You utter a question in the form of a low-frequency drumming that can be heard up to a mile away, and can understand the responses given by fish in the area. Over the next 10 minutes, fish reply as if you had asked them the question using *speak with animals*, giving you a general consensus answer to the question based on their knowledge. For example, you could ask if there is a water current in the area, the location of predators or other creatures, directions to a volcanic vent or other natural features, and so on, and the local fish communities would answer to the best of their ability.

If there are no fish in range, the spell has no effect and you do not get a response. Any creature using *speak with animals* (or a similar ability) who hears this fish call can understand your question, though it may not be able to reply in a way you can hear.

ENERGY WEAPON

School transmutation (see text); Level godaikishi 1, kahuna 1, sorcerer/wizard 1 Casting Time 1 standard action Components V, S, F Range touch Target 1 weapon Duration 1 round/level Sching Thraw genes Scall Basistence as

Saving Throw none; Spell Resistance no

Casting this spell sheaths one weapon in one of five energy types of the caster's choice (acid, cold, steam, electricity, or sonic). For the duration of the spell, the enchanted weapon deals an additional 1d6 damage of the energy type chosen on a successful hit. The elemental energy imbued does not harm the caster, or the weapon, but it may affect surrounding objects (for example, an acid dagger might corrode a hole through a sack that it is carried in).

GONG OF PURSUIT

School evocation [sonic]; Level bard 1, inquisitor 1, paladin

Casting Time 1 standard action Component S Range personal Effect 3 strikes of a gong Duration 1 round

Saving Throw none; Spell Resistance no

You create the sound of a large gong, ringing up to three times as loud as a roaring dragon. These tones can be heard up to 2 miles away in typical aquatic conditions. You can make these sounds at any point during the spell's duration

as a free action, and each sounding can be short or long, allowing you to send very simple coded messages.

HAND OF ICE

School transmutation [cold]; Level godaikishi 1, kahuna 1, sorcerer/wizard 1 Casting Time 1 standard action Components V, S Range touch Duration instantaneous

Saving Throw none; Spell Resistance yes

You shroud your hand and forearm in extreme cold which you can use to damage an opponent. Your successful melee touch attack deals 1d8 points of cold damage +1 point per caster level (maximum +20). A successful melee touch attack discharges the spell. As long as you hold the charge, your hand and forearm absorb steam damage, allowing you to reach into volcanic vents unharmed. When the spell has absorbed 1 point of steam damage per caster level (similar to the function of a protection from elements spell), it is discharged. While the spell protects your arm in this manner, touching an object does not discharge the spell unless you want it to. The spell does not protect any other part of your body.

IMPERIAL WATERWORKS

School transmutation [steam, light]; Level bard 2, sorcerer/ wizard 1

Casting Time 1 standard action

Components S, V, M (a bamboo pipe wrapped in silk) **Range** long (400 ft. + 40 ft./level)

Effect dragon-shaped water fountains

Duration 1 round/level

Saving Throw Reflex negates; Spell Resistance yes

A favorite display at imperial celebrations, this spell lets you create water fountains at the surface of the water in the shape of tiny imperial dragons, which appear to swim and dance. Once per round, as a move action, you may designate a target 5-foot-square within range and launch a water dragon in that direction. The dragon-shaped water jet takes a zigzag path from you to that square, always missing creatures and objects in its path, and bursts in that square with a loud splash and a colorful burst of light and steam. Creatures in the target square take 1d4 points of steam damage and are dazzled for 1 round (Reflex half, a successful save negates the dazzled condition). This spell can only be cast at the surface of the water.

JELLYFISH ZHUA

School conjuration (summoning); Level bard 5, kahuna 5, sorcerer/wizard 5, summoner 5, witch 5

This spell functions as *zhua of lamprey*, except it summons jellyfish, and any creature you strike with the weapon takes swarm damage as if it were attacked by a school of jellyfish (BEASTS OF THE BOUNDLESS BLUE, 2d6 acid plus poison and distraction). If you transform the zhua into a school of jellyfish, it has 10 hit points.

MOLTEN SPHERE

School transmutation; Level godaikishi 2, magus 2, sorcerer/wizard 2, witch 2 Casting Time 1 standard action Components V, S Range close (25 ft. + 5 ft./2 levels) Effect ranged attack Duration instantaneous

Saving Throw none; Spell Resistance yes

You create a fist-sized, red-hot ball of molten metal that you immediately hurl as a splash weapon. A direct hit deals 2d6 points of steam damage. Every creature within 5 feet of where the ball hits takes 1d6 points of steam damage from the splash (Reflex half). Each of these creatures takes an additional 1d6 points of steam damage on its turn for the next 1d3 rounds, unless it is cooled off by any effect that deals 5 or more points of cold damage.

PHANTOM MOUNT, COMMUNAL

Level bard 4, sorcerer/wizard 4, summoner 3 Range close (25 ft. + 5 ft./2 levels) Effect up to six quasi-real, hippocampus-like creatures

This spell functions like phantom mount (CERULEAN SEAS CAMPAIGN SETTING), except you can summon up to six mounts, and you divide the duration in 1-hour intervals among the mounts summoned.

RED-HOT SHURIYARI

School conjuration (creation) [steam]; Level godaikishi 2, sorcerer/wizard 2
Casting Time 1 standard action
Components V, S, M (a pinch of sulfur and a single shuriyari worth 2 sp)
Range close (25 ft. + 5 ft./2 levels)
Effect Two or more red-hot shuriyari
Duration 1 round/level (D)

Saving Throw none; Spell Resistance yes

You call forth two steaming-hot projectiles resembling shuryari, plus one more for every two caster levels beyond 3rd (to a maximum of eight shuriyari at 15th level), which float in front of you. When these shuriyari appear, you can launch some or all of them at the same target or different targets. Each shuriyari requires a ranged touch attack roll to hit and deals 1d8 points of steam damage. You provoke no attacks of opportunity when launching them. Any shuriyari you do not launch as part of casting this spell remains floating near you for the spell's duration. On rounds subsequent to your casting of this spell, you can spend a swift action to launch one of these remaining shuriyari or a standard action to launch any number of these remaining shuriyari. If you fail to launch a shuriyari before the duration ends, that shuriyari disappears and is wasted.

SCREWY SQUID

School conjuration (summoning); Level bard 3, kahuna 3, sorcerer/wizard 3, summoner 3
Casting Time 1 round
Components V, S, DF/M (a shiny piece of metal)
Range close (25 ft. + 5 ft./2 levels)
Effect school of squid
Duration 1 round/level
Saving Throw none; Spell Resistance no

You summon a swarm of flashing, berserk squid. The school understands and obeys your commands and has the statistics of a school of squid (BEASTS OF THE BOUNDLESS BLUE). Creatures failing a saving throw against the screwy squids' distraction attack are dazzled for 1 minute as well as nauseated. The squid attempt one disarm or steal combat maneuver each turn as a free action against any creature that begins its turn in the school, using your caster level plus your casting ability score bonus (Intelligence for wizards; Wisdom for kahunas; Charisma for bards, sorcerers, and summoners) for its CMB. Recovering an item from the squid requires a successful disarm or steal attempt against that CMB +10. An object stolen by the squid takes

swarm damage each round the school is in possession of the object.

TECHNOBOOM

School transmutation; Level bard 2, sorcerer/wizard 2, witch 2 Casting Time 1 standard action Components V, S, M (a monkey wrench) Range close (25 ft. + 5 ft./2 levels) Target 1 complex mechanical item Duration instantaneous

Saving Throw Will negates (object), see text; Spell Resistance yes (object), see text

The mechanical item targeted creates a thunderous report as though it had suddenly exploded. Every creature within 15 feet of the creature carrying the item must succeed at a Fortitude save or be deafened for 1 minute. The creature carrying the item takes a –4 penalty on this saving throw. If the carrier fails his save, the item ceases to function for 1d4 rounds. This spell only works on complex mechanical items with at least a dozen moving parts such as a windup clock, aglootech weapon, or hitogoi item.

TOUCH OF MYSTIC FIRE

School evocation; Level godaikishi 1, kahuna 1 Casting Time 1 standard action Components V, S Range touch Target creature or object touched Duration instantaneous

Saving Throw Reflex negates; see text; Spell Resistance yes Your successful melee touch attack causes the target to ignite in a violent burst of mystic flame, dealing 1d6 points of damage, if the target is susceptible (see details about mystic flame later in this chapter). If it fails its saving throw, the target also ignites with mystic fire. If the target catches fire, on the first round thereafter, creatures adjacent to it (including you) must each succeed at a Reflex save or take 1d4 points of damage, if vulnerable to mystic fire.

TRIAL OF THE BENITSURU

School evocation [acid, cold]; Level cleric 3, godaikishi 3, magus 3, shaman 3, sorcerer/wizard 3, witch 3 Casting Time 1 standard action Components V, S Range touch Target creature touched

Duration 1 round/level

Saving Throw Fortitude half (see text); Spell Resistance no

The target creature is covered in burning acid that deals 1d6 points of acid damage and 1d6 points of cold damage each round. The subject can attempt a Fortitude saving throw each round to reduce the damage by half.

TRIAL OF THE HEIKEGANI

School evocation [acid, electricity]; Level cleric 3, godaikishi 3, magus 3, shaman 3, sorcerer/wizard 3, witch 3

This spell works exactly like *trial of the benitsuru*, except that it does acid and electricity damage instead of acid and cold damage.

TRIAL OF THE MIZUGUMO

School evocation [acid, sonic]; Level cleric 3, godaikishi 3, magus 3, shaman 3, sorcerer/wizard 3, witch 3

This spell works exactly like *trial of the benitsuru*, except that it does acid and sonic damage instead of acid and cold damage.

TRIAL OF THE SUIBO

School evocation [acid, steam]; Level cleric 3, godaikishi 3, magus 3, shaman 3, sorcerer/wizard 3, witch 3

This spell works exactly like *trial of the benitsuru*, except that it does acid and steam damage instead of acid and cold damage.

WATER STRIDE

School transmutation [air]; Level alchemist 2, bard 2, cleric 2, godaikishi 2, kahuna 2, sorcerer/wizard 2, witch 2

Casting Time 1 standard action

Components V, S, M (a goose feather)

Range personal

Target you

Duration 1 minute/level

This spell functions as *air walk*, except you can rise no higher than 1 foot above the water, you cannot pass over dry land, and the air you walk on is less stable than solid ground. When walking on air, you ignore waves that are less than 1 foot high and any creature trying to track you through areas you crossed with this spell takes a –10 penalty on its Perception or Survival check to do so. However, because of the instability of the air you walk on, your speed is reduced by 10 feet (to a minimum of 5 feet) and you take a –4 penalty on Acrobatics, Climb, and Ride checks.

If you have 1 rank in Fly, your speed is not reduced when using this spell, and you can cross over land at half speed. If you have 5 ranks in Fly, you can cross land at full speed and do not take the penalties to your skill checks.

ZHUA OF EELS

School conjuration (summoning); Level bard 6, kahuna 6, sorcerer/wizard 6, summoner 6, witch 6

This spell functions as *zhua of lamprey*, except it summons electric eels, and any creature you strike with the weapon takes swarm damage as if it were attacked by a school of electric eels (BESTIARY OF THE BOUNDLESS BLUE, 2d6 plus 1d6 electricity and distraction). If you transform the zhua into a school of electric eels, it has 16 hit points.

ZHUA OF LAMPREY

School conjuration (summoning); Level bard 2, kahuna 2, sorcerer/wizard 2, summoner 2, witch 2
Casting Time 1 standard action
Components V, S, M/DF (a fishhook)
Range 0 ft.
Effect weapon-like swarm
Duration 1 round/level (D (see text)
Saving Throw none; Spell Resistance yes

You summon hundreds of Diminutive lamprey, which cling together in the form of a zhua (a pole with a large claw on the end of it) made for a creature of your size. You can wield this object as if it were an actual zhua, except you make a melee touch attack with it instead of a regular attack. Any creature you strike with the zhua takes swarm damage as if it were attacked by a school of lamprey (BEASTS OF THE BOUNDLESS BLUE, 1d6 plus blood drain and distraction). The swarm weapon cannot be used to make bull rush, grapple, or trip attacks, and (unlike a swarm) is subject to a miss chance for concealment and cover. The zhua is immune to all weapon damage, is never staggered or reduced to a dying state by damage, and is immune to any spell or effect that targets a specific number of creatures (including single-target spells such as disintegrate). The weapon takes half again as much damage from spells or effects that affect an area, but since it is considered part of your gear, it takes damage only if you fail a saving throw on a 1 or if it is specifically targeted by an opponent. The weapon does not have a swarm's susceptibility to high current.

As a standard action, you can transform the zhua into a school of lamprey (all squares of the swarm must be within 15 feet of you); thereafter it functions as *summon school*. The school of lamprey has 3 hit points and persists in that form for 2 rounds or until the end of this spell's duration, whichever comes first.

ZONE OF SWEETWATER

School transmutation [water]; Level cleric 2, godaikishi 2, kahuna 2
Casting Time 1 standard action
Components V, S, M/DF (tooth from a bull shark)
Range medium (100 ft. + 10 ft./level)
Area cylinder of water (5-ft. radius/level, 30 ft. deep)
Duration 1 hour/level (D)
Saving Throw none; Spell Resistance no You cause a volume of water to become habitable to both

You cause a volume of water to become habitable to both fresh and saltwater aquatic creatures. Creatures native to either water type can traverse these waters without ill-affect. The water also gains a distinctive sweet smell which fades when the duration expires.

Mystic Shards

After the time of the flood, the five mystic shards appeared. Many hailed them as pieces of the fractured balance. Others say they are remnants of a dead god. Still others believe they are a puzzle of nature that mortal men are destined to ponder. While their powers seem magical, they give off no magical auras. Mystic shards seem to only "naturally" occur in Nikaikoku, and have not been documented elsewhere. Whatever their source, the mystic shards and their strange properties are detailed below.

Ghost Water

Ghost water most often originates from small ponds of this material, called "ghost ponds," or spontaneously rains from the sky during an otherwise normal downpour. It appears as nothing more than crystal clear water. With the following very important exceptions, it behaves exactly like water as well:

- Ghost water does not dissolve anything, not even oxygen. Ghost ponds are hypoxic zones, and usually devoid of life and vegetation (aside from the occasional grove of livewood trees, affectionately referred to as "suicide trees"). Ghost water will not quench thirst and has no taste.
- If you add an equal amount or more of regular water to ghost water in less than one hour, the ghost water becomes regular water after an hour elapses. If you add any lesser amount of normal water to ghost water, it all becomes ghost water after an hour passes.
- If you pour a gallon (or more) of ghost water over a Small-sized (or smaller) fire, that fire will instantly become mystic fire (described below).
- Ghost water does not boil or freeze, but retains the temperature of its surroundings.
- If a creature consumes more than two gallons of ghost water in a 24-hour period, he will be irrevocably transformed into a livewood tree of the same size category.

Livewood

Appearing as nothing more than an ordinary living tree, livewood has the following properties:

- Livewood regenerates quickly. If it is cut in half, it will grow into two new trees (of the same size of the pieces) in a matter of seconds. It cannot be used to build anything.
- Livewood has no rings like normal wood, as it does not ever grow. Livewood trees can be made smaller if they are cut in half quickly. As a result, most are Mediumsized or smaller. Many are bonsai-sized.
- Striking a livewood tree with true steel will instantly kill the tree and transform its remains to normal wood. Many consider this an evil act, as many of the trees were once people who drank too much ghost water (usually on purpose, as a form of suicide).
- Livewood trees are immune to all energy damage and to mystic fire.
- Livewood trees are magnetic, and metal objects will stick to them. They are not a particularly powerful magnet, however, and the metal is easily removed.

Mystic Fire

Mystic fire looks and burns just like normal fire, with the following exceptions:

 Mystic fire can only be extinguished by objects containing silicon such as sand or quartz. If an amount of this material comes in contact with a mystic fire three or less size categories larger than it, it will go out instantly. Thus, a Medium-sized mystic fire can be extinguished by a handful (Diminutive-sized amount) of sand. If the amount does not meet minimum requirements, the quartz has no effect at all.

- As only silicon-containing substances can put out this flame, it will burn underwater unhindered. However, it does not warm the water at all. In fact, it only seems to burn or heat solid or liquid substances containing at least 10% carbon or adamantine. The higher the carbon content and density, the longer it will burn. It has the ability to burn adamantine indefinitely, without consuming it. Some villages will keep a chunk of adamantine burning with mystic fire to warm the townspeople and provide light year-round. Carboncontaining objects (which includes most organic or natural creatures), are consumed by the fire as if it were normal fire. Many people of this realm carry a large piece of quartz around with them, just in case.
- Creatures immune to fire and steam, are not immune to mystic fire. However, some creatures that have no organic components such as elementals, several types of golems, and many non-native outsides are immune.

Spirit Breeze

This gentle breeze or fizz of bubbles seems like just a normal movement of air, with the following exceptions:

 It is attracted to metal, including true steel. When a metal object is placed near it, it will circle around it until it contacts a larger metal object, and then orbit around that. Nothing except exposing it to livewood will get it to leave.

 Exposing a spirit breeze to livewood will irrevocably dissipate the spirit breeze.

• Spirit breezes are always gentle. They can be felt and seen (especially underwater where they look like fizzy bubbles) but they have no real force behind them. Collecting more than one spirit breeze around the same metal object has no cumulative effect. The breeze shrinks or grows to the size of the metal object that it is clinging to.

 Anyone in the same square or adjacent squares of a metal object that has a spirit breeze is immune to suffocation, even in hypoxic zones or outside their normal breathable element.

True Steel

True steel is the rarest of the mystic shards. Though it looks just like high quality steel, true steel has the following properties:

- True steel is found at random already forged into a weapon or tool common to the area it is found in. Some true steel items seem to be exact copies of other metallic items forged nearby, often including the maker's signature and tool marks of the original. True steel items are not always useful or of high quality production, but they are always a "finished product."
- The only way to easily destroy true steel is to submerge it in ghost water, after which it immediately evaporates into a spirit breeze. It is otherwise immune to damage.
- True steel does not conduct heat or electricity, nor is it affected by magnetism.
- True steel can be enchanted normally, if it meets the requirements of that enchantment (in many cases, this means that it must be of masterwork quality, which is unlikely).
Magic Items & Artifacts

A few magic items for use with an underwater adventure setting are detailed below:

NEW MAGIC WEAPON PROPERTY

Mystic Fire: Upon command, a mystic fire weapon glows with mystic flame that continues to burn, even in the deepest abyss. Once activated, the weapon deals an extra 1d6 points of damage on a successful hit to those creatures or objects susceptible to mystic fire. The mystic fire does not harm the wielder, nor any creatures not normally vulnerable to this damage. The effect remains until another command is given or if it exposed to anything that normally extinguishes mystic fire (though it can be reactivated through command word).

This affect can only be added to a weapon made of adamantine or solid diamond.

Moderate transmutation; CL 13th; Craft Magic Arms and Armor, *touch of mystic fire*; Price +1 bonus.

O-YOROI OF THE STEEL OATH

Aura strong abjuration and transmutation; **CL** 16th **Slot** armor; **Price** 137,650 gp; **buoyancy** -10 bu.

DESCRIPTION

This exquisite suit of o-yoroi armor is composed mostly of metal, including silver, stainless steel, and gold. It is decorated in red and pearl colored silk and marimo highlights. It is crafted by the magical artisans of the Empire to go to the most prestigious samurai of the realm that ask for them. Not all do, as the armor comes with the oath of steel: "I will never fall in combat, or I shall remain forever in dishonor."

The armor protects as +2 impervious moderate fortification o-yoroi armor. In addition, the wearer can call upon the effects of the spell *iron body* for up to 10 minutes per day (which do not have to be consecutive).

If the wearer is slain while wearing this armor, his body irrevocably becomes solid stainless steel, and he cannot be raised or resurrected. If he was slain by a metal weapon, the wielder of that weapon must make a Reflex save, DC 25 (modified by any enchantments on that weapon), or that weapon becomes a permanent part of the new statue.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *iron* body, flesh to stone, and limited wish or miracle; Cost 69,650 gp

PERIAPT OF PEACE

Aura faint transmutation; **CL** 5th **Slot** neck; **Price** 24,000 gp; **buoyancy** 0 bu.

DESCRIPTION

A periapt of peace is usually a round medallion comprised of ever-ice featuring an imperial dragon motif. Many are constructed by imperialist clerics of philosophical faiths that believe true peace can only be found in the unity of the two realms, and given (usually illegally) to leaders and heroes of the hanran who have expressed the same sentiment.

The wearer of this amulet can thrive in saltwater or freshwater equally. Additionally, the wearer can use a command word to create a *zone of sweetwater* up to three times per day.

CONSTRUCTION

Requirements Craft Wondrous Item, *freshwater adaptation, zone of sweetwater.*; **Cost** 12,000 gp

SARON OF THUNDERING SOUND

Aura faint evocation; **CL** 3rd **Slot** none; **Price** 2,000 gp; **buoyancy** -2 bu.

DESCRIPTION

This seven-keyed metallophone features auranite keys mounted to an intricately carved swampwood base. It often includes a mallet with a head made of white gold. It is often set up in relay with other sarons of thundering sound to send encoded messages over long distances to many people at once.

When playing this instrument underwater, it can be heard clearly for up to two miles away. The sound, however, is omnidirectional and it is impossible to pinpoint the saron's location based on sound alone. The sound also does not penetrate beyond the boundaries of the water.

CONSTRUCTION

Requirements Craft Wondrous Item, *gong of pursuit;* **Cost** 1,000 gp.

TRISHULA OF ONI SLAYING

Minor Artifact

Aura strong abjuration; **CL** 17th **Slot** none; **buoyancy** 0 bu.

STATISTICS

Alignment LN; Ego 14 Senses 60 ft.

Int 12, Wis 11, Cha 13 Communication empathy Special Purpose destroy a particular oni daimyo.

Dedicated Power wielder gains *protection from energy* (all energy types) and *freedom of movement* against attacks and effects from all oni.

Spell-Like Abilities (CL 17; concentration +18) 3/day—*bull's strength, touch of mystic fire* (DC 13)

DESCRIPTION

The trishula of oni slaying is a +4 adamantine bane mystic fire weapon that all oni fear greatly. In addition, the weapon gains a further +2 enhancement bonus and deals an extra 2d6 points of damage against all oni. Although it is lawful neutral, as long as its wielder is dedicated to the defeat of the oni daimyo it is after (and all oni that are encountered during that quest), the blade does not attempt to seize control of its wielder. If the wielder acts against its wishes, it tries to force him to relinquish it to a more appropriate wielder.

DESTRUCTION

This weapon can only be destroyed by being buried in sand at the bottom of a ghost pond in which an oni daimyo has recently bathed in.

XINGYUN FISH

Aura weak necromancy; CL 4th Slot none; Price 100,000 gp; buoyancy 0 bu.

DESCRIPTION

A xingyun fish is most often encountered in dried form, wrapped in mizugumo silk to keep it desiccated. It was once an enigmatic living xingyun, a trout sized fish of unremarkable qualities save for its shiny golden scales, crimson fins, and its ability to thrive in ghost water. The fish, when properly prepared and blessed, becomes something much more.

When consumed entirely in one sitting, the magic of the fish activates. The next time the diner sleeps, he will wake up exactly as he was 24 hours prior to eating the fish, including health and memories. The effect is entirely irreversible short of a *wish* or similar magic. For the magic to take effect, all conditions must be met: the fish must be properly salted and dried, it must be blessed with a *consecrate* spell, it must be eaten entirely in one sitting, and the diner must sleep within eight hours of eating the fish. Otherwise, the fish has no effect other than providing nourishment.

The living fish is extremely rare, and only a few dozen are found each year in remote fresh water lakes, or occasionally discovered in a ghost pond.

"CONSTRUCTION"

Requirements A live xingyun, sea salt, *consecrate*; **Cost** 90,800 gp.



Chapter 5:



Celadon Shores Setting

The Celadon Shores Setting

This chapter is dedicated to filling in some of the gaps for this exciting world of Far East fantasy. Game Masters and players alike should view this chapter as merely guidelines for an Asian-themed aquatic campaign world and feel free to adapt, omit, or elaborate on any details they see fit. The general tone of the Celadon Shores campaign setting is that of an age of dreams and magic. The underlying eternal war of law versus freedom is merely a backdrop for endless wonders, as well as a platform to offer up two amazing and distinct environments within the same setting.

The pre-flood history of the realm is purposefully vague, as if it was simply a dream fading in the light of day. This is the way that the dragon emperor prefers it. The Empire and the hanran alike favor the concept that it is the present that is eternal and what is now, has always been, and always will be. The war has become so much a way of life that neither side truly prays for victory. If it were to ever happen, things would inevitably change forever.

CELADON SHORES used a variety of real-world sources combined with a healthy dose of pure fiction in its design. While you will find references to concepts relating to Japanese, Chinese, Korean, Filipino and other cultures, the notions herein are not intended to accurately represent these cultures or their beliefs. They were simply sources of inspiration to create a new and unique world. However, as much of the standard fantasy settings are loosely based on primarily European myths and legends, the incorporation of Japanese and other East Asian folklores has created a fresh and unique campaign setting.

The information of this chapter is by no means complete. The Gamemaster should feel entirely free to integrate his own ideas and inventions. In addition, CELADON SHORES focuses on one small section of a very large world. Many of these exotic races could possibly exist anywhere one would find fresh water, from the outer-planes to remote worlds and beyond. These new realms could even harbor new freshwater races or classes, yet to be discovered.

Racial Histories

The racial descriptions were intentionally limited in regards to historical information on each race. This was done to allow Gamemasters to tailor each race to their own setting. However, if you are using the Cerulean Seas or Celadon Shores campaign setting as it is, the following information applies to each race.

One common feature of all of the races of this realm is that they had relatively little interaction with each other before the flood and the formation of the Empire. The flood greatly reduced livable habitat, drawing races that normally never saw each other together. The dragon emperor gave the races a unified cause to work for; regardless of whether that was to work with or work against him..

Benitsuru

Benitsuru began as one of four feathered lesser kamigei, and beholders of the powers of the mystical element of wind. However, during the time of the drylanders, they represented even more. When the Great Cloud City would visit this region, the wind kamigei would come and greet them. The leaders of the city would always be delighted to meet with these lovely aerial ambassadors. So much so, that during a particularly amicable visit, they gave each race auspicious titles. The benitsuru were bestowed the office of "Guardians of Hope."

When the sky city fell, many in the region blamed the lesser kamigei. Of course, these bird races had nothing to do with it. However, the land people wanted a scapegoat and believed that their ties to the "mystical element of wind" certainly meant they had some influence in at least preventing this disaster. One by one, the races of wind fell, but the Guardians of Hope remained. The benitsuru remember and uphold this title, though the drylanders that bestowed it have long since left this world forever.

When the dragon emperor began gathering forces, he made several offers to the benitsuru to join his cause. His dream was that of an air force undaunted by geological obstacles. The benitsuru wanted none of it however, and near unanimously joined the hanran. They had several reasons, not the least of which was that if the Empire won, the benitsuru's homeland would be destroyed. They also felt that if they were to be harbingers of peace, then they must actively seek a resolution other than war. Instead of the path of the warrior, they took up the path of scouts. They actively conspired with the river dragons to help them pick the best path for drainage channels that kept Senkokoku from sinking into the ocean. To this day, the river dragons still look favorably on this race because of this.

There were few military advances directly against benitsuru territory, as the dragon emperor quickly learned that the crane people had no qualms about taking flight (quite literally) whenever threatened directly. As most of the Empire's forces are waterbound, let alone land-bound, this made martial endeavors against the benitsuru rather moot.

Originally, the benitsuru thrived in fixed villages and rarely moved from where they were hatched. Over time, the benitsuru adopted a fairly nomadic lifestyle, migrating yearly to enjoy the most temperate weather and always keep the emperor guessing where they might be. Many take these treks as an opportunity to explore the realm and all its wonder, including venturing out to sea on occasion. In the air, they are easily mistaken for other common seabirds and often ignored or overlooked.

Today the benitsuru are the bird in the emperor's ear that is asking for a peaceful resolution and the great dragon is not entirely deaf to it. Many attribute the emperor's recent lackadaisical approach to the war to the benitsuru's whispers. However, an end is unlikely as the war has gone on for so long, that many on both sides fear what the realm would be without it.

FAMOUS NPC OF THIS RACE

That wisp of smoke in the morning air, quickly fleeting, but herald of the breaking day: Morning Wisp for short, this benitsuru is the spiritual leader of his people. The benitsuru have no large cities, and no need for a common government, but will occasionally adopt leaders, especially if they feel these individuals to be very wise or have a strong philosophical message. Morning Wisp is no exception. At 170 years of age, this wizened old bird has much to relate about the world.

It was Morning Wisp who initially suggested that the benitsuru should begin to petition the emperor for peace. While this was met with much bloodshed at first, it slowly progressed to the grudging tolerance that it is today. Morning Wisp teaches that with the virtues of unyielding patience and hope, even the iciest of hearts can melt.

Cindarians

Cindarian history has gone on much the same as it always has in this region, despite both the flood and the formation of the Empire. The dragon emperor more-or-less leaves the Cindarians alone, mostly because he feels that their tireless preservation of the coral reefs to be their greatest strength. He realizes that without the many varieties of coral and the sea life that depends on them, his domain would quickly wither and die.

In fact, the cindarians do not see the emperor as a military leader or living god, but as a valiant conservationist and protector of nature. During the flood, the emperor led many sea dragons to transplant the drowning coral reefs to shallower locales. They were able to do so with such efficiency, that few reefs were lost. Of course, simply moving the reefs was not enough to allow them to thrive. It took the loving care of the cindarians to nurture them so that they could flourish in their new location.

However, not all cindarians are content to tend to coral farms or herd small fishes. A few, especially among the younger crowd, thirst for adventure. Among these, many see the duplicity of the Empire's dedication to nature. While the Empire upholds the natural territories of the salty sea, it intends to eradicate the all freshwater habitats. This fact alone has led many young cindarians to take up the hanran flag, often as spies or assassins. As the race has a reputation of being peaceful plant huggers, many of these anti-empire cindarians are never suspected. **FAMOUS NPC OF THIS RACE**

Khaimu: As a young child, Khaimu was abducted by a water oni who wanted to keep her as a pet. After spending one horrifying year with her captor in his secret lair on Senkokoku, she was discovered and rescued by a group of river ningyo. The ningyo, despite being from different waters, went through great lengths to return Khaimu to her people, deep within enemy territory. From her time with the ningyo, Khaimu remembers the abundant beauty of the freshwater realm, as well as the immense compassion of its people.

Today, Khaimu is a fervent advocate of preservation of all nature, no matter where it dwells. As a powerful kahuna, she helps to repair whatever damage the war causes. She also openly calls for peace amongst all water-dwelling peoples, although this has branded her a traitor and a hanran. To this day, however, she has never been caught. She is a master of blending in, and has been known to delve into freshwater territories to escape pursuers.

Heikegani

Heikegani tell tales of a time before the flood, and of a great war of all crab-clawed sea creatures. The Crab War, as many heikegani refer to it as, pitted several races and factions against each other. Vast armies of be-pinchered soldiers marched all over the sea and battled to the death. Their only cause, apparently, was to prove which among them was the best and most fit to inhabit the realm.

As legends relate it, the crab-like caretakers of rain and metal sought advice from a human by the name of Heishi, who instructed them in the way of the samurai. This group of crabmen later became the heikegani, and the ultimate victors in the Crab War.

While a good bit of this tale is likely fictional, sages tend to agree that there is a grain of truth in it. For one, karkanaks (the other humanoid crustacean race known to exist) are strangely absent in waters where heikegani reign. In other regions with similar climate and terrain, karkanaks are quite common. In fact, karkanaks of one form or another can be found virtually anywhere that the heikegani are not.

Some scholars also speculate that the heikegani's mempo-like faces cannot be a natural feature, and must have been the result of some sort of strictly enforced, perhaps even bloody, artificial selection. Opponents of this theory point out, however, that their semblance to samurai face armament may have always been so. These scholars credit the unique look of the heikegani either to natural coincidence or their connections to the mystical elements.

Whatever the actual pre-Empire history, the heikegani were poised to become the elite samurai force of the dragon empire since the Empire's inception. Instead of serving under various sea lords and fighting for an assortment of causes, nearly all heikegani were unified under the flag of the Empire. FAMOUS NPC OF THIS RACE

Shogun Raining Blade: Raining Blade is the commander of the heikegani forces and chief military advisor of the dragon emperor himself. He is also an accomplished sculptor who, in his spare time, carves immense statues of various military leaders and sea dragons. Raining Blade is a proud patriot, who enjoys singing hymns about the beauty of his country while working or marching.

Though he is currently in his eighties, Raining Blade will still even lead expeditions against the hanran. It should be noted, however, that these expeditions are largely ceremonial in nature, as the enemy has often long since evacuated the disputed region, as was agreed in the terms of war ahead of time. Bloodshed is seldom required on a large scale these days.

Hitogoi

The hitogoi have a long history of innovation, and it is well documented that their "breather" apparatus was working fairly well long before the flood. In the days before the Empire, hitogoi were a welcomed sight throughout the realm. Many gathered to see them demonstrate their inventions and tell tales of faraway shores.

During the flood, the hitogoi spent much of their time trying to save the land-bound people, as well as their freshwater homes. For a time, the drylanders were issued underwater breathing machines. Unfortunately, a small number of these machines failed catastrophically, destroying all faith in the hitogoi's contraptions for the landfolk. This was doubly unfortunate for these people because the hitogoi seemed to be the only aquatic race that particularly cared that they survived at all. By the time the dragon emperor decreed that all drylanders were to be killed on sight, the hitogoi had already given up on them.

When the Empire formed and the hitogoi were declared hanran by proximity, the hitogoi way of life changed very little. As stalwart explorers, they were well versed at avoiding hostile natives. Their inventions not only offered means of offense and defense, but also allowed them to traverse regions that the emperor's forces found difficult.

In the beginning of the Imperial War, a ban on hitogoi devices proved to only be hurting the Empire. Originally, the dragon emperor's plan involved reverse engineering the machines and learning their secrets. However, time has shown that only a hitogoi truly comprehends the mad science behind these mechanisms. Once opened, most hitogoi contraptions quickly disassemble into a pile of worthless and unrelated pieces that never fit back together. Having a hitogoi explain how they work usually results in a splitting headache. The only way the emperor could benefit from the inventions was to lift the ban and give the hitogoi some leeway to continue their culture of invention. **FAMOUS NPC OF THIS RACE**

Master Tinker Slissafiz: The hitogoi venerate Slissafiz as the foremost authority on frog cores, which are devices that provide locomotion to many more-complex devices much like a motor. The device, which apparently contains an actual live frog, several extracts of rare herbs, and various gears and springs, is an integral component for most of the cutting edge equipment that the hitogoi is currently working on. As a result, Slissafiz is highly sought after by the hitogoi community.

Kappa, Sea

There have always been many variety of kappa. Before the flood however, the river kappa (often just called kappa), were the most popular. It was these small turtle-like people that interacted the most with terrestrial populations. The sea kappa were rarely sighted, and few knew of their existence.

Although the flood shifted the location of their preferred breeding grounds, the sea kappa were likely destined to remain somewhat anonymous. If it were not for the curiosity of the imperial sea dragons, they would have never become a major race amid the Celadon Shores.

Despite laying a fairly large clutch of eggs, sea kappa traditionally had very small populations. This was due to an ageless custom of leaving the eggs unguarded, and only raising the offspring that made it back out to the open sea. The dragon emperor saw the sea kappa as a potential recruit that was both reptilian (a favorite among dragons) and a full-blooded representative of the Yokai. He sent his kin to see why so many sea kappa young never make it to the ocean.

It turns out, however, that having a large posse of imperial dragons peering about tends to make an area rather free of predators. For the first time ever, thousands of baby kappa made it to their waiting parents. The population continued to boom afterwards and the sea kappa became a major influence in the realm. While the kappa did not change their atrocious child rearing techniques, their reputation as imperial soldiers and the occasional curious dragon keeps whatever was killing their young from continuing its grim practice.

FAMOUS NPC OF THIS RACE

Kag: Kag is head of the emperor's intelligence network, and leader of over a thousand ninja. While kappa's don't revere bloodlines in the traditional sense (as they have no way of knowing who their biological parents are), the do venerate adoptive heritages, and Kag's is impeccable. His grandfather was raised by the dragon emperor himself, and he is considered nobility as a result. Though Kag, like most nobles, was trained in the art of warfare, he always had a knack for subterfuge. His resources allowed him to hone these skills and become an

accomplished ninja in his own right.

Mizugumo

Even in the days of the drylanders, the mizugumo were often feared and misunderstood. Their spider-like visage is highly disturbing to the average arachnophobe. Despite this, they have always been a fairly peaceful and simple people. They are most content in the heart of a freshwater mangrove where they hunt small aquatic animals, weave silk, and raise children. The only violence they tend to encounter is with those who intend them or their territory harm.

The Great Flood was a particularly difficult time for the mizugumo. Much of their habitat was destroyed, and they were forced to interact with races that were afraid of them. It was the benitsuru, who considered the mizugumo kin, who helped the most. They began spreading a rumor that killing a mizugumo befouled the land it was killed in. As livable territory shrank, this little superstition was the saving grace that the mizugumo needed. Even to this day, many will not cause fatal injury to a mizugumo while it is visiting their home.

The dragon emperor took little notice of the mizugumo until their silk became a much sought after hanran commodity. At one point, the demand for mizugumo silk put the mizugumo in the position of money lenders and they often contributed monetarily to hanran military efforts. The dragon emperor implemented an embargo shortly after this, but black-market funds continue to roll in regardless.

The mizugumo of today are a bit more worldly and respected than those of pre-flood times. While they still continue their primitive existence, they also interact amicably with other races. The freshwater mangroves have also benefited from their success, as this territory continues to expand in marshes and swamps throughout Senkokoku. FAMOUS NPC OF THIS RACE

Katsumi: Katsumi had a fascination with shiny gems since she was very young. This interest and the fact that gemstones were particularly rare among her people led her to become an accomplished rogue. As she made connections with other thieves and criminals, she discovered the rather lucrative black market trade (everyone kept asking her where they could get more mizugumo silk). Today, she is the go-to person when you want to get something that the Empire has deemed illegal. She is also near the top of the list of the emperor's most wanted.

Mogogols

The mogogols' history on the Celadon Shores began before they actually arrived in this region. It started with another frog-like race known as the Sif. Like many frog-like races such as the boggard, the sif did not have the greatest reputations. A bit more sophisticated than the typical frog-kin, the sif were arrogant bigots who had a particular knack for martial arts and swamp survival. They terrorized their neighbors regularly, in order to "improve the lives of lesser folk through subjugation to superior amphibians."

When the Great Flood displaced the mogogols and a few landed on the Sapphire Isles, they were mistaken for sif by the inhabitants and driven into the swamp, as was customary in that region. The sif, who had never heard of the mogogols or their curse, only saw another froglike race and welcomed them with open arms.

A few generations later, and the sif disposition began to change noticeably. They started doing random good deeds like rescuing children of other races and becoming active members of the hanran resistance. Everyone was sure that the sif were up to something. However, after a few more decades no one referred to them as sif anymore. They were now all mogogols.

The mogogols did change a bit from their intermingling. First, they abandoned their marine adaptation and returned to being primarily freshwater. In addition, they retained the sif's affinity for martial arts and tendency to become accomplished monks. Regardless, the strength of the curse won out, and they are all just mogogols at their core.

FAMOUS NPC OF THIS RACE

Samurai Mogogol: While the Empire is famous for their samurai, the hanran do have a small group of samurai loyal to the Council of River Dragons, who many consider to be the leaders of the hanran. Among these noble warriors, a mogogol has risen up among their ranks. Samurai Mogogol's obsession began at an early age, and like most mogogols, she never gave up going after her dream. Her dedication to her code and her training has earned her both notoriety among her allies and fear amid her enemies. She is even gathering a small assembly of mogogol pupils who aspire to be just like her.

Nagas, Benthic

Talashakar, the ancient progenitor of the benthic nagas had many secrets. One of the most vital secrets that pertain to the benthic nagas in this region was that he had several true-blooded sea naga children, who fled from the Cerulean Seas and took refuge on the Celadon Shores. Here, using techniques known only to their bloodline, they created benthic nagas to serve them.

While not extinct as sages in other parts of the world believe, the sea nagas are still a struggling species. Their hunger for power has led to ruin far too many times, and there are simply not enough sea nagas left to continue the species indefinitely. The bloodline suffers from prolonged inbreeding, and most offspring prove unviable. The benthic nagas, though an impure breed, were the only way to give numbers to their ranks.

Benthic nagas and their dwindling progenitors are one of the few races that stand in direct conflict with the dragon emperor on his own turf. Aided by their psionic power and knack for obfuscation, they have been marginally successful. Though the nagas will work with the hanran, they make it very clear that they have their own agendas, and are seldom forthcoming with what those are. It is well known, however, that the sea nagas would love to see themselves on the emperor's throne.

Benthic nagas of the Celadon Shores often take up residence in underground aquatic tunnels. These tunnels can run for miles, and are sometimes discovered under active settlements of other races. It has become enough of a concern that imperialists often dig holes at random intervals around key military locations to ensure security.

FAMOUS NPC OF THIS RACE

Iotua the Shadow: No non-naga has ever seen Iotua, aside from his shadow. He is rumored to be a master assassin, able to slip into nearly any fortress undetected. He has been charged for well-over three dozen high-profile slayings and his shadow has even been spotted at the dragon emperor's palace. The benthic naga, when among allies, tell tales of Iotua's psionic prowess as well as his ability to become living shadow.

However, given the nature of the benthic naga, it is entirely possible that Iotua is a fictional cover for several benthic naga ninja. Many speculate he was invented to strike terror into the heart of the Empire. Whatever the case, whenever anyone sees a snake-like shadow slither over the ocean floor, one is bound to hear frightened whispers of his name.

Ningen, Talilajuk

Though the ningen race has culturally divided into Isinblare ningen and imperial ningen, and contact is limited between these regions, it is not entirely absent. This is partially due to the emperor's personal crystal mirror (INDIGO ICE) that is linked to the outskirts of Fiskheim. While many in the empire know this mirror to be part of the emperor's arsenal of magical artifacts, most think of the mirror as a unique arcane specimen, and are unaware that thousands of crystal mirrors exist, and that some may even be at strategic locations throughout the Celadon Shores.

The secrets surrounding these mirrors abound, as only a handful of people from Isinblare know that the empire has any mirrors at all. The emperor guards this secret by only allowing his closest ningen soldiers to traverse these magical gates. Since ningen are both stealthy and a common sight in Isinblare, no one suspects these soldiers to be from a faraway land.

Through his ningen spies, the emperor's forces have been able to access Aglootech items, including fizzlepop guns, though these firearms currently only work in very cold waters, such as those found off the Cobalt Coast, or in the deeper regions of the Empire. While he has let a few fizzlepop arms fall into hitogoi hands, a warm-water solution has not been found.

Ningen of Nikaikoku are nearly all descended from high-ranking (and highly paid) military officers in the emperor's military, as other ningen families have moved on to more lucrative waters. FAMOUS NPC OF THIS RACE

General Kaz: The beastly General Kaz, commander of the 7th Legion, has not seen combat in several decades, but has led numerous military campaigns regardless. He spends much of his time and resources investigating potential "no-conflict" victories, of which is his specialty. This typically takes the form of written intent to control hanran territory delivered peacefully to the hanran. Many of these are accompanied with some sort of compensation such as money or even non-strategic territory. If a letter of opposition is not returned in the allotted time, the general and his forces march in and set up military occupation of that region. He has claimed over three dozen victories in that way, more than any other general.

Ningyo, River

Once upon a time, the river ningyo were even more sinister than they are regarded as being today. Before the flood, most ningyo families belonged to witch's covens, consorted with demons, and practiced dark magic or necromancy. Though beautiful, they were deadly to nearly all who crossed them. The only race given any leeway was the hitogoi, for obvious biological reasons.

One such coven of ningyo moved its base of operations from freshwater to the sea. There they encountered the hai nu, whose territory they tried to usurp. During one of these confrontations, the ningyo referred to the sacred leader of the hai nu as a "diminutive aquatic ape who should be slain nightly, her corpse animated, and slain again." Not long afterwards, the hai nu enacted a curse against the wayward river ningyo coven, transforming them into the creatures described in PATHFINDER ROLEPLAYING GAME BESTIARY 4, under the heading of "ningyo."

While this occurrence only mildly dissuaded other river ningyo from spreading their influence to the sea, they only truly began to change during the Great Flood when shrinking resources and great territorial upheaval forced them to interact amicably with other races. Though they still carry the reputation of being evil necromancers and witches, few actually associate with creatures from the lower planes or raise undead minions as their ancestors once did.

FAMOUS NPC OF THIS RACE

Shusui no Kimi: Shusui no Kimi is the selfproclaimed queen of the river ningyo, as well as the oldest and most powerful sorceresses of this race. No one is certain of her age, but records indicate that she is far older than she appears (mid 50's) and likely older than normally possible for her race. Some scholars claim that she is the notorious "Autumn Witch" who once claimed to rule the ningyo nearly two centuries ago. Shusui does not dispute this, though having the same distinctive coloration and temperament does not abate the fact that the Autumn Witch's public execution was well documented. In addition, though Shusui is quite adept at magic, anyone with knowledge of Spellcraft can see that her power comes from sorcery and not true witchcraft. Proponents of the witch theory, however, claim that this is part of a clever ruse, and that Shusui is plotting a rather extravagant revenge against the families that wronged her.

Samebiło

The similarity between the adaro and the samebito is no coincidence. The dragon emperor had eyed the adaro as possible soldiers since the Great Flood began. However, any attempts to train them invariably failed during a storm, when they often broke ranks and went into a violent frenzy. His forces searched long and hard for an adaro tribe that did not have this tendency.

At the northern-most reaches of the Sapphire Isles he discovered that clan. They seemed to be either a more primitive ancestor of the adaro or perhaps had a touch of seafolk ancestry. The adaro tribe lacked both the adaro storm fury and penchant for poison. However, in place of these features, they had an extra helping of savagery and brutishness.

It took nearly two centuries of selective breeding to create a viable soldier, but time and patience won out. Regardless, the race is heavily prone to genetic throwbacks. A few even develop storm-related mania that hints at their true heritage.

Exactly why the emperor put so much effort into "taming" the adaro is uncertain, as he had plenty of fearsome soldiers already. Some speculate it was to assert respect in the Sapphire Isles where the adaro are feared. The inhabitants of this region are notoriously independent, though anyone who could separate the storm from the adaro and claim their obedience is certainly not a force to be ignored.

Many might guess that there would be bad blood between the samebito and adaro, but such is not the case. Curiously, they treat each other as brothers despite their differences and will often hunt together when sharing the same stretch of coast.

FAMOUS NPC OF THIS RACE

Isagani the Red: Named for his unusual brownish-red coloration, or perhaps the color of the water after his battles, Isagani the Red is a fierce barbarian leader. While he pays some measure of fealty to the emperor, he is free to roam as he pleases with his samebito horde in the wilds off of Diaogou Isle, immediately northeast of the Sapphire Isles. Isagani's existence insures the waters of this region remain relatively free of illegal trade and piracy. This is a strategic placement for the Empire, since the largest freshwater mangrove and a productive mizugumo village lays directly to the west. Illegal silk would have to find another way out to the emperor's sea.

Seafolk

When speaking of seafolk history, it is important to consider that the seafolk of Celadon Shores have extremely diverse backgrounds, often involving other species of merfolk, feykith, or anthromorphs that are no longer around in their pureblood forms. The pre-imperial seafolk's amazing adaptability and their ability to interbreed with other races is primarily what contributed to the diverse look of the Nikaikoku seafolk of today.

While the Great Flood accelerated the "melting pot effect" for the seafolk, the process began several centuries before, as refugees from sahuagin-plagued waters began pouring into the region from faraway lands. Thankfully, the sahuagin were never able to infiltrate these waters. Many historians credit this to the untamable adaro who they would have encountered while trying to enter the region. Any attempt to dominate these creatures, as invading sahuagin would have no-doubt endeavored, would have resulted in failure and retreat.

While the modern Nikaikoku seafolk lost their ability to crossbreed with other species (their genetic diversity has already been stretched as far as it will go), they have lost none of their adaptability. Seafolk live nearly everywhere on the Celadon Shores, from the deep-sea boundary regions, to the fetid shallow swamps, to the raging rivers. Their family customs vary as much as their shapes and colors, and often evolve or merge as they adopt new members. Each family has its own unique set of traditions and history that many individuals of this race hold very dear.

This myriad of family backgrounds and traditions has forced the Emperor to make special considerations for the seafolk that are not allowed to other races. For one, he allows the seafolk to maintain the "Sweetwater Portals," which are special tunnels that allow conflict-free travel between freshwater and saltwater seafolk territories. The entrances to these tunnels are heavily guarded and for seafolk use only. Of course, exceptions have been made from time to time, but seldom with the emperor's blessing. Both sides agree that these tunnels should never be used for military purposes.

FAMOUS NPC OF THIS RACE

Yanmei Nyu Wang: While Yanmei's title is primarily honorific, she does represent the entirety of the seafolk race in matters regarding the preservation of seafolk family values, including the maintenance and construction of the Sweetwater Portals. Most of Yanmei's political positions derive from petitions circulated by the seafolk. Those petitions with the high ranking or most wealthy names usually receive the majority of the attention.

Sebek-ka

When the Sebek-ka first came to the Celadon Shores, it was with the intention to conquer them in the name of Sebek. This put them in direct conflict with the sea dragon emperor that was trying to do the same thing. Pharaoh Ahkensebek and Emperor Watatsumi even met several times to divide the realm amongst each other, but neither would adhere to the boundaries that they came up with.

After peaceful solutions were discarded, there was a period of frequent assassination attempts on both sides. While the emperor has a small scar over his left eye as a result, the pharaoh lost his mortal life. However, even this did not deter the persistent pharaoh, who rose less than a month later as a powerful undead mummy.

This unwillingness to give up, even in death, was perhaps the pharaoh's biggest short-coming. Many of the Sebek-ka were a bit unnerved by Ahkensebek's refusal to ascend to the underworld. The emperor capitalized on this uneasiness with a strong propaganda campaign which often pinned himself as a better representative of their god Sebek. With time, several sebek-ka joined his ranks.

Not long afterwards, the pharaoh and those still loyal to him were driven deep within the freshwater swamps. Meanwhile, the emperor's sebek-ka flourished, and were slowly assimilated into the imperial way of life. Though they still refer to the emperor as pharaoh, and Watatsumi will don traditional sebek-ka regalia while personally addressing them, their culture has become that of the Empire's.

The same cannot be said for Ahkensebek's legion. The unnaturally old pharaoh has become increasingly strict and traditional. They have returned to the semblance of an age that had not been lived in for a millennium. They spent great effort and resources on building enormous mobile temples, the location of which is a closely guarded secret. Ahkensebek is regarded as the living representative of Sebek, and has vowed to devour the emperor when the time is right. He relies on a personal council of astrologers to read the skies daily for omens on how to proceed. As a result, the

> actions of the hanran sebek-ka are unpredictable to say the least.

Though the pharaoh's sebek-ka are considered hanran, most do not actively work with together with other hanran races to further the resistance. Instead, they tend to use the other races as strategic pawns in their unfathomable plans. Most freshwater races try to avoid dealings with the sebek-ka. The crocodilian's cold and enigmatic actions combined with their undead monarch has led many to believe that the sebek-ka of the freshwater swamps have become an evil race.

FAMOUS NPCS OF THIS RACE

Pharaoh Ahkensebek: The most famous member of the sebek-ka race is no longer technically sebek-ka, but has become an undead mummy. He began as the second hatched son of the previous pharaoh, Sebekemhat, who was a staunch traditionalist obsessed with uncovering the ways of his ancestors. As a child, Ahkensebek no doubt diligently studied ancient tablets and ruins in order to gain the favor of his father and concrete his ascension to the throne. Not long after his father's death and the beginning of his reign, the Great Flood drowned their homeland into oblivion.

Since he was not a long established pharaoh, and many preferred his brother Sebekemhat II, he lost the loyalty of many of his people with the decision to follow the advice of his astrologers to find a new home, rather than that of his scholars. His attempt to regain control of the dissenters by murdering Sebekemhat II did not go well, and they instead left that same night. Those that stayed were either extremely loyal or too scared to leave. The latter likely became part of Emperor Watatsumi's ranks.

Sensei Lobsang: As one of the emperor's sebekka, Lobsang is a loyal soldier and devout monk. He trains others with a like mind at a monastery (that bears his name) in the Emperor's capitol city, Seiryukyo. Though he is over a century old, he remains undefeated in one on one combat, and welcomes challengers to make attempts whenever they wish to. He claims this practice keeps him young and focused. While his appearance says otherwise, he is a formidable opponent.

In his youth, Lobsang helped to defend his village against attacks by the benthic naga, and developed several techniques to help avoid telepathic attack which he avidly teaches to his pupils. This has made him a very popular assassination target for the naga, though none have ever succeeded in even drawing blood, though a few came close.

Suibo

Most suibo gain a sense of humility, however small, when reaching maturity and losing a great deal of their innate power. This drives many suibo to cooperate with other races, better their realm, and maintain the balance of the seemingly oppositional elements of rain and fire. This has been true for the majority of their history.

In the times before the empire, suibo were often hired as guides for those that wished to delve in deeper waters. They had strong ties to the medusians (trueform jellyfish, WAVES OF THOUGHT) and the abyssal rusalka (AZURE ABYSS), though both these races have become fairly rare in recent times.

After the formation of the empire, the dragon emperor charged the suibo with protecting the Empire's twilight borders. Since this was their preferred terrain, and pretty much what they were doing anyway, few suibo had any issues with being appropriated into the Empire. This did change their territories slightly, as the traditional regions included large swaths of border designated as nursery regions. It took great effort to move their young (also known as suibo polyps) from these regions to the deeper perimeter. Suibo children, in addition to being fairly dangerous, are terribly stubborn and do not like being told what to do. Now, suibo polyps are first to be encountered when entering the Celadon Shores from the open sea, followed by their parents as one gets closer to shore.

Suibo do not behave in the least bit patriotic, however. Even in the presence of the emperor himself, they seem unsanctimonious at best, or downright disrespectful on occasion. Even though they can outgrow their narcissistic attitudes, they seldom overcome their sense of racial superiority. Their allegiance to the Empire is based purely on selfpreservation, and if the tides turned, they would aid the hanran regardless of incompatible waters. FAMOUS NPC OF THIS RACE

Meixiu: At 311 years old, Meixiu is the oldest existing suibo, and perhaps the most powerful. She is one of the few suibo with genuine medusian contacts and the emperor has appointed her as ambassador to that race. The empire considers Meixiu to be of vital importance, not just for her influence among her people, but her ties to the medusians whom he believes can reveal secrets about the benthic naga given enough time and coaxing.

Gobei

The uobei record their history as a litany of fighting seasons and winners, which date back centuries before the flood. Wrestling champions are treated as royalty and given authority over the region as well as the largest bodies of water, a howdah-equipped mahundiya (giant riding newt), and other lavish accommodations. After a loss, champions are demoted to former champions who gradually lose power over time, but do maintain a few of the privileges over the common folk, the specifics of which are often determined by how many seasons they can claim victory.

In pre-empire history, uobei arenas would be frequented by many different races and creeds, many gambling on the outcomes. For the most part, uobei welcomed the attention, as long as the spectators kept their distance and did not mess with their habitat. On a few occasions, visitors who did not respect the uobei's space were violently throttled or slain by angry uobei.

After the formation of the Empire, uobei territory was considered a hazard to avoid. While many of the tougher sorts still gather to gamble on the fights, the general population avoids these regions at all costs. When trekking through Senkokoku, the emperor often directs his soldiers through long detours to avoid incurring the wrath of these feisty little brawlers.

This, of course, does little to deflate their already engorged egos. Uobei will often go looking for fights with imperial forces. According to the emperor's "Laws of War," an uobei cannot challenge more than 3 people at a time (or the challenge is to be ignored) and there is no dishonor in declining an uobei's challenge.

FAMOUS NPC OF THIS RACE

Kasemchai: Kasemchai has been the undefeated male uobei sumo wrestler for the last nine years. He is an enormous fellow, by uobei standards. To nonuobei, he appears to be a fluffy red ball of fins and rage. He is also one of several uobei champions with an open challenge to the emperor. While the emperor generally ignores the uobei challenges, he has remarked mirthfully on occasion during organizational speeches about matters that he did not wish to address, "Then there is always that sumo match with Kasemchai that I've been meaning to get to."

Other Races of Nikaikoku

Chapter 6 details the statistics of a few other noteworthy races of the realm. Each race has significantly contributed to the overall history of the area, even though their populations are considerably smaller than those of the PC races.

Hai Nu

Hai nu are aquatic yokai humanoids who live in the warm, shallow, saline waters of the southern half of the Celadon Shores, with the majority of their population residing amid the Sapphire Isles. For the most part, they are a primitive and superstitious people, who spend the majority of their time hunting, fishing, and worshiping various neutrally-aligned forces.

Hai nu society is highly matriarchal, and males are often treated so poorly that they have much shorter lifespans. As a result, about three quarters of the population of hai nu encountered by other races are female. This regard for gender will also extend to other races, though this can sometimes be more advantageous for foreign males. Hai nu will generally ignore the bad actions of a male as typical of his gender, but infractions by females of other species are dealt with quite seriously.

Hai nu love shiny treasures and have a particular affection for gems and statuary. Any bargain struck with the hai nu is typically sealed with such riches. However, they are certainly not above stealing or forcibly taking these treasures if the deal is not to their liking.

Despite their primitive nature, the hai nu are not an easy adversary. Their religious nature has yielded many particularly blessed individuals, including powerful clerics and gifted oracles. Tangling with the hai nu can result in hefty retaliation in the form of divine magic.

The hai nu have no official affiliation with the empire, though tend to behave in accordance with the emperor's wishes. This is partially because they are saltwater creatures, and partly because they have a long-standing hatred of the river ningyo. FAMOUS NPC OF THIS RACE

The Lady of the Sea: The reverend matriarch of the hai nu is referred to as "The Lady of the Sea." She, like her predecessors before her, suffers from a genetic form of dwarfism that plagues their bloodline. Despite her diminutive stature, the Lady of the Sea commands much veneration among her people and is a powerful cleric of nature. Any outsider who shows the Lady disrespect will be dealt with harshly. This aside, she is pleasant to most outsiders who show the proper amount of

reverence, and will often meet amicably with all manner of people who wish to do so.

Kawauso

Kawauso, or trueform river otters, can be found in every major river system in Senkokoku, as well as gallivanting along the coast. Their fondness for mischief is unmatched in the realm, and although they consider themselves hanran, it is the hanran of other races that take the brunt of their pranks. Imperial invaders are especially cautious along rivers, because kawauso can make their lives a lot more difficult.

A kawauso's demeanor is often that of a grumpy old man, but this is just a clever ruse as most have the internal maturity of an impish school-kid. However, this childishness does not preclude their ability to plan or work together, nor does it distract from their underlying task of protecting their land, and their natural kin, the river otters.

During the flood, when the river dragons were carving channels into the land, the kawauso charged themselves with planning the routes of some of the tributaries. These streams not only provided habitat for themselves and normal river otters, but contributed to the survival of many freshwater flora and fauna.

Consequentially, few know the wilds of Senkokoku better than the kawauso. They can easily disappear in their natural habitat, making any pursuit of these creatures futile. Many, particularly desperate individuals have tried hiring a kawauso as a guide. This seldom works as expected unless the basis for the journey is congruent with the kawauso's ideals. Since they do not value gold or gems, payment is usually in the form of some sort of service, food, or intoxicating beverages.

FAMOUS NPC OF THIS RACE

Shui Hu: Hu, who took the name of a legendary hero, is known as a veritable Robin Hood of the realm. Those who dwell in excessive or ill-gotten wealth, fear his wrath. He will not only steal his targets' riches and give it to those in need, but he will also find some way to abjectly humiliate them. The emperor, of course, has a bounty on Hu's head. However, being a kawauso, he is nearly impossible to track.

Shui Hu also commands a small, illegal force that call themselves the hao han, which are made up primarily of other kawauso but also include a menagerie of other races including a benitsuru, a pair of uobei, and a rugon. This group works separately from the hanran, and has been known to root out corruption on both sides of the fence.

Rugon

Rugon are trueform dugongs, which are large, slow moving herbivores who dwell throughout the temperate and warm seas of Nikaikoku. Much like their unintelligent cousins, rugon are primarily peaceful and harmless. However, when it comes to protecting kinfolk from harm, they can be surprisingly violent and unvielding.

The emperor's forces discovered the rugon's hidden nature when he began harvesting dugongs for their meat and oil as he was amassing his army. He had no expectation of resistance from the rugon, as they were considered harmless pacifists. Regardless, the rugon unexpectedly took up arms and attacked one of the emperor's legions, completely wiping them out. They finished by burying their corpses in the seabed and planting a new crop of kelp over their graves.

The emperor immediately decreed that the killing of dugongs be halted, and sent diplomats to mitigate the damage he caused. After lengthy negotiations, the rugon agreed to become part of the Empire, and that a small percentage of their population could be drafted into the war. In return, dugongs would become a protected species and their preferred habitat was to be secured at all costs.

A small population of dissatisfied or draftdodging rugon took refuge in various mangroves throughout the southern shores. This population eventually made accord with the heikegani natives. These hanran rugon are seldom active soldiers, but will not hesitate to be defenders if the need arises. These unforeseen combatants have tipped the scales in favor of the hanran for several battles against imperial invaders. The emperor does not hold the loyal rugon accountable for the actions of these rebels, and continues to uphold the treaty.

FAMOUS NPC OF THIS RACE

Cahaya of Azure Isle: Cahaya is charge of the forces protecting Azure Isle, the largest island of the Sapphire Isles. The coast of Azure Isle is considered protected, as it is a popular breeding ground for dugongs. This is a controversial region for many reasons. While no military presence is allowed to set foot on the isle or near its coast, the island itself is rich with natural resources, a residence for peaceful hanran including mogogols and heikegani tribes, and is known to harbor a large nest of naga within an inland saltwater lake. Cahaya is adamant about not letting imperial forces anywhere near the isle, and, in accordance with the treaty, they always comply. This does not stop the emperor and his forces from making frequent requests and attempts at bribery.

Spirit Folk

During the reign of drylanders in this region, spirit folk, or humans with kami or oni ancestry, were very common. They were well documented in all environs, and many held prestigious positions or were revered for their unique powers. However, the great flood wiped out the majority with this racial legacy, leaving only a smattering of those with aquatic lineage.

As time went on, they interbred with each other creating one homogenous bloodline, though they maintained their diverse appearances. A spirit folk born of a father with fish-like features and a mother with angelic traits could have horns and eyes like an oni. Despite these mottled visages, spirit folk are a growing population that teetered on the verge of extinction for centuries.

Regardless of their blossoming population, the emperor still refuses to recognize the spirit folk as a legitimate race of people, and therefore is unconcerned with their standing as hanran or imperialists as a whole. As a result, spirit folk tend to roam freely among the borders of both sides. Some eagerly take up arms for the Empire, others favor the cause of the hanran, while a few fight only for themselves.

Spirit folk are the last vestiges of the human race, which is presumed to be extinct as there hasn't been a confirmed sighting of one (that didn't turn out to be a spirit folk or a river ningyo) in over two centuries. As such, they often hold family traditions, clothing styles, and customs similar to the days of the drylanders, which can seem quite foreign to water-folk, and often counterintuitive for aquatic lifestyles.

FAMOUS NPC OF THIS RACE

Captain Aravinda: Aravinda is a spirit folk privateer in service to the emperor, who will often sail his ship (a medium-sized, well-armed junk) up large rivers to raid hanran villages or pillage their shipping vessels. Since he has one large eye in the center of his horned head, he often claims he is a full-blooded oni (though the emperor has made a point never to deal with oni). To a frightened hanran soldier who may have never encountered a spirit folk before, this ruse might convince him to part with his wears peacefully. Though he is not an oni, Aravinda is a known scoundrel, and the Emperor has taken considerable criticism for keeping him in his employ. His success, however, has funded many of the emperor's favorite endeavors.

Languages of Nikaikoku

Detailed below are the most common languages in the Celadon Shores Campaign Setting. Those languages marked with an asterisk can only be spoken and understood by select species due to limitations of either body or vocal range.

Aquan: This is the native language in the elemental plane of water and of the Tritons.

Common: Common originates from the native language of the drylanders and is used as the accepted trade language of the Empire. Unlike many aquatic languages, common sounds surprisingly human. Its written form is comprised of nearly 50,000 different glyphs. This, of course, is a different common tongue of the Cerulean Seas core. In other regions, this language is referred to as Nikaikan.

Ceti*: The language of dolphins and whales, including the ningen. It is a complex language that extends into the subsonic and ultrasonic range (outside of normal hearing range). Ceti has no written form.

Dagonite: Also known as Undercommon, this is the common language of the evil underdeep races. It uses low pitched sounds mingled with sudden thudding sounds. Dagonite has a complex written form made up of an alphabet of over 500 symbols.

Goi: Several centuries before the flood, the hitogoi invented this language as a more effective means of communication, at least among their own kind. It sounds like gurgling at various pitches, and its alphabet consists of 1117 runes that have characteristic swirling patterns.

Halbok: This is an aquatic version of the ancient language of the Halbokians (an extinct human civilization). It is kept alive almost exclusively by the sebek-ka and a handful of spirit folk families. It sounds very similar to Arabic languages in our culture. The written form is likewise Arabic in appearance.

Hanran: Hanran is a dialect of common that has strayed so far from the original that it could be considered a different language. A person who knows common can understand and read about 20% of Hanran.

Imperial: Imperial is a dialect of draconic with heavy influence from the common tongue. It is used primarily by nobles when speaking at the emperor's court. It has its own glyph system that blends draconic with common. Those that speak Draconic with no training in Imperial, can make a linguistics check DC 18 to understand a phrase written or spoken in this language.

Kamigei: This is the language of the kamigei and is intended to be sung, not simply spoken. Many words or phrases which sound the same have different meanings based on rhythm, key, or pitch. The written form of this language looks much like musical score.

Medusian*: The rare language of the trueform jellyfish (WAVES OF THOUGHT) that consists primarily of flashing bioluminescence. Suibo are able to learn and speak this language, though seldom do. It has no written form.

Pelagic*: The natural language of sharks and rays. While it can only convey simple concepts, species who can speak this language often use it to communicate secretly. Pelagic is based on scent and pheromones. It has no written form. Samebito use this language to command sharks to fight for them.

Thothic: This is a secret language often learned by the priesthood of Sebek. Those that are not highranking followers of the Sebek faith are not permitted to learn this language. This tongue was originally developed by land- dwellers, and shares characteristics of such. The written form of Thothic is a complex hieroglyphic system.

Yokai: Yokai is language consisting primarily of vowel sounds, though it is rarely spoken in conversation. It is used mainly in religious practice as a language that is favored by all types of spirits and immaterial powers during prayer. The written form has 3 consonant symbols and 15 vowel symbols that combine into at least 28 vowel forms.

Religion in Nikaikoku

The many facets of Nikaikoku religion are explored below:

Jade Tiles

While all manner of holy symbols and talismans are used to represent devotion or provide a divine focus, none are more important than the jade tile. A religious person in this region will carry a small jade tile inscribed with his favored power's unique symbol. In the case of death, if this tile is found on the body, it is customary to grant the deceased funerary rights concordant with his beliefs. Failure to do so would bring down the wrath of the Powers That Be. Most races practice this custom, regardless of whether they are hanran or imperial. It is considered bad luck to carry more than one jade tile at a time, especially if they are of different Powers.

The Mystical Elements

In the cosmology of Celadon Shores, there are five mystical elements: Rain, Wood, Fire, Wind, and Metal. Unlike the traditional four elements, these elements do not lay in opposition to another, but instead in harmony. Each element helps the others thrive. In addition, these elements are not tied to any specific inner or outer plane. Their force is said to be represented here in this world. When representatives are destroyed, it is up to the inhabitants of this world to keep it in balance. While the kamigei are specially appointed to such tasks, they are not solely responsible for maintaining this balance. According to this belief, each individual must strive to find the balance with the five mystical elements both within his own self and his environment. Many believe that the Great Flood occurred because the "Wheel of Five," as some refer to these elements, was irreparably damaged.

The Powers That Be

On the Celadon Shores, worshipping a singular god or goddess is a somewhat foreign concept. Even for those races such as the river ningyo or the sebekka with an overtly dedicated deity, faith resides in a much more diverse cast of divine powers. In addition, it is not uncommon to pray to concepts or beings that are not considered a divine power in other realms.

In Nikaikoku, the pious usually worship an array of "Powers That Be" along a particular theme. Each of these Powers can grant divine spells much like a deity can in other lands. Powers are usually made up of a menagerie of individual sources which can include gods, spirits, heroes, magical races, mystical locations, and even potent philosophical concepts. Each individual of faith collects her own unique set of these sources, and derives her arsenal of holy symbols and regalia to represent their chosen Power. Occasionally, these unique sets are passed down through family lines.

As a result, two clerics of the same Power That Is may have different holy symbols, religious texts, and even belief structures. The only thing that would be similar is that they can draw from the same domains and they would both carry the same



jade tile (and therefore common funerary rights).

In a land with thousands of different ways of worship, dictating religious practice would be an impossible task. The dragon emperor has done his best to create unity as well as religious tolerance, including implementing the jade tile system, and enforcing their meaning with strict laws, even when those laws favor the hanran or even the naga. This is not to say that he has not worked at promoting a more unified religion. Through subtle propaganda, he encourages putting faith in the Empire itself. This has been very successful as this devotion has not only risen to a potent Power That Is, but it has become the most common religion for imperialists.

On the next few pages, the most common Powers That Be are listed in order of popularity. These Powers take the place of singular deities for religious classes such as clerics.

Favored Weapons: Since powers draw on a much broader array of ideologies, favored weapons tend to vary from one individual's belief to another's. Consequently, for any class that refers to a deity's favored weapon, the player must instead pick any one weapon upon gaining the first level in that class. That weapon becomes the favored weapon of his personal faith, and cannot be changed.



The Smpire Alignment: Lawful Neutral Common Followers: Imperialists, pacifists, politicians, nobility Domains: Community, Glory, Law, Nobility, Protection, Travel, War Optional Subdomains:

Aristocracy, Cooperation, Defense, Exploration, Heroism, Home, Honor, Judgment, Leadership, Loyalty, Tactics, Trade

This religion grew from the efforts of the dragon emperor to create a unified national religion. Worship of a nation may seem to be quite an alien concept to foreigners, but it makes perfect sense to its inhabitants. Many who venerate this Power believe that the Empire itself is a thriving entity made up of its loyal people. Others have faith that divine magic comes from a nation of people with a common goal. Many samurai claim the figurehead of the Empire itself, the dragon emperor, as their patron deity. There are even a few hanran that worship the Empire who trust that the Emperor's vision for a unified nation will someday include peace.



Imperial Dragons

Alignment: Neutral Common Followers: Dragons, imperialists, reptilekin, nobility Domains: Glory, Knowledge, Luck, Magic, Nobility, Scalykind, Strength Optional Subdomains: Aeon, Aristocracy, Dragon,

Ferocity, Heroism, Honor, Imagination, Leadership

Dragons are among the most powerful creatures of the realm, and certainly play the most crucial role in shaping it. It is not surprising then, that a large percentage of people venerate these creatures. However, worship of imperial dragons goes beyond the well-known sea and river dragons. This faith includes other types of imperial dragons, their spirits, and even draconic or celestial deities. Worshipers vary greatly in purpose, the most common including furthering the Empire, aiding the hanran, procuring magic or power, and serving the reptilian races. This faith is also common among warriors and barbarians who prize strength and ferocity.



Philosophical Doctrines

Alignment: Neutral Common Followers: Pacifists, monks, warriors, philosophers Domains: Chaos, Charm, Community, Evil, Good, Healing, Knowledge, Law, Strength, Void Optional Subdomains:

Entropy, Family, Fear, Fist, Friendship, Isolation, Love, Lust, Memory, Redemption, Resolve, Resurrection, Revelry, Thought

The Celadon Shores are permeated with philosophers, as many consider the practice to be among the most honorable vocations. Some of these truth-seekers occasionally hit on a concept or set of beliefs that becomes an accepted paradigm among a large group of people. While a small handful of these gurus live to see their doctrines grow into part of the Powers That Be, most are venerated amid these powers long after their mortal demise.

While philosophical doctrines vary greatly from group to group, they all tend to eschew gods and spirits in favor of personal or community strength. Somewhat paradoxically, however, the progenitors of these beliefs are often revered along with the doctrines, often with a nearly deific status.



Ancestral Spirits

Alignment: Neutral Common Followers: Traditionalists, scholars, monks, warriors Domains: Artifice, Community, Darkness, Death, Earth, Glory, Luck, Nobility, Repose Optional Subdomains:

Ancestors, Caves, Construct, Curse, Family, Fate, Heroism, Home, Honor, Loss, Souls

Ancestral worship is likely the oldest Power That Is. Many along the Celadon Shores can trace their lineage for centuries. Among that lineage there are most certainly heroes and leaders that one can draw power from. Others of this faith simply recognize that millions of their race have come before them, and exist in spirit form to further their cause. There are a few faithful that do not worship their own ancestors, but instead those of other races that are important to them, including those from extinct drylander civilizations.





Storms, Wind

While worship of this Power has declined dramatically after the Great Flood and the eradication of four of the five greater Kamigei, it is still a major religion of the realm, especially among lesser kamigei. Often, the faithful tend to concentrate specifically on the Yoikoi who still wander the skies, lakes, and seas on unknowable missions. However, others still venerate all five greater kamigei and recognize that their power lives on within the lesser kamigei and in the power of mystical shards (see Chapter 4 for details). A few pious groups even pray for the return of the slain kamigei and work tirelessly to resurrect them. Many believe this will restore balance to the realm.

The Greater Kamigei

Alignment: Neutral Good

kamigei, mystics, mages

Earth, Flora, Fire, Magic,

Domains: Air, Animal,

Steam, Water, Weather

Optional Subdomains:

Cloud, Feather, Flowing,

Fur, Ice, Metal, Seasons,

Common Followers: Lesser



Nature

Alignment: Neutral Common Followers: Anthromorphs, trueforms, nature enthusiasts, hai nu Domains: Animal, Flora, Healing, Plant, Protection, Sun, Travel, Water, Weather

Optional Subdomains: Decay, Defense, Exploration, Feather, Fur, Growth, Ocean, Restoration, Rivers, Seasons, Solitude, Storms

While the imperial way is typically to subjugate nature rather than protect it, there are those who realize its importance. As representatives of nature itself, they sacrifice their lives to defend wildlife and plants that otherwise would have no protection at all. They see the source of their power as a collection of all the animals of the wild, powerful natureinclined gods and goddess, and bestial spirits. This religion is the most common among the hanran, and reminds them that they are not just fighting for their way of life, but for the habitat on which their lives are based on. Others of this faith are not so radical,

and simply respect the wilderness in which they live in or travel through.



Magic

Alignment: Lawful Neutral Common Followers: Mages, mystics, gamblers, rogues Domains: Charm, Knowledge, Luck, Madness, Magic, Rune, Trickery Optional Subdomains: Arcane, Curse, Deception, Divine, Imagination, Insanity, Language, Memory,

Wards

Worshippers of magic agree that magic itself is divine, and creatures innately blessed with magic can be sources of divine power. On the surface, clerics of magic can appear to be representatives of any number other Powers That Be, including Imperial Dragons, Ancestral Spirits, Philosophical Doctrines, Greater Kamigei, Kami, Nagakind, Yokai, or even Sarasvati. The difference, of course, is that they do not limit themselves to just one group, and they pay closer attention to the magical prowess of these powers than their typical ideology. Faith in magic is also common among the superstitious and the stealthy, as they often believe that luck is supernatural in origin.



The Kami

Alignment: Neutral Common Followers: Spirit folk, oni, spiritualists Domains: Animal, Darkness, Destruction, Healing, Luck, Protection, Rune, Sun Optional Subdomains: Catastrophe, Curse,

Defense, Fate, Rage, Restoration, Revelation, Wards

There are countless species of kami—in theory, every type of animal, plant, object, and location could be served by its own type of kami. These are collectively called "wards" by kami, who often think of them similar to how a human might think of a child placed into his or her care. There are those that venerate these spirits for their service.

It may be interesting to note that the oni, which are considered a dark or fallen kami, also fall under the umbrella for this particular Power. While this puts worshipers of virtually the same divine power source at odds, many see this as a kind of balance within the Power itself. They are quick to point out that there cannot be light without darkness.



The Yokai

Alignment: Chaotic Neutral Common Followers: Kappa, mages, hai nu Domains: Chaos, Darkness, Magic, Protection, Luck, Trickery Optional Subdomains: Ambush, Deception, Defense,

Fate, Moon, Night, Thievery, Whimsy

The yokai are said to be physical embodiments of mystical energy. They range eclectically from the malevolent to the mischievous, or occasionally bring good fortune to those who encounter them. Yokai usually have innate supernatural power, and are therefore considered sources of divine magic.

It should be noted, however, that although worshippers venerate the yokai collectively, individuals are not prayed too directly. While a member of a yokai subtype may expect a small increase in respect from those with faith in this Power, they cannot demand special treatment.



Nagakind

Alignment: Chaotic Neutral Common Followers: Naga, reptile-kin Domains: Artifice, Charm, Darkness, Healing, Knowledge, Liberation, Protection, Scalykind Optional Subdomains:

Defense, Freedom, Restoration, Revolution, Trap, Venom

The naga often honor themselves, collectively, as a Power That Is. However, they are usually referring to the entire naga bloodline which not only contains benthic, sea, and water species, but, as many of this faith attest, all snake and serpent-like creatures except for dragons.

While worshippers of Nagakind are not necessarily evil, they do actively work against the law of the land, and hold little respect for political boundaries. Though it is not illegal to be a practitioner of this Power, it will lead to a fair amount of scrutiny and prejudice amongst imperialists or lawful people.



Sarasvati

Alignment: Neutral Common Followers: River ningyo Domains: Charm, Community, Darkness, Healing, Knowledge, Magic, Protection, Water Optional Subdomains:

Arcane, Divine, Family, Love, Lust, Moon, Night, Purity, Rivers

Although Sarasvati is also the name of the divine matriarch of the river ningyo, the Power That Is known as Sarasvati includes this goddess, the river ningyo race, and the ningyo ancestral spirits. Some even believe that Sarasvati also encompasses the power of rivers, the beauty of koi fish (and all creatures that mimic their form, including Yoikoi), or even the spirit of Senkokoku. Regardless, worshipers of this Power are nearly all river ningyos.



Sebek

Alignment: Lawful Neutral Common Followers: Sebek-ka Domains: Artifice, Community, Death, Earth, Law, Nobility, Scalykind, Repose, Rune Optional Subdomains: Ancestors, Construct, Home,

Languages, Leadership, Metal, Saurian, Wards, Undead

Sebek, the crocodile god, differs little within the Celadon Shores from the same god found in the Cerulean Seas. However, as a Power, Sebek refers to more than this one deity. Not only does Sebek include a myriad of gods from a primordial age, but encompasses the sebek-ka and their ancestors. This Power also extends to include the undead pharaoh. If one were to compare clerics of Sebek from Nikaikoku with those from the Cerulean Seas, they would be quick to notice that the pharaoh has had a decidedly dark influence on his people and their customs. It should be noted that only the hanran Sebek-ka worship this Power, as the imperial Sebek-ka prefer worshipping the Empire or Imperial Dragons, and include Sebek as part of that power.



Nikaikoku Geography

Nikaikoku is an isolated realm in the northern hemisphere of the world, containing a small, narrow, vaguely crescent shaped continent called Senkokoku. To imperialists, Nikaikoku is also called the Empire, while the hanran only consider the saltwater coast to be the Empire. It is north of the Cerulean Seas region by about a thousand miles, and several hundred miles south of Feldorheim. It is surrounded by a ring of suibo encampments that many refer to as the "Ring of Fire." Beyond that are hundreds of miles of open, fathomless sea.

Senkokoku is roughly 1,500 miles long (north to south) and about 300 miles at its widest point, not including a small glacial shelf in the north, which can exceed 600 miles wide in the winter months. The land is permeated with thousands of lakes and rivers. This gave rise to its most common name, the Celadon Shores, as the rivers keep the land green and crackled in appearance, much like a ceramic glaze called celadon, which was very popular is this region.

Detailed below are commonly known regions of the Celadon Shores:

Cobalt Coast

A strong arctic current, known as the Cobalt Current, brings subarctic temperatures to what would normally be a temperate zone. Centuries of Icebergs have built up over time forming a small glacial mass over the northern end of Senkokoku. These melting glaciers feed ungodly amounts of fresh water into the continent's massive river and canal system.

The Cobalt Coast is the least densely populated region of the Celadon Shores. Of the scattered inhabitants, the vast majority are ningen. Significant populations of heikegani and kawauso also dwell here. Flora and fauna is very similar to those found in Feldorheim.

Inner Shores

The western side of the continent is often referred to as the "Inner Shores." This region enjoys a relatively quiet climate, with the exception of the occasional remnants of typhoons that make their way over the mountains from the east. Unfortunately it is plagued with tsunamis from the south west that often strike without warning.

Most races can be found here, though it boasts large populations of benitsuru and mizugumo, who prefer the tamer seasons.

Outer Shores

The Outer Shores, or eastern side of Senkokoku, is periodically barraged with massive typhoons on a seasonal basis. As a result, it is somewhat less populated and has denser foliage.

Regardless of the weather, nearly every race can be found here. The heikegani prefer this region as their home because they believe the constant battle against the elements makes their race stronger.

The Sapphire Isles

Stretching roughly 500 miles south of Senkokoku is an archipelago of volcanic islands known as the Sapphire Isles. Tropical in climate, these islands are covered in dense vegetation. Several of the volcanoes are still active, and the region can be shrouded in ash and smoke for weeks at a time. This is a turbulent region that gets the brunt of the typhoons experienced on the Outer Shores, and the occasional tsunami familiar to the Inner Shores.

Inhabitants are considered primitive by the realm's standards and include the largest populations of hai nu, samebito, and mogogols.

Other Features of Note

Nikaikoku has several significant geological features. A few of these are listed below.

Dilong River: This river, which traverses a great valley that runs down the center of the Spine of Senkokoku, is the largest river in the realm. It feeds most of the rivers, lakes, and streams on the entire continent.

The Spine of Senkokoku: This massive mountain range runs down the majority of the continent and splits it down the center, from north to south. Since most of the inhabitants of the realm are aquatic, the majority of the Spine's peaks are unexplored. Many speculate that there may be drylanders still living in them, but as years go on without a single confirmed sighting, fewer people believe this.

The Great Marsh: Roughly 300 miles north of the southern tip of Senkokoku, several rivers converge into one massive subtropical swamp that covers about 60,000 square miles. A large chunk of this territory (approximately 30%) are freshwater mangroves and home to mizugumo. Hanran sebekka, mogogols, and benthic naga also dwell here.

Cities and Oillages of Nikaikoku

While the Empire boasts a few large cities, the hanran has several large villages. These are detailed below. Categories include ice (detailed in INDIGO ICE), coral (detailed in the CERULEAN SEAS CAMPAIGN SETTING), bamboo, and stone cities.

Bamboo cities, like the name implies, are constructed primarily from fast-growing bamboo and other vegetation. They are most common in shallow freshwater regions among the hanran. Often, a portion of the taller structures of the cities pokes out one or two stories above the water. These structures only last a few years and construction is an ongoing process. Many of these cities are disassembled and moved as needed.

Stone cities are more common among the ocean empire. They are constructed chiefly of reclaimed bricks from the ruins of drylander structures. This is a more common practice than moving into sunken cities as many find these places to be either haunted or bad luck. The mortar used to build these cities is a hitogoi invention. It is as strong as concrete, but it cures while submerged.

A. KHOLDUKHANA Category: Ice

Empire

Depth: 0-300 feet. This is the Empire's largest outpost on the Cobalt Coast. It rests at the mouth of the Dilong River, and is a launching point for many military expeditions in the northern realms. It is primarily populated by Ningen and Heikegani, most of which are soldiers or involved in some sort of military training.

B. DONGJIZHEN Category: Stone

Spirit Folk Depth: 0-100 feet.

Located in a lake on a small island of the northern Inner Coast, Dongjizhen was assembled from the remains of a holy drylander city. It is now the center of spirit folk community, and where many their families originate. It is a strange place with alien customs that many avoid. However, adventurous imperialists and hanran alike will venture to this town and partake in its exotic scenery.

C. MOSONDIVA

Empire Depth: 0-500 feet.

Category: Ice This icy imperial outpost is mostly populated by loyal ningen. Its original purpose was as a military base that was strategically placed to intercept invading forces from the north, but those never arrived. The small battalion stationed here does manage to drive back massive leviathans that wander in on the Cobalt Current. Aside from military significance, Mosodiva also has a small goldmine that yields enough treasure to keep the town going.

DANGFENGZHAYU

Hanran Depth: 0-200 feet.

Category: Bamboo This village is populated primarily by hitogoi, but has a fair amount of other hanran races as well. It is

considered a center for learning, and often the site for hitogoi conclaves. Many wondrous inventions are

available here, which is likely where they were invented.

*E***. O**IGUAIHU Category: Bamboo

Depth: 0-600 feet.

Hanran

Qiguaihu is the biggest hanran city, in the largest lake of Senkokoku. One can find all races of hanran who live here, though river ningyo and freshwater seafolk seem the most prevalent. One prominent feature of this city is the Temple of Mystic Fire, a large bamboo structure that houses a large sphere of adamantine chained in the center of it, burning eternally with mystic flame.

7. SHENGUANG

Category: Coral

Empire Depth: 10-300 feet. Shenguang is famous for its stunning beauty and

massive coral structures. One can find all imperial races here, though the population is mostly merfolk and sea kappa. Inhabitants work at a variety of industries, including coral craft, farming, fishing, and mining.

G.GAJO

Empire

Category: Stone Depth: 300-900 feet. Gajo rests at a considerable depth and distance from the coast compared to most imperial cities. It is built over very productive and stable thermal vents, which not only keeps the city very warm, but provides a host of rare gems and minerals which are routinely mined there. Because of its location, it is one of the few cities where suibo interact with other imperial races on a daily basis. Many suibo journey to Gajo simply to socialize with their non-suibo countrymen.

H. SUNAMBRO

Hanran

Hanran

Category: Bamboo Depth: 0-100 feet. Sunambro has long been the location of the uobei fighting championships, and it still brings in quite a few spectators and gamblers to the region. Depending on the time of year, one can watch uobei engage in all manner of tournaments, from unarmed combat such as wrestling, karate, and sumo to armed combat including spear fights and archery matches. Though most combat is decided prior to fatality, this is also the whereabouts of the most uobei deaths.

J. KA SAU

Category: Bamboo and Stone

Depth: 0-100 feet. Though the exact location moves, Ka Sau is the holy city of the hanran sebek-ka, and the residence of the infamous mummified pharaoh. When building this miraculous town hundreds of years ago, they paid the native hitogoi huge sums of money to devise ways to create floating stone temples that they could easily move whenever they needed to. The design was a huge success and a marvel of the Celadon Shores. Unfortunately, few ever get to see it, as it is heavily guarded by fierce sebekka warriors.

J. DAHTEK

Category: Bamboo

Depth: 0-100 feet.

Hanran

Dahtek is the largest mogogol village, though it has a fair number of hitogoi and mizugumo residents as well. It is most famous, however, for its large groves of Livewood Trees. These trees are considered a sacred resource, and fiercely protected and tended to by the town's inhabitants.



The Mystic Fire Temple of Qiguaihu

K. THITRANLUA

Category: Bamboo

Hanran

Depth: 0-100 feet.

Thitranlua is a mizugumo village and the largest producer of mizugumo silk in the realm. Unfortunately unloading that silk to the Empire requires a lengthy trade route as the emperor's hungry samebito dwell in the ocean waters immediately to the east. A small conclave of hitogoi also dwells here, testing various applications of spider silk and ways to produce this material synthetically.

L. HONDAOZHAN

Category: Bamboo

Naga

Depth: 0-300 feet.

Hondaozhan, located in a large salt lake in the center of Azure Isle, is the infamous naga city that the emperor would love to eradicate. Unfortunately, due to treaties with the rugon, he is unable to reach them as long as the nagas do not launch any military operations from this location. Surprisingly, the nagas treat Hondaozhan as a city of peace. Weapons are not even allowed into their town. Water nagas, sea nagas, and benthic nagas can be found here and the town is overrun with all species of snakes. Nagas retreat to this location to rest, heal, and be amongst their own kind. Non-nagakind are allowed to visit briefly, but must leave before nightfall.

M.ZHIZHUZHEN

Category: Bamboo

Hanran

Depth: 0-100 feet. Originally a simple mizugumo village, Zhizhuzhen has since evolved into a booming hanran trade town. While mizugumo still make up the majority of the population, all hanran races can be found here, and quite a few imperials looking to buy black market items. Zhizhuzhen is a common target for imperial attacks, but they usually come with much fanfare and time to evacuate. Since the village remains humble, rebuilding goes quickly, and residents are back to selling their wares as if nothing happened.

M. SEIRYUKYO

Imperial Capitol

Category: Stone Depth: 20-300 feet. Seiryukyo is the capitol city of the Empire, and home to the honorable dragon emperor. Every imperial race can be found here, as well as several imperial sea dragons and a few foreign races. It is a fantastic city filled with wonders, magic, and martial might. A thousand heikegani soldiers march through the center of the city at noon every day, in a blazon of military prowess. The dragon emperor upholds very strict standards for maintaining this city, as it is meant to be the crown jewel of his empire. 05

Chapter 6:



The Imperial Bestiary

Introduction to Celadon Shores' Sea Monsters

This chapter explores some of the most notorious denizens of these exotic waters. Even in other realms, the creatures in this tome can serve to surprise, entertain, and even torment the most stalwart of adventurers.

Creature Glyphs

Much like in the PATHFINDER ROLEPLAYING GAME BESTIARY, the Cerulean Seas Bestiaries and other Alluria Publishing products, CELADON SHORES uses easy to recognize symbols in the headings for each monster. These "Creature Glyphs" can tell you the basic creature type (circle), most frequented terrain (diamond), and climate of origin (hexagon) at a glance for easy reference and campaign design. The statistics that follow these symbols go into more depth as to creature subtypes and additional terrain ranges.

CELADON SHORES also introduces two new freshwater terrain glyphs as shown below:



Acroporaian

A slender humanoid female steps from the reef. Her skin is covered with coral growth, and her long hair waves in the currents. Unnaturally long limbs and a branch-like neck give her a fearful look. Her eyes are deep black pits, and her teeth are jagged coral spikes.

CR7

ACROPORAIAN



XP 3,200

N Medium Monstrous Humanoid (aquatic) Init +2; Senses darkvision 60 ft., low-light vision; Perception +12 Racial Buoyancy -190; Depth Tolerance: immune to pressure.

DEFENSE

AC 22; touch 12, flat-footed 20 (+2 Dex, +10 natural) hp 84 (8d10+40) fast healing 2 Fort +7, Ref +8, Will +8

Defensive Abilities deadly flesh; DR 5/magic; Immune mindaffecting effects, poison

OFFENSE

Speed 30 ft., swim 30 ft.

Melee 2 slams +11 (1d6+3 plus poison), bite +11 (1d8+3 plus
polyps), or touch +11 (1d4 plus poison) and bite +11 (1d8+3
plus polyps)

Special Attacks poison, polyps

STATISTICS

Str 17, **Dex** 15, **Con** 20, **Int** 10, **Wis** 15, **Cha** 10

Base Atk +8; CMB +11; CMD 23

Feats Ability Focus (stinging hair), Coral Link, Lunge, Power Attack **Skills** Acrobatics +20, Craft (sculpture) +9, Intimidate +9,

- Perception +12, Stealth +12; **Racial Modifiers** +12 Stealth when on coral
- Languages Common (can't speak)

SQ cement

ECOLOGY

Environment warm oceans (coral reef) **Organization** solitary, reef (2-5) **Treasure** standard

SPECIAL ABILITIES

- **Cement (Su):** A acroporaian may excrete a fast acting cement as a swift action, granting it a +20 it its CMB against bull's rushes or any other effect that moves it from its square. A DC 30 Strength check is required to lift the acroporaian if it is cemented to an object. A acroporaian that spends an entire round excreting its cement gains a +20 to grapple checks to hold or pin. An acroporaian may break down its cement as a free action, and can excrete it from any part of its body.
- Deadly Flesh (Su): An acroporaians body is entirely made up of corals, and as such is covered with microscopic stinging cells. Any living creature that grapples or is grappled by an acroporaian, or strikes it with a natural or unarmed attack takes 1d4 points of damage, and is affected by its poison.
 Poison (Ex): Touch-contact; save Fort DC 19; frequency

1/round for 6 rounds; *effect* 1d2 Dex damage; *cure* 2 saves. **Polyps (Ex)**: Any creature or object bitten by an acroporaian must make a DC 19 Fortitude save or become host to hundreds of tiny coral polyps. These polyps rapidly spread covering a square foot of object a day, or dealing 1d3 points of Dexterity drain, as the victim's flesh is replaced with coral. An object completely covered in polyps can be recovered by 1 week of work per 5 pounds of the object. A living creature reduced to 0 Dexterity is considered petrified and may only be restored by a *stone to flesh* spell, followed by *remove disease*. The polyp's spread may be halted by the object or victim spending a full 24 hours out of the water, a full 48 hours in fresh water, or by a *cure disease* or similar spell.

Stinging Hair (Ex): An acroporaian's hair is actually made up of long stinging tendrils, that deliver a potent toxin. It may direct the hair at any creature within 20 feet as a half action, and targets so touched must make a DC 21 Fortitude save or be paralyzed and take 1d2 Constitution damage. The hair remains in place until the acroporaian chooses to move it again, and targets within that area must make a new save every round to avoid the effects.

Acroporaians are corals that have both a humanoid form and alien intelligence. They are capable predators, and take little notice of the difference between a large fish and a swimming humanoid. Even if peaceful contact is made, acroporaians care more for feeding themselves and tending their reefs than for the troubles of fleshy beings.

Acroporaians typically hunt from ambush, attaching themselves to reef ledges at odd angles and allowing their hair to cascade in the current. They are well aware their bite allows new reefs to seed, and refuse to consume a victim that has polyp growth. They have little understanding of objects such as weapons, and simply cast them aside, or use them to expand their territory.

Acroporaians instinctively cover large objects and buildings in corals, concealing the objects within from all but the most diligent eyes. Sages believe that entire ancient cities may be coral covered, and well preserved treasures may rest within. Acroporaians seem to arise spontaneously from corals; no pattern of age, size, or creation seems to exist. It is equally unclear why all known members of the species have a feminine base form. The acroporaians themselves seem not to care about such questions.



Akkorokamui

This creature looks like a cross between a massive sea worm, and a cephalopod. Its face is mask-like and unmoving, with great half-lidded eyes.

CR 15

Akkorokamui



LN Gargantuan Aberration (aquatic)

Init +3; Senses darkvision 60 ft.; Perception +19

Racial Buoyancy -870^B; Depth Tolerance: 6,000 feet

DEFENSE

XP 51,200

AC 29; touch 4, flat-footed 29 (-2 Dex, +25 natural, -4 size) hp 232 (15d8+165)

Fort +16, **Ref** +3, **Will** +15

OFFENSE

Speed swim 50 ft.

Melee 10 tentacles +17 (2d6+10 plus grab), 2 claws +9 (1d8+5) **Space** 20 ft.; **Reach** 20 ft., 40 ft. with tentacles

Special Attacks constrict (tentacle 2d6+10), inhale, jets, mask of fear, swallow whole

STATISTICS

Str 30, Dex 7, Con 32, Int 20, Wis 22, Cha 13

Base Atk +11; CMB +25, +27 grapple; CMD 33, can't be tripped Feats Ability Focus (mask of fear), Critical Focus, Greater

- Grapple, Improved Grapple, Improved Initiative, Improved Vital Strike, Power Attack, Vital Strike
- Skills Acrobatics +8, Intimidate +15, Knowledge (arcana, history, local, nature) +16, Linguistics +6, Perception +19, Use Magic Device +15
- Languages Aquan, Cephalite, Ceti, Common, Draconic, Imperial SQ Bioluminescence

ECOLOGY

Environment oceans **Organization** solitary **Treasure** standard

SPECIAL ABILITIES

Bioluminescence (Ex): An akkorokamui may shed light in a 100 foot radius at will, as a *light* spell. This light is a combination of reds, pinks, and oranges, and from the surface, appears to be the glow of the setting sun on the water.

Inhale (Ex): Every 1d3 rounds, an akkorokamui can suddenly open its mouth, creating a powerful vacuum in a 60-foot cone. Targets within the cone must make a DC 28 Reflex save or be swallowed.

Jets (Ex): Akkorokamui possess four siphons on their body that they can move independently. These jets allow the creature to move backwards at great speed, as a full round action, at a speed of 280 feet. It must move in a straight line, but does not provoke an attack of opportunity while jetting.

Alternatively, the akkorokamui may, as a free action, target up to four foes smaller than itself with the jets. The victims take 2d6 points of damage from the sheer force of the water. Huge targets must make a DC 28 Reflex save or be knocked 280 feet back from the akkorokamui. Smaller victims get no save from this affect.

Mask of Fear (Su): When an akkorokamui's mask-like visage is first gazed upon, the viewer must make a DC 28 Will save or be frightened for 3d6 rounds. This is a fear based effect. No matter the results of the save, the viewer is immune to the akkorokamui's mask of fear for 24 hours.

Akkorokamui are ancient creatures, preferring to dwell in areas where the sea floor drops off sharply into the abyss. Their mask-like faces and low monotone voices betray little emotion, and they appear utterly disinterested by the world around them. Despite this they are keen observers and historians, and they will grant their wisdom to those that treat them with respect.

Akkorokamui disdain combat, although they are happy to eat anyone that challenges them. They simply suck small foes into their mouths, while pushing more dangerous ones away with their jets of water. Larger foes are slowly crushed by their tentacles.

Sages speculate that akkorokamui are immortal, dying only from violence, and never actually breeding. The creatures themselves offer nothing but stony silence to this. They grant their knowledge fairly freely, requiring nominal payments of food or magical items, but demanding that their listeners show proper etiquette.



Amikiri

This creature resembles a long fluke worm, with an almost heron-like head and beak. Two long arms, tipped with crab claws, wave in your direction.

CR 3

AMIKIRI

XP 1,600

CN Medium Aberration (aquatic)

Init +2; **Senses** darkvision 60 ft.; Perception +9

Racial Buoyancy -35; Depth Tolerance: 600 feet

DEFENSE

AC 20; touch 12, flat-footed 18 (+2 Dex, +8 natural) hp 60 (8d8+24)

Fort +5, **Ref** +4, **Will** +8

OFFENSE

Speed 20 ft., swim 30 ft.

Melee bite +9 (1d6+5), 2 claws +9 (1d8+5)

Special Attacks constrict (claw 1d8+5), infest

STATISTICS

Str 21, Dex 14, Con 17, Int 8, Wis 14, Cha 11

Base Atk +6; CMB +13, +15 grapple; CMD 25, can't be tripped

Feats Greater Grapple, Improved Grapple, Power Attack, School Friend

Skills Acrobatics +9, Escape Artist +9, Intimidate + 7, Perception +9, Stealth +7

Languages Aklo

$\boldsymbol{S}\boldsymbol{Q}$ net bane

ECOLOGY

Environment shallow seas **Organization** solitary, pair

Treasure standard

SPECIAL ABILITIES

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Net Bane (Ex): An amikiri inflicts double damage to nets, ropes, and cords that it attempts to sunder with its claws.

Infest (Ex): Victims of an amikiri's constrict attack become infested with its fluke-like larvae. The victim suffers a -3 penalty to its Constitution and constantly sheds nearly microscopic larvae until they receive a *cure disease* spell or similar effect. Undead are immune to the Constitution damage, but can become carriers of the eggs. Amikiri, known as net cutters, are nasty creatures, obsessed with eating, and spreading their young. They are well known for cutting into fishing nets or traps, devouring the entire catch, then lying in wait to attack the fisherman when she retrieves her equipment. They are nearly universally hated for both their vicious attitude, and for their ability to spread nearly unchecked.

Amikiri prefer to use their claws in combat, with each squeeze pressing their rapidly hatching eggs into the target. The eggs cause an immune response that weakens the target, and the larvae themselves take a tiny bite before dropping into the water column.

Amikiri eggs replicate themselves rapidly, so an infected target never is free of the infestation. If slain, the host keeps shedding larva until they consume the entire corpse, an act taking weeks, or other scavengers do. The larva grow rapidly, and become adults within a year.

A few scholars have referred to amikiri as "imperial reefclaws," assuming that the similarities in form have more than superficial ties. Upon further study, however, it is evident to many that this is merely a case of convergent evolution as the amikiri's life cycle is markedly different. Supporters of the imperial reefclaw theory are quick to point out that aberrations may not follow natural evolutionary paths, and that physical characteristics are the only thing that determines species when classifying creatures of this sort.



100

Bixie

A gorgeous multicolored hippocampus with billowing fins floats by majestically. There is something about this creature's presence that tells you it is not an ordinary animal.



Base Atk +10; CMB +18; CMD 32 (36 vs. trip)

- Feats Dodge, Improved Initiative, Iron Will, Mobility, Swimby Attack
- Skills Acrobatics +18, Knowledge (planes) +13, Perception +17, Sense Motive +14, Survival +14

Languages Aquan, Common, Yokai; telepathy 10 ft. SQ dimensional skip, equine form



ECOLOGY

Environment rivers and lakes **Organization** solitary, pair, or herd (3-10) **Treasure** none

SPECIAL ABILITIES

- **Dimensional Skip (Su):** Once per day, a bixie can transport itself and its rider over great distances. This functions as a teleport spell (caster level 6th) with the usual chances of success or mishap. However, a bixie can teleport itself to any location that it can see as if that location were "studied carefully."
- **Equine Form (Su):** Bixies have the supernatural ability to assume the appearance and mobility of a horse (a light horse if it is of the baibu variety, or heavy horse if it is of the gui variety). The form is static and cannot be changed each time it takes this form. Changing shape for a bixie is a swift action. This trait otherwise functions as alter self, save that the bixie does not adjust its ability scores.
- Steam Breath (Su): As a standard action, a bixie can breathe out a 30-foot cone of steam. This steam deals 10d6 points of steam damage (DC 20 Reflex half). The save DC is Constitution-based.
- Swimming Charge (Ex): A bixie gains a +4 bonus on damage rolls if it charges while swimming.

Bixies come in two varieties, baibu and gui. The statistics above are for the baibu variety. These always have sleek tri-colored bodies. Though they can be virtually any three colors, most have a white or black base with stripes and spots of different colors.

Gui bixies differ both in coloration and form. These magical hippocampi are a bit stockier than the baibu, and they have turtle-like shells on their backs. Though they cannot swim as fast (swim speed of 60 feet) their natural armor class increases to +10. Gui bixies are typically one solid color, though this can be any of the colors that are found on a baibu. Gui bixies are also more aggressive.

Unlike most intelligent beasts, bixies actively seek out powerful riders. Among their kind, having a worthy rider is a symbol of prestige and honor. Without proper respect however, a bixie will leave its rider and seek a new one.

Bixie foals are highly prized as potential steeds, but as bixies are highly intelligent creatures, they cannot be trained as if they were animals. Instead, one who seeks a bixie mount must use diplomacy to secure the creature's aid. Bixies do not tolerate enslavement, and will seek to harm themselves or their rider when coerced against their will.

Bixies are freshwater creatures. Though they can survive in saltwater, they cannot drink it for prolonged periods of time and find the taste to be extremely unpleasant. If a bixie's rider insists on traversing the sea on a regular basis, the bixie will surely abandon him at the first available opportunity.



Conrit

A long armored vermin swims on a hundred paddle-tipped legs. Its oversized mandibles gape open as it approaches.

CR4

CONRIT

XP 1,200

N Medium vermin (aquatic) Init +2; Senses darkvision 60 ft.; Perception +5 Racial Buoyancy -190; Depth Tolerance: 1,200 feet DEFENSE

AC 20; touch 13, flat-footed 17 (+3 Dex, +7 natural) hp 39 (6d8+12) Fort +7, Ref +5, Will +2

OFFENSE

Speed 40 ft., swim 50 ft. **Melee** bite +6 (1d5+2 plus poison) **Special Attacks** poison, shearing bite **STATISTICS**

Str 14, Dex 17, Con 15, Int -, Wis 10, Cha 3
Base Atk +4; CMB +6; CMD 19, can't be tripped
Skills Acrobatics +10, Perception +5, Stealth +8; Racial modifiers +5 Perception, +5 Stealth

ECOLOGY

Environment ocean

Organization solitary, pair, colony (7-50)

Treasure incidental SPECIAL ABILITIES

Poison (Ex): Bite-injury; *save* Fort DC 14; *frequency* 1/round for 4 rounds; *effect* 1d3 Con damage; *cure* 3 saves.

Shearing Bite (Ex): A conrit's massive jaws deal double damage to targets smaller than themselves.

Conrits are a growing problem, although thus far overlooked by civilized races. These centipedes may be found in all but the coldest waters, and feed continually. They breed rapidly, with a colony spreading millions of larvae into the currents. They grow to 6 foot long in less than a year, and never stop their growth.

Conrits rush any living thing they find, biting with their massive jaws, and injecting their potent venom. In their larval stage they decimate reefs, with the nearly microscopic vermin eating the individual polyps. Larger centipedes instinctively target creatures smaller then themselves, biting off limbs and shearing torsos in two.

Once a conrit reaches Large size, it turns on its colony, devouring all that don't disperse. They never stop growing, doubling their size every year, until they dwarf all but the largest creatures in the sea. While these Colossal vermin are rarely observed, they are known to attack cities and ships, slicing through wood and stone to get to the creatures within.

Other species of conrits exist as well, most quite a bit larger and favoring different oceanic regions and depths. You can adjust the stats for the conrit by changing the Hit Dice and size (adjusting Strength, Dexterity, and Constitution as appropriate) to represent a wide range of species. Often, different species have additional abilities, such as the banded conrit's constriction attack, or the crimson conrit's ability to squirt its poison. The following table lists the most common variants.

Species	CR	Size	HD
River	1⁄2	Small	2d8
Banded	6	Large	9d8
Crimson	9	Huge	14d8
Deathnaught	13	Gargantuan	19d8

Dilong

This long dragon has pale translucent flesh. It has a broad crescent for a head, and a wide toothless mouth. Two peacock-like plumes crown its head.

CR 12

DILONG

XP 19,200

N Huge Dragon (aquatic)

Init +9; Senses darkvision 60 ft., low-light vision, scent; Perception +16

Racial Buoyancy 0^C; Depth Tolerance: immune to pressure

DEFENSE

AC 27, touch 13, flat-footed 22 (+5 Dex, +14 natural, -2 size)

hp 142 (15d12+45)

Fort +12, Ref +14, Will +12

DR 10/magic; Immune aging, cold, critical hits, paralysis, poison Weaknesses vulnerability to air

OFFENSE

Speed 20 ft., swim 60 ft.

Melee bite +23 (2d8+15), slam +23 (2d6+10), 2 claws +23 (1d6+10) tail lash +18 (1d8+5)

Space 15 ft.; Reach 10 ft. (15 ft. with bite)

Special Attacks absorb, breath weapon, powerful charge (slam 4d6+15)

STATISTICS

Str 30, Dex 21, Con 16, Int 10, Wis 17 Cha 19

Base Atk +15; CMB +25; CMD 40

Feats Ability Focus (breath weapon), Combat Reflexes, Critical Focus, Diving Strike*, Improved Initiative, Power Attack, Skill Focus (Stealth), Swim-By Attack

*CERULEAN SEAS CAMPAIGN SETTING

Skills Acrobatics +11, Bluff +13, Diplomacy +13, Intimidate +13, Knowledge (history, local) +7, Perception +16, Sense Motive +12, Stealth +16, Use Magic Device +13; Racial Modifiers +10 Stealth if immobile

Languages Aquan, Common, Draconic SQ eyestalks



ECOLOGY

Environment lakes and rivers Organization solitary, pair Treasure standard

SPECIAL ABILITIES

Absorb (Su): A dilong can make a touch attack to absorb any creature that is liquid or gel-like in state, including victims of its breath weapon, water elementals, most oozes and jellies, and targets of an *aqueous form* spell. Victims get a DC 20 Reflex save to resist being absorbed into the dragon's body. Absorbed targets take 1d4 Constitution damage every round as their mass is added to the dragon's body, with the dilong gaining an equal number of hit points. Victims may escape by attempting a DC 20 Fortitude save to force themselves through the dilong's body, or by returning to solid form, which automatically expels them. Victims reduced to 0 Constitution are fully absorbed by the dragon, and may only be recovered via a *wish* or *miracle* spell.

Breath Weapon (Su): Every 1d4 rounds a dilong can breathe out a 50 foot cone of gelatinous fluid. Living or corporeal undead struck by the cone must make a DC 22 Fortitude save or be reduced to a jelly-like form for 2d6 rounds. This effect is similar in all ways to the spell *aqueous form* (page 128, *Cerulean Seas Core Book*).

Eyestalks (Ex): Dilongs possess two feather-like eyestalks that grant them a 200 foot range blindsight as long as the dragon remains motionless in concentration.

Vulnerability to Air: A dilomg takes 1d6 Constitution damage for each minute it is not in the water. This damage fades away at the same rate when the dragon returns to water.

Dilongs are fresh water dragons, with bizarre jelly-like bodies. They see themselves as near spirits, and guardians of the waterways in which they dwell. They lurk unseen in the water, watching everything around them, silently judging the actions of all that cross their path.

Dilongs prefer to expend as little energy as possible in combat, attacking from ambush and attempting to target

as many creatures as they can with their breath weapon. They then swim through and absorb as many victims as they can before attacking the remaining foes.

> Dilongs sometimes allow themselves to be worshiped as the holy guardians of a waterway, granting audience with travelers and accepting treasure in tribute. These dragons have many defenders, and sometimes have levels of cleric to supplement their already formidable power.

It should be noted that the largest river on the Celadon Shores is named for these dragons. This is in memory of the thousands of dilongs who died defending the channel that would eventually become the Dilong River from imperial forces while it was being carved.

Although many undead creatures are as vulnerable to the dragon's breath weapon as the living, dilongs are hesitant to absorb them. They call the undead tainted, and fear being corrupted by their fell energies.

Dragon (Imperial), River

A long and slender dragon weaves through the water. As it approaches, its scales sudden rise off its body, creating a vast array of cutting edges and you are buffeted by a sudden current of great power.

RIVER DRAGON (KAIRYŪ)



LN dragon (aquatic, water) Racial Buoyancy 0; Depth Tolerance: 1,200 feet BASE STATISTICS

CR 4; **Size** Small; **Hit Dice** 5d12 **Speed** 30 ft., swim 50 ft.

Natural Armor +3; Breath Weapon line, 2d6 acid Str 13, Dex 18, Con 13, Int 10, Wis 13, Cha 12

ECOLOGY

Environment any aquatic **Organization** solitary

Treasure triple

SPECIAL ABILITIES

- **Current Rider (Su):** A young or older river dragon can use magical or natural currents to great effect, moving at twice the speed it normally would. An adult dragon moves at three times the normal speed, and an ancient river dragon moves at five times the normal speed. In addition, a river dragon can stay motionless within a current of any speed at will.
- **Current Sight (Su):** A very young or older river dragon may take a full round action to concentrate and see and hear anything within or touched by a current that it is currently within. A very young dragon can see up to a mile with this ability, with the range doubling per age category to a range of 1,024 miles as a great wyrm.
- Elemental Encasement (Su): Instead of a line of acid, an adult or older river dragon may cover a target with pure elemental water, encasing it in a water elemental under the dragon's control. The dragon can create a Medium elemental as an adult, a Large elemental or two Medium elementals at old, a Huge elemental or two Large elementals, or 4 Medium elementals at ancient, and a Gargantuan elemental or two Huge elementals, four Large elementals, or eight Medium elementals as a great wyrm. The elemental that forms around a victim automatically conforms to the targets own size. Victims encased within an elemental may attack it with unarmed or natural attacks, or with a light slashing or piercing weapon. The elemental's internal AC is 10 + half its natural armor bonus, with no size or Dexterity modifiers. Attacks made from outside the elemental deal half their damage to victims trapped within. Victims may attempt to escape the elemental with an Acrobatics check, opposed by a grapple check made by the elemental.
- Generate Current (Su): A young or older river dragon may create a current originating from itself, in any direction, as the spell control current. This current may push away from the dragon, or flow to it. In addition the dragon gains greater control over the current as it ages. A young dragon creates a current with a speed of 20. A young adult's current speed increases to 40. An adult dragon may cause the water within its current to be painfully hot, dealing 1d6 of steam damage per point of it's Charisma modifier. A mature adult dragon generates a current speed of 60. An old dragon may create an icy current, dealing 1d6 of cold damage per point of it's Charisma modifier. A very old dragon generates a current with a speed of 80. A wyrm generates a current with speeds up to 120., Lastly, a great wyrm may make the current it generates highly acidic, dealing 1d6 of acid damage per point of it's Charisma modifier. The dragon can change the properties or direction of a current as a standard action.
- Spell-like Abilities (Sp): A river dragon gains the following spell-like abilities, usable at will upon reaching the listed age category. Young-alter current, juvenile-murk, adult- call red current, old-river at sea, ancient-summon sea's ally VI, great wyrm-elemental swarm.
- Weaving Scale Attack (Ex): A young adult or older river dragon can use its razor-edged scales ae a weapon by weaving around foes as a full round action. The dragon may move up to its full movement rate and make a weaving scale attack at the same time, striking each foe it comes to once and dealing damage equal to its bite, as well as its Constitution modifier in bleed damage. Targets the dragon attacks may make attacks of opportunity as normal against the dragon as it weaves around them.
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Whirlpool (Su): A great wyrm river dragon may, as a full round action, generate a whirlpool as a 70 foot cone. Creatures within the cone must make an Acrobatics check with a DC equal to the dragon's breath weapon or be swept into the pool. The victims end up directly in front of the dragon. Victims also must make a Fortitude save with a DC equal to the Dragon's breath weapon or be dazed and nauseated for one full round.

Age Category	Special Abilities	CL
Wyrmling	Immunity to cold	-
Very Young	Current sight	-
Young	Current rider x2, generate current, alter current	-
Juvenile	Frightful presence, murk	1
Young Adult	DR 5/magic, spell resistance, weaving scale attack	3
Adult	Current rider x3, elemental encasement, call red current	5
Mature Adult	DR 10/magic	7
Old	River at sea	9
Very Old	DR 15/magic	11
Ancient	Current rider x5, summon sea's ally VI	13
Wyrm	DR 20/magic	15
Great wyrm	Whirlpool	17

YOUNG RIVER DRAGON XP 4,800 LN Large Dragon (aquatic, water)

Init +7; Senses dragon senses; Perception +11

DEFENSE

AC 22; touch 13, flat-footed 18, (+3 Dex, +1 Dodge, +9 natural, -1 size) hp 85 (9d12+27) Fort +9, Ref +9, Will +8 Immune cold, paralysis, sleep OFFENSE Speed 40 ft., swim 60 ft. Melee bite +13 (2d6+7), gore +13 (1d8+5), tail slap +8 (1d8+7) Space 10 ft.; Reach 5 ft. (10 ft. with bite and gore) Special Attacks breath weapon (80 ft. line, DC 17, 5d6 acid) Spell-like Abilities (CL 15, concentration +11) At will-alter current STATISTICS Str 21, Dex 16, Con 17, Int 12, Wis 15, Cha 14 Base Atk +9, CMB +15, CMD 28 Feats Diving Strike, Dodge, Dolphin Flip, Improved Initiative Skills Acrobatics +11, Appraise +10, Bluff +11, Diplomacy +11, Heal +11, Intimidate +11, Knowledge (nature) +10, Perception +11, Sense Motive +11, Stealth +11, Use Magic Device +11

Languages Common, Draconic

SQ amphibious, current rider (x2)

Adult River Dragon	CR 12
XP 19,200	
LN Huge Dragon (aquatic, water)	
Init +6; Senses dragon senses; Perception +21	
Aura frightful presence (180 ft., DC 21)	
DEFENSE	
AC 29; touch 11, flat-footed 26, (+2 Dex, +1 Dodge, +18 natural,	-2 size)
hp 172 (15d12+75)	
Fort +14, Ref +11, Will +13	
DR 5/magic; Immune cold, paralysis, sleep; SR 23	
OFFENSE	
Speed 40 ft., swim 60 ft.	
Melee bite +22 (2d8+12), gore +21 (2d6+8), tail slap +16 (2d6+	-12)
Space 10 ft.; Reach 10 ft. (15 ft. with bite and gore)	
Special Attacks breath weapon (100 ft. line, DC 23, 12d6 acid)	,
elemental encasement, heat current (4d6), weaving scale attack	k
(2d8+5 bleed)	
Spell-like Abilities (CL 15, concentration +19)	
At will-alter current, call red current (DC18), murk	
Spells Known (CL 5)	
2 nd (5/day)-boiling jet, osprey's splendor	
1 st (7/day)-bumble bubbles (DC 15), flare burst (DC 15), h	ıydraulic
push*, shield	

0 (at will)-acid splash, bleed (DC 14), dancing lights, detect magic, ice water jet, read magic

STATISTICS

Str 27, Dex 14, Con 21, Int 16, Wis 19, Cha 18
Base Atk +15, CMB +25, CMD 37
Feats Alertness, Diving Strike, Dodge, Dolphin Flip, Improved Initiative, Power Attack, Weapon Focus (bite)
Skills Acrobatics + 15, Appraise +18, Bluff +19, Diplomacy +19, Heal +19, Intimidate +19, Knowledge (nature) +18, Perception +21, Sense Motive +21, Stealth +10, Use Magic Device +19

Languages Aquan, Common, Hanran, Draconic

SQ amphibious, current rider (x3), generate current

CR 17

ANCIENT RIVER DRAGON XP 102,400

LN Gargantuan Dragon (aquatic, water) Init +5; Senses dragon senses; Perception +34 Aura frightful presence (300 ft., DC 28)

DEFENSE

AC 38; touch 8, flat-footed 36, (+1 Dex, +1 Dodge, +30 natural, -4 size) hp 310 (23d12+161) Fort +20, Ref +18, Will +19 DR 15/magic; Immune cold, paralysis, sleep; SR 28



OFFENSE

Speed 40 ft., swim 60 ft.

Melee bite +32 (4d6+18), gore +31 (2d8+12), tail slap +16 (2d8+18) Space 20 ft.; Reach 15 ft. (20 ft. with bite and gore) Special Attacks breath weapon (120 ft. line, DC 28, 20d6 acid), elemental encasement, heat or cold current (6d6), tail sweep (2d6), weaving scale attack (4d6+7 bleed) Spell-like Abilities (CL 15, concentration +21) At will-alter current, call red current (DC 20), murk, river at sea (DC 20), summon sea's ally IV

Spells Known (CL 13)

- 6th (5/day)-eyebite (DC 22), greater dispel magic
- 5th (7/day)-hold monster (DC 21), murkill (DC 21), teleport
- 4th (8/day)-black tentacles, boiling shield, greater invisibility, phantasmal killer (DC 20)
- 3rd (8/day)-blink, dispel magic, electrical surge (DC 19), pain strike* (DC 19)
- 2nd (8/day)-boiling jet, osprey's splendor, see invisibility, shark's strength, turtle's wisdom
- 1st (8/day)-bumble bubbles (DC 17), flare burst (DC 17), hydraulic push*, mage armor, shield
- 0 (at will)-acid splash, bleed (DC 16), dancing lights, detect magic, disrupt undead, electrify (DC 16), ice water jet, read magic, touch of fatigue (DC 16)

STATISTICS

Str 35, Dex 12, Con 25, Int 20, Wis 22, Cha 23 Base Atk +23, CMB +39, CMD 50

- Feats Alertness, Combat Expertise, Diving Strike, Dodge, Dolphin Flip, Improved Feint, Improved Initiative, Lightning Reflexes, Power Attack, Skill Focus (Stealth), Weapon Focus (bite)
- Skills Acrobatics +33, Appraise +31, Bluff +32, Diplomacy +32, Heal +31, Intimidate +32, Knowledge (nature) +31, Perception +4, Sense Motive +34, Stealth +20, Use Magic Device +32
- Languages Aquan, Boggard, Common, Hanran, Imperial, Draconic
- SQ amphibious, current rider (x5), generate current

River dragons did not go by there current name until after their tireless efforts during the Flood to help carve channels and rivers throughout Senkokoku which preserved both land and freshwater. Before this event, they were known as kairyū, or current dragons. Whatever the name, these dragons view themselves as the mouth pieces of the divine, and as the controllers of the flow of the lifeblood of the world. They fulfill this role well, having near complete control over the currents, be it in the sea, or in great rivers. They expect all creatures they encounter to show them the proper respect and humility, or face their wrath.

Also before the time of the Flood, river dragons and sea dragons were the greatest of allies. However, their stand against the dragon emperor seemed to destroy this bond, and relegated the status of river dragons to leaders of the hanran and enemies of the Empire.

As befitting their role, river dragons prefer to control the battlefield, blasting their foes away from them, or pulling the weak in close. They blast their foes with magic, as they struggle to close with the creature, and then the dragon rockets forward, raking victims with razor sharp scales, clouding the water with blood.

River dragons spend their time at rest, sending out currents that relay stunning amounts of information to them. They are rarely caught unaware, and this foreknowledge only adds to the legends of them being blessed of the gods. Despite their arrogance, they are creatures of iron clad honor, and once they give their word they will die to keep it. A river that accidentally wrongs a creature will spend several humanoid lifetimes making amends.

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Foo Creature, Otter and Seal

An otter and a seal of magnificient size and appearance grace the water ahead of you. They seem to glow with righteousness.

CR 5

FOO OTTER /FOO SEAL



CG Medium magical beast (extraplanar)

Init +3; Senses low-light vision, scent; darkvision 60 ft.,

Perception +10

Aura aura of goodness

Racial Buoyancy -50; Depth Tolerance: 600 feet

DEFENSE

XP 1,600

AC 18, touch 14, flat-footed 14 (+4 Dex, +4 natural) hp 59 (7d10+21) Fort +10, Ref +10, Will +6 SR 16

OFFENSE

Speed 30 ft.(otter), 15 ft. (seal), swim 70 ft (otter), swim 80 ft. (seal)
Melee bite +11 (1d8+4 plus grab)
Special Attacks strike evil

Spell-like Abilities (CL 11th)

3/day—plane shift

1/day—summon foo creature (level 6, 1d4 foo creatures of same type, 25%)

STATISTICS

Str 18, **Dex** 19, **Con** 16, **Int** 10, **Wis** 15, **Cha** 8

Base Atk +7; CMB +11; CMD 20 (24 vs. trip, for otters only)

Feats Combat Reflexes, Great Fortitude, Iron Will, Skill Focus (Perception)

Skills Acrobatics +22, Perception +10, Stealth +8

SQ amphibious, invisibility, ethereal jaunt

ECOLOGY

Environment any good-aligned outer plane (coastal or freshwater)

Organization solitary, pair, romp (otter, 3-6), or pod (seal, 3-12)

Treasure none

SPECIAL ABILITIES

Invisibility (Su): A foo creature can become invisible at will. This ability functions as the spell of the same name with a caster level equal to the foo creature's HD + 3.

Ethereal Jaunt (Su): A foo creature can shift from the Ethereal to the Material Plane as a free action and shift back again as a move action. The ability is otherwise similar to the spell of the same name. Plane Shift (Sp): A foo creature can enter the Astral Plane or the Material Plane. This ability transports the foo creature and up to eight other creatures, provided they are all within 5 feet of the foo creature. It is otherwise similar to the spell of the same name.

- **Strike Evil (Su):** Foo creatures have a +2 morale bonus on attack and damage rolls when fighting evil-aligned creatures. This ability is always active and cannot be negated or dispelled.
- **Summon Foo Creatures (Sp):** Once per day, by barking, roaring, or making any other sound common to its type, a foo creature can summon 1d4 additional foo creatures of its same type with a 25% chance of success. This ability is the equivalent of a 6th-level spell.

Even though the world is now covered in water, foo creatures are still well-known. Instead of foo lions and foo dogs, foo otters and foo seals are the most commonly heard of. Just like in the time of the drylanders, statues and other architectural motifs commonly use these goodly, extraplanar beasts as their main theme. Foo otters are often revered by the hanran, and foo seals by the imperialists, though there is no official classification for either, and foo of both varieties have been known to help either side.

Although widely celebrated, foo creatures are still rarely encountered on the Material Plane. When they are, they are always in the service of a good-aligned creature, acting as either a companion or guardian. A foo creature never associates with creatures of evil alignment. It tolerates those of neutral alignments.

Foo creatures are also often recognized as part of the Powers That Be, usually those that refer to nature, though they are sometimes incorporated into dogmas involving the Empire or magic. Those that venerate the foo are always good-aligned.



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Gaja Mina

This creature has a long body equipped with four flippers and a powerful tail. Armored plates protect its thick flesh. Its head is that of an elephant, complete with powerful tusks and a long trunk. Its mouth, however, is clearly not that of an herbivore.

CR 10

GAJA MINA

XP 9,600



CN Huge Magical Beast (aquatic)

Init -1; Senses darkvision 60 ft. low light vision;

Perception +9

Racial Buoyancy -565^A; Depth Tolerance: 300 feet

DEFENSE

AC 24; touch 7, flat-footed 24 (-1 Dex, +17 natural, -2 size) hp 123 (13d10 +52)

Fort +12, **Ref** +7, **Will** +5

OFFENSE

Speed swim 40 ft.,

Melee slam +20 (1d8+11 plus grab), gore +20 (2d6+11), bite +20 (1d8+11), and tail slap +15 (2d6+5)

Space 15 ft.; Reach 15 ft.; 20 ft. with trunk

Special Attacks breach, powerful charge (gore, 4d6+119), trunk

STATISTICS

Str 32 Dex 9, Con 19, Int 9, Wis 12, Cha 10

Base Atk +13; CMB +26; CMD 35

Feats Greater Bull's Rush, Greater Grapple, Improved Bull Rush, Improved Grapple, Improved Overrun, Power Attack

Skills Acrobatics +12, Intimidate +5, Perception +9 Languages common (can't speak)

ECOLOGY

Environment oceans Organization solitary, pair Treasure standard SPECIAL ABILITIES

Breach (Ex): As a full round action, a gajah mina may leap from the water and land on its foes, dealing 6d6 points of damage, with a DC 20 Reflex save for half damage.
Trunk (Ex): If a gajah mina makes a successful grapple check with its slam attack, it can transfer the victim to its mouth for automatic bite damage each round. Making a grapple check against the gajah mina allows the victim to escape it's maw.

Gajah mina are unpredictable sea elephants, mostly known for their rampages. They distrust humanoids, having been hunted and pushed out of their territories in many places. They are not inherently violent, however, and while short tempered, if approached with caution and respect they can make for peaceful neighbors.

Gajah mina rush foes, attempting to do as much damage as they can, as quickly as possible. They are not unthinking brutes, however, and will take the time to carefully plan attacks against clearly dangerous foes. They always start combat against foes on or near the surface with a breach, attempting to scatter their enemies. They are utterly loyal to their mates and young, and bulls have been known to sacrifice themselves against hopeless odds to allow their family a chance to escape.

Greedy fishermen and hunters that poach a gajah mina's waters are stalked and threatened, and attacked without mercy if they don't surrender or flee. A wise fisherman that stays on the fringes of the creature's territory, and allows it to make contact may be able to fish in peace, as long as they do not take more than they need. In rare cases these relationships bloom into a true

friendship, with the gajah mina defending its small ally to the death.
Hai Nu

A hairy fish-man deftly dives ahead of you. His large, aquatic eyes stare at you with suspicion.

CR 1/2

HAI NU

Female hai nu rogue 1



N Medium humanoid (aquatic, hai nu, yokai) Init +3; Senses low-light vision; Perception +8

Racial Buoyancy 0C; Depth Tolerance Immune to

pressure DEFENSE

AC 15, touch 13, flat-footed 12 (+2 armor, +3 Dex) **hp** 9 (1d8+1)

Fort +1, Ref +5, Will +2

OFFENSE

Speed 30 ft., Swim 40 ft.

Melee dagger +3 (1d4+1/19–20)

Ranged javelin +3 (1d6/×2)

Special Attacks sneak attack +1d6

STATISTICS

Str 12, Dex 17, Con 12, Int 10, Wis 15, Cha 8 Base Atk +0; CMB +1; CMD 14

Feats Weapon Finesse

Skills Acrobatics +7, Appraise +4, Bluff +3, Climb +5, Knowledge (local) +5, Perception +8, Stealth +9; Racial Modifiers +2 Perception, +2 Stealth

Languages Common, Yokai

SQ ghost of the waves

ECOLOGY

Environment warm coastal

Organization solitary, pair, band (3–5), or school (6-40)

Treasure NPC gear (leather armor, dagger, javelin, other treasure)

SPECIAL ABILITIES

Ghost of the waves (Su): Hai nu are immune to the effects of water currents, both naturally occurring and magical. They treat all areas with a water current as if it had no current. Additionally, hai nu ignore magical effects that create pressurized water, such as *hydraulic push*.

Hai nu are aquatic yokai humanoids who enjoy warm, coastal regions of the sea. They appear almost ape-like, with coarse, shaggy hair that covers their heads, back, and the tops of their arms. Both males and females have prominent facial hair. Reptilian scales cover the remainder of their hides. Hai nu have large fish-like eyes and prominent gill-like structures on the sides of their faces. Their feet and hands are webbed to aid with swimming.

Hai nu society is highly matriarchal, and males are often treated so poorly that they have much shorter lifespans. As a result, about three quarters of the

population of hai nu encountered by other races are female.

Hai nu love shiny treasures and have a particular affection for gems and statuary. Any bargain struck with the hai nu is typically sealed with such riches. However, they are certainly not above stealing or forcibly taking these treasures if the deal is not to their liking.

HAI NU CHARACTERS

Hai nu are defined by their class levels – they do not possess racial Hit Dice. All hai nu have the following traits.

+2 Dexterity, -2 Constitution, +2 Wisdom: Hai nu are quick of wit and form, but are somewhat delicate.

Senses: Hai nu have low-light vision.

Sneaky: Hai nu gain a +2 racial bonus on Perception and Stealth.

Ghost of the waves: Hai nu are immune to the effects of water currents, both naturally occurring and magical. They treat all areas with a water current as if it had no current. Additionally, hai nu ignore magical effects that create pressurized water, such as *hydraulic push*.

Languages: Hai nu begin play speaking Common and Yokai. Hai nu with high Intelligence scores can choose any of the following: Aquan, Ceti, Celestial, Draconic, Dagonite, Imperial, Kamigei.

Isonade

A shark streaks through the water. Its tail is long and flexible, and is studded with gleaming barbs.

ISONADE XP 800



N Large animal (aquatic)

Init +3; **Senses** blindsense 30 ft., scent; Perception +6 **Racial Buoyancy** -110; **Depth Tolerance**: 5,000 feet

DEFENSE

AC 16; touch 12, flat-footed 13 (+3 Dex, +4 natural, -1 size) hp 25 (3d8+12)

Fort +7, **Ref** +6, **Will** +3

OFFENSE

Speed swim 60 ft.

Melee tail slap +8 (1d8+5), and bite +7 (1d6+5 plus bleed) **Special Attacks** barbed tail, bleed (1d4)

STATISTICS

Str 20, **Dex** 16, **Con** 19, **Int** 1, **Wis** 15, **Cha** 6 **Base Atk** +2; **CMB** +7; **CMD** 20

Feats Ability Focus (barbs), Weapon Focus (tail slap) **Skills** Acrobatics +12, Perception +6, Stealth +3 **SO:** keen scent

ECOLOGY

Environment oceans and brackish rivers **Organization** solitary, pair, pack (3-15) **Treasure** none

SPECIAL ABILITIES

- **Barbed Tail (Ex):** An isonade's tail slap is always a primary attack. Any creature the isonade's size or smaller struck by its tail must make a DC 17 Reflex save or become trapped on the many barbs studding it. The target takes tail slap damage every round it remains trapped, and it may make a DC 15 Strength or Escape Artist check to wrench itself free, taking tail slap damage in the process. One Large, two Medium, 4 Small, or 8 Tiny or smaller creatures may be trapped at any one time.
- **Keen Scent (Ex):** An isonade can notice creatures by scent in a 180-foot radius underwater, and can detect blood in the water at ranges up to a mile.

Isonades are large thresher-type sharks that prowl both the deep sea and coastlines. They are fairly aggressive, and approach any creature that is their size or smaller to investigate their value as a food source. Despite their low intelligence, they have learned that attacking boats often brings reward, and the sight of their massive barbed tail lashing over the gunwales is often a sailors last sight.

An isonade attacks much like any other shark, biting with its jaws. Its teeth are equipped with tiny barbs, much like its tail, creating jagged and weeping wounds. An attacking isonade also whips its flexible tail wildly, impaling victims on hundreds of spikes and barbs.

Attempts have been made to use isonades as a tool for gathering fish. A charmed or trained shark is sent into a school of fish, whipping its tail about, and impaling large amounts of a school in seconds. Even the best trained isonade reacts poorly to its keeper removing its prey from

> its grasp, however, and most handlers end up on the receiving end of the sharks jaws.

Rumors abound of a lycanthropic version of the isonade, combining a predator's instinct, the intelligence of a humanoid, and the vicious weapons of the shark itself. Such a creature, if confirmed, would strike fear in any community it stalked.

Kamigei (Greater), Yoikoi

A whale sized koi fish with a humanoid face reins here. Its eyes glow with spiritual energy.



ECOLOGY

Environment any water **Organization** solitary **Treasure** x2

SPECIAL ABILITIES

Acidify Water (Su): Once every 1d4 rounds, as a free action, a yoikoi may increase the acidity in a 50 foot spread around it. All creatures and objects within the radius take 1d6 points of acid damage a round per use of this ability, up to a maximum of 10d6 points of damage. The yoikoi can designate one creature or object per point of its Charisma bonus to be immune to the effect. The acidification lasts for one minute before it dissipates at a rate of 1d6 points of damage per round.

Euryhaline (Ex): A yoikoi can travel from fresh to salt water at will without ill effect.

Gaze of Souls (Su): Once per round, as a free action a yoikoi may transfix a target with its glowing eyes. The victim must make a DC 33 Will save or suffer effects based on its alignment. A lawful target that fails it's save feels intense loyalty to the yoikoi, fighting on its behalf. Chaotic targets feel intense fear, and flee at their top speed. Neutral targets are stunned for one round. Lawful and chaotic targets get a new save each round to end the effect.

Spells: A yoikoi casts spells as either a cleric or a kahuna of 20th level.

Yoikoi are living demigods, the last of the mighty greater kamigei. They were the only ones of their kind to adapt to the Great Flood, and the changes wrought by its aftermath. They do their best to maintain the ancient balance of elements, all the while knowing it is an impossible task. Adding to the challenge is the fact dark forces constantly seek to end the dozen of these beings remaining in the mortal realm.

Yoikoi prefer to act the part of their ancient role, being sages, judges, and ensuring the rainfall needed to sustain the lands. They do not shy away from battle, however, and strike without mercy at those that hunt them. As befitting their spiritual nature, they are able to summon hordes of creatures to their side to defend them as they target foes with both their spells and their gaze attack. Even knowing that there are but a handful of their kind left, they rarely flee battle.

Yoikoi are still actively worshiped by the kamigei and many other races. They feel a great obligation to their worshipers, as their traditional role is now all but defunct. They feel the spiritual urge to do *something*, but the great seas do not require their rains to sustain them. Some kamigei worry that this lack of purpose will slowly drive the yoikoi mad.

Each of the dozen remaining yoikoi is a unique being, with additional powers than what is shown above. Examples include Shin-Raiden the Truth of Thunder, and Amaya the Night Rain.



Mahundiya

A huge, howdah-equipped newt wriggles into view. Though its mouth is big enough to swallow you whole, its eyes tell you it is peaceful and domesticated.

CR4

MAHUNDIYA

XP 1,200

N Huge animal (aquatic) Init +1; Senses low-light vision, scent; Perception +11

Racial Buoyancy -760^A; Depth Tolerance: 600 feet

DEFENSE

AC 15, touch 10, flat-footed 13 (+5 natural, +1 Dex, -2 size) hp 34 (3d8+21) Fort +10, Ref +4, Will +1 OFFENSE

Speed 30 ft., Swim 30 ft. **Melee** bite +10 (1d10+15) **Space** 15 ft.; **Reach** 10 ft. **Special Attacks** swallow whole (2d6 damage, AC 11, 7 hp), trample (2d8+15, DC 21)

STATISTICS

Str 31, Dex 12, Con 25, Int 2, Wis 11, Cha 4 Base Atk +2; CMB +14; CMD 25 (29 vs. trip) Feats Altitude Affinity^B, Endurance, Skill focus (Perception) Skills Perception +11 SQ amphibious

ECOLOGY

Environment warm lakes and swamps **Organization** solitary, pair, or nest (4-12) **Treasure** none

SPECIAL ABILITIES

Swallow Whole (Ex): Though creatures of its size can usually swallow Large-sized creatures, the mahundiya prefers creatures of Small-size or smaller. Its anatomy does not allow larger creatures to be consumed. Mahundiya are gigantic newts with thick bodies, wide mouths, small legs and eyes, and a frill of branched gills. They range in color from dark brown or black to light tan or green. Juveniles have a distinctive leopard-spot pattern that fades away as they get older. A typically Mahundiya lives about 20 years, and grows its entire lifespan.

Mahundiya were domesticated centuries ago by the uobei, who treat them as luxurious mounts. Famous uobei fighters pay large sums of money for well-trained mahundiya and a howdah for it to carry. Some howdahs are specially equipped with water tanks for extended travel overland.

Use of mahundiya as mounts has since spread to other cultures, and they are a common sight in hitogoi and mogogol villages. As they are extremely strong, they also make excellent beasts of burden. However, even when trained extensively, they prefer to avoid combat unless they are fighting Small-sized foes.

Wild mahundiya are relatively timid creatures that hunt creatures much smaller than themselves. An untamed mahundiya will often attack an unaccompanied uobei, and were likely their natural predators prior to their domestication. Luckily for the uobei, free-roaming mahundiya are extremely rare.

Mahundiya Animal Companions

Starting Statistics: Size Large; Speed 40 ft.; Swim 40 ft., AC +2 natural armor, Attack bite (1d8); Ability Scores Str 23, Dex 12, Con 21, Int 2, Wis 11, Cha 4; Special Qualities low-light vision, scent.

7th-Level Advancement: Size Huge; **AC** +3 natural armor; **Attack** bite (1d10); **Ability Scores** Str +8, Con +4; **Special Qualities** swallow whole (2d6 damage, AC 11, 7 hp), trample.

Naga, Sea 🖤

This large serpent has plate-like scales the color of tarnished brass. Its tail ends in a spiked fan that moves smoothly through the water. Its face is vaguely humanoid, its golden eyes appearing both intelligent and sinister.

CR 11

SEA NAGA

XP 12,800

NE Large Aberration (aquatic, psionic) Init +7; Senses darkvision 60 ft.; Perception +19

Racial Buoyancy -110^A; Depth Tolerance: 5,000 feet DEFENSE

AC 27; touch 12, flat-footed 24 (+3 Dex, +15 natural, -1 size) hp 147 (14d8+84)

Fort +12, Ref +7, Will +13

OFFENSE

Speed 30 ft., swim 30 ft.

Melee bite +14 (2d6+7) and tail +9 (1d8+9), or slash +14 (2d10+7 plus 1d6 bleed) and tail +9 (1d8+9)

Special Attacks poison, stunning tail

Psi-Like Abilities (ML 9, Concentration +13) 3/day-cloud mind (9 targets, DC 19), deceleration (up to Colossal in size, DC 18)

- 2/day-telepathic lash (up to 10 HD, 3 rounds, DC 20), mind control (2 living targets, DC 22)
- 1/day-psionic blast (4 rounds, DC 22)
- Powers Known (ML 9, 42 pp, Concentration +13) 3rd-dimension slide, duodimensional claw, empathic feedback (DC 17) 2nd-body adjustment, dissolving touch (DC 16), energy adaption, specific

1st-biofeedback, distract (DC 15), precognition, offensive

STATISTICS

Str 20, Dex 17, Con 22, Int 15, Wis 19 Cha 14

- Base Atk +10; CMB +17; CMD 30 (can't be tripped) Feats Combat Manifestation, Great Fortitude, Greater Psionic Fist, Improved Initiative, Overchannel, Psionic Fist, Unavoidable Strike
- Skills Acrobatics +18, Autohypnosis +19, Intimidate +17, Knowledge (psionics) +17, Perception +19, Stealth +14

Languages Common, Draconic; telepathy 100 ft.

SQ amphibious, configure scales

ECOLOGY Environment warm oceans **Organization** solitary Treasure standard

SPECIAL ABILITIES

Configure Scales (Ex): A sea naga may extend or retract the scales of its body to take a -3 to its AC, and gain a slash attack. The naga may change the configuration of its scales once per round, as a free action.

Mental Warrior: Sea nagas use psionic powers like a 9th level psychic warrior.

Poison (Ex): Bite-injury; save Fort DC 23; frequency 1/round for 4 rounds; effect 1d2 Con damage; cure 2 saves.

Stunning Tail (Ex): A sea naga's tail deals both bludgeoning and piercing damage, and applies 1.5 its strength modifier. Any target that receives a critical hit from a sea naga's tail must make a DC 23 Fortitude save or be stunned 1d3 rounds.

Sea nagas are an ancient race, predating the great flood. They are a species in decline, operating mostly through their offspring/creations, the benthic naga. They dream of past glories, and scheme to regain the power that belongs to a dominant race.

Sea nagas are heavily built, and seem designed for a more primitive age. Their heavy scales possess a razor edge, and their tails end in a weighty, spike covered fan. Their psionic powers only serve to enhance their physical might, crushing both the minds and bodies of their foes.

Fewer sea nagas hatch each year, adding to the woes of an already painfully rare and inbred race. It is believed that sea nagas are nearly as long lived as sea elves, and the oldest of their kind watch the newest generation's increasing insanity and weakening abilities with concern. They still plot the taking of the Empire in the shadows instead of researching ways to reinvigorate their kind.

It is unknown if a sea naga can actually interbreed with a benthic naga, and if so, what the result would be. The sea nagas take great offense at even the suggestion of such a pairing.



Namazu

A titanic catfish wriggles by. It would be somewhat unremarkable if it wasn't for its unusual size and that its tail diverges into several eel-like tendrils.

CR 7

NAMAZU

XP 3,200

N Huge magical beast (aquatic, earth) Init +6; Senses Blindsense 30 ft., Perception +8 Racial Buoyancy -370; Depth Tolerance: 6,000 feet

DEFENSE

AC 19, touch 10, flat-footed 19 (+2 Dex, +9 natural, -2 size) hp 85 (10d10+30) Fort +10, Ref +9, Will +4

DR 5/ -; Immune electricity

OFFENSE

Speed Swim 60 ft. **Melee** bite +14 (2d6+9) bite +14 (2d6+9), tendrils +12 (1d6+4 plus grab) **Space** 15 ft.; **Reach** 10 ft. **Special Attacks:** throttle, shake the earth

STATISTICS

Str 23, Dex 15, Con 17, Int 2, Wis 12, Cha 2
Base Atk +10 CMB +18; CMD 31
Feats Improved Initiative, Improved Grapple, Power Attack, Skill Focus (Perception), Vital Strike
Skills Acrobatics +13, Escape Artist +13, Perception +8

ECOLOGY

Environment lakes and rivers **Organization** solitary, school (2-5), or swarm (6-11) **Treasure** standard

SPECIAL ABILITIES

- Shake the Earth (Su): Once every 1d4 rounds, a namazu can shake the earth equivalent an earthquake spell, except that the area is a 40-foot cone shaped spread directed away from itself. The namazu's tentacle tail must be free (not grappling anything) in order to unleash this attack.
- **Throttle (Ex):** A namazu grappling a foe can throttle its body back and forth rapidly, dealing extra damage due to the violent motion of its whipping tendrils. This attack deals 4d6+11 points of damage, but allows the grappled creature a free attempt to escape the grapple. If a creature escapes, it is thrown 30 feet in a random direction by the namazu's erratic thrashing.

Namazu are huge, magical catfish that prefer to dwell in muddy lakes and streams. They can be quite aggressive and have a penchant for toppling structures and attacking their fleeing inhabitants. Luckily, namazu go through long periods of dormancy during which they completely bury themselves under the muck of a lake bed. Once interred, they will often sleep for months at a time. In rare circumstances (such as a lake going dry), they can even sleep for centuries.

Another mystery of the namazu is that young or hatchling versions of this creature have never been encountered. It is widely believed that when a particular breed of normal catfish reaches 100 years of age, it transforms into a namazu. Before that time, the catfish would be relatively ordinary and inconspicuous, though very large and ancient.



Oni, Sazae

A grotesque humanoid gazes upon you with a quartet of eyes. Its flesh bears an unhealthy rubbery texture, and a twisting cone-shaped shell sits on its back. Its overly wide mouth bristles with tusks and fangs.

CR 7



XP 3,200

CE Medium Aberration (aquatic, oni, shapechanger) Init +4; Senses darkvision 60 ft.; Perception +20

Racial Buoyancy -50; Depth Tolerance: immune to pressure

DEFENSE

AC 20; touch 10, flat-footed 20 (+10 natural)

DR 5/bludgeoning; Immune poison

hp 84 (13d8+26); Fast Healing 3

Fort +6, **Ref** +4, **Will** +12

OFFENSE

Speed 30 ft., swim 30 ft.

Melee harpoon +13 (1d8+2 plus poison), and bite +7 (1d6+2), or bite +11 (1d6+2) and 2 claws +11 (1d4+2)

Ranged harpoon +10 (1d8+2 plus poison)

Special Attacks harpoon, poison, pull (harpoon, 10 feet), swallow whole (2d6 acid and 2d6 bludgeoning damage, AC 17; 9 hp; may only use against helpless targets while in snail form)

STATISTICS

Str 17, Dex 10, Con 14, Int 19, Wis 18, Cha 15

Base Atk +9; CMB +12; CMD 22

- Feats Ability Focus (poison), Combat Expertise, Critical Focus, Improved Initiative, Point Blank Shot, Skill Focus (Bluff), Weapon Focus (harpoon)
- Skills Acrobatics +16, Bluff +21, Climb +19, Disguise +13, Intimidate +18, Knowledge (local) +20, Perception +20, Stealth +12; Racial Modifiers +4 competency bonus to Stealth in snail form

Languages Aklo, Common, Dagonite

SQ shape shifting

ECOLOGY

Environment ocean

Organization solitary

Treasure standard (masterwork harpoon plus other treasure)

SPECIAL ABILITIES

Harpoon (Ex): Every sazae possesses a masterwork harpoon made of motherof-pearl as hard as steel. It remains stored within its body when in its snail form, and is carried as a weapon when in its humanoid form. A sazae always has the Quick Draw feat with its own harpoon. The harpoon is attached to the creatures body by a fifty foot fibrous cord that is the equivalent of silk rope. This cord supplies the weapon with its poison, and if severed the harpoon loses its toxic taint. The sazae can reattach a harpoon to its cord over the course of a day. If its harpoon is stolen or destroyed, a sazae may form a new one over the course of a year.

Poison (Ex): Harpoon-injury; *save* Fort DC 20; *frequency* 1/round for 5 rounds; *effect* 1d3 Con damage and 1d6 Dex damage; *cure* 2 saves.

Shape Shift (Su): A sazae has three forms: That of a giant turban snail, that of a demonic-looking humanoid with a large shell on its back, and that of a Medium humanoid. The statblock above is for its demonic form. In snail form, a sazae oni moves at 20, loses its claw and bite attacks, gains +5 to its natural armor, and can use its swallow whole ability. In humanoid form it loses 5 points of natural armor, as its shell is mostly internal, as well as its claw and bite attacks.
Swallow Whole (Ex): A sazae may only use this ability on helpless foes.

Sazae are cruel beings that dwell on the sea bed, watchful for opportunities to spread evil. While they can subsist on the carrion and algae that are common on the sea floor, they prefer humanoid flesh. They like their food flavored by suffering, and victims paralyzed and suffocating from their venomous harpoon fit perfectly. Few things are more terrorizing than being unable to move or scream while being slowly engulfed into a massive snail.

Sazae rarely possess the patience for prolonged masquerades, and typically assume humanoid form only to lull prey into a sense of safety. They prefer to fight in their monstrous form, taking full advantage of their tusk filled maw, as well as their poisoned harpoon. They prefer to use their snail form to appear harmless, and to feed.

A sazae's biggest flaw is its harpoon. Beings familiar with the monsters can easily pick out the unusual mother-of-pearl weapons, and only the most dedicated or desperate sazae will sever the cord attaching the harpoon to themselves willingly. Some sazae even make the effort to have their harpoons enchanted, so to be even more deadly. A sazae will make an effort to hunt down a stolen harpoon, and possessing such a weapon will draw the ire of any sazae that notices it.

It is interesting to note, that an oni found in other realms, has been widely misclassified as a "sazae-oni" (BEASTS OF THE BOUNDLESS BLUE). While this can be due to a mistranslation (they do both have shells), it is likely an effort of misdirection of the false sazae (known as an umigame oni on Celadon Shores). Oni are very deceptive creatures and they prefer to spread false information. Despite the ruse, true sazae are rarely found outside of Nikaikoku.



Oni, Ushi

This massive creature is a nightmare combination of crabspider and humanoid. Its legs are armored columns, and two scythe-like palps rise from its shoulders. A forest of snapping pincers spring from its underside. A humanoid head sits in the center of the chitin, with writhing tentacles sprouting from its chin.

CR 19

USHI ONI



LE Colossal Outsider (aquatic, evil, lawful, oni)

Init +8; Senses darkvision 120 ft., true seeing; Perception +35 Racial Buoyancy -25,000; Depth Tolerance: 10,000 feet

DEFENSE

AC 36; touch 6, flat-footed 32 (+4 Dex, +30 natural, -8 size) hp 385 (22d10 +264) regeneration 5 (good weapons and spells) Fort +25, Ref +11, Will +24

- DR 15/good; Immune cold, disease, energy drain, mind affecting effects, paralyzation, poison, polymorph; Resist acid 15, steam 15; SR 30
- **OFFENSE**

Speed 50 ft., swim 40 ft.

- Melee 6 pincers +27 (4d6+15 plus grab), 2 legs +29 (2d10+15), 2 palps +27 (2d8+15), chin tentacles +29 touch (brainlock)
- Special Attacks brainlock, constrict (4d6+15), pronouncement of damnation

Space 30 ft. Reach 30 ft.

- Spell-Like Abilities (CL 20, Concentration +26)
- Constant-boiling gaze (DC 18), true seeing
- At will-aqueous form, greater dispel magic, greater teleport (self plus 100 lbs. of objects only), murk
- 3/day-dominate person (DC 21), entrapping bubble (DC 18), frazil ice (DC 20), mass charm monster (DC 24)
- 2/day-dispel chaos (DC 20), mageboil (DC 19) sea titan form II, water wall 1/day-call red tide (DC 21), plane shift (DC 23)

STATISTICS

Str 40, Dex 18, Con 35, Int 17, Wis 30, Cha 23

Base Atk +22; CMB +45; CMD 59

Feats Awesome Blow, Critical Focus, Disruptive, Greater Bull Rush, Greater Overrun, Improved Bull Rush, Improved Initiative, Improved Overrun, Multi-Attack, Power Attack, Staggering Critical

- Skills Acrobatics +21, Bluff +31, Intimidate +31, Knowledge (planes) +28, Perception +35, Sense Motive +35, Spellcraft +28, Stealth +21, Use Magic Device +31
- Languages Common, Dagonite, Infernal, Yokai

SQ amphibious

ECOLOGY

Environment any land or water Organization solitary Treasure x2 SPECIAL ABILITIES

- Brainlock (Su): Targets groped by a ushi-oni's chin tentacles have difficulty forming thoughts through the images of horror and suffering they inject into their minds. Victims must make a DC 27 Will save to perform any act that requires thought or planning, including using most skills or abilities. Spellcasters must make a DC 27 +spell level concentration check to attempt to cast a spell, with failure meaning they cannot organize their thoughts. Spells attempted to be cast in this way are not lost from the caster's memory. Once a victim has made a successful save or Concentration check the effect ends.
- Pronouncement of Damnation (Su): As a full round action, an ushioni may curse a single target. The victim may make a DC 27 Will save to resist the effect; if successful, the victim may not be the target of that ushu-oni's pronouncement for 1 full year. This curse binds the target's spirit to the ushi-oni's own, putting the victim's body and soul at risk. The victim takes half of whatever damage the ushi-oni takes, bypassing any DR the victim possesses. The victim must make a DC 27 Will save every week, or have their alignment take one step to lawful evil. If the ushioni is slain, any victims under this effect may must make a DC 27 Will save or have their soul follow the creature's back to its home plane, as if the victim pulled the Void card of a deck of many things (Pathfinder Core Rulebook, pg 545). A victim may be freed by a wish or miracle spell, or by a good cleric of at least 15th level casting remove curse, and making a DC 27 caster level check. Such a check automatically gains the ushi-oni's attention.

Ushi-oni are wicked planer travelers, that revel in not only raw destruction, but the damnation of souls. They are attracted to places of purity and innocence, which feel like an itch in their psyche. Upon finding such a place, the creature destroys what it can, and corrupts as many souls as possible. They fear little, knowing that their

destruction on the material plane allows them to gather the spirits of those it has damned, to be used as playthings or currency in the infernal planes.

Ushi-oni thunder into combat, grabbing foes with their massive claws, and crushing others with their mallet-like palps. Leaders and spell casters are targeted by the writhing tentacles that hang from its chin, making it hard to mount an organized defense against its attacks. It prefers to target the most pure and noble with its pronouncement of doom, as their fall withers the hope of their allies more than their death.

Ushi-oni sometimes travel in the form of a sea titan, causing somewhat less panic, and allowing them the ability to get close to innocent targets that would normally be the first to get to safety, such as orphans and maidens. They are patient creatures, and may act as a goodly giant for years simply to gain the soul of one pure hearted being.





Phi Thale

A swarm of shadowy fish suddenly swims free of the school you were hunting. Their skull-like heads possess tiny red pinpricks of light glittering in empty sockets.

CR 2

PHI THALE

XP 600

NE Tiny undead (aquatic, swarm)

Init +7; Senses darkvision 60 ft.; Perception +5 Racial Buoyancy 0; Depth Tolerance: Immune to pressure DEFENSE

AC 18; touch 18, flat-footed 16 (+3 Dex, +4 deflection, +2 size) hp 13 (3d8) Fort +1, Ref +4, Will +4 Defensive Abilities incorporeal, swarm traits; Immune undead traits, weapon damage Weaknesses net vulnerability, swarm traits OFFENSE Speed swim 40 ft. Melee swarm (1d6 plus 1d2 Strength plus distraction) Space 10 ft.; Reach 0 ft. Special Attacks distraction (DC 11), strength damage STATISTICS Str -, Dex 17, Con -, Int 1, Wis 12, Cha 10 Base Atk +2; CMB -; CMD -Feats Improved Initiative, School Friend Skills Perception +5, Stealth +12 **ECOLOGY Environment** any aquatic

Organization solitary, pair, school (3-10) Treasure incidental

SPECIAL ABILITIES

Net Vulnerability (Su): Phi thale must make a DC 15 Will save or be affected by nets as if they were corporeal. Strength Damage (Su): A phi thale swarm deals 1d2 Strength damage to any living creature trapped within it. This is a negative energy effect. A living creature

reduced to 0 Strength by the swarm dies.

Phi thale form in areas of over fishing, when even the spirits of such simple creatures as fish feel seething anger. They seem to ignore, and are ignored by natural creatures, yet their hatred for intelligent creatures and humanoids runs particularly deep. A swarm of phi thale will lurk within coral formations, or schools of fish, blasting out to attack intruders.

A phi thale swarm simply surrounds their target, each nipping off a tiny portion of the victim's life essence, slowly rendering them helpless. Large predators often follow closely, feeding on the weakened victims as the undead fish move on to their next target. Phi thale fear what killed them in life, and will avoid creatures bearing nets, if possible. They often "forget" that they are not part of the living world, and end up recaptured within even a simple net.

Phi thale are puzzling to those that have close ties to nature. They are clearly unnatural, yet are accepted into the natural world in a way that no other undead creature is. Many believe that they are the product of the collective will of sea creatures hard hit by humanoid pressures, or the vengeance of a sea god, punishing the guilty.



River Bull

A massive insect-like beast wallows in the shallows. Armored plates cover its body, and its long face is studded with pupilless yellow eyes. Horns spanning nearly 8 feet apart grace its head, and a bony circle crowns it. A round jewel glows at the apex of its "halo".

RIVER BULL

XP 4,800

N Huge Magical Beast

Init +7; Senses darkvision 60 ft. low light vision; Perception +12 Racial Buoyancy -3,000; Depth Tolerance: 600 feet

CR 8

DEFENSE

AC 22; touch 11, flat-footed 9 (+3 Dex, +11 natural, -2 size) hp 104 (11d10 +44) **Fort** +13, **Ref** +10, **Will** +6

OFFENSE

Speed 30 ft., swim 20 ft.,

Melee gore +17 (2d6+7), bite +16 (1d8+7), 4 claws +11 (1d6+3) Space 15 ft.; Reach 15 ft.

Special Attacks burst of frenzy, powerful charge (gore, 4d6+14), rend (4 claws 1d6+6)

STATISTICS

Str 24 Dex 17, Con 18, Int 5, Wis 17, Cha 13

Base Atk +11; CMB +20; CMD 33

Feats Great Fortitude, Improved Bull Rush, Improved Initiative, Power Attack, Skill Focus (Perception), Weapon Focus (gore) Skills Acrobatics +8, Climb +12, Intimidate +6, Perception +12 Languages common (can't speak) Sq amphibious, most blessed of heaven ECOLOGY

Environment rivers and lakes

Organization solitary, pair, herd (3-12) Treasure standard

SPECIAL ABILITIES

- Burst of Frenzy (Ex): Once per day a riverbull may go into a frenzy for one round, allowing them to double their movement rate. If done as part of a charge, they may make two gore attacks that round.
- Most Blessed of Heaven (Su): Riverbulls are immune to all divine spells and effects, including damage or healing from channeled energy. They store such energy in their halo, gaining one charge per spell level targeting them. They can spend up to their Constitution modifier per round in charges to either create a beam of golden energy that acts as a ranged touch attack, dealing 1d8 points of damage per charge, or heal itself 1d6 points of damage per charge. The more charges within the halo, the brighter the glow in the riverbull's jewel.

River bulls are bizarre, insectoid herd animals that eat nearly anything, grazing on reeds, scavenging corpses, or actively hunting creatures within their territory. They are highly aggressive, attacking boats that pass too closely, or travelers walking on the banks of their rivers. They are believed to be divinely created by many, as the power of the gods rolls off them like water.

River bulls nearly always start combat with a frenzied charge, slamming their armored heads into their foes. Their blade-like claws pick apart foes, and their powerful jaws grind flesh and bone. Despite their alleged holy nature, they attack the servants of the gods as readily as anyone else.

There are nearly as many legends of the creation of the river bulls as there are religions. Most agree that the beasts were favored by the gods, either as their instrument of punishment of mortals, as the subjects of godly hunts, or as wise advisers ruined by mortal interference. The only sure fact is that they are a menace to all mortals around them, destroying fish farms, devouring agriculture, and laying waste to towns. The river bull's jewel may be removed after the creatures death, and is typically worth 1d4 gp per HD of the beast; many claim it grants resistance to priestly magics to those that wear it.

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Shen

A large clam launches itself off the sea bed at you. Two long tentacles whip out of its shell, and the tooth-like edges of its shell click together ominously. Large eyes glow a bright blue deep within its shell.

CR 6

SHEN



XP 2.400 NE Large Aberration (aquatic) Init -1; Senses darkvision 60 ft.; Perception +14 Racial Buoyancy -865; Depth Tolerance: 1,600 feet DEFENSE AC 21; touch 8, flat-footed 21 (-1 Dex, +13 natural, -1 size) hp 76 (9d8+36) **Fort** +7, **Ref** +2, **Will** +8 **OFFENSE** Speed 10 ft., jet 50 ft. Melee bite +8 (2d6+3), 2 tentacles +8 (1d6+3) Space 10 ft.; Reach 10 ft., 15 ft. with tentacles Special Attacks constrict (tentacle 1d6+3), pounce, rake (claws +8 1d6+3) **STATISTICS** Str 17, Dex 9, Con 18, Int 17, Wis 14, Cha 20 Base Atk +6; CMB +9; CMD 18, can't be tripped Feats Cleave, Great Cleave, Lunge, Power Attack, Skill Focus (Stealth) Skills Acrobatics +11, Bluff +14, Intimidate +18, Knowledge (local) +15, Perception +14, Sense Motive +11, Stealth +11 Languages Common, Dagonite SQ ink, shell

ECOLOGY

Environment shallow seas Organization solitary, pair, bed (3-9)

Treasure standard SPECIAL ABILITIES

Ink (Sp): A shin can release a cloud of magical ink once per minute. This ink acts as either *persistent image* or *mirage arcana* at a CL of 10.

Jet (Ex): A shin can move forward or backward at high speed without provoking an attack of opportunity as a full-round action. The shen may choose to make a jet as part of a charge, allowing it to rake with its talons.

Shell (Ex): The edges of a shen's shell are studded with toothlike projections, giving it a "bite" attack. The damage done by this attack is treated as if the shen is one size larger than it actually is. Shen are intelligent shellfish with a dark disposition. They are treacherous creatures, using illusions to draw prey in to be devoured, or to make themselves appear more grand than they are. Secretly they are jealous of creatures with true limbs, and fester with hatred.

Shen often create the illusion of a lesser monster attacking its foes, before jetting in to attack the weakest looking target. In combat a shen flails wildly with its tentacles, while its shell snaps at any exposed limbs or flesh. Its claw-like appendages are nearly useless without the force of a jet to drive them home.

Powerful creatures that show a talent for seeing through a shen's illusions can sometimes convince or bully them into working on their behalf. The shen may make illusions of deadly creatures to warn away intruders, or simply conceal the lair with the appearance of a natural formation. If the shen's life is placed in danger, however, it will abandon its post without a second thought.

Some shen are rumored to possess one or more large pearls hidden within their fleshy mantles. Needless to say being the focus of pearl hunts is yet another reason they harbor ill-will for all other creatures. Shen flesh is edible, and is said to be mildly hallucinogenic when consumed.

Spirit Folk

A scantily-clad female glares in your direction. While mostly human, her blue skin, horns, and jet-black eyes tell of an unearthly heritage.





XP 200

Female spirit folk ninja 1 CN Medium outsider (aquatic, native) Init +3; Senses low-light vision; Perception +6 Racial Buoyancy -50^A; Depth Tolerance: 300 feet

DEFENSE

AC 13, touch 13, flat-footed 10 (+3 Dex) hp 11 (1d8+3) Fort +2, Ref +5, Will +0

OFFENSE

Speed 30 ft., swim 30 ft. Melee rapier +1 (1d6+1/19–20) Ranged shuriyari +3 (1d2+1) Special Attacks sneak attack +1d6

STATISTICS

Str 13, Dex 17, Con 14, Int 8, Wis 10, Cha 12 Base Atk +0; CMB +1; CMD 14 Feats Deceitful Skills Acrobatics +7, Bluff +7, Disguise +7, Escape Artist +9, Perception +6, Sense Motive +4, Stealth +9; Racial Modifiers +2 Escape Artist, +2 Perception, +2 Stealth Languages, Common, Yokai SQ see invisible

ECOLOGY

Environment any aquatic

Organization solitary, pair, or squad (3–6) **Treasure** NPC gear (rapier, 10 shuriyari, other treasure)

SPECIAL ABILITIES

See Invisible (Sp): A spirit folk can see invisible creatures as if using the see invisibility spell. This ability is always active. It can be negated, but the spirit folk can restart it as a free action on her next turn.

Spirit folk are essentially humans with strong aquatic kami and oni ancestry. As a result of their mottled heritage, one individual's physical appearance can vary widely from another's. Each spirit folk has 1-3 tell-tale features which may include unusual skin coloring, fish-like scales, horns, an unsual number of eyes (such as one or three), fur, leaves, black or glowing eyes, and claw-like fingernails.

Much like their appearance, spirit folk personalities are a turbulent mixture of competing forces. They are passionate people; quick to anger yet filled with empathy. Much like their human ancestors, they can adapt to nearly any vocation.

SPIRIT FOLK CHARACTERS

Spirit folk are defined by their class levels – they do not possess racial Hit Dice. All spirit folk have the following traits.

+2 Dexterity, +2 Charisma, -2 Wisdom: Spirit folk are graceful and elegant, but often unreasonable.

- **Low-Light Vision:** Spirit folk can see twice as far as humans in conditions of dim light.
- **Keen Senses:** Spirit folk receive a +2 racial bonus on Perception checks.
- **Limber:** Spirit folk gain a +2 racial bonus on Escape Artist and Stealth checks.
- **See Invisible:** A spirit folk can see invisible creatures as if using the *see invisibility* spell. This ability is always active. It can be negated, but the spirit folk can restart it as a free action on her next turn.

Languages: Spirit folk begin play speaking Common. Spirit folk with high Intelligence scores can choose any of the following: Aquan, Ceti, Celestial, Draconic, Goi, Halbok, Hanran, Kamigei, Imperial, and Yokai.



Suibo Polyp

This tiny golden jellyfish has a miniscule humanoid form within its bell. It swims in a clumsy yet persistent pulse directly to you.

SUIBO POLYP



CR 1 **XP** 400

N Tiny humanoid (aquatic, lesser kamigei, suibo) Init +1; Senses low light vision; Perception +2 Racial Buoyancy 0; Depth Tolerance: 5,000 feet

DEFENSE

AC 14; touch 13, flat-footed 13 (+1 Dex, +1 natural, +2 size) hp 7 (1d8+3)

Fort +3, Ref +3, Will +2

Immune acid, steam, mystic fire

OFFENSE

Speed swim 10 ft.

Melee bump +3 touch (1d4 acid plus poison) Special Attacks glowing wounds, toxic body STATISTICS

Str 4, Dex 13, Con 16, Int 9, Wis 15, Cha 10 Base Atk +0; CMB -5; CMD 8 Feats Weapon Finesse (bump) Skills Acrobatics +9, Escape Artist +3, Stealth +9 Languages Kamigei **SQ** bioluminescent, boneless, screech, water reliant

ECOLOGY

Environment any ocean **Organization** solitary, pair, hatching (3-15) Treasure standard

SPECIAL ABILITIES

Bioluminescent (Ex): A suibo polyp can, at will, shed light equal to that of a candle.

Boneless (Ex): A suibo polyp's body is composed solely of a gelatin, and lacks any hard parts. As such the polyp gains a +2 racial bonus to Escape Artist checks, and to its CMD.

Glowing Wounds (Ex): Burns caused by the touch of a suibo polyp glow brightly for 1d4 hours, attracting the attention of wandering predators and other suibo, both adult and polyps. The glow is suppressed out of the water, but resumes instantly once the body part is resubmerged.

Screech (Su): Once per day as a standard action, a suibo polyp can screech loudly, affecting a 20-foot-radius burst; those who are affected are stunned for 1 round unless they make a DC 13 Fortitude save. The save DC is Charisma-based.

Toxic Body (Ex): A suibo polyp's body is covered with stinging cells that fire a potent mix of acid and poison at the slightest touch. Other polyps are immune to this effect, and an adult suibo may take a full round action to use its slime to protect itself for 1d6

rounds.

Suibo polyp poison: Touch-contact; save Fort DC 13; *frequency* 1/round for 2 rounds; *effect* 1d2 Con damage; cure 1 save.

Water Reliant (Ex): A suibo polyp can survive out of water for 1 round per 2 points of Constitution before it begins to suffocate.

Suibo polyps are the deadly spawn of the suibo race. They are fairly intelligent at "birth", absorbing some of their parent's knowledge and memories, yet lack a formed personality. They are instinctively defensive, swarming around any creature large enough to be a threat. Adult suibo often try to keep their young contained, both for the safety of the polyps, and for their own survival.

Suibo polyps are too weak to harm creatures larger than krill, yet their bodies produce a powerful acidic toxin constantly, allowing them to merely brush up against targets and cause agony. This ability slowly fades as the polyp grows until it becomes the toxic slime produced by the tendrils of an adult suibo.

Some suibo believe that polyps produced by budding are both more aggressive and more venomous than those produced by carefully protected eggsacs. Must suibo scoff at this notion, while outsiders note that budded polyps are sometimes more likely to be born "in the wild", and would benefit from such a defense. Solitary suibo often make this claim, if they interact with others at all.



Trueform, Kawauso

An angry-looking otter peers at you from a distance. It seems to be wearing jewelry and a rice hat.

CR1

KAWAUSO

XP 400

CG Small magical beast (trueform) Init +3; Senses low-light vision, scent; Perception +11 Racial Buoyancy -20; Depth Tolerance: 600 feet

DEFENSE

AC 14, touch 14, flat-footed 11 (+3 Dex, +1 size) hp 5 (1d8+1) Fort +3, Ref +5, Will +2

OFFENSE

Speed 20 ft., swim 40 ft.

Melee bite +1 (1d6 plus grab)

STATISTICS

Str 10, Dex 17, Con 13, Int 12, Wis 15, Cha 8 Base Atk +0; CMB –1 (+3 grapple); CMD 12 (16 vs. trip) Feats Skill Focus (Perception) Skills Acrobatics +13, Perception +11, Stealth +7

Languages Common

 ${\bf SQ}$ hold breath, tool use

ECOLOGY

Environment lakes and rivers **Organization** solitary, pair, or romp (3-6) **Treasure** none

SPECIAL ABILITIES

Summon the Lesser Form (Su) A Kawauso can summon two normal river otters (same statistics as a sea otter, BEASTS OF THE BOUNDLESS BLUE) once per day.

Kawauso, or trueform river otters, enjoy temperate rivers and lakes, and will occasionally venture to the sea coast. Their fondness for mischief is unmatched in the realm, and they will go through great lengths to set up elaborate pranks. Their ability to blend in with the native wildlife, and their naturally stealthy nature allows them to pull off these pranks completely undetected.

Kawauso are also staunch conservationists. They will defend their natural waterways, along with the flora and fauna of the area, with unyielding passion. Sometimes this takes the form of unceasing and often lethal pranks or traps set for the offending invaders.

A kawauso's demeanor is often regarded as cantankerous, but they are actually quite jovial at their core. A deadpan, dry sense of humor is a hallmark of this race. Although they do have a penchant for foolishness, they are actually a very cooperative and thoughtful people. They are able to execute long-term plans and work together with a multitude of people, so long as they deem the task important enough.

Trueform, Rugon

A fully armed and armored dugong is an unbelievable sight, yet there it is floating lazily in front of you. It turns in your direction with a cheerful glint in its eye.

CR4

RUGON

XP 1,200

N Large magical beast (amphibious, trueform) Init +0; Senses low-light vision, scent; Perception +11 Racial Buoyancy -150^B; Depth Tolerance: 300 feet

DEFENSE

AC 17, touch 9, flat-footed 17 (+8 natural, -1 size) hp 42 (5d8+20)

Fort +8, **Ref** +4, **Will** +2

OFFENSE

Speed swim 20 ft. **Melee** slam +10 (1d6+12) **Space** 10 ft.; Reach 5 ft. **Special** trample (1d6+12, DC 20)

STATISTICS

Str 27, Dex 10, Con 19, Int 12, Wis 13, Cha 8 Base Atk +3; CMB +12; CMD 22 (26 vs. trip) Feats Endurance, Improved Bull Rush, Power Attack Skills Acrobatics + 11, Perception +11 Languages Common SQ hold breath, tool use

ECOLOGY

Environment warm coastal **Organization** solitary, pair, or herd (3-20)

Treasure none

SPECIAL ABILITIES

Sprint (Ex) Once per hour, a rugon can double its swim speed for bursts of up to 5 rounds.

Summon the Lesser Form (Su) A rugon can summon two normal dugongs (same statistics as a manatee sea cow, BEASTS OF THE BOUNDLESS BLUE) once per day, although they usually just appear and

slowly swim away.

Like normal dugongs, a rugon has a fusiform body with no dorsal fin or hind limbs, instead possessing paddle-like forelimbs used to maneuver. It is easily distinguished from the manatees by its fluked, dolphin-like tail, but also possesses a unique skull and teeth. The rugon is heavily dependent on seagrass for subsistence and is thus restricted to the coastal habitats where they grow. The largest rugon concentrations typically occur in wide, shallow, protected areas such as bays, mangrove channels and the lee sides of large inshore islands. The rugon's snout is sharply downturned, an adaptation for grazing and uprooting benthic seagrass.

At first glance, one would assume that this slowmoving, cheerful creature does not have a mean bone in its body. However, this is far from the case. What many mistake for an innate peacefulness is actually an abundance of apathy for everything non-rugon. That cheerful smile is usually just a rugon thinking wistfully to itself "I am glad that is not me."

Rugons care only about their own kind and the wellbeing of dugongs. They are capable of cooperation and compromise, however, so long as it benefits them in some way. Many are soldiers for the Empire because of an arrangement made to protect the dugongs. The dragon emperor realizes that a breach to this agreement will yield catastrophic results. To other races, rugons are exceedingly callous. Rugons are quick to point out, however, that other races murder dugong with the same sense of reverence, or lack thereof.

Uminyobou

A humanoid salamander gazes at you with unblinking eyes. Its mouth is lipless and broad. You think it has a vaguely female form under its filthy robe.

CR8

UMINYOBOU

XP 4,800

LE Medium Monstrous Humanoid (aquatic)

Init -; Senses darkvision 60 ft., low-light vision; Perception +9

Racial Buoyancy -50; Depth Tolerance: 300 feet

DEFENSE

AC 23; touch 10, flat-footed 23 (+13 natural) hp 95 (10d10+40) Fort +7, Ref +7, Will +8

OFFENSE

Speed 30 ft., swim 40 ft.

Melee bite +14 (1d6+4 plus poison), 2 claws +14 (1d4+4 plus poison)

Special Attacks gaze of insanity, poison

Spell-Like Abilities (CL 8th, Concentration +12)

At will- touch of fatigue

1/day-alter self



STATISTICS

Str 18, **Dex** 11, **Con** 19, **Int** 10, **Wis** 13, **Cha** 18 **Base Atk** +10; **CMB** +14; **CMD** 24

- Feats Critical Focus, Nimble Moves, Power Attack, Step Up, Vital Strike
- **Skills** Acrobatics +20, Craft +8 (any one), Intimidate +12, Perception +9, Stealth +8,

Languages Common

SQ amphibious, kiss of transformation

ECOLOGY

Environment any fresh water

Organization solitary, or coven (3 hags of any kind) **Treasure** standard

SPECIAL ABILITIES

Gaze of Insanity (Su): Any intelligent creature meeting the gaze of an uminyobou must make a DC 19 Will save or be *confused* for one hour. Uminyobou are immune to this effect.

- Kiss of Transformation (Su): If a uminyobou kisses a helpless female humanoid, the victim must make a DC 19 Fortitude save or begin to transform into a uminyobou herself. Each day she takes 2d4 points of Charisma drain, and her alignment shifts one step toward lawful or evil (random chance of either). *Remove curse* or greater magic will halt the effect, but won't restore lost Charisma or alignment changes.
- **Poison (Ex):** Contact; *save* Fort DC 19; *frequency* 1/round for 8 rounds; *effect* 1d3 Dex damage; *cure* 2 saves. A uminyobou secretes a powerful toxin through its skin, as well as its saliva. Any creature that touches or strikes a uminyobou with a natural or unarmed attack is affected by the poison.

Uminyobou are unpleasant salamander hags native to swamps, lakes and rivers. They view other humanoids as useful supplies of food and things that they can't or won't make for themselves. Being lazy creatures at heart, they prefer to wander into towns in the form of the local inhabitants once every few weeks to barter, steal, and if they can get away with it, murder.

Uminyobou prefer prey that is weaker than themselves, taking the young, the old, and the infirm. They prefer to have an escape at hand in case they are outmatched, and have no qualms about diving into the water and swimming away with their powerful tails. They will grudgingly hire more physically powerful creatures as bodyguards if they must.

Once a year every uminyobou feels the urge to create another of her kind. They prefer to choose young females that are either utterly pure or deeply corrupted. They attempt to sneak up on sleeping victims, although victims debilitated by their venom are equally at risk. Victims of their kiss slowly lose their hair, their flesh becomes thick and rubbery, and their faces widen. Their mental state changes, with dark thoughts of black water and torn flesh rapidly dominating their mind. Once the transformation is complete, the new hag slips into the nearest water to find her own territory. Only rarely do uminyobou form covens, regardless of what species of hags take part.

Appendices

Appendix 1: Monsters of Nikaikoku (Saltwater)

Listed below is the compiled list of saltwater creatures that either work well with the setting, or have their roots in Far Eastern fantasy. This list is not intended to be inclusive of all possible encounters in these regions, and purposefully leaves out common animals and other creatures that aren't specific to this setting. The monsters listed here are from various sources, including this book (page numbers list only), Alluria Publishing's BEASTS OF THE BOUNDLESS BLUE (BB) and Paizo Publishing's PATHFINDER ROLEPLAYING GAME BESTIARY (PB), PATHFINDER ROLEPLAYING GAME BESTIARY 2 (PB2). PATHFINDER ROLEPLAYING GAME BESTIARY 3 (PB3), and PATHFINDER ROLEPLAYING GAME BESTIARY 4 (PB4). Monsters are listed by Challenge Rating for easy reference. Page numbers are not included for Paizo products to comply with licensing agreements.

CR 1/3

reptile anumus (BB15), sea otter (BB169)

CR 1/2

cindarian (BB36), hai nu (108), koi-man (BB130), spirit folk (119)

CR 1

ningyo(PB4), suibo polyp (120)

CR 2

drong-foi (BB86), medusian (trueform) (BB224), seafolk (BB186), squibbon (trueform) (BB225)

CR 3

adaro (PB3), amikiri (100), apsara (BB17), atshen ningen (BB154), benthic naga (BB152), bunyip (PB2), halbokian kappa (BB127), isonade (109), manatee sea cow (dugong) (BB184)

CR 4

conrit (102), rugon(trueform) (122)

CR 5

cecaelia (PB3), foo seal (106), kai-lio (BB125), talilajuk ningen (BB156)

CR 6

amphian (BB12), harmony song dragon (young) (BB66) qilanappa ningen (BB155), shen (118)

CR 7

acroporian (98), amsinganoi (BB13), sazae oni (114), water naga (PB3)

CR 8

byakko (BB30), reed song dragon (young) (BB74), imperial sea dragon (young) (PB3)

CR 9

sebek-ka (BB198), takiyok ningen (BB157)

CR10

gaja mina (107), harmony song dragon (adult) (BB66), sazae-oni (umigame oni) (BB181), siyokoy (PB3), steam sea titan(BB196)

CR 11

sea naga (112)

CR 12

Reed song dragon (adult) (BB74), imperial sea dragon (adult) (PB3)

CR 13

kauila (BB129)

CR 14

avenging apsar (BB16)

CR 15

akkorokamui (99), harmony song dragon (ancient) (BB67), sea bonze (umibozu) (PB3)

CR 17

bakekujira (PB4), reed song dragon (ancient) (BB75), imperial sea dragon (ancient) (PB3)

CR 18

dakuwaqa (BB44), water yai oni (PB3)

CR 19

ushi oni (115)

CR 20

yoikoi (greater kamigei) (110)

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Appendix 2: Monsters of Nikaikoku (Freshwater)

Listed below is the compiled list of freshwater creatures that either work well with the setting, or have their roots in Far Eastern fantasy. They are presented here in the same format as Appendix 1.

CR 1/3 and below

purple peeper (BB105), pigeon toad (BB105), reptile anumus (BB15), sea otter (river otter) (BB169)

CR 1/2

koi-man (BB130), amphibian anumus (BB14), spirit folk (119)

CR 1

battle toad (BB105), kawauso (trueform) (121), riding woggart (BB106)

CR 2

dire otter (dire river otter) (BB169), dwarf battle woggart (BB106), kappa (PB3), phi thale (116), seafolk (BB186)

CR 3

battle woggart (BB106)

CR 4

mahundiya (111)

CR 5

foo otter (106), mogogol (BB149)

CR 7

namazu (113), water naga(PB3)

CR 8

imperial river dragon (young)(104), river bull (117), uminyobou (123)

CR 9

bixie (101), sebek-ka (BB198), spirit naga (PB)

CR10

abaia (PB4)

CR 12

dilong (103), harmony reed dragon (adult) (BB74), imperial river dragon (adult) (104)

CR 17

harmony reed dragon (ancient) (BB75), imperial river dragon (ancient) (105)

CR 18

water yai oni (PB3)

CR 20+

jinushigami kami (PB3), yoikoi (greater kamigei) (110), mogaru kaiju (PB4)

Appendix 3: Pronunciation Guide

Note Concerning Syllable Accents: Many words of East Asian origin do not have the stress accent which other languages such as English have. That is to say, none of the syllables of these words are pronounced louder or longer than the other syllables.

Benitsuru Godaikishi Harimyo Heikegani Hitogoi Kamigei Kawauso Mahundiya Mizugumo Nikaikoku Ningyo Samebito Senkokoku Suibo Tsuwamono Uobei Watatsumi Wokou Yamabushi Yoikoi

ben-ee-tsoo-roo go-dahy-kee-shee hah-ree-myoh hay-keh-gahn-ee hee-toh-goi kah-mee-gay Kah-wa-oo-soh ma-hoon-jee-ya mee-zoo-goo-moh nee-kahy-koh-koo neen-gyoh sah-may-bee-toh sen-koh-koh-koo soo-ee-boh tsoo-wah-moh-noh oo-oh-bey wah-tah-tsoo-mee woh-koh vah-mah-boo-shee yoh-ee-koi

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A very special thank you to all of our Kickstarter Contributors. Without you, none of this would have been possible.

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