

REMARKABLE RACES[®]

SUBMERGED

Compendium of Unusual Undersea Races



PATHFINDER[®]
ROLEPLAYING GAME COMPATIBLE

Remarkable Races Submerged

Compendium of Unusual Undersea Races



Role Playing Game Supplement

Cerulean Seas PC Race Guide for use with the Pathfinder® Roleplaying Game

Written by Emily Kubisz & Sam G. Hing

Credits

Lead Designer: Emily E. Kubisz

Design Consultant: Tim Adams

Authors: Emily Ember Kubisz, & Sam G. Hing

Editors: Steven O'Neal & Patricia Taylor-Kubisz

Cover Artist: Fabio Porfidia

Interior Artists: Adam Burnier, Andreas Rabenstein, Anna Verhoog, Brett Neufeld, Candis Swain, Christopher Hart, Dean Spencer, Dothai Thanh, Eric Chen, Eugene Jaworski, Fabio Porfidia, Forrest Imel, Gary Dupuis, George Peterson, Giorgio Perugino, Hector Rodriguez, Hoàng Dũng, Ian Field-Richards, Janina Wilhart, Jason Edmiston, Jason McCallon, Jessica Winters, John Wigley, Joti Mogumo, Julia McCroft, Justin Varu, Laine Lee, Mark Gedak, Mary Dearden, Mary Graham, Matthew Collins, MDA art, Michael Scotta, Mike Dunbar, Minenhle Anashe, Nagura Gensou, Nirut Tamchoo, Randall Powell, Saeed Jalabi, Sally Rotem, Sandra Duchiewicz, Simon Mertiaglos, Sonya Gerard, Sunniva Myster, Tadao Kuma, Tim Adams, Tonya Jennings

Editorial Assistance: Grace Jackson

Art Director: Tim Adams

Alluria Publishing CEO: Emily E. Kubisz

Legal Consultant: Jack Benson

Special Thanks: AquaSonic, Team Draconis, Magnus A. Kubisz, & Ofelia J. Kubisz

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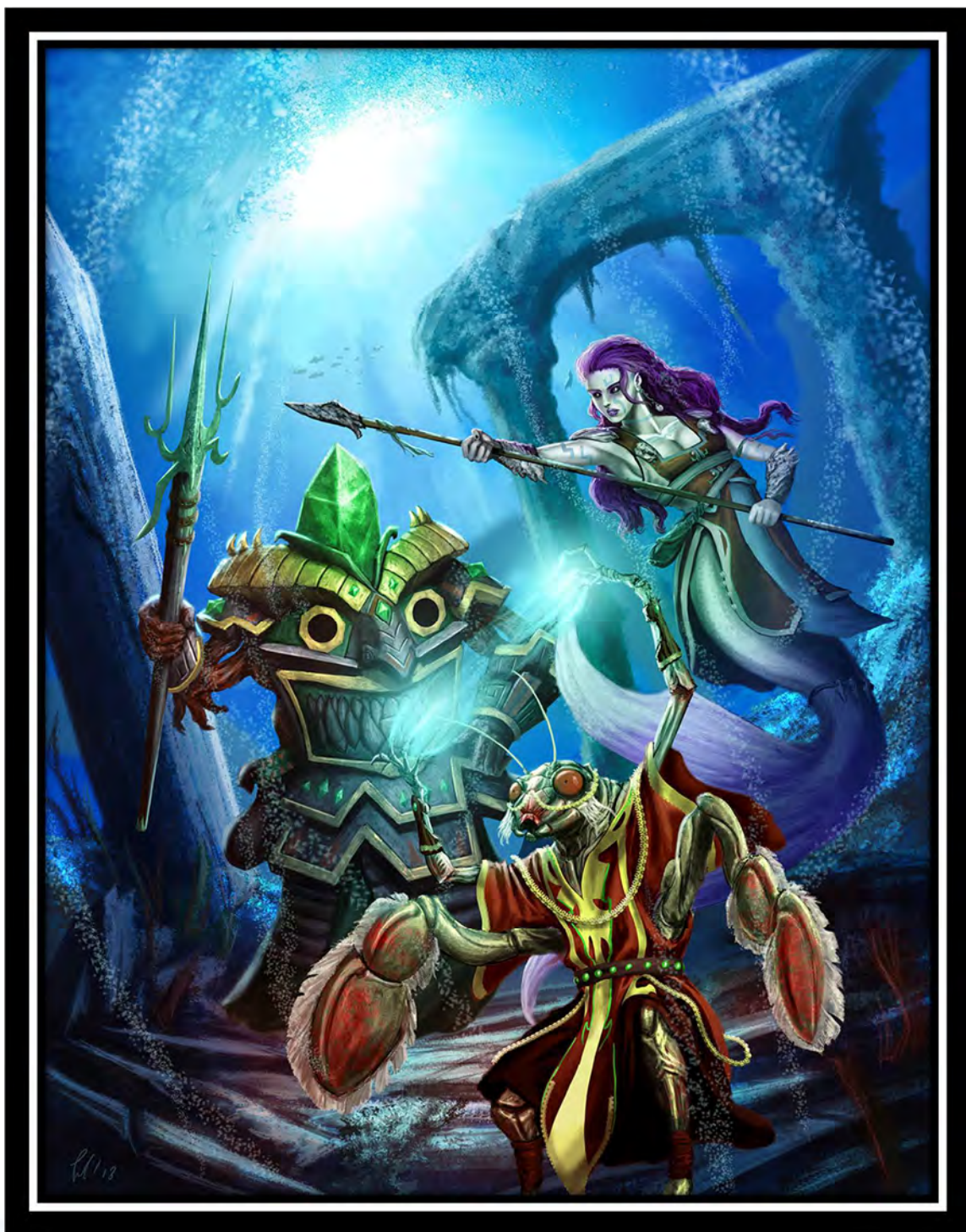
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Chapter One:



Racial Descriptions

Introduction

Welcome to Remarkable Races Submerged! While the Mogogol (CERULEAN SEAS CAMPAIGN SETTING), the Obitu (Aquatic Obitu, AZURE ABYSS), and the Zif (Zef, WAVES OF THOUGHT) have already joined the core races under the waves, there are 12 more racial concepts to plunge into the depths. In addition, we included two new PC race subtypes which add another 20 races to explore. Below are summarized each of the races and racial subtypes.

Aquatic Anumi: A typical anumi, from the neck down, is identical to very fit Medium-sized human. Their skin tone varies from olive to dark brown and is often hairless. From the neck up they are entirely bestial and extremely varied. While proportionate to a human head, the animal head can be that of just about any imaginable natural creature. Fish, crocodiles, and dolphins are most common. However, otters, sharks, frogs, and even starfish are also well-known. Any natural beast that someone might have considered a beloved pet or companion may become an anumi.

Aqua-xax: Aqua-xax are a bit more difficult to describe as each new day may bring about one of five different forms, each representing a different category of racial subtypes including feykith (Pygmy form), anthromorph (Primordial form), merfolk (Pelagic form), planar (Paragon form), and trueform (Pseudosaur form). However, there are some similarities common to all their forms that mark them as unmistakably aqua-xax. All aqua-xax forms completely lack a neck, though do have a bony ridges atop their heads that are suggestive of one. Its face, if one can call it that, is near the middle of its torso. Two eyes, one slightly larger than the other, rest on top of each other right above a vertical tooth-filled mouth. They lack discernable ears and noses. Bulbous musculature dominates the creature's back and shoulders, covered by hairless, smooth grey skin that fades to a bluish tinge around its face, often with pinkish splotches. It has four pointy tongues that wriggle forth from its mouth when it eats. Despite its appearance, aqua-xax have an uncannily clear and intellectual sounding voice.

Chrysopsaro: Originating from the Sea of Debts, Chrysopsaro superficially resemble goldfish with rather significant arms extending from where the fish's pectoral fins would normally be. Their scales appear to be made up of gold coins. An injured chrysopsaro actually bleeds sand and sheds coins. To a chrysopsaro, money is life. They live for the clatter of coins, the thrill of the deal, and the pride of being wealthy.

Marine Entobians: Nymphal marine entobians, also known as "nymphites," can be likened to vaguely humanoid water-insect larvae with thin and elongated limbs. All entobians have six limbs and are covered in rubbery chitin. Nymphites have two arms and legs like most other humanoids, and a pair of mid-legs. Their arms end in three digit hands and their legs end in two clawed toes. A nymphite's mid-legs are reminiscent of the hind legs of a water beetle; flattened and vaguely feathery. These appendages aid with swimming and balance underwater. Nymphite entobians can take

special feats to assume other insect forms at higher levels.

Kvol: While kvols differ greatly in both size (from Small to Large-sized) and form (both humanoid and mefork), they all share one unmistakable feature; they are all essentially transparent slime shells filled with a school of live, luminescent squid. That they are both sapient and sensible and not some unearthly being hell-bent on eating one's face off is not entirely remarkable, as they claim the underdeep as their home (and they fit right in with the weirdness of this realm). In fact, from a distance they look almost heroic, appearing as radiant silhouettes of stately humanoids or merfolk.

Morgen: Originating from the Sea of Dreams, morgens are undeniably beautiful creatures. Their pale white skin is silky and opalescent. Their purplish hair is almost always long, wild, and flowing, and its color shimmers in the light. It is their large, lidless eyes, however, that most mark them as a creature not of this world. The eyes of a morgen are blue-black orbs filled with swirling stars. From their waist down, they have pale-blue fish tails, much like a seafolk. With these characteristics, many often mistake these creatures for some sort of merfolk-feykith crossbreed, though few feykith or merfolk individuals would make the same mistake.

Mrawgh: Mrawghs are vaguely merfolk in appearance, but larger than average and patterned after a dunkleosteus placoderm. Like this ancient fish, mrawghs have immense heads with equally enormous mouths. Instead of teeth lining these maws, they sport pairs of sharp bony plates which formed a beak-like structure. Mrawghs have no discernable neck, just a large head mounted on broad shoulders. Their arms are often large and muscular. They have stocky, eel-like tails with lobed pelvic fins for better balance. Mrawgh have an inborn aversion to technology.

Nelumbu: Superficially, nelumbu are a species of sentient water lotuses. As such, they have the same characteristic "lily pad" leaves, beautiful flowers, intricate roots, and even a large seed pod. Originally, nelumbu were a fresh water plant species, but they adapt quickly. The vast majority of the nelumbu encountered today are better suited for salt water, though they prefer secluded bays and lagoons and despise the choppy water of the open sea.

Sea Squoles: Sea squoles are humanoids composed entirely of monochromatic, semi-translucent ooze. Like their drylander cousins, sea squoles also come in many different colors, and the hue often indicates their subtype. They are also a bit less "cohesive" than terrestrial species. They drip, ooze, and seem in a constant state of melting and re-forming. Rarely do they manifest feet at all, instead featuring a flattened blob while swimming, or a pool of ooze while standing. Sea squole have five distinct subtypes. The most common, often referred to as a squill (named after a common seaweed). Squills prefer warm coastal environments and range in color from green to yellow. Stinging squoles are also well known, preferring shallow coral reefs as their homes. They are typically red or orange in color. In

Fiskheim, polar squoles can be found. They are often cloudy white or light blue in color. Polar squoles are often confused with twilight squoles who are also blue in color, but usually a much darker blue or even blue-green color. Twilight squoles inhabit the waters at the edge of darkness. In even deeper depths, and rarest of all, the colorless abyssal squole dwells amid the deepest sea bed.

Sisiutl: A sisiutl's appearance is best summed up as an abstract amalgamation of two-headed dragon, fish, and humanoid. Each dragon-head seems to have its own voice and personality, thus making the sisiutl effectively two beings in one body. To say that sisiutls live life slowly is a vast understatement. Although they enjoy a lifespan similar in longevity to sea elves, even this is expanded through a cultural practice where they frequently enter a cryogenic state in which they spend decades, or even centuries, completely suspended in time.

Sunken Relluk: Sunken relluks look like a thing from a forgotten time and a lost culture, patterned after the stone bodies that were initially intended for them. Their outer shell is carved from the living wood of a hapa mangrove tree. The front of their torso features a stylized tribal face. Where a head might be on a humanoid is a large uncut crystal point that glows with heat and light. Unlike many other types of living constructs, relluks need water in order to thrive.

Woggle: Woggles are essentially alchemically altered grindylows, and share much in common with these creatures. Like grindylows, a woggle looks like a wide-mouthed goblin from the waist up and a writhing, slimy octopus from the waist down. However, it is a woggle's mannerisms that set it apart from a common grindylow most of all. Despite being a goblin-octopus hybrid, they are astonishingly charismatic creatures who excel at music and other forms of entertainment.

Planars: The umbrella term "planars" originally referred to races born in this realm with ancestry from both a watery extraplanar source and that of a drylander race, often human. Later, the term came to encompass other, non-drylander natives of this realm with extraplanar heritage. Regardless of their ancestral composition, a planar's other-worldly ancestry gives them innate magical powers, and makes them formidable forces in the Cerulean Seas.

The Planar PC racial subtype includes the following races:

Apsara: Apsar are powerful good aligned merfolk-like entities who dwell in the astral sea. Few ever visit the material plane, except for the avenging apsar. This extra-planar policeman has the specialized task of tracking down psionic criminals who flee to aquatic realms. Apsaras are the descendants of avenging apsars and seafolk.

Ashray: Few races are as enigmatic or tragic as the ashray. In an attempt to use chronomancy to shape the race into an aquatic race during the time of the Great

Flood, the Ashray ancestors triggered a paradox in which the only resolution was for time to eliminate the race from this world entirely, filling in their accomplishments and impact on the world throughout history with the works of other races. Their ghostly existence lives on, however, in the Well of Worlds.

Brother of Frost: Many from warmer climes will mistake a brother of frost for some sort of polar subspecies of lizardfolk but this could not be further from the truth. In fact, brothers of frost are one of the few races left after the flood that can boast human heritage. Long ago, a strange human cult used arcane magic to mingle their blood with that of a rare creature from the para-elemental plane of Ice known as a frost salamander.

Genai: Genai are naturalized undines with mostly human and marid ancestry. Some historians consider the genai to be the last true remnants of the human race because the genai were founded by a group of human refugees who sought to insure a future for their offspring by arranging marriages to beings from the watery plane.

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. They are descended from the offspring of humans and fish spirits from Chikushudo.

Kirah: Kirah are half-demon, half-deep drow monstrosities. They were initially created by the "unholy union" of a Minion of Saloth and a newly-ordained high priestess of the deep drow goddess Saloth. However, they are also able to breed true amongst each other, and most kirah today boast several generations of "natural" propagation.

Spirit Folk: 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. Originally there were many different types of spirit folk, each with a more homogenous bloodline and appearance. During the age of the Great Flood, however, populations were forced to mingle

Shazalarian Triton: The tritons of Shazalar purposefully distinguish themselves from other tritons, although there are no obvious physical differences. The Shazalarian tritons tell of a slightly different set of innate abilities, and of a different overall purpose. According to triton conjecture, Shazalarian tritons are not born in any traditional sense; they spontaneously come into being as full-grown adults on the Elemental Plane of Water whenever the need arises. This is only half true, but not the half that one might expect. Tritons do spontaneous appear as full grown adults when the need arises. However, the tritons of Shazalar appear in Shazalar, not the elemental plane of water, and they never have.

Trueforms: Not long ago the civilized races began noting unique members of the animal community. These creatures could speak, think, and even use tools as if they were humanoids. Where these creatures came from, many could not say themselves; they simply 'awakened.' Although their origin often could not be pinned down, these creatures themselves took to crafting one. They were trueforms, the pinnacle of their species, and the way the gods intended their kind to be.

The Trueform PC racial subtype includes the following races:

Ambymander: Ambymanders and their animal counterparts, ziliti salamanders, originated from an inland, freshwater lake. Over time, ambymanders migrated to the other isles with the help of boats made from large, thorny bean pods. This migration also paved the way for the ambymander to not only gain a thirst for exploration, but to adapt to a marine environment.

Carchardian: Before the Bloody War, the carchardian race did not exist. Using aboleth technology, the sahuagin biologically engineered the carchardians from normal great white sharks. They imbued the sharks with sentience and free will, but ingrained in their minds a strong sense of loyalty and duty. Trying to create a perfect soldier, they gave the carchardians a sharp military intellect, and topped off their versatility with the creation of the remora imp, which could work as their hands.

Chronopterid: Chronopterids, or trueform eurypterids (sea scorpions), are likely the most enigmatic of all the trueforms. First, they and their non-intelligent cousins should have gone extinct eons ago, yet shortly after the flood, they re-emerged. When asked where they came from, most respond cryptically with "we have always been here." When pressed, they tell of a mysterious place called the "Viridian Veil," a realm that time has forgot. The precise location of these waters is a matter of debate, even among chronopterids.

Delphin: Dolphins, or true form dolphins, have a long history of helping that is often overshadowed by the accomplishments of other races. In nearly every major battle, there were dolphins there as supporting troops, reinforcements, and even great commanders. Nearly all underwave cities owe a debt to at least one pod of dolphins for defending it, helping to build it, or even founding it. However, dolphins are quite content in the helping part, and rarely seek recognition— and are unfortunately often left out of the history books.

Estrel: While many trueforms can claim their origin as either evolution or intelligent design through magical means, only one can claim they came about from the sheer weirdness of the deepest waters of the sea, and those are the estrels. These trueform starfish have seen some strange things, and without a doubt, they are one of them.

Hydrurgan: The trueform leopard seal ancestors of the hydrurgans once ruled nearly half of Fiskheim but centuries of conflict with the squawks have whittled their numbers down to near extinction on several occasions. In ancient times the hydrurgans had the upper hand, being both stronger and smarter than the

squawks. As time went on, however, the squawk military became more and more advanced, while the hydrurgans stayed virtually the same.

Ikasaru: When the squibbon first came to the Celadon Shores roughly a century and a half ago, they encountered a rather intelligent squid. Called a "tiger squid" by fishermen for millennia, it was generally regarded as a nuisance animal that stole bait, raided traps, and was very evasive in the process. The squibbon saw kinship in these creatures and learned that the tiger squids spoke a very primitive form of Cephalite. From this starting point, the squibbon somehow managed to teach a seemingly normal squid to speak non-squid languages and to use tools and weapons. Each generation of Ikasaru has passed these new skills on to the next, and thus the Ikasaru were born as a new trueform race.

Ixarc: Before the Bloody War, the ixarcs, known as "devil rays," were a selfish and greedy race. Not much of a force in the seas because of their distrust of others, including their own kind, ixarcs were never taken seriously. However, shortly before the war, a great philosopher emerged among them. The ixarc philosopher, known as Jaxlen, taught that all creatures are innately selfish, but it is by the gift of freedom of will that one can strive to improve oneself. Strangely, and much to the astonishment of other sea-dwellers, the philosophy caught on like wildfire. Now all Ixarcs are Jaxlenites.

Kawauso: These trueform river otters enjoy the temperate rivers and lakes of Senkokoku, 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.

Medusian: Medusians are the trueform variety of goliath jellyfish. They are peaceful hunters, seeking out sustenance amid the eerie twilight zone of the ocean's depths. While completely lacking vision in the conventional sense, they more than make up for it with their psionic aptitude, and tend to be even more aware of their surroundings than those with ordinary sight.

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 unyielding.

Squibbon: The squibbon, as they are now, are a fairly new race, originating sometime after the Bloody War. For millennia, their ancestors, known then as simply "green octopi" were considered a semi-intelligent pest of the dolphin race. Unfortunately, all attempts to communicate with these little mollusks ended in failure. Desperate for an end to the octopi menace, the dolphin called upon a powerful marid. With her aid, the squibbon race was born; all green octopi suddenly had the ability to speak and understand common.



The Aquatic Anumi

"In the time of my grandfather," the aged crocodile rasped to his own scaly grandchildren, "there was a mighty exodus that brought the Sebek-ka to the Cerulean Seas."

This was not the first story that the retired reptile would tell, nor likely his last, but this one featured a peculiar artifact that called for a show-and-tell moment. As he shuffled through his cluttered belongings, he murmured "Now, where did I put..." His words trailed off as he picked up one item after another, each more curious than the last: a bejeweled gold amulet, a silver ankh mirror, a small box with spinning and whirling gears, and a crystal globe with tiny glowing fishes swimming with-in. What he settled on was a rather unexciting shard of clay pottery.

"Ah, here it is!" he exclaimed and motioned for the hatchlings to pass it around. "What you are holding, my dears, is a piece of history; a fragment from the actual clay jar that held miraculous seeds, seeds that gave rise to a forgotten people, seeds that brought new life to these waters."

The story that the crocodile cleric went on to regale was a tale that began in a time just before the flood, when all that remained of the golden age of the sebek-ka was locked away in crumbling temples and tombs. When the waters began to rise, the reptilian people plundered these caches for all the artifacts that they could carry with them. With these items, they would rebuild their society in the image of their glory years.

Among these relics were numerous sealed clay jars containing seeds of sacred plants and fruits from a forgotten age. Most of them remained untouched for centuries after their arrival in the Cerulean Seas, as the florae therein flourished in a much drier time, and was unsuited for the swamp that the world had become. The storyteller's grandfather, a curator of these curious containers, unlocked the secrets of one jar in particular, by deciphering the hieroglyphics that were inscribed upon it.

"Herein contains the seeds of the Anumi plant, bearer of the Anumi Fruit, transmogrifier of modest beast to servitor of the Gods" the inscription read, along with planting instructions and how to use the fruit to transform regular animals into humanoid representations of the gods.

Needless to say, a demonstration of the seed's power was highly sought after once word began

circulating of the seed jar and its newly translated promise of miracles. However, as many had fretted, the plants had little place in the new world. The soil was too wet in the low regions, and too rocky or cold in the higher altitudes. Worse still, the one specimen that did manage to bear fruit yielded a humanoid specimen, precisely as promised (with the body of a human, and head of an animal, just as the primeval gods were depicted) that was entirely unsuited for a mostly aquatic environ. The first anumi lived for only a short time, and drowned accidentally in a flash flood that most sebek-ka barely took notice of.

Luckily, the story did not end there. The sebek-ka clergy formed a small task force to address the matter. Many priests of Sebek believed that the sebek-ka themselves were created with magic similar to that contained within the anumi fruit, and that the anumi plant was likely a more refined version of that process. There were many failures at cultivating a more aquatic-friendly version of the plant until a small clutch of anumi seeds were given to a group of viridian naiads who specialized in exotic and magical herbs. The naiads were allowed to study the clay jar as well, though being naiads, they took the lotus hieroglyph (which meant "rebirth") to be an indication as to what the plant should be.

Through logic that only a plant-based feykitth could follow, the naiads somehow cultured a new breed of water lotus from what was once a terrestrial thorny bush. The real miracle however is that the new breed of lotus not only retained its magical properties, but the anumis (as they would come to be called, based on the translation of the clay jar) spawned from its blossoms were perfectly suited for aquatic life.

Although intended to be a "resurrection of the old ways" for the sebek-ka, the plant quickly went wild, and anumi lotuses were soon used by all manner of sentient aquatics to memorialize their animal companions, bolster their armies, and even just to make new friends (quite literally). Although the sebek-ka intended the process of using the blossom to remain a secret, naiads aren't very guarded with information, especially when it comes to plants.

"And thus," the saurian storyteller concluded, "the anumi race was reborn."

PHYSICAL DESCRIPTION: A typical anumi, from the neck down, is identical to very fit Medium-sized human. Their skin tone varies from olive to dark brown and is often hairless. Gender cues are exaggerated; females have perfect hourglass forms and males feature bulging biceps and rippling abdominals. From the neck up they are entirely bestial and extremely varied. While proportionate to a human head, the animal head can be that of just about any imaginable natural creature. Fish, crocodiles, and dolphins are most common. However, otters, sharks, frogs, and even starfish are also well-known. Any natural beast that someone might have considered a beloved pet or companion may become an anumi. If a species type is not listed, the Game Master may decide to add new statistics and powers.

Unlike the anumis of yore, the aquatic anumis are often not flawless. Whether this is a result of the naiad's tampering with the core plant or simply a degradation of the magic itself has not been determined. Regardless of the cause, some anumis, especially those of non-mammalian origins, have mild bestial mutations. These vary from a slight discoloration of the hands and feet of the anumi to flippered or webbed appendages. The mutation almost always affects the hands and feet, with the occasional odd fin, spine, or scales found on other parts of the body. These mutations always have no mechanical effect and are cosmetic only.

A few aquatic anumis look particularly terrifying and have a harder time "fitting in" than others. Mollusks and echinoderms in particular create rather fearsome humanoids. Octopus anumis, for example look eerily similar to a brain-eating beast of legend. Starfish anumi, which look like an inverted starfish affixed to the neck of a headless humanoid body, seem to be amongst the embodiments of eldritch horror. These anumis may pose a more difficult social challenge than other, more publically palatable anumi species.

Over the last few decades, the anumis have been trying to create a unique identity in the world. In their new forms, many study the sunken ruins of the civilization that invented their magical origins.



Some anumis have adopted a style similar to that practiced by the sebek-ka and often pattern clothes, jewelry, and other personal effects to reflect this antiquated design. A few anumis even venerate these forgotten gods in an effect to resurrect a long dead pantheon. In their hearts, however, most hold true to the values of their original master, whom they often regard as a parent figure. Many continue adventuring with their original master for several years after they start their second life.

ECOLOGY & SOCIETY: Despite their attractive (from the neck down) and fully-sexed forms, anumis are completely sterile. They cannot have children, and have no way of naturally creating offspring. Instead, they defer toward using the anumi lotus to ensure that the species lives on.

The lotus only works on natural beasts of the non-magical variety. The beast's original abilities, powers, skills, and so on are all replaced by those of the anumi. The Game Master may also rule that certain beasts are immune to the mixture.

The change in form is permanent and irreversible. Biologically, the anumi begins life with the body of a fit 16 year old human. Their

countenance reverts to the way the animal looked in the prime of its life, adjusted for size proportion to the new body. Afterwards, the anumi ages much the same as a human.

As to his mental state upon first reaching humanoid form, an anumi resembles an amnesiac. At best he has blurry memories of a past in which he was an animal, though he seems to have a firm grasp of language and other basic skills needed for survival. During this period of mental confusion, the anumi is typically nurtured by his original master. In a few short months, the anumi is ready to set out on his own, if he so desires.

RELATIONS TO CORE RACES: Anumis relate most strongly to sebek-ka, as they tend to share both a history and similar physiology. Many anumi consider sebek-ka to be both their parents and their parent race. Anumi also enjoy the company of naiads and selkies, as these races are also fond of pets. Certain subspecies are known to gravitate to other known races as well. Crustacean anumi, for example, find they have much in common with karkanaks. A relation of note is the one between amphibian anumi and the mogogols. While a few amphibian anumi are the result of a beloved frog familiar, most originated as the prized pets of the mogogol race. The bond between their two races is undeniable.

ALIGNMENT & RELIGION: Anumi vary in alignment, often according to subrace. Amphibians, avians, carniforms, and sirens are generally good. Cetaceans, osteichthians, reptiles, and crustaceans travel the middle of the road; preferring more neutral paths. Chondrichthians, ophidians, echinoderms and mollusks like to travel the darker paths. Siren, crustacean, reptile, and ophidian anumi gravitate towards lawful thinking, while cetacean, mollusk, and echinoderm anumi enjoy more chaotic endeavors.

Anumi most often venerate the religion of their masters. Some have been known to create cult-like representations of the gods of the ancient civilization that developed the anumi plant.

ADVENTURERS: Anumis often share the same ideals, virtues, and vices of their original masters; this is often very similar to a parent-child relationship. An anumi who had a very strict master

is as likely to be very strict as they are to be especially lenient. In any case, anumis often show a great deal of respect and understanding of their original masters' values.

Anumis also harbor an inner struggle with their bestial nature. This makes them especially easy to stereotype by species. For example, siren anumis are often very peaceful. Chondrichthian anumi, on the other hand, can be quite violent. Cetacean anumi are free spirits, while crustacean anumi are often very set in their ways. Reptiles can be callous, echinoderms single-minded, osteichthians jumpy, and ophidians untrustworthy. Unfortunately, these stereotypes do nothing good for their already diminished reputations. One of the biggest obstacles that an anumi faces is to be seen as a serious individual in their own right, and not just a personified animal.

It is often this lessened status that drives an anumi to the adventuring life. They have much to prove, and often have little trouble finding their niche. Often, an anumi picks up where their master left off: continuing a quest in their absence. In addition, anumis are fueled by the same goals as most humans; glory, gold, honor, and love. At their core, they are both human and animal. An anumi's motivations tend to match both.

Many anumi take up the cause of animal rights, and are among the first beings in the sea to help orchestrate the formation of humane animal shelters, veterinary clinics, and laws that prevent animal cruelty. Most anumis will not stand by to see an animal be mistreated, and will react in violent opposition. Some anumi often adopt pets of their own, many which become anumis themselves after living a long, happy life.

NAMES: Anumis often keep the names given to them when they were animals. However, some prefer to adopt names that are reminiscent of the extinct culture that created the anumi plant.

MALE NAMES: Ace, Ajax, Amon, Anubis, Bear, Bingo, Butch, Duke, Fido, Horus, Jaws, Killer, Lucky, Rover, Silver, Snapper, Thoth.

FEMALE NAMES: Babe, Daisy, Dixie, Duchess, Fluffy, Foxy, Hathor, Isis, Jaws, Killer, Peaches, Pepper, Precious, Silver, Snapper, Snuffles.

Aquatic Anumi Racial Traits

+2 Strength: All anumis are strong, and each subrace has an additional bonus and penalty as described below.

Racial Buoyancy: -20^A, **Depth Tolerance:** 300 feet

Medium: All anumis are Medium creatures and have no bonuses or penalties due to size.

Landwalker: Anumis have a swim speed of 30 feet and can move on land with a speed of 20 feet. The ability to walk on land does not necessarily mean that they need dry land to survive.

Amphibious: Anumis have either lungs or gills, but rarely both. In whichever medium they are not equipped to breathe, they can absorb oxygen for a limited time. Anumis with lungs can survive underwater for 1 hour per 2 points of Constitution (after that, refer to the suffocation rules in the Pathfinder Roleplaying Game). Air floats are often employed by lung-bearing anumis both to affect buoyancy and as portable air containers used for extended stays under the sea.

Anumis with gills suffer the same limitations, except on dry land. Gilled anumis need only one gallon of saltwater to reset the suffocation countdown, and will often carry water with them for extended excursions inland.

Keen Senses: Anumis receive a +2 racial bonus on Perception skill checks.

Languages: Anumis begin play speaking Common. Anumi with high intelligence scores can choose any normally available languages that they want.

Subracial Traits: All anumis have one subrace that corresponds to the type of animal that they originated from. This subrace grants them additional racial traits as described below.



Anumi Sub-Racial Traits

AMPHIBIAN (FROG, NEWT) TRAITS

+2 Wisdom, -2 Charisma: Amphibian anumis are wise, but are known to be somewhat crude.

Acid Resistance: Amphibian anumis gain resist acid 5.

Lungs: An amphibian anumi can breathe air indefinitely.

Bestial Fortitude: Amphibian anumis receive a +2 racial bonus on all saving throws against disease and poison.

Grasping Tongue: The amphibian anumi can choose to make a grapple maneuver with its tongue on targets up to 10 feet away. It does not provoke an attack of opportunity or incur penalties for not having both hands free when starting a grapple in this manner. Normal rules for grappling apply afterwards.

AVIAN (DUCK, PENGUIN) TRAITS

+2 Charisma, -2 Intelligence: Avian anumis have very likable personalities, but tend to be a bit bird-brained.

Bestial Reflexes: Avian anumis receive a +2 racial bonus on all saving throws against area attacks with the electricity, steam, or light descriptors.

Lungs: An avian anumi can breathe air indefinitely.

Osprey Eyes: Avian anumis receive a +1 racial bonus on ranged attack rolls.

Feather Magic: Avian anumis can cast *neutralize buoyancy* (Cerulean Seas corebook) once per day on themselves as a spell-like ability.

This effect cannot be used on other creatures or objects, but is otherwise identical to the spell.

CARNIFORM (SEAL, OTTER) TRAITS

+2 Charisma, -2 Wisdom: Carniform anumis are lovable souls, though they tend to be a bit impulsive.

Low-Light Vision: Carniform anumis can see twice as far as humans in conditions of dim light.

Lungs: A carniform anumi can breathe air indefinitely.

Scent: Carniform anumis gain the Scent extraordinary ability. See the Appendices in the *PATHFINDER ROLEPLAYING GAME* for more information on this ability.

Vigilant: Carniform anumis receive a +2 racial bonus on Initiative checks.

CETACEAN (DOLPHIN, WHALE) TRAITS

+2 Intelligence, -2 Wisdom: Although cetacean anumis are very smart, they have a habit of behaving foolishly.

Blindsense, 60 feet: Using dolphin-like sonar, a cetacean anumi senses things it cannot see. This anumi usually does not need to make Perception checks to pinpoint the location of a creature within 60 feet, provided that it has line of effect to that creature. Any opponent the anumi cannot see still has total concealment against the anumi, and the anumi still has the normal miss chance when attacking foes that have concealment.

A cetacean anumi is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

Ceti Speaker: A cetacean anumi gains Ceti as a bonus language.

Lungs: This anumi can breathe air indefinitely.



CHONDRICHTHIAN (SHARK, RAY) TRAITS

+2 Constitution, -2 Intelligence: Chondrichthian anumis are robust but slightly dimwitted.

Bestial Fortitude: Chondrichthian anumis receive a +2 racial bonus on all saving throws against disease and poison.

Gills: These anumis can breathe underwater indefinitely through slotted gills in their neck.

Keen Scent (Ex): Chondrichthian anumis can notice other creatures by scent in a 180-foot radius underwater and can detect blood in the water at a range of up to a mile.

Pelagic Speaker: A chondrichthian gains Pelagic as a bonus language.

CRUSTACEAN (CRAB, LOBSTER) TRAITS

+2 Wisdom, -2 Charisma: Crustacean anumis are known to be quite clever, though give off a very creepy vibe.

Darkvision: Crustacean anumis can see in the dark up to 60 feet.

Gills: These anumis can breathe underwater indefinitely through gills in their face and neck.

Improved Grapple: Crustacean anumis receive Improved Grapple as a bonus feat at 1st level, even if they do not meet the prerequisites.

Stubborn: Crustacean anumis gain a +2 racial bonus on Will saving throws to resist spells and spell-like abilities of the enchantment (charm) and enchantment (compulsion) subschools. In addition, if this anumi fails such a save, it receives another save 1 round later to prematurely end the effect (assuming the spell or spell-like ability has a duration greater than 1 round). This

second save is made at the same DC as the first. If the anumi has a similar ability from another source (such as a rogue's slippery mind class feature), it can only use one of these abilities per round, but can try the other on the second round if the first reroll ability fails.

Thick Skin: Crustacean anumis have thicker than average skin and gain a natural armor bonus of +1.

ECHINODERM (STARFISH, SEA URCHIN)

TRAITS

+2 Constitution, -2 Charisma: Echinoderm anumis are very hardy but somewhat frightening and alien to behold.

Benthic Resilience: An echinoderm anumi may reroll a failed Fortitude save. This trait is used as an immediate action after the first save is attempted, but before the results are revealed by the GM. The anumi must take the second result, even if it is worse.

Darkvision: Echinoderm anumis can see in the dark up to 60 feet.

Gills: These anumis can breathe underwater indefinitely through gills in their face.

Thick Skin: Echinoderm anumi have thicker skin and gain a natural armor bonus of +1.

MOLLUSK (SNAIL, OCTOPUS) TRAITS

+2 Constitution, -2 Dexterity: Mollusk anumis are tough, but are also rather slow moving.

All-Around Vision: Mollusk anumis have tentacular eyes that can see all around them, granting them a +4 racial bonus on Perception checks and making them immune to flanking.

Gills: These anumis can breathe underwater indefinitely through their skin.

Stability: Mollusk anumis receive a +4 racial bonus to their CMD when resisting bull rush or trip attempts while touching a solid surface.

OPHIDIAN (SEA SNAKE) TRAITS

+2 Wisdom, -2 Charisma: Ophidian anumis are very observant but tend to be untrustworthy.

Darkvision: Ophidian anumi can see in the dark up to 60 feet.

Bestial Fortitude: Ophidian anumis receive a +2 racial bonus on all saving throws against disease and poison.

Bestial Reflexes: Ophidian anumis receive a +2 racial bonus on all saving throws against area attacks with the electricity, steam, or light descriptors.

Contortionist: Ophidian anumis receive a +2 racial bonus on Escape Artist skill checks. In addition, they can move through a tight space without having to make an Escape Artist skill check.

Lungs: This anumi can breathe air indefinitely.

OSTEICHTHIAN (TUNA, SWORDFISH) TRAITS

+2 Dexterity, -2 Intelligence: Osteichthian anumis are quick of body but not of mind.

Bestial Fortitude: Osteichthian anumis receive a +2 racial bonus on all saving throws against disease and poison.

Deepsight: Osteichthian anumis are specially adapted to the lightless depths of the oceans, but not to air-filled environments. They can see in the dark up to 120 feet while underwater, but do not gain this benefit out of water.

Frenzy: Once per day, whenever an osteichthian anumi 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.

Gills: These anumis can breathe underwater indefinitely through covered gills in their neck.

REPTILE (CROCODILE, TURTLE) TRAITS

+2 Wisdom, -2 Intelligence: Reptile anumis are highly in-tune with their surroundings. Unfortunately, they tend to shy away from intellectual endeavors.

Bestial Fortitude: Reptile anumi receive a +2 racial bonus on all saving throws against disease and poison.

Ferocious Hunger: Reptile anumi receive a +1 bonus on attack rolls against Tiny or smaller sized creatures.

Lungs: This anumi can breathe air indefinitely.

Reptilian Mind: If a reptile anumi fails a Will saving throw, he may roll again and take the second result.

SIREN (MANATEE, DUGONG) TRAITS

+2 Wisdom, -2 Dexterity: Siren anumi are highly spiritual creatures that enjoy life in slow motion.

Bestial Fortitude: Siren anumi receive a +2 racial bonus on all saving throws against disease and poison.

Lungs: This anumi can breathe air indefinitely.

Sprint: Once per hour, this anumi can double its swim speed for bursts of up to 5 rounds.

Sprinting Charge: When making a charge attack while using its sprint ability (see above), a siren anumi may make both a bull rush and a basic melee attack (in that order). Other rules for charging and bull rush apply normally.

Aquatic Anumis In Your Game

Anumis in this text are presented as a fairly fresh race in the Cerulean Seas. While they do have ancient origins, there is no history to worry about between then and now. This allows them to be placed in virtually any aquatic setting with little work. That is, they require almost no adjustment to your world to begin play immediately. One down side to this "newness" is that they lack tradition, language and history common to other PC races beyond, perhaps, the sebek-ka, which is rather limited to neo-Sebek worship. This may cause some anumis to research and explore the ancient past; perhaps finding sunken relics keyed to their race, special secrets relating to their transformation, or new paths to explore.



However, there are many boons to being a brand new race as well. Anumi player characters can be bold pioneers, inventing their own paths, their own history and their own unique traditions.

Anumi add a new dimension to the animal companions in your game, and give new options. For example, a local animal shelter may spring up in the area run by anumis. Anumis might develop new pet items, new animal cruelty laws, or take a special interest in a PC's pet.

Optionally, the Gamemaster can create a more detailed back story for the anumis. Perhaps there was an ancient uprising of the species and they were wiped out. Now that they are back, a cult with primeval ties may be hunting the anumi or watching to make sure they stay in line. Perhaps the anumis are completely new; the results of recent arcane experiments resulting in a new fad. Then again, the anumis might be an established race in their own right, with a history, biology, and origin akin to other PC races.

There is also the undeniable influence of Naiad magic at work. This race is, in fact, not exactly the same race that was crafted in ages past. Besides the new aquatic factor, the frequent mutations and kahunic tampering of the original plant has yielded something new and unique. While the viridian naiads are a simple race, they do have an uncanny knack for weaving their best interests into everything they do. Perhaps these new aquatic anumis stand for more than just forgotten gods, but for the aspects of primeval nature itself.

Whatever the case, the anumi will make a welcome addition to any game as a representative of the animal world, an unusual option for the player who is seeking something different, a challenge for the player who has played everything or even a fun alternative for those that really like their pets.



(PRIMORDIAL FORM)

The Aqua-xax

Deep in the swirling quagmires of the Abyss, a mad cult of unnamable creatures vied for power. Their chants and gibbers rose to a violent cacophony when the swirling portal opened. When black clusters of tentacles, eyes, and maws erupted from the conjured gateway, nearly half of the group was forced to end their ritualistic wailing — they were devoured by the pre-primordial forces emanating from the portal. Fierce winds roared up against the encroaching madness. In a moment, the two realities merged — absolute chaos mingled howling and frenzied with ageless insanity.

The scene twisted into something no words could ever describe, and no mortal could witness and survive. Then, with a sudden explosion, the portal closed. What seemed like shrapnel at first, later turned out to be countless small, grey creatures jettisoned in every direction. Appearing as twisted and alien as any creature native to the Abyss or the dark tapestry between the stars, one could only imagine their dark intentions, warped minds, or depraved desires.

However, no one would ever imagine that the product of the two most unfathomable realms in existence would gaze upon the twisted landscape of the Abyss and exclaim, “We do not belong here!” This was our birth, the creation of the xax, which was immediately followed by our exodus to other realms of existence. In these realms, we communed with their nature and their people. Our realities blended with their realities. I have no doubt that in the countless other worlds of dry land, we absorbed a little of the sun elves of old, the infamous humans, and even the stalwart dwarves, all merely legends in our own realm of shores and sea. While I am quite sure these xax became different things than us, we adapted well to aquatic life.

And though we may have originated from two mostly parched dominions, the aquatic xax (or aqua-xax as we are known among the planars) thrive here.

Our beginnings here were not without pain. During our adaption process, we were hunted as both rogue drylanders and as invading extraplanars. Many of us drowned outright, unable to tread water long enough for our skin to adapt. Those of us who found safe shores or claimed ships were in for an arduous adaptation process. The sheer diversity of the Cerulean Seas in both form and spirit was a task that our essence struggled to absorb. It took a decade of struggle for our ancestors to become who we are today. Even then, our forms were unpredictably mercurial for nearly a century afterwards. We count it as a blessing that the sunrise measures us now.

The xax, despite our origins, have strictly ordered minds. Out of madness and pandemonium arose a race that gravitates towards logic, reason, and philosophy. We are introspective creatures, who seem at odds with our many forms. In mind, we relate well to mortal folk, even feeling a sense of morals and honor. We do not bring with us new religions or philosophies to compete with your own. In fact, we offer a new perspective on your existing dogmas. Our adaptations have made us representatives of all of you; the magical feykith, the proud merfolk, the humble anthromorphs, the enigmatic planars, and even the majestic trueforms. We are a reflection of you in the space between the stars, and deserve no less than full citizenship in all the Cerulean Seas.

—Viscosity Blackstar, Aqua-xax Chief Representative, regarding petition for racial citizenship.

PHYSICAL DESCRIPTION: Aqua-xax are a bit more difficult to describe as each new day may bring about one of five different forms, each representing a different category of racial subtypes including feykith (Pygmy form), anthromorph (Primordial form), merfolk (Pelagic form), planar (Paragon form), and trueform (Pseudosaur form).

However, there are some similarities common to all their forms that mark them as unmistakably aqua-xax. All aqua-xax forms completely lack a neck, though do have a bony ridges atop their heads that are suggestive of one. Its face, if one can call it that, is near the middle of its torso. Two eyes, one slightly larger than the other, rest on top of each other right above a vertical tooth-filled mouth. They lack discernable ears and noses. Bulbous musculature dominates the creature's back and shoulders, covered by hairless, smooth grey skin that fades to a bluish tinge around its face, often with pinkish splotches. It has four pointy tongues that wriggle forth from its mouth when it eats. Despite its appearance, aqua-xax have an uncannily clear and intellectual sounding voice.

Each day at sunrise, the typical aqua-xax undergoes what looks like a painful transformation into a new form. This transformation is strictly a function of their unique biology and thus far sages and mages alike are unable to affect it. The new form becomes their natural form for all intents and purposes until the dawn of the next day.

An aqua-xax's Paragon form is heavily reminiscent of their drylanders version, although Medium-sized rather than Small. Standing at five and a half feet tall, the Paragon form aqua-xax is a somewhat ape-like creature, with long arms that end in three-fingered hands that can drag along the ground as it walks on haunched legs terminating in long, two-toed feet. Aside from its permeable skin, aqua-xax in this form only seem vaguely aquatic and are better suited to moving on land than swimming in water. Still, with their ability to breathe water and swim innately, they are better off under the waves than the typical land dweller.

In contrast, the aqua-xax's Pelagic form is on-par with merfolk in both their ability to swim and their likeness to aquatic life. Appearing much like a bulbous 3-foot-long fish with long arms sprouting from its sides terminating in the typical xax-like hands, the Pelagic form is superb at both underwave maneuverability and manual tasks.

The smallest form, the Pygmy form, appears as the shriveled equivalent of the Paragon form. This Tiny-sized aquatic humanoid has a large "face" and miniscule webbed hands and feet. Despite its rather degenerative appearance, an aqua-xax in Pygmy form is more agile than any other form, and is actually quite quick and well-suited among both land and sea.

Another form well-suited to both land and sea is the Primordial form. An aqua-xax in this form is so decidedly ranarian that it is often mistaken for a Small-sized mogogol from a distance. It's powerful froglike legs aid in swimming and moving on land.

Lastly the aqua-xax might assume the Pseudosaur form, which many aqua-xax feel is the equivalent to a "bad hair day," though it does have some advantages. Appearing somewhat plesiosaurian in body-type, the Small-sized Pseudosaur has four powerful flippers in place of arms and legs. In addition, it has a massive fan-like tail that looks like it came from a strange blend of goldfish and whale. Though it must rely on trueform-like force manipulation to use tools, the pseudosaur is by far the fastest swimmer of the aqua-xax forms.

ECOLOGY & SOCIETY: Aqua-xax do not have gender and reproduce through a form of budding. An aqua-xax will randomly develop a large tumor on its back, which will eventually erupt into a youngling xax. These younglings grow to maturity in about a week, and are ready for adventure within a month. They are born with the common knowledge of the area they were born into. For example, if a youngling aqua-xax starts life in a fishing community, it will begin with a basic knowledge of angling and aquaculture. Aqua-xax have a lifespan comparable to seafolk, though they become extremely wrinkled as they age, and the bluish tinge of the face eventually expands to encompass their entire body as the creature enters its venerable years.

Aqua-xax are omnivores who enjoy a wide variety of food and drink. Their blood is a purplish tar, and their organs are all squirming tentacles that writhe from open wounds. The unique physiology of an aqua-xax demands strange nutrients. They will often consume large quantities of substances that other races would not find palatable at such a scale.

Aqua-xax are often devout philosophers with dizzying intellects. They have a fondness for finding patterns in seeming chaos, discovering connections between unrelated things, and generally solving mysteries that most fear to fathom. Aqua-xax are seldom selfish creatures, subscribing to the belief that we are all part of the great cosmic consciousness.

As one could imagine, keeping up with an aqua-xax's rationale can be quite confusing. On one hand, they are peaceful philosophers who tote the virtues of brotherhood and "oneness," and on the other they are brutal combatants capable of grisly acts of carnage and destruction. Only one thing can be said for certain; the aqua-xax will always have a rational explanation for everything they do, and that explanation will likely be convoluted.

RELATIONS TO CORE RACES: Most races find the xax to be more than a little creepy. Even if one could get past the mutable-but-always-alien physical appearance of an xax, their intellectual nature and strange rationale might make some uneasy. Seafolk and planars seem to get along best with the xax. Sea elves, nommos, and cindarians often find them repulsive on all fronts. Aqua-xax view all races as equals.

ALIGNMENT & RELIGION: While aqua-xax revere chaos as a force of nature, most shy away from this outlook. Their minds are structured, perhaps insanely so, but enough to create a large percentage of lawful individuals. Most aqua-xax favor the side of good, as that seems to mesh best with their innate philosophy. Evil aqua-xax do exist, but often act as if they are acting a part in a play—over dramatic, stereotypical, and with very simple motivations.

Aqua-xax worship a variety of deities, though favor none in particular. They will not subscribe to any faith that is not congruent with xax philosophy, however.

ADVENTURERS: Bordering on ascetic, the aqua-xax rarely adventure for wealth, greed, fame, or glory. They will adventure to gain knowledge, test theories, restore balance, explore, and protect the innocent. Unlike most benevolent or peaceful creatures, they are not repulsed by creatures of evil or chaos. Instead, they see these beings as a necessary element in the universe. While many with such a philosophy would become pacifists, aqua-xax do not consign to that either. To an aqua-xax, violence can be a positive agent of change, and they

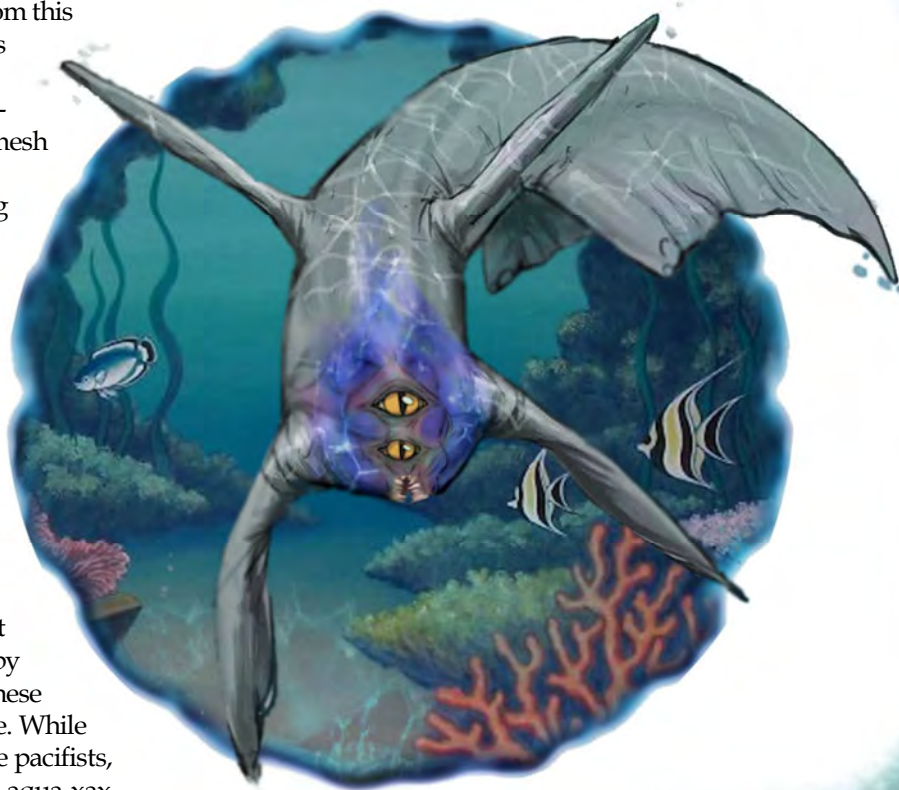
are quite willing to destroy anything that they feel needs to be rebuilt.

Aqua-xax take a large variety of professions. They revere the creative side of magic, so they can be natural wizards and sirens. Aqua-xax wizards often construct insanely multifarious devices that help to solve some obscure mystery. Aqua-xax can also be very spiritual, taking up the cleric or even kahuna class. A variety of other classes can be found among their race, though not nearly as commonly. Among those, those favoring martial arts are most prevalent, due to the aqua-xax's enduring forms and exotic weapon skills.

NAMES: The modern fad among aqua-xax is to use scientific terms as their first names, especially if these terms relate to water in some way. Though traditionally, they chose ominous sounding names, and this is still reflected in their surnames.

Common first names include: Amphoteric, Capillary, Density, Hydrostatic, Miscibility, Paradox, Polarity, Redox, Refraction, Solipsism, Sonar, and Viscosity.

Common surnames include: Blackstar, Darkpool, Deepfall, Dreadsink, Fatespinner, Lostsoul, Shadowshoal, Voidjumper, and Warpdelver.



(PSEUDOSAUR FORM)

Aqua-xax Racial Traits

+2 Constitution, +2 Intelligence, -2 Charisma: Aqua-xax have iron constitutions and dizzying intellects, but their alien nature often hinders social interactions.

Racial Buoyancy: -30, **Depth Tolerance:** 1000 feet.

Darkvision: 60 feet.

Variably Sized: While most of their daily forms are small sized (+1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty on combat maneuver checks and to their CMD, and a +4 size bonus on Stealth checks), their Paragon form is Medium-sized (no bonus or penalties), and their Pygmy form is Tiny-sized.

In their Pygmy form, an aqua-xax gain a +2 size bonus to Dexterity and a -2 size penalty to Strength. They also gain a +2 size bonus to their AC, a +2 size bonus on attack rolls, a -2 penalty on combat maneuver checks and to their CMD, and a +8 size bonus on Stealth checks. They take up a space of 2-1/2 feet by 2-1/2 feet and have a natural reach of 0 feet, meaning they can't reach into adjacent squares. They must enter an opponent's square to attack it in melee and do not threaten the squares around them.

Variable Speed: Aqua-xax base swim and land speeds vary by their daily form as follows [Form (Base Land Speed / Swim Speed)]: Paragon (30 ft. / 20 ft.), Pelagic (5 ft. / 40 ft.), Pygmy (20 ft. / 20 ft.), Primordial (20 ft. / 30 ft.), Pseudosaur (5 ft. / 50 ft.)

Aberration: Despite their extraplanar origins, aqua-xax are treated as aberrations for the purposes of all spells and effects.

Cutaneous Respiration: An aqua-xax "breathes" through its skin both in and out of water equally well.

Memory of Conflict: At character creation, an aqua-xax gains proficiency in one exotic weapon of his choice.

Skill Tuning: After an 8-hour rest, an aqua-xax may choose one skill to gain a +2 racial bonus with for 24 hours.

Daily Form: Once per day, at sunrise, as a full-round action that provokes an attack of opportunity, the aqua-xax involuntarily rolls randomly on the list below to change form and become endowed with a temporary racial trait that lasts until the aqua-xax changes into a different form. Many of these racial trait have multiple options. These options are usually chosen (or rolled) once per transformation.

Roll 1d10:

1-2. Paragon

Chaotic Resistance: When an aqua-xax assumes Paragon form, roll a d10, and gain resistance 5 to the corresponding energy type. 1-2: acid, 3-4: cold, 5-6: electricity, 7-8: steam, 9-10: sonic.

3-4. Pelagic

Mutable Bonus Feat: Upon changing into Pelagic form, the aqua-xax gains temporary access to one feat of his choice that he meets the prerequisites for.

5-6. Pygmy

Variable Magic: Upon changing into Pygmy form, the aqua-xax gains the temporary spell-like ability to cast one 0-level sorcerer spell up to three times per day (the caster level is equal to the user's character level).

7-8. Primordial

Skill Mutation: Upon changing into Primordial form, the aqua-xax chooses one skill with a Strength, Dexterity, or Constitution key ability score to gain a temporary +4 racial bonus to while in this form. This skill will stack with the Skill Tuning racial ability but not with other racial bonuses.

9-10. Pseudosaur

Flexible Force Manipulation: Upon changing into Pseudosaur form, the aqua-xax gains the Force Manipulation ability as if it were a trueform (see REMARKABLE RACES SUBMERGED: TRUEFORMS for details). The energy used in this force manipulation varies each time this form is obtained. Roll a d4,

1: Sonic, 2: Magic, 3: Psionic, or 4: Hydrothermal current.

Pseudo-Trueform: In pseudosaur form, the aqua-xax may treat any weapon with the "trueform" quality as a martial weapon. As a consequence of form, a pseudosaur cannot effectively wield manufactured weapons without this quality.

Languages: Aqua-xax begin play speaking Common.

Aqua-xax with high Intelligence scores can choose from any standard language available to the Cerulean Seas core races.



(PELAGIC FORM)

Aqua-xax in Your Game

In an ocean where sinister-looking nommo can be accepted as a player race, the aqua-xax may fit in very well. In many ways, most of their forms appear much less threatening than nommo or carchardians because they are of Small or Tiny size. In other ways, the aqua-xax are much more hideous and alien. Not only do they have a rather distorted view of the world, but they lack many of the biological similarities that tie other races together.

However, this can be an advantage. One can never be certain what to expect from an aqua-xax. With their multiple forms, complex philosophies and sweeping paradigms, the aqua-xax could potentially justify just about any action. Without love, romance, or a familiar sense of family the aqua-xax are far from predictable.

Aqua-xax in this text are presented as a fairly fresh race to the Cerulean Seas setting. The exact date of their creation was purposefully left out so the Game Master can introduce them as needed. They do not need to be

intertwined with your existing campaign history. This allows them to be placed in virtually any aquatic campaign setting with little work. As is, they require almost no adjustment to your world to begin play immediately.

However, if the back story will not work with your campaign, there are alternatives. In games with a different cosmology, the outer planes can easily be replaced by other alien or chaotic worlds. If other planes of existence or worlds are absent entirely, the aqua-xax could be the product of intense chaos or wild magic. Perhaps they are the direct result of tampering with the universal fabric; a terrible side-affect for those who dare delve into the more eldritch facets of reality.

Whatever the case, the aqua-xax will make a welcome addition to any ocean-based game as a the strangest character in the group, an

unusual option for a player

seeking to play an

extremely mutable or

random character, a

challenge for the

player who likes

to play

everything, or

even a fun

alternative

for those

who like to

roll lots of

dice.



(PARAGON FORM)



The Chrysopsaro

"You are charged with the violation of Alien Immigration law 342A, Section C: Bringing in over three dozen alien immigrants from an undocumented extraplanar realm or dimension. Have you not learned the lessons of the Vemnu or the Brillax and the calamities that ensued? How do you plead?" The stern nommo judge peered down from his pulpit expecting an answer.

"First, your honor," a rather eccentrically dressed sea elf responded, "may I describe a bit where they come from? It may help explain why they are here."

"We will allow it." The judge said, speaking for the court.

"Money has long been the desire of mortals." The Delatari explorer began. "Even before the first gold coins clanked around in protected purses, this blood of commerce was deeply coveted. In the mists of creation, the sea of mortals was mirrored in the astral worlds. A man's vices were reflected in the Hells; his virtues in the Heavens. Man's love of wealth and buying, however, manifested in a more clandestine form. Thus was the origin of Mnol, the Demiplane of Commerce."

"This Mnol, as you say, is it not a drylander's realm? How come you by these coinfishes?" The large judge interrupted.

Undaunted, the flipped elf continued. "Yes, your honor, I am getting to that." Collecting his confidence, he took a deep breath and continued. "Known more commonly to its visitors as the Mystic Marketplace, it was long a secluded realm accessible to the privileged few. Only the wealthiest astral beings knew of its existence. Anything and everything can be found for sale here. Cities are divided up by what is sold. In the city of Ring, for example, rings of all varieties are sold. With patience, travel, and enough money one could virtually buy their heart's desire in Mnol. And that is what brought me there."

The judge seemed to be growing impatient as he wriggled behind his podium, though he remained silent.

"That is what brought me there..." the adventurer repeated, "but what brought me to the Sea of Debts was what happened after. You see, I quickly ran out of funds buying my heart's desires and accrued quite a bit of debt. Many threats came upon me, and one that came up more often than not was that I were to 'go sleep with the fishes.' Now, of course, I took this as a rather ironic

euphemism for murder, considering that I am aquatic and not prone to demise by drowning, but they meant something far more literal as I soon found out."

The judge, growing tired of the elf's long-winded account, blurted out a stern warning "This better be going somewhere, Mr. Stau, we won't have you wasting the court's time with nonsense."

"I assure you, your honor, I am staying on point," The sea elf known as Stau confided. "Not long after losing my shirt, I was accosted by two rather burly creatures, who bound me with lead chains and tossed me into a rather impossibly deep hole. I fell for what seemed like an unnaturally long time at an equally unnaturally slow speed and landed with a splash in rather disgusting sewer water. It was there I met the first coinfish, or chrysopsaro as they prefer to be called. He led me underneath the sewers to an entirely new sea. Though upside down and a bit polluted, it was a wonder to behold. And there I stayed and worked off my debts. They were all rather curious of where I came from, and I told quite a few of the Cerulean Seas. They were beside themselves with inquisitiveness. I even made quite some coin just selling sagery of our world. It was one of the few commodities I had left."

"So you admit, Mr. Stau, that you sold passage to our world to hundreds of gold-eating aliens simply to save your own hide?" The judge gazed down accusingly.

A bit shaken, the plane-addled elf went on. "No... your honor... it is simply the nature of the Sea of Debts. As much as the surface of Mnol is about the brighter sides of money- trade, riches, fame, and laws to protect it all, the upside-down sea is the murky-side of it all- debt, poverty, thievery and manipulating the laws that keep the wealthy rich and the poor impoverished. I had unwittingly stumbled on a realm trapped in an aquatic prison. The world of money, to them, was the drylanders world. But I showed them hope. I told tales of a purely aquatic, and largely free world, one that, for them, represented unlimited potential. But I never told them how to get here, only that it existed. Their greed led them here, not me. I am innocent."

-From the trial of Stau the Planeswalker, regarding the sudden appearance of the Chrysopsaros.

PHYSICAL DESCRIPTION: Chrysopsaro (also known as coinfish, or simply “krysops”) superficially resemble goldfish, although few from the Cerulean Seas region would make that connection as goldfish are both freshwater creatures and originate from the Celadon Shores region. Regardless, the chrysopsaro’s round bodies and flowing fins are a dead-ringer for these decorative carp-offshoots. Some notable differences, however, easily distinguish this race from normal animal to extraplanar entity.

First of all, the chrysopsaro has rather significant arms extending from where the fish’s pectoral fins would normally be. These scaly appendages are remarkably humanoid, often quite muscular, and terminate in stubby, five-fingered hands. Next, this race is on the stocky-side of Medium-sized, averaging about 4-feet long. Another distinguishing feature of the chrysopsaro is their three, emerald green eyes— two in their normal position and one, slightly smaller than their other two in the center of its head. Lastly, their scales appear to be made up of gold coins. Though merely gold-plated porous bronze replicas, this is no less bizarre and noteworthy.

Females are a bit larger and rounder than males, though have few external features that mark any other differences. Chrysopsaro often dress in a traditional vest with a narrow midriff, known to them as a herkin, which are often made of expensive aquatic silks with gold trim. Krysops are also fond of jewelry, especially gold rings and bracelets.

ECOLOGY & SOCIETY: Biologically, the chrysopsaro is a complete alien. First, they have no organs; they are basically a coin-scaled husk filled with glittery sand, pearlesque spheres, and metallic tubes that work as a skeleton. An injured chrysopsaro actually bleeds sand and sheds coins. Chrysopsaros have no sense of taste, and do not eat food. Instead, they ingest chunks of metal (including gold coins), sea shells, pearls, and small rocks (including gemstones). In some unknowable way, these objects act as nourishment and are eventually absorbed by the chrysopsaro’s body. In a sitting, they eat as much material as the cost of a typical

meal for a humanoid of the same size. Of course, they can eat more if they desire.

Despite their lack of taste, chrysopsaros can still smell things and can sniff out precious metals. They can generally tell what sort of metal is nearby and in what quantity. Their two normal eyes are very close to a merfolk’s in acuity, though many suffer from nearsightedness. This is compensated by the third eye which is highly sensitive, has low-light vision, and provides the chrysopsaro with its detect coins racial trait.

Reproduction for the chrysopsaro follows no known biological precedent, and is somehow initiated when the male and female collect their assets and treasure together in the same room. The female then gorges herself on some of the treasure, and an egg that looks remarkably like a 1-foot diameter golden orb is laid about 6 months later. About 3 months afterwards, a tiny-sized chrysopsaro baby hatches.

Growth is dependent on how much gold the child eats. The child reaches adult size when it consumes at least one thousand gold pieces in gold. Emotionally and mentally, chrysopsaros mature similarly to seafolk. Krysops also have a lifespan similar to seafolk, though they remain vibrant and healthy most of their lives. Towards the end of their lifespan, they begin to shed coin scales. It is subtle at first, starting with only a few coins a day. Chrysopsaros have even been known to hide this disorder for months. Eventually, the condition worsens and the coinfish succumbs to death from old age.

To a chrysopsaro, money is life. They live for the clatter of coins, the thrill of the deal, and the pride of being wealthy. Each chrysopsaro goes about his own quest in his own way. Unlike their drylander cousins, the numistians, chrysopsaro tend towards “seedier” means to obtain money. Gambling and roguery are common livelihoods. Others seek riches through treasure hunting or pirating. Some chrysopsaros may even hone one particular skill to perfection and use it to make their livelihood, usually providing some form of entertainment.

Whatever the means, chrysopsaros are all about money. They have little time for romance, find entertainment to be more of a commodity

than a pleasure, and generally shun any emotional endeavors that will not give them some sort of gain. Still, they know the intricacies of charm, the flair of personality, and the power of good humor—as all are needed to be successful in the world of commerce. Cold-hearted as their true nature may be, a krysop's demeanor is full of friendliness and flattery. Unfortunately, loyalty, honor, and amity may easily go to the highest bidder.

RELATIONS TO OTHER RACES: Chrysopsaros study the art of negotiation from birth and know how to work well with most races without conflict. When conflict arises, usually out of greed, they do not hesitate to defend their belongings. While it is well-known that a chrysopsaro seems to exist solely to collect treasure, nearly all aquatic races still deal with them, especially when a deal needs to be made, or a particularly rare item might need to be procured.

Only one aquatic race is known to avoid the chrysopsaros at all costs, and that is the crystolix of Isinblare. Perhaps the parsimonious nature of these two races precludes their cooperation with one another. Some speculate, however, that the feud goes back further and that the icy crystolix may have special ties to the Sea of Debts or the Demiplane of Commerce.

ALIGNMENT & RELIGION: Due to the pervasive influence of the Demiplane of Commerce, the overwhelming majority of chrysopsaros are lawful, though those of evil and neutral alignments are mixed evenly, with a smattering of good aligned individuals making up the minority. A chaotically aligned coinfish is typically a ruthless pirate that even his fellow kinsmen would scarcely deal with.

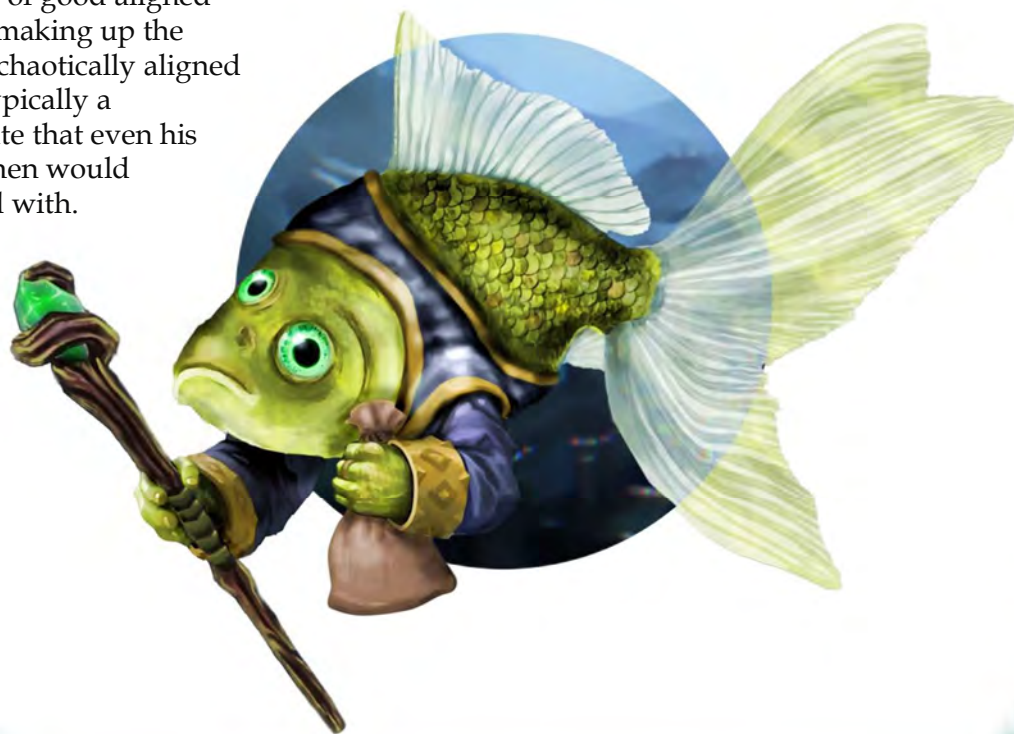
Though most chrysopsaros are non-religious, this will not stop some particularly charlatanical individuals from taking up the mantle of evangelist. To these sometimes nefarious preachers, the religion itself matters less than the money it can raise.

ADVENTURERS: Despite being a rather clumsy and lawful race, krysops seem to prefer the lot of the rogue. What they lack in dexterity, they make up for in cleverness and charm. While not the traditionally nimble thief, they are quite successful scoundrels and swindlers. Their lawfulness is mitigated with the many loopholes one can find in complex regulations, and the fact that law may not exist in certain realms. A coinfish always knows how to bend a rule without breaking it.

Of course, brute force does appeal to some krysops. Fighters often take up the role of goon, using intimidation or force to collect debts. Still other coinfish turn to the arcane arts, searching for a “get rich quick” spell, either directly, or by putting on a spectacular show. Clerics and paladins are rare, usually the result of an evangelist that eventually started believing in his cause, rather than just the money it raises.

MALE NAMES: Auran, Argent, Cash, Cupro, Curren, Darragh, Deynar, Golden, Merko, Odwulf, Orro, Otho, Prospero, Quarto, Rich, Theomund, Udolf, Wellington, Welth, Yen

FEMALE NAMES: Ada, Aurana, Argenta, Casha, Dolla, Darlelle, Edris, Goldie, Merka, Neda, Odella, Pay, Penny, Prospera, Salla, Silves, Tresha, Thriva, Udela, Victa



Chrysopsaro Racial Traits

+2 Wisdom, +2 Charisma, -2 Dexterity: While both clever and charming, the chrysopsaro also lacks dexterity due to its unusual bulky shape.

Racial Buoyancy: -25^B, **Depth Tolerance:** 5,000 ft.

Medium: Chrysopsaros are Medium-sized creatures with no bonuses or penalties due to size.

Slow Swim Speed: Chrysopsaros have a base swim speed of 30 feet.

Low-Light Vision: Chrysopsaros can see twice as far as seafolk in conditions of dim light.

Gills: Chrysopsaros can breathe underwater indefinitely through gills in their neck.

Seawalker: Chrysopsaros were never meant to move on land. They do so at a movement rate of 5 ft.

Coin Scales: Chrysopsaros have a +4 natural armor bonus to Armor Class.

Detect Coins: Metallic money shines like a candle to a chrysopsaro's eyesight. They gain a +4 racial bonus to Perception skill checks to notice coins. In addition, chrysopsaros can see coins in darkness and through any material that is less than one inch thick.

Money is Life: As a standard action, a chrysopsaro may consume up to 200 gold pieces (or equivalently priced chunks of gold) to cure 1d8+ the chrysopsaro's Wisdom modifier in hit points per 50 gp consumed. Gold pieces must be consumed in 50 gp increments, as lesser amounts are consumed with no effect. Alternatively, the chrysopsaro may consume up to 100 pearl pieces (or equivalently priced gems) in the same way, curing 10 hit points per character level of the chrysopsaro for every 25 pp consumed. Pearl pieces must be ingested in 25 pp increments. Excess coins or gems are digested normally.

Greed: Chrysopsaros gain a +2 racial bonus on Appraise checks made to determine the price of non-magical goods that contain precious metals or gemstones.

Poison Resistance: Chrysopsaros gain a racial bonus on saving throws against poison effects equal to their Hit Dice.

Languages: Chrysopsaros begin play speaking Common. Chrysopsaros with high Intelligence scores can choose any of the languages normally available to seafolk.

Chrysopsaro Scales

While the scales of a chrysopsaro are normally a porous bronze metal that is merely gold-plated, this does not mean that they do not have value or use. For one, they can easily pass as a real gold coin if not too closely examined (DC 12 Perception skill check). Many chrysopsaros have swindled unwary merchants from distant realms with the coins off their backs.

Second, the scale-coins generate resembling coins of the realm that they grew in. In addition, chrysopsaro scales can last up to 25 years before they are shed and replaced. Since this process is greatly staggered and affected by both combat and health, someone can closely examine the chrysopsaro's scales and tell where the subject has been, likely where he suffered the most hardship, and even when he visited certain areas (as many coins are also minted with dates or other date-specific data). Chrysopsaros will often stare at each other for long periods when they meet, doing this very thing. Some chrysopsaros will even un-scale themselves to hide their history. In such cases, the chrysopsaro loses his natural AC, and it can take 4-6 months for them to grow it back.

Chrysopsaros in Your Game

Chrysopsaros, despite their alien heritage, have the distinct advantage of appearing somewhat familiar to most other aquatic races. While their appearance is somewhat unique, they look much like talking fishes, and share much in common with merfolk. While distrust will be apparent when dealing with any new race, the chrysopsaro should find miniscule prejudice among merfolk, sea elves, pisceans and other races with similar features.

Chrysopsaros also adopt the style of the area that they do business in. Their traditional herkins are easily modified to suit the style of the realm by adding sleeves, ruffles, and other clothing accoutrements. This alone will help them fit in well with the majority, as they are not fixated on racial traditions or cultural preferences prevalent in most other races.

In underwater campaigns with different money systems, the chrysopsaro should be slightly adjusted to reflect the type of currency available. Simply convert the coin values presented in this text to whatever common currency that your campaign uses.

Chrysopsaros in this text are presented as a fairly fresh race to the Cerulean Seas. The relative anonymity of their home world rendered it nearly nonexistent to the realm of the adventurers. The Gamemaster can introduce this new astral realm and its inhabitants as he sees fit. Chrysopsaros do not need to be intertwined with your existing campaign history. This allows them to be placed in virtually any campaign setting with little work. As is, they require almost no adjustment to your world to begin play immediately.

However, if the back story will not work with your campaign, there are alternatives. In games with a different cosmology, the

chrysopsaro can come from an alternate dimension, or even a free-floating demiplane. If other planes of existence are absent entirely, the chrysopsaro could be a natural creature, descended from a fanatic race of merfolk or piscean merchants. They could also be the living representatives of a money god; a sacred race of financiers and money tenders.

Whatever the case, the chrysopsaro will make a welcome addition to any aquatic game as bookkeeper of the group, an unusual option for a player seeking to play a greedy character, a challenge for the player who wants their character to be rich, or even a fun alternative for those who want to be well-equipped with an eye for the finer things in life.





(NYMPHITE)

The Marine Entobian

As an entomologist, I first considered it a great honor when the High Council of the Delatari appointed me head of research in the investigation of marine entobians. At the time, entobians were perhaps the most enigmatic members of the insect world. Aside from their unmistakable sapience, tremendous size¹, elective nymphal stages², and aquatic status, they were also adapted to saltwater environs. This is rare for insects, as only a small group of rather miniscule water striders could claim the sea as their home³, with the majority of aquatic insects being purely freshwater, or able to withstand saltwater temporarily among estuary-born broods. My studies, however, proved to be a bit beyond my expertise, and more than a little agonizing.

According to my research⁴, the entobians originated around a century before the Great Flood, and were the result of some sort of arcane/alchemical water contamination of a particular river that has been lost to the Flood. The theory was that the mysterious waste⁵ affected the local insect population causing them to grow and become intelligent in only a few generations. Considering that the pollutant was waterborne, it is entirely possible that aquatic entobians⁶ also originated at this time, but were overlooked or lost to history.

The first recorded encounter with saltwater⁷ entobians was with a halobite roughly 80 years ago. This is significant because its form mimicked the form of a halobate, a well-known sea strider insect, one of the few whose life cycle was entirely oceanic³. This perhaps made some sense to us entomologists, though it was short lived, as less than a decade later we met several other imago forms including those that looked like formerly freshwater species such as dragonflies, diving beetles, water bugs, and even mosquitos. The variety was mind-bending. To add to this enigma, those imagos such as dragonflies and mosquitos have adapted even further so that they could retain some semblance of aquatic life, even though the insects that they resembled do not do so in their "adult" forms. We also learned that the nymphites⁸ could entirely control their metamorphic stages, thus choosing to remain neotenic if they wanted to, or choose one of six possible imago forms.

Our best educated guess is that the magical mutagen greatly enhanced the evolutionary ability of these insects, allowing them not only to grow in size and intellect, but also permitting their bodies to adapt to the new, mostly briny, world. I began my field investigation after years of journal study. I started my empirical research by interviewing several marine entobians from all walks, forms, and dispositions. Not surprisingly, they knew very little of their history. A few claimed that their families originated in the Sanguine River estuary, located in the southeast corner of Calamity Isle, roughly 200 miles up the coast from Mahra's Lagoon⁹. I could find nothing special about the region on the books, and it is located quite far from where the original contaminated river would have been¹⁰.

Naturally, I assembled a team to investigate the region and not only found a large population of marine entobians, but other aquatic insects of immense size, some even as large as orcas. These gigantic mutant insects were also paradoxically adapted to marine environs, and some could be found miles away from the coast. The local entobians, being

located in a fairly remote region, have virtually no interracial history in the region, and have rather limited recall of recent history, only noting that they have been there for several generations with little change.

The next expected course of action was to perform a dissection and compare entobian physiology with known insect structures. Unfortunately, it was several years before I could obtain an entobian cadaver, let alone permission to examine these remains. To pass the time, it did examine the corpses of several of the affected fauna, namely several sea cow-sized diving beetles. Much was as expected, only much larger. A strange organ filled with purple ichor near the insect's mesenteron¹¹ was noted, but dismissed as an anomaly of insect biology notable only in titanic-sized specimens. We expected entobians to have similar anatomy. We were wrong.

The first impression of the inside of entobian's body was the immediate smell of unnatural humours, reminiscent of an alchemical laboratory. The creature's hemolymph, expected to be the typical green or yellow, was actually a rather striking fluorescent shade of purple. It was documented that their internal fluids matched the description of the legendary pollution that was rumored to sire the initial line of entobians⁵. Stranger still was that their internal anatomy seemed to be an amalgamation of the organ systems of several disparate insect species¹².

Upon closer examination however, the entobian is even stranger than it may seem, as everything from its morphology down to its organs appear to be merely representational of that of an insect. In my professional opinion, the entobian is not an insect at all, but a strange sort of alchemical arthropodal mimic. This creature, more magical than biological, likely originated in a sort of homunculus-like reaction to discarded alchemical formula, approximating the physiology of an insect, while adapting itself to its surroundings.

In my professional opinion, further research should be carried out by wizards and alchemists, as my biological expertise can shed no more light on the subject. I suspect that marine entobians, especially their eerie hemolymph, may be hazardous to surrounding insect fauna, and perhaps even to other arthropods such as lobsters and sea spiders. Their presence may be the cause of the mutated insects originating from the Sanguine River estuary. The specifics of this process, however, are neither natural nor fully understood by myself or my colleagues.

Annotations:

1. For an insect, of course.
2. As well as imago form.
3. Without magical interference, as has been seen with giant dragonfly nymphs.
4. Which included studies of the now extinct terrestrial entobian species, penned by the drylander elves.
5. Rumored to be of a purple hue and slime-like consistency.
6. These were most likely fresh water varieties.
7. More commonly referred to as "Marine" now adays.
8. Pre-imago, nymphal entobian forms.
9. Another exciting location for entomologists!
10. Now covered by miles of open sea in south west corner of the Cerulean Seas, beyond Leviathan's Sink.
11. Aka midgut, the organ was attached but separate from the alimentary canal.
12. Even those now extinct, many of them drylander species.

—Frelis Evensol, Chief Entomologist of the
Delatari High Council.

PHYSICAL DESCRIPTION: Nymphal marine entobians, also known as “nymphites,” can be likened to vaguely humanoid water-insect larvae with thin and elongated limbs. All entobians have six limbs and are covered in rubbery chitin. Nymphites have two arms and legs like most other humanoids, and a pair of mid-legs. Their arms end in three digit hands and their legs end in two clawed toes. A nymphite’s mid-legs are reminiscent of the hind legs of a water beetle; flattened and vaguely feathery. These appendages aid with swimming and balance underwater. Many imago forms retain this limb configuration as well.

The limbs and eyes of a nymphite are almost universally darker than the body, while their body color not only varies from individual to individual, but can darken or lighten depending on mood or body temperature. Typically they range from light brown to grey, though any natural color is possible.

While outwardly the mouth of a marine entobian appears agreeably humanoid, its internal mouth parts are anything but pleasant. For nymphites, their lower jaw can extend up to one foot from their mouths and terminates in a pincer-like mandible. While they do supplement their diets with some vegetation from time to time, all marine entobians are carnivores.

The most well-known trait about marine entobians is that they may choose to metamorphose into one of six different forms: culicidite (mosquito), gyrinite (whirligig beetle), halobite (sea skater), lethocite (water bug), libellite (dragonfly), or noterite (diving beetle). These forms vary greatly not only in morphology, but in size, racial abilities, and disposition. In addition, some forms require more life experience to obtain than others.

Culicidites are the smallest imago morphologies, vaguely representing mosquitos. They retain the same basic limb configuration as nymphites, though their limbs become smaller and more spindly. They also sport a pair of insect-like wings from their backs with which they can fly. They are the only marine entobian to actually lose body mass after obtaining their final form, retaining their Small-size, but losing a lot of girth. Like all entobians, their characteristic mouthparts are hidden behind chitinous lips. While a culicidite’s bite attack lacks teeth (or mandibles), it does include a foot-long, spear-like tongue. This works like the stylet of a mosquito, able to syphon out blood rapidly while simultaneously injecting an irritating anticoagulant. Strangely, all culicidites are female gendered.

The gyrinite is often considered to be the second smallest imago form, though it has more mass than a halobite, who seem taller because of its long legs.

Gyrinites have compact and rounded beetle forms, just at about the minimum for Medium-size in length. Their arms are extremely long, double-jointed, and very flexible. Their midlegs became shorter and more muscular, and their legs match their midlegs. While a gyrinite looks short and stocky, they are actually built for speed. To aid in aquadynamics, their shells constantly exude a slick oily substance that lets them glide through the water at amazing speeds. They also have an extra pair of eyes where their “cheeks” would be that aid in vision at the water line. They delight in moving at high speeds at the water’s surface, where they typically can be found.

The halobite is also fond of the water’s surface and is the second smallest imago form by mass. However, despite having a rather short body, its form is more centaroid than humanoid, and it has four very long spindly legs. Its upper half is reminiscent of a nymphite, though leaner and more stretched out. Unlike the gyrinite, the halobite is not a strong swimmer. Its specialty is running on top of the water via a strange combination of physics and magic. Innate control over buoyancy and surface tension aid in this miracle of locomotion. Halobites and gyrinites both have grinding mouthparts (maxilla), not well suited to bite attacks.

The lethocite is the largest of the marine entobians, often reaching lengths of over 6 feet. Their form is vaguely beetle-like, though they have a flattened, ovoid-elongate body and a less-defined elytron (wing sheath). Their appendages are still somewhat nymphite, though they have larger arms and smaller swimming legs. Their coloration is universally dark; often a reddish brown. They also have a decidedly more sinister appearance compared to other marine entobians. Like culicidites, lethocites are blood drinkers though their tongues are more dagger-like and they cannot siphon blood, nor inject venom. Instead, they eat by lapping up the blood with smaller mouthparts, while drizzling venomous saliva into the wounds that they inflict. As a result, a lethocite’s bite attack is extremely painful and somewhat debilitating, and they take considerably more time consuming their food than a culicidite who can extract an entire meal in a matter of a few seconds.

While lethocites are the most sinister-looking marine entobians, libellites are the most comely. They are typically bright metallic or iridescent colors, often of hues of green or blue highlighted with yellow, red, or magenta. Their appendage-configuration is much like nymphites, though longer and more muscular. In addition, they have four strong insect wings on their backs and a tail-like abdomen. While their faces look

much the same as nymphites, their mouth contains a toothed jaw and a flap-like labrum at the front that can be shot rapidly forward when biting.

Lastly, noterites are the aquatic equivalent of the coleophites from the age of the drylanders. They are essentially humanoid diving beetles. Unlike much of their brethren's imago forms, the noterite adopts a limb configuration that gives them four working arms. Their legs, however, look much like a nymphite's midlegs, and are made for swimming. They also have large, retractable mandibles that are used for their bite attack.

ECOLOGY & SOCIETY: Only imago and some neotonites have gender, while nymphites are essentially genderless and do not reproduce, nor do they form romantic bonds while in these forms. However, many marine entobians who are close friends as nymphites often choose opposite genders in their metamorphosed forms, and become mates. Regardless, structured gender roles are not particularly important to marine entobians, and males are just as likely to care for offspring as females. Likewise, form is also not important to an entobian when mating. A culicidite can have children with a lethocite, for example, and the children are always just normal nymphites. To other races, most marine entobians, regardless of gender or form, are considered male because of their deep and resonating voices.

Nymphites hatch from a clutch of roughly 20 marble-sized oblong eggs of various colors. They grow from Diminutive nymphs to Small-sized nymphite children in about 6 weeks, eating practically constantly during this time. Nymphite children, identical to nymphite adults in appearance, generally reach emotional and social maturity in about 14 years. Marine entobians live about a decade longer than seafolk on average. While most marine entobians never gain the ability reproduce — only higher level entobians can — when they do, they can have hundreds of children in their lifetime.

RELATIONS TO CORE RACES: Marine entobians share many personality qualities with seafolk; they are creative, passionate, inventive, and they have a sense of humor. Despite their appearance, their likable and relaxed demeanor can be quite charming. They are excellent conversationalists, having strong and rich voices that give many the feeling that they are wise and intelligent. They enjoy conversing and interacting with all friendly races, and are often quick to lend a helping hand. They forge strong and loyal friendships, and feel nearly all emotions that humans do, with a few exceptions. Their nonjudgmental nature allows them to get along with any of the core races that also maintain an open mind.

Ironically, their apparently familiar personalities cause their differences to seem even starker when others become aware of them. The most evident of which is that entobians have no sense of romance or romantic love; even those that are sexually mature view the process as a required duty rather than a pleasurable interaction. They also don't see the need to interact with others of their own kind, unless it's a matter of reproduction. Aside from their colossal nurseries, there are no entobian cities and few communities. Apart from a handful of superstitions, entobians have no distinct cultures or languages. They often find each other to be dreadfully boring.

Entobians are far less likely to judge races based on appearance than most other races. Therefore they will often be seen in the company of a motley sort. Their motivations drive them towards other races for various reasons, usually involving conversation, entertainment, or business.

ALIGNMENT & RELIGION: Entobians are often chaotic, and value their individual freedom over the laws of society. Luckily, they are also quite peaceful in their pursuit of personal gain and seldom stoop to darker means. Therefore entobians are usually chaotic good. However, any alignment of entobian has been encountered, and this is even more evident in those that choose metamorphosis.

Entobians have no deities of their own, but will often worship gods of freedom, nature, or pleasure. While not well suited to a life of piety, a few clerics and paladin entobians do exist. These rare individuals almost always choose metamorphosis as a way to further their spiritual journey.

ADVENTURERS: Marine entobians adventure for many reasons, though there are three reasons that are most common. First, entobians love nothing more in life than creature comforts: food, drink, and song. They will travel far and wide to amass enough wealth to afford a life of luxury and excess. Entobians that seek this existence often live out their entire lives as fat and happy nymphites. The second reason for adventure is simply the love of adventure itself. All entobians seem to be instilled with the desire to experience new things, and thrive on the rush of adrenaline in the face of great danger.

Lastly, some entobians feel a sense of duty to carry on the race, and thus obtain enough world experience in order to master the meditations required for metamorphosis. Some combination of the three is often encountered, as well as strictly personal reasons common to other races; revenge, greed, honor and glory.

NAMES: Drister, Drytun, Haldozan, Malowa, Miraopay, Morgnan, Pulequay, Telduuk, Tiibay, Vanuuz, Verduzi, Vesterban, Zimberbim.

Nymphite Racial Traits

+2 Dexterity, +2 Constitution, -2 Wisdom:

Nymphites have eerie reflexes and are remarkably resilient. Unfortunately, they often lack common sense, and are prone to foolishness and addiction.

These traits change after metamorphosis.

Racial Buoyancy: -30, **Depth Tolerance:** 300 feet.

Low-light vision: Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light.

Small: Nymphites are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their CMB and CMD, and a +4 size bonus on Stealth checks.

Fast Swim Speed: Nymphites have a base swim speed of 40 feet and can jet 80 feet.

Landwalker: Nymphites have a base land speed of 20 feet.

Gills*: Nymphites can breathe water indefinitely.

Natural Armor: Nymphites have a natural armor bonus of +1.

Familiar Foe: Nymphites receive a +1 bonus on attack rolls against creatures of the vermin type due an intimate understanding of the anatomy of such creatures.

Insect Mind: Nymphites gain a +2 racial saving throw bonus against enchantment (charm) spells and effects.

Bite: Nymphites gain a natural bite attack, dealing 1d4 damage. The bite is a primary attack, or a secondary attack if the nymphite is wielding artificial weapons.

Jet*: A nymphite can jet backwards in a straight line as a full-round action. It does not provoke attacks of opportunity while jetting.

Nimble Form*: Nymphites have a +2 racial bonus to Acrobatics and Climb skill checks.

Languages: Marine entobians begin play speaking Common. Nymphites with high Intelligence scores can choose from any standard language available to the Cerulean Seas core races.



(NYMPHITE)

**Note: Nymphites universally lose their Gills, Jet, and Nimble Form abilities after metamorphosis.*

Marine Entobians in Your Game

The entobians in this text are presented as a fairly fresh race to the world. They are a new race that sprung from natural water ways contaminated with magical residue. This allows them to be placed in virtually any campaign setting with little work. As is, they require almost no adjustment to your world to begin play immediately. One downside to this “newness,” is that they lack tradition, language and history common to other PC races. This has several ramifications, including no racial heritage and few cool magic relics tailored especially for this race. However, there are many boons as well. Entobians player characters can be bold pioneers, inventing their own paths, their own history and their own unique traditions. The Game Master also has an opportunity to design new magic items for this race, such as special mid-leg bracers that confer a magic bonus.

Marine entobians are a race that does not gravitate toward each other. They do not form hives, as some other insect races do, and generally have no sense of racial community. In fact, if it were not for a female’s ability to lay dozens of viable eggs at one time, entobians might have become extinct long ago. While this provides even more plug and play ability for a game, it also means the entobian race does not benefit from these features as other races do. It may be necessary to set up entobian friendly areas in populations of other races.

Optionally, the Game Master can create a more detailed back story for the entobians. They could easily be an ancient race in their own right. Their unique life cycle would normally keep their population fairly low and unnoticed for many centuries. Another possibility is that entobians originated from another plane or an alternate reality; perhaps



(LETHOCITE)

even a world entirely populated by insects. Yet another potential back story is that the entobians were once human, cursed to live their lives as aquatic insects for acts of excessive greed or an offense to some nefarious power.

Whatever the case, the marine entobian will make a welcome addition to any underwater game as a representative of the insect world, an unusual option for the player who is seeking something different, a challenge for the player who has played everything, or even a fun alternative for those that thrive on change or metamorphosis.



The Kvol

"Arise!" the sea witch cackled, as a second army of horrendous skeletons clamored up from the deep-sea silt. Therion, an embattled merfolk paladin, could not take much more. Most of his allies had already perished in the siege of the deep drow's fortress, and some still shambled amongst the first wave of mindless terrors that the sinister fiend had unleashed.

Sword clashed with bone as the paladin and his remaining companions formed a defensive circle, their backs facing each other. All the while, the deep drow sorceress lobbed all manner of destruction from beyond the undulating wall of undead. In a flash of violet, three compatriots went down. In a whirl of steam, another two were gone.

The kindly cleric, Therion's good friend for many years, retaliated in prayer as dozens of blades of holy light rained down on the battlefield, crushing ivory skulls and grimacing deep drow alike. However, the necromancer was unfazed. Before long, the cleric too was lost in a sea of swimming teeth and blood. Minutes later, Therion collapsed on a pile of bone shards, the only defender of good left in this bleak realm.

"You shall never win, Shelbra!" Therion said, mustering up what vocal confidence he could through sheer exhaustion.

"Quite the contrary mortal," Shelbra hissed, "I have already won!"

With that, the decrepit deep drow raised her jeweled staff muttering profane curses. As Therion's life slipped away, his last sight was a large, utterly black crater opening beneath himself, Shelbra, and the undead army, sucking everything into oblivion.

Ages pass amid the crater that was once the site of the deep drow fortress, and of that horrific day. For centuries, it rested peacefully; its history buried in the sands of time. Just as the last hint of notoriety left the area, scores of little squid poured

forth from cracks in the sediment. They came from a dead and terrible realm. Hours passed and many schools of squid coalesced into the glowing silhouette of Therion, fists held high. His fighting spirit has been reborn as hundreds of kvols!

The kvols tell of a pocket dimension only a few miles wide. This tiny demiplane was a prison for terrible self-consuming evil for millennia. As the evil began to decay into oblivion, the kvols grew in number, feasting on the rot like maggots on carrion. As the kvols multiplied, they could see the veil between the worlds become thinner. Some kvols even took up arms against the remaining evil to speed up the process. When the dimension collapsed, the only creatures small enough to escape through the minute rifts between the two worlds were the tiny squids from disembodied kvols. Stranger still, the kvol race is not foreign to the world of men; they have been appearing through similar rifts for ages.

Sages speculate that kvols are a product of the fabric of reality itself. These scholars believe that the universe has a built-in safety mechanism for when the balance of good and evil becomes violently tipped towards evil. The world itself quickly expels the evil, excising it and the surrounding area as one might remove a cancerous tumor. The offending land then resides in a self-contained demiplane where it festers for untold ages and collapses. The kvols are part of that process, acting as agents of entropy to the evil that resides within. When the malevolence is mostly consumed, the energies that maintain this microcosm collapse and deposit the kvols into the underdeep, sometimes in great hordes. When unleashed from their extradimensional prisons, most kvols continue to fight the forces of evil in the darkest depths of the ocean.

PHYSICAL DESCRIPTION: While kvols differ greatly in both size (from Small to Large-sized) and form (both humanoid and merfolk), they all share one unmistakable feature; they are all essentially transparent slime shells filled with a school of live, luminescent squid. That they are both sapient and sensible and not some unearthly being hell-bent on eating one's face off is not entirely remarkable, as they claim the underdeep as their home (and they fit right in with the weirdness of this realm). In fact, from a distance they look almost heroic, appearing as radiant silhouettes of stately humanoids or merfolk. However, up close their alien nature becomes a lot more apparent.

The skin of a kvol is actually a shell made of squid mucus, which is a slimy, semi-solid, transparent material that many natural squid species create for a variety of uses, including both procreation (often to safeguard eggs) and for defense. The mucus shell is constantly maintained by hundreds of Fine, Diminutive, or Tiny squids that dwell inside it, who individually are somewhat ordinary. Like many squids common to these depths, the squids that comprise the kvol's school create mucus from the tips of their tentacles, and possess both the ability to luminesce (with a cool-blue light) and to eject that luminescent material in the form of an ink cloud. In Small-sized kvols, their translucent shells reveal that they are made up mostly of Fine-sized squids, with a dozen or so Diminutive squids, and rarely any Tiny squids. Medium-size kvols have a more heterogenic mixture, with roughly equal parts of Fine, Diminutive, and Tiny squids. Large-size kvols are a veritable living aquarium filled with mostly Tiny-sized squid with a smattering of Diminutive-sized squids, and rarely any Fine-sized specimens. Despite their size, all kvols contain roughly the same number of squids.

Perhaps the most peculiar trait of the kvol is that it almost perfectly resembles the form of a humanoid or merfolk, and even moves in a similar fashion. Through a perfectly

coordinated effort, the miniscule squid serve as muscle and bone to the flimsy shell they have created. Together, they also make up the kvol's mind and motivation. Kvols can even wear armor and wield weapons just as their form might suggest. To finish this squid-craft adventurer, two bubbles of concentrated bioluminescent jelly are placed and maintained in the "head" of the kvol that resemble glowing eyes (though the actual eyes of the kvol are the thousands of beady-little squid eyes within its shell).

A kvol's form is surprisingly static. While each individual can be patterned off everything from a Large-size karkanak to a Small-sized deepwater nixie, the shape and size of one individual kvol will never sway during its entire existence. There is some evidence that each kvol's shadow-like form is patterned after a particular hero that failed to avert the disaster that led to that kvol's existence. It is as if some small part of that fallen hero's essence lives on to form the kvols that will eventually make things right again. This, of course, means that most kvols have dozens, sometime hundred, of "twins" that look exactly like themselves, each harking from the same specific disaster that spawned them.

Kvols can learn languages and speak in a chorus of tiny voices that make up one impressive voice with a surprisingly melodic and pleasant tone. While this does much to give them a less alien visage, their appearances are near-entirely undone when one watches a kvol eat. While taking in nourishment, a kvol slowly engulfs its prey like an over-sized amoeba, and then the school of squid within tears the food apart mercilessly like hungry piranha. To make matters worse, their favorite delicacies are fallen foes.

ECOLOGY & SOCIETY: Kvols have no sexual organs or suggestion of gender as their bodies are only vague silhouettes of humanoid and merfolk forms. Even the squids contained inside them are asexual, reproducing only when another is destroyed by simply splitting

in half to make two squids out of one. Extracting one particular squid from a kvol can be very difficult, and it is often fatal to the tiny specimen (who is quickly replaced by the kvol collective). The rare squids that somehow survive this separation grow very quickly, eventually becoming a kvraken (Huge-sized, magical squid) in about one year's time.

Kvols spontaneously generate in naturally occurring demiplanes in which great evil is contained. As the evil wanes, the population of kvols increases. The frequency is exponential, so that by the time the demi-realm collapses, most of the kvol-squid-schools entering the mortal world are brand-new or only a few days old. While very naïve at this young age, they are fully grown and functional adults. Kvols are immortal creatures that never show signs of age. Unfortunately, their unquenchable thirst to destroy evil often brings about their demise in less than a century after entering this realm.

Kvols live to fight evil, and this can be a harsh and short life for a creature that resides in the underdeep where wickedness permeates the ruling classes. While they will occasionally team up with others of their own kind to fight a sinister villain, kvols lack any coherent society of their own. Instead, they tend to adopt the culture of whatever band of adventurers or heroes that share their causes.

RELATIONS TO CORE RACES: Kvols initially have trouble fitting in with other races. They can be ripe with bad habits and rash behavior. Kvols are also prone to a dark sense of humor that others may find tactless and crude. Another difference is that kvols care little for notions of love or romance, as they simply cannot relate. However, a kvol can also be passionate, witty, caring, and inspiring. Once one gets to know a kvol, it is much easier to overlook its disturbing qualities and admire its fierce spirit. Many who manage to befriend a kvol also find a life-long companion.

One strange relation of note is that kvols do not typically get along well with morgens; each tend to see the other as an agent of evil masquerading as an ally of good. This seems to

be some sort of instinctual dislike, perhaps relating to the strange planes of existence that each originates from.

ALIGNMENT & RELIGION: Kvols are almost always chaotic, having neither the mind nor the patience to recognize the virtues of law and order. Only the most self-hating of kvols would become evil, as they are naturally inclined against the darker path. An evil kvol would be the self-destructive sort, desperately trying to end its existence through outrageous challenge.

Kvols are most often non-religious, though have, on occasion, taken up the flag of any god whose goal includes eradicating evil at any cost. Kvols will also not hesitate to make alliances with powerful outsiders who share the same goal.

ADVENTURERS: Kvols are often quick-tempered and ill-mannered, though lack the selfishness and greed that would categorize them as truly deplorable. In fact, most view the kvols as a force of good, as many kvols relentlessly stalk and destroy evil at every opportunity. This tendency is instinctual; when asked about their motivation they often convey confused responses such as "Evil is my natural prey."

Kvols tend to become excellent fighters and mariners, viewing those classes as the best avenue to hunt and kill evil. They will occasionally take up a religion that is congruent with their cause. Kvol paladins are typically better mannered than others of their ilk, as their training teaches them the patience and humility that the common kvol typically lacks. Kvols also tend to be drawn to arcane classes, especially the wizard. Kvols can be any other class, but such individuals are somewhat rare.

NAMES: Kvols refer to themselves in the plural form, fully cognizant that they are actually made up of hundreds of tiny animals. Thus, their names resemble how people refer to a family unit, by pluralizing the surnames and preceding it with "the."

Example Names: the... Baccuses, Cordos, Felors, Grels, Jarts, Kelkors, Quorts, Rargs, Terises, Ukkobs, Veluses, Wulps, Zors, Zuls.

Kvol Racial Traits

+2 Dexterity, +2 Wisdom, -2 Charisma: Kvols are preternaturally nimble and very clever. Unfortunately they are somewhat crude and exceedingly alien. Large kvols gain a bonus to Strength instead of Dexterity.

Racial Buoyancy: 0, **Depth Tolerance:** Immune to Pressure.

Variably Sized: Although the majority of kvols are Medium-sized, they can also be Small or Large sized. At character creation, Small, Medium, or Large size can be chosen, with applicable bonuses and penalties (ability scores are already adjusted above). Their size does not change afterwards.

Variable Swim Speed: Kvols can start out with either legs or a merfolk-like tail (also chosen at character creation). Those kvol with legs have a base swim speed of 30 feet, regardless of the starting size. Merfolk-shaped kvol have a base swim speed of 50 feet, regardless of the starting size.

Landwalker/Seawalker: Kvols with legs can move on land at a speed of 20 feet. Those without legs are limited to 5 feet on land.

Senses: Kvols have low-light vision and Darkvision 60 feet.

Detect Evil: Once per day, a kvol can cast *detect evil* as a spell-like ability. The caster level is equal to the kvol's level.

Gills: Kvols can breathe underwater indefinitely.

Boneless: Kvols can move in ways that other creatures cannot. A kvol gains a +2 racial bonus on Acrobatics and Escape Artist skill checks. In addition, the kvol gains a +1 bonus on its Combat Maneuver Bonus and Combat Maneuver Defense.

Bioluminescent: The kvol can (at-will) cause its body to shed as much light as a torch.

Luminescent Ink: A kvol may choose to exude a cloud of luminescent ink once per hour. The iridescent blue patch spreads out in a 10-foot-radius cloud that provides total concealment and persists for 3d4 rounds. Once used, the kvol loses its "bioluminescent" quality for the duration of 1 hour.

Swarm-like Qualities: Kvols are made up of a school of Fine, Diminutive, and/or Tiny squid swimming under a thin membrane comprised of mucus. As such, they share much in common with a swarm. Though, due to their slime "skin" and dense nature, they cannot be fully classified as a genuine swarm. Regardless, kvols are not subject to critical hits or flanking. In addition, kvols are never staggered or reduced to a dying state by damage. Lastly, a kvol takes half again as much damage (+50%) from spells or effects that affect an area, such as splash weapons and many evocation spells.

Immortal Swarm: A kvol reduced to 0 hit points or below instantly transforms into a school of squid (BEASTS OF THE BOUNDLESS BLUE) that immediately releases a luminescent ink cloud. The school of squid is non-sentient (and thus should be under control of the Game

Master) and has hit points equal to the kvol's Constitution score. Though the swarm has a vague memory of friend versus foe, it will take every opportunity to flee rather than fight. After eight, uninterrupted hours of rest and feeding, the school will re-knit its mucus hide and the kvol is reborn with 1 hit point per character level. The kvol will have only the vaguest recollection of its time as a school of squid and, in particularly hostile environs, may be missing days of memories. If the school of squid is slain, however, the kvol is annihilated as well.

Due to their nature, kvols cannot be raised or resurrected from the dead, nor do they leave a singular corpse. An individual squid raised from the dead will not incorporate back into a kvol, but may eventually grow into a kvraken.

A kvol rendered unconscious by means of nonlethal damage also activates this ability, though continues to heal subdual damage normally (1 hit point per hour per character level). The kvol reforms once it has fewer points of nonlethal damage than its hit point total before becoming a swarm.

Languages: Kvol begin play speaking Dagonite and either Abyssal or Infernal (chosen at character creation).

Kvol with high Intelligence scores can choose any of the following: Abyssal, Common, Cephalite, Delatari, Draconic, Echinn, Infernal, Lok'tar, Photok, and Salatari.



Kvols in Your Game

In a world where oculi and obitu can be accepted as a player race, the kvols may fit in very well. In many ways, they appear much less threatening than the average echinn or karkanak. However, playing a race that is made up of thousands of miniscule squid can provide some very interesting challenges. When the character is knocked into unconsciousness, his teammates may end up chasing down a school of frightened squid, potentially for days. If the squid swarm gets away, the character may end up in interesting predicaments.

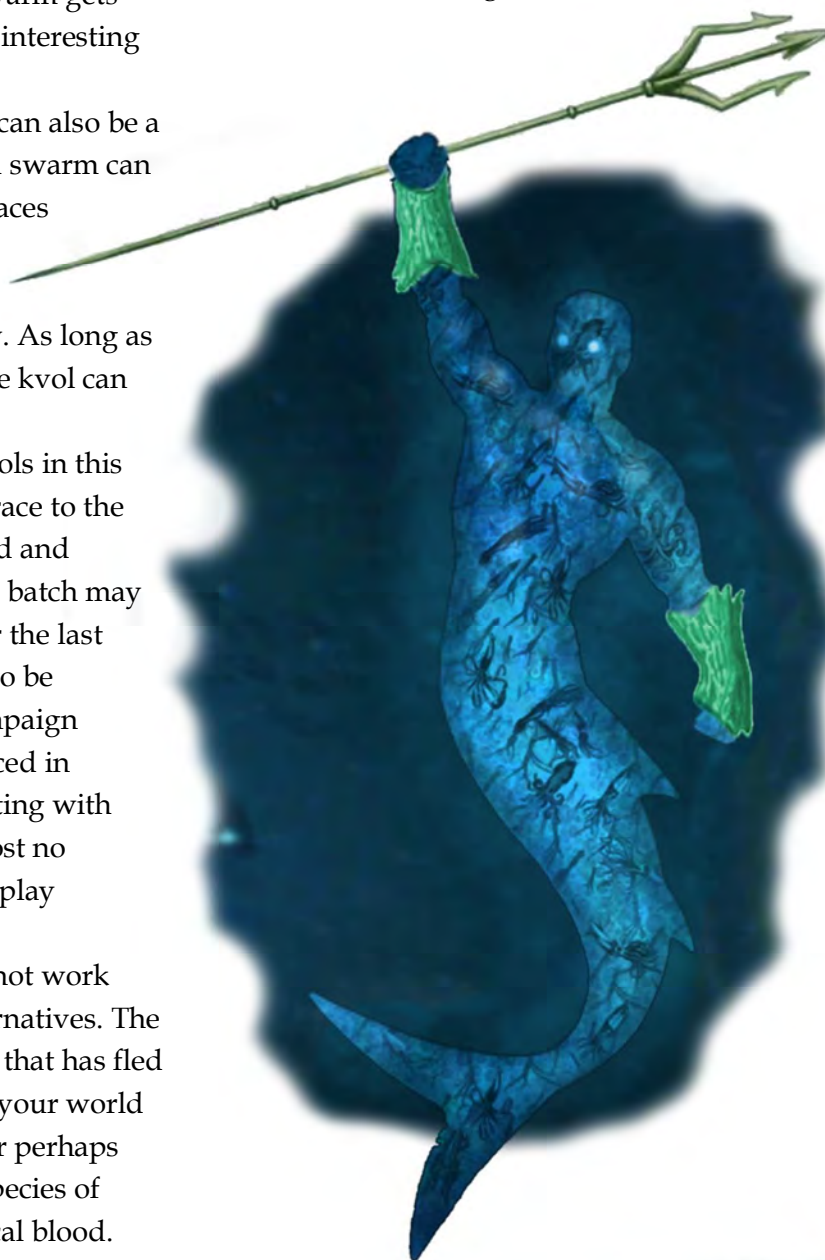
The kvol's strange composition can also be a great advantage. Since a frightened swarm can evade most attacks and slip into places most creatures cannot reach, the kvol, aside from its agelessness, garners another sort of immortality. As long as its tiny squids can run and hide, the kvol can live to fight another day.

Despite their ancient origins, kvols in this text are presented as a fairly fresh race to the world. They are rarely encountered and cannot reproduce naturally. A new batch may have entered your world eons after the last batch. Therefore they do not need to be intertwined with your existing campaign history. This allows them to be placed in virtually any aquatic campaign setting with little work. As is, they require almost no adjustment to your world to begin play immediately.

However, if the back story will not work with your campaign, there are alternatives. The kvols could easily be a goodly race that has fled from an evil outer plane, invading your world in droves in search of sanctuary. Or perhaps the kvols are natural creatures; a species of natural squid infused with diabolical blood.

The kvols may also be from another reality; a reality in which evil has triumphed and the only goodly survivors are these strange squid-collectives.

Whatever the case, a kvol will make a welcome addition to any underwater game as the most unusual character in the group, an unusual option for a player seeking something entirely different, a challenge for the player who likes to play everything or even a fun alternative for those who want to see the world from different angles.





The Morgen

The first thing I recall was that I was flying far above the forest, which should have tipped me off as to what was going on, but it seemed perfectly normal at the time. It was a fantastic feeling—soaring free through the clouds. I had very little sense of my own body or what I looked like, or even how I was flying in the first place. It felt perfectly natural, and flying itself took very little effort and afforded me no hint of exhaustion, no matter how fast or intricately I flew.

There were several colorful birds with feathers of every shade and hue soaring nearby. They would dart around and distract me, and I was dreadfully worried that I would lose track of my surroundings and become hopelessly lost. With the quickening pace of my heart, so too the wind began to blow, followed shortly afterwards by the darkened clouds and misty sprinkling that warned of the coming rain. As the storm closed in and I looked for a safe place to land, I saw a large mother bird in a tree top ushering in her hatchlings and it triggered thoughts of my own home. I thought about how family connected us all; a common thread so many share. My focus quickly shifted from the storm, to a sense of longing for familial connection.

Once again the landscape retorted my sentiments and, in an instant, I was swimming instead of flying. Had I crashed into the ocean? Was I that distracted with my thoughts? Saltwater filled my mouth as I clamored for the surface. Panicked, I could find no up or down, and I flailed violently, certain that I would soon drown.

And then I saw her; a purple-haired mermaid of exquisite beauty and pearlescent skin. My attention on her seemed to alert her of my presence, and she turned and stared at me perplexingly for several seconds. She then smiled and paddled calmly over to my side.

"Relax," she said in a smooth, crystal voice, "you have gills silly! Use them."

And with that, I awoke in my grotto. During the entire dream I had somehow totally forgotten that I was a seafolk with gills and a fish-like tail. I was almost relieved to see my fins billowing before me.

"Strange," the fish-headed piscean responded to his companion's tale, "that although we of entirely different creeds and kin, I had that exact same dream last week!"

The third layer of the ethereal plane, known to some as the Dimension of Dreams, has long been a battleground for good and evil. The stark division between dream and nightmare exists only in one's perspective, which is easily shifted by the inhabitants of the realm. Evil can twist the most benevolent fancy towards despair, while the tiniest spark of good can free a dreamer from a nightmare.

A common thread permeates the realm, forming a sort of "collective unconsciousness." From within this dimension, these communal streams of thought manifest as water, sometimes even an ocean. These ephemeral waters have come to be known as the "Sea of Dreams."

The first inhabitants of this quasi-realm within a quasi-realm were creatures inspired by sea-life, each representing a different aspect that binds many or most dreamers together. Some were dangerous, such as sharks representing a fear of the unknown, or piranha of self-doubt. However, many more were benevolent. Among these munificent aquatic dreamkin, the morgens represented a lust for earthly pleasures, a desire for love and family, and a yearning for peace.

Dreams of morgens would inspire their dreamers to follow their hearts, seek out love and peace, or make new alliances they would not normally forge. Unfortunately, not all dreamers share the same bright hearts. Occasionally dark cravings penetrated into morgen-kind, generating nefarious mari-morgen, whose dreams fueled destructive obsession and blind devotion.

Perhaps it was these sinisterly stirred dreamers whose fixations ripped the first morgens from the pseudo-figurative seas that they belong to and brought them to the Cerulean Seas. Or maybe some morgens burned with the same intense desire that they inspired, and they crossed the impossible chasm between worlds through sheer force of imagination and will. Whatever the case, morgens are no longer mere dreams of mortal men, but living, breathing beings in their own right. Though they have no dreams of their own (for they do not sleep), these waterbound morgens still influence the dreams and desires of others, but now in more tangible and permanent ways.

PHYSICAL DESCRIPTION: Morgens are undeniably beautiful creatures. Their pale white skin is silky and opalescent. Their purplish hair is almost always long, wild, and flowing, and its color shimmers in the light. It is their large, lidless eyes, however, that most mark them as a creature not of this world. The eyes of a morgen are blue-black orbs filled with swirling stars. Aside from the tops of their heads, morgens are hairless. From their waist down, they have pale-blue fish tails, much like a seafolk. With these characteristics, many often mistake these creatures for some sort of merfolk-feykith crossbreed, though few feykith or merfolk individuals would make the same mistake.

Morgens are known to be pleasant smelling, with soft, cool, and smooth voices. A morgen's voice alone has been known to sooth angry beasts and violent men alike, and they are very fond of the siren class because it allows them to showcase their natural talent regularly.

ECOLOGY & SOCIETY: Morgens can be either male or female. Female morgens are often voluptuous with exaggerated features of appeal. Male morgens seem to be rather effeminate, but despite this, are still found attractive by those who are attracted to males. Despite their allure, and their proclivity to form strong physical and emotional bonds with other races, morgens can only create children with other morgens, and thus far, no polymorph or alteration magic has been able to change this fact.

It would be difficult to classify a morgen as a mammal; while they do nurse their young, they also hatch from perfectly spherical eggs that look like large pearls. These eggs, about six inches in diameter, take a decade to incubate. Luckily, they are extremely resilient. A mother morgen will often carry her eggs with her, as they require no special care in particular. Morgens typically lay eggs in clutches of two to six, once in their lifetime.

Hatchlings look just like miniature adults, and mature very quickly, reaching adulthood in just seven years. During that time, they learn and grow at an amazing pace; absorbing knowledge like a sponge—sometimes literally. Morgen children can read books and other written works simply by touching them. This talent usually fades by the time the morgen is mature.

The internal structure of a morgen is wholly alien to anything else on this world. Their organs consist of globular orbs that glow, pulse, and hum softly, and when injured, a morgen bleeds a bright blue blood that smells of water lilies (and therefore will not attract normal predators). The bones of a morgen are clear and morgens do not have teeth.

Perhaps this lack of teeth is why they prefer to consume soft-bodied shellfish, especially oysters and clams. They eat so many of these mollusks that many morgens develop quite a large hoard of sea shells and pearls. This habit has led to a common myth that morgens can create pearls from seafoam, which is untrue and unfortunate for those seeking out the morgen specifically for that talent.

Like sea elves, morgens do not need to sleep, and live long lives. A morgen does not gain weight or show signs of age, though will suddenly turn into seafoam at some point during its venerable years. A particularly saddened or depressed morgen also risks spontaneously turning into seafoam and thus ceasing to exist. Though it happens extremely rarely, and is mysterious process even to morgens themselves, this small threat often motivates most morgens to maintain a cheerful disposition at all costs.

Nearly all morgens have pleasant characteristics, both physically and mentally. Morgens have gentle demeanors, and tend to remain calm in even the worst situations. Since the majority of a morgen's power revolves

around influencing others, they are almost never found alone. This communal spirit supplants any negative personality traits. Few would find a morgen annoying, self-serving, impolite, or ill-mannered.

RELATIONS TO CORE RACES: Morgens get along well with all races, but are especially close with sea-elves, seafolk, and apsaras. Most races view morgens favorably, and some even view them as valuable assets that need to be invested in. Nommos, pisceans, and kvols (aquatic kvals) are the only races that seem reluctant to show kinship, often citing that the inspiration of a morgen is both artificial and ephemeral.

A strange enmity exists between the morgens and kvols that goes beyond a simple difference of opinion. Perhaps the unraveling of dark demiplanes is somehow at odds with the dimension of dreams. Luckily, morgens tend to avoid the crushing depths that kvols like to call home, and the two races seldom interact.

ALIGNMENT & RELIGION: Morgens are generally selfless creatures that live to motivate others towards greatness, happiness, love, or peace. This paints the picture of a benevolent being, capable of only kindness, generosity, and compassion. While the majority seems to fit that image, malevolent morgens do exist. Twisted to the cause of darkness, these morgens (often referred to as “mari-morgens”) deign to use their talents to lure others to their doom. Regardless of their alignment, almost all morgens refuse to deal with

evil from the abyss, especially demons. Morgens can be of any and all religions, serving as aids to the paragons of those religions and their values.

ADVENTURERS: Morgens enjoy the leadership role most of all, reveling in their ability to make their allies better. Being creatures of beauty and song, their natural profession is siren, and most morgens gravitate towards this class above all others. However, their nature lends well to both divine and arcane endeavors. While a few morgen clerics exist, sorcerer and wizard morgens are the most common. Most martially inclined morgens are paladins who inspire their allies to victory.

MALE NAMES: Anfef, Atheah, Aveb, Bavar, Eben, Elvaf, Gahal, Galath, Hivval, Iannef, Kevel, Madaf, Mahar, Mavash, Nehel, Oref, Rahal, Salem, Seveth, Tayav, Veveth, Zashev

FEMALE NAMES: Abea, Atha, Athava, Chara, Danah, Darlelle, Elra, Enarah, Harna, Haya, Idna, Itha, Jaeda, Kara, Kavia, Lehlul, Mae, Nathia, Nola, Pazla, Rathia, Rivendi, Satha, Shava, Tivia



Morgen Racial Traits

+2 Intelligence, +2 Charisma, -2 Constitution:

Morgens are highly intellectual, extremely social, and somewhat fragile creatures.

Racial Buoyancy: -60^B, **Depth Tolerance:** 300 feet

Medium: Morgens are Medium-sized creatures with no bonuses or penalties due to size.

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

Seawalker: Morgens were never meant to move on land. They do so at a movement rate of 5 feet (though may move faster by using the Climb skill). This feature generally precludes them from a land adventure at low levels, which should not be a major issue for an entirely aquatic campaign. At higher levels, spells and magic items may help morgens explore dry-land in short intervals, with more permanent solutions becoming obtainable at the highest levels.

Lungs: A morgen can breathe air indefinitely, but lack gills and must come up for air eventually.

Low-Light Vision: Morgens can see twice as far as humans in conditions of dim light.

Morgen Immunities: Morgens are immune to magic Sleep and Fear effects.

Spell-like ability: Morgens can use *unnatural lust* once per day as a spell-like ability. The caster level for this ability equals the morgen's class level.

Touch of the Morgen: As a swift action once per round, you may touch one adjacent ally to reduce magical fear affects, possibly abating them entirely. A panicked ally instead gains the condition "cowering." A cowering ally is no longer cowering and gains the condition "frightened." A frightened individual instead becomes "shaken." Those that are shaken are cured of all fear affects. The morgen, having no limit to the application of this ability, can use this ability over the course of several rounds, completely calming a panicked ally in as few as 4 rounds.

Languages: Morgens begin play speaking Common and Dreampeak (native language of the domain of dreams). Morgens with high Intelligence scores can choose any of the following: Abyssal, Aquan, Celestial, Delatari, Draconic, Halbok, Infernal, Nixish, Lok'tar, Salatari, and Sylvan.

THE SEA OF DREAMS

The Dimension of Dreams is the ephemeral plane where the minds of dreamers go when they dream. This world has no form to speak of, unless someone is present to give form to the chaos that roils there. It is also regarded as the third "layer" of the ethereal plane. In this unique reality it is said that the dreams of mortals, immortals, and sleeping gods interact, influence, and work out that which they cannot in their waking life. It is extremely rare that one crosses the threshold between the world of men and the world of dreams, and it is usually a one-way trip.

Within this realm, some might say permeating its entirety, is what is known as the "Sea of Dreams." The collective unconscious of the denizens of the universe pools, surges, and foams in these quasi-metaphorical depths, much like the waters of the sea. Perhaps this is the reason that nearly all dreamers who become aware of this collective pool of thought seem to perceive it as a vast ocean. As such, it can appear out of nowhere, drowning the dreamscape, or perhaps even transforming it from terrestrial to nautical in the blink of an eye.

With the realization and perception of this fantastical sea, comes the awareness of the creatures that inhabit it. Each represents a commonality among large populations of extremely diverse creatures. These can include titanic fishes of greed or gluttony, glittering schools of tiny dolphins representing kinship or family, and the sultry morgens, signifying lust or desire.

Morgens in Your Game

Morgens, despite their alien heritage, have the distinct advantage of appearing both familiar and comely to most other races. While some measure of distrust will be apparent when dealing with any new race, the morgen should find miniscule prejudice among merfolk, sea elves, selkies, and other races with similar features.

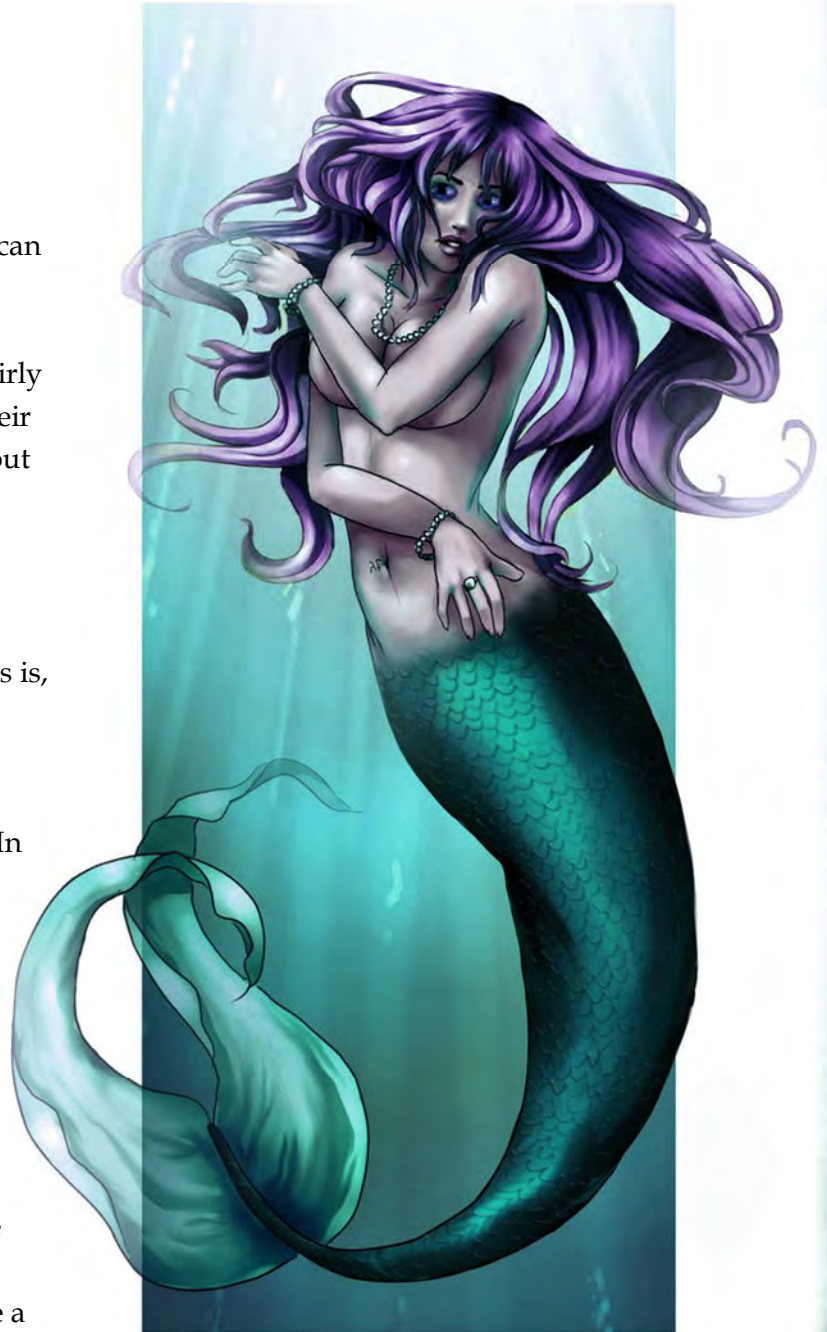
The apsara race in particular may find a kindred spirit in the morgen, as both are partially descended from divine servitors. However, some morgens result from the dreams of those with darker desires, which can actually cause a great deal of apprehension between the two races.

Morgens in this text are presented as a fairly fresh race to the world. The exact date of their exodus to this world was purposefully left out so the Game Master can introduce them as needed. They do not need to be intertwined with your existing campaign history. This allows them to be placed in virtually any aquatic campaign setting with little work. As is, they require almost no adjustment to your world to begin play immediately.

However, if the back story will not work with your campaign, there are alternatives. In games with a different cosmology, the morgen can come from nearly any outer plane or dominion of the divine that has oceans or aquatic environs. If other planes of existence are absent entirely, the morgen could be a natural creature, descended from a virtuous group of isolated feykith creatures. Or perhaps they are fabricated beings, brought into existence through an obscure ritual.

Whatever the case, the morgen will make a welcome addition to any game as a powerful supporting character of the group, an unusual

option for a player seeking to play a cooperative character, a challenge for the player who wants to assume the leader role, or even a fun alternative for those who want to be attractive and motivating.





The Mrawgh

We were here when the drylanders began their age of iron. We watched them toil at war and ruin. Like ravenous sharks they ravaged the world around them, destroying, pillaging, and bringing so many to extinction. We would be among those numbers if it were not for Mahra. This was the first intercession, but not the last. The scourge of the drylanders lasted a dozen millennia. We quietly went about our ways, secluded. We were of nature, but not of the sea. And then the floodwaters came.

Mahra wept for her people, for she knew all the land would perish. Her tears were amongst the tears of the gods of the other drylanders, the ones who became callous to the ways of nature and of the sea. From these tears a mighty deluge formed. In the last hours of dry land, the inhabitants fought one another with all that they conceived. They battled the waves too. They built boats, they cast their magic, and they prayed their prayers, all to no avail. My people simply sat and waited for the inevitable. We accepted our fate. Our time ended long ago.

Then, to Mahra, a revelation. She became one with the primordial essence that made her. She knew then that our world had come again full circle. The land would return to the sea from whence it came. Life would move back to the sea as it did when the world was young, even before Mahra's time. Eons before our time; a forgotten age when nature's teeth were still coming in. The waters had not yet birthed shark or crocodile, yet there was bountiful life. Mahra found our salvation in this time.

And while the sea doused our bones and bodies, drowned our mortal forms, and claimed every last of us, our souls lived on. We were reborn to the sea in ancient forms. Though our valley became a darkly submerged abyss, our lives began anew in a beautiful lagoon. Our bodies were built from primordial scales. Our lagoon became a harbor for this ancient life as well. Lost for a thousand thousand ages, fishes and slugs and crawlers from the vernal sea flourished in our new territory.

And yet, in all the fury it took to save our people, Mahra herself perished. In bringing us to a time before gods and war, she had sacrificed herself so that we may live. We live on as a testament to Mahra's will: that the world is preserved, that every age be built not on the ruins and extinction of the one before it, but beside it.

We cannot learn from a past that we do not remember. Allow the mrawghs to show you a simpler time, when civilization was not so far removed from the life of the shark or the crocodile. When you learn this, when we are sure all understand the folly of the drylanders, then and only then, will we see all the ages of the world come together. In all the great annihilations of the world, there are more left than mere fossils. Life finds a way to persevere, just as we have. You will understand when you are ready.

—A common translation of the mrawgh creation myth (passed on through oral tradition)

The most common interpretation of the mrawgh origin story is that they were created by the goddess Mahra so that she could reincarnate her chosen people, a drylander race of savages, so that they could live on in some way in the sea. In doing so, she somehow sacrificed herself, and (quite peculiarly) is consequently not worshiped by the mrawghs.

While aquatic scholars were able to substantiate the existence of both Mahra and her people (known as the mahrogs), there is very little archeological or historical evidence actually linking the mrawghs to either. What is more likely is that the mrawghs learned about the mahrogs and felt a sort of kinship with them, perhaps venerating the concept of their race, and designed a mythos around that. It is likely that their own history was lost eons ago.

However, there are undeniable similarities between the two races that are difficult to explain. The mrawgh technology allergy, for example, makes no sense scientifically, and has to be some sort of divinely bestowed curse or affliction. While congruent with the goddess Mahra, it also matches the tenets of the cult of Ondine. Wherever the mrawgh's true origin rest, one can imagine they come from a time of wonders.

PHYSICAL DESCRIPTION: Mrawghs are vaguely merfolk in appearance, but larger than average and patterned after a dunkleosteus placoderm. Like this ancient fish, mrawghs have immense heads with equally enormous mouths. Instead of teeth lining these maws, they sport pairs of sharp bony plates which formed a beak-like structure. Mrawghs have no discernable neck, just a large head mounted on broad shoulders. Their arms are often large and muscular. They have stocky, eel-like tails with lobed pelvic fins for better balance. They are typically brownish-green in color with reddish brown or dark red fins. They often have mottled stripes and spots that fade as they age.

Females are a bit larger than males, though have few external features that mark any other differences. Subtle clues such as darker spots and redder fins in males can sometimes hint at the proper gender, but often the difference between the sexes is apparent only to other mrawghs, who can pick up on these differences innately.

Mrawghs typically dress in muck, scales and shellfish parts, and prefer primitive weapons and attire. A scathing allergy to any technology more

recent than Stone Age prevents much variation from this.

ECOLOGY & SOCIETY: Biologically, mrawghs are very similar to other merfolk. One notable difference is that mrawghs are ovoviviparous, meaning that the eggs hatch and the babies develop inside the female's body but there is no placenta to nourish the young. The unborn younglings eat any unfertilized eggs and each other (they are oviphagous). Very few offspring survive until birth due to this form of sibling cannibalism.

Mrawghs mature slightly faster than most merfolk and live shorter lives. They typically have children early in their lives; age eleven or twelve is not uncommon for a mrawgh parent. Child rearing is similar to other sentient creatures, though at a faster pace. Five-year olds are expected to participate in hunting and gathering expeditions, and they do so with some success. This rapid maturation may lead some to believe that mrawghs are actually quite intelligent, especially at a young age. However, mrawghs are easily intellectually outpaced once they hit their late teens.

According to most who view them, mrawghs are a primitive race. They stubbornly cling to strange superstitions, have brutish mannerisms, and face most problems with either fear or hostility. Many see a mrawgh's typical demeanor to be rather bestial. In many ways, they seem very simple.

However, mrawghs are sophisticated in other ways. They are deeply spiritual, and feel close ties to their ancestors, including Mahra, who they venerate as more of a mother-figure than a god. In fact, mrawghs have no gods of their own. Most mrawghs find the concept of deities rather daunting, and tend to avoid directly interacting with them. Mrawghs are also very close to their family and tribe. If one member of their family needs something, they will go through great personal sacrifice to get it. In many ways, mrawghs are a very sensitive people. They focus greatly on emotion and feelings rather than power or glory.

Perhaps it is these traits that led them to become a matriarchal society. Women are the leaders and the directors. Males are expected to obey, protect, and serve females. Females are seen as direct emissaries of the sea, and are encouraged to behave accordingly. Occasionally, a male mrawgh will rise to power, but only if he demonstrates great humility

and respect for the sea. Despite this balance of power, male and female roles have a blurry line. Both become hunters, shamans, gatherers, child caretakers, and so on. With the exception of leadership, rolls seem to be divvied up more by skill and preference than by gender.

Mrawghs, perhaps because of their closeness to nature, have an affinity for the animals of the sea. Most have pets or animal companions. Many mrawghs have an uncanny bond with a certain animal type, which they refer to as their power animal. Often, they will dress in scales and collect other body parts (teeth, shells, fur, etc.) related to that animal.

RELATIONS TO OTHER RACES: Mrawghs get along well with any primitive culture. Barbarian tribes often share a mutual respect with the mrawghs. Consequentially, most of their allies are seafolk, kai-lios, karkanaks and followers of the cult of Ondine. Mrawghs admire the love of nature that sea elves and selkies often have, but both sides feel each other's approach towards nature to be a bit extreme. Cindarians and mrawghs see eye to eye on ideas of home and nature, and will often become friends based on that alone. The zef often study the mrawgh, fascinated that their shared language survived virtually unchanged with such a primitive culture. Mrawghs, however, find the zef to be quite repugnant.

However well any relation, mrawghs will always share a point of contention with every race that is not their own. Their aversion to technology has lead them to believe it is un-clean, and perhaps even evil. Therefore, any race that actively pursues it must eventually be corrupted by it. Since no other race has a greater aversion to progress than the mrawgh, kinship with one can be difficult long term.

ALIGNMENT & RELIGION: Mrawghs usually follow a path of neutrality; not having the patience for laws or the motivation towards chaos. They are good more often than evil, as their society typically frowns on any action that might draw negative attention.

While spiritual and superstitious, mrawghs typically eschew the concept of deities. Their belief structure seems to be both complex and contradictory. While they believe that Mahra is their creation god, they show no signs of worship. Although they subscribe to a belief in reincarnation,

they also have several myths regarding an extraplanar-style afterlife. Most religious scholars sum up the mrawghs' ideology as simply "exceedingly primitive."

ADVENTURERS: Mrawghs most often adventure to help or further their family or tribe, usually to find new territory to settle in, as Mawra's lagoon is beginning to become overpopulated. Occasionally, they will adventure to further their personal standing within their group, or to redeem themselves for a misdeed. Wealth, glory, and fame mean little to a typical mrawgh. They also seem to have a lower propensity towards greed and vengeance than other races.

Most mrawghs become barbarians, warriors, kahunas, or mariners. Wizards, psions and those that have an arcane or psionic focus, are exceedingly rare among the mrawghs. Although not a traditional role, clerics are also possible so long as they continue to revere nature and fight technology (Undine is a common choice).

MALE NAMES: Ack, Agg, Az, Daz, Doz, Dzon, Ekh, Gat, Igg, Oog, Ooz, Rez, Rog, Tez, Ugh, Uk, Zoog

FEMALE NAMES: Dozi, Ekha, Gata, Gera, Goya, Igga, Kara, Ooga, Oza, Reza, Rooga, Teza, Tya, Uki, Zooga

Blue Mrawghs

Rumors persist of a possible subspecies of mrawgh with bluish coloration. These individuals, claiming to hail from a remote and secluded location (much further away and more isolated than Mahra's Lagoon), supposedly do not have the same technological allergy as the common mrawghs, nor do they have their bonus feats. While documented in at least three journals since the flood, the existence of blue mrawghs remains officially unsubstantiated.

Many sages believe that the blue mrawgh is simply conjecture based on mrawgh folklore referring to a mythical veiled sea mount where "beasts of all times mingle together, including blue mrawghs." These same scholars are quick to note that this description is likely just a primitive concept of the afterlife, and the "blue mrawgh" may simply be an early ancestor or cousin that went extinct eons ago.



Mrawgh Racial Traits

+2 Strength, -4 Intelligence, and +2 to either Wisdom or Constitution: All mrawghs are very strong though often severely lack the intellectual capacity of more civilized races. As a race on the cusp of seafolk-like variety, they tend to possess either exceptional stamina or keen insight, but rarely both.

Racial Buoyancy: -160^A, **Depth Tolerance:** 600 ft.

Medium: Mrawghs are Medium-sized creatures with no bonuses or penalties due to size.

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

Bite Attack: A mrawgh has a fierce bite natural attack that inflicts 1d8 points of damage. This is a primary attack or a secondary attack if the mrawgh is wielding a weapon.

Gills: Mrawghs can breathe underwater indefinitely through gills in their neck.

Seawalker: Mrawghs were never meant to move on land. They do so at a movement rate of 5 feet.

Almost Merfolk: Mrawghs count as merfolk for any effect related to race.

Bonus Feats: Mrawghs gain the Improved Unarmed Strike and Improvised Weapon Mastery feats at first level, even if they do not meet the prerequisites.

Mental Resistance: Mrawgh possess power resistance (PR) equal to 6 plus their total number of class levels. This power resistance only works against psionic powers (it does not work as spell resistance). In addition, mrawghs gain a +2 racial bonus on all saving throws against mind-affecting effects.

Scales of the Fossil: Mrawghs have a +3 natural armor bonus to Armor Class.

Technology Allergy: Carrying, wearing, or wielding items made using technology more advanced than what would be considered "Stone Age*" for more than 15 minutes causes the mrawgh to gain the sickened condition until they are removed. The condition, which persists for a minute after the items are removed, cannot be prevented by immunities or removed early by any means.

Languages: Mrawghs begin play speaking Common and Ancient. Mrawghs with high Intelligence scores can choose any of the following: Aquan, Delatari, Nixish, Lok'tar, and Sylvan.

**"Stone Age technology" can be best summed up as simple weapons, tools, and items that are both made of all-natural and non-metallic materials. Ultimately it is up the GM's judgement as to whether an item triggers the allergy or not.*

Mrawghs in Your Game

Although the divine element involved with this race is no longer in the picture, Mahra does add a bit to the mythos of the game. While this aspect could easily be added to any aquatic game with little revision, some Game Masters may be hesitant to adjust the existing pantheon for one new race. In such cases, it may be easier to present the mrawghs as agents of some other nature god. Mahra and Undine (especially the cult of Ondine) have a few similarities, for example, and may foster a similar race of people. On the other side of this, perhaps Mahra is very much alive, which would bring the mrawghs in direct conflict with the Council of Nine.

Optionally, the mrawghs could be a recent development; merfolk transformed into more primitive forms to better serve a nature goddess. Or perhaps the mrawghs hail from a parallel plane of existence that is still locked in the Devonian Age, or possibly a dimension in which the *dunkleosteus* evolved into a sapient merfolk creature instead of going extinct.

Regardless, mrawghs in this text are presented as a fairly fresh race to the world. While they do have ancient origins, it does not need to be entangled with your existing campaign history. This allows them to be placed in virtually any aquatic campaign setting

with little work. As is, they require almost no adjustment to your world to begin play immediately.

Another feature that works well with mrawghs is that their presence also brings with them Devonian era fish and wildlife. Mahra's lagoon is filled with once-extinct creatures such as sea scorpions, trilobites, placoderms, and ammonoids. While this feature provides a lot of new variety, it is still optional. These creatures aren't absolutely vital to the existence of the mrawgh and can be omitted according to taste.

Whatever the case, the mrawgh will make a welcome addition to any aquatic game as the savage PC, an unusual option for the player seeking a challenge, an option for the player who likes to play everything or even a fun alternative for those that enjoy the simpler approach to life.





The Nelumbu

3rd day of the Lotus Blossoms, 14th year of the Wicker Monkey
By adjusting the species of parasitic algae from red rust to cerulean spot, the locomotion tincture was more readily absorbed by the chrysanthemums, and the symbiosis seemed to take. If successful, I will consider adding a bit of my "fox's wit" elixir and my dream of an animate flower garden that will keep me company in these lonely hills will be that much closer to fruition.

12th day of the Osmanthus Blossoms, 14th year of the Wicker Monkey

Unfortunately, I had to destroy the mums as, while they were quite mobile and active, the "fox's wit" made them too unruly. They had to be eliminated before the bloom as I did not want them to get out of hand. This failure has got me thinking... I have to be more careful! Perhaps a more self-contained species?

7th day of the Yang, 14th year of the Wicker Monkey

Water Lotus! They are beautiful, and cannot venture far from their pond. I will start the process immediately.

13th day of the Apricot Blossoms, 14th year of the Wooden Rooster

So far, the tincture has been a great success. The sapient and mobile water lotuses (I think I will call them nelumbu, after the southern province's name for the lotus, "nelum") are quite friendly and sociable. They are very industrious as well, always rearranging and weeding their pond. While they seem fairly intolerant to other water plants, they have shown that they can be reasoned with. It's so good to have someone to talk to!

8th day of the Lotus Blossoms, 14th year of the Wooden Rooster

Strange occurrence: All of my nelumbu seem to have switched their eye/seed pods to their left side instead of their right. Did they go to seed? If so, where are their seed pods? I see none floating in the pond. Perhaps they are tending to them in secret. I suppose we will see next year. The nelumbu are acting like nothing happened. Perhaps they are working on some sort of instinctual level?

9th day of the Preserves, 14th year of the Wooden Rooster

The nelumbu really don't like the cold. I will have to make some adjustments next year, I think. I have detected a small measure of dishonesty and maliciousness in some of the nelumbu. They killed all of the koi in the pond. While several claimed that "a hungry owl did it in the night," others came clean and said the koi were sacrificed to increase nitrates in the water, and that their decay added warmth. I am not entirely sure what to do about this. On one hand, they display amazing ingenuity. On the other, their act seems callous and very disharmonious with nature.

3rd day of the Peach Blossoms, 14th year of the Lava Wolf

I found the seeds. Somehow they ended up in Gudu Lake nearly five miles away, and now the lake is heavily populated with brand new nelumbu seedlings. I have no idea how long it will take them to grow. I am not sure they can be rounded up. How did they get there?

20th day of the Lotus Blossoms, 14th year of the Lava Wolf

Finally caught one! The nelumbu's eye pods fall off and become mobile. Worse, they can crawl across the land for at least several hours, unlike the nelumbu themselves who get sick after a few minutes after leaving the water (I've seen them try a lot lately). The podlings are easily destroyed however, though one nearly strangled me when I caught it. I fear the nelumbu are not content with their pond any more. They are very clever. Apparently last year they snatched one of my land surveys and found out about Gudu lake from that. Not sure how they are

directing their podlings to it, as the podlings do not seem to harbor any discernible intellect.

23rd day of the Winter Frost, 14th year of the Lava Wolf

The nelumbu have taught themselves how to read. They have been stealing books that I left too close to their pond. Luckily the seedlings remaining in Gudu lake have not grown much. It will be several years before they mature. Next year will be dedicated to figuring out how to contain this. I should be able to experiment on the seedlings without the pond nelumbu finding out.

4th day of the Peach blossoms, 14th year of the Flaming Boar

Fire and steam seems to do the trick. Nelumbu hate it even more than cold. It finishes them off quickly. They adapt too quickly for my tinctures or toxins to be effective, and are smart enough to avoid them if they can. Unfortunately I think they are on to me. I do not feel safe near the pond anymore. The Gudu Lake seedlings are still too small to be of any danger.

19th day of the Lotus Blossoms, 14th year of the Flaming Boar

The pond's nelumbu population has tripled since last year. They are dealing with overpopulation by building rain collection towers from nearby bamboo, expanding their pond size, and trapping native wildlife to use as fertilizer. This is a problem. My dream is quickly becoming a nightmare.

21st day of the Lotus Blossoms, 14th year of the Flaming Boar

Too many podlings made it to Gudu Lake this year, my effort to rid the lake of the nelumbu seedlings has been in vain. The podlings are a lot more resilient than I imagined. They can survive for several hours out of the water, and actively seek out the best places to plant their seeds. The Zhong river is 8 miles from Lake Gudu, I must dedicate the next few years to forming a barrier, or the world is in danger from my creation. A podling traveling from the lake might make it to the river. Luckily the pond is too far away (I tested).

3rd day of the Sweet Sedge, 15th year of the Iron Tiger

It's been almost three years since my last entry. The Lake Gudu seedlings are nearly grown. I have developed a hedge with fiery thorns that works well at keeping podlings at bay. Currently, I am planting the "fire-thorn" around the perimeter. I do not think they can escape. Thank goodness I live in the middle of nowhere!

23rd day of the Chrysanthemum Blossoms 15th year of the Iron Tiger

On a positive note, the pond-nelumbu did not create podlings this year. They are dealing with overpopulation by adjusting their reproductive rates. I am always amazed at how adaptive they are! I speculate that if they are contained in a small area for several decades, only the more mature nelumbu will reproduce, as seen in a few varieties of their non-sapient cousins.

13th day of the Apricot Blossoms, 15th year of the Wicker Serpent

Lake Gudu has become a thriving nelumbu civilization. The pond-nelumbu have dug a channel all the way to the lake and have finally joined their children and grandchildren. The nelumbu now cultivate fish and bamboo and have even built a school to teach young seedlings. They set traps all over to catch me. They know about my fire-thorn hedges and are not happy. The hedges will stop them from spreading for many years. The rocky hills will make carving a channel all the way to the river very difficult. It will take centuries for them to escape. Hopefully by then, the world will be ready for them. Tonight I confront them. I hope they will forgive me. (last entry)

-translated from an unknown drylander's journal, written approximately 50 years before the Great Flood.

PHYSICAL DESCRIPTION: Superficially, nelumbu are a species of water lotuses. As such, they have the same characteristic “lily pad” leaves, beautiful flowers, intricate roots, and even a large seed pod. Like the water lotus, nelumbu demonstrate high ltrahydrophobicity, meaning that water rolls off of them with ease. In addition, they have the ability to thermoregulate (they are warm to the touch), which is rare in plants but perfectly normal for a water lotus. They are effectively the quintessential water plant.

However, aside from their mobility and sapience, many other physical differences set them apart from any known species of water lotus. First, nelumbu have only six leaves, known to them as “leaf fins,” which they use to swim. Nelumbu also always have only one flower (referred to as a bloom), which is used as both a sensory organ (hearing, taste, and smell) and to generate melodic voices. While a healthy nelumbu is a rather dull shade of greyish-green, their bloom is vibrant and can be virtually any color of the rainbow. Immediately to the right or left of the bloom, much like a second head, is the seed pod filled with nine intelligent looking eyes instead of seeds. Known to harbor the brain of the nelumbu, the “eye pod” conveys normal vision, low-light vision and good depth perception. Below the bloom and seed pod, two immature, trifurcated “flower buds” serve as the nelumbu’s hands.

Originally, nelumbu were a fresh water plant species, but they adapt quickly. The vast majority of the nelumbu encountered today are better suited for salt water, though they prefer secluded bays and lagoons and despise the choppy water of the open sea.

ECOLOGY & SOCIETY: Ideally, nelumbu like to rest in about five feet of murky water, their bloom and eye pods above the water, their leaf-fins on top of the water, and their roots buried in the muck or sand. Nelumbu are hermaphrodites and effectively immortal. Each time they reproduce, their age resets back to young adult. During reproduction, the nelumbu’s eye-pod drops off and becomes a mobile podling that seeks out an ideal place to plant its eyes that become nelumbu seeds.

Seedling nelumbu lack the characteristic bloom and eye pod, but can still hear and absorb information very quickly. Seedlings (and perhaps even podlings on an instinctual level) seem to retain some rudimentary knowledge and memories passed down from their parent.

Nelumbu are highly industrious, holding the survival of their species above all else. They work tirelessly to better their society, often to the detriment of those around them. Survival is of primary concern to a nelumbu, and they are seldom known to be self-sacrificing or precocious. Unlike most plant-like creatures, nelumbu are not bound to other flora in any way. Instead of getting a feeling of comfort being close to nature among the kelp forest or coral reef, they feel crowded and uneasy. Though many find this race to be sinister and alien, nelumbu are not necessarily evil and find no benefit in angering other sentient beings. They simply find it difficult to relate to the concepts of sympathy and sentiment; seeing no advantage in preserving useless historical relics, common non-sentient plants and animals, or keeping anything that cannot be put to good use.

The only exception is, perhaps, is that the nelumbu are fond of clothes, especially silk or fancy tunics, which they wear as a sort of status symbol. A nelumbu will get rather annoyed if their clothes get tattered or torn, and seem to show sentimental attachment to their individual style. This strange attachment to garments may have its roots in the origin of the nelumbu, initially a way to be more like their drylander creator.

One aspect that redeems the nelumbu is its clear logic and wisdom. While in it for strictly selfish reasons – something they are quite up front about – they also believe in sharing the benefits. Nelumbu understand the worth of powerful allies and that even though they do not share the same sentiment, other races will feel indebted to them for the execution of good deeds. This will drive nelumbu to perform many seemingly charitable services, thus improving the overall bad reputation of their race

RELATIONS TO CORE RACES: While the nelumbu originated in the fresh waters of Senkokoku, they were a poor match with the other indigenous species who dwelled there. Over the course of a century, they were slowly pushed out to sea where they adapted to saltwater. They quickly made enemies here as well. Within two centuries, all the nelumbu in Nikaikoku were hunted to near extinction. Both the Hanran and the Imperials view the nelumbu as nuisance weeds, and they are not allowed to grow in population.

Luckily for the nelumbu, their podlings often swim against the current and can travel thousands of miles across the sea to find friendlier waters in which to plant themselves. Around the same time that the viridian naiads were creating saltwater lotus nurseries for the anumi lotus that they recently developed, at least one nelumbu podling floated in from distant shores and, not long afterwards, the nelumbu were known in the Cerulean Seas.

Nelumbu are slightly better received in this region, though most are regarded as a mistake created by the naiads. The naiads, knowing this not to be true, are highly suspicious of the nelumbu. Although, this is uncharacteristic for naiads (especially towards other plant creatures), the naiads are also perhaps the only race that is certain that the nelumbu are an invasive alien species, and not a result of their tinkering. Luckily, the Cerulean Seas are large and peaceful enough that no great conflicts have arisen, and the nelumbu have been left to proliferate in peace.

ALIGNMENT & RELIGION: It is important to note that despite their frigidly rational tendencies, nelumbu are not evil creatures. They do not take pleasure in killing, nor do most feel that deception and corruption are logical paths. While they lack sympathy, they also lack malice. This puts them coarsely on the neutral path.

While nelumbu do not have a religion of their own, they occasionally take up a faith related to civilization or progress. Infrequently they will dedicate themselves to a god of flora, though this occurs much less often than a non-nelumbu would assume.

ADVENTURERS: Nelumbu adventure for personal or species gain of some sort; usually something tangible, such as wealth or powerful

magic. Sometimes, a nelumbu can be found on a quest for knowledge or to strengthen connections with an important ally. It is very rare to find a nelumbu adventuring for fame, glory, or vengeance as they do not often value these things. Likewise, they only bond with a strong group of adventurers, leaving the weak to perish.

Nelumbu make good monks and fighters, preferring a direct and final approach to most things. Often their motto is “kill or be killed,” and they take threats very seriously. Occasionally a nelumbu will take up the cause of a neutral deity and find the relationship to be mutually beneficial, thus becoming a cleric. Although physically well suited to the barbarian class, many a nelumbu find it difficult to get in touch with their “inner rage” and deem such an act to be illogical. Nelumbu can be found in most other classes, as all provide some sort of benefit that would be appealing and useful.

NAMES: Brawnflower, Burlyroot, Deathshade, Deeproot, Doom bloom, Fastleaf, Flitterleaves, Greenbud, Grimfoot, Hardroot, Iron-bloom, Keen-eyes, Mudfoot, Nimble-limb, Leafhammer, Stone-eyes, Strong-vine, Swift-leaf, Silverleaf, Townsprout, Wise-root

PLANT LANGUAGE

Plants communicate at very high frequencies beyond the range of merfolk hearing. In fact, the majority of the sound that plants communicate is in an ultrasonic range beyond even that of the dolphins. They can communicate only their status: hungry, thirsty, injured, and so on. Anything beyond a one-word remark concerning the immediate state of the speaker's self cannot be conveyed in this “tongue,” and plant language has no written form. It is a universal language that only other plants know. It cannot be learned by a non-plant. All plants, sentient and otherwise, speak this language.

Nelumbu Racial Traits

+2 Constitution, +2 Wisdom, -2 Charisma:

Nelumbu are resilient and clever, but their cold personalities often alienate them from others.

Racial Buoyancy: 100, **Depth Tolerance:** 2,500 feet.

Medium: Nelumbu are Medium-sized creatures with no bonuses or penalties due to size.

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

Seawalker: Nelumbu were never meant to move on land. They do so at a movement rate of 5 feet (though may move faster by using the Climb skill). This feature generally precludes them from a land adventure at low levels, which should not be a major issue for an entirely aquatic campaign. At higher levels, spells and magic items may help nelumbu explore dry-land in short intervals, with more permanent solutions becoming obtainable at the highest levels.

Amphibious: Nelumbu can breathe both water and air indefinitely.

Low-Light Vision: Nelumbu can see twice as far as seafolk in conditions of dim light.

Sapient Plant: Nelumbu count as plants instead of humanoids. Plants are immune to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms). Plants are immune to paralysis, poison, polymorph, sleep effects, and stunning.

Plants breathe and eat, but do not sleep, unless they want to gain some beneficial effect from this activity. This means that a plant creature can sleep in order to regain spells, but sleep is not required to survive or stay in good health.

Water Reliant: Nelumbu take 1 point of Constitution damage after every hour they are not at least partially submerged in water.

Vulnerability to Steam: Nelumbu take half again as much damage (+50%) from steam

attacks, regardless of whether a saving throw is allowed or if the save is a success or failure.

Gripping Roots: Nelumbu receive a +2 racial bonus to their CMD when resisting bull rush or trip attempts while rooted to an unyielding surface.

Sun Heal: Nelumbu can heal themselves when exposed to sunlight. In sunlit conditions (magical or true), once per day as a standard action, the nelumbu can heal 2 points of damage per character level. Using this ability also provides the nelumbu with one meal's worth of nourishment.

Languages: Nelumbu begin play speaking Common and Plant (see previous page). Nelumbu with high Intelligence scores can choose any of the following: Aquan, Halbok, Hanran, Imperial, Sylvan.



Nelumbu in Your Game

Nelumbu in this document are presented as a fairly new race to the sea. Their origin story is non-specific enough for it to be placed in virtually any aquatic campaign setting with little work. As is, they require almost no adjustment to your world to begin play immediately. One down side to this “newness” is that they lack any long-standing tradition, language, and history common to other PC races. This has several ramifications including no racial heritage and not many items tailored especially for this race. However, there are many boons as well.

Nelumbu player characters can be bold pioneers, inventing their own paths, their own history, and their own unique traditions.

Optionally, the Game Master can create a more ancient back story for the nelumbu. Perhaps they are an ancient species of water plant that starkly split from the wilds to pursue earthly gain. Or maybe they are simply highly evolved water lotuses from a forgotten time, resurrected accidentally by some quirk of nature. Another possibility is that nelumbu were the result of an experiment gone awry — an attempt to blend man and plant.

Whatever the case, the nelumbu will make a welcomed addition to any game as a representative of the plant kingdom, an unusual option for the player seeking something different, a challenge for the player who has played everything, or just a good match for those that like to cast aside the animal kingdom for a little while and see things from a different angle.





The Sea Squole

"In all my studies, never has there been more interesting an ooze than a squole. As a child of no more than 45 years, I recall reading in great detail of the terrestrial squoles and their exciting link to the rarely-traversed paraelemental plane of ooze. How wonderful would it be to be able talk to a living, thinking slime! How unique and alien! It, at once, sparked my lifelong ambition to study and catalogue ooze-kind as I have been doing thoroughly since then.

It was not long after receiving my doctoral degree from Delatar University, a prestigious school of sagery among us sea elves, that I finally met my first squole. Of course, all of the land squoles had long ago died out during the Great Flood. This was a sea squole, and they were the cutting edge study of ooze-lore at that time, about two centuries ago. I was honored to meet her. She seemed enthusiastic to speak with me as well.

Of course, I use the pronouns "her" and "she" out of respect for the creature's sapience. Sea squoles, like most slimes and jellies, are entirely asexual. The sea squoles' physical adaptation was no-doubt an evolutionary advantage. Sea squoles, having no coherent social structure (also like most oozes), need the polite society of other races to adopt them. That trait is a successful one. Aside from the sea squole's gooey body and gurgling voice, even the vaguest form of a pleasant and familiar-looking female did well to put me at ease. At least, more-so than I would be sitting alone in a room with a man-sized talking ooze that was merely a pile of bubbling slime.

She told me her name was "Ethana," which took me aback for a moment, as that was my own mother's name. It took a second thought to realize that Ethana is a very common sea elfen name, and, much like her form, certainly helped her fit into an otherwise alien society to herself.

Ethana was of green coloration, which I came to understand (and is now common knowledge) that she was a shore-dwelling variety that drew healing energy from the sunlight, much like a water lily or squill. Perhaps this is why this variety has netted the nickname "squill" in recent years. A pleasant play on words, and I am sure the sea squoles do not mind. They are quite accommodating to the fads of popular culture.

During my long conversation with this eagerly obliging slime woman, I found out that "squill" was not her original subtype. This was a profound epiphany for ooze-lore. In fact, Ethana originated from Dar Elestri, a coral city. In her younger years, she was a bright-red stinging squole! Through a process referred to as "squole acclimation," which even now we are just starting to understand, she transformed into the lovely green creature before me, and now entirely without jellyfish venom.

I learned many valuable things from this conversation, including some exquisite mysteries that I have yet to unravel. One such wonder that I still ponder came up quite serendipitously. To prepare for the interview, I had placed out quite a diverse plate of hors d'oeuvres (having no idea what a sea squole might find palatable). I was surprised that, despite being completely blind to color (and the entire spectrum of light for that matter), Ethana favored treats with a green hue, be they plant or shellfish. It turns out that sea squoles can "taste" color! (and since their entire body is effectively a means to bring food in, the sea squole tastes by touch.) I still do not understand what evolutionary advantage this feat might grant, or why sea squoles favor food of their own hue. I do believe it has something to do with acclimation, however.

Unfortunately, no historical or racial history could be gleaned from this marvelous creature, or any other sea squole for that matter. Sea squoles are (quite tragically) cultural amnesiacs, having no sense of society, where they came from, or even creation myths to start with. Everything they are seems borrowed from other races, including their form. In the oldest sea elfen libraries, the sea squole is rarely mentioned in the pre-flood era. Unfortunately, in those potential notations, the description is so vague and incomplete it may as well be referring to an abyssal rusalka, which aren't oozes at all.

We may never know if there is a link between the sea squole and the terrestrial squoles of yore. Could these creatures be linked to the paraelemental plane of ooze or are they simply a product of convergent evolution? This is something I will endeavor to discuss in the next seventeen chapters."

**—From the Memoires of Soilevi Denae,
Grand Master Ooze Sage**

PHYSICAL DESCRIPTION: Sea squoles differ significantly in appearance from their terrestrial counterparts, save for the fact that they are both humanoids composed entirely of monochromatic, semi-translucent ooze. There are many theories on this matter, and the core of the issues might be best discussed in the disparities between the two species.

Sea squoles, for example, despite having distinct types like land squoles do, lack any discernable affinity for the inner planes. Even the polar sea squole, who has the same sort of resistance to cold as a blue land squole, draw no apparent energy from the paraelemental plane of ice. Furthermore, the polar squole's resistance seems entirely biological, as they share the same chemical compounds present in natural cold water fishes that grant similar protections.

In addition, while land squoles have both male and female forms, all sea squoles appear to be female. However, both species are actually asexual, and the forms are merely species mimicry. Unlike land squoles, sea squoles may have evolved their appearance over time as some sort of survival trait.

Sea squoles also have a lot more diversity in form than land squoles. Facial features, body types, and even "hair" styles vary greatly from individual to individual. Like the drylander cousins, sea squoles also come in many different colors, and the hue often indicates their subtype.

Lastly, sea squoles seem a bit less "cohesive" than terrestrial species. They drip, ooze, and seem in a constant state of melting and re-forming. Rarely do they manifest feet at all, instead featuring a flattened blob while swimming, or a pool of ooze while standing. In many ways they appear to reflect the element that they live in.

These differences led many sages to speculate that sea squoles and their terrestrial counterparts are not related at all, and merely an example of convergent evolution. Still, some scholars

ascertain that the sea squole may be an earlier branch of the squole family tree, discarded and forgotten among squole kind. Certainly, sea squoles lack the "perfection" that land squoles strive for, though they also lack the land squole's signature aspirations to be human. Most sea squoles, in fact, seem perfectly content being sea squoles, and have never even heard of humankind.

While the bodies of sea squoles mimic most of the features that would be found on a human female, it is in shape only. No facial features are actually functional or moving; a sea squole's eyes do not move or see, its nose and ears have no inlets, and its mouth does not open. They lack organs, and are somewhat translucent; light passes through them as it does through murk-tinted water.

When sea squoles move, they appear to bend in all the wrong places and are capable of motions that would pale even the most skilled contortionists. Their voices consist of androgynous muffled gurgles. Sea squoles have no discernable odor, and do not attract predators when wounded.

Sea squole have five distinct subtypes. The most common, often referred to as a squill (named after a common seaweed). Squills prefer warm coastal environments and range in color from green to yellow. Stinging squoles are also well known, preferring shallow coral reefs as their homes. They are typically red or orange in color. In Fiskheim, polar squoles can be found. They are often cloudy white or light blue in color. Polar squoles are often confused with twilight squoles who are also blue in color, but usually a much darker blue or even blue-green color. Twilight squoles inhabit the waters at the edge of darkness. In even deeper depths, and rarest of all, the colorless abyssal squole dwells amid the deepest sea bed.

ECOLOGY & SOCIETY: Sea squoles can change their subtype in a process sages call “squole acclimation.” A sea squole simply takes up residence in an environment common to the subtype they wish to acquire, and adopts the eating habits of a sea squole common to that area. After roughly six weeks of this regimen, the squole changes color and gains an entirely different subtype, while losing its old subtype. It can repeat the process as often as it likes.

Despite their suggestive form, sea squoles lack gender and reproductive facilities. In fact, squoles are made-up entirely of homogenous, multifunctional cells. Squoles reproduce rarely, as the decision is both premeditated and ultimately fatal. The mechanics of this is represented by the “Split Subtype” feat. The sea squole gains this feat, thereby gaining two subtypes at once. Afterwards, the sea squole loses the ability to acclimate, and has nine years, 2 months, and 1d6 weeks to live. When the time is up, the sea squole will split into two first level sea squoles of the two different subtypes. The new sea squoles often depart from each other after only a few days, as they are fully functional adults with rudimentary memories of their originator. Squoles live about as long as humans.

Squoles are omnivorous, and can ingest any organic material simply by engulfing it into any section of their body. Food is digested in a matter of minutes, a process visible to observers through the squole’s transparent skin. They can choose what they wish to ingest, expelling unsavory materials at will. A squole’s sense of taste and smell is very discerning, and they can often tell one individual from another by its scent.

Sea squoles have no society to speak of, instead adopting the practices of other sentient races in their environment. Likewise, they have no traditions of their own. Thus, they have no recollection or theories of their own origins and seem to lack any ethnic cohesion.

RELATIONS TO CORE RACES: Squoles tend to adopt the attitudes of the majority of sentient races including prejudices and affinities. It is common for a sea squole to assimilate the culture of another race, especially those races that appear the most like themselves in form such as the sea elves, selkies, genai, and even seafolk. Most races see squoles as generally benevolent, but most assuredly a little disgusting.

Sea squoles generally adopt the same attitude towards strange races as the local populace; which can sometimes seem very illogical considering they are a fairly unusual race themselves.

ALIGNMENT & RELIGION: Like land squoles, sea squoles aspire to make a good name for ooze-kind. They typically model their personality and role after positive role models in their adopted society. These role models are studied extensively and incorporated into the sea squole’s mannerisms, outlook, and character alignment. This is an ongoing process, and a sea squole is constantly observing and changing, endeavoring to be benevolent by the standards of their assumed culture. Lacking any culture or traditions of their own, sea squoles are often non-religious unless their role models are also religious.

ADVENTURERS: Sea squoles are simple and direct creatures, generally gravitating towards less sophisticated means of combat. An overwhelming majority of sea squoles are barbarians, fighters, and monks. Light or no armor is ideal for a sea squole, as it maximizes their ability to move freely. Melee combat is favored, as that is where a squole has the most advantage. They commonly avoid long range combat, as their senses do not permit it.

NAMES: Sea squoles adopt the most common names in their society, often finding that a familiar name helps to alleviate some of their alienness. Sometimes, they will have several names, one for each location they frequent.

Sea Squole Racial Traits

+2 Dexterity, +2 Constitution, -2 Intelligence:

Sea squoles are unnaturally sturdy and flexible, though they are not especially smart.

Racial Buoyancy: 60, **Depth Tolerance:** Immune to pressure effects.

Medium: Sea squoles are Medium-sized creatures with no bonuses or penalties due to size.

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

Landwalker: Sea squoles can move on land at a speed of 20 feet.

Cutaneous Respiration: A sea squole “breathes” through its skin both in and out of water equally well.

Blind: Sea squoles cannot detect objects or creatures by sight. They cannot make Perception checks to visually notice things beyond the range of their blindsight. Squoles cannot discern color, read written text, or see incorporeal creatures. They are immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

Blindsight (30 feet): Using sensitivity to vibrations, the sea squole maneuvers and fights as well as a sighted creature within a 30-foot range. Invisibility, darkness, and most kinds of concealment are irrelevant, though the creature must have line of effect to a creature or object to discern that creature or object.

A sea squole usually does not need to make Perception checks to notice creatures within range of its blindsight ability. Excessive vibrations or loud sounds provide concealment to those within range of the blindsight at the adjudication of the Gamemaster.

Humanoid Ooze: A sea squole has only a few common traits consistent with other oozes, due to its permanent humanoid form. Squoles cannot be stunned and do not take additional damage from precision-based attacks, such as sneak attack. In addition, squoles are immune to poison and sleep effects. They can however be subject to critical hits, flanking, paralysis, and polymorph, just as other humanoids are. Squoles eat and breathe, but do not sleep.

Water Dependent: Sea squoles can survive out of water for 1 hour per 2 points of Constitution.

Boneless: Sea squoles can move in ways that other creatures cannot. A squole gains a +2 racial bonus on Acrobatics and Escape Artist skill checks. In addition, the sea squole gains a +1 bonus on its Combat Maneuver Bonus and Combat Maneuver Defense.

Subtype Traits: At character creation a sea squole must choose one subtype from the choices below. This choice can be changed, but only after weeks of acclimation to a particular environment (see Ecology for details).

Abyssal: Due to its ability to become completely clear, an abyssal squole is difficult to discern in an aquatic environment. A DC 15 Perception check is required to notice a motionless and unclothed abyssal squole.

Polar: The polar squole has Resist cold 5.

Squill: In direct sunlight, the squill gains Fast Healing 2. Squills can heal up to 2 hit points per level per day with this ability, after which it ceases to function.

Stinging: Any creature attacking a stinging squole with natural weapons or an unarmed strike takes 1 point of acid damage. A creature that grapples a stinging squole takes 1d3 points of acid damage each round it does so. They are immune to their own acid.

Twilight: The twilight squole can (at-will) cause her body to shed as much light as a torch. In addition, a twilight squole can create a bright flash of light once an hour. When she does so, all creatures in a 10-foot burst must make a DC 15 Fortitude save or be dazzled for 1d3 rounds.

Languages: Sea squoles begin play speaking Common. Sea squoles with high Intelligence scores can choose any of the following: Aquan, Delatari, Halbok, Nixish, Lok'tar, Salatari, and Sylvan.



Sea Squoles in Your Game

Sea squoles offer an opportunity to add a character to the aquatic adventuring party who has very different strengths and weaknesses when it comes to senses. While blindsight has several distinct rewards (see in the dark, immune to blindness, etc.), there are also numerous drawbacks. The first is that sea squoles are extremely nearsighted...a foe that is only 35 feet away is effectively invisible. This creates a certain balance, where the squole will have the advantage in some situations, and disadvantage in others.

Consequentially, the sea squole may face more of a struggle in some games than in others. Scenarios with an overwhelming majority of long range opponents may be extremely challenging for a sea squole who won't be able to see these adversaries. On the other hand, if opponents rely on invisibility or darkness, the sea squole will have the upper hand. Luckily, in undersea combat, long range opponents are rare, as ranged weapons and visibility are limited by default.

Sea squoles in this text are presented as a fairly fresh race to the world. Their rarity, lack of coherent culture, and absence of significant population centers allows the Game Master to introduce them as needed. They do not need to be intertwined with your existing campaign history. This allows them to be placed in virtually any aquatic campaign setting with little work. As is, they require almost no adjustment to your world to begin play immediately.



Since the origin of sea squoles is ripe with uncertainty, each campaign can provide its own unique set of historical clues. If the sea squole and the terrestrial squole are entirely unrelated, the squole could have naturally evolved from creatures such as the crystal ooze or mustard jelly. Another possibility is that they are the remnants of humans bargaining for a way to survive in an aquatic environment through extreme alchemical means.

Whatever the case, sea squoles will make a welcome addition to your Cerulean Seas game with a new way to see things, an unusual option for a player seeking to play a grappler or melee type, or even a fun alternative for those who want to explore a more alien side of life.



The Sisiutl

On the subject of ancient species, one would be remiss without at least mentioning the Sisiutl, though this race harbors none of the wisdom that comes from antiquity, nor have they been particularly influential or involved in worldly affairs in any deliberate, non-selfish way. When the zef first encountered this species, it was during the strange eons that we were known as the zas. In these primordial times, the sisiutl were an extremely curious and active species. As far as we know, they were the first to discover arcane magic.

However, their mastery of the art has been surpassed several times by much younger species such as the dragons and the elves. They were little more than very clever fish tinkering with the fabric of reality, and they have only come perhaps a few centuries beyond that, despite being one of the oldest surviving intelligent species of our world.

They are remembered mostly because the zas had to intervene on several occasions, as the sisiutl were quite prone to causing catastrophes involving dimensional rifts and time disturbances. In one such disruption, their original form was lost to our reality, replaced with a mish-mosh of futuristic racial features and two heads. The sisiutl seemed pleased with their transformation regardless. Perhaps it was for the best, however, as two heads did turn out to be better than one. Aside from the debacle with the humans in the arctic several thousand years later, the zas and our later incarnations heard very little from the sisiutls afterwards, good or bad.

We lost contact with the sisiutl after the cataclysm that began our incarnation as the zil. We assumed the sisiutl were wiped out until they reappeared shortly after the dawn of humankind. It turns out that the sisiutl, having adopted a particularly dormant way of life, had built for themselves a city buried deep in the arctic ice, and spent most of their existence hibernating. While an ingenious way to weather the ages, it does little to make them active members of the world. Sure, they stir from time to time to absorb the knowledge and trinkets of seemingly random points in time, but they miss much more than they observe.

In any case, when they last surfaced scores of thousands of years ago, it did not go particularly well for them. Of course, they were very curious as to what the new races had come up with. The

humans did have a developed magical system at the time, namely divine magic derived from various deities and other spiritual forces. The sisiutl, who never had gods of their own, and who could only emulate divine healing through a crude manipulation of necromantic auras were very curious of how this worked.

Unfortunately the primitive species they were dealing with took the casual dissection of their most cherished beliefs to be heresy. This escalated over the years until the humans amassed an army to march against the sisiutl. However, before anything could come of the conflict, the sisiutl again slithered under the ice and disappeared for thousands of years.

Not all bad came of it; however, we cannot entirely rule out that the fierce inquisitiveness of the sisiutl had not significantly influenced a small tribe of feykith that would eventually become the agloolik. Also, the sisiutl did manage to pick up a few tricks from their interactions with the humans, as we have observed monks, shamans, and kahunas among their modern ranks, which are shockingly new additions (in sisiutl terms anyway.)

When the zef arose in this incarnation after the Great Flood, we fully expected the sisiutl to be right there with us, roused from their hibernation and full of wonder about the curious happenings. But we did not see the first wandering sisiutl until centuries after this. About 30 years ago, when our associates in Isinblare informed us of a very strange and powerful "new aquatic race" that just appeared out of nowhere (they were quite concerned it was a transdimensional invasion!), we knew the sisiutl had returned.

Emissaries were sent, and were surprised to learn that the sisiutl elders, though oddly maimed and barely "alive" in the conventional sense were some of the same individuals that the zas had dealt with in eons passed. They acted as if only a few decades had gone by; their memories unblemished by the passage of countless ages. It almost makes me sad that our two species did not interact more. What a marvellous opportunity to preserve the past for posterity! Too bad it is wasted on a race that mostly sleeps.

—From the Chronicles of the Zef, Volume XCXP, Archive# 727549.

PHYSICAL DESCRIPTION: The sisiutl is best summed up as an abstract amalgamation of dragon, fish, and humanoid. It is best to start with the sisiutl's torso, which is actually a large, humanoid head that is 3 to 4 feet long. While the head does sport a rather large nose and human-looking mouth, its other features are taken up with parts that are atypical for a humanoid face. From where its ears would be is instead a pair of muscular humanoid arms. In the place of a neck, a fish-like body and tail can be found. Finally, two long, serpent-like necks sprout from the sisiutl's eye sockets, each terminating in crested, dragon-like heads.

Over-all the sisiutl is on the larger side of Medium-sized, averaging around 7 feet long. They have blue-grey skin fading into rust-red hues closer to their fish tails. The red coloration fades as a sisiutl advances in age, becoming ice-blue or snow-white when they reach a venerable age. Males are slightly larger than females (on average) and can grow facial hair on their chins (both on their dragon heads and on their torso-face). The color of this hair matches the coloration of their tails. Sisiutl do not typically wear clothes, but do like jewelry, armor, and other wearables made of metal, especially auranite.

Each dragon-head seems to have its own voice and personality, thus making the sisiutl effectively two beings in one body. The central head, however, seems devoid of individual thought, and speaks with the voice of both heads in perfect unison. Consequently, the central mouth seldom speaks unless both heads are in total agreement and remain silent while the central mouth is speaking. All three heads can take in food, and the sisiutl prefers fresh meat to most other delicacies.

ECOLOGY & SOCIETY: To say that sisiutls live life slowly is a vast understatement. Although

they enjoy a lifespan similar in longevity to sea elves, even this is expanded through a cultural practice known as "icing." Sisiutls frequently enter a cryogenic state in which they spend decades, or even centuries, completely suspended in time, in which they do not age (or do much of anything). Because of this practice, it would not be uncommon to meet a rather young-appearing sisiutl that was born millennia ago.

When not hibernating in this manner, sisiutl enter a frenzy of activity, including study of magical arts, martial training and exercise, and even courtship. Courtship, in sisiutl society, is a brief yet intense affair, after which a single gold egg often results. Afterwards, the female usually goes into "icing" until the egg hatches about 3 decades later.

Most sisiutl are born and live their entire lives within a single subglacial city known to them as Adlivun. This mysterious metropolis, located in Feldorheim, is often embedded under several miles of glacial ice, and has the power to move through this ice, albeit slowly.

Adlivun is ruled by a council of 8-13 active elders known as Winalagalis, which is both a term that refers to them both collectively and individually. Winalagalis are untold eons old and barely recognizable as living beings let alone sisiutl. These ice-encapsulated heads rule Adlivun with an iron-fist and harbor magic unlike anything else known in the sea. While seemingly benevolent, with the best interest of their species as their primary concern, their will is frequently unfathomable, and their plans often span too many centuries for even other sisiutls to grasp. While most sisiutls follow the Winalagalis unquestionably, there have been rebellions in which Winalagalis were slain. When this happens, the remaining Winalagalis "dig up" and revive a new slumbering elder to take the place of the deceased. It is uncertain

how many hibernating Winalagalis exists, how old these elders actually are, or what happens when they run out of elders to exhume. The only thing for certain is that both the city of Adlivun and the culture of the Sisiutl have always depended on their existence.

Occasionally, the Winalagalis will encourage hundreds of Sisiutl to eschew their periodic icing to venture out of the city and explore the seas. These sisiutl visit each new age with the vigor of a crazed tourist. They hungrily acquire every new gadget, souvenir, and token that they find of interest to eventually bring back to show their friends and family back in Adlivun. These adventuring sisiutl are especially interested in new magic and technology, full of curiosity of how each new wonder works and how to create it for themselves.

RELATIONS TO OTHER RACES: While most races of Isinblare, especially the crystolix, initially viewed the sisiutl as naïve intruders that were easily exploited, this demeanor quickly evaporated when they realized the sisiutl were actually diabolically clever, unnervingly self-centered, and quite formidable opponents. Now, most races vie for an alliance with the sisiutls. The sisiutls use this to their advantage, though have yet to form any concrete alliance with any particular side, and are unlikely to do so.

ALIGNMENT & RELIGION: Sisiutls can be any alignment, though have a strong loyalty to their own race, Adlivun, and to the Winalagalis. This will often come across as bigotry and selfishness to other races, though this is fairly standard for Isinblare. While each head does have its own mind and personality, they rarely have opposing alignments, as such would render the whole useless due to constant bickering and arguing.

While sisiutls recognize no known gods, many derive divine magic from the worship of elemental, spiritual, or natural forces.

ADVENTURERS: Sisiutls love magic, and as much of 50% of their population are spell casters of some sort. Multiclassing is common among the sisiutl, a practice which allows both heads to indulge in their favored interests. Martial training is also important to the sisiutls, as they regard the act of honing physical prowess in combat as good exercise for both the mind and the body.

MALE NAMES: Adan & Ardan, Berro & Berrin, Carick & Darick, Eldin & Ertin, Gondal & Thal, Ian & Eltrin, Lucan & Lucas, Rolen & Theren

FEMALE NAMES: Adrie & Sadie, Birel & Biren, Chaedi & Chaeda, Dala & Dasa, Emmi & Enni, Fralas & Frelas, Keyla & Freyas, Mialen & Maylen, Shala & Shela

Dantsikw

Granted to sisiutl on a case-by-case basis by the Winalagilis (sisiutl elders), the dantsikw appears as an ornately carved wooden paddle staff. It can be used as a paddle staff (CERULEAN SEAS CAMPAIGN SETTING) with no particular advantage, though a rare few dantsikw are also enchanted weapons. When examined with divination magic, the dantsikw will exude an aura of strong transmutation magic, thus revealing its true nature.

Dantsikw are only granted to sisiutl who the Winalagilis deem worthy. It is a crime punishable by banishment for a sisiutl to use a dantsikw without permission.

In the hands of a sisiutl, the dantsikw grants that sisiutl the following ability:

***Ice Stride (Su):** Once per day, for up to ten minutes per character level, a sisiutl holding a dantsikw may pass through any body of ice as if it were water. Its passage leaves no trace or track and the sisiutl can occupy a body of ice large enough to hold its form. One willing creature touched by the sisiutl when this ability is activated may be granted the ice stride ability for the same duration.*

When the duration expires, those using the ice stride ability that are still within the ice gain the Entombed condition.

Sisiutl Racial Traits

+2 Strength, +2 Intelligence, -2 Charisma:

Sisiutls are very strong and exceptionally bright. While very talkative and even good at mediating between quarrelling parties, they still have trouble relating to other races. Consequentially, they often seem rude, blunt, and unsympathetic.

Racial Buoyancy: -160, **Depth Tolerance:** 5,000 ft.

Medium Size: Sisiutls have no bonuses or penalties due to size.

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

Bite Attack: A sisiutl has two natural bite attacks that inflict 1d4 points of damage each. These are primary attacks or secondary attacks if the sisiutl is wielding a weapon.

Gills: Sisiutls can breathe underwater indefinitely through gills in their necks.

Advanced Seawalker: Sisiutls move slowly on land. They do so at a movement rate of 10 feet.

Darkvision: Sisiutls can see perfectly in the dark up to 60 feet.

Aberration: Sisiutls are treated as aberrations for the purposes of all spells and effects.

Immortal Spark: Sisiutls gain a +2 bonus on knowledge (history) checks and saving throws against death effects and gain the following spell-like ability:

1/day — *lesser age resistance*.

Magically Mutable: Sisiutls are affected by transmutation spells as if the caster were one level higher. This includes spells that they cast on themselves, as well as spells cast by enemies.

Two and a Half Heads: Sisiutls gain a +5 bonus to Perception skill checks. For magic items, the sisiutl has the same slots as a single merfolk character with twice the number of head and neck slots. A vorpal weapon can lop the head off of a sisiutl on a

roll of 19 or 20, provided that the attack is also a critical hit. Losing one head is still fatal for a sisiutl. Sisiutls share effects regardless of which head is targeted.

Two-Weapon Fighting: At 1st level, the sisiutl gains Two-Weapon Fighting as a bonus feat, regardless of whether or not he meets the prerequisite. Additionally, a sisiutl qualifies to take Improved Two-Weapon Fighting and Greater Two-Weapon Fighting without meeting the Dexterity prerequisite, though he must qualify in all other ways to take these feats.

Languages: Sisiutl begin play speaking Ancient and Common. Sisiutls with high Intelligence scores can choose from any language available to the core races.



Sisiutls in Your Game

Unlike other races, sisiutls present an unusual option: play two personalities attached to one character. This can be done in a variety of ways. First, for the player who wants to play two personalities at once, this is the best option with the sisiutl. This works well because there is only one set of statistics to work with and one character sheet to maintain while providing the thrill of controlling two active personas. Or perhaps two players really enjoy working together; the sisiutl would work well for them as well. Yet another option is to have a player play one half of the sisiutl, and the Game Master treats the other as an NPC. If two people play a sisiutl, they could alternate turns or even encounters as desired.

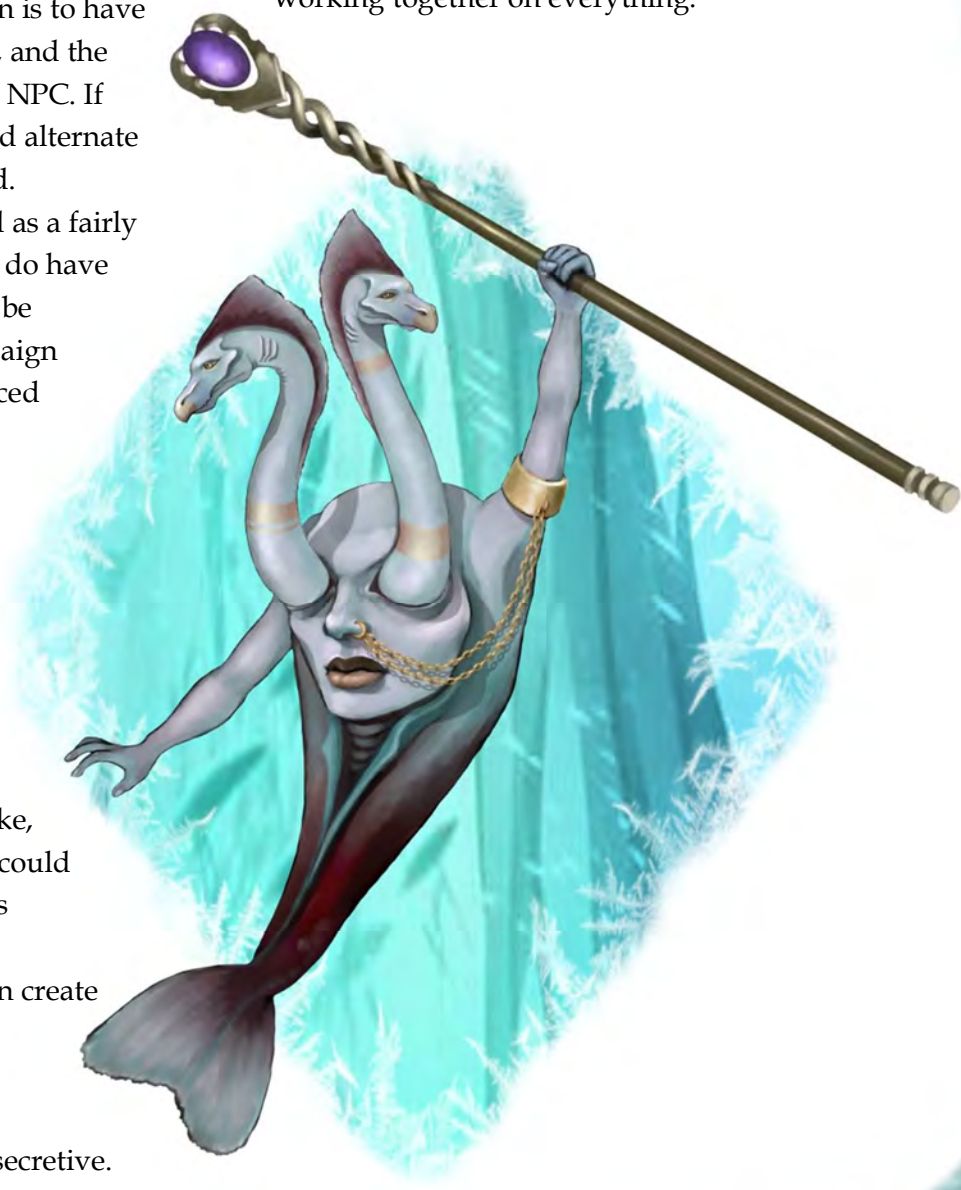
Sisiutls in this text are presented as a fairly fresh race to the world. While they do have ancient origins, it does not need to be entangled with your existing campaign history. This allows them to be placed in virtually any aquatic campaign setting with little work. As is, they require almost no adjustment to your world to begin play immediately.

In games that lack an arctic setting, the sisiutl could make an interesting deep sea or even freshwater creature. They could originate from a city in a remote lake, or deep underground. Sand or silt could replace ice for the mechanics of this conversion.

Optionally, the Game Master can create an alternative back story for the sisiutls. Perhaps they are simply a relatively rare or dying race that is seldom encountered or extremely secretive. Then again, maybe they are from another plane

of existence and are fleeing to your campaign world from a terrible menace. Sisiutl could also be a brand new race that arose from an arcane experiment; a reality altering spell that has gone horribly wrong.

Whatever the case, the sisiutl will make a welcome addition to any undersea game as a the only two-headed PC, an unusual option for a player (or even a couple of players) who are seeking something different, a challenge for the player who likes to play everything, or even a fun alternative for those that really enjoy working together on everything.





The Sunken Relluk

Less than a century after the Great Flood that drowned the world, Admiral Mogogol, lead his fleet into stormy weather. This was not the first time he faced a tempest in the northern waters, and, like all mogogols, he was undaunted by the poor odds of survival. Unfortunately, luck would not be so kind this time out. One by one his ships were gobbled up by the storm. His own ship languished on the waves for several days until finally falling asunder and succumbing to the depths. The admiral, still clinging to the helm, was jettisoned far out to sea into uncharted waters.

He alone survived, floating among the flotsam that used to be his fleet. Months passed without finding shallow depths, while dodging unnamable leviathans, and consuming unfamiliar, sometimes quite unpalatable, sea life. Finally, a small green island was in sight. This place was to be his home for the next decade. Admiral Mogogol became Mogogol the Hermit, a scrawny bedraggled toad, with only a few scraps of sanity remaining.

During his tenure on the isolated isle, he discovered a partially submerged and ancient stone statue. Plants had taken root and gone to flower in the empty cavity atop its enormous head. "Mr. Flowertop" became the mogogol's best friend. Eventually, the frazzled frog recovered the relic from the muck and placed it on a wooden raft (one of several attempts of escaping the currents that continuously dragged him back to his prison.) The strange antique would bob silently alongside the Mogogol, as he survived the perils of solitary life in a foreign wild.

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Meanwhile, atop the world in Fiskheim, a small begoggled agloolik was delving deep within primeval kul vaults. The legendary conquest led by her people provided countless spoils, much of which was stored in large crypts to be gone over at a later time. Sometimes, they were forgotten altogether. Such was the case with this two-thousand-year-old, frost encrusted ice cave. Nakarwink chipped fervently at the enduring rime in search of wonders. In a short time, she was rewarded.

A large cache of magic crystal, an unmistakable product of the "Shining Folk" glittered into view. While the "Shining Folk," or Ibians, had been gone for many millennia, their miraculous crystal technology remained along with their scientific descendants, the agloolik. Although the tiny blue technologists still poorly understood the complicated processes necessary to fabricate the material, they greatly valued it. Nakarwink shuddered with anticipation. "What amazing properties will be beheld?" she thought to herself as she dragged one of the many identical crystal shards back to her lab.

The news of the discovery of a new crystal type wracked the polar city. Nakarwink became a celebrity, and many scrambled to fund research that would certainly lead to the development of a new weapon or military advantage. Despite all this, the mystery of the crystal puzzled Nakarwink and her associates. The crystal, although impervious to all damage, seemed to be entirely inert. Years passed without answers. Eventually, in desperation, Nakarwink turned to the past for answers.

Archaeology and research unraveled a bit of the history of the material. It was originally pilfered from Ibian warships as they traveled far to the southeast during the Kul Wars, likely to meet up with their allies in that region, the Altowans. The kul were victorious in those wars, completely wiping out both the Ibians and the Altowans. Only silt and a few mysterious artifacts remained of their civilizations by the time of the Great Flood, which further buried their existence. Was this mysterious mineral intended to be combined with something that the Altowans had developed? It seemed unlikely, considering that the Altowans were historically regarded as relatively primitive and unquestionably much behind the advanced culture of the "Shining Folk." Regardless, this could only be answered with a field trip to

unbearably tropical waters for further research. Luckily, a single mirror gate was known to facilitate travel to that general vicinity.

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Mr. Flowertop definitely heard something. Despite his companion's muteness and never changing countenance, Mogogol the Hermit was sure of it. Was it voices? Yes, someone out there was talking. It was many years since he had heard any speech but his own, but the noise was unmistakable. Before long, the ragged amphibian and a small, overheated scientist were staring eye to eye, each trying to ascertain friend or foe. After a time, they settled comfortably on friend.

While Nakarwink recognized Mr. Flowertop as Altowan in design, she did not see any significance in the large statue beyond being a signpost that she was in the right location. In fact, she grew increasingly annoyed at her new guide's insistence on dragging the lump of rock everywhere they traveled. They scoured the island from submerged roots to leafy tops, finding not a trace of the lost people. All the while, Mr. Flowertop grinned an eternal toothy smirk at their failure. In rage, no doubt brought about by endless failure and oppressive temperature, Nakarwink tore the vegetation from the pit in Flowertop's head. The hole that remained unveiled a shape that the agloolik knew very well.

The ageless crystal fit perfectly in the aged statue's receptacle. As the odd couple stared in disbelief, the previously cold and lifeless basalt first began to glow with heat. Then, with a great creaking stretch, it stepped deftly forward and asked in a dialect of common that had not been heard for a thousand years, "Who am I?"

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The trio's homecoming was greatly celebrated. Finally the aglooliks solved the mystery, the mogogol found civilization (albeit a bit colder than he would have liked), and the ancient relic found his voice. They all lived and worked together several more decades. Mr. Flowertop proved to be a powerful terrestrial soldier, although he was somewhat weak in an aquatic world. While many attempts were made to manufacture an aquatic equivalent to house his crystal brethren, all were failures. Countless ingenious underwater propulsion systems, aquadynamic hydroforms, and water-resistant materials were tested. None of them withstood the mystical forces of the enigmatic crystal. While Mr. Flowertop remained vibrant and unchanging, his colleagues eventually succumbed to the ravages of time.

After a while, the ancient living statue gathered the lot of soul crystals and chartered a ship to travel back to his land of origin, as the crystal mirror that transported has ceased to function, likely destroyed by expanding imperial forces from the Celadon Shores region. As Mr. Flowertop soon discovered, the empire of the sea dragon stretched for thousands of miles, encompassing his homeland and much of the passage to get there. Unfortunately, the sea-dwelling denizens of this realm were not friendly to anything resembling a land dweller. His ship was forced ashore, hundreds of miles from his destination. Luckily, he befriended a group of rebellious river koi-men, or hitogoi, which very much reminded him of his agloolik family. While the fishmen's scientific approach was much more organic, it was still a process he recognized.

Their partnership, research, and fresh perspective produced the first working sunken relluk, thus paving the way for the future of a new race. What had been forged in the distant past became newly suited for present. After seeing that he was no longer the lone member of his race, Mr. Flowertop committed his obsolete stone body to silt from whence it was wrangled from centuries before. His crystal was used to animate a new relluk's aquatic body. Mr. Flowertop's memory of the shaggy frogman and the tireless tiny scientist was relegated to history, but his soul and their efforts would live on.

Physical Description: Sunken relluks look like a thing from a forgotten time and a lost culture, patterned after the stone bodies that were initially intended for them. Their outer shell is carved from the living wood of a hapa mangrove tree, a semi-aquatic plant known to withstand extreme heat and flourish in volcanic regions. The front of their torso features a stylized tribal face. On this face, mouths are typically large and tooth filled, noses are simple and roughly formed, and eyes are slanted ovals, half-circles, or crescents that glow with light. These torso-faces are unique to each body; vaguely similar only in style and proportion.

Their upper arms, composed of an organic extension of their wooden shell, are thin and bifurcated. Their arms terminate in massive trunk-like forearms replete with rootish talons. A sunken relic has no legs. Instead it has three cylindrical pipes with limited articulation. Jets of water and steam from these extensions propel the sunken relluks through the water with amazing speed. A sunken relluk's body is often decorated with a set of matching gemstones or pearls that fit neatly in special receptacles. Many of these aquatic relluks also enjoy painting their bodies to supply further decoration.

Where a head might be on a humanoid is a large uncut crystal point that glows with heat and light. From this crystal, the sunken relluk sees, hears, and speaks. Its voice sounds almost metallic, with many echoes and reverberations. The heat that a relluk exudes is often evident in the swirling distortion of light in the water surrounding this crystal point.

The soul crystals are impervious to damage, and, aside from glowing softly, are completely inert when not inside a relluk body. Without power gems properly affixed to the relluk's body, the crystal appears as a perfect hexagonal crystal of clear quartz. However, after the correct application of power gems, the soul crystal instantly transforms to match color, general shape, and even facets of the power gems.

Internally, the sunken relluk is a jumble of metal tubes, crystals, pumice stone, and roots. When injured, a sunken relluk bleeds a sticky blue sap that smells a bit like camphor. Serious

wounds are also accompanied by plumes of steam and a terrible sputtering sound.

Unlike many other types of living constructs, relluks need water in order to thrive. When not submerged, the sunken relluk begins to overheat rapidly. Within 5 minutes, the relluk becomes exhausted. After an hour after being above water, the sunken relluk will die. Spells that allow aquatic creatures to move and survive on land or breathe air may mitigate or abate these effects at the discretion of the Game Master.

Unlike their terrestrial versions, the sunken relluk may wear normal armor, though they often do not bother with it. Even with allowances for varied forms common to aquatic armor types, aquatic relluks must pay twice as much for custom-made, well-fitting armor that doesn't interfere with propulsion or water intake valves. Otherwise, unmodified armor will cut the sunken relluk's base swim speed in half.

ECOLOGY & SOCIETY: At last count, there are exactly 2,012 known soul crystals in the world, most of which are attached to sunken relluks. More could exist somewhere, yet to be found. After the demise of Flowertop, a small group of relluks formed to build new bodies, recover crystals from dead relluks, find new soul crystals, and generally act as caretakers for the new species. They now call themselves the kahikua, and one can expect their agents to show up wherever a relluk was known to be slain to collect its soul crystal. The kahikua are the closest thing that the sunken relluks have to parents. Most relluks alive today have new bodies constructed by this society.

Unfortunately, the memory of a relluk is thought to be contained in its complex mask-body, not the soul crystals, and thus is destroyed when the relluk is slain. A newly awakened relluk is generally a blank slate. The soul crystal does seem to convey a few important aspects, however. Personality traits, class tendencies, and general disposition all seem to be some intangible quality of these crystals. For example, when a soul crystal is retrieved from a relluk that was known to be a capricious rogue, it is very likely that this crystal will yield another impulsive scoundrel type — though of first level, without memories or

experience. It is also quite possible that although both relluks started out as the same class with the same general personality, they will lead markedly different lives.

Relluks do not age, have gender, or share many biological processes common to other races. Still they seem somewhat more organic than many other living constructs, as they still need to breathe and drink. In addition, their makeup prevents embedded and attached components, aside from the power gems. The wood they are made up of retains its original life as well, often needing to be pruned of root-tendrils and the occasional leafy sprout. If left unchecked, these growths could impede movement and function of the body, so they are often cared for diligently.

RELATIONS TO CORE RACES: Sunken relluks are extremely varied in personality, despite their small population. Relluks are surprising in that such an alien-looking creature is still very capable of depths of emotion, humor, and even love. Of course matters of gender and reproduction confuse them somewhat, though they often relate to the concept of family as they share the same reverence for the Kahikua. In some ways, they are envious of the natural born; often believing that the other races are much more advanced than they are. This may lead to a bit of an inferiority complex in some cases.

Most races are put at ease by a relluk's gentle and easy-going personality. It is easy to imagine relluks as big, lovable guys in some sort of bizarre mask. They get along especially well with merfolk, mogogols, aglooliks and koi-men. Relluks often lack the grace required for sea elven etiquette, and relations between relluks and sea elves are consequently strained. Most other aquatic races are generally indifferent towards relluks, seeing them as somewhat scary but mostly harmless.

DISTRIBUTION: The sunken relluk's homeland and origin is the Southern Sapphire Isles location in a region known as Celadon Shores, just north of the equator. Thousands of miles across open water to the south, the Cerulean Seas flourishes. Regardless, of their remote origins, sunken relluks are often very adventurous and quite worldly. The races that

contributed to the creation of the race were widely distributed and quite diverse.

Consequently, many relluks go on long sabbaticals to investigate the homeland of Mogogol the Hermit (Cerulean Seas core), Nakarwink the agloolik (Indigo Ice), and the koi-men (Celadon Shores), leading them into three very different realms. As they are immune to pressure, they could even conceivably be found in the crushing depths of the Azure Abyss.

ALIGNMENT & RELIGION: Relluks are generally kindhearted, good-aligned creatures who seem to have a hard time comprehending senseless violence and cruelty. They can also be quite fierce, and are often overprotective, territorial, and suspicious of strangers. Many express feelings of being lost or without purpose. Much of this is attributed to the reason they were created in the first place; as protectors and guardians. Unfortunately, their charge has long ago crumbled into oblivion.

Relluks often have trouble relating to religious endeavors, as they have no patron deity and they know little of the religion of their human creators. In addition, they do not believe in an afterlife, as they think of their souls as tangible objects—the soul crystals. Of the few divinely focused relluks, paladins are much more common than clerics, and can often be found defending some goodly temples.

ADVENTURERS: Often, sunken relluks adventure to find clues of their past. Some intend to unravel the mystery of the soul crystals. Others are simply trying to recover relics of lost civilizations in order to glean some more hints of their ancient creators. Relluks will also join an adventure to protect the land they live in, recover lost property, or to gain power.

Most sunken relluks are of martial classes; though often too big and clumsy to be rogues. Relluks do have a natural attraction to arcane and primal forces as well, feeling that they are a mystical merger of both. Wizards and kahunas among them are not terribly uncommon.

NAMES: Baluk, Diwi, Fjow, Gerwiki, Hiwu, Iji, Kuwu, Lonu, Muluki, Nimuku, Pakwuk, Rukk, Tugwi, Ulu, Wuki, Zuwuki.

Sunken Relluk Racial Traits

+2 Constitution, +2 Charisma, -2 Dexterity:

Sunken relluks are built like tanks and have lovable and vibrant personalities.

Unfortunately, their bulky form makes them somewhat clumsy.

Racial Buoyancy: +25, Depth Tolerance:

Immune to pressure

Medium Size: Sunken relluks have no bonuses or penalties due to size.

Fast Swim Speed: Sunken relluks move at base swim speed of 40 feet. They cannot move on land.

Living Construct: Unlike other constructs, a sunken relluk has a Constitution score, makes Fortitude saves, and is not immune to mind-affecting spells or abilities. Relluks are also at risk from death from massive damage, nonlethal damage, stunning, fatigue, exhaustion, ability damage, ability drain, death effects, and necromancy effects.

Relluks do have immunity to poison, sleep effects, paralysis, petrification, disease, nausea, effects that cause the sickened condition, and energy drain. A relluk does not need to sleep, though a relluk wizard must still rest for 8 hours before preparing spells.

A sunken relluk can heal lethal damage both naturally and magically. They can be affected by spells that target living creatures as well as by those that target constructs. Spells from the healing subschool and supernatural abilities that cure hit point damage or ability damage provide only half their normal effects to a relluk. A relluk is made of living wood, stone and non-ferrous metal, and is subject to spells that affect creatures made of or wearing these substances.

Power Gems: A sunken relluk can use small quartz crystals and gemstones to gain access to special racial powers. Please see the Power Gems section for details.

Boiling Spray: Once per round, a sunken relluk can spray boiling water from its torso-mouth into an adjacent square. Creatures that end their round within that square take 1 point of steam damage per character level of the sunken relluk. The effect lasts one round and is initiated as a standard action that does not provoke an attack of opportunity.

Luminescent: A sunken relluk's soul crystal consistently sheds as much light as a torch.

Natural Armor: Sunken relluks have a natural AC bonus of +2.

Languages: Relluk begin play speaking Common. Relluks with high Intelligence scores can choose from the following: Agloo, Aquan, Boggard, Ceti, or Hitogoi.



Power Gems

Most “power gems” are not true gemstones at all, but merely common quartz crystals or semi-precious stones which are cut and polished to appear gem-like. These stones are embedded throughout the sunken relluk’s wooden shell, eleven stones total. Power gems need not be enchanted, though they are specially crafted from extraordinary mineral specimens specifically for the purpose of fitting into the relluk’s gem receptacles. Optionally, power gems can be intricately faceted, which adds 50 gp. to their cost, but cause the relluk to grow thorns all over its body. This has the same effect as armor spikes, described in the equipment section of the *PATHFINDER ROLEPLAYING GAME*.

To be at all useful, power gems must be comprised of a homogenous and complete set; eleven power gems of the same type. Any variation and they cease to function. When activated by placing them in the correct receptacles, they radically change the appearance of the soul crystal’s color, shape, and texture.

Actual gemstones can be used in place of the quartz variations to greatly enhance the racial power that they convey. The cost of true gemstone power gems is five times the cost of the quartz variety. For the true gemstone varieties, double all numeric values listed in Table 1-4 under the power heading. For example, a relluk wearing peridot power gems gains acid resistance 10, instead of acid resistance 5. In some cases, such as pearls and brill stones, there is no quartz equivalent. In these cases, the cost listed on Table 1-4 is the cost of the gemstone, and the power is not doubled.

It is not easy to remove or place power gems, as they are tightly fastened and must be latched into their receptacles. It takes 3 full rounds to remove the gems, and an entire minute to apply them. The effect begins when the last gem is placed and ends when the first gem is removed.

Optionally, decorative stones can be worn in the power gem receptacles for a purely aesthetic effect. Decorative stones have a base price of 3 gp for a set, but may be more depending on quality and material. The cost of a single power gem is one twentieth the cost of the power gem set. Power gems have -1 bu each, regardless of type.

TABLE 1-1: POWER GEMS

Quartz Power gem	Gemstone Equivalent	Cost	Power (all bonuses are considered racial bonuses)
Decorative	Any*	3 gp	none
Aventurine	Peridot	250 gp	acid resistance 5
Agate	Opal	5 gp	+2 on Knowledge (arcana) and Spellcraft skill checks.
Black Onyx	Jet	350 gp	+1 natural AC
Blue Quartz	Amethyst	100 gp	+2 on Will saves vs. mind-affecting spells and effects.
Carnelian	Jacinth	20 gp	+5 feet to your swim speed
Citrine	Topaz	300 gp	steam resistance 5
Green Jasper	Green Jade	1,500 gp	gain fast healing 1
Milky Quartz	Turquoise	10 gp	+2 on Heal and Survival skill checks
Prasiolite	Emerald	2000 gp	cold resistance 5 and sonic resistance 5
Rainbow Quartz	Tourmaline	200 gp	+2 on saves when examining an illusion effect to notice if something is amiss
Red Jasper	Ruby	150 gp	gain darkvision 60 feet
Rock Crystal	Moonstone	25 gp	+2 on Perception and Stealth skill checks
Rose Quartz	Garnet	75 gp	+2 on Sense Motive and Diplomacy skill checks
Rutilated Quartz	Tiger Eye	50 gp	+2 on saves vs. effects that cause blindness, deafness, or dazzled conditions
Sardonyx	Sapphire	750 gp	electricity resistance 5
Smoky Quartz	Obsidian	10 gp	+2 on Reflex saves vs. effects with a steam or electricity descriptor
Gemstone Only	Black Diamond	75,000 gp	DR 5/adamantine
Gemstone Only	Black Pearl	20,000 gp	see in darkness of any kind, including that created by deeper darkness
Gemstone Only	Blue Diamond	250,000 gp	Gain steam resistance 20 and cold resistance 20
Gemstone Only	Brill (green or blue)	300,000 gp	Gain the special quality of change shape (sea elf, polymorph)
Gemstone Only	Brill (red)	500,000 gp	Gain the special quality of change shape (deep drow, polymorph)
Gemstone Only	Pearl	5,000 gp	gain all-around vision and cannot be flanked
Gemstone Only	Red Coral	250 gp	gain the freeze special quality (hide in plain sight as an inanimate object)
Gemstone Only	White Diamond	100,000 gp	Gain regeneration 1 (acid)

*for decorative gems, any gemstone may be used that is not listed here. Base cost is modified according to quality and material.

Gemstone Descriptions

Listed below is a brief description of each gemstone.

Agate: translucent brownish-red stone with pale stripes, swirls, and/or spots.

Amethyst: transparent purple gemstone

Aventurine: translucent blue-green quartz

Black Diamond: Same material as white diamond, except greyish or brownish black and less transparent

Black Pearl: a hard, lustrous black spherical mass formed within the shell of a pearl oyster. It often has rainbow or peacock pearlescence

Blue Diamond: Same material as a white diamond, but with a blue hue.

Blue Quartz: translucent blue quartz

Brill: A mystical gemstone that glows with light. Brill was once a living elf during the age of the drylanders.

Carnelian: translucent brownish-red quartz

Citrine: transparent yellow-orange quartz

Emerald : transparent green gemstone

Garnet: clear violet-red gemstone

Green Jade: opaque green stone, often with interesting patterns and layers

Green Jasper: opaque speckled green quartz

Jacinth: red transparent variety of zircon

Jet: opaque black petrified wood

Milky Quartz: translucent white quartz

Moonstone: translucent pale-yellow opalescent stone

Obsidian: opaque glossy black stone

Onyx : opaque black quartz

Opal: translucent white opalescent stone

Peridot: transparent dark green gemstone

Prasiolite: translucent mint-green quartz

Rainbow Quartz: clear quartz crystal with scintillating rainbow colors on its surface

Red Jasper: opaque speckled brick-red quartz

Rock Crystal: clear quartz crystal

Rose Quartz: translucent pink quartz

Ruby: transparent deep crimson or purple to pale rose stone

Rutilated Quartz : clear quartz with thin dark stripes running through it at odd angles

Sapphire : transparent deep-blue gemstone

Sardonyx: opaque quartz in which white layers alternate with sard (red)

Smokey Quartz: semi-transparent dark grey quartz

Tiger Eye : opaque brownish-yellow stone with scintillating stripes

Topaz: transparent yellow gemstone

Tourmaline: multicolored transparent gemstone, often green and pink, but can be nearly any color or combination of colors.

Turquoise: opaque blue-green stone

White Diamond: clear and colorless crystalline form of pure carbon, the hardest naturally occurring substance

White Pearl: a hard, lustrous white spherical mass formed within the shell of a pearl oyster.



Sunken Relluks in Your Game

The sunken relluk race is full of mystery. What was the ultimate plan for the relluks? How did the Ibians and the Altowans, civilizations on opposite corners of the planet, come to conspire to build them? Why did the aglooliks fail while the hitogoi succeeded? These questions could simply be unsolvable mysteries. However, they may also make interesting plot hooks and spur on other remarkable adventures.

Some features of this race may also provide launching platforms for further adventure. Perhaps the rumor of a large cache of soul crystals has surfaced. Even the power gems may provide a source of adventure. It is very possible that the Altowan civilization enchanted several sets, now pilfered and scattered throughout the world. Since they do not work without all eleven gems, the sunken relluk PC may find itself on a perilous odyssey to assemble a complete set with particularly strong enchantments.

Despite their prehistoric roots, sunken relluks in this text are presented as a fairly fresh race to the Cerulean Seas Campaign Setting. While they do have ancient origins, this does not need to be entangled with your existing campaign history. After all, the sunken relluk spent most of recorded history as inert crystals. This allows them to be placed in virtually any campaign setting with little work. As is, they require almost no adjustment to your world to begin play immediately.

However, if this ancient spin does not work well with the concept of your game world, there are alternatives.

The sunken relluks may be a new invention. It is quite possible that the hitogoi, or some other primitive but highly mystical culture stumbled upon the secret of creating life. They could also be a spawn of the elemental planes themselves — an aspect of order from the astral plane manifested in the three elements. Whatever the case, the sunken relluk would make a welcome addition to any Cerulean Seas game as a new living construct, an unusual option for the player who is bored with standard equipment, a challenge for the player who has played everything, or just a good match for those that enjoy adding a bit of ancient mystery to the game.





The Woggle

Ever hear of Boggles?
I shall sing of such.
Boggles were the first.
Clad in gear and goggles,
Made to carve and cobble,
Science was their thirst.

From goblins they were craft.
I shall sing of such.
Secret oni spell:
Doctored adept from daft.
War the ogres' draft,
Boggles served them well.

But big brains set them free.
I shall sing of such.
They built ships to fly.
The boggles, they did flee.
The oni end their spree,
Hopes set off to sky.

Oni king seeking knaves.
I shall sing of such.
Minions sent to jail.
Fiends locked away in caves.
A crime to lose your slaves.
No mercy for fail.

And then came the Flood.
I shall sing of such.
Waves rose, prisons sank,
Caves rife with surf and sud,
Grindyflows sprout from mud,
Lodge so dark and dank.

The captive oni muse.
I shall sing of such.
Boredom shall ensue;
Weary immortal views
Within eternal zoos;
Sea goblins will do.

So a gem from a wretch.
I will sing of such.
Water boggles bent
For skill at song and sketch,
No work wrought or wrench fetched,
Just entertainment.

But forever few lasts.
I won't sing of such.
Woggles escape too.
Ungrateful for our pasts,
But thankful for our casts
Midst the seas so blue!

"I Shall Sing of Woggles,"
by Crescendo Falasol, Woggle Poet.

PHYSICAL DESCRIPTION: Woggles are essentially alchemically altered grindylows, and share much in common with these creatures. Like grindylows, a woggle looks like a wide-mouthed goblin from the waist up and a writhing, slimy octopus from the waist down. They also have the characteristic rows of sharp teeth. However, their coloration is markedly different as woggles are uniformly tannish-orange in color with luminescent, sky-blue, pupilless eyes. In addition to hue, the woggle has slightly less primitive features, including five-fingered, amazingly dexterous hands with flattened nails. They also possess articulate lips that cover their teeth and give them permanent boyish grins.

However, it is a woggle's mannerisms that set it apart from a common grindylow most of all. All woggles are impeccably polite and refined. Their voices are clear and intelligent. Their vocabularies match their demeanor and they often speak with colorful words that sound almost poetic at times. Despite being a goblin-octopus hybrid, they are astonishingly charismatic creatures.

Woggle love to dress up as well, often wearing several layers of fine and flattering clothes. As many woggles acquire skill in tailoring, they often make their own outfits or have close family that makes apparel for them. Only their upper halves are so dressed, as their lower octopus-halves somewhat have a mind of their own, and carelessly writhe, wriggle, and pluck free of any attire or other adornments.

ECOLOGY & SOCIETY: Woggles were magically crafted by immortal ogre magi that were once protégés of Dianlor, the same oni who made the boggles during the age of the drylanders. When the boggles escaped their bondage, Dianlor punished his closest advisors by magically sealing them in caves to spend the rest of their eternity isolated.

After the Flood, grindylows invaded their swamped prisons in great swarms. The combination of boredom and a need to vindicate themselves from their previous mistakes, they altered the boggle formula to work on the grindylows. However instead of mechanical genius, the oni mages focused on honing their artistic genius. Thus the imprisoned ogre magi had a reliable source of entertainment during their everlasting prison sentence.

At some point, at least a few woggles escaped, perhaps by the same routes that their grindylow ancestors had entered. These refugees never speak of the location of where they came from, fearing that someone might try to release the oni. Wherever the prisons' whereabouts, it most likely harbors several powerful oni with several woggle slaves, and it is also probable that it rests somewhere near the northwest corner of the Cerulean Seas, as this is where woggles first appeared. The majority of woggles, however, have no idea of the location, as the exodus happened at least a generation ago and was not handed down.

Woggles brought with them many foreign concepts including unique fashion, the Bard PC class (as presented in CELADON SHORES), and several new forms of music and musical instruments. Their oni captors no doubt instilled in the woggles many defunct drylander style concepts, adapted to their suddenly water-filled domiciles. As ex-slaves, the woggles value freedom above all else, often joining the fight to liberate others.

Though woggles have the binary genders of male and female, it is nearly impossible to tell them apart unless one knows a bit about octopus anatomy (the males have a slightly modified third right tentacle). Consequently, the woggles focus very little on gender. They are oviparous, laying up to three eggs at a time. Both parents work equally to raise their

offspring, exposing them to as many forms of art as possible.

While woggles mature very quickly, they have dismally short lifespans. Worse still, the onset of venerable age also comes with a peculiar form of senility that causes their elderly to degenerate into ravenous lunatics. As a result, they cherish and celebrate what time they have whenever they can. They often remain cheerful, even in the direst situations. This optimism is decidedly contagious, making them great for morale.

Above all else, woggles value art and entertainment. They spend the better part of their lives honing one particular artistic skill or another. While they are especially drawn to music, some woggles become great painters or sculptors. Others excel in magical or comedic performances. If it is artistic, there will be a woggle that shines at it. They love the spotlight!

RELATIONS TO CORE RACES: Woggles aim to get along with everyone, adapting their decorum range from the most solemn nommo courts to whimsical nixie revelries. As a result, they tend to make friends with everyone. Relationships particularly excel with those races that value art and entertainment, which especially includes most feykith races. They also share a special kinship with mogogols whose mania revolves around art of some fashion. Grindylows are the only race known to fear and hate woggles, as grindylows often assume that the woggle's condition is somehow contagious.

ALIGNMENT & RELIGION: Woggles have no religion to speak of, though many admire the song and art that often accompanies faith-based establishments. Most woggles are good aligned, though some particularly obsessed woggles have a more neutral outlook. Only the most eccentric woggles take up paths of evil, and often assuming the role of dangerously charismatic sociopaths. Woggle society abhors these

individuals, and will actively hunt them down and end their existence before it can tarnish their racial reputation.

Most woggles have a chaotic outlook, being recently descended from captivity. Woggles love their freedom, and do not appreciate the confines of law. Despite this, they are immaculately courteous and thus still fit in well with lawful races and cultures.

ADVENTURERS: Woggles adventure for many reasons, but chief among those reasons are to find a new fans, to hone their art, and to look for inspiration. Even in battle, they will find a way to incorporate their artistic talent, be it singing of their triumph or brandishing a newly crafted banner.

It is no surprise that woggles love to take up the roles of Bard and Siren. Even those who start in other classes may multiclass to glean the artistic benefits of these performance-based classes. They also love magic and are quite comfortable around wizards and sorcerers. A few will become rogues, as it helps make ends meet and they are particularly suited to rogue-type skills. They tend to avoid most martial classes, though do count a few "warrior poets" among their ranks.

NAMES: A woggle's first name is often a musical or artistic term, often something with many syllables. Many also have surnames which were once the first names of the original woggle refugees. These surnames are always made up of three solfège syllables (Do, Re, Mi, Fa, Sol, La, and Ti). This was a clever way the oni used to name the woggles, and is no longer used as a primary name. Though they honor their surname in remembrance, they do not like being referred to solely by their last name.

Common first names include: Allegro, Aesthetic, Chromatic, Crescendo, Ephemera, Gouache, Impasto, Pastel, Staccato, Verismo.

Common surnames include: Doremi, Sollado, Fatila, Mitido, Rerela, Falala, Lasolda.

Woggle Racial Traits

+2 Dexterity, +2 Charisma, -2 Wisdom:

Woggles are quick and surprisingly charismatic, but are often naive.

Racial Buoyancy: -30^B, **Depth Tolerance:** 600 feet.

Darkvision: 60 feet.

Small-sized: Woggles are Small creatures.

They gain a +1 size bonus to AC, a +1 size bonus on attack rolls, a -1 penalty on combat maneuver checks and to their CMD, and a +4 size bonus on Stealth checks.

Type: Woggles are aberrations with the aquatic and goblinoid subtypes.

Amphibious: Woggles have the aquatic subtype, but they can breathe both water and air.

Slow Speed: Woggles can scuttle about on land with their tentacles and have a base speed of 15 feet.

Swim Speed: Woggles have a swim speed of 30 feet.

Jet: Woggles can swim 200 feet backward as a full-round action. A woggle must move in a straight line when jetting and does not provoke attacks of opportunity when using this ability.

Natural Armor: Woggles have tough, rubbery skin that grants a +2 natural armor bonus.

Artistic Genius: At first level, woggles gain an additional skill rank and a +2 racial bonus to skill rolls which they must apply to one of the following: Craft (calligraphy, clothing, musical instrument, paintings, or sculptures) and Perform (any). These skills are always considered class skills for a woggle.

Tangling Tentacles: Woggles have constantly writhing tentacles that reach out to tug at and trip adjacent foes. During the woggle's turn, it can make a single trip attack against any adjacent foe as a swift action. The woggle gains a +4 racial bonus on trip attacks with its tangling tentacles, and if it fails to trip a foe, that creature can't attempt to trip the woggle in retaliation.

Languages: Woggles begin play speaking Common. Woggles with high Intelligence scores can choose from any of the following: Aquan, Delatari, Goblinoid, Halbok, Nixish, Lok'tar





Woggles in Your Game

While grindylows are a fairly common nuisance in the seas, woggles are a fairly new race to the world. In any aquatic campaign that includes grindylows, woggles could easily be their descendants or subrace. If such is the case in your campaign setting, the woggle race requires almost no adjustment to your world to begin play immediately. Because they do not have a lineage that they can trace, woggles lack tradition, language, and history common to other PC races.

In most games, grindylows have a terrible reputation for being stupid mischief makers or dangerous pests. Woggle PCs may need to overcome this stereotype. If woggles are introduced as a brand new development in your campaign world, woggle PCs may have a slight disadvantage during social encounters. Though they also might have a slight advantage when dealing with grindylows, who may not realize

whose side the woggles are on. In any case, it will be a surprise to all when the apparent grindylow is the one who barter peace through diplomacy, paints a veritable masterpiece, or sings a complex ballad flawlessly.

If your undersea campaign setting does not include grindylows, for whatever reason, woggles could still be possible in your game. Perhaps they were a relatively unknown race until they entered a flourishing renaissance. Maybe they are from another world, which just happens to place a high regard on art or style. Yet another possibility is that they were magically created from scratch—the result of a powerful wish gone awry.

Whatever the case, the woggle would make a welcome addition to any game as the resident virtuoso, an unusual option for the player who is also a musician, a challenge for the player who has played everything, or just a good match for those that like to use their creative talents.



New Racial Subtype: Planars

As philosophers we often pontificate on the existence of other realms. We talk of the esoteric outer planes, replete with heavens and hells, seas of gold, and shores of pearls. We theorize about the significance of the inner planes; the domains of alchemy and elementals. Our priests pray to beings from beyond. Our wizards draw up sigil and gesture to tap into these dimensions. But we barely know the depths of our own realm. Who among us can tell me what rests a thousand fathoms down from this very spot? Something sinister we imagine. And yet prodding far off worlds is somehow safer? But more importantly, who or what are we letting through? What do they want from us?

We all know a triton or a genai. We have heard tales of the daughters of the Apsar. Ashrays even haunt these waters now. We feel safe because our fathers have known them too. We are calm because their bloodlines mingled with this world, thereby giving them vested interest in it. But let us not forget the blood of aliens also pulses through their veins. Just as we know not what abyssal terrors may lurk beneath us, we are clueless as to what prowls in the souls of these creatures. What cosmic terrors have we allowed to be unleashed on our homes, our children, and, ultimately, our world?

Let me tell you a tale. A young mage, an aspiring mind full of wanderlust and curiosity, opened a portal to one of the most innocuous-seeming realms, an inner plane we all know as the Elemental Plane of Water. This huge, wondrous plane certainly seemed like a whole new ocean to explore. And he was no fool. He was well armed with relic and spell, and could likely face any danger he could find on his own home turf. But this other world, this strange alien realm, it follows different rules. He met a creature there, a benign and compatible looking female creature. She beguiled him and convinced him to lead her back to his world...our world. When she arrived,... well folks, she was a marid, an angry and capricious creature from another dimension whose magic follows different laws than ours does. She rained havoc on this mage's community for weeks before she was stopped...and she took a large chunk of the Delatarian army with her. The mage? We never found his body. He might be a fish now, or maybe disintegrated. In any case, it took powerful divination magic to even tell you this much about him. He should have never meddled in this creature's world, and he and his community paid the ultimate price for it.

This is but one of many tragic tales of woe; what happens when we deal with the terrible beyond. I beseech you all. Let us examine more closely these aliens among us. Let us restrict their access to our cities, our homes, and our lives. If we do not act now, our very world might be in peril. The planars must not be allowed to remain. They must go back to where their ancestors came from!

—Torim Vendarsil, Seafolk Conspiracy Theorist
and forefront of the Anti-Planar movement.



Planars *[optional PC race]*

The umbrella term “planars” originally referred to races born in this realm with ancestry from both a watery extraplanar source and that of a drylander race, often human. Later, the term came to encompass other, non-drylander natives of this realm with extraplanar heritage. Regardless of their ancestral composition, a planar’s other-worldly ancestry gives them innate magical powers, and makes them formidable forces in the Cerulean Seas.

The Great Flood did not mean an instant demise for all drylanders. Nearly a century of struggle ensued until they went extinct. During that time, many drylanders looked for a way to continue on through their offspring; making deals, magically compelling, and generally coupling up with extraplanar entities that were strongly aligned with aquatic life. In many ways, this worked, as is evident in the many thriving communities of planars. However, being the descendants of both drylanders and/or what amounts to alien invaders did not lend well to their acceptance in the seas, and even today planars are viewed with no small measure of suspicion and prejudice.

Nevertheless, the planar’s sway with other, often very powerful, otherworldly influences have rooted them firmly into undersea culture. While not particularly well-trusted, none of the other races dare mount siege on planar communities. Paradoxically, most non-planar races view their alliances with planars as something to be taken very seriously or even nurtured.

The planar PC race subtype is unique among the other subtypes in that it is far more encompassing. In most cases, two different planar types share no common origin at all, unless they share some human ancestry. Even in those cases, the humans involved hailed from desperately different cultures and backgrounds. Likewise the particulars involved in the creation of each race can be vastly different, though often quite well known. For example, apsaras are the natural union between avenging apsars and seafolk, while brothers of frost are the descendants of a human cult that infused their bodies with the essence of frost salamanders.

Planar Racial Traits

All planars have the following racial traits unless noted otherwise:

Type: Planars are outsiders with the native and aquatic subtypes.

Darkvision: All planars have Darkvision up to 60 feet.

Landwalker: Most planars can move on land at 75% of their swimming movement rate. (Apsaras are the exception).

Hydro-respiration: The respiration organs of planars require water instead of oxygen. While the planar can avoid suffocation by absorbing water from the humidity in the air while on land, areas of low humidity will cause the planar to suffocate.



HAI NU

KIRAH

SPIRIT
FOLK

TRITON

Other Realms

Below is a brief summary of the otherworldly realms that comprise part of the ancestral origins of the planars.

Astral Sea: The astral sea, also known as the astral plane, is a transitive plane consisting of a silvery void that connects the Material and Inner Planes to the Outer Planes, the astral plane is the medium through which the souls of the departed often travel to the afterlife. A traveler in the Astral Plane sees the plane as a vast empty void periodically dotted with tiny motes of physical reality calved off of the countless planes it overlaps. While a small portion of these pockets of reality are aquatic, the astral sea, despite its common name, is seen as a plane primarily inhabited by drylanders, or the souls thereof.

It is for this reason that apsaras are so firmly classified as planars, even though they also descended from seafolk. Apsars (the astral ancestors of the apsara), despite their merfolk-like appearance, are often formed from the lost souls of sea-loving humans. So, in an odd sort of way, apsaras meet the classical requirements of being descended from both humans and extraplanar beings, albeit both heritages coming from the same source.

Elemental Plane of Water: This inner plane is, by far, the most encountered and important inner plane known in the Cerulean Seas Campaign Setting. Tritons, marids, and many other creatures call this plane home. Most everyone in the sea knows at least one denizen with strong ties to this realm, be it Shazalarian triton or genai. The Elemental Plane of Water is an endless expanse of water with no surface and no sea bed with sporadic motes of other elements.

Kokytos: The minions of Saloth, the otherworldly ancestors of the kirah, come from a large pocket of liquid water located in the abyssal sea of Kokytos. While most of the sea is frozen, several pockets of stagnant water do exist, each fiercely guarded by a major demon or minor evil deity. Of course, Saloth the goddess of the deep drow resides in the largest subglacial lake of this realm, guarded by a legion of her minions.

Like the apsara, kirah also have native aquatic ancestry. Their relegation to the category of planar is similar to the apsara as well, in that the abyss is seen as a primarily drylander realm, and the souls rendered there are principally from drylander sources.

Para-elemental Plane of Ice: Like Kokytos, the para-elemental plane of ice is mostly frozen, but has gigantic pockets of crystal clear elemental water. Being the fringe realm of the elemental plane of water, the plane of ice shares many similar qualities of this inner plane.

The brothers of frost descended (in the most broad sense) from frost salamanders that used to inhabit these watery pockets in great numbers. Centuries before the cult that became the brotherhood formed, frost salamanders began disappearing in great numbers and haven't been seen at all since not long after the brotherhood formed.

Spirit Realm: The Spirit Realm may be a deeper extension of the plane of shadow, and is therefore a vague replica of the material plane. As such, it is also mostly aquatic. It also has several layers, each slightly different reflections of our own world, as if seen by many different perspectives. Of these iterations, there are three which will be referenced here: Chikushudo, Jigoku, and Tengoku.

Chikushudo, is the Realm of Animals and the Yokai. It is much like the material, except it is as it would have been without civilization or progress. Jigoku is the Realm of Evil and the Oni. It is a nightmarish realm that looks much like an apocalyptic version of the material. Tengoku is The Realm of Celestial Heavens, and the home of the greater kami. The polar opposite of Jigoku, the realm looks like the material but everything is just a bit better.

Spirit folk descended from the entities of two of these realms, as well as humans. Their oni heritage can be traced to Jigoku and their kami heritage goes back to Tengoku. Hai nu are yokai-kin, and they are descended from the offspring of humans and fish spirits from Chikushudo.

The Well of Worlds: This "realm between realities" is detailed later in this tome. It is home to the ash-rays.

Apsara

Apsar are powerful good aligned merfolk-like entities who dwell in the astral sea. Few ever visit the material plane, except for the avenging apsara. This extra-planar policeman has the specialized task of tracking down psionic criminals who flee to aquatic realms. Most avenging apsaras are either in pursuit of a specific felon, or patrolling an area in hopes of locating one. Many will use their metamorphosis ability to go undercover; often posing as a common seafolk in order to get close to their mark unnoticed. It is often during these undercover encounters that apsara come about.

Apsaras are the descendants of apsar (usually avenging apsaras) and seafolk. While not always lawful or good, they do have an innate tendency towards these alignments. Natural psionic talent also encourages them to take up psionic classes. Apsara heritage can actually hide for generations, with a child suddenly unveiling a cross-dimensional love affair in ages past. The majority of apsaras seem to be female, though males are not unheard of. Most parents, despite the prejudice against planars in general, look upon the birth of an apsara as a good omen, especially if it is a male child. A young apsara male is often referred to as a "golden child," and will likely have great expectations laid upon him.

Physical Description: Apsaras retain much of the visage of their extraplanar parent, including golden scales, pointed ears, dark hair, and lack of a nose. However, they also lack the pelvic fins and yellow stripes that are characteristic of full-blooded apsar. Aside from these characteristics, it would be easy to mistake an apsara for a seafolk at a distance.

Society: Most apsara grew up cautious around others and sometimes misunderstood, though never to the hateful extent many of the drylander bloodlines are. Even those raised by understanding seafolk parents could not escape their strangeness, or the curiosity (or even fear) that their unique nature sometimes provoked. Many apsara even suffered prejudice, something that deeply hurts their psychology since most have an inherent bent towards empathy and justice for others.

APSARA RACIAL TRAITS

+2 Charisma, +2 Dexterity: Apsaras are charming and graceful.

Racial Buoyancy: -0, **Depth Tolerance:** 1,000 feet

Medium: Apsaras are Medium creatures and have no bonus or penalty due to size.

Very Fast Swim Speed: Apsaras have a base swim speed of 50 feet.

Sea-strider: Apsaras have a base land speed of 5 feet.

Fast Swim Speed: Apsaras have a base swim speed of 50 feet.

Merfolk: Apsaras have the merfolk subtype in addition to planar.

Psi-Like Ability: Apsaras can use *minor metamorphosis* once per day as a psi-like ability (manifest level equals the apsara's class level). (WAVES OF THOUGHT)

Celestial Resistance: Apsaras have acid resistance 5, cold resistance 5, and electricity resistance 5.

Languages: Apsaras begin play speaking Common and Celestial.

Apsaras with high Intelligence scores can choose any language that is also available to seafolk.

Apsaras rarely have societies of their own, preferring instead to integrate into small communities within seafolk society, or just assimilating into seafolk culture entirely. Some even use their metamorphosis ability to blend in seamlessly. Very few apsara have siblings who are also apsara. As a result, most apsara will often gravitate towards others of their kind.

Relations: Apsara, despite their seafolk ancestry, do not typically feel a strong draw to their kin but instead felt a stronger bond with other planars. Many apsara enjoy the company of planars and other races of goodly or alien origin such as morgens and mogogols. However, because they are branded as planars, relations with the core races, even among the seafolk, are somewhat strained and littered with prejudice and suspicion.

Alignment and Religion: Though many apsara are good in nature, thanks in a large part to their astral ancestors, not all are. Some apsara fall into the trap of evil, corrupted perhaps by experience or the counsel and aid of an evil god. Most apsara, however, avoid this path and a few even received direct counsel from their apsar ancestor or a creature in their service. These individuals are the apsara most likely to manifest the stereotypical virtues of an avenging apsar.

Adventurers: Apsaras gravitate towards classes that can dispense divine or psionic justice such as the paladin or the psychic warrior. However, their seafolk heritage allows them some measure of diversity, and apsaras can be found adventuring for all manner of reasons, as well as assuming nearly any class that suits their goals.

Names: Apsara names are typically in accordance with seafolk traditions. A few are named for their Apsar heritage and these are listed below.

Male Names: Arito, Belto, Cerno, Cronway, Erat, Ilamo, Maudrim, Okro, Turim, Wyro, Zaigo.

Female Names: Arka, Arsinon, Daveen, Drinmi, Imesa, Maszoey, Nijen, Nirama, Ondri, Valti



Ashray

Few races are as enigmatic or tragic as the ashray. To truly understand their origins, one has to have a small amount of knowledge of chronomancy (time magic) and its potent consequences. From what can be pieced together from countless observations of an ashray's "phantom plays" (described later), it would seem that the ashray's were once a drylander race known as the Ashokrans. Unfortunately, all trace of the race has been wiped from existence in the material plane. In an attempt to use chronomancy to shape the race into an aquatic race during the time of the Great Flood, the Ashokrans triggered a paradox in which the only resolution was for time to eliminate the race entirely, filling in their accomplishments and impact on the world throughout history with the works of other races.

Time is not helpless. Unlike many of the musing of sages on the subject of time travel, there is no butterfly effect in which small events lead to huge changes in history. Quite the opposite happens. Whenever a traveler disrupts fixed points in time, time immediately tugs back, instantly filling in paradox and discrepancies with whatever non-fixed points it can. The Ashokrans, in arrogance, believed they could manipulate time in such a way as to disable this failsafe. In many ways they were successful. They had managed to manipulate their own evolution to cause themselves to be an aquatic race. From what can be ascertained, they also managed to keep this transformation stable for decades by sending an army of chronomancers throughout time, undoing all the little vibrations time would take to set the timeline straight again.

Unfortunately, time won out and the race faded from reality along with the memory of all of their accomplishments. However, there is one place in the multiverse that remembers all things. It is a place where realities and alternate timelines coexist. In this realm, the Well of Worlds, the ashrays persist. However, in many ways it is a fate worse than death. Ashrays have no recollection of the race they once were, forever destined to exist only through the observation of others, their own memories inextricably linked to other's memories of themselves.

Physical Description: Ashrays are humanoid and look vaguely similar to sea elves, with webbed fingers and feet, pointed ears, and pale blue skin. However, they have many other traits that often have others confuse them for undead more often than elves. First, bright red external gills emanate from their rib cages, and are often mistaken for viscera. Their long flowing hair and ribbon-like fins billow unceasingly, independent of water currents or their surroundings. Their coloration is odd as well, as their eyes, hair, fins and skin are all the same pale blue color, which would make them terribly monochromatic if it were not for their bright red gills and seemingly random stripes and spots that are the same shade of blood-crimson. To complete their ghostly appearance, they seem somewhat transparent at times, especially when you are not looking directly at them.

To add to their unearthliness, an ashray's most remarkable trait is not physical. When not in the proximity of a sapient being, the ashray ceases to be a living being. It instead becomes a "phantom play," an intangible illusion of its pre-ashray self, reenacting a snippet of the tragedy that led to the creation of the ashrays that it set on repeat for all eternity, until another sapient being returns to observe the ashray in person. These plays are only visible through scrying and other divination magic.

Society: Ashrays are societal amnesiacs. While they retain the basic sensibility needed to survive as an adult as well as personality predispositions, the memory of all ashrays begins when it was observed (and remembered) for the first time. From this point forward an ashray can exist and persist so long it is personally observed and remembered. If an ashray is ever forgotten by all who encountered it, its life effectively becomes reset to its originally observed state. As a result, most ashrays are desperate for constant companionship and are terrified of being alone. They also do whatever they can to be memorable.

As far as anyone can ascertain, though they have male and female anatomies, ashrays cannot have children. New (memory wiped) ashrays come into existence in the Well of Worlds when one is forgotten or slain. In a way, they are immortal, though their memories are assuredly finite.

Relations: While nearly all races view ashrays as both disturbing and tragic, ashrays themselves will go through great lengths to appease everyone that they interact with. As a result, most races will tolerate them, despite their inherent freakishness.

Alignment and Religion: Ashrays can be of any alignment, and have no religions of their own (that they can recall).

Adventurers: Ashrays adventure for two main reasons; for companionship and to perform memorable deeds. While they tend to gravitate towards arcane classes, they can be virtually any class.

Names: Ashrays are often named by those that discover them, and therefore have no conventional naming practices. Most just go by simple nicknames.

ASHRAY RACIAL TRAITS

+2 Intelligence, +2 Charisma, -2 Wisdom: Ashrays are smart and charming, but often a bit naïve.

Racial Buoyancy: -0; **Depth Tolerance:** immune to pressure

Medium: Ashrays are Medium creatures and have no bonus or penalty due to size.

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

Frightful Gaze: Creatures within 30 feet of an ashray that meet its gaze must succeed at a Will saving throw (DC 10 + the 1/2 ashray's character level + the ashray's Charisma modifier) or stand paralyzed in fear for 1 round. This is a mind-affecting fear effect. A target that successfully saves cannot be affected by the ashray's frightful gaze for 24 hours.

Impermanence: When not within sight of a non-ashray with an Intelligence score of greater than 2, the ashray fades out of existence and becomes a phantom play (that has no memory and cannot interact with this world in any way except visually). The ashray will immediately begin existing again (as if no time had passed) as soon as a qualifying creature is in range. If the ashray is ever forgotten from living memory (usually though the demise of all that interacted with them), the ashray ceases to exist. When slain, the ashray's corpse fades away and survivors will find it difficult to remember details about the ashray.

Observational Persistence: Ashrays do not sleep. In addition, ashrays have immunity to death effects, disease, paralysis, poison, sleep effects, and stunning.

Vulnerable to Sunlight: Ashrays take 1 point of Constitution damage after every hour they are exposed to sunlight.

Languages: Ashrays begin play speaking Halbok. Ashrays with high Intelligence scores can choose from Aquan, Ancient, Common, Lok'tar, Sylvan, or Sahu.



Brother of Frost

Many from warmer climes will mistake a brother of frost for some sort of polar subspecies of lizardfolk but this could not be further from the truth. In fact, brothers of frost are one of the few races left after the flood that can boast human heritage. Long ago, a strange human cult used arcane magic to mingle their blood with that of a rare creature from the para-elemental plane of Ice (at the border of the planes of Air and Water) known as a frost salamander. While frost salamanders seem to have gone extinct, the brothers of frost remain.

Physical Description: Superficially, brothers of frost resemble pale blue lizardmen. They have reptilian heads and tails and finely-scaled skin. However, their skeletal-muscular structure as well as their gait, voices, and physical mannerisms are all very human-like. Internally, a brother of frost is a strange amalgamation of human and alien. Their organs are greyish-blue in color, and their colorless blood has many of the same properties as antifreeze.

A brother's bizarre heritage yields biology unlike any other creature in the realm. They can sustain themselves simply by eating ice, though they enjoy frozen meat as well. Brothers of frost are extremely uncomfortable in warm temperatures and will clamor towards the most frigid environs.

The human cult that later founded the "Brotherhood of Frost" was, as its name implies, a fraternity. While a few females were rumored to have joined much later, after the cult's apparent success at halting the aging process, the brothers are all referred to as male. Regardless, they have no apparent gender aside from their deep-sounding voices. New members are summoned through some sort of cosmic queuing process.

Society: At some point, for reasons only known to their leader, the population of brothers has been set at a firm 935. This did not stop the brothers from accepting new members, bringing them through the metamorphosis process, and then storing their cryogenically sleeping bodies on another plane, presumably the para-elemental plane of ice. The precise number of brothers stored in this way is unknown, though it is rumored to be in the tens of thousands (their numbers were greatly bolstered during the Great Flood). As the brotherhood is very strict in allowing only human applicants from this plane of existence, it can be assumed that the number of brothers is finite, and that their days are numbered since the extinction of humankind from this realm.

BROTHER OF FROST RACIAL TRAITS

+2 Constitution, +2 Charisma, -2 Wisdom: Brothers of frost often have forceful personalities and hardy bodies but can also be easily distracted or angered.

Racial Buoyancy: 90; **Depth Tolerance:** 3,000 feet

Medium: Brothers of frost are Medium creatures and have no bonus or penalty due to size.

Average Swim Speed: 30 feet.

Spell-Like Ability: 1/day—*frostbite* (caster level equals the brother of frost's total character level).

Cold Affinity: Brother of frost sorcerers with the elemental (water) bloodline treat their Charisma score as 2 points higher for all sorcerer spells and class abilities. Brother of frost spellcasters with the Water domain use their domain powers and spells at +1 caster level.

Energy Resistance: Brothers of frost have cold resistance 5.

Energy Vulnerability: Brothers of frost have vulnerability to steam.

Supernatural Bite: A brother of frost has a bite attack that deals 1d4 cold damage (instead of normal bite damage).

Languages: Brothers of frost begin play speaking Common and Glacian. Brothers of frost with high Intelligence scores can choose any of the following bonus languages: Abyssal, Aquan, Auran, Ceti, Draconic, Ignan, Lok'tar, Pinnipar and Terran.

The leader of the brothers of frost, the Frost King, is alleged to be the original leader of the cult that became the brothers of frost. If so, he has survived nearly eight centuries. He stands out from his ilk in that he is Large-sized and has four arms, much like the presumably extinct frost salamanders from which his immortality would have been carved. He can be seen occasionally addressing his subjects in the city of Hithuul (in Fiskheim) but never addresses those not of the brotherhood. All brothers of frost treat his edicts very seriously.

Relations: A brother of frost, aside from being rather strange and secretive, also seems dual natured; remarkably gallant one moment and then cruel and vicious the next. This has done nothing to garner trust with other races. This in conjunction with the brotherhood's tendency to keep to themselves has fostered a high degree of uneasiness with all other races.

Alignment and Religion: The Frost King strictly forbids organized religion among the brotherhood, but will allow members to practice esoteric or spiritual philosophies. Despite the brother's reputation for callousness and cruelty, their average alignment is actually quite neutral. Few brothers of frost concern themselves with obtaining worldly wealth or power, and fewer still revel in the suffering of others. Of course, they are also not known for their empathy or selflessness.

Adventurers: Brothers of frost usually adventure because they were given a mission by their superiors, often the Frost King himself. Sometimes these missions are specific, but more often they are quite vague and include such quests as "become a master of the trident" or "learn all you can of ice magic."

Names: All brothers refer to each other as simply "Brother" and a number designation (from 2 to 935). This number vaguely represents rank as well, with lower numbers usually implying higher rank. This system breaks down quite drastically with any number above 600, as these numbers are inherited by much younger members when older members are slain.



Genai

Genai are naturalized undines (see *PATHFINDER BESTIARY 2*) with mostly human and marid ancestry. Some historians consider the genai to be the last true remnants of the human race because the genai were founded by a group of human refugees who sought to insure a future for their offspring by arranging marriages to beings from the watery plane. Their effort was successful. Over time, however, they had more blood-ties to the Elemental Plane of Water than they did to any terrestrial human line. Human traits were nearly bred out entirely. Regardless, genai tend to carry on many customs and traditions as their human ancestors did centuries before. They have one shining bastion in the Cerulean Seas; a city called Harper's Bay. Most (about 95%) of all genai in the realm originate from this city.

Physical Description: There are many factors common to most genai. All are touched by their strong connection to the plane of water. Blue hairless skin, neck-gills, webbed hands, black, lidless eyes – all these physical combinations and more mark a genai as a child of water. While they have pointed ears, their physical structure is more robust than that of sea elves, resembling the physiques of their human ancestors. Genai also have two distinct genders in the traditional sense.

Society: In addition to the physical characteristics that differentiate them from their ancestors, genai also tend to be exceedingly patient and stoic. It is as if they are the sea themselves: calm and vast in the depth of their personalities, yet if roused, they are capable of great violence. Many sages find a genai's personality tendencies to be quite remarkable as they are so far removed from a marid's.

The Cerulean Seas, the center of which was once a bay of the Arabian-like lands of Halbokia, has always seen a large population of both marid and genai. However, that population boomed during the aftermath of the Great Flood, when marrying a genai insured that one's offspring could survive a wet future. Because of this, almost all genai families have a strong human heritage, and may be all that remains of human civilization. Genai honor their entire heritage, keeping the traditions of their human ancestors, while holding a high respect for all genie kind. Many genai become arcane spellcasters and teach this focus to other denizens of the sea.



Relations: Genai generally get along well with anyone that is friendly to them. They keep much of their internal emotions masked beneath a calm surface and as such do not irritate or annoy others as some other races do.

However, being both alien and drylander while eschewing neither does provide a bit of a challenge in a sea of prejudice against pretty much all of their heritage. Like most planars, genai are seldom trusted and rarely welcomed.

Alignment and Religion: Genai tend to gravitate towards law and neutrality, though they can be virtually any alignment. A large percentage of the population worship Halbok, who became a sanctioned cult of Sebek after a period of strife not long after the flood. A few genai also worship Poseidon or Undine, as many regard these faiths as those also worshipped by humans before their extinction.

Adventurers: Most genai prefer classes in which they can cast spells or craft magical effects of some sort. They most often adventure to obtain knowledge and power.

Names: Genai name structure can be somewhat confusing. While their names are nowhere near as complicated as the Sebek-ka, they do follow some rather unconventional practices. There is a logical structure to the Genai naming convention that, once seen, makes it simple to decipher a person's recent ancestry. "Al" means "the", "of the house of", or "of the tribe of". This prefix is often used to show the family name of an individual, though it can be used with a descriptive term. When used with a place name the suffix "i" is added to the place name. "Bin" or "Ibn" means (as a prefix) simply the son of. "Bint" as a prefix means "the daughter of". "Beni" (pronounced BEN-ee) means "the family". "Abd" is a prefix meaning "slave of". It is often used to show the organization to which they belong. "Min" means simply "from". Genai priests often use this prefix in connection with some sacred place of worship. "Abu" means "the father of". This prefix is often followed by the name of the person's first male child. "Umm" means "the mother of". This prefix is often followed by the name of the person's first female child. "Sitt" means "lady". This rare prefix is only appropriately when used by powerful or highly respected women.

Example Male First Names: Amjad, Bijan, Cyrus, Dar, Hameen, Jaabir

Example Female First Names: Ashira, Coral, Durriyyah, Elams, Gia, Gulzel

GENAI RACIAL TRAITS

+2 Dexterity, +2 Constitution, -2 Charisma: Despite a genai's graceful build, they are relentless and durable. However, they are often too quiet and introverted.

Racial Buoyancy -50; Depth Tolerance: 1,000 feet

Medium: Genai are Medium characters. They possess no penalties or bonuses based on size.

Very Fast Swim Speed: 60 feet.

Low-light Vision: Genai can see in dim light and possess low-light vision (in addition to Darkvision).

Child of the Sea: A genai's marid ancestry grants them Improved Initiative as a bonus feat.

Spell-like Abilities: Genai can cast *swift retreat* three times per day and *undertow* once per day. A genai uses her total character level as her caster level.

Languages: Genai begin play with Aquan and Halbok.

Genai with high Intelligence scores can choose any language that is also available to seafolk.

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. They are descended from the offspring of humans and fish spirits from Chikushudo. Unlike many planars, this union happened several centuries before the Flood. Legend tells that a particular human village gained disfavor with a drylander emperor for not paying their share of taxes and bargained with the fish spirits so that they could escape into the sea.

Physical Description: Hai nu have often been described as aquatic apes because of their shaggy and sparse green fur, long arms, thick features, and flat faces, though they personally find this comparison as extremely offensive. Never-the-less, the description does give a basic impression of what a hai nu looks like. In addition, they have large, pupilless black eyes, gills on the side of their face (which makes their heads look larger than a typical humanoid's), and sharp black claws on all of their webbed appendages.

Males and females are virtually identical, with subtle differences in size and fur patterns. Males are generally smaller than females, though the whole race has a proclivity towards dwarfism which is apparent in almost 1 in 20 individuals. Dwarf hai nu are Small-sized and usually belong to a particular noble bloodline, therefore are treated with a much higher degree of respect than dwarfed individuals of other races.

Society: 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 RACIAL TRAITS

+2 Dexterity, +2 Wisdom, -2 Constitution: Hai nu are quick of wit and form, but are somewhat delicate.

Racial Buoyancy 0^C; **Depth Tolerance** Immune to Pressure

Medium: Hai Nu are Medium characters. They possess no penalties or bonuses based on size. Note that a significant amount of hai nu have dwarfism, and Small-sized is also an option at character creation.

Swim Speed: 40 feet.

Senses: Hai nu have low-light vision (in addition to dark 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.

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.

Relations: Despite their primitive nature, the hai nu are not naïve or simple. 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.

Alignment and Religion: Hai nu take a decidedly neutral stance in most things, preferring to stay out of endeavors that would mess up the natural balance of things. While they have strict laws and beliefs, this lawfulness is mitigated with their love of treasure, which is their biggest societal issue as far as keeping order.

Hai nu worship powers that fall under the heading of ancestors, nature, and (of course) yokai spirits. They take religion very seriously, and few individuals can be found without a devout relationship with the powers that be.

Adventurers: Hai nu have two main drives in life; treasure and religion. As a result, it is not surprising that hai nu adventurers are made up mostly of divine and roguish classes. Almost a third of adventuring hai nu are clerics, and one-fifth are rogues.

Female Names: Bai, Bi, Chu, Cong, Genji, Hui, Lien, Liu, Qi, Qing-yuan, Shui

Male Names: Biming, Bolin, Chang, Chaun, Cong, Hui, Ju-long, Ning, Qing-yuan, Shui



Kirah

Kirah are half-demon, half-deep drow monstrosities. They were initially created by the "unholy union" of a Minion of Saloth and a newly-ordained high priestess of the deep drow goddess Saloth. However, they are also able to breed true amongst each other, and most kirah today boast several generations of "natural" propagation.

Physical Description: The top half of a kirah looks something like that of a spikey, chitin-plated deep drow except for the head which is a nightmarish blend of man and crustacean. A kirah's face is somewhat beakish, and they have large, reflective eyes. On top of their heads is a ceratopsid-like bony frill lined with small horns. Their lower half is that of a tremendous spider crab. They can be male, female, or genderless. Their exoskeletons are an iridescent-blue color that shimmer with cyan and purple highlights. Kirahs prefer wearing chiton armor, usually crafted from giant crabs.

Society: While kirah are considered blessings and given special treatment, they are also not allowed to own property or hold non-military titles. The deep drow often view the kirah as a bit slow-witted, which is a vast underestimation of their diabolical intellect. Many kirah believe that the deep drow are jealous of them, and react accordingly.

While many consider kirah to be a breed of deep drow and many are strongly integrated into Salatari society, kirah-exclusive enclaves have become more and more prevalent. There is a growing movement towards freedom and independence among the kirah that the deep drow try to quell whenever possible.

Relations: In the underdeep, other races simply consider kirah to be particularly menacing deep drow and treat them accordingly. Within the Dark Trinity, Phyrre Dysinara allows the kirah to form their own communities and may even be considering granting them the rights of minor deep drow house.

Outside of the underdeep, kirah who have fled to shallower waters are met with the same prejudice afforded to all planars, plus additional bigotry because they are related to both demons and the deep drow. One would think that this would preclude any sort of happy existence amid the Cerulean Seas, but the fact that good-aligned races have a tendency towards tolerance unmatched by the typical denizens of the underdeep makes a kirah's stay in these brighter realms a walk on the beach by comparison.

Alignment and Religion: Though predestined for evil, a kirah can be of any alignment. Most do succumb to the lure of dark power, though a small few will rebel against the deep drow houses, possibly even becoming a vigilante or joining forces against the family that raised them.

Though their ancestry seems tailor-made to worship Saloth, few kirah are religious. Deep drow consider them unfit for the priesthood, and few ever take up divine classes. If they do, it is rebellious kirah, and the deity will most assuredly be an enemy of Saloth.

Adventurers: Kirahs are inclined towards martial classes, though a few dabble in arcane as well. As was stated earlier, they tend to eschew religion and therefore seldom take up divine classes. Kirahs adventure to make a name for themselves, to obtain power, and for some, to prove that they are not evil through the application of good deeds.

Male/Neutral Names: Bemril, Chakos, Durdyn, Guldor, Ildan, Kyorlin, Malaggar, Pharius, Relonor, Xundus.

Female Names: Anluryn, Cazna, Drada, Gaussra, Jezzara, Lythrana, Myrymma, Olorae, Saradrezza, Zilvra.

KIRAH RACIAL TRAITS

+4 Strength, +2 Charisma, and -2 Wisdom: Kirah are strong and natural leaders, but have trouble controlling their emotions.

Racial Buoyancy: -225, **Depth Tolerance:** 10,000 feet, **Pressure Sensitivity:** 500 feet

Large: Kirah are Large creatures and thereby suffer a -1 size penalty to their AC and attack rolls and a -4 penalty to Stealth checks. In addition, they gain a +1 bonus to their CMD, take up a 10 feet by 10 feet space and have a reach of 5 feet. A +2 Strength bonus due to size is included above.

Fast Swim Speed: Base swim speed of 50 feet.

Natural Armor: Kirah have a +2 natural armor bonus from their chitinous hides.

Centauroid: Kirah have eight legs and two arms, granting them a +8 racial bonus to CMD against trip attempts and a +10 foot bonus to their base land speed. In addition, members of this race use weapons and armor as if they were Medium-sized.

Drowkin: Kirah also count as deep drow.

Deep Drow Resistances: Kirah gain a +4 racial bonus to saves against poisons.

Keen Senses: Kirah receive a +2 racial bonus on Perception checks.

Light Blindness: Kirah are not suited for bright lights. Exposure to bright lights blinds a kirah for one round. After the initial round, if the kirah remains exposed to the light, the kirah is dazzled.

Languages: Kirah begin play speaking Dagonite and Salatari. Kirahs with high Intelligence scores can choose from the following: Austorian, Common, Echinn, Lok'tar, or Sahu.



Spirit Folk

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. Originally there were many different types of spirit folk, each with a more homogenous bloodline and appearance. During the age of the Great Flood, however, populations were forced to mingle.

Physical Description: Each spirit folk has 2-6 tell-tale features which may include unusual skin coloring, pointed ears, fish-like scales, horns, a tail, luminescent patches or blood, an unusual number of eyes (such as one or three), black or glowing eyes, and claw-like fingernails. At least two of these features convey some sort of benefit (see Racial Traits below).

Aside from these traits and webbed feet, spirit folk look like lithe and comely humans. Their skin color is naturally golden and their hair dark, though only about 30% of spirit folk exhibit both these traits at once. Males and females vary in ways similar to humans.

Society: 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. Unfortunately, this leads to some form of insanity among much of the adult populations. Many see the spirit folk as a tragic and broken race as a result.

SPIRIT FOLK RACIAL TRAITS

+2 Dexterity, +2 Charisma, -2 Wisdom: Spirit folk are graceful and elegant, but often unreasonable.

Racial Buoyancy -50A; Depth Tolerance: 300 feet

Medium: Spiritfolk are usually Medium characters. (see below)

Swim Speed: 30 feet. (can vary, see below)

Low-Light Vision: Spirit folk can see twice as far as humans in conditions of dim light. (in addition to dark vision).

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.

Physical Traits (Roll 2d8 at Character Creation)

1. **Horns:** Natural gore (primary) attack. Damage based on size.
2. **Fangs:** Natural bite (primary) attack. Damage equivalent to that of a creature one size category lower than normal for their size (1d4 for Medium).
3. **Tail:** Swim speed increases 10 feet.
4. **Claws:** Two natural claw attacks. These are primary natural attacks. The damage is based on the creature's size.
5. **Scales:** Natural armor bonus of +1.
6. **Extra Eyes (1d3):** All-around vision and additional +1 racial bonus on Perception checks per eye.
7. **Extra Arm:** Spirit folk 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.
8. **Large Size:** Spirit folk is Large-sized and gains the benefits and drawbacks for this size category.

Note: Roll 1d8 twice, keep both results. Some results stack naturally if they are the same. In the case of natural weapons, increase damage dice by one step. In the case of size, if rolled twice, the spirit folk is instead Small-sized. If "Extra Eyes" is rolled twice, the spirit folk instead has one single eye (like a cyclops), and gains water sense 30 feet instead of All-around vision.

Spirit folk are the last vestiges of the human race of the realm of Nikaikoku (the well-naturalized hai nu having departed from land many centuries before them). 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.

Relations: Regardless of their blossoming population, the emperor of the Celadon Shores 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.

Alignment and Religion: Spirit folk are often individualists and are inclined towards chaotic alignments. Some are mildly religious, venerating the forces of their human ancestors, as well as the kami and the oni.

Adventurers: Spirit folk, like humans, adventure for nearly any reason and can take up nearly any class. They are least likely, however, to take up classes that require large degrees of patience, wisdom, or sanity.

Male Names: Aito, Arata, Daisuke, Denji, Gin, Hirvir, Kaito, Namiko, Ryoto, Taru.

Female Names: Ahmva, Emica, Kana, Chuva, Haia, Kaida, Kairy, Midori, Sayua, Taura.



Triton, Shazalarian

The tritons of Shazalar purposefully distinguish themselves from other tritons, although there are no obvious physical differences. The Shazalarian tritons tell of a slightly different set of innate abilities, and of a different overall purpose. According to triton conjecture, Shazalarian tritons are not born in any traditional sense; they spontaneously come into being as full-grown adults on the Elemental Plane of Water whenever the need arises. This is only half true, but not the half that one might expect. Tritons do spontaneously appear as full grown adults when the need arises. However, the tritons of Shazalar appear in Shazalar, not the elemental plane of water, and they never have.

The biggest secret of these tritons is that they are not technically tritons at all. They began as human mages from the far off land of Shazalam. During the flood they used a particularly powerful form of the polymorph spell to permanently transform themselves into tritons. The spell was so potent and complete that even natural tritons have difficulty telling the difference. Afterwards, they moved to the closest densely inhabited realm (which happen to be the Cerulean Seas) and rebuilt their city, this time under the waves.

Physical Description: Shazalarian tritons look very similar to normal tritons, with grey skin, blue-black hair, pointed ears, webbed fingers, blue-scaled lower halves, and flippers feet. Male and female forms exist, but their characteristics are only a façade as they do not reproduce sexually. These tritons mimic the supernatural process that spawns tritons on the elemental plane of water. Instead of drawing from the elemental waters, the Shazalarians draw from the oceans of the Material Plane, creating a truly naturalized version of an extraplanar creature.

Society: If genai are the mixed breed of a noble planar origin, the tritons are the true-bloods. Though their noble background is merely an arcane forgery, it is a fabrication that permeates every fiber of their being; affecting not only their form but their personality and nature. As a result, Shazalarian tritons carry

themselves as lords of the sea, just as normal tritons would. They genuinely take that title seriously and cling to the responsibilities they believe it bears. Primal and deeply respectful of the natural bounty the ocean offers, tritons revere the sea and its animals almost as fervently as some worship actual deities.

Their harmonious existence with the world about them should not be mistaken for weakness, however. Tritons, when roused to battle, are fiercely protective of their clan and homes. Unlike regular tritons, this world is home to the Shazalarians, and they are tied to its waters like no other being. Their ability to speak with the fauna of the ocean assures that a battle against a triton community is also a battle against whale, octopus, shark, and whatever other creatures may lair nearby.

Relations: It is important to note that the Shazalarians are masquerading as true-blooded tritons and have been for centuries. Seen as such, they are not known as simple naturalized alien hybrids, but full-blooded extraplanar invaders. During the time of the Flood, and even dozens of decades afterwards, being a drylander (especially a human) would be considered much worse than being from another realm entirely. However, drylanders are now looked upon as a mystery, and humans are a legend. It is the planars that are persecuted now, and, as far as anyone knows, drylanders as they were are gone forever. Many new shazalarians feel that the time is right to reveal their true origins.

Alignment and Religion: Shazalarians are deeply connected to the balance of the seas and therefor trend towards the neutral alignment. When worshiping deities, they have a strong preference for Undine (which likely predates their triton forms). However, they have also been known to worship Poseidon.

Adventurers: Tritons are often kahunas, but can be any class. Unlike extraplanar tritons, shazalarians also boast a large number of wizards and sorcerers.

Names: While a Shazalarian's gender is no longer relevant, they still continue male/female naming practices based on appearance.

Male Names: Aureolus, Bombastus, Erasmus, Joachim, Johannes, Lorenz, Paracelsus, Philippus, Theophrastus, Wolfgang.

Female Names: Aellin, Bilhidis, Dietta, Ethelinde, Heske, Magdalin, Reglindis, Techildis, Willebirg, Zymeria.

SHAZALARIAN TRITON RACIAL TRAITS

+2 Strength, -2 Intelligence, +2 Wisdom: Tritons are strong and focused, but their lack of outside communication keeps them close-minded.

Racial Buoyancy -0; Depth Tolerance: immune to pressure
Medium: Tritons are Medium characters and they do not gain a bonus or penalty for their size.

Swim Speed: 50 feet.

Forktrained: Tritons are trained from birth with tridents and war forks, and as a result are automatically proficient with all trident and fork-like weapons.

Spell-like Abilities: All triton characters can speak with sea creatures as if under the effects of a permanent *speak with animals* spell. Additionally, once per day and at a caster level equal to their character level a triton may cast *summon ocean's ally I*. Every 2nd character level after 1st, this spell advances to its next highest variant.

Water-Dependent: Tritons cannot exist on land for long. If removed from the ocean or a watery environment they begin to drown.

Water Sense: Tritons can sense vibrations in water, granting them blindsense 30 feet against creatures that are touching the same body of water.

Languages: Tritons begin play with Aquan and Common. Tritons with high Intelligence scores can choose any language that is also available to seafolk.



Bonus Race: Deep Drow

Note: Although deep drow are feykith (not planars) they have no official racial write-up beyond the monster entry. Since kirahs are included in this tome, we decided the deep drow deserve the same service, for completions sake if nothing else.

The drow under Saloth are by no measure less despicable than those that were under the Spider Queen. While some culture is assuredly different from that of their subterranean cousins, the deep drow and the surface drow share much in common such as a matriarchical society, blind devotion to a chaotic evil goddess, and a hatred of all that is good and holy. While a few exceptions exist, the deep drow are irredeemably evil.

Physical Description: Deep drow resemble sea elves in liteness and form, though they have dusky blue-grey skin and pupilless violet eyes that glow with a dull radiance. Their hair is typically black or dark gray. Their ears are both pointed and webbed. They are very fond of luminescent tattoos, especially in blue or green, usually depicting meaningful sigils and symbols.

Society: Deep drow are distrustful sadists with a constant readiness to backstab people, both in the figurative and actual sense. Deep drow are taught from an early age to be distrustful of others. Like in any other culture, deep drow culture expects one to advance at the expenses of others. Unlike other cultures, there are no rules for what the "expense of others" has to look like; acceptable forms include treachery and even outright murder.

Deep drow seem less attuned to the arcane arts as surface drow or other elven races. Instead their bodies course with a vile toxin they can secrete as a weapon. Additionally, though they possess the traditional elven frail constitution, deep drow are highly resistant to many poisons. This trait serves them well as the deep drow are the sea's most renowned poisoners.

DEEP DROW RACIAL TRAITS

+2 Dexterity, +2 Charisma, -2 Constitution: Deep drow are lithe and charming if a bit frail.

Racial Buoyancy -50; Depth Tolerance: 10,000 feet,

Pressure Sensitivity: 500 feet

Feykith: Deep drow have all of the racial characteristics of feykith as described in the CERULEAN SEAS CAMPAIGN SETTING.

Medium: Deep drow are Medium characters. They possess no penalties or bonuses based on size.

Speed: 30 feet, swim 40 feet.

Darkvision: Deep drow possess darkvision up to 120 feet.

Deep Drow Resistances: Deep drow gain a +4 racial bonus to saves against poisons.

Light Blindness: Deep drow are not suited for bright lights. Exposure to bright lights blinds a deep drow for 1 round. After the initial round, if the deep drow remains exposed to the light, the deep drow is dazzled.

Poisonous Cloud: Deep drow are more attuned to poison than their dryworld cousins. A deep drow's body secretes a weak toxin that the drow may propel outwards in a cloud once every 2d4+1 rounds. The cloud covers a 5 foot radius centered on the drow. Creatures in the cloud must make a DC 11 Fortitude save or be nauseated for 1 round and sickened for 1d4 rounds thereafter. Deep drow are immune to this poison. The save DC is Constitution-based.

Poison Use: Deep drow are skilled in the use of poison and never risk accidentally poisoning themselves. They favor a poison that causes their victims to fall unconscious.

Languages: Deep drow begin play speaking Dagonite and Salatari. Deep drow with high Intelligence scores can choose from the following: Austorian, Common, Echinn, Lok'tar, or Sahu.

Deep drow society, being somewhat matriarchal, allows the females to hold most positions of power in the government, and to choose and discard mates freely. Social station is the most important thing in deep drow society, making ascension to greater power a deep drow's ultimate goal. Deep drow are divided into noble houses, which are also ranked by power.

Relations: Drow are hated and feared by the entire underdeep, but also respected as a powerful force and renowned for their powerful poisons. Outside of the underdeep, they are also known as evil feykith. However, many deep drow of non-evil alignments flee to the surface to avoid persecution. As a result, deep drow are sometimes given the benefit of the doubt in the sunlit regions.

Alignment and Religion: Unfortunately, deep drow society is irredeemably evil. They revel in slavery, tyranny, murder and poison. They have no qualms with dealing directly with demons and the undead. A few exceptions do exist, but they are the minority, seen as weak, and often executed.

The official deity of the deep drow race is Saloth. However, those drow houses in the Dark Trinity have several priests who worship Gorgulth, a forbidden and primordial god. Deep drow of non-evil alignment are often fond of Mariblee.

Adventurers: Most often, a deep drow's personal goal is about increasing one's station in life by whatever means necessary. Resources are scarce in the Underdeep, so many deep drow all adventure to find or obtain new supply sources. Deep drow also love beautiful things, surround themselves with what they consider beautiful, and will often adventure to procure such objects and possessions.

Female Names: Briza, Drisini, Jezzara, Khaless, Larynda, Malice, Nathrae, Phyrre, Talabrina, Zeerith.

Male Names: Belgos, Dresmorlin, Houndaer, Jevan, Jhaamdath, Molvayas, Pharius, Ryltar, Tolokoph, Torrellan.



Planars in Your Game

Planars in this text are presented as a fairly unusual race in the Cerulean Seas. While they do have ancient origins, there is not a lot of history to worry about between then and now. This allows them to be placed in virtually any aquatic setting with little work. That is, they require almost no adjustment to your world to begin play immediately. One down side to this “newness” is that some planars lack tradition, language and history common to other PC races. However many have familiar ancestors or family, and these roots span back to the age of the drylanders.

Of course there is a lot of mystery revolving around the planars. What is their goal? Why are they here? Is there allegiance to the drylanders, the outsiders, or are they loyal to their current homes? Both planar PCs and non-planar PCs can find adventure investigating these questions.

Optionally, the Gamemaster can create other backstories for planars. Perhaps they are complete aliens with no ancestry from the Material Plane. Maybe they are not alien at all, instead divinely touched mortals. Possibly they are mutants who were exposed to the eldritch radiations of faraway dimensions. Conceivably the planar ancestors are not from other planes of existence, but are instead from other planets, making them more conventional extraterrestrials. There are many possibilities.

Before this supplement, planars had very vague, “on the fly” style rules. While most had a detailed history described in the setting books, individual planar NPCs were hard to flesh out. With this supplement, stalwart representatives of the planar races can be

created in NPC form, completely fleshed out with their own classes and unique statistics. This will make them a lot more interesting than simply a two-dimensional monster.

Whatever the case, planar PC races will make a welcome addition to any game as a representative of the other planes of existence and/or the drylanders, an unusual option for the player who is seeking something different, a challenge for the player who has played everything or even a fun alternative for those wanting to play an alien species.





New Racial Subtype: Trueforms

If you are reading this, I have finally passed on to shining shores of the Sparkling Sea. In addition to my worldly possessions, I'd like to offer a bit of worldly advice. In my many centuries in these waters, I have learned but one thing for sure; the sea has eyes. It is watching and it remembers. Perhaps it has slumbered long, but something in the rising waters has reawakened it. It is no longer content with squeaks and whistles, roars and bellows, or chitters and clicks; it now has a voice like you and I. So too, claw and tooth, sting and spine, carapace and scale are no longer enough for it. The sea has its own tridents now, and metal armor too. The sea plots and plans now. Not in the simple ways of yore, but like a brilliant tactician. We are no longer its pinnacle; we may not even be its peers. The sea, in familiar and formerly forbearing forms, may even be surpassing our usefulness.

When I started my sagely career, it was not in mediation. When I was a young sea elf, I was enamored with nature's splendor. I endeavored to write books on animal lore, and I studied the sea's creatures vigorously. I admired the sovereignty of the seal's life, the craftiness of the common octopus, and the vicious power of the great white shark. It was a simpler time, one where you had to speculate as to what an animal wanted, and one where only magic could tell you what they were trying to say, and even then, their primitive minds conveyed only the most basic needs. And then... the Flood.

I was there when the animals started talking, when they first used tools of their own accord, when instead of simply commanding respect as a function of their nature, they openly demanded respect as a function of their Will. I remember seeing the first carchardian, adorned in full coral armor, wielding blades of shining auranite. I remember thinking but one thing, "Oh my gods, we are doomed!"

It wasn't long before the politicians were at my door. As an animal expert, they assumed I could help somehow. Tension was mounting with a group of dolphins, and the threat of war was in the waves. War with dolphins! I never even conceived of such things before the flood. Yet, there I was.

At first, I feared that I would be of no help. "These are not mere animals," I thought. I was no mediator, no great negotiator, and I knew nothing of preventing war between two peoples. I knew that dolphins liked to hunt together, that they cooperated to catch fish, and that they communicated with clicks to coordinate their hunting efforts. But these creatures weren't hunting, were as organized as our own military, and they were speaking better Delatari than even I. But after talking to them a while, I realized that they were still dolphins at their core. Something bestial was still there. Their essence, their soul, was still dolphin. The negotiations were successful, and so began my transition from animal sage to the trueform's Delatari Ambassador.

Years have gone by, and there are more of them now than ever. This vocation has become more and more dangerous as well. These are beings with all the sapience of you or I, but the soul of a beast. I always fear the next negotiation will be my last. And, alas, as you read this, so it was. And thus I leave you with this warning, "The sea has eyes. It is watching, it remembers, and it is furious!"

—From the Last Will and Testament of Roirak of Dar Qlestri, Delatari Ambassador

AMBYMANDER



CARCHARDIAN



CHRONOPTERID



DELPHIN



ESTREL



HYDRURGAN

Trueforms *[optional PC racial subtype]*

Not long ago the civilized races began noting unique members of the animal community. These creatures could speak, think, and even use tools as if they were humanoids. Where these creatures came from, many could not say themselves; they simply 'awakened.' Although their origin often could not be pinned down, these creatures themselves took to crafting one. They were trueforms, the pinnacle of their species, and the way the gods intended their kind to be.

With this declaration an uneasy peace grew between the haughty trueforms and those that neighbored with them. The beasts' declaration of their own perfection and the fact they arose from simple animals gave many people reason to worry. Though, as a whole, trueforms have not banded together the way some feared they would, they can be dangerous depending on the species. While trueform dolphins happen to be playful and friendly, trueform sharks can be cruel and unrelenting machines of destruction fueled by endless hunger.

Most trueform species did not exist before the Great Flood. Those that did were certainly not the same animals that they are today. These ancestral trueforms lacked a key element of being trueforms. For example, the Ixarcs were much more primitive and lacked remora imps, and therefor the ability to use tools. While tales of intelligent animals abound in ancient lore, these creatures were also anomalies, an exceptional single member of an average species, not of an entire race of peers.

Trueform Racial Traits

All trueforms have the following racial traits unless noted otherwise:

Type: Trueforms are Magical Beasts with the trueform subtype.

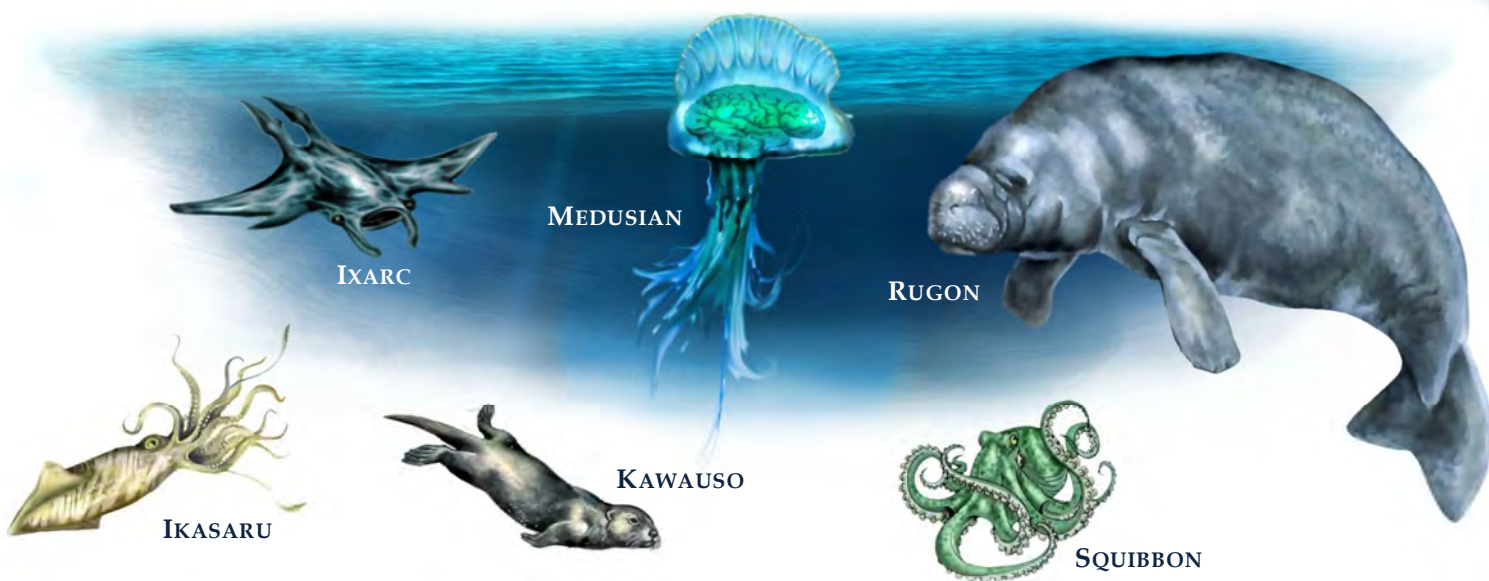
Amphibious: Most trueforms have either lungs or gills, but rarely both. In whichever medium they are not equipped to breathe, they can absorb oxygen for a limited time. Trueforms with lungs can survive underwater for 1 hour per 2 points of Constitution. Trueforms with gills suffer the same limitations, except on dry land.

Darkvision 60 feet: Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature.

Low-light vision: Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light.

Animal Mimicry: When not wearing any equipment, trueforms can easily pass as the normal animal that they are closely related to. A successful Bluff check grants them the ability to blend in with or pass as a normal, "non-sentient" animal.

Bestial Empathy: Trueforms share an affinity with other animals (or vermin) of their own species. For example, a squibbon shares affinity with all octopi, dolphins with all dolphins, carchardians with all sharks, and so on. Trueforms gain the ability to communicate with these creatures as if under the effects of a *speak with animals* spell (caster level equal to 1/2 the trueform's character level, rounded up). In addition, they gain a +2 racial bonus on Diplomacy checks when dealing with these animals. Whenever these trueforms initiate an exchange, animals begin with a starting attitude of indifferent. This is a supernatural ability.



Tool Use: What truly sets a trueform apart from an ordinary animal with exceptional intelligence is the ability to use tools and manipulate objects as though they had hands, even though most trueforms lack anything resembling hands. This is accomplished in one of three ways, as detailed below:

Hand-equivalent appendages: Trueforms such as the kawauso and squibbon can use tools with their natural anatomy; kawauso using a combination of their mouth and dexterous paws and squibbons using their tentacle-like arms. Regardless of the number of anatomical protrusions (provided that they are not missing any), their ability to use weapons and tools is equivalent to a humanoid of the same size with two normal hands. Those trueforms with hand-equivalent appendages can also wield non-trueform weapons using their normal ability modifiers.

Force Manipulation: Trueforms such as the delphin and rugon use some form of force manipulation to move objects within their own square (or squares in the case of larger trueforms). While the nature of this force may differ (dolphins use sound waves, while rugons use innate arcane magic for example), the mechanics of this remains remarkably the same.

A trueform with force manipulation can manipulate objects as if he were a humanoid of the same size that had a strength and dexterity score of 10. These ability scores are not affected by the trueform's own ability scores, and are also not subject to ability drain or boosts.

A trueform with force manipulation can possibly use it to attack with melee or ranged weapons, although they do so as if using the power's ability scores.

However, one major downside to this ability is that force manipulation can be nullified (usually temporarily) by certain magic or other abilities that affect the type of force. For example, a delphin under the effects of a *silence* spell cannot use tools. Likewise, a rugon in an anti-magic field is as limited as any ordinary sea cow.

Remora Imps: Trueforms such as the carchardian and the ixarc use the remora imp (see BEASTS OF THE BOUNDLESS BLUE or the campaign sourcebook for details on this creature) as a sort of "helper monkey". A trueform with remora imps as its primary form of tool use can control up to one remora imp, plus one for every two character levels they possess. These imps are perfectly loyal and will obey the trueform even if it means death. If slain, the trueform can replace them in 1d4 days (possibly much sooner or longer at the discretion of the environment, local population of remora imps, and the GM). Optionally a trueform can also use remora devils (an advanced and rarer mutant form of remora imp). These take much longer to find (3d4 weeks) and take up the place of 2 imps (thus trueforms of under 2nd level cannot control them).

Weapon Familiarity: Trueforms are proficient with all natural weapons and treat any weapon with the "trueform" quality as a martial weapon. As a consequence of form, many trueforms cannot effectively wield manufactured weapons without this quality.

Regrow Limbs: This ability is not possessed by all trueforms, but it is possessed by many and is therefore listed here to prevent repetition. A trueform with this ability can regrow severed or destroyed limbs, tentacles, tendrils, tails (etc.) in 3d4 weeks without the aid of magical healing. Magical healing that does not convey regeneration or the ability to regrow limbs has no effect on this ability.

Ambymander

Nestled between the Cerulean Seas and Celadon Shores, slightly to the east, is tiny island chain of Ziliti, notable for only one thing; it is the home to the ambymanders. Ambymanders and their animal counterparts, ziliti salamanders, originated on the largest island of this chain from a large, inland, freshwater lake. Over time, ambymanders migrated to the other isles with the help of boats made from large, thorny bean pods. This migration also paved the way for the ambymander to not only gain a thirst for exploration, but to adapt to a marine environment.

Physical Description: Ambymanders are Small-sized neotenic salamanders, closely related to the tiger salamander and the axolotl. Their heads are wide, and their eyes are lidless. Their limbs are stubby and possess short, webbed digits and opposable thumbs. While opposable thumbs are not unheard of among amphibians, they are rare among salamander species and may have developed to better grasp mangrove roots and other shoreline vegetation for stability to aid with natural camouflage. As a creature with very few natural defenses (or offenses for that matter), the ambymander relies on its coloration and small leaf-like appendages that resemble kelp fronds to better blend in. Males are identified by their larger and more colorful head-fronds, while females are noticeable for their wider bodies. Three pairs of external, filament-lined gill stalks (rami) originate behind their heads and are used for respiration. Ambymander bodies are mostly greyish-cyan speckled with blue, coral, orange, yellow and green. Their "fronds" are usually tipped in bright colors, typically a blend of yellow, orange, and red.

Ambymanders have barely visible vestigial teeth that are rarely used for chewing. They typically eat tiny fish and other sea life, which they suck down whole. They especially delight in dining on frog and fish eggs.

AMBYMANDER RACIAL TRAITS

+2 Constitution, +2 Charisma, -2 Strength: Ambymanders are hardy and pleasant, but not very strong.

Racial Buoyancy: -15^A, **Depth Tolerance:** 300 feet

Small-sized: Ambymanders are Small creatures and thus gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their CMB and CMD, and a +4 size bonus on Stealth checks.

Normal Swim Speed: Ambymanders have a base swim speed of 20 feet.

Landwalker: Ambymanders have a base land speed of 20 feet.

Tool Use: Ambymanders use tools with hand-equivalent appendages.

Dual Respiration: Ambymanders can breathe air through their mouths and water through their gills.

Camouflage: Ambymanders receive a +4 racial bonus on Stealth checks in areas with dense aquatic vegetation.

Freshwater Dependent: Ambymanders do not consider seawater to be a viable drinking source.

Regrow Limbs: This trait is described under "Trueform Racial Traits."

Languages: Ambymanders begin play speaking Ziliti. Ambymanders with high Intelligence scores can choose any of the following: Aquan, Common, Draconic, and Lok'tar.

Society: Ambymanders live mostly in small villages near freshwater lakes. Their own language (Ziliti) consists of hisses and whistles, which they produce with their gills. While they can learn common and other languages, other races find their voices irritating, as their "accent" still includes the shrieks and hisses of their native tongue.

On the surface, ambymanders seem rather peaceful, perhaps even docile. However, underneath this placid façade rests the soul of a madman. Ambymanders can be ruthless sociopaths, taking joyful glee in carnage and destruction. They delight in thrill seeking and adventure. In addition to camouflage, they rely on their charm and clever trickery to survive their wild endeavors. Despite their volatile natures, ambymanders are not necessarily evil and are prone to succumb to their easygoing demeanors whenever things are either too dull or too serious.

Relations: Adventurous ambymanders have made their way both to the Cerulean Seas and to the Celadon Shores in recent years, sailing in on their adorable little pod-boats. In the Cerulean Seas, they have been welcomed by both the mogogols and the viridian naiads. On the Celadon Shores, they have already joined the Hanran in the fight against the marine empire, as they love a good fight and still rely on fresh water for drink and reproduction. As of yet, their populations are still too small to have garnered any sort of reputation.

Alignment and Religion: Most ambymanders are chaotic neutral, though good, evil and even lawful specimens have been known to exist. While ambymanders lack religion of their own, they will align themselves with alien religions that match their personal needs.

Adventurers: Ambymanders love adventure and exploration, and while they are not particularly materialistic, they do like acquiring items to aid them with mayhem and mischief. Most ambymanders become rogues, though sorcerers, sirens, and mariners are also fairly common among their ilk.

Male Names: Chutha, Ethuth, Hepthith, Hethech, Thethethip, Thichich

Female Names: Eshich, Grush, Keshi, Shesha, Shuha, Wechish



Carchardian

Before the Bloody War, the carchardian race did not exist. Using aboleth technology, the sahuagin biologically engineered the carchardians from normal great white sharks. They imbued the sharks with sentience and free will, but ingrained in their minds a strong sense of loyalty and duty. Trying to create a perfect soldier, they gave the carchardians a sharp military intellect, and topped off their versatility with the creation of the remora imp, which could work as their hands.

Physical Description: The Carchardian is physically identical to a great white shark. In general, the species is dark above and white below. Back and flank color in the Carchardian ranges from bronzy and greyish brown to various shades of grey. Like other sharks, the skin of a Carchardian is very tough and studded with tiny, tooth-like scales called "dermal denticles", enabling the Carchardian to glide efficiently in ghost-like silence. As in other sharks, the upper jaw of a Carchardian is not fused to the skull. Instead, the jaws are slung loosely beneath the skull, held in place by flexible connective tissue and braced by accessory cartilages. The teeth of a Carchardian have broadly triangular blades with coarsely serrated edges. The eyes of a Carchardian are relatively large and well developed, with color vision and detail accuracy comparable to a humans.

Society: The carchardians were considered a great failure by the sahuagin, for while they did have a deep sense of loyalty, they also had an unquenchable thirst for freedom, and soon they turned on their creators. Thousands of sahuagin were slaughtered by the carchardians before they drove the smart sharks off to other regions of the sea.

The typical Carchardian personality is practical all else, but the art of war comes in close second. It should be noted that individual freedom is not a goal of these hyper-intelligent sharks.



The freedom they fight for is for the group. While they will defend even a small group from oppression, they are merciless against any individual who would dare swim against the flow of the society that the individual belongs to. These seemingly contradictory concepts boil in a constant internal struggle in every Carchardian, which may explain their violent tempers and cold attitudes. Obey the law of your kind to fight for freedom, defend your own, and never surrender are all tenets of the core Carchardian philosophy.

Relations: Many races see the carchardians as humorless and unimaginative. Others see them as great thinkers who focus on their cause. They tend to get along well with militarized societies that treat their citizens well, while finding enemies among anarchists, fascists, and pacifists.

Alignment and Religion: Carchardians are often lawful neutral, though individuals can vary greatly from the norm. Their philosophy tends to revolve around the delicate balance between societal order and freedom from oppression. Carchardians often worship Jaadel, which is considered one of Keilona's cults.

Adventurers: Carchardian adventurers will be found where-ever freedom is threatened or war is imminent. While considered warmongers by most, the carchardians have proven to be champions of freedom, and securers of peace.

Names: Carchardians have little patience for social niceties, and this is reflected in their cut-and-dry naming practice. They often have descriptive first names, and almost always use a territorial designation as well. While many see this practice as primitive or lacking creativity, Carchardians see this as practical. Carchardian titles replace their current name, for example if Warrior of Dagon Ridge is honored with the rank of commander, then he becomes Commander from Dagon Ridge.

Male Names: Keeper of Bloodwater Range, Dweller of Eel Cave, Defender of Squibbon Reef

Female Names: Mother in Raveners Range, Soldier in Typhon's Deep, Protector in Delphin Cove

CARCHARDIAN RACIAL TRAITS

+4 Strength, -2 Charisma, -2 Wisdom: Carchardians are very strong, but are not known for their charm or cleverness.

Racial Buoyancy: -110; **Depth Tolerance:** 1,200 feet

Large: Carchardians are Large creatures and thereby suffer a -1 size penalty to their AC and attack rolls and a -4 penalty to Stealth checks. In addition, they gain a +1 bonus to their CMD, take up a 10 feet by 10 feet space and have a reach of 5 feet. A +2 Strength bonus due to size is included above.

Fast Swim Speed: Carchardians have a base swim speed of 60 feet.

Gills: Carchardians can breathe underwater indefinitely.

Seabound: Carchardians were never meant to move on land. They do so at a movement rate of 5 feet by flopping around.

Sharkhide: Carchardians have a +4 natural armor bonus. In addition, shark scales are extremely sharp. Anyone grappling a nude carchardian will sustain 1d3 slashing damage for each round he holds the grapple.

Tool Use: Carchardians use remora imps to use objects.

Keen Scent: Carchardians can notice other creatures by scent in a 180-foot radius underwater and can detect blood in the water at ranges of up to a mile.

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

Bite: Carchardians gain a vicious natural bite attack, dealing 1d8 damage. The bite is a primary attack, or a secondary attack if the creature is wielding artificial weapons.

Languages: Carchardians begin play speaking Common and Pelagic. Carchardians with high Intelligence scores can choose from Aquan, Ceti, Draconic, Lok'tar, Pinnipar, and Sahu.

Chronopterid

Chronopterids, or trueform eurypterids (sea scorpions), are likely the most enigmatic of all the trueforms. First, they and their non-intelligent cousins should have gone extinct eons ago, yet shortly after the flood, they re-emerged. When asked where they came from, most respond cryptically with "we have always been here." When pressed, they tell of a mysterious place called the "Viridian Veil," a realm that time has forgot. The precise location of these waters is a matter of debate, even among chronopterids.

Physical Description: Chronopterids have a large, flat, semicircular carapace, followed by a jointed section, and finally a tapering, flexible tail, ending with a long venomous spine at the end. Chronopterids have paddles toward the end of the carapace and beyond, which are used to propel themselves through water. Underneath, in addition to the pair of swimming appendages, the creature has three pairs of jointed legs for walking, and two claws at the front (chelicerae). Other features include one pair of large yellow eyes and a pair of smaller eye spots, called ocelli, located between the other, larger, pair of eyes. Their coloration is typically pale blue, though albino, green, tan, and even red specimens have been encountered.

Society: Chronopterids build small clusters of domed stone huts off the shallows of warm coastlines where they spend most of the day philosophizing, arguing, and engaging in other lengthy conversations. To many, it is remarkable that these chatty lobsters are able to accomplish anything beyond their endless banter. However, in-between their discussions which can sometimes last weeks at a time, the chronopterids have short bursts of highly constructive action, with each step pre-planned and previously deliberated at length. While frustrating to most races, it seems an effective strategy for the chronopterids.

CHRONOPTERID RACIAL TRAITS

+2 Dexterity, +2 Intelligence, -2 Constitution: Chronopterids are surprisingly fast and smart, but also uncannily feeble.

Racial Buoyancy: -190, **Depth Tolerance:** 600 feet

Medium: Chronopterids are Medium creatures and have no bonus or penalty due to size.

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

Landwalker: Chronopterids have a base land speed of 20 feet.

Carrion Sense: Chronopterids have a natural ability to sniff out carrion.

This functions like the scent ability, but only for corpses and badly wounded creatures (creatures with 25% or fewer hit points).

Gills: Chronopterids can breathe water indefinitely.

Tool Use: Chronopterids use tools with hand-equivalent appendages.

Natural Armor: Chronopterids have a natural armor bonus of +2.

Natural Weapons: Chronopterids possess two claws that inflict 1d3 points of slashing damage and a sting that deals 1d3 piercing damage plus poison. In addition, the sting has a reach of 10 feet. These are primary attacks, or secondary attacks if it wields a manufactured weapon.

Poison: Sting – injury; save Fort (DC 10 + 1/2 the chronopterid's character level + the chronopterid's Constitution modifier); frequency 1/round for 4 rounds; effect 1d2 Con; cure 1 save.

Regrow Limbs: This trait is described under "Trueform Racial Traits."

Languages: Chronopterids begin play speaking Common and Halbok. Chronopterids with high Intelligence scores can choose any of the following: Ancient (Zef), Aquan, Abyssal, Click-clack, Draconic, and Lok'tar.

When chronopterids were first discovered, scholars were surprised that they spoke perfect Halbok, albeit in buzzing and monotone voices. Many speculate that their first encounters were with Sebek-ka or perhaps genai, and learned language from them. Though a few sages believe that chronopterids have interacted with drylanders at some point in their journey. Though a few chronopterids speak Ancient, the Zef recall nothing of intelligent eurypterids, recollecting that sea scorpions were all just mindless pests eons ago and that they should have gone extinct before even the age of reptiles.

Relations: Though still rare, chronopterids are becoming somewhat known in Cerulean Seas for their skills in philosophy, logic, and debate. While lawful races enjoy these talents, others find the chronopterids to be tiresome. Overall, most agree that chronopterids make good advisers and conversation partners, patience withstanding.

Alignment and Religion: Most chronopterids are lawful neutral, with a goodly percentage subscribing to true neutral philosophies. Though they love discussing religion at length, they seem to have none of their own, nor do they seem to settle on one of other races. Particularly good or evil chronopterids are very rare, and are generally regarded as insane by their own species.

Adventurers: Chronopterids adventure so that they have something to talk about later. This could include knowledge, secrets, tales of intrigue, or even just to prove a theory or win an argument. They also seek out adventuring parties so that they have someone new to talk to. They often become wizards, though warriors and monks also make up a lot of their population.

Names: As chronopterids have no discernable gender differences (they can tell by scent), they also do not have gender-based naming practices. Their names sound somewhat Halbokian. **Examples:** Amjas, Beelar, Darisha, Golzell, Jimeen, Kaabor.



Delphin

Delphin have a long history of helping that is often overshadowed by the accomplishments of other races. In nearly every major battle, there were dolphins there as supporting troops, reinforcements, and even great commanders. Nearly all underwater cities owe a debt to at least one pod of dolphins for defending it, helping to build it, or even founding it. However, dolphins are quite content in the helping part, and rarely seek recognition— and are unfortunately often left out of the history books.

Physical Description: Like most other species of dolphins, dolphins have a sleek, streamlined, fusiform body. Coloration is a nondescript gray to gray-green or gray-brown on the back, fading to white on the belly, lower jaw, and anal regions. The belly may be pinkish. A dolphin has a well-defined rostrum (snoutlike projection), filled with conical, interlocking teeth. A Delphin's pitch-black eyes are on the sides of the head, near the corners of the mouth. Their ears, located just behind the eyes, are small inconspicuous openings. A single blowhole, located on the dorsal surface of the head, is covered by a muscular flap. The flap provides a water-tight seal, and the dolphin can use this blowhole to breathe through. The dolphin's awesome swimming power comes from its caudal fluke, which moves up and down instead of side-to-side like fish. The dorsal fin provides stabilization and may also regulate body heat.

Society: Dolphins live in social groupings called pods. Pods have a home range where they usually hunt and fish, but wandering pods called Far-Rangers are not uncommon. Most sea-dwellers have a belief about dolphin nature based on the many stories told of their playfulness, mischievousness, compassion and friendliness. Because they seem to smile all the time, many others mistakenly assume that they are totally fun-loving, without a care in the world, and non-threatening. Those who have hunted or adventured with them for a time know better.

Dolphins have evolved a highly cooperative hunting lifestyle. This has resulted in a bias towards compassionate and peaceful ways and a general abhorrence of violence for its own sake. Acts of selfless sacrifice and caring towards each other are common, and even extended towards other races. However, this same lifestyle also makes them more aware of

the necessity of violence for good cause, and they can be ruthless. They form tight bonds with their group, whether it be an exclusively dolphin pod or a mixed-race group that the dolphin has joined. When his primary group is threatened, a dolphin uses all his natural grace to deadly effect in rapid and efficient combat routines, designed to neutralize the threat with the minimum expenditure of energy. Dolphins will use whatever energy they can spare in play. When dolphins are not hunting or defending the pod, they usually play. They love solving puzzles and figuring out creative solutions to problems. They often come up with seemingly outrageous schemes that somehow work brilliantly, with the added bonus of fun. When told to get serious, dolphins just reply that they are serious and fun is important too. As long as the primary objective is successful, why not have fun doing it?

Relations: Dolphins enjoy the company of nearly all races. They exist not only in the Cerulean Seas, but some have recently migrated to Isinblare and have been seen occasionally amid the Celadon Shores. All but the most lawful or evil societies welcome them, though their charm can get them far even when in hostile territory.

Alignment and Religion: Dolphins are usually chaotic good, though all alignments except lawful and evil are common among them. Religious dolphins are usually kahunas, though some dolphins worship Mariblee. Still others consider themselves protectors of nature, and join the cult of Ondine.

Adventurers: Dolphins love adventuring, and enjoy nearly any class. They make excellent fighters, rogues, sirens, and sorcerers. Some of the more rural dolphins will even take up the call of the barbarian or kahuna.

Names: Dolphin names, in Ceti, are unpronounceable as most of the name is in the ultrasonic range. Therefore, a dolphin often gives his name in Aquan. If a surname is used, it often designates his/her pod, or sometimes the area where he/she ranges.

Male Names: Valamo, Tirroshan, Gustallo, Talamok, Warrosho of the Crater Bay Pod

Female Names: Leileena, Sheelarra, Calasee, Volahnshee of Pearl Cove

DELPHIN RACIAL TRAITS

+2 Dexterity, +2 Charisma, -2 Wisdom: Dolphins are swift and amiable, but not always the most sensible.

Racial Buoyancy: -25^A, **Depth Tolerance:** 1,200 feet

Medium: Dolphins are Medium creatures and have no bonus or penalty due to size.

Lightning Swim Speed: Dolphins have a base swim speed of 80 ft.

Seabound: Dolphins were never meant to move on land. They do so at a movement rate of 5 feet by flopping around.

Lungs: Dolphins can breathe air indefinitely.

Blindsight (60 feet): Using echolocation, a dolphin maneuvers and fights as well as a sighted creature. Invisibility, darkness, and most kinds of concealment are irrelevant, though the dolphin must have line of effect to a creature or object to discern that creature or object.

Tool Use: Dolphins use tools with force manipulation [sonic].

Natural Armor: Dolphins have a natural armor bonus of +1.

Languages: Dolphins begin play speaking Common and Ceti. Dolphins with high Intelligence scores can choose from Draconic, Delatari, Halbok, and Lok'tar.



Estrel

While many trueforms can claim their origin as either evolution or intelligent design through magical means, only one can claim they came about from the sheer weirdness of the deepest waters of the sea, and those are the estrels. These trueform starfish have seen some strange things, and without a doubt, they are one of them.

Physical Description: Estrels closely resemble circeaster starfish, which are fairly common on the abyssal plains. Though larger than the average starfish at this depth, they share all the usual physical attributes including five arms equally spaced around a central mouth, and a thorny hide that is rust-orange on top and beige on the bottom. Some differences include five, well-defined eyes situated around the central mouth. The mouth itself is slightly anomalous as it protrudes slightly and is larger and more defined compared to most other species of starfish.

An estrel can walk upright on two of its arms, often splaying the tips of those arms into more effective "feet." Though this gives the estrel the illusion of being a humanoid creature, it should be noted that it has no true head, nor top or bottom. Any two adjacent arms can be bipedal walking legs. It does this for increased motility, and to put humanoid races at ease with its inherent alienness.

Society: While estrels are scavengers by nature, their intellect allows them to become apt conmen and thieves. They are often found in the company of echinn, as the two races not only share a similar biology, but have a long history of cooperation and cultural exchange. In fact, many believe that the echinn language and naming practices are actually estrelian in origin. In addition, it is not unknown to find a lone estrel leading a tribe of echinns. Consequently, it is rare to find an estrel cooperating with karkanaks. Karkanaks often view estrels as exciting delicacies.

ESTREL RACIAL TRAITS

+2 Dexterity, +2 Wisdom, -2 Charisma: Estrels are surprisingly nimble and fairly clever, but they are odd little creatures.

Racial Buoyancy: -15, **Depth Tolerance:** 26,000 feet

Small-sized: Estrels are Small creatures and thus gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their CMB and CMD, and a +4 size bonus on Stealth checks.

Slow Swim Speed: Estrels have a base swim speed of 15 feet.

Creepers: Estrels have a climb and land speed of 15 feet.

Gills: Estrels can breathe water indefinitely.

Tool Use: Estrels use tools with hand-equivalent appendages.

Natural Armor: Estrels have a natural armor bonus of +2.

Scent: Estrels gain the scent ability.

Sneaky: An estrel gains a +4 racial bonus on Stealth checks.

Suction: An estrel can create powerful suction against any surface, allowing it to cling to solid surfaces with ease. An estrel can establish or release suction as a swift action, and as long as it is using suction, it moves at half speed. Because of the suction, an estrel's CMD score gets a +10 circumstance bonus to resist bull rush, awesome blows, and other attacks and effects that attempt to physically move it from its location.

Regrow Limbs: This trait is described under "Trueform Racial Traits."

Languages: Estrels begin play speaking Dagonite and Echinn. Estrels with high Intelligence scores can choose any of the following: Aquan, Abyssal, Common, Draconic, and Lok'tar.

While estrels procreate in the typical manner of all starfish, they also possess the same amazing regenerative qualities that can also lead to reproduction. An estrel that is split in half will regenerate into two identical individuals in about a week's time. If these individuals had obtained class levels, the levels get divided equally among them. Those that are familiar with the estrel know that it will likely take magic to put a stop to them. Those that are not acquainted with the estrel's peculiar regeneration abilities may be in for a bit of a surprise after what may have seemed like a resolute victory.

Relations: Aside from its abyssal relations, a few estrels will seek refuge in more shallow waters, surfacing just about anywhere in the Cerulean Seas, Isinblare, or the Celadon Shores. There they are seldom recognized as a creature from the underdeep, as starfish are a common sight on the shore as well, and their existence as denizens of the deep dark is not well-known. In the surface regions, estrels have no established reputation. In these regions, they are just as likely to reform into upstanding citizens as they are to swindle whomever they meet.

Alignment and Religion: Most estrels are neutral evil, often using their wits to garner whatever they desire with little regard for others. However, this is somewhat the product of their environment, and many estrels who are shown compassion have been known to change their ways.

While their traditional deity is Gorgulth, they will sometimes worship Dagon or even Pholos.

Adventurers: Estrels adventure as either clerics or as charlatans (rogues), with very few individuals straying from that path. They adventure to obtain wealth and power most often, though deeper causes are not entirely unheard of.

Names: Like echinns, estrel names are conveyed in a hand-shake, and are made up of a variety of squeezes, "tickles," pulls, and pushes. Unlike echinns, estrels are ok with most foreign nicknames, provided they are not disrespectful.



Hydrurgan

The ancestors of the hydrurgans once ruled nearly half of Fiskheim but centuries of conflict with the squawks have whittled the numbers down to near extinction on several occasions. In ancient times the hydrurgans had the upper hand, being both stronger and smarter than the squawks. As time went on, however, the squawk military became more and more advanced, while the hydrurgans stayed virtually the same.

In fact, the hydrurgans didn't officially become trueforms, and thus have a fighting chance, until shortly after the flood when the crystal mirrors were unveiled. In the lands of Feldorheim they learned to master the supernatural talents that gave them the use of tools.

Physical Description: Like standard leopard seals, the hydrurgan is large and muscular with a dark grey back and light grey on its stomach. Its throat is whitish with black spots. Females are slightly larger than the males, with the average adult between 8 to 12 feet long.

Society: Compared to other Pinniparians, (those intelligent races who share Pinnipar as their native tongue, including Selkies and Thanor) the hydrurgan may seem solitary or even a bit stoic. Indeed, they value their individuality and ability to be self-sufficient. They even prefer to hunt alone, believing others to be too much of a distraction.

Hydrurgan tactics are likewise tailored around guerrilla-style combat. Their style is well-suited to overtaking rigid military formations and other cooperative combat methods, which are commonly used by the squawks and other enemies that are historically common in their waters.

Hydrurgan lairs are typically carved in the underside of thick ice and glaciers and usually consist of a labyrinth of tunnels and traps that only the hydrurgan knows how to traverse without incident. They tend to guard these lairs very well and can be fiercely territorial.

Relations: Hydrurgans get along famously well with Selkies, and are known to frequent their wild revelries and get extremely intoxicated. Although they have antisocial tendencies, hydrurgans are surprisingly social with races who are not actively trying to kill them. They tolerate thanor, but find their strange laws far too constricting.

Outside of Isinblare, hydrurgans are too rare to have any sort of reputation, though it's entirely possible that they have small communities already established in both the Cerulean Seas (near the Lochgelly selkies) and the Celadon Shores (near kawauso outposts).

Alignment and Religion: Hydrurgans tends towards both chaotic and neutral alignments, though usually not both at the same time. Good individuals outnumber evil, but particularly bloodthirsty hydrurgans are renowned.

When they have a religion, which is fairly uncommon, they typically worship Sedna.

Adventurers: Hydrurgans enjoy being barbarians and mariners and will often adventure to save their homeland, protect their friends, preserve freedom, or to avenge some wrong they have endured. A few just adventure for the sheer enjoyment of combat.

Male Names: Asuda, Dardog, Desna, Naardog, Qadichi, Suinnag.

Female Names: Aslagdi, Dagubvig, Dilaqia, Buniq, Migi, Panig.

HYDRURGAN RACIAL TRAITS

+4 Strength, +2 Constitution, -2 Charisma: Hydrurgans are strong and sturdy, but a bit unsophisticated.

Racial Buoyancy: -225^A, **Depth Tolerance:** 600 feet

Large: Hydrurgans are Large creatures and thereby suffer a -1 size penalty to their AC and attack rolls and a -4 penalty to Stealth checks. In addition, they gain a +1 bonus to their CMD, take up a 10 feet by 10 feet space and have a reach of 5 feet. A +2 Strength bonus due to size is included above.

Normal Swim Speed: Hydrurgans have a base swim speed of 40 feet.

Landwalker: Hydrurgans have a base land speed of 20 feet.

Lungs: Hydrurgans can breathe air indefinitely.

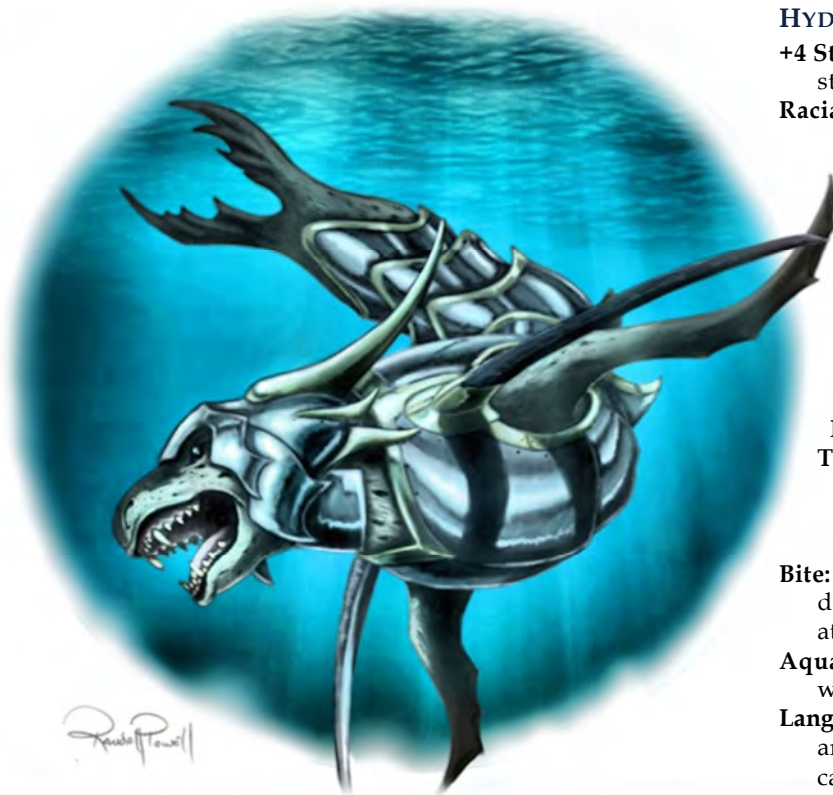
Natural Armor: Hydrurgans have a natural armor bonus of +4.

Tool Use: Hydrurgans use tools with force manipulation [water currents]. Spells and powers that manipulate water currents such as *alter current* and *control currents* can temporarily disable this ability.

Bite: Hydrurgans gain a brutal natural bite attack, dealing 1d8 damage. The bite is a primary attack, or a secondary attack if the creature is wielding artificial weapons.

Aquatic Acrobat: Hydrurgans gain a +4 Acrobatics skill checks while underwater.

Languages: Hydrurgans begin play speaking Common and Pinnipar. Hydrurgans with high Intelligence can choose any of the following: Aquan, Ceti, Delatari, Glacian, Celestial, Lok'tar, or Qulari.



Russell Powell

Ikasaru

When the squibbon first came to the Celadon Shores roughly a century and a half ago, they encountered a rather intelligent squid. Called a “tiger squid” by fishermen for millennia, it was generally regarded as a nuisance animal that stole bait, raided traps, and was very evasive in the process. The squibbon saw kinship in these creatures and learned that the tiger squids spoke a very primitive form of Cephalite. From this starting point, the squibbon somehow managed to teach a seemingly normal squid to speak non-squid languages and to use tools and weapons. Each generation of Ikasaru has passed these new skills on to the next, and thus the Ikasaru were born as a new trueform race.

Physical Description: Like all other cephalopods, ikasaru have a distinct head, bilateral symmetry, a mantle, and arms. Ikasaru have eight arms arranged in pairs that they use for more intricate skills, and two longer tentacles that they use to wield weapons or start a grapple. Typically coloration ranges from golden yellow to orange with darker stripes. They can modify this coloration slightly (lighten, darken, and become more red or more yellow) at will as a free action. This is done mostly for communication purposes, though may help slightly for camouflage or disguise purposes.

Society: Shortly after the squibbons “enlightened” the ikasaru, they regretted it. Aside from remaining primitive and somewhat paranoid, the ikasaru were also quite rebellious. The unstable attitudes of the squibbon frightened the ikasaru, and many turned on their octopus mentors. Most squibbon saw this as highly disrespectful, and retaliated. In less than two decades after the ikasaru officially became trueforms, the squibbon decided that their experiment was a failure and turned to

genocide as a solution. The ikasaru went into hiding, multiplied, and now, despite being a saltwater-based race, they fight for the Hanran against the Empire, and more pertinently, against the squibbons that joined the Empire.

Relations: The Hanran welcomed the fleeing Ikasaru with open arms, and although many of them do not share the same territory, they work well together and share goods and information. The ikasaru continue to learn many skills from their freshwater friends.

A few ikasaru fled the Celadon Shores entirely, ending up either in the Cerulean seas or in Feldorheim. In the Cerulean Seas, they continue to avoid and hate the squibbons, though the green octopi there have no idea why. In Isinblare, they are generally ignored unless they can contribute to whatever war effort might be going on at the time.

Alignment and Religion: Ikasaru are free spirits and gravitate towards chaotic alignments. They seem to lack the sophistication to comprehend morality however, and are not particularly very good or very evil. They are an extremely young race who hasn’t had a chance to develop religion, and most avoid it from other races. They do not yet grasp the concept of reverence, respect, or gratitude.

Adventurers: Ikasaru love learning combat and evasion skills, and happily become monks, rogues, and even ninja. A few ikasaru sorcerers and psions have even surfaced from time to time. However they seem to lack what it takes for divine classes or wizardry.

Names: Ikasaru make no distinction for gender, and often come up with random-sounding names for their children.

Example Names: Avu~enjā, Bobu, Burippuburippu, Dāgo, Garadarahenpu, Gorudei, Hama, Saimon, Shākubei.

IKASARU RACIAL TRAITS

+2 Dexterity, +2 Constitution, -2 Intelligence: Ikasaru are resilient and agile, but not the brightest.

Racial Buoyancy: -1, **Depth Tolerance:** 20,000 feet

Small-sized: Ikasaru are Small creatures and thus gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their CMB and CMD, and a +4 size bonus on Stealth checks.

Lightning Swim Speed: Ikasaru have a base swim speed of 40 feet, and jet 160 feet.

Landwalker: Ikasaru have a base land speed of 10 feet.

Tool Use: Ikasaru use tools with hand-equivalent appendages.

Gills: Ikasaru can breathe water indefinitely.

Grabbing Tentacles: The ikasaru gains Improved Grapple as a bonus feat. Their tentacles must be free, however, to start and maintain a grapple.

Natural Armor: Ikasaru have a natural armor bonus of +1.

Bite: Ikasaru gain a natural bite attack, dealing 1d3 damage. The bite is a primary attack, or a secondary attack if the creature is wielding artificial weapons.

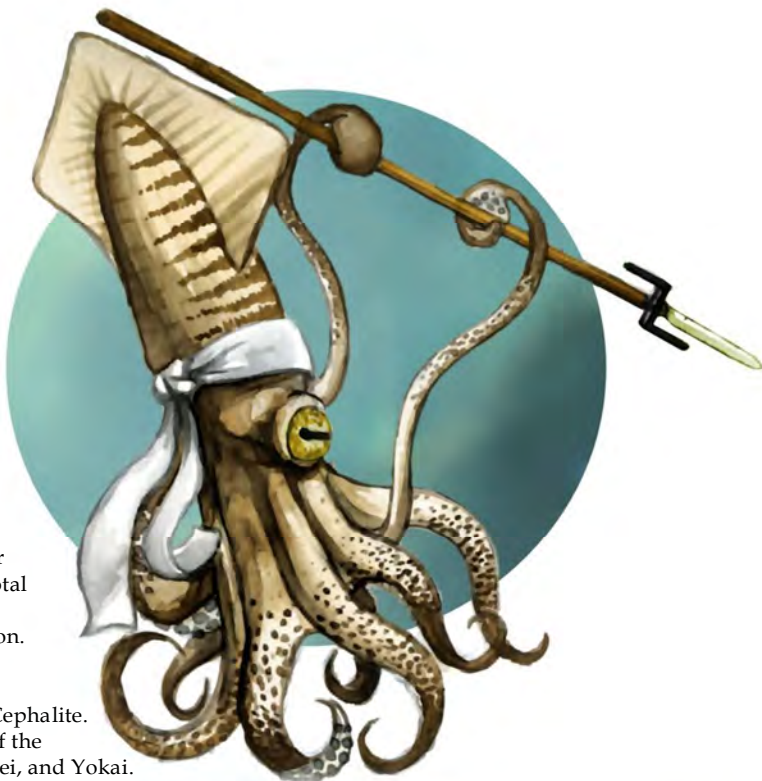
Ink Cloud: An ikasaru can emit a 5-foot-radius cloud of ink once per minute as a free action while underwater. This cloud provides total concealment. The ink persists for 1 minute.

Jet: An ikasaru can jet in a straight line as a full-round action. It does not provoke attacks of opportunity while jetting.

Regrow Limbs: Described under “Trueform Racial Traits.”

Languages: Ikasaru begin play speaking Common and Cephalite.

Ikasaru with high Intelligence scores can choose any of the following: Aquan, Dagonite, Hanran, Imperial, Kamigei, and Yokai.



Ixarc

Before the Bloody War, the ixarcs, known as "devil rays," were a selfish and greedy race. Not much of a force in the seas because of their distrust of others, including their own kind, ixarcs were never taken seriously. However, shortly before the war, a great philosopher emerged among them. The ixarc philosopher, known as Jaxlen, taught that all creatures are innately selfish, but it is by the gift of freedom of will that one can strive to improve oneself. Strangely, and much to the astonishment of other sea-dwellers, the philosophy caught on like wildfire. Now all Ixarcs are Jaxlenites.

Physical Description: Ixarcs, also known as "monk rays," are a ray-like fish with dorsal coloration that varies between dark gray, green, and brown. Ventral coloration is predominantly white with dorsal coloration often bleeding over the edges of the disc onto the ventral surface. Color intensity may decrease around the head region. They have large mouths filled with small but sharp teeth, and two long tails that end in an arrow-like point. The ixarc has an angry countenance, with piercing black eyes. Males and females are virtually identical to each other, the latter distinguishable by a red-rimmed egg pouch. Young Ixarcs look like small adults. In general, there is little physical diversity from individual to individual, and they are often distinguished by scars, tattoos, or specific items worn. Ixarcs use Remora Imps to help them manipulate objects, and are almost always accompanied by them.

Society: The typical ixarc is introverted and contemplative. Almost all ixarcs are known for profound insight and inspirational wisdom. Ixarc spiritual leaders preach the values of not only mind over body, but mind over nature. Ixarcs believe that all creatures by nature are selfish and evil, and it is only through will alone that a being can rise above that. Because they believe in the potential of all living creatures to change and improve, they are generally kind to

all. Fueled by this philosophy, many ixarcs venture forth to share their wisdom with other races. Despite their kind and gentle demeanor, an ixarc will defend itself and others with frightening ferocity. Those that have seen an ixarc fight agree that they have the potential for great evil and destruction, and are thankful that the ixarcs adhere to a peaceful philosophy. Ixarcs also have a pleasant sense of humor, and appreciate those beings that can laugh at themselves.

The philosophy of the ixarc seems to be part of some great racial flaw, and the race is powerless to avoid it. The teachings do not seem to have that effect on other races, but races other than ixarcs are a welcomed part of nearly every ixarc monastery.

A typical ixarc monastery has a small shrine to Jaxlen, although he is not worshiped like a god. In essence, the Ix worship the ideals of Jaxlen and pay homage to how the race has improved from his teachings.

Relations: The ixarcs are respected members of the undersea community, and can be found throughout the Cerulean Seas, and occasionally on the Celadon Shores and even Isinblare.

Alignment and Religion: Ixarcs can be any alignment that isn't chaotic or evil, as Jaxlenite teachings can be interpreted in many ways. They have no other religion other than Jaxlenism.

Adventurers: Ixarcs most often become monks, but mariners, sorcerers, and even wizards are possible. Clerics, however, would pose a problem to the Council of Nine, and therefore are avoided. A priest of Jaxlen is entirely possible, however, wherever his presence would not cause turmoil.

Names: Ixarc names are almost always made up of many vowels and syllables, interspaced with hard consonants. All Ixarc names start with a vowel. Female names often end in softer consonants or vowels, and male names end in hard consonants. Ixarcs rarely attach titles or surnames on top of the name, but do reserve the more simple names for spiritual and military leaders.

Male Names: Aratakatak, Ekaxaketet, Utakazagep, Etopopurad, Odetopepekad

Female Names: Ipitetepi, Ulitizakal, Atapitipaj, Olidatopuli, Emidapitidu

IXARC RACIAL TRAITS

+2 Wisdom, +2 Charisma, -2 Strength: Ixarcs are wise and charismatic, but not terribly strong.

Racial Buoyancy: -10, **Depth Tolerance:** 3,200 feet

Small-sized: Ixarcs are Small creatures and thus gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their CMB and CMD, and a +4 size bonus on Stealth checks.

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

Gills: Ixarc can breathe underwater indefinitely.

Seabound: Ixarcs were never meant to move on land. They do so at a movement rate of 5 feet by flopping around.

Water Sense: Ixarc can sense vibrations in water, granting them blindsense 30 feet against creatures that are touching the same body of water.

Bite: Ixarcs gain a natural bite attack, dealing 1d3 damage. The bite is a primary attack, or a secondary attack if the creature is wielding artificial weapons.

Natural Armor: Ixarcs have a natural armor bonus of +2.

Tool Use: Ixarcs use remora imps to manipulate objects.

Languages: Ixarcs begin play speaking Common, Ix, and Pelagic. Ixarcs with high Intelligence scores can choose from Draconic, Delatari, Halbok, and Lok'tar.



Kawauso

Kawauso, or trueform river otters, enjoy the temperate rivers and lakes of Senkokoku, 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.

Physical Description: A kawauso's body is slender, streamlined and serpentine. Dark, grayish-brown fur covers most of the dorsal surface with a lighter cream coloration on the ventral surface, especially on the face and neck. The fur is fine, dense and velvety. Kawauso have flattened heads and short, thick necks; eyes are located toward the front of the head. The ears are small and rounded and have a valve-like structure that enables them to be closed when swimming underwater. Similar to other otters, kawauso have relatively short legs with very narrow, partially webbed feet. The kawauso's tail is long, about one-third of its total body length. The tail is thick at the base, muscular, flexible, and tapers to a point. The tail is used for propulsion when swimming at high speed, to steer when swimming slowly and for balance when standing upright on hind legs.

Society: 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.

Relations: 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.

Alignment and Religion: While kawauso can be cruel pranksters, very few are actually evil. Most are simply chaotic, with a strong leaning towards good. Kawauso clerics are not uncommon, and typically worship the Powers of Nature or Magic.

Adventurers: Kawauso enjoy being clerics, rogues and mariners, but also find magic and sorcery fascinating. Kawauso often adventure just for the thrill of it. Good company is certainly another motivation. Occasionally a quest will arise to right some great wrong, and kawauso are not hesitant to volunteer.

Male Names: Haidan, Haishi, Manyu, Nijiling, Shayu, Shuilaohu

Female Names: Haidai, Haicao, Hehua, Lianhua, Luwei, Shanhu

KAWAUSO RACIAL TRAITS

+2 Dexterity, +2 Wisdom, -2 Strength: Kawauso are very nimble and crafty, but not very brawny.

Racial Buoyancy: -20^A, **Depth Tolerance:** 600 feet

Small-sized: Kawauso are Small creatures and thus gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their CMB and CMD, and a +4 size bonus on Stealth checks.

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

Landwalker: Kawauso have a base land speed of 20 feet.

Tool Use: Kawauso use tools with hand-equivalent appendages.

Natural Armor: Karkanaks have a natural armor bonus of +2.

Bite: Kawauso gain a vicious natural bite attack, dealing 1d6 damage. The bite is a primary attack, or a secondary attack if the creature is wielding artificial weapons.

Grappling Bite: Kawauso gain Improved Grapple as a bonus feat. In addition, when they make a successful bite attack they may also start a grapple which they can maintain and still make attacks with their forearms.

Languages: Kawauso begin play speaking Common. Kawauso with high Intelligence scores can choose any of the following: Aquan, Hanran, Imperial, Kamigei, Pinnipar, and Yokai.



Medusian

Medusians are the trueform variety of goliath jellyfish. They are peaceful hunters, seeking out sustenance amid the eerie twilight zone of the ocean's depths. While completely lacking vision in the conventional sense, they more than make up for it with their psionic aptitude, and tend to be even more aware of their surroundings than those with ordinary sight.

Physical Description: The "bell" of a medusian is translucent, and is tinged blue, purple, pink, or mauve. This bell contains a fin-like gas bladder on top and a brain-like structure that is bright green in color within. Long, thick tendrils hang from the underside of the bell, and are greenish towards the top, becoming more and more translucent and clear towards the end. Using psychokinesis to vibrate their bodies, they produce remarkably clear, intelligent, and androgynous sounding voices.

Medusians reproduce by fission (splitting in half), and therefore have no gender. Fission happens only once, instead of dying of old age, the medusian splits into two brand new medusians. This can happen artificially as well, if the medusian is slain by being cut in half vertically.

Society: Medusians often organize into large schools where they converse and cooperate, often exchanging weapons, armor, information, and food among one another. They are a shy race that works with other races only when necessary. When conflict arises, most medusians will often passively leave the affected area. However, if repeatedly provoked or cornered, the medusian is a merciless opponent that has many jellyfish allies nearby, both the well-armed variety and the mundane.

Unlike many trueforms, medusians do not build structures to dwell in, preferring instead to drift amid the open sea. This does make medusian "villages" particularly

hard to find. While they often just follow the currents, a group decision can lead them off in an entirely different direction. Trackers can spend years trying to locate a particular group of Medusians.

Relations: One might expect a rather bland and unobtrusive history for a psionic jellyfish, even if it is a trueform. However, this is only the historical demeanor of the medusians. They are often key background players, quietly manipulating other races into affecting balance in the seas. While they shun notoriety, many sages have been able to connect them to several key events in history.

The medusians have been tied to such important events as notifying the apsar of the brillax's presence, introducing the melusine to the aboleth whose labyrinth they now control, and leading the zils to discover the snell. In essence, they effect change simply through carefully mixing two groups together, usually to the detriment of a harmful group and the benefit of a benevolent one.

Alignment and Religion: Tending more towards a unifying philosophy rather than a true religion, medusians believe that what one individual views as a god, others manifest in their life as a philosophy. Consequently, medusians tend to be accepting of others' religions, even if they do not themselves believe the same. Medusians tend to be good, with the race as a whole tending toward true neutral.

Adventurers: Medusians often adventure to maintain balance in their realm, and almost exclusively favor psionic classes.

Names: Medusians have multisyllabic, complicated sounding names. **Examples:** Atolla, Crossota, Cyanea, Diplulmaris, Porpita, and Stomolophus.

MEDUSIAN RACIAL TRAITS

+2 Constitution, +2 Wisdom, -2 Charisma: Medusians are tough and sagely, but are extremely alien and hard to relate to.

Racial Buoyancy: 0^c, **Depth Tolerance:** 2,000 feet

Medium: Medusians are Medium creatures with no changes due to size.

Slow Swim Speed: Medusians have a base swim speed of 20 ft.

Gills: Medusians can breathe underwater indefinitely.

Water Reliant: Without the aid of magic or psionics, this creature cannot move on land, and can only survive outside of water for 1 round per 2 points of Constitution.

Alternate Senses: Though the medusian is blind, it does have blindsense 60 feet.

Advanced Tool Use: Medusians use tools with force manipulation [psychokinesis]. In addition, as long as the medusian is physically touching a weapon, the medusian can wield it as if he had two arms.

Psionically Attuned: Medusians gain the Wild Talent feat at first level. If the medusian begins first level in a psionic class, he gains the Psionic Talent feat instead.

Entangling Tentacles: If a medusian strikes a Medium or smaller foe with its tentacles (natural attack, no damage), the jellyfish can immediately attempt a grapple check without provoking an attack of opportunity. If the medusian wins the check, it draws the foe into an adjacent square. The foe gains the grappled condition, but the medusian does not. When entangled in this manner, the victim automatically loses one hit point per round.

Poison: Tentacles—contact; Fortitude saving throw (DC 12 + 1/2 the medusian's character level + the medusian's Constitution modifier); freq. 1/round for 4 rounds; effect 1d3 Dexterity damage; cure 1 save.

Regrow Limbs: Described under "Trueform Racial Traits."

Languages: Medusians begin play speaking Common and Medusian. Medusians with high Intelligence scores can choose from Aquan, Dagonite, Delatari, Kamigei, Nixish, Lok'tar, and Salatari.



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 unyielding.

Physical Description: Like all sirenians, the rugon has a fusiform body with no dorsal fin or hind limbs. The forelimbs or flippers are paddle-like. The rugon is easily distinguished from the manatees by its fluked, dolphin-like tail, but also possesses a unique skull and teeth. Its snout is sharply downturned, an adaptation for feeding in benthic seagrass. Rugons range in color from light-grey to dark brown. Their voices are extremely deep, and they speak very slow and deliberately.

Like other sirenians, the rugon experiences pachyostosis, a condition in which the ribs and other long bones are unusually solid and contain little or no marrow. These heavy bones, which are among the most dense in the animal kingdom, may act as a ballast to help keep sirenians suspended slightly below the water's surface.

Society: At first glance, one would assume that this slow moving, 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.

RUGON RACIAL TRAITS

+4 Strength, +2 Constitution, -2 Dexterity: Rugons are very strong and robust, but not very maneuverable.

Racial Buoyancy: -150^B, **Depth Tolerance:** 300 feet

Large: Rugons are Large creatures and thereby suffer a -1 size penalty to their AC and attack rolls and a -4 penalty to Stealth checks. In addition, they gain a +1 bonus to their CMD, take up a 10 feet by 10 feet space and have a reach of 5 feet. A +2 Strength bonus due to size is included above.

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

Sprint: Once per hour, a rugon can double its swim speed for bursts of up to 5 rounds.

Seabound: Rugons were never meant to move on land. They do so at a movement rate of 5 feet by "pec walking."

Lungs: Rugons can breathe air indefinitely.

Natural Armor: Rugons have a natural armor bonus of +6.

Unrelenting: Rugons gain a +2 bonus on combat maneuver checks made to bull rush, overrun, or reposition an opponent. This bonus only applies while both the rugon and its opponent are swimming.

Tool Use: Rugons use tools with force manipulation [magic].

Languages: Rugons begin play speaking Common.

Rugons with high Intelligence can choose any of the following: Aquan, Ceti, Kamigei, Hanran, Imperial, and Yokai.

Relations: The emperor's forces discovered the rugon's dangerous 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 rugons, 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 rugons 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 draft dodging 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.

Alignment and Religion: Most rugon are neutral in their outlook, though often see the balance tipped out of their favor, and use this to justify evil acts against those that have wronged them. They are occasionally religious, and typically worship the Powers of Nature or Magic.

Adventurers: Young rugons often set off in search of adventure, hoping to find greener pastures or treasure enough to buy such. Rugons will also take up the adventurer's path if they feel they are personally threatened, their territory is in danger, or if others of their kind, including the dugongs, are being harmed. Most rugon adventurers are wandering barbarians.

Male Names: Agus, Cahaya, Harta, Putu, Surya, Wayan

Female Names: Aisyah, Cahyo, Kasih, Mawar, Sinta, Widya



Squibbon

The squibbon, as they are now, are a fairly new race, originating sometime after the Bloody War. For millennia, their ancestors, known then as simply "green octopi" were considered a semi-intelligent pest of the dolphin race. Unfortunately, all attempts to communicate with these little mollusks ended in failure. Desperate for an end to the octopi menace, the dolphin called upon a powerful marid. With her aid, the squibbon race was born; all green octopi suddenly had the ability to speak and understand common.

Ever since then, most races wished the marid hadn't interfered. Now the dolphins, as well as all other races, have to endure the incessant ramblings of the squibbons, who despite being a sentient race, seem to be utterly insane. Now that they have a whole new world that they can talk to, they do, and seldom stop.

Physical Description: One of the best known features of Octopuses is the fact that they have eight arms, and Squibbon are no exception to that. These arms can be considered 'super lips' as they are modified appendages surrounding the mouth. The inner surface of each arm is lined with one to two rows of adhesive suckers, which are used to seize prey and to 'walk' along the bottom of the sea.

The mouth is made up of a parrot-like beak and a toothed tongue, the radula. The radula is used to drill holes into the shell of crabs, shrimp, even clams and snails. It is a quirk of evolution that the brain of Squibbon (as well as other cephalopods) developed surrounding the esophagus. This means that, to avoid serious migraines, Squibbon must chew their food into a puree before swallowing it.

While in a relaxed state, the squibbon is bright green with a pinkish-orange underside. However, if a squibbon desires, special pigment cells (chromatophores) in the skin are activated in an attempt to blend in with their surroundings. The chromatophores consist of three bags containing different colors which are adjusted individually until the background is matched. Coloration can also reflect mood; white for fear, red for anger, and brown for happiness.



Society: Squibbons are most often described as totally insane. Some believe that squibbon culture is so old and alien that they just have trouble relating to other species. Squibbon are prone to paranoia and manias that seem to sweep entire communities only to suddenly fade away into some other obsession.

Relations: Their intense passion for things often attracts the friendship of the Mogogol race, who share a similar outlook. Unlike the Mogogols, however, squibbon lack any long term philosophy or passions, except perhaps that at any given moment, a squibbon can change its mind, its driving goals, and even its personality. Because of this, Squibbon are considered an untrustworthy or even dangerous race. Luckily, for the most part (so far), squibbon have been generally helpful to their neighbors, even if it has been in the strangest ways possible. In general, squibbon lack the conviction to become a major threat, and have a general tendency towards actions that help themselves and occasionally the community that they live in.

Alignment and Religion: Squibbons are almost always chaotic in alignment, and those that display lawful tendencies are often attacked or banished by the squibbon community (consequently, squibbons encountered outside the Cerulean Seas, such as the Celadon Shores, have more lawful leanings). Squibbons often worship Clagguth, and venerate his madness.

Adventurers: Squibbon are found in just about any class that doesn't require lawfulness. They truly excel at being rogues, where their unique skills are indispensable. Their psychoses drive them in unpredictable directions, however, and it is not unusual to meet a squibbon who is not well-suited for his class.

Names: Squibbon names and naming schemes follow no known pattern. Male and female names have no noticeable differences. The only customary practice they seem to have is that most squibbon name themselves, but exceptions to this occur without pattern or provocation.

Example Names: Hamma, Blipblip, Dargo, Simon, Goldeye, Bob, "The Avenger," Garadarahep, Sharkbait

SQUIBBON RACIAL TRAITS

+2 Strength, +2 Dexterity, -2 Charisma: Squibbon are quick and powerful, but a little too crazy for comfort.

Racial Buoyancy: -1, **Depth Tolerance:** 10,000 feet

Small-sized: Squibbons are Small creatures and thus gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their CMD and CMD, and a +4 size bonus on Stealth checks.

Fast Swim Speed: Squibbons have a base swim speed of 30 feet, and jet 120 feet.

Landwalker: Squibbons have a base land speed of 20 feet.

Tool Use: Squibbons use tools with hand-equivalent appendages.

Gills: Squibbons can breathe water indefinitely.

Elusive: A squibbon gains a +4 racial bonus on Escape Artist and Stealth checks.

Natural Armor: Squibbons have a natural armor bonus of +1.

Bite: Squibbons gain a natural bite attack, dealing 1d3 damage plus poison.

Poison: Bite— injury; save Fort (DC 10 + 1/2 the squibbon's character level + the squibbon's Constitution modifier); frequency 1/round for 6 rounds; effect 1 Str; cure 1 save.

Ink Cloud: A squibbon can emit a 5-foot-radius cloud of ink once per minute as a free action while underwater. This cloud provides total concealment. The ink persists for 1 minute.

Jet: A squibbon can jet backward once per round as a full-round action, at a speed of 120 feet. It must move in a straight line while jetting, and does not provoke attacks of opportunity doing so.

Regrow Limbs: Described under "Trueform Racial Traits."

Languages: Squibbons begin play speaking Common and Cephalite. Squibbons with high Intelligence scores can choose: Aquan, Dagonite, Delatari, Kamigei, Nixish, Lok'tar, and Salatari.

Trueform Families

There is a lot of reference in this tome revolving around the concept of “same species,” and we realize that this is a little vague. Leaving it this way can open up problems with the Summon Lesser Form feat and Paragon of Beast’s wildshape ability. While we encourage each Game Master to compile their own lists, we have provided this handy reference here that can be used as a baseline. Optionally, “species” could refer to a broader category of animals. For example, ikasaru and squibbons might be related to all mollusks, dolphins to all cetaceans, carchardians to all fish, and so on. While this does give them a more comprehensive “family tree” to draw from, it also detracts from their species uniqueness.

The natural animals listed under each trueform race are a small sampling of interesting natural species from our own seas and shores here on Earth. I encourage you to research these, as some are more amazing than anything found in a fictional bestiary and serve as great inspiration.

Ambymander

Natural Animals: Axolotl, fire newt, mudpuppy, pacific giant salamander, tiger salamander.

From the Bestiaries: Diplocaulus^{CC}.

Note: Giant lizards with the aquatic template added may work as well (blood lizardTH, giant gecko^{B3}, giant tuataraTH and the tuatara^{B4} are great examples).

Carchardian

Natural Animals: Basking shark, big-nose shark, black-tip shark, crocodile shark, lantern shark, mako shark, megamouth shark, stehacanthus (extinct), whale shark, wing-head shark.

From the Bestiaries: Bull^{B4}, common^{B1}, edustus^{BB}, great white^{B4}, goblin^{BB}, hammerhead^{TR}, helicoprion^{TR}, helicoprion^{BB}, jigsaw^{TR}, maulhead^{BB}, tiger^{B1} (all listed under the heading of shark)

Chronopterid

Natural Animals: Arthropleura, eurypterus, glyptoscopus, jaekelopterus, pterygotus, megalograptus, tylopterus (all extinct). Optionally, the horseshoe crab may be the euryptid’s closest living aquatic relative.

From the Bestiaries: Bluetip^{SS}, common^{SS}, ochres^{SS}, spiny^{SS}, spitting^{SS} (all listed under the heading of euryptid).

Delphin

Natural Animals: Common bottlenose dolphin, whale dolphin, humpback dolphin, porpoise, melon-headed whale, pygmy killer whale, river dolphin. Technically killer whales (orcas) are a species of dolphin.

From the Bestiaries: Dolphin (common)^{B1}, orca (killer whale)^{B1}, popoto (dolphin)^{UW} (all listed under the heading of cetacean).

Gstrel

Natural Animals: Basket star, bat sea star, brisingid sea star, crown-of-thorns starfish, leather star, morning sun star, nine-armed sea star, pacific blood star, pincushion starfish, royal starfish, sunflower star.

From the Bestiaries: Giant starfish^{B6}, spiny starfish^{UW}, starfish (familiar)^{BB}.

Kydrugan

Natural Animals: Fur seal, gray seal, harbor seal, leopard seal, monk seal, weddel seal.

From the Bestiaries: Dire^{BB}, elephant^{BB}, emperor walrus^{BB4}, fantail^{BB}, pelagiarcos^{BB}, sea lion^{BB}, seal^{BB}, seal^{UW}, walrus^{BB}, waterhorse^{BB} (all listed under the heading of seal).

Ikasaru

Natural Animals: Bush-club squid, Cock-eyed squid, colossal squid, glass squid, humboldt squid, japanese flying squid, market squid, octopoteuthis deletron, whiplash squid.

From the Bestiaries: Giant^{B1}, vampire^{UW}, squid^{B1}, school of squid^{BB}, swamp kraken^{BB} (all listed under the heading of squid).

Ngarc

Natural Animals: Eagle rays, electric rays, guitarfishes, devil ray, giant manta, sawfish.

From the Bestiaries: Dire stingray^{BB}, manta ray^{B2}, school of stingray^{BB}, stingray^{B2}

Kawauso

Natural Animals: Asian small-clawed otter (what kawauso are based on), clawless otter, eurasian otter, giant otter, hairy-nosed otter, smooth-coated otter, spotted-necked otter.

From the Bestiaries: Dire otter^{BB}, otter^{B3}, sea otter^{BB}

Medusian

Natural Animals: Box jelly, by-the-wind sailor, cannonball jellyfish, irukandji, lion's mane, moon jelly, Nomura's jellyfish, Portuguese man-of-war, upside-down jellyfish.

From the Bestiaries: Crimson^{B6}, death's head^{B3}, death shell^{BB}, goliath^{BB}, jellyfish^{B2}, monstrous sea waspTH, sapphire^{B3}, school^{BB}, swarm^{B2}, whaler^{B6} (all listed under the heading of jellyfish).

Rugon

Natural Animals: African manatee, amazonian manatee, dugong, protosiren (extinct), west indian manatee.

From the Bestiaries: Echinotee^{BB}, manatee^{BB}, steller^{BB}, solenosiren^{BB} (all listed under the heading of sea cow).

Squibbon

Natural Animals: Blanket octopus, coconut octopus, dumbo octopus, giant pacific octopus, larger pacific striped octopus, mimic octopus, octopus wolfe.

From the Bestiaries: Blue-ringed octopus^{UM}, octopus^{B1}, giant octopus^{B1}, giant lake octopus^{WW}

Bestiary References

BB1, BB2, BB3, BB4, BB5, BB6: PATHFINDER ROLEPLAYING GAME BESTIARY 1, 2, 3, 4, 5, & 6.

BB: BEASTS OF THE BOUNDLESS BLUE

CC: CREEPY CREATURES

SS: Pathfinder Adventure Path #37: Souls for Smuggler's Shiv. © 2010, Paizo Publishing, LLC; Author: James Jacobs.

TH: TOME OF HORRORS COMPLETE

TR: Pathfinder Adventure Path #57: Tempest Rising © 2012, Paizo Publishing, LLC; Author: Matthew Goodall.

UW: Pathfinder Roleplaying Game Ultimate Wilderness © 2017, Paizo Inc.; Authors: Alexander Augunas, et al.

UM: Pathfinder Roleplaying Game Ultimate Magic. © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, et al.

WW: Pathfinder Adventure Path #46: Wake of the Watcher. © 2011, Paizo Publishing, LLC; Author: Greg A. Vaughan.

Trueforms in Your Game

Trueforms in this text are presented as a fairly fresh race in the Cerulean Seas. While they do have ancient origins, there is no history to worry about between then and now. This allows them to be placed in virtually any aquatic setting with little work. That is, they require almost no adjustment to your world to begin play immediately. One down side to this “newness” is that they lack tradition, language and history common to other PC races. However, as both common animals and well-established NPC races of the Cerulean Seas campaign setting (and supplements), almost all trueforms are a familiar and somewhat comfortable site. This is a unique opportunity to take something that everyone knows something about and add a new dimension to it; not as fauna or pests, not as familiars or animal companions, but as a viable PC race in its own right.

Of course there is a hint of mystery about the trueforms. What is their purpose? How have they come about? Why did their rise seem to coincide with the great flood. Both trueform PC and non-trueform PC can find adventure investigating these questions.

Optionally, the Gamemaster can create other backstories for trueforms. Perhaps they are divine representatives of animal gods. Maybe they have always been there as sort of “animal prototype,” and all natural animals evolved from them. Possibly they are reincarnated souls of other sentient beings that are now trapped in animal form. Conceivably there is a magical spring that grants sapience to

natural animals that swim in it. There are many possibilities.

Before this supplement, trueforms had very vague, “on the fly” style rules. While most had a detailed history described in the setting books, individual NPCs were hard to flesh out. With this supplement, stalwart representatives of the trueform races can be created in NPC form, completely fleshed out with their own classes and unique statistics. This will make them a lot more interesting than simply a talking animal.

Whatever the case, trueform PC races will make a welcome addition to any game as a representative of the animal world, an unusual option for the player who is seeking something different, a challenge for the player who has played everything or even a fun alternative for those that really like animals.



Remarkable Races Submerged: Vital Statistics

TABLE 1-2: RANDOM STARTING AGE

Race	Adulthood	Intuitive ¹	Self-Taught ²	Trained ³
Ambymand.	5 years	+1d4	+1d6	+2d4
Apsara	15 years	+1d4	+1d6	+2d6
Aq. Anumi	1 year	+1d4	+1d6	+2d6
Aqua-xax	0 years	+1d3	+1d4	+1d8
Ashray	0 years	+1d4	+3d4	+4d4
Bro. of Frost	1 year	+2d4	+3d4	+6d4
Carchardian	30 years	+1d4	+3d4	+4d4
Chronopter.	10 years	+1d4	+1d6	+2d4
Chrysopsaro	15 years	+1d4	+1d6	+2d6
Deep Drow	130 yrs	+4d6	+6d6	+10d6
Delphin	13 years	+1d4	+1d6	+2d6
Entobian	14 years	+1d4	+1d6	+2d6
Estrel	5 years	+1d4	+1d6	+2d4
Genai	60 years	+4d6	+6d6	+8d6
Hai nu	14 years	+1d4	+1d6	+2d6
Hydrurgan	7 years	+1d4	+1d6	+2d4
Ikasaru	2 years	+1d4	+1d6	+2d4
Ixarc	10 years	+1d4	+1d8	+2d8
Kawauso	5 years	+1d4	+1d6	+2d4
Kirah	130 yrs	+4d6	+6d6	+10d6
Kvol	1 year	+1d4	+1d6	+2d6
Medusian	6 mo.	+3d6*	+3d12*	+5d12*
Morgen	7 years	+4d6	+6d6	+10d6
Mrawgh	10 years	+1d4	+1d6	+2d6
Nelumbu	6 years	+2d4	+3d4	+5d4
Rugon	15 years	+1d6	+1d8	+2d6
Sea Squole	1 year	+1d4	+1d6	+2d6
Sisiutl	120 yrs.	+4d6	+6d6	+10d6
Skn. Relluk	1 year	+4d6	+6d6	+10d6
Spirit Folk	20 years	+1d6	+2d6	+3d6
Squibbon	2 years	+1d4	+1d6	+2d4
Triton	0 years	+4d4	+6d4	+8d4
Woggle	10 years	+1d4	+1d6	+1d8

¹ This category includes barbarians, oracles, rogues, and sorcerers.

² This category includes bards, cavaliers, fighters, gunslingers, mariners, paladins, rangers, sirens, and witches.

³ This category includes alchemists, clerics, druids, inquisitors, kahunas, monks, and wizards.

*this number is in months

TABLE 1-3: AGING EFFECTS (in years)

Race	Middle Age	Old	Venerable	Max Age
Ambymand.	25	35	40	40 + 2d4
Apsara	35	53	70	70 + 2d20
Aq. Anumi	20	37	55	55 + 2d20
Aqua-xax	40	58	75	75+3d20
Ashray	Immune to aging			
Bro. of Frost	Immune to aging			
Carchardian	65	70	75	75 + 4d4
Chronopter.	35	45	50	50 + 1d6
Chrysopsaro	65	70	75	+ 1d%
Deep Drow	195	285	370	370 + 4d%
Delphin	40	55	60	60 + 3d8
Entobian	45	65	75	75 + 3d20
Estrel	60	65	70	70 + 4d6
Genai	150	200	250	250 + 6d%
Hai nu	30	45	60	60 + 2d10
Hydrurgan	30	45	55	55 + 3d4
Ikasaru	20	25	30	30 + 2d4
Ixarc	25	40	50	50 + 3d6
Kawauso	30	40	45	45 + 1d20
Kirah	195	285	370	370 + 4d%
Kvol	Immune to aging			
Medusian	7	8	10	10 + 3d12*
Morgen	200	300	400	400 + 5d%
Mrawgh	25	40	50	50 + 3d10
Nelumbu**	20	30	40	40 + 3d4
Rugon	50	70	90	90 + 2d10
Sea Squole	35	50	65	65 + 2d10
Sisiutl	200	300	400	none***
Skn. Relluk	Immune to aging			
Spirit Folk	62	93	125	125 + 3d20
Squibbon	20	25	30	30 + 2d6
Triton	275	363	450	450 + 4d%
Woggle	20	25	30	30 + 1d6

*this number is in months

** Nelumbu can "reset" their physical age to young adult (6 years) simply by going through their reproductive cycle. See the "Create Podling" feat, detailed in this tome.

*** Sisiutl do not die from old age, instead remaining in a venerable state. Many of this age category seek (and often obtain) magical means to regain their youth.

TABLE 1-4: RANDOM LENGTH

Race, gender (or Other)	Base Length	Modifier (inches)
Ambymander, male	3 ft.	2d4
Ambymander, female	2 ft. 4 in.	1d6
Apsara, male	5 ft.	2d4
Apsara, female	4 ft. 9 in.	2d4
Aquatic Anumi, male	4 ft. 10 in.	2d4
Aquatic Anumi, female	4 ft. 5 in.	2d4
Aqua-xax , Paragon	5 ft.	2d6
Aqua-xax , Pelagic	2 ft. 6 in.	2d6
Aqua-xax , Pygmy	1 ft.	1d4
Aqua-xax , Primordial	3 ft.	2d6
Aqua-xax , Pseudosaur	3 ft. 6 in.	1d6
Ashray, male	4 ft. 6 in.	2d6
Ashray, female	4 ft. 3 in.	2d6
Brother of Frost	4 ft. 9 in.	2d12
Carchardian, male	10 ft.	2d6
Carchardian, female	12 ft. 6 in.	2d10
Chronopterid, both	4 ft. 9 in.	2d8
Chrysopsaro, male	3 ft. 7 in.	1d12
Chrysopsaro, female	3 ft. 8 in.	2d6
Deep Drow, male	5 ft.	2d6
Deep Drow, female	5 ft. 2 in.	2d8
Delphin, male	6 ft.	4d6
Delphin, female	4 ft.	2d12
Entobian, Nymphite & Culicidite	2 ft. 6 in.	1d12
Entobian, Gyrinite & Halobite	3 ft. 7 in.	2d4
Entobian, Lethocite	5 ft. 10 in.	2d10
Entobian, Libellite	4 ft. 3 in.	2d4
Entobian, Neotonite	4 ft. 0 in.	3d4
Entobian, Noterite	4 ft. 10 in.	2d6
Estrel	2 ft.	1d6
Genai, male	5 ft. 2 in.	2d8
Genai, female	5 ft. 0 in.	2d8
Hai nu, Medium-sized	4 ft. 5 in.	2d4
Hai nu, Small-sized	2 ft. 6 in.	1d8
Hydrurgan, male	7 ft. 6 in.	3d8
Hydrurgan, female	8 ft.	3d12
Ikasaru, male	2 ft. 3 in.	3d4
Ikasaru, female	2 ft. 9 in.	2d6
Ixarc, both	2 ft. 6 in.	1d6
Kawauso, male	2 ft. 5 in.	2d4
Kawauso, female	2 ft. 2 in.	1d8
Kirah, both	8 ft.	3d6
Kvol, Small	2 ft. 4 in.	2d6
Kvol, Medium	5 ft.	4d4
Kvol, Large	8 ft.	2d12
Medusian	5 ft.	2d6
Morgen, male	6 ft.	2d6
Morgen, female	5 ft. 10 in.	1d12
Mrawgh, male	6 ft.	1d12
Mrawgh, female	6 ft. 5 in.	1d12
Nelumbu	4 ft. 10 in.	+2d6
Rugon, male	8 ft.	3d10
Rugon, female	8 ft. 6 in.	3d12
Sea Squole	5 ft. 4 in.	1d6
Sisiutl, male	6 ft. 6 in.	1d12
Sisiutl, female	5 ft. 8 in.	2d6
Sunken Relluk	6 ft. 6 in.	4d4
Spirit Folk	4 ft. 10 in.	2d12
Spirit Folk	4 ft. 15 in.	2d12
Squibbon, male	2 ft. 6 in.	1d6
Squibbon, female	3 ft.	2d4
Triton	5 ft. 5 in.	3d6
Triton	5 ft.	3d4
Woggle, male	3' 2"	1d6
Woggle, female	3' 0"	1d8

TABLE 1-5: ABILITY SCORE ADJUSTMENTS

Race	Str	Dex	Con	Int	Wis	Cha
Ambymander	-2	-	+2	-	-	+2
Apsara	-	+2	-	-	-	+2
AA:Amphibian	+2	-	-	-	+2	-2
AA:Avian	+2	-	-	-2	-	+2
AA:Carniform	+2	-	-	-	-2	+2
AA:Cetacean	+2	-	-	+2	-2	-
AA:Chondrichthian	+2	-	+2	-2	-	-
AA:Crustacean	+2	-	-	-	+2	-2
AA:Echnoderm	+2	-	+2	-	-	-2
AA:Mollusk	+2	-2	+2	-	-	-
AA:Ophidian	+2	-	-	-	+2	-2
AA:Osteichthian	+2	+2	-	-2	-	-
AA:Reptile	+2	-	-	-2	+2	-
AA:Siren	+2	-2	-	-	+2	-
Aqua-xax	-	-	+2	+2	-	-2
Ashray	-	-	-	+2	-2	+2
Brother of Frost	-	-	+2	-	-2	+2
Carchardian	+4	-	-	-	-2	-2
Chronopterid	-	+2	-2	+2	-	-
Chrysopsaro	-	-2	-	-	+2	+2
Deep Drow	-	+2	-2	-	-	+2
Delphin	-	+2	-	-	-2	+2
Ent- Culicidite	-2	+2	+2	-	-	-
Ent- Gyrinite	-2	+4	-	-	-	-
Ent- Halobite	-2	+2	-	-	+2	-
Ent- Lethocite	+2	-	+2	-	-	-2
Ent- Libellite	-	+2	-2	-	-	+2
Ent- Neotonite	-	+2	+2	-	-2	-
Ent- Noterite	-	-	+2	+2	-2	-
Ent- Nymphite	-	+2	+2	-	-2	-
Estrel	-	+2	-	-	+2	-2
Genai	-	+2	+2	-	-	-2
Hai nu	-	+2	-2	-	+2	-
Hydrurgan	+4	-	+2	-	-	-2
Ikasaru	-	+2	+2	-2	-	-
Ixarc	-2	-	-	-	+2	+2
Kawauso	-2	+2	-	-	+2	-
Kirah	+4	-	-	-	-2	+2
Kvol	-	+2	-	-	+2	-2
Medusian	-	-	+2	-	+2	-2
Morgen	-	-	-2	+2	+2	-
Mrawgh	+2	-	+2*	-4	+2*	-
Nelumbu	-	-	+2	-	+2	-2
Rugon	+4	-2	+2	-	-	-
Sea Squole	-	+2	+2	-2	-	-
Sisiutl	+2	-	-	+2	-	-2
Sunken Relluk	-	-2	+2	-	-	+2
Spirit Folk	-	+2	-	-	-2	+2
Squibbon	+2	+2	-	-	-	-2
Triton	+2	-	-	-2	+2	-
Woggle	-	+2	-	-	-2	+2

AA: Aquatic Anumi, Ent- Marine Entobian

*One or the other, not both

Chapter Two:



Fantastic Feats

TABLE 2-1: NEW FEATS BY RACE		
RACE/Feat Name	Additional Prerequisites	Brief Description
AMBYMANDER (see also Trueform Subtype)		
Toxic Skin		Your skin is especially toxic.
ANUMI		
Denizen of the Deep		You can tolerate deeper depths.
Fins & Flippers		You gain mutations to help you swim faster.
Luck of the Beast	6 th level,	You call upon animal instinct to avoid bad situations.
Manifest Form	12 th level, Wis 13.	You can assume the form of an animal that you resemble.
Merform	Fins & Flippers feat, Wis 13.	You can assume a merfolk-like form.
Natural Instinct		You can access your natural instincts of nature and survival.
Servitor's Diplomacy		You are better at dealing with people.
Taste of Blood	Vicious Bite feat, BAB +6.	The taste of blood bolsters your Vicious Bite attack on next round.
Vicious Bite		You have a vicious bite that you can use as a natural attack.
APSARA		
Many Faces		You can change your appearance several times per day.
Apsar Senses		You can feel hostile intent in your bones.
AQUA-XAX		
Chaotic Surge		Chaotic energy explodes from weapon when you score a critical hit.
Choose Mutation	Limit Mutation.	You may choose which form from the Daily Form racial trait.
Limit Mutation		Limit the number of random choices for your Daily Form racial trait.
Manipulate Probability	Wis 13.	Through sheer will, you can make yourself less likely to fail.
Mid-day Form Change	Retune Form	Once per day, you can change your form as if it were sunrise.
Retune Form		Once per day, you can change your form's racial ability options.
Weapon from Beyond		You can call a weapon to you from the great beyond.
ASHRAY		
Blip		You can disappear and reappear somewhere else.
Sunkissed		You trade sunlight vulnerability for a darkness vulnerability.
Unearthly Gaze		Your gaze attack becomes stronger.
BROTHER OF FROST		
Frostbreath		You can breathe out a cloud of freezing water.
Rime Toothed		You do both cold damage and piercing damage with your bite attack.
CARCHARDIAN (see also Trueform Subtype)		
Crippling Bite	Weapon Focus (bite), Str 15, Improved Critical (bite).	You can bite your opponent's limbs off.
CHRONOPTERID (see also Trueform Subtype)		
Land Delver		You have trained yourself to breathe air.
CHRYSOPSARO		
Bargain	Wis 15.	You have an instinctual knack for dealing with money.
Bribe Fate		You may pay money to avoid failing a saving throw.
Gamble Fate	Bribe Fate feat.	You can avoid losing hit points when using Bribe Fate feat.
Golden Eye		Your eye is finely tuned to perceive objects made of gold.
Money Is Power		By consuming gold, you can become stronger, quicker, or healthier.
Penny Saved		Your coin scales shed when injured, and become solid gold.
DEEP DROW		
Poison Proof		You become immune to poison, much like a minion of Saloth.
Surfacer		You have acclimated yourself to shallower waters.
Venom Cloud		You can use your poison cloud racial ability more often.
DELPHIN (see also Trueform Subtype)		
Ancient Grudge		Combat techniques have been passed on to fight an ancient foe.
ESTREL (see also Trueform Subtype)		
Stellar Healing	Accelerated Healing feat.	Your healing skills are legendary.
GENAI		
Maridian Envoy		You work well with marids.
Undertow Unleashed		You can use your undertow ability more often.
Water's Wrath		Unleash a blast of water, similar to what your marid ancestors do.
HAI NU		
Clarity		You and your equipment can become transparent for a short time.
Fishform		You can assume the form of a fish.
Fishfriend		You can speak with fish.
HYDRURGAN (see also Trueform Subtype)		
Ancient Grudge		Combat techniques have been passed on to fight an ancient foe.
IKASARU (see also Trueform Subtype)		
Advanced Arm Use		You can use one of your many arms to perform minor tasks.
Chromatophore Prowess		You can change your color to best match your surroundings.
Flying Fish		You can jump out of the water and glide short distances.

TABLE 2-1: NEW FEATS BY RACE (continued)

RACE/Feat Name	Additional Prerequisites	Brief Description
IXARC (see also Trueform Subtype)		
Bioelectricity		You can channel your bioelectrical current into a powerful jolt.
Flying Fish		You can jump out of the water and glide short distances.
KAWAUSO (see also Trueform Subtype)		
Prankster		You are an expert at fooling and tricking others.
KIRAH		
Crab Armor		Your exoskeleton is thicker and spikier than normal.
Poison Proof		You become immune to poison, much like a minion of Saloth.
Surfacer		You have acclimated yourself to shallower waters.
KVOL		
Deliquesce		Once per day per level, you can slip out of bonds and grapples.
Presence of Mind	Unleash the Swarm feat.	Retain your mind even after your body has dissipated.
Re-knit	Presence of Mind feat	You can reform from your school of squid much faster.
See More Evil	Wis 15.	You can detect evil more often.
Slippery		You are particularly hard to hold onto.
Unleash the Swarm	3 rd level	Release the school of squid from your body to escape.
Vile Vendetta		Your attacks are fueled with icy vengeance.
MARINE ENTOBIAN		
Healing Molt		You can regenerate limbs when you molt.
Metamorph	Character level 2.	You start your journey of transformation.
Mireborn	1 st level.	You are acclimated to both salt and freshwater.
Mordent Mouth	bite attack.	Your bite is somewhat acidic.
Muckdweller		You can burrow through the sea floor.
Spit Acid	Mordent Mouth feat.	You can spit a stream of caustic acid.
Toxic		You taste bad to predators.
Vermin Trainer		Your unique physiology grants you insight into training vermin.
MARINE ENTOBIAN — METAMORPHOSIS FEATS		
Culicidite	Character level 5.	You metamorphose into a mosquito marine entobian.
Gyrinite	Character level 4.	You metamorphose into a whirligig beetle marine entobian.
Halobite	Character level 3.	You metamorphose into a sea skater marine entobian.
Lethocite	Character level 6.	You metamorphose into a water bug marine entobian.
Libellite	Character level 7.	You metamorphose into a dragonfly marine entobian.
Neotonite	Character level 4.	You grow but retain your nymphite form and abilities.
Noterite	Character level 5.	You metamorphose into a diving beetle marine entobian.
MARINE ENTOBIAN — NYMPHITE ONLY		
Better Biter		You've gotten good with your protrusible jaws.
Better Jetter		You've honed your racial ability to jet.
Chameleon Camouflage		You know how to blend in with the sea floor.
MEDUSIAN (see also Trueform Subtype)		
Implanted Bioluminescence		You have successfully incorporated bioluminescent zooplankton
MORGAN		
Dream Bubble	Character Level 5.	You create a bubble that defies water.
Inspire Courage	Cha 15.	Your presence bolsters your allies against fear.
Inspire Lust		You can use your spell-like ability more often.
Song of the Morgen	3 ranks in Perform skill.	You can use <i>touch of the morgen</i> at range.
Unearthly Presence	Wis 15.	You exude the essence of dreams.
Waking Dream	Int 15.	You can enter the dreams of an immediate ally.
MRAWGH		
Archaic Savagery	base attack bonus +10.	Your critical hits with improvised weapons are more damaging.
Brute Strength	Str 15.	With a burst of brute strength you can bust through tough objects.
Brutish Defense		Wearing the skin of beasts brings you good health and luck.
Ferocious Walloping	base attack bonus +8, Primordial Brutality, Str 17.	Your ferocity combines with attacks to inflict more damage.
Primordial Brutality	base attack bonus +5, Str 15.	The nature of your primitive attacks hit with supernatural accuracy.
Stick and Spear	Str 15	In your hands, a stick or spear is a much more dangerous weapon.
NELUMBU		
Create Podling		You prepare yourself to create a podling.
Mightier Roots		Your gripping roots ability has been much stronger.
Plant Magic		Your magical ties to plants grow stronger.
Sun Loving	Character level 6.	You can use sun heal more often.
Unassuming Foliage		You have learned to blend in with the seaweed.

TABLE 2-1: NEW FEATS BY RACE (continued)		
RACE/Feat Name	Additional Prerequisites	Brief Description
PLANAR SUBTYPE		
Planar Resistance	.	Your innate resistance to one form of energy gets better.
RUGON (see also Trueform Subtype)		
Rugon Trample		You gain a trample attack.
SEA SQUOLE		
Deliquesce		Once per day per level, you can ooze out of bonds and grapples.
Enhanced Subtype	5 th level	Your subtype abilities become more powerful.
Fluid Form	7 th level	You have mastered fluidity of form.
Sharpened Senses	Wis 13.	You have honed your blindsight to be more acute.
Slippery		You are particularly hard to hold onto.
Split Subtype		You can have two subtypes, and are on your way to parenthood.
Water Weight		You alleviate your water dependency by carrying water inside you.
SHAZALARIAN TRITON		
Friendbringer		You can use <i>summon ocean's ally</i> more often.
Tritodent		You can create a trident of water.
Watertuned		The range of your water sense increases.
SISIUTL		
Four Eyes, Four Ears		It is very difficult to blind or deafen you.
Ice in the Blood	Old Icer feat.	Extreme cold heals you faster.
Innate Two-Weapon Fighting	Two-Weapon Fighting, Dex 15	Each head can control a melee attack independently.
Old Icer		Develop resistance to extremely cold temperatures.
Reflex Of Two		Both heads may respond to impending danger.
Twincast Spell (Metamagic)		You can cast two spells at once.
Will Of Two		Both heads may attempt to resist mental attacks.
SPIRIT FOLK		
Deathless Spirit		You can resist the powers of death.
Embrace Bloodline		You gain another physical trait of your spiritual ancestors.
Kami/Oni Touched		Resistance to holy or unholy energy comes from either your heritage.
SQUIBBON (see also Trueform Subtype)		
Advanced Arm Use		You can use one of your many arms to perform minor tasks.
Chromatophore Prowess		You can change your color to best match your surroundings.
Multiweapon Maniac	Advanced Arm Use feat, Str 15.	You can wield an additional weapon.
SUNKEN RELLUK		
Boiling Gore	Crystal Gore feat.	Your crystal gore attack can cause additional steam damage.
Crystal Gore	base attack bonus +1.	You gain a natural attack with your crystal head.
Jet Away		You can spirit away at amazing speeds.
Mismatched Gem		Temporarily gain the effects of one power gem that is not of your set.
Powerful Spray		Your boiling spray can reach further.
Resilient Spirit	character level 10.	Your soul crystal can retain your memories.
Superheated Spray	Con 13.	Your boiling spray power does more damage.
Widened Spray	character level 6.	Range of boiling spray power increases to a two adjacent squares.
TRUEFORM SUBTYPE		
Accelerated Healing		You have honed your powers of regeneration.
Blood in the Water	bite attack.	The taste of blood bolsters your bite attack on the following round.
Greater Guise		You have mastered passing yourself off as a normal animal.
Imp Mastery		You have mastered control of the remora imp.
Improved Force Manipulation		Your force manipulation ability grows stronger and more nimble.
Natural Instinct		You can access your natural instincts of nature and survival.
Reach of Force		The reach of your force manipulation can extend to adjacent square.
Scent Mastery		Your ability to follow your nose improves.
Seabond		You have become magnetically tuned to your homeland.
Summon Lesser Form		You can summon one of your base creatures once per day.
WOGGLE		
Artistic Celerity		You can perform your art with mystifying speed.
Improvisational Artist		You may draw materials from your surroundings to create your art.
Innate Talent		Your talent is instinctual and it's unlikely for you to fail at it.
Master of Art		Even the most lackadaisical artistic effort yields masterful results.
Multitalented		You are innately talented in many areas.
Woggle Lullaby		Your music can help stave off Woggle Madness.

Metamorphosis Feats (marine entobians)

Entobian nymphites may choose from several metamorphosis feats. They are not required to take any of these feats and may remain a nymphite for their entire lives. Metamorphosis is a planned event. The nymphite must take the Metamorph feat at an earlier level (the nymphite cannot take both feats during the same level). Immediately preceding the event, the nymphite prepares and consumes a large feast roughly equal to their body weight. The ingredients of the feast vary according to what metamorphosis feat the marine entobian is taking; fresh blood from marine mammals for culicidites, rare squid and other mollusks for gyrinities, expensive caviar for halobites, exotic lobsters and other crustaceans for noterites, uncommon water fowl for libellites, and soup made from a Large (or larger) sized predatory fish for lethocites. After consumption, the nymphite then enters a state of intense meditation for 8 hours. This meditation culminates in swimming to the surface, coming to shore, and molting into its new form. Since marine entobians are hemimetabolous, they lack a pupal stage, going directly from prepared nymph to “mature” (aka imago) form. The newly emerged and transformed entobian is considered disabled for 24 hours. The transformation is both physical and psychological.

Immediately after metamorphosis, the marine entobian permanently loses its Gills, Nimble Form, and Jet racial abilities. In addition, while most marine entobians retain their bite attack, they all lose their protrusible jaws, and the damage typically does not increase with size. The original racial ability modifiers vanish and are replaced by new racial ability modifiers. Retroactively adjust statistics such as hit points, and so on to match the new ability scores. Any feats for which you no longer meet the requirements can be replaced with those that do. Metamorphosis feats also assign a gender to the marine entobian, chosen by the character at the time of taking the feat.

With the exception of culicidites (who remain Small-sized after metamorphosis), a metamorphosed marine entobian becomes Medium-sized, and loses any feats, skill modifiers or abilities limited to Small-sized races. Despite its size change, its buoyancy and depth tolerance do not change with metamorphosis.

The new form bares a very small resemblance to the old form. Metamorphosis feats can only be taken by a nymphite (thus only one, once, ever). Metamorphosis is irreversible and permanent. After metamorphosis, the character no longer qualifies as a nymphite for the purposes of feat prerequisites. Please see individual feats for more details.

Racial Feats

The following feats are available to a character who meets the prerequisites.

ACCELERATED HEALING

You have honed your powers of regeneration to almost supernatural levels.

Prerequisite: Trueform subtype, regrow limbs ability.

Benefit: You regain 1 hit point each hour. In addition, a trueform with this ability can regrow severed or destroyed limbs, tentacles, tendrils, tails (etc.) in 3d4 days (instead of 3d4 weeks).

ADVANCED ARM USE

You can use one of your many arms to perform minor tasks in addition to your tool use ability.

Prerequisite: Ikasaru or squibbon race.

Benefit: While you cannot wield extra weapons with a single arm (note that an ikasaru uses his tentacles for weapon wielding and not arms), this well-trained arm can retrieve small, stowed objects carried on your person as a swift action, even if both of your “hands” are in use with your hand-equivalent tool use ability.

Normal: Even with multiple arms, the hand-equivalent tool use ability only confers the effective use of two humanoid hands, meaning it takes several arms to mimic that usefulness, while others are used for stability and locomotion.

ANCIENT GRUDGE

Ancient combat techniques have been passed on to fight an ancient foe.

Prerequisite: Delphin or Hydrurgan race.

Benefit: You receive a +2 bonus on attack rolls against sharks (including carchardians) if you are a delphin or penguins (including squawks) if you are a hydrurgan, because of special training against these traditional foes.

APSAR SENSES

You can feel hostile intent in your bones, a tribute to your apsar heritage.

Prerequisite: Apsara.

Benefit: You can use *detect hostile intent* once per day as a psi-like ability (manifest level equals the your class level).

ARCHAIC SAVAGERY

Your critical hits with improvised weapons are much more damaging.

Prerequisites: Mrawgh, base attack bonus +10.

Benefit: When attacking with an improvised weapon, your critical threat range is 19-20 $\times 3$. If you have the Stick and Spear feat, for weapons affected by that feat with a lesser threat range than 19-20, the critical hit threat range increases to 19-20.

Normal: Your critical threat range for improvised weapons is 19-20 $\times 2$.

ARTISTIC CELERITY

You can perform your art with mystifying speed.

Prerequisite: Woggle, Racial bonus to a Craft skill.

Benefit: When you craft an item using the Craft skill with a racial bonus, you may do so in half the time with no penalties.

BARGAIN

You have an instinctual knack for dealing with money.

Prerequisites: Chrysopsaro, Wis 15.

Benefit: You may add your Wisdom modifier as a competency bonus to Appraise and Diplomacy skill checks. This stacks with your Greed racial trait.

BETTER BITER

You've gotten good at timing exactly when to throw your protrusible jaws forward.

Prerequisite: Nymphite.

Benefit: If you miss by 5 or less with your bite attack, you get another bite attack as a free action, once per round.

BETTER JETTER

You've honed your racial ability to jet.

Prerequisite: Nymphite.

Benefit: Your Jet speed increases to 120 and you can make one turn of up to 90 degrees at any point during that movement.

BIOELECTRICITY

You can channel your bioelectrical current into a powerful jolt.

Prerequisite: Ixarc race.

Benefit: As a supernatural ability, you may launch an electrical attack against a single opponent as a touch attack, or in conjunction with a natural or unarmed attack. On a successful hit, the character inflicts 1d6 electricity damage (in addition to melee damage, if applicable). This attack may be launched once per day per level, and may be used only once per round.

BLIP

You can disappear and reappear somewhere else.

Prerequisite: Ashray.

Benefit: You can use a limited version of *dimension door* once per day as a spell-like ability (caster level equal to your class level). You are limited to use this only on yourself, the range is only 10 feet per character level, and if you arrive in a place that is already occupied by a solid body, you take 1d6 points of damage and the spell simply fails (you are not redirected as per the spell).

BLOOD IN THE WATER

The taste of blood bolsters your bite attack on the following round.

Prerequisites: Trueform subtype, bite attack.

Benefit: When you score a hit with your natural bite attack, you gain a +2 racial bonus to your attack roll for your bite attack during the next round.

BOILING GORE

Your crystal gore attack can cause additional steam damage.

Prerequisite: Sunken relluk, Crystal Gore.

Benefit: Once per day, after you successfully deal damage with your gore attack, you may immediately cause an additional 1d8 points of steam to this same opponent as a swift action.

BRIBE FATE

You may pay money to avoid failing a saving throw.

Prerequisites: Chrysopsaro.

Benefit: Once per day, when you fail a saving throw, you may lose half your level in hit points (minimum 1 point) to reroll that saving throw. This feat is used as an immediate action after the first save is attempted, but before the results are revealed by the GM. You must take the second result, even if it is worse. The hit point loss bypasses damage reduction.

BRUTE STRENGTH

With a ferocious burst of brute strength you can bust through tough objects.

Prerequisites: Mrawgh, Str 15.

Benefit: You gain a +4 competence bonus to Strength checks made to break or burst items and objects with a sudden force (refer to Chapter 7 of the *PATHFINDER ROLEPLAYING GAME* for more information on breaking or bursting items).

BRUTISH DEFENSE

Wearing the skin of beasts brings you good health and luck.

Prerequisite: Mrawgh.

Benefit: You gain a +1 resistance bonus to your Reflex and Fortitude saves, as long as you are not sickened by your technology allergy.

CHAMELEON CAMOUFLAGE

You know how to blend in with the sea floor.

Prerequisite: Nymphite.

Benefit: You have the ability to match your coloration to the sea floor and sit perfectly still. This grants you a +4 racial bonus on Stealth checks when hiding on the sea floor, but only while the majority of your skin is visible (no armor or clothing), and only when you are not moving.

CHAOTIC SURGE

Chaotic energy explodes from your weapon when you score a critical hit.

Prerequisite: Aqua-Xax.

Benefit: If you confirm a critical hit, you may add an additional 1d6 damage of a random energy type by rolling a d10 and applying the following energy type: 1-2: acid, 3-4: cold, 5-6: steam, 7-8: electricity, 9-10: sonic.

CHOOSE MUTATION

You may choose which form you receive from the Daily Form racial trait.

Prerequisites: Aqua-xax, Limit Mutation.

Benefit: Every other day, instead of rolling for your Daily Form trait, you may choose one out of the list.

CHROMATOPHORE PROWESS

You can change your color to best match your surroundings.

Prerequisites: Ikasaru or squibbon race.

Benefit: As a full-round action, you can adjust your color to match your current terrain, granting a +4 racial bonus on Stealth checks while within that terrain type. This camouflage remains until you actively dismiss it (free action), or until you go unconscious.

CLARITY

You and your equipment can become transparent for a short time.

Prerequisite: Hai Nu.

Benefit: You and your equipment can assume the color and transparency of water for up to 1 minute per character level. This grants you a +8 racial bonus to Stealth checks.

CRAB ARMOR

Your exoskeleton is thicker and spikier than normal.

Prerequisite: Kirah with a natural bonus.

Benefit: Your natural armor bonus increases by +2 and you gain the benefit of armor spikes when you are not wearing manufactured armor.

CREATE PODLING

You prepare yourself to create a podling, thus furthering your species and taking another step towards immortality.

Prerequisites: Nelumbu, physical contact with another nelumbu, middle-age or greater age category.

Benefit: Any time after you take this feat, but only once, you may elect to create a podling during eight hours of uninterrupted rest. During the process, your eye-pod drops off and turns into a podling, your bloom becomes a new eye pod, the arm closest to your old eye-pod becomes a new bloom, and you grow a new arm in its place. Your physical age is then reset to 6-years-old (young adult).

Alternatively, if you are beheaded (your eye pod is chopped off) before you can initiate your transformation, you will fall unconscious (instead of instantly dying) and the process starts immediately after the beheading, culminating after 10 hours, provided your unconscious body is left in peace. Any significant injury to the body after beheading will interrupt the process and death will ensue naturally.

Special: You can take this feat, multiple times, provided that you qualify.

CRIPPLING BITE

You can bite your opponent's limbs off.

Prerequisite: Carchardian race, Weapon Focus (bite), Str 15, Improved Critical (bite).

Benefit: Once per combat, on a successful critical hit you sever a limb. Roll randomly based on the number of limbs possessed by the target. The head cannot be severed with this maneuver.

CRYSTAL GORE

You gain a natural attack with your crystal head.

Prerequisites: Sunken relluk, base attack bonus +1.

Benefit: You gain a natural gore attack that does 1d8 piercing damage.

CULICIDITE (METAMORPHOSIS)

You metamorphose into a mosquito marine entobian.

Prerequisites: Nymphite, Metamorph feat, Character level 5.

Benefit: You gain the following racial traits:

Culicidite Racial Traits

+2 Dexterity, +2 Constitution, -2 Strength,

-2 Charisma: Culicidites are fast and hardy, but also somewhat physically weak and slightly annoying.

Flying: A culicidite can use a pair of insect-like wings to fly for a number of minutes per day equal to its character level, with a speed of 40 feet and good maneuverability. This duration does not need to be consecutive, but it must be used in 1 minute increments. Fly becomes a class skill for a culicidite.

Slow Swim Speed: Culicidites have a base swim speed of 20 feet. They seem awkward underwater.

Blood Drain: With a successful bite attack, a culicidite drains blood, inflicting 1 point of Constitution damage.

Spell-Like Ability: Culicidites can use *vanish* once per day as a spell-like ability. The caster level for this ability is equal to the culicidite's character level.

Welt: The bite of a culicidite forms an irritating welt on the affected area that imposes a -2 conditional modifier to skill checks for one day if the opponent fails a DC 10 Fortitude save. A DC 10 Heal check or any cure spell negates the penalty. Both the save DC and check DC are modified by the culicidite's Constitution modifier.



(CULICIDITE)

DEATHLESS SPIRIT

You can resist the powers of death.

Prerequisite: Spirit Folk.

Benefit: You gain resistance 5 against negative energy damage. You do not lose hit points when you gain a negative level, and you gain a +2 racial bonus on saving throws against death effects, energy drain, negative energy, and spells or spell-like abilities of the necromancy school.

DELIQUESCE

Once per day per level, you can slip out of bonds and grapples.

Prerequisites: Kvol or Sea Squole

Benefit: Once per day per character level, as a swift action, you can automatically escape a grapple or free yourself from all bonds or shackles.

DENIZEN OF THE DEEP

You can tolerate deeper depths.

Prerequisite: Anumi whose base animal has a depth tolerance greater than 300 feet.

Benefit: You gain the base animal's depth tolerance.

DREAM BUBBLE

You create a bubble that defies water.

Prerequisites: Morgen, Character Level 5.

Benefit: At will, you become encapsulated in an ephemeral bubble that grants you 0 buoyancy and the ability to breathe underwater, but otherwise has no effect other than visual.

EMBRACE BLOODLINE

You gain another physical trait of your spiritual ancestors.

Prerequisite: Spirit Folk.

Benefit: Roll another 1d8 for the physical traits in the racial abilities section and gain that physical trait. If you roll a trait that you already have, roll again until you get a trait that you don't already have.

ENHANCED SUBTYPE

Your subtype abilities become more powerful.

Prerequisite: Sea Squole, 5th level

Benefit: An abyssal squole continues to remain difficult to discern while moving half their normal speed, so long as they are doing nothing else (such as attacking or quaffing a potion). A polar squole's Resist cold increases to 10. A squill's fast healing rate increases to 3 hit points per level per day. A stinging squoles acid does 1d3 versus an unarmed strike and 1d6 when grappled. A twilight squole can use her flash ability twice per hour.

Special: If you change your subtype, the new subtype is automatically affected by this feat accordingly.

If you have the Split Subtype, this feat can be taken twice, each time applying to a different subtype.

FEROCIOUS WALLOPING

Your savage ferocity combines with primitive attacks to inflict more damage.

Prerequisites: Mrawgh, base attack bonus +8, Primordial Brutality, Str 17.

Benefit: You gain a +2 competence bonus to attack rolls made while using improvised weapons. If you have the Stick and Spear feat, you may also apply this bonus to weapons affected by that feat.

FINS & FLIPPERS

You gain mutations to help you swim faster.

Prerequisites: Anumi, base animal with swim speed greater than 30.

Benefit: You sprout subtle fins, flippered feet, or other mobility enhancing accoutrements appropriate to your base animal, and your base swim speed permanently increases 10 feet.

FISHFORM

You can assume the form of a fish.

Prerequisite: Hai Nu.

Benefit: You can change your shape into that of a Medium-sized unassuming green fish as a full round action for up to one round per character level per day. This ability otherwise functions as a polymorph spell. You do not adjust your ability scores (although you gain a swim speed of 100 feet).

FISHFRIEND

You can speak with fish.

Prerequisite: Hai Nu.

Benefit: You can communicate with fish as if using a *speak with animals* spell. In addition, you gain a +4 racial bonus to Handle Animal checks when dealing with fish.

FLUID FORM

You have mastered fluidity of form.

Prerequisite: Sea Squole, 7th level

Benefit: You can cast *fluid form* (ADVANCED PLAYER'S GUIDE) as a spell-like ability once per day.

FLYING FISH

You can jump out of the water and glide short distances.

Prerequisite: Iksaru or ixarc race.

Benefit: As a full-round action, you can glide in a straight vertical arc (from surface of the water, back to surface of water in a straight line), reaching up to 10 feet above the water at the center of the arc, for up to 60 feet in one round, reentering the water at the end of the round. This ability must be initiated at the surface of the water.

FOUR EYES, FOUR EARS

It is very difficult to blind or deafen you.

Prerequisite: Sisiutl.

Benefit: You can roll twice for a saving throw versus a blindness or deafness effect and take the best result.

FRIENDBRINGER

You can use *summon ocean's ally* more often.

Prerequisite: Shazalarian Triton, *summon ocean's ally* racial ability.

Benefit: You can use your spell-like ability of *summon ocean's ally* a number of times per day equal to half your character level instead of once per day.

FROSTBREATH

You can breathe out a cloud of freezing water.

Prerequisite: Brother of frost.

Benefit: Once per day, as a standard action, you can make a supernatural breath weapon attack that deals 1d6 points of cold damage in a 15-foot cone. All creatures within the affected area must make a Reflex saving throw to avoid taking damage. The save DC against this breath weapon is 10 + 1/2 the your character level + your Constitution modifier. Those who succeed at the save take no damage from the attack.

GAMBLE FATE

You can avoid losing hit points when using Bribe Fate feat, at a possible price.

Prerequisite: Chrysopsaro, Bribe Fate feat.

Benefit: You may use your bribe fate racial trait without losing hit points. If you succeed at your second saving throw, you immediately lose your level in hit points.

GOLDEN EYE

Your eye is finely tuned to perceive objects made of gold.

Prerequisite: Chrysopsaro.

Benefit: Your sense coins racial trait also applies to all things made of gold metal.

Normal: Sense coins only helps to detect coins.

GREATER GUISE

You have mastered passing yourself off as a normal animal.

Prerequisites: Trueform subtype

Benefit: You gain a +8 on your bluff check to pass as a normal animal.



(GYRINITE)

GYRINITE (METAMORPHOSIS)

You metamorphose into a whirligig beetle marine entobian.

Prerequisites: Nymphite, Metamorph feat, Character level 4.

Benefit: You gain the following racial traits:

Gyrinite Racial Traits

+4 Dexterity, -2 Strength: Gyrinites are unnervingly quick, but are relatively physically weak.

Seabound: Gyrinites lose their Landwalker racial trait and have a land speed of only 5 feet (when not flying).

Super-Fast Swimmer: Swim speed of 50 feet.

Flying: A gyrinite can use its beetle-like sheathed wings to fly for a number of minutes per day equal to its character level, with a speed of 30 feet and average maneuverability. This duration does not need to be consecutive, but it must be used in 1 minute increments. Fly becomes a class skill for a gyrinite.

Harder Shell: They have a natural armor bonus of +2.

Slippery Shell: Gyrinites gain a +4 racial bonus on Escape Artist checks and a +4 racial bonus to CMD against grapples and on combat maneuver checks to escape a grapple.

Surface Sight: While at the water's surface, a gyrinite gains a +4 racial bonus to Perception skill checks to notice anything also at the water's surface, and a +1 racial bonus to hit such targets.

Small Prey: Gyrinites lose their bite attack.

Spell-Like Ability: Gyrinites can use *surf* (CERULEAN SEAS CAMPAIGN SETTING) up to three times per day as a spell-like ability. The caster level for this ability is equal to the gyrinite's character level + 1.

HALOBITE (METAMORPHOSIS)

You metamorphose into a sea skater marine entobian.

Prerequisites: Nymphite, Metamorph feat, Character level 3.

Benefit: You gain the following racial traits:

Halobite Racial Traits

+2 Dexterity, +2 Wisdom, -2 Strength: Halobites are very nimble and witty, but are also a bit frail.

Super-Fast Speed: Base land speed of 50 feet.

Slow Swim Speed: Halobites have a base swim speed of 20 feet. They seem awkward underwater.

Quadruped: Halobites gain a +4 racial bonus to CMD against trip attempts.

Innate Resistance: Halobites have sonic resistance 5.

Small Prey: Halobites lose their bite attack.

Spell-Like Ability: Halobite can use *buoyant force* (CERULEAN SEAS CAMPAIGN SETTING) once per day as a spell-like ability. The caster level for this ability is equal to the halobite's character level.

Water Walker: A halobite can tread on water, mud, or ice as if it were firm ground. Halobites can walk, run, charge, or otherwise move across the surface as if it were normal ground.



(HALOBITE)

HEALING MOLT

You can regenerate limbs when you molt.

Prerequisite: Marine Entobian

Benefit: Once per week, you can initiate a molt (shedding of your exoskeleton), during which you can regrow lost limbs, wings, and other body parts and regain all of your hit points.

Note: Molting is an 8-hour process, during which you have the disabled condition.

ICE IN THE BLOOD

Extreme cold heals you faster.

Prerequisite: Sisiutl, Old Icer feat.

Benefit: You gain fast healing 2 for 1 round anytime you take cold damage (whether or not this cold damage gets through your cold resistance). You can heal up to 2 hit points per level per day with this ability, after which it ceases to function.

IMP MASTERY

You have mastered control of the remora imp.

Prerequisites: Trueform subtype, remora imp tool use ability.

Benefit: You gain one additional remora imp that you can control. In addition, you can put one or more of your imps into "reserve." These imps will follow at a distance of up to a mile and generally stay out of sight, but be recoverable within 3d6 minutes with a simple command in pelagic. Reserve imps still count towards the limit of imps that you can control.

IMPLANTED BIOLUMINESCENCE

You have successfully incorporated bioluminescent zooplankton into your body

Prerequisite: Medusian race.

Benefit: You can control the intensity of your bioluminescent light from no light at all, up to the intensity and functionality of a hooded lantern.

IMPROVED FORCE MANIPULATION

Your force manipulation ability grows stronger and more nimble.

Prerequisites: Trueform subtype, force manipulation tool use ability.

Benefit: The effective Strength and Dexterity score of your force manipulation ability increases by 2 points.

Special: You can take this feat two additional times, for a maximum bonus of +6 (and scores not exceeding 16).

Normal: Your force manipulation ability has a Strength and Dexterity score of 10.

IMPROVISATIONAL ARTIST

You may draw materials from your surroundings to create your art.

Prerequisites: Woggle, Racial bonus to a Craft skill.

Benefit: When you craft an item using the Craft skill with a racial bonus, you can pay 1/4 of the item's price for the raw material cost. You must still succeed at the appropriate DC check, and the work takes the same amount of time as a normal item. If you fail the Craft check by 5 or more, you ruin all the raw materials and must begin again.

INNATE TALENT

Your talent is instinctual and it's unlikely for you to fail at it.

Prerequisite: Woggle, Racial bonus to a Craft or Perform skill.

Benefit: Once per day, when you use a Craft or Perform skill with a racial bonus, roll twice and keep the best roll.

INNATE TWO-WEAPON FIGHTING

Each head can control a melee attack independently, eliminating penalties for attacking with a light weapon in each hand.

Prerequisite: Sisiutl, Two-Weapon Fighting, Dex 15.

Benefit: You do not take a penalty on attack rolls for fighting with two light weapons.

INSPIRE COURAGE

Your presence bolsters your allies against fear.

Prerequisites: Morgen, Cha 15.

Benefit: You grant allies within 50 feet of you a +2 morale bonus to saving throws versus fear effects.

INSPIRE LUST

You can use your spell-like ability more often.

Prerequisite: Morgan

Benefit: You can use your *unnatural lust* spell-like ability one additional time per day.

Special: You can take this feat multiple times, adding an additional casting per day.

JET AWAY

You can spirit away at amazing speeds.

Prerequisites: Sunken relluk.

Benefit: Once per day, you can jet away as a full round action, at a speed of 120 feet. You must move in a straight line, but do not provoke attacks of opportunity while jetting.

Special: You can take this feat multiple times, gaining an additional jet per day each time.

KAMI/ONI TOUCHED

Resistance to holy or unholy energy comes from either your kami or oni heritage.

Prerequisite: Spirit Folk.

Benefit: When you take this feat, you must choose either Kami (good) or Oni (evil) and this choice cannot be opposite to your own alignment. You gain spell resistance (SR) equal to 5 + your level against spells and spell-like abilities with the chosen alignment descriptor, as well as any spells and spell-like abilities cast by outsiders with the subtype equal to your chosen alignment descriptor.

LAND DELVER

You have trained yourself to breathe air.

Prerequisite: Chronopterid race.

Benefit: You gain lungs and the ability to breathe air indefinitely. You still retain your gills as well, effectively becoming amphibious.

LETHOCITE (METAMORPHOSIS)

You metamorphose into a water bug marine entobian.

Prerequisites: Nymphite, Metamorph feat, Character level 6.

Benefit: You gain the following racial traits:

Lethocite Racial Traits

+2 Strength, +2 Constitution, -2 Charisma:

Lethocites are very strong and resilient, but are also a bit creepy.

Flying: A lethocite can use its sheathed wings to fly for a number of minutes per day equal to its character level, with a speed of 30 feet and poor maneuverability. This duration does not need to be consecutive, but it must be used in 1 minute increments. Fly becomes a class skill for a lethocite.

Claws: Lethocites have wicked claws. These claws are primary attacks that deal 1d4 points of damage each.

Harder Shell: Lethocites have a natural armor bonus of +2.

Innate Resistance: Lethocites have electricity resistance 5.

Spell-Like Ability: Lethocites can use *shocking grasp* once per day as a spell-like ability. The caster level for this ability is equal to the lethocite's character level.

Venomous Bite: The lethocite's bite attack is poisonous. Bite — injury; save Fortitude DC 10 + 1/2 the lethocite's class level + the lethocite's Constitution modifier; frequency 1/round for 6 rounds; effect 1 Dexterity damage, cure 1 save. They are immune to this venom.

LIBELLITE (METAMORPHOSIS)

You metamorphose into a dragonfly entobian.

Prerequisites: Nymphite, Metamorph feat, Character level 7.

Benefit: You gain the following racial traits:

Libellite Racial Traits

+2 Dexterity, +2 Charisma, -2 Constitution:

Libellites are very agile and charming, but physically fragile.

Flying: A libellite can use its four wings to fly for a number of minutes per day equal to its character level, with a speed of 60 feet and perfect maneuverability. This duration does not need to be consecutive, but it must be used in 1 minute increments. Fly becomes a class skill for a libellite.

Radiance Resistance: You are immune to dazzle effects and illusion (pattern) effects.

Spell-Like Ability: Libellites can use *colorspray* once per day as a spell-like ability. The caster level for this ability is equal to the libellite's character level.

Sun Cure: In sunlit conditions (magical or true), once per day as a full-round action, the libellite can attempt to purge himself of all poison effects, allowing a new Fortitude save versus the DC of each poison affecting himself. Success means that the poison is neutralized. A cured libellite suffers no additional effects from the poison, and any temporary effects are ended, but this ability does not reverse instantaneous effects.

LIMIT MUTATION

You can further limit the number of random choices for your Daily Form racial trait.

Prerequisite: Aqua-xax.

Benefit: Before you roll for your Daily Form for the day, choose and write down three numbers from 1 to 10. You may reroll for your Daily Form racial trait if any number that you have written down is rolled.

LUCK OF THE BEAST

You call upon animal instinct to avoid bad situations.

Prerequisites: Anumi, 6th level, and either the Bestial Fortitude racial trait or the Bestial Reflexes racial trait.

Benefit: If Bestial Fortitude is granted by your subrace, once per day, you may reroll a failed Fortitude save. If Bestial Reflexes is granted by your subrace, once per day, you may reroll a failed Reflex save. This effect is used as an immediate action after the first save is attempted, but before the results are revealed by the GM. The anumi must take the second result, even if it is worse. This does not stack with other abilities that let you reroll saving throws.

MANIFEST FORM

You can assume the form of an animal that you resemble.

Prerequisites: Anumi, 12th level, Wis 13.

Benefit: You gain a spell-like racial ability that functions like the *beast shape I* spell, except as noted here. You may use this ability once per day. The effect lasts for 1 hour, or until you change back. Your options for new form include all creatures with the animal type that can be considered the same subrace as you are, and one that you are familiar with. For example, a carniform anumi can become any animal type of seal or otter that the character has encountered. Changing form (to animal or back) is a standard action and doesn't provoke an attack of opportunity.

MANIPULATE PROBABILITY

Through sheer will, you can make yourself less likely to fail at one task.

Prerequisites: Aqua-xax, Wis 13.

Benefit: A number of times per day equal to your Wisdom modifier, you may roll 5d4 in the place of a d20 for a skill check, saving throw, or roll to hit.

MANY FACES

You can change your appearance several times per day.

Prerequisite: Apsara with *minor metamorphosis* psi-like ability.

Benefit: You can use *minor metamorphosis* a number of times per day equal to half your character level.

MARIDIAN ENVOY

You work well with marids.

Prerequisite: Genai.

Benefit: You gain a +4 racial bonus on Bluff, Diplomacy, and Sense Motive checks when dealing with marids.

MASTER OF ART

Even the most lackadaisical artistic effort yields masterful results.

Prerequisites: Woggle, Racial bonus to a Craft or Perform skill.

Benefit: When you use Craft or Perform skill with a racial bonus and take 10 with this skill, treat your die result as a 15 instead.

MERFORM

You can assume a merfolk-like form.

Prerequisites: Anumi, species with fish or dolphin-like tail, Fins & Flippers feat, Wis 13.

Benefit: For a number of rounds per day equal to your level (which do not need to be taken consecutively), as a spell-like ability, your lower half becomes like your base animal and you gain that animal's swim speed (both adjusted for size). The effects are otherwise similar to an *alter self* spell.

METAMORPH

You start your journey of transformation.

Prerequisite: Marine entobian who has not taken a metamorphosis feat or the neotonite feat, Character level 2.

Benefit: You may take a metamorphosis feat as soon as you qualify for one.

In addition, you gain lungs and retain the ability to breathe air even after you take a metamorphosis feat. During this time of your life you are truly amphibious, possessing both gills and lungs allows you to breathe air and water with equal ease. You lose your gills after you take a metamorphosis feat.

MID-DAY FORM CHANGE

Once per day, you can change your form as if it were sunrise.

Prerequisites: Aqua-xax, Retune Form

Benefit: Once per day, as a full-round action that provokes an attack of opportunity, you can invoke a change of form as if it were the sunrise of a new day. Regardless of the time before sunrise, the

next sunrise will still provoke your Daily Form racial trait normally.

MIGHTIER ROOTS

Your gripping roots ability has become much stronger.

Prerequisite: Nelumbu.

Benefit: As a move-equivalent action that does not provoke an attack of opportunity, you can root yourself in place onto any unyielding surface. While rooted, you receive a +3 circumstance bonus (in addition to your racial bonus) to your Combat Maneuver Defense when resisting a bull rush or trip attempt. If you move or are moved from the square in which you initiated this ability, the bonus ends.

MIREBORN

You were born in an estuary, and are acclimated to both salt and freshwater.

Prerequisite: Marine Entobian, 1st level.

Benefit: You suffer no ill effects going to water with a different salinity level.

MISMATCHED GEM

You can temporarily gain the effects of one power gem that is not of your set.

Prerequisite: Sunken relluk.

Benefit: Replace one power gem with another power gem of a different type. Once per day as a free-action, for one round you gain the benefits of the odd power gem and lose the benefits of the set. At the end of the round, the benefits return to normal. You can only have one mismatched gem at a time. Switching gems takes 3 rounds of full-round actions, and is generally done outside of combat.

Special: You can take this feat multiple times, adding one round per day each time you take this feat..

MONEY IS POWER

By consuming gold, you can become stronger, quicker, or healthier.

Prerequisite: Chrysopsaro.

Benefit: As a standard action once per day, you may consume 100 gold pieces to add a +4 enhancement bonus to either Strength, Constitution, or Dexterity for 1 minute per character level. The ability score that this feat affects is chosen at the time of consumption.

MORDENT MOUTH

Your bite is somewhat acidic.

Prerequisite: Marine Entobian, bite attack.

Benefit: You do an additional point of acid damage upon dealing a successful bite attack.

MUCKDWELLER

You can burrow through the sea floor.

Prerequisite: Marine Entobian.

Benefit: You gain a burrow speed of 20 feet through mud, silt or sand only.

MULTITALENTED

You are innately talented in many areas.

Prerequisites: Woggle.

Benefit: Choose a Craft or Perform skill from those listed in your Artistic Genius racial trait (different from the one you chose at character creation) and gain an additional skill rank and a +2 racial bonus to skill rolls for that skill. The skill is chosen at the time of taking this feat and cannot be changed.

Special: You can take this feat multiple times, applying it to a different skill each time.

MULTIWEAPON MANIAC

You can wield an additional weapon.

Prerequisite: Squibbon race, Advanced Arm Use feat, Str 15.

Benefit: You can wield an additional weapon as though you had an extra arm, but only one hand is your primary hand, and all others are off hands. You can also use your "hands" for other purposes that require free hands.

Special: If you have a Strength score of 18 or more, you can take this feat one additional time, effectively conveying the use of 4 arms with your hand-equivalent tool use ability.

NATURAL INSTINCT

You can access your natural instincts of nature and survival.

Prerequisite: Aquatic anumi race or trueform subtype.

Benefit: You get a +2 racial bonus on all Knowledge (nature) checks and Survival checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

NEOTONITE

You grow but retain your nymphite form and abilities.

Prerequisites: Nymphite, Metamorph feat taken at an earlier level, Character level 4.

Benefit: You grow to Medium size. Increase the damage dice for your bite attack to 1d6. Increase your swim speed to 40 feet. This change in size, speed, and damage is permanent. You may also choose a gender at this point, though it is not required of a neotonite.

Special: Much like metamorphosis, the nymphite prepares by eating a huge feast of rare seaweed followed by meditation. Eight hours later, you shed your exoskeleton and expand to Medium size. Determine your new size using the "neotonite" entry under Marine Entobian Vital Statistics. After taking this feat, you cannot take a metamorphosis feat, but are still considered a nymphite (for feats and other qualifications).



(NOTERITE)

NOTERITE (METAMORPHOSIS)

You metamorphose into a diving beetle entobian.

Prerequisites: Nymphite, Metamorph feat, Character level 5.

Benefit: You gain the following racial traits:

Noterite Racial Traits

+2 Constitution, +2 Intelligence, -2 Wisdom:

Noterites are resilient and intellectual, but maintain the foolishness of the nymphite stage.

Clumsy Landwalker: Noterite's land speed is 10 feet.

Fast Swimmer: Noterite's swim speed is 40 feet.

Flying: A noterite can use its beetle-like sheathed wings to fly for a number of minutes per day equal to its character level, with a speed of 60 feet and average maneuverability. This duration does not need to be consecutive, but it must be used in 1 minute increments. Fly becomes a class skill for a noterite.

Multi-Armed: Noterites possess four arms. They 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.

Tougher Shell: Noterites have a natural armor bonus of +3.

Spell-Like Ability: Noterites can use *bubble bubbles* (CERULEAN SEAS CAMPAIGN SETTING) once per day as a spell-like ability. The caster level for this ability is equal to the noterite's character level.

OLD ICER

Some sisiutl who have been "icing" for prolonged periods of time often begin to develop resistance to extremely cold temperatures.

Prerequisite: Sisiutl.

Benefit: You gain cold resistance 5.

Special: You can take the feat multiple times, gaining an additional cold resistance of 5 each time, to a maximum of cold resistance 20.

PENNY SAVED

Your coin scales shed when injured, and become solid gold.

Prerequisites: Chrysopsaro.

Benefit: After activating your money is life racial trait, the next time that you are damaged from an attack, three gold pieces per hit point of damage from this attack will drop into your square from your hide (maximum 48 gold pieces). Subsequent

attacks will not release gold pieces. Scales lost in this way grow back instantly.

PLANAR RESISTANCE

Your innate resistance to one form of energy gets better.

Prerequisite: Energy Resistance racial ability.

Benefit: Choose one energy resistance from your racial abilities. Gain an additional 5 points to that resistance.

Special: You can take this feat multiple times, applying it to a different resistance each time.

PLANT MAGIC

Your magical ties to plants grow stronger.

Prerequisites: Nelumbu sorcerers with the verdant bloodline or nelumbu clerics with access to the Flora domain.

Benefit: Sorcerer nelumbu with the verdant bloodline treat their Charisma score as 2 points higher for all sorcerer spells and class abilities. Cleric nelumbu with the Flora domain use their domain powers and spells at +1 caster level. This trait does not give nelumbu early access to level-based powers; it only affects powers that they could already use without this trait.

POISON PROOF

You become immune to poison, much like a minion of Saloth.

Prerequisite: Deep Drow (or Kirah).

Benefit: You become immune to poison.

POWERFUL SPRAY

Your boiling spray can reach further.

Prerequisite: Sunken relluk.

Benefit: In addition to an adjacent square, the boiling spray effects a square adjacent to that square that is 10 feet away.

Special: When combined with the Widened Spray feat, this effect applies to 4 squares: two adjacent squares, and two squares 10 feet from you that are adjacent to at least one of the first two squares.

PRANKSTER

You are an expert at fooling and tricking others.

Prerequisite: Kawauso race.

Benefit: You gain a +1 racial bonus on Bluff and Sleight of Hand checks and one of these skills is always a class skill for you.

PRESENCE OF MIND

You have learned how to retain your mind even after your body has dissipated.

Prerequisite: Kvol, Unleash the Swarm feat.

Benefit: You retain control over the school of squid when your Immortal Swarm racial ability is active, effectively allowing the swarm to benefit from your Intelligence, Wisdom, and Charisma scores, as well as retaining all skills that rely on those ability scores. All other statistics of the school of squid remain the same, however, and you do not have access to any of your class abilities.

PRIMORDIAL BRUTALITY

The brutal nature of your primitive attacks hit with supernatural accuracy.

Prerequisites: Mrawgh, base attack bonus +5, Str 15.

Benefit: You gain a +2 competence bonus to damage rolls made while using improvised weapons. If you have the Stick and Spear feat, you may also apply this bonus to weapons affected by that feat.

REACH OF FORCE

The reach of your force manipulation can extend into an adjacent square.

Prerequisites: Trueform subtype, force manipulation tool use ability.

Benefit: Once per round, the reach of your force manipulation can extend into one adjacent square. You can affect only one adjacent square at a time.

Normal: Your force manipulation ability only affects squares that you occupy.

REFLEX OF TWO

Both heads may respond to impending danger.

Prerequisite: Sisiutl.

Benefit: Once per day, you can roll twice for a Reflex save and take the best result.

RE-KNIT

You can reform from your school of squid much faster.

Prerequisite: Kvol, Presence of Mind feat

Benefit: Once per hour, you can force the school of squid to reform into your kvol form as a full-round action. Doing so, however, leaves you at only 1 hit point when you revert to kvol form.

Normal: Even with the Presence of Mind feat, the kvol cannot force the school to re-knit its body before 8 hours of uninterrupted rest.

RESILIENT SPIRIT

Your soul crystal can retain your memories.

Prerequisite: Sunken relluk, character level 10.

Benefit: If you are slain and your soul crystal is implanted in another suitable sunken relluk body within seven days, you are restored to life with one permanent negative level (no immunities or abilities can avert this penalty). You can be restored in this way three times, after which this feat ceases to function.

RETUNE FORM

Once per day, you can change your form's racial ability options.

Prerequisites: Aqua-xax

Benefit: Once per day, as a standard action, you can change your racial ability options as if you just assumed that form. Randomly determined options remain random, though you may reroll if you obtain the same result that you currently have.

RIME TOOTHED

You do both cold damage and piercing damage with your bite attack.

Prerequisite: Brother of frost with supernatural bite racial feature.

Benefit: You do both cold damage and piercing damage (roll damage twice, apply both) with your bite attack.



RUGON TRAMPLE

You gain a trample attack.

Prerequisite: Rugon race.

Benefit: When you attempt to overrun an opponent, your target may not choose to avoid you. You may make one melee attack against any target you disorient, gaining the standard +4 bonus on attack rolls against disoriented (prone) targets. You can only use this feat while both you and your opponent are swimming.

SCENT MASTERY

Your ability to follow your nose improves.

Prerequisites: Trueform subtype without keen scent ability

Benefit: If you do not have the scent ability, you gain it. If you do, you gain the “keen scent” ability.

SEABOND

You have become magnetically tuned to your homeland.

Prerequisites: Trueform subtype

Benefit: You can use the magnetic pull of the planet to find your way home. This works in much the same way that a compass points north. While you can detect which direction your homeland is,

you get no indication of distance or obstacles in your path. You can bond to any location that you have lived in for an entire moon cycle, thus losing the ability to sense the direction of any locations previously attuned to. The re-attunement is somewhat voluntary, based on whether or not you consider your new location as home or not.

SEE MORE EVIL

You can detect evil more often.

Prerequisite: Kvol, Wis 15.

Benefit: Your detect evil racial trait can be activated a number of times per day equal to your Wisdom modifier.

SERVITOR’S DIPLOMACY

Years of lowly servitude have made you better at dealing with people and good at either reading them or lying to them.

Prerequisite: Aquatic anumi.

Benefit: You get a +2 racial bonus on all Diplomacy checks. For this feat, choose either the Sense Motive skill or the Bluff skill. This choice is permanent. Gain a +2 racial bonus in the chosen skill. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

SHARPENED SENSES

You have honed your blindsight to be more acute.

Prerequisite: Sea Squole, Wis 13.

Benefit: Your blindsight range gains an additional number of feet equal to 5 times your Wisdom bonus (if any). For example, if your Wisdom bonus is +3, your blindsight extends to 45 feet.

SLIPPERY

You are particularly hard to hold onto.

Prerequisite: Kvol or Sea Squole

Benefit: You gain a +4 racial bonus on all Escape Artist checks to slip free of bonds and squeeze into tight spaces, and you can squeeze through spaces as though you were one size category smaller than your actual size.

SONG OF THE MORGEN

You can use *touch of the morgen* at range.

Prerequisites: Morgen, 3 ranks in Perform skill.

Benefit: You can use the *touch of the morgen* racial trait at a range of up to 30 feet.

Normal: *Touch of the morgen* normally has a range of touch.

SPIT ACID

You can spit a stream of caustic acid.

Prerequisite: Marine Entobian, Mordent Mouth feat.

Benefit: Once per day, as a standard action, you can make a supernatural breath weapon attack that deals 1d6 points of acid damage in a 20-foot line. All creatures within the affected area must make a Reflex saving throw to avoid taking damage. The save DC against this attack is 10 + 1/2 your character level + your Constitution modifier. Those who succeed at the save take no damage from the attack.

Special: You can take this feat more than once. Each time you do so, you can augment the breath weapon in the following ways:

Extra Breath: You can use its breath weapon an additional time per day.

Increased Area: Increase the line to 50 feet.

Increased Damage: Increase the damage by an additional d6.

SPLIT SUBTYPE

You can have two subtypes, and are on your way to parenthood.

Prerequisite: Sea Squole, younger than middle age, acclimation to a new environment (see ecology).

Benefit: You gain a new subtype and keep your old one. You gain the abilities of both subtypes, and your slime-color changes to a mixture of the two (like paint of the same colors).

Special: Once taking this feat you have nine years, 2 months, and 1d6 weeks to live. When your time is up, you will split into two first level sea squoles of the two different subtypes, each with only foggy memories of who you were once were. Nothing short of a *wish* can save you from this fate.

STELLAR HEALING

Your healing skills are legendary.

Prerequisite: Estrel race, Accelerated Healing feat.

Benefit: You gain fast healing 2 for 1 round anytime you take damage from a melee weapon or natural attack. You can heal up to 2 hit points per level per day with this feat, after which it ceases to function.

STICK AND SPEAR

In your hands, a stick or spear is a much more dangerous weapon.

Prerequisites: Mrawgh, Proficient with weapon, Str 15

Benefit: Increase the amount of damage dealt by an improvised piercing weapon, terbutje* (normal & great), tepoztopilli*, shortspear, longspear, and spear by one step (for example, 1d6 becomes 1d8) to a maximum of 1d10, or 2d6 if the weapon is two-handed.

*found in PATHFINDER ROLEPLAYING GAME
ULTIMATE COMBAT

SUMMON LESSER FORM

You can summon one of your base creatures once per day.

Prerequisites: Trueform subtype

Benefit: You can summon one of your base creatures once per day (dolphins summon dolphins, carchardians summon sharks, etc.) similar to summon nature's ally spell, as a spell-like ability. This creature must have hit dice equal or less than your character level.

Special: You can take this feat multiple times, each time adding another summoning per day.

SUN LOVING

You can use sun heal more often.

Prerequisites: Nelumbu, Character level 6.

Benefit: You can use sun heal one additional time per day.

Special: You can take this feat again at level 12, and once again at level 18 (maximum 3 times).

SUNKISSED

You trade sunlight vulnerability for a darkness vulnerability.

Prerequisite: Ashray with vulnerable to sunlight racial feature.

Benefit: You lose your vulnerability to sunlight. You gain Vulnerability to Darkness, and take 1 point of Constitution damage after every hour they are exposed to total darkness.

SUPERHEATED SPRAY

Your boiling spray power does more damage.

Prerequisite: Sunken relluk, Con 13.

Benefit: You may add your Constitution bonus (if any) on to the damage caused by your boiling spray racial trait.

SURFACER

You have acclimated yourself to shallower waters.

Prerequisite: Deep Drow (or Kirah).

Benefit: You lose your pressure sensitivity and light blindness, but your depth tolerance is reduced to 1,000 feet.

TASTE OF BLOOD

The taste of blood bolsters your Vicious Bite attack on the following round.

Prerequisites: Anumi, Vicious Bite feat, base attack bonus +6.

Benefit: When you score a hit with your vicious bite, you gain a +2 racial bonus to your attack roll for vicious bite during the next round.

TOXIC

You taste bad to predators.

Prerequisite: Marine Entobian.

Benefit: Any creature that makes a successful bite attack against you may become sickened for 1d4 rounds if it fails a DC 11 (+ your Constitution modifier) Fortitude saving throw.

TOXIC SKIN

Your skin is especially toxic.

Prerequisite: Ambymander race.

Benefit: Once per day as a swift action, you can create a poison that can be applied to a weapon or delivered as a touch attack. Alternatively, you can smear the poison on your own body as a standard action, affecting the first creature to hit you with an unarmed strike or natural weapon. The poison loses its potency after 1 hour. You, and other ambymanders, are immune to your own poison.

Ambymander Poison: Skin or weapon—contact or injury; save Fort DC 10 + 1/2 your character level plus your Constitution modifier; frequency 1/round for 6 rounds; effect 1d2 Dexterity damage; cure 1 save.

Normal: All salamanders are toxic to some extent, though usually have to be ingested to confer these toxic effects.



TRITONDENT

You can create a trident of water.

Prerequisite: Shazalarian Triton.

Benefit: Once per day, you can shape water into a weapon with the same statistics as a trident. The trident persists for 1 minute per character level.

TWINCAST SPELL (METAMAGIC)

You can cast two spells at once.

Prerequisite: Sisiutl.

Benefit: You can cast two spells at the same time, and they go off at the same time. The cast time for both spells to go off is equal to the longest casting time of either spell.

Each twincast spell uses up a spell slot two levels higher than the spell's actual level. Twincast Spells can be prepared separately and then matched on the spot. You can only cast a twincast spell with another twincast spell, however.

UNASSUMING FOLIAGE

You have learned to blend in with the seaweed.

Prerequisites: Nelumbu.

Benefit: You gain a +4 racial bonus on Stealth checks in areas of high aquatic vegetation.



UNDERTOW UNLEASHED

You can use your undertow ability more often.

Prerequisite: Genai with *undertow* spell-like ability.

Benefit: You can use your *undertow* spell-like ability a number of times per day equal to half your character level.

UNEARTHLY GAZE

Your gaze attack becomes stronger.

Prerequisite: Ashray with frightful gaze racial ability.

Benefit: Your frightful gaze ability gains a +2 bonus to its DC, and those that fail are paralyzed in fear for 1d4 rounds.

UNEARTHLY PRESENCE

You exude the essence of dreams.

Prerequisites: Morgen, Wis 15.

Benefit: When your hit point total is equal to or greater than half of your maximum hit point total, you gain a +1 morale bonus to armor class and all saving throws against attacks made by creatures in squares immediately adjacent to you.

UNLEASH THE SWARM

You can release the school of squid from your body to escape a desperate situation.

Prerequisite: Kvol, 3rd level

Benefit: You can activate your

Immortal Swarm racial ability before being reduced to zero hit points. A swarm released in this way has 3d8+3 hit points or hit points equal to your Constitution score (whichever is higher). The school of squid still behaves as if you were reduced to zero hit points; it will attempt to flee, is no longer under your control, and will not reincorporate back into a kvol until after 8 hours of uninterrupted rest.

VENOM CLOUD

You can use your poison cloud racial ability more often.

Prerequisite: Deep Drow with the poison cloud racial ability

Benefit: You can use your poison cloud once every 1d4+1 rounds (instead of 2d4+1 rounds).

VERMIN TRAINER

Your unique physiology grants you insight into training vermin.

Prerequisite: Marine Entobian.

Benefit: You can use the Handle Animal skill to handle and train vermin as if they were animals with Intelligence scores of 1.

VICIOUS BITE

You have a vicious bite that you can use as a natural attack.

Prerequisite: Anumi whose base animal has a natural bite attack.

Benefit: You gain a bite as a natural attack. The bite does 1d6 damage (critical ×2). You are considered proficient with this attack. See Chapter 8 (Combat) of the Pathfinder Roleplaying Game for more details on natural attacks.

VILE VENDETTA

Your attacks are fueled with icy vengeance.

Prerequisites: Kvol.

Benefit: Once per hour, You may choose one creature that successfully attacked you within the last 6 rounds as a free action. You gain a +2 enhancement bonus to attack and damage rolls against that specific creature for up to one hour.

WAKING DREAM

You can enter the dreams of an immediate ally.

Prerequisites: Morgen, Int 15.

Benefit: This feat allows you to cast *dream* once per day as a spell-like ability, with the following limitations. You cannot designate a different messenger than yourself. In addition, the recipient must be someone within 50 feet of yourself. The caster level for this ability is equal to your character level.

WATER WEIGHT

You alleviate your water dependency by carrying water inside you.

Prerequisite: Sea Squole

Benefit: You have learned how to fill your body with water, thus temporarily alleviating your water dependence for up to 48 hours. Unfortunately, it also adds 60 lbs to your encumbrance, and reverses yours buoyancy to -60.

WATER'S WRATH

You can unleash a powerful blast of water, similar to what your marid ancestors can do.

Prerequisite: Genai.

Benefit: Once per day, as a standard action, you can release a jet of water in a 60-foot line that deals 1d6 points of damage and blinds the target struck for 1d6 rounds. A Reflex save reduces the damage by half and negates the blinding effect. The save DC is $10 + \frac{1}{2} \text{ your character level} + \text{your Constitution modifier}$.

WATERTUNED

The range of your water sense increases.

Prerequisite: Shazalarian Triton, water sense racial ability.

Benefit: Your water sense ability extends another 30 feet

WEAPON FROM BEYOND

You can call a weapon to you from the great beyond.

Prerequisite: Aqua-xax.

Benefit: Once per day, as a swift action, you can summon a normal exotic weapon of the same variety that was chosen for your Memory of Conflict racial trait and of the appropriate size for your current form. If you are in pseudosaur form, this weapon also has the "Adapted Weapon" modification (see REMARKABLE RACES SUBMERGED: TRUEFORMS for details). The weapon appears in your hands as soon as your hands are free to hold it (or manifests equipped on your body if you are in pseudosaur form). The weapon vanishes 2d4 rounds after it leaves your hands (or body if a pseudosaur), or after 3d4 hours (whichever comes first). Weapons summoned are non-magical and mundane, though often have a bizarre motif or alien design.

WIDENED SPRAY

The range of your boiling spray power increases to a two adjacent squares.

Prerequisites: Sunken relluk, character level 6.

Benefit: The range of your boiling spray racial trait increases to two adjacent squares that must also be adjacent to each other.

Special: When combined with the Powerful Spray feat, this effect applies to 4 squares: two adjacent squares, and two squares 10 feet from you that are adjacent to at least one of the first two squares.

WILL OF TWO

Both heads may attempt to resist mental attacks.

Prerequisite: Sisiutl.

Benefit: Once per day, you can roll twice for a Will save and take the best result.

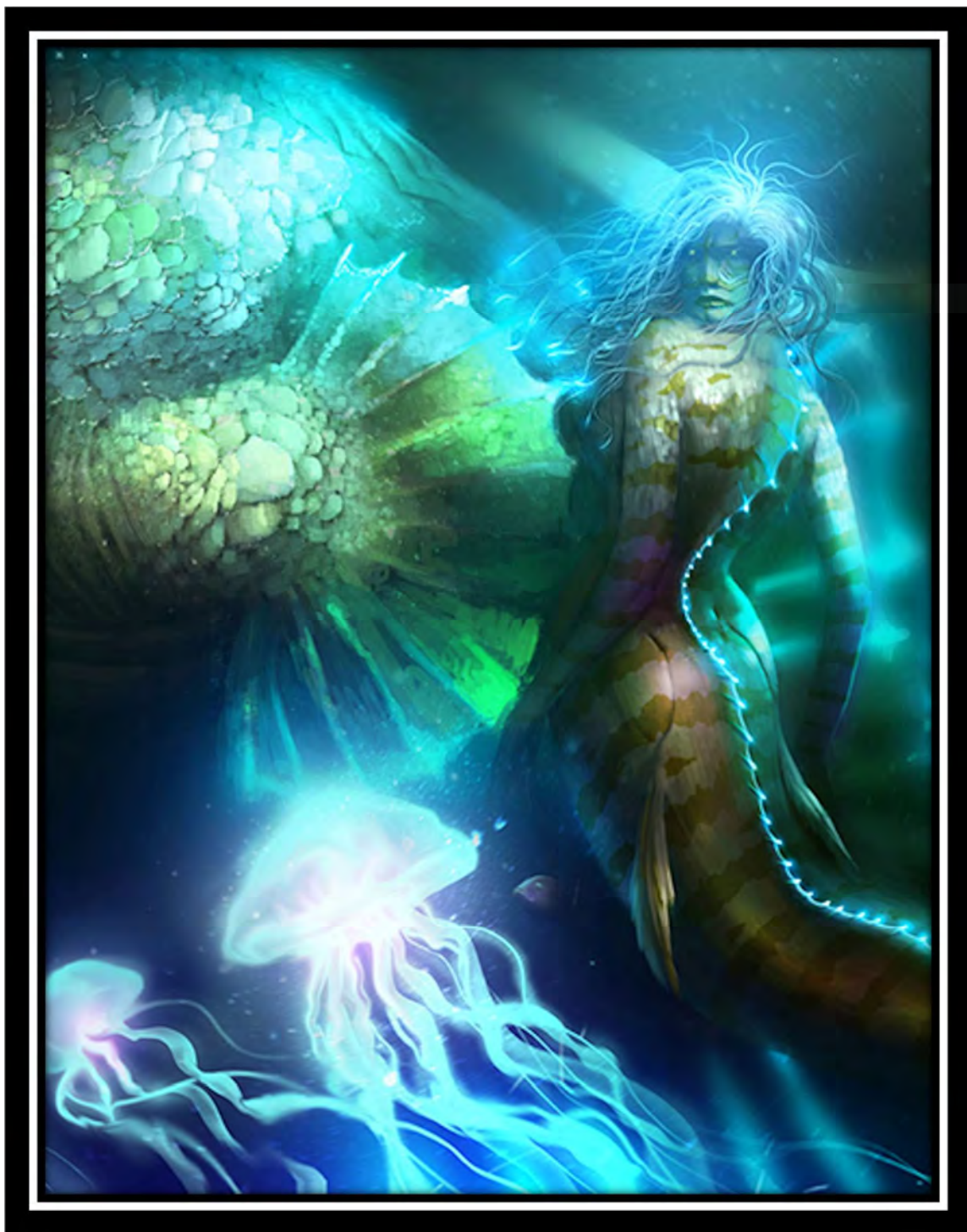
WOGGLE LULLABY

Your music can help stave off Woggle Madness.

Prerequisites: Woggle, Racial bonus to music-based Perform skill.

Benefit: A woggle suffering from Woggle Madness may roll their Will save versus this affliction with a +5 bonus while hearing music you created with a Perform skill that receives a racial bonus.

Chapter Three:



Clever Classes

In chapter three, we examine 14 new racial prestige classes. Each exemplifies one particular race or racial subtype presented in this tome. Below is a short summary of each.

Atavist: Mrawghs dedicate themselves to Mahra's way, and she gives the atavist several blessings. In addition, they have become even more skillful at using and making primitive weapons and armor. They are in tune with the natural world, their power animals, and have learned to harness their inner beast.

Depthseeker: The life of a kvol depthseeker revolves around seeking out and destroying evil in its lair. They have no fear; this is their purpose. Even when the odds seem stacked against them, they persevere.

Freebooter: The chrysopsaro freebooter has learned how best to pilfer dungeons and dangerous lairs without losing a scale. While some thieves are tumbling and dodging, the freebooter simply knows the right time to nonchalantly swim aside. Freebooters also have the gift of the gab, and can even talk their way out of harm.

Golden Lotus: A nelumbu golden lotus has learned to harness his inner nature to overcome obstacles. He has developed his body to become more effective in combat. He has rid his mind of illogical feelings and sentiments that can only stand in the way of progress.

Kahikua: The kahikua of the sunken relluks are charged with the task of recovering soul crystals as well as uncovering mysteries of the past. They are expected to be living representatives of their ancient heritage. Members of this prestige class tend to collect antiques and often wear and use items that are hundreds of years old. The kahikua embrace the past fully as a way of bringing it into the future.

Limomancer: The abilities of a sea squole limomancer allow them to better locate and interact with ooze-kind. At higher levels, they can even summon an ooze to aid them in combat. In addition, closeness to these creatures has given a limomancer the ability to assume an amorphous form.

Neter-Ka: The blood of the primeval gods flows in the Neter-Kas' veins. These aquatic anumi feel compelled to serve the gods as their ancient

ancestors did. Neter-Kas follow the fully expanded faith that the sebek-ka have puzzled together from their own foggy memories and treasured heirlooms.

Paragon of Beasts: These trueform exemplars are said to defend their kind from harm, lead them to victory, and even seek revenge for those who would destroy their environment.

Silver Morgen: Morgens drawn to the path of divine good, the silver morgen is well-suited to aiding the cause of other religious classes. They are charged with pure positive energy, and all those who use that type of energy can benefit from having a silver morgen nearby.

Soulcatcher: The sisiutl soulcatcher uses a variety of primordial magic that both capitalize on their unique physiology and the ancient roots of necromancy magic. Before there were divine healers, the soulcatchers filled that role, borrowing spiritual energy from one creature to give to another.

Starseeker: Starseekers are convinced that the more dangerous and dire the situation, the more opportunity to be remembered for surviving it. Better still, if one was to save others, then those people would tell tales of their heroic deeds. A starseeker's exploits epitomize the entobians' sense of adventure.

Transcender: Planars often yearn to explore the distant realms of their extraplanar forefathers. To a transcender, however, this becomes an obsession. Their study of their ancestral plane not only expands their own innate power, but also unlocks eldritch knowledge about the planes themselves.

Virtuoso: The woggle virtuoso has honed his innate musical talent with keenly practiced skill as well as arcane magic. To a virtuoso, all the world is a stage, his allies are his adoring fans, as well as anyone around for him to impress. He craves the spotlight, whether it is at a tavern or on the battlefield.

Wandering Philosopher: An aqua-xax wandering philosopher's study of discord has expanded his martial abilities. Regardless of original class, he tends to be seen as an astute but unlikely combatant. The wandering philosopher is able to fortify brawn with a keen intellect.

Atavist

"Mraaaaaawrrrr!!!!!"

Mrawghs are known to be primitive with brutish tendencies. An atavist revels in this. The true atavist often uses what he can make himself. Slathered in muck and wielding crudely fashioned weapons, the atavist is the epitome of a primordial combatant. Atavists are highly honored by the mrawghs, as self-proclaimed venerated of Mahra and the preservation of mrawgh ways. Atavists may smell bad, be infested with parasites and fungi, and appear generally barbaric, but are also a formidable force of nature.

By dedicating themselves to Mahra's way, this ancestral spirit has given the atavist several blessings. In addition, they have become even more skillful at using and making primitive weapons and armor. They are in tune with the natural world, their power animals, and have learned to harness their inner beast.

Role: Atavists are supporting warriors, often continuing their role as barbarians or fighters. Kahunas are also common among atavists, as they see this path as a way to further preservation of sea life.

Alignment: Atavists can be any alignment, though are most often neutral. They often emulate forces of nature, and take on an alignment to match.

Hit Die: d10.

REQUIREMENTS

To qualify to become an atavist, a character must fulfill all of the following criteria.

Race: Mrawgh.

Base Attack Bonus: +6.

Skills: Craft (any) 3 ranks, Knowledge (nature) 3 ranks, Knowledge (religion) 3 ranks, Survival 3 ranks

Feats: Endurance.

CLASS SKILLS

The atavist's class skills (and the key ability for each skill) are Craft (any) (Int), Knowledge (nature) (Int), Handle Animal (Cha), Survival (Wis)

Skill Ranks at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the atavist prestige class.

Weapon and Armor Proficiency: Atavists are proficient with all simple weapons, improvised weapons, and greatspears. They are proficient with muck and sharkhide armor.

Power Animal (Su): At 1st level, the atavist solidifies his choice of power animal. He may choose from crab, crocodile, dinosaur (aquatic), dolphin, eel, fish, frog, octopus, otter, ray, sea cow, sea snake, seal, shark, squid, turtle, or whale. This choice cannot be unmade, though the atavist may choose an additional power animal at 4th level and at 8th level. The atavist gains a +4 bonus on Handle Animal skill checks when dealing with an animal of the same classification of one of his power animals. The choice of power animal also affects other class features that the atavist receives at higher levels.

Call of the Sea (Sp): Also at 1st level, the atavist can cast *summon sea's ally IV* as a spell-like ability. This effect can only be used to summon creatures which contains one of the atavist's power animals as part of the name of the creature summoned (for example, if frog is one of the power animals, the effect can summon 1d4+1 poisonous frogs or 1d4+1 giant frogs). The effect is otherwise identical to the spell. At 5th level, *summon sea's ally IV* is replaced with *summon sea's ally VI*. At 9th level, *summon sea's ally VI* is replaced with *summon sea's ally VIII*. The CL is equal to the atavist's character level.

Scales of the Beast (Ex): At 2nd level, the atavist can use his bare hands and makeshift tools to fashion useable armor from natural objects and materials (sea shells, fish scales, bones, leather, etc.). This armor can emulate any known aquatic armor or shield, though the armor is made of different materials (and therefore buoyancy should be adjusted accordingly), has an additional -2 armor check penalty, and a -1 penalty to the maximum Dexterity bonus. All other features of this armor remain the same; for example, scales of the beast glacial armor would still convey a +7 AC bonus, though has a maximum Dexterity modifier of -1 and an armor check penalty of -9. This process takes at least 1 hour per plus of armor bonus, or possibly more if the Game Master rules that the conditions or resources are suboptimal. The atavist is automatically proficient with this armor. If the armor contains at least three elements of all of his power animals (teeth, bones, scales, fins, etc.), the atavist also gains an additional +1 natural armor bonus while wearing this armor (stacks with existing natural armor).

Tools of the Sea (Ex): Also at 2nd level, the atavist can use improvised tools with no penalty to Craft skill checks.

TABLE 3-1: THE ATAVIST

Level	Base Attack Bonus	Fort Save	Ref Sav e	Will Save	Special
1 st	+1	+1	+0	+0	Power Animal, Call of the Wild (<i>summon sea's ally IV</i>)
2 nd	+2	+1	+1	+1	Scales of the Beast, Tools of the Sea
3 rd	+3	+2	+1	+1	Tooth Spear
4 th	+4	+2	+1	+1	Form of Power (<i>beast shape I</i>), Power Animal
5 th	+5	+3	+2	+2	Call of the Wild (<i>summon sea's ally VI</i>)
6 th	+6	+3	+2	+2	Disorienting Stab
7 th	+7	+4	+2	+2	Form of Power (<i>beast shape II</i>)
8 th	+8	+4	+3	+3	Power Animal
9 th	+9	+5	+3	+3	Call of the Wild (<i>summon sea's ally VII</i>)
10 th	+10	+5	+3	+3	Form of Power (<i>beast shape III</i>)

Tooth Spear (Su): At 3rd level, the atavist can use his bare hands and makeshift tools to fashion useable weapons from non-metallic natural objects and materials (teeth, coral, bones, leather, etc.). This weapon can emulate any known simple, martial, or exotic weapon, though the weapon is non-metallic and has a -1 penalty to hit and damage rolls. All other features of this weapon remain the same. This process takes at least 1 hour, or possibly more if the Game Master rules that the conditions or resources are suboptimal. The atavist is automatically proficient with this weapon. If the weapon contains at least one element of all of his power animals (teeth, bones, scales, fins, etc.), the atavist may consider a tooth spear weapon to be an improvised weapon (increase the amount of damage by one step, and the critical range becomes 19-20, $\times 2$). These weapons are not considered improvised weapons otherwise. The Stick and Spear feat can be used in conjunction with this class feature if the weapon being created is a greatspear, shortspear, longspear, or spear. This feat also stacks if this weapon is also considered improvised (spears would do 2d6 damage and have a critical threat range of 19-20 $\times 2$).

Form of Power (Sp): Starting at 4th level, the atavist can cast *beast shape I* as a spell-like ability. Your options for new form include all creatures with a species or classification that can be considered the same species or classification as one of your power

animals, and one that you are familiar with. The effect is otherwise identical to the spell. At 7th level, *beast shape I* is replaced with *beast shape II*. At 10th level, *beast shape II* is replaced with *beast shape III*. The CL is equal to the atavist's character level.

Disorienting Stab (Su): Starting at 6th level, if you are using an unarmed attack or any type of spear (including greatspear) your weapons gain the special features of *disarm* and *trip*.



Depthseeker

"No ocean too deep, no trench too dark, we will drown out all evil."

Kvols are a bane to evil; drawn to it like moths to a flame. Depthseekers are no exception. The life of a depthseeker revolves around seeking out and destroying evil in its lair. They have no fear; this is their purpose. Even when the odds seem stacked against them, they persevere. Many have tried to dissuade a depthseeker from their quest, but they are undaunted. They simply believe that supernatural evil must be eliminated, no matter the risk or cost.

Depthseekers are well-suited to monstrous environments, for that is where they dwell. If a creature is much more powerful than they are, they rise to the occasion. At 10th level, even utter failure holds one last surprise.

Role: Depthseekers prefer to be in the front lines of battle. They use melee prowess to cut down as many opponents as they can. They will often choose the largest and most dangerous foe to attack first. Depthseekers are often barbarians, fighters, or mariners.

Alignment: Depthseekers are never evil. Their pragmatic approach to destroying fiends, however, often precludes them from good alignments as well. They have no regard for any law that prevents them from their mission, and, consequentially, are seldom lawful. Most depthseekers are chaotic neutral, as they find such a philosophical outlook to be most congruent with their goals.

Hit Die: d12.

REQUIREMENTS

To qualify to become a depthseeker, a character must fulfill all of the following criteria.

Race: Kvol.

Base Attack Bonus: +7.

Skills: Survival 5 ranks.

Feats: Dodge, Endurance, See More Evil.

CLASS SKILLS

The depthseeker's class skills (and the key ability for each skill) are Acrobatics (Dex), Climb (Str), Escape Artist (Dex), Heal (Wis), Intimidate (Cha), Perception (Wis), Sense Motive (Wis), and Survival (Wis).

Skill Ranks at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the depthseeker prestige class.

Weapon and Armor Proficiency:

Depthseekers are proficient with all simple and martial weapon, and all armor and shields.

Raging Malice (Ex): At 1st level, when in a square adjacent to a foe with a Challenge Rating equal to or greater than their level, a depthseeker may activate raging malice. While this ability is in effect, they gain a +2 bonus to hit and damage rolls, 3 temporary hit points per level of the depthseeker class, a +2 resistance bonus to all saves, and a +5 dodge bonus to AC. They may activate this ability once per day at first level, and one more time per day every odd level thereafter (3rd, 5th, 7th, and 9th level). If the depthseeker attempts to activate the ability in a square that does not meet the prerequisite for this power, the attempt fails, but does not count towards the limit per day. If at the end of their turn they are no longer in a square adjacent to the foe that they activated this ability with, the effect ends, the temporary hit points vanish, and the depthseeker is sickened for the same number of rounds that the raging malice was in effect. Reactivating Raging Malice temporarily staves off this sickness, but the duration of the sickness remaining is added on when the effect ends.

See Evil Fast (Su): At 1st level, when activating their racial *detect evil* spell-like ability, they may immediately benefit from three rounds of observation in just one round. Furthermore, they are not subject to being stunned from detecting overwhelming evil.

Reckless Spite (Ex): At 2nd level, when making a charge attack the depthseeker gains a +2 dodge bonus to Armor Class. If the depthseeker has the Lunge feat, he also gains a +2 dodge bonus to Armor Class when extending their reach.

TABLE 3-2: THE DEPTHSEEKER

Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special
1 st	+0	+1	+1	+0	Raging Malice (1/day), See Evil Fast
2 nd	+1	+1	+1	+1	Reckless Spite, Fear Nothing
3 rd	+2	+2	+2	+1	Raging Malice (2/day)
4 th	+3	+2	+2	+1	Damage Reduction 1/—
5 th	+3	+3	+3	+2	Raging Malice (3/day), Blood of our Blood
6 th	+4	+3	+3	+2	Damage Reduction 3/—
7 th	+5	+4	+4	+2	Raging Malice (4/day)
8 th	+6	+4	+4	+3	Damage Reduction 5/—, Rage Refocus
9 th	+6	+5	+5	+3	Raging Malice (5/day)
10 th	+7	+5	+5	+3	Damage Reduction 7/—, Last Resort

Fear Nothing (Ex): Also at 2nd level, the depthseeker learns how to ignore the effects of fear. If panicked or frightened, the depthseeker is instead shaken. A depthseeker cannot be shaken otherwise.

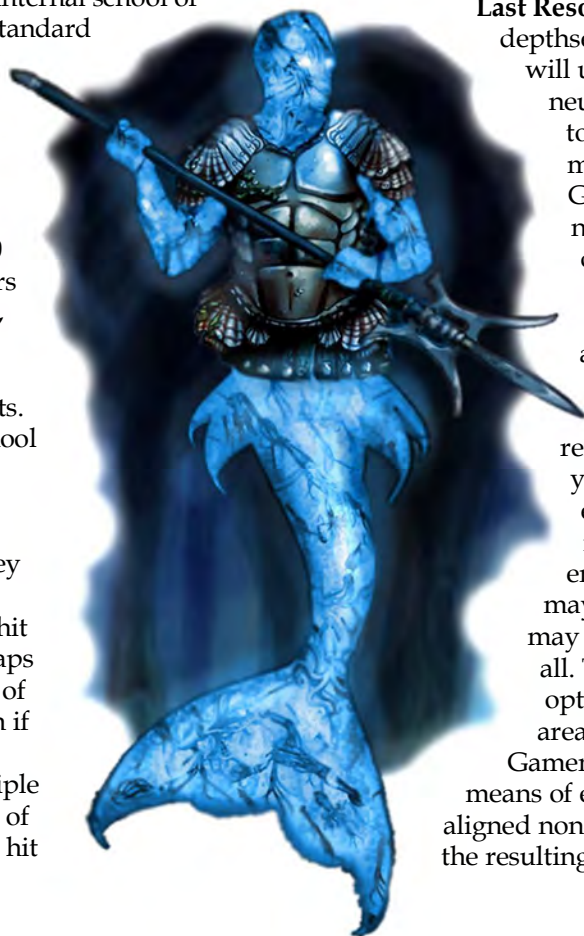
Damage Reduction (Ex): Starting at 4th level, depthseekers can ignore some of the damage being dealt to them. Subtract 1 point from the damage the depthseekers take each time they take damage. This damage reduction increases by 2 points every even level thereafter (6th, 8th, and 10th).

Blood of our Blood (Su): At 5th level, depthseekers learn to use their internal school of squid to their advantage. As a standard action that does not provoke an attack of opportunity, depthseekers may unleash a single school of squid into an adjacent square that unerringly follows the depthseekers' telepathic commands (up to 200 ft.). Upon doing so, depthseekers sacrifice a number of hit points, equal to or greater than 8 hit points, that will not bring a depthseeker to under 5 hit points. These hit points become the school of squid's hit point pool. As a move-equivalent action, depthseekers may reabsorb an adjacent school of squid that they created in this fashion, thus reclaiming the school's current hit point total into their own (perhaps even creating a temporary pool of hit points above their maximum if they were recently healed). Depthseekers may do this multiple times, creating multiple schools of squids, so long as they have the hit points to sacrifice. Sacrificed hit

points can be healed normally. Schools of squid created in this way perish after 2 rounds per level of the depthseeker class, and should be reabsorbed before expiring.

Rage Refocus (Ex): At 8th level, depthseekers may continue to benefit from Raging Malice if they end their turn adjacent to a different enemy's square than the enemy that they activated their power next to. The new enemy must still have a Challenge Rating equal to or greater than their level, or the effect ends.

Last Resort (Su): At 10th level, when the depthseeker witnesses an event that will undoubtedly plunge an otherwise neutral or good aligned world towards evil, the depthseeker may activate this ability. If the Gamemaster agrees that there is no other way to prevent this catastrophe, the immediate 3 square mile radius, including the depthseeker and all beings and objects in this area, is transported to an inescapable demiplane where they remain for no less than 1,000 years. Nothing is immune to this effect, not even artifacts. As this is a potentially campaign-ending power, the Gamemaster may adjudicate when this power may be used, or if it can be used at all. The Gamemaster may optionally increase or decrease the area of effect as needed. The Gamemaster may provide some means of escape for any good or neutral aligned non-kvol that become trapped on the resulting demiplane at his discretion.



Freebooter

"Finders keepers."

A freebooter looks for the easy path to riches. All three of his eyes are always wide open for even the slightest opportunity to gather more gold. He is a rogue, first and foremost. However, instead of quickness of body, he relies solely on instinct to survive. Some would call it amazing luck, though the freebooter credits his fine-tuned wits.

The freebooter has learned how best to pilfer dungeons and dangerous lairs without losing a scale. While some thieves are tumbling and dodging, the freebooter simply knows the right time to nonchalantly swim aside. Freebooters also have the gift of the gab, and can even talk their way out of harm.

Role: Freebooters are excellent scouts and often take this class to augment a career in roguery. Their ability to bargain and talk themselves out of dangerous situations also makes them wonderful candidates for the party spokesperson or even leader. Their business sense might also qualify them as party treasurer...a position they will vie for regardless of the party's confidence in them.

Alignment: Freebooters can be of any alignment, though most avoid chaotic, as great focus is required to be successful.

Hit Die: d6.

REQUIREMENTS

To qualify to become a freebooter, a character must fulfill all of the following criteria.

Race: Chrysosaro.

Skills: Appraise 5 ranks, Diplomacy 5 ranks, Perception 10 ranks.

Feats: Alertness, Golden Eye.

CLASS SKILLS

The freebooter's class skills (and the key ability for each skill) are Appraise (Int), Diplomacy (Cha), Disable Device (Dex), Knowledge (any) (Int), Perception (Wis), Linguistics (Int), and Sense Motive (Wis).

Skill Ranks at Each Level: 8 + Int modifier.

CLASS FEATURES

All of the following are class features of the freebooter prestige class.

Weapon and Armor Proficiency: Freebooters are proficient with all simple and martial weapons. They are proficient with light armor.

Automatic Appraisal (Ex): Freebooters are automatically considered to have rolled a natural 20 for all Appraise skill checks. Furthermore, they can appraise an item as a swift action and can determine the most valuable item in a hoard as standard action.

Uncanny Intuition (Ex): Freebooters give up trying to hone their talent with their inferior dexterity and learn to trust their instincts when using a particular Dexterity-based skill. Effectively, the freebooter chooses one Dexterity-based skill and can use his Wisdom modifier instead of his Dexterity modifier when making skill checks with that skill. While in appearance this looks far less graceful than those that mastered the skill with nimbleness, the seemingly random and awkward flailing of the freebooter are no less successful. In fact, their success almost looks like magic or amazing luck. They can choose another skill to use this ability with at 4th, 7th, and 10th level.

Blindsight (Ex): At 2nd level, the freebooter's third eye has become so acute that he gains the blindsight ability out to 20 feet. At 8th level, this ability extends to 40 feet. This ability relies on electromagnetic radiation (radio waves) to perceive objects, and is therefore is not affected by sound or scent-based effects. Lightning and electricity effects that occur within the range of this vision, however, temporarily negate this blindsight for 3d6 rounds.

Luckstumble (Su): Also at 2nd level, the freebooter can use his Wisdom modifier instead of his Dexterity modifier when making Reflex saves. Instead of dodging deftly away from danger, the freebooter simply slips up at the perfect moment. His fins and his instincts are in tune with each other, causing involuntary spasms that keep him out of danger.

Silver Tongue (Ex): At 3rd level, the freebooter gains a +2 competency bonus to Diplomacy and Bluff skill checks. At 6th level, increase the bonus to +4 and at 9th level, increase to +6.

Trustworthy Aura (Su): At 3rd level, the freebooter exudes an aura of trustworthiness. Creatures in squares immediately adjacent to the freebooter, at his discretion, may incur a penalty to Sense Motive and Perception checks equal to his Charisma modifier or Wisdom modifier (whichever is higher). At 6th level, increase the range to 10 feet and at 9th level, increase to 20 feet. The freebooter actively chooses what creatures are affected and when. He cannot affect a creature retroactively.

TABLE 3-3: THE FREEBOOTER

Level	BAB	Fort Save	Ref Save	Will Save	Special
1 st	+0	+1	+1	+0	Automatic Appraisal, Uncanny Intuition (1 st Skill)
2 nd	+1	+1	+1	+1	Blindsight 20 feet, Luckstumble
3 rd	+2	+2	+2	+1	Silver Tongue +2, Trustworthy Aura
4 th	+3	+2	+2	+1	Darkvision 60 ft., Uncanny Intuition (2 nd Skill)
5 th	+3	+3	+3	+2	X-ray Vision
6 th	+4	+3	+3	+2	Silver Tongue +4, Trustworthy Aura (10-foot radius)
7 th	+5	+4	+4	+2	Treasure Sense, Uncanny Intuition (3 rd Skill)
8 th	+6	+4	+4	+3	Blindsight 40 feet
9 th	+6	+5	+5	+3	Silver Tongue +6, Trustworthy Aura (20-foot radius)
10 th	+7	+5	+5	+3	True Seeing, Uncanny Intuition (4 th Skill)

Darkvision (Su): At 4th level, the freebooter gains darkvision out to 60 feet. If the freebooter already has darkvision, this range does not stack.

X-ray Vision (Su): At 5th level, the freebooter's third eye has taken on supernatural properties. Once per day, as a full-round action, he can see what is immediately beyond any barrier up to 3 feet thick. Extraordinary and supernatural vision such as darkvision and blindsight does not extend through this ability; if the area that is being viewed is too dark, then nothing can be seen except darkness. If the barrier is too thick (greater than 3 feet thick), the freebooter sees only darkness. This ability does not have any fine tuning, so using it to see through clothes or into containers is generally useless unless at least one foot of empty space exists between the opposite edge of the barrier and the next object. Similarly, barriers made of more than one material are treated as one barrier. For

with three sharks pressed up against the other side, using X-ray vision shows the room beyond, completely bypassing the metal/stone/shark barrier.

Treasure Sense (Su): At 7th level, the freebooter can sense treasure hoards worth at least 1,000 gp within a range of 200 feet per freebooter level. While the freebooter does not know the nature or composition of the treasure that he is detecting, he does know the general direction and distance that the treasure is located from him. All treasure within 50 feet of itself can be collectively counted as one treasure hoard. This ability always detects the treasure hoard with the greatest market value. This sense is much like a compass needle; it points directly at the treasure in a straight line, without regard to how to get to the treasure or the safest path. Approximate distance can be estimated with a

margin of error of plus or minus 50 feet.

True Seeing (Sp): At 10th level, the freebooter can cast *true seeing* as a spell-like ability up to three times

per day. The CL for this ability is equal to the freebooter's character level. The effect can only be granted to the freebooter.

example, if the freebooter is standing in front of a metal slab bolted to stone wall



Golden Lotus

"Peace is the gently flowing blood of fallen enemies, warming and nourishing, freeing the sea for more flowers to bloom."

The golden lotus has a very direct and logical view of nature; it is not all about conservation, fluffy otters, and pretty water lilies. To the golden lotus, nature's law is simple and unforgiving: kill or be killed. From the lowly leech that sucks nourishment from those above it to the great white shark that devours all those below it, they feel the ocean has taught them many lessons.

A golden lotus has learned to harness his inner nature to overcome obstacles. He has developed his body to become more effective in combat. He has rid his mind of illogical feelings and sentiments that can only stand in the way of progress. A golden lotus is an element of the sea himself; his mind in tune with the cold, hard truth of reality.

Role: Golden lotuses are often monks, mariners or fighters before joining these prestigious ranks. In many ways, they carry on with these roles. The golden lotus excels at being at the center of melee combat and controlling the battlefield by becoming an active part of it. The golden lotus can be supportive or stand-alone, depending on how his talents are applied.

Alignment: Golden lotuses can be of any alignment. A good golden lotus will use his talents to defend and support the helpless, while an evil one will be a source of unending destruction.

Hit Die: d12.

REQUIREMENTS

To qualify to become a golden lotus, a character must fulfill all of the following criteria.

Race: Nelumbu.

Base Fortitude Save Bonus: +4.

Skills: Survival 8 ranks, Knowledge (nature) 4 ranks, Stealth 4 ranks.

Feats: Endurance, Mightier Roots, Unassuming Foliage.

CLASS SKILLS

The golden lotus's class skills (and the key ability for each skill) are Acrobatics (Dex), Climb (Str), Handle Animal (Wis), Knowledge (nature) (Int), Perception (Wis), Stealth (Dex), and Survival (Wis).

Skill Ranks at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the golden lotus prestige class.

Weapon and Armor Proficiency: Golden lotuses are proficient with all simple weapons and light armor.

Sea Tangle (Ex): Your roots and leaves are so wild that enemies have a hard time moving through your area. Enemies treat each square adjacent to you as difficult terrain.

Nature's Resistance (Ex): At 1st level, gain energy resistance 5 to one of the following energy types: cold, electricity, acid, or sonic. Alternatively, the lotus may opt to rid himself of his vulnerability to steam. Every other level thereafter (3rd, 5th, 7th, & 9th), the lotus may choose an additional energy type to apply the resistance to.

Fisher's Insight (Ex): At 2nd level, the golden lotus gains a +1 competence bonus to hit creatures of the animal, vermin, and plant creature types. This bonus increases by +1 every other level thereafter (4th, 6th, 8th, and 10th level). At level 8 this bonus can be applied to dragons and magical beasts as well.

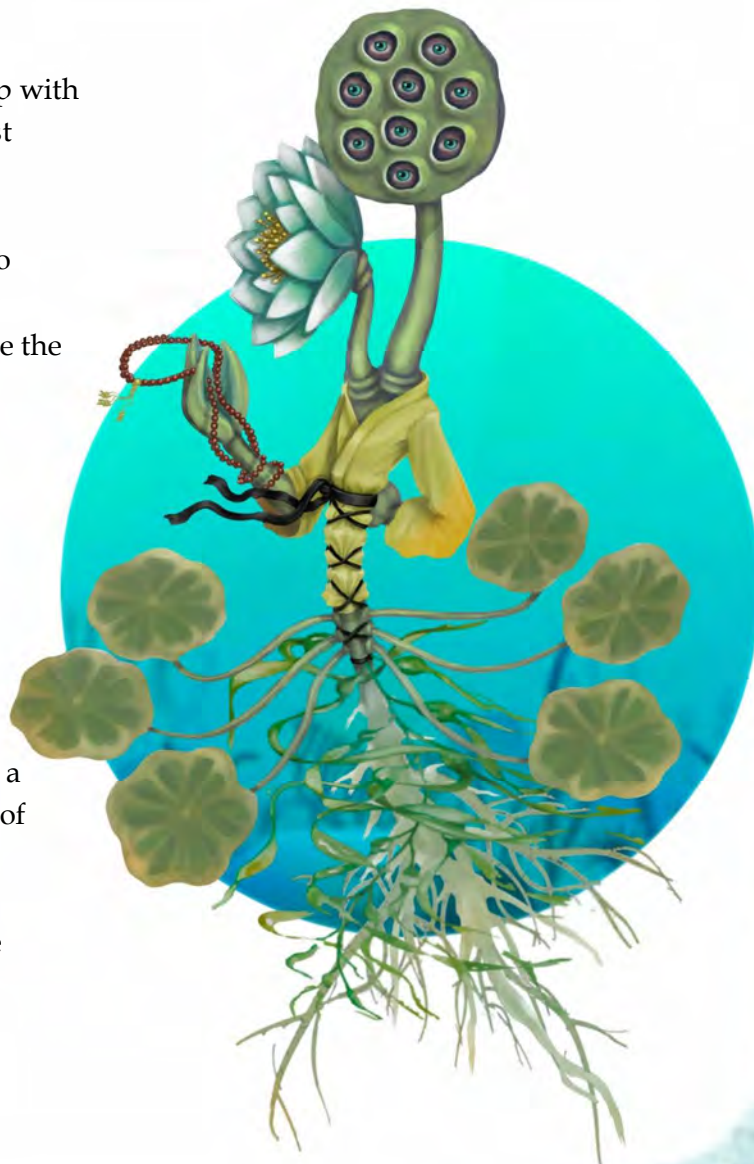
TABLE 3-4: THE GOLDEN LOTUS

Level	BAB	Fort Save	Ref Save	Will Save	Special
1st	+1	+1	+0	+1	Wild Root, Nature's Resistance (1)
2nd	+2	+1	+1	+1	Fisher's Insight +1
3rd	+3	+2	+1	+2	Nature's Resistance (2)
4th	+4	+2	+1	+2	One With Nature, Fisher's Insight +2
5th	+5	+3	+2	+3	Nature's Resistance (3)
6th	+6	+3	+2	+3	Fisher's Insight +3
7th	+7	+4	+2	+4	Blood Heal, Nature's Resistance (4)
8th	+8	+4	+3	+4	Fisher's Insight +4
9th	+9	+5	+3	+5	Nature's Resistance (5)
10th	+10	+5	+3	+5	Strangle Root, Fisher's Insight +5

One With Nature (Sp): At 4th level, a golden lotus forms a personal relationship with the living world. Golden Lotuses may cast *commune with nature* as a spell-like ability usable at will (though it still requires 10 minutes of uninterrupted concentration to activate, just like the spell).

Blood Heal (Ex): At 7th level, each time the golden lotus successfully deals damage with a melee attack against a living opponent, he may cure 1d3 hit points. In order to gain this ability, the enemy that is damaged must have a discernable biology and liquid blood.

Strangle Root (Ex): At 10th level, once per round, the golden lotus may make or maintain a grapple maneuver against a single opponent within 5 feet as a swift action without provoking an attack of opportunity, even if both his hands are occupied (he is using his roots). He can only grapple with one opponent at a time in this manner.



Kahikua

"The past lives on within each of us. I embrace both the then and the now."

The kahikua are charged with the task of recovering soul crystals as well as uncovering mysteries of the past. They are expected to be living representatives of their ancient heritage. Members of this prestige class tend to collect antiques and often wear and use items that are hundreds of years old. The kahikua embrace the past fully as a way of bringing it into the future.

A kahikua also has a knack for archeology, and all that comes with that. They are able to expose items hidden by ages or by magic. In addition, they have discovered many arcane secrets along the way that aid them in their quest. The kahikua is truly a living relic; well versed in ancient history and cultures long dead.

Role: The kahikua can easily fulfill the role of party leader, and his quest for knowledge, secrets, and magic is often the driving force for adventuring.

Alignment: Kahikua are usually good aligned, but can be of any alignment. Many have their own individual approach to history and self-preservation.

Hit Die: d8.

REQUIREMENTS

To qualify to become a kahikua, a character must fulfill all of the following criteria.

Race: Sunken relluk.

Skills: Disable Device 3 ranks, Knowledge (arcana) 5 ranks, Knowledge (dungeoneering) 3 ranks, Knowledge (history) 7 ranks, Perception 3 ranks, Linguistics 3 ranks.

CLASS SKILLS

The kahikua's class skills (and the key ability for each skill) are Appraise (Int), Climb (Str), Disable Device (Dex), Knowledge (any) (Int), Linguistics (Int), Perception (Wis), Survival (Wis), Spellcraft (Int), Use Magic Device (Cha).

Skill Ranks at Each Level: 8 + Int modifier.

CLASS FEATURES

All of the following are class features of the kahikua prestige class.

Weapon and Armor Proficiency: Kahikua are proficient with all simple weapons and light armor.

Bardic Knowledge (Ex): This ability is identical to the bard class feature of the same name, and levels in this class stack with levels in any other class that grants a similar ability.

Detect Magic (Sp): The kahikua can always detect magical auras as if under the effects of a *detect magic* spell as if cast by a wizard of his class level.

Wisdom of Ages (Ex): A kahikua adds half his class level (minimum 1) to all Spellcraft and Use Magical Device checks. In addition, he may make Spellcraft and Use Magical Device checks untrained.

Trap Wary (Ex): At 2nd level, a kahikua gains a bonus equal to half his class level on Disable Device and Perception checks. He can disable intricate and complex devices in half the normal amount of time (minimum 1 round) and open a lock as a standard action. At 6th level, a kahikua can take 10 on Disable Device checks, even if distracted or endangered, and can disarm magical traps.

Uncanny Dodge (Ex): Also beginning at 2nd level, a kahikua gains uncanny dodge, as the rogue class feature of the same name.

Eyes of the Ancients (Ex): At 3rd level, the kahikua gains the ability to perceive invisible creatures and objects as if they were visible.

Evasion (Ex): Starting at 4th level, if a kahikua is subjected to an attack that normally allows a Reflex save for half damage, he takes no damage if he makes a successful saving throw. If he already has evasion, he gains improved evasion instead, allowing him to take only half the damage if the saving throw fails.

Mire of Time (Ex): At 5th level, the kahikua's boiling spray racial trait has the additional effects of a *quagmire* spell. The duration and area of effect of the boiling spray trait do not change.

Analyze Dweomer (Sp): Beginning at 6th level, a kahikua can use *analyze dweomer* once per day as a caster of his class level.

Find the Path (Sp): Starting at 7th level, a kahikua can use *find the path* once per day as a caster of his class level. He can target only himself with this ability. He may use this ability twice per day at 9th level.

Legend Lore (Sp): Beginning at 8th level, a kahikua can use *legend lore* once per day as a caster of his class level. At 10th level, this ability has a maximum casting time of one hour, regardless of how much information is known initially.

TABLE 3-5: THE KAHIKUA

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+1	+1	Bardic Knowledge, Detect Magic, Wisdom of Ages
2nd	+1	+1	+1	+1	Trap Wary, Uncanny Dodge
3rd	+2	+1	+2	+2	Eyes of the Ancients
4th	+3	+1	+2	+2	Evasion
5th	+3	+2	+3	+3	Mire of Time
6th	+4	+2	+3	+3	Analyze Dweomer, Trap Wary (improved)
7th	+5	+2	+4	+4	Find the Path (once per day)
8th	+6	+3	+4	+4	Legend Lore
9th	+6	+3	+5	+5	Find the Path (twice per day)
10th	+7	+3	+5	+5	Legend Lore (improved)



Limomancer

"Just like fishing for eels; in still waters you catch nothing, but if you thoroughly stir up the slime..."

Limomancers are the willing representatives of ooze-kind. They have learned how to work with non-sentient oozes, slimes, and jellies and use them to further their cause. A limomancer's goal is to cultivate a positive relationship between the denizens of ooze and the Cerulean Seas. Their hope is that the next time an adventurer encounters these creatures, they see an opportunity for positive gain, instead of an adversary that needs to be destroyed.

The abilities of a limomancer allow them to better locate and interact with ooze-kind. At higher levels, they can even summon an ooze to aid them in combat. In addition, closeness to these creatures has given a limomancer the ability to assume an amorphous form.

Role: Most limomancers have supporting roles and keep to the edge of battle while launching slimes and oozes in for attack. A few use their ooze-like abilities to aid them in the thick of combat. Some even serve as scouts and spies due to their unique movement and vision capabilities.

Alignment: Limomancers are usually neutrally aligned in some aspect.

Hit Die: d8.

REQUIREMENTS

To qualify to become a limomancer, a character must fulfill all of the following criteria.

Race: Sea Squole.

Skills: Craft (alchemy) 3 ranks, Knowledge (dungeoneering) 5 ranks, Knowledge (nature) 5 ranks.

Feat: Deliquesce

Spells: Ability to cast *Summon Sea's Ally III*.

CLASS SKILLS

The limomancer's class skills (and the key ability for each skill) are Craft (alchemy) (Int), Handle Animals (Cha), Knowledge (dungeoneering) (Int), Knowledge (nature) (Int), Perception (Wis), and Survival (Wis).

Skill Ranks at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the limomancer prestige class.

Weapon and Armor Proficiency:

Limomancers gain no proficiency with any weapon or armor.

Spells per Day: When a new limomancer level is obtained, a limomancer gains new spells per day as if he had also gained a level in a divine spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained. This means that he adds the level of limomancer to the level of whatever other divine spellcasting class the character has, then determines spells per day, spells known, and caster level accordingly. If a character had more than one divine spellcasting class before becoming a limomancer, he must decide to which class he adds the new level for purposes of determining spells per day.

Ooze Whisperer (Ex): A limomancer gains a +4 competence bonus to all Perception checks or Dungeoneering checks to find or identify any oozes and other amorphous creatures in their line of sight. In addition, they can communicate with oozes, ask them questions, and receive answers back. The average ooze's sense of its environment is limited, so it won't be able to give (or recognize) detailed descriptions or answer questions about events outside its immediate vicinity. The ability does not make oozes any more friendly or cooperative than normal.

TABLE 3-6: THE LIMOMANCER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+1	+1	+0	Ooze Whisperer	+1 of existing divine spellcasting class
2nd	+1	+1	+1	+1	Summon Ooze (Giant Amoeba)	+1 of existing divine spellcasting class
3rd	+2	+2	+2	+1	Acid Resistance, Slime Shot (1/day)	+1 of existing divine spellcasting class
4th	+3	+2	+2	+1	Summon Ooze (Crystal Ooze, Pseudosquole)	+1 of existing divine spellcasting class
5th	+3	+3	+3	+2	Amorphous Body, Slime Shot (2/day)	+1 of existing divine spellcasting class
6th	+4	+3	+3	+2	Summon Ooze (Globster)	+1 of existing divine spellcasting class
7th	+5	+4	+4	+2	Slime Shot (3/day)	+1 of existing divine spellcasting class
8th	+6	+4	+4	+3	Summon Ooze (Mustard Jelly)	+1 of existing divine spellcasting class
9th	+6	+5	+5	+3	Slime Shot (4/day)	+1 of existing divine spellcasting class
10th	+7	+5	+5	+3	Ooze Traits	+1 of existing divine spellcasting class

Summon Ooze (Ex): A limomancer can use *Summon Sea's Ally* spells to summon powerful oozes. Oozes summoned in this manner always have the maximum number of hit points possible for its hit dice. At 2nd level, the giant amoeba is added to the 2nd level list. At 4th level, the crystal ooze and pseudosquole are added to the 4th level list. At 6th level, the globster is added to the 5th level list. At 8th level, the mustard jelly is added to the 6th level list. The mustard jelly can be found in *TOME OF HORRORS COMPLETE*. The crystal ooze, giant amoeba, and globster can be found in the *PATHFINDER ROLEPLAYING GAME BESTIARY 1, 2, & 3*, respectively.

Acid Resistance (Ex):

At 3rd level, a limomancer gains Resistance to acid equal to his limomancer level.

Slime Shot (Ex): Also at 3rd level, a limomancer can launch self-propelled balls of slime at an opponent with a range increment of 15 feet, as if it

were a ranged weapon on dry land (the balls of slime blindly swim towards their target at high speed). Each ball does acid damage equal to 1d6 + the level of limomancer. If an opponent takes damage from this attack, he is also entangled for one round from viscous slime.

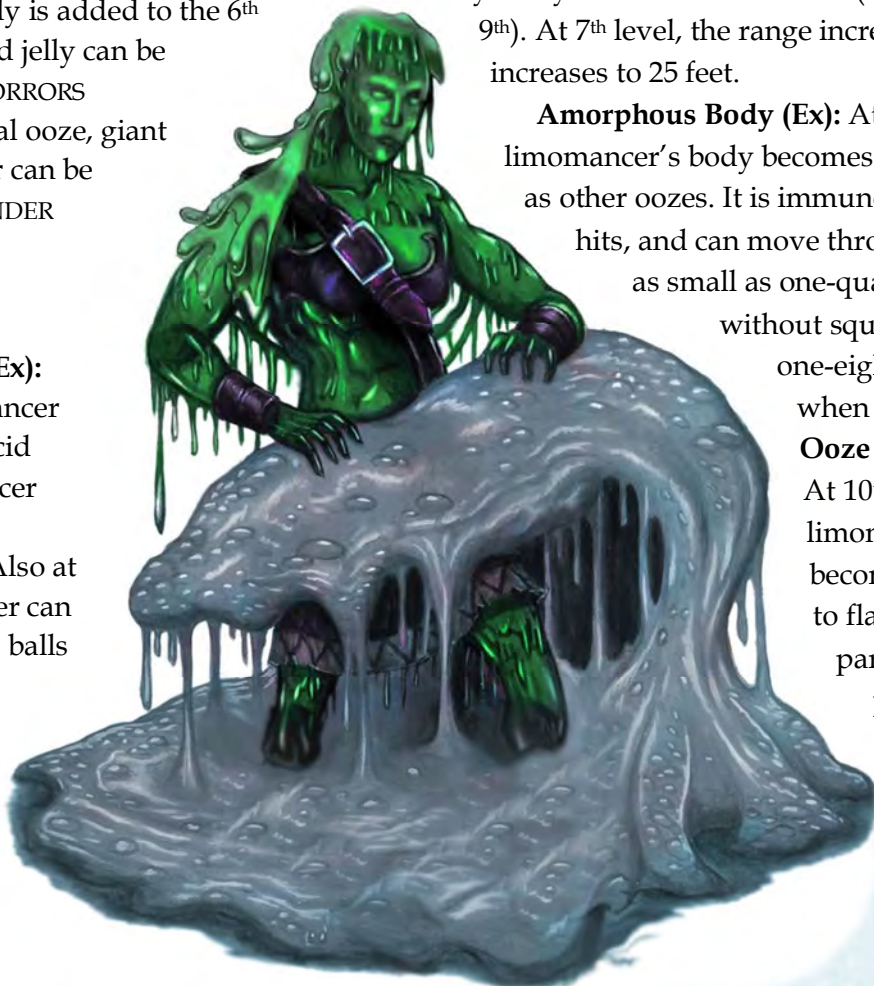
At 3rd level, a limomancer can use this ability once per day, but gains another use per day every other level thereafter (5th, 7th, and 9th). At 7th level, the range increment increases to 25 feet.

Amorphous Body (Ex): At 5th level, a limomancer's body becomes as malleable as other oozes. It is immune to critical hits, and can move through an area as small as one-quarter his space without squeezing or

one-eighth its space when squeezing.

Ooze Traits (Ex):

At 10th level, a limomancer becomes immune to flanking, paralysis, and polymorph.



Neter-Ka

"Once, I was a servant of the sea. Now, the waves bow to my will."

The magic of the anumi harkens to a time when strange gods ruled the realm. The divine magic used to create the anumi plant was part of a cherished dedication to these beastly deities. While much of this tradition was lost in the desert sands when this civilization died, both the sebek-ka and the anumi feel drawn to these forgotten times. Those of the Neter-Ka (roughly translated as "embodiments of the gods") have heard this call most of all.

The blood of the primeval gods flows in the Neter-Kas' veins. They feel compelled to serve the gods as their ancient ancestors did. Neter-Kas follow the fully expanded faith that the sebek-ka have puzzled together from their own foggy memories and treasured heirlooms. While still placing Sebek at the center (as to not draw the attention of the Council of Nine), they call upon the power locked in other forgotten gods of that ancient pantheon. While much is still shrouded in mystery, they have gleaned great power from what was uncovered.

Role: Neter-Kas are divine agents who act as leaders on the battlefield. They are more comfortable as supportive directors and dealing damage from afar than they are in close combat.

Alignment: Neter-Kas can be of any alignment, though most gravitate towards lawful. While chaotic Neter-Kas do exist, they make few lasting alliances and are generally less successful as a result.

Hit Die: d8

REQUIREMENTS

To qualify to become a Neter-Ka, a character must fulfill all of the following criteria.

Race: Anumi

Skills: Knowledge (religion) 5 ranks, Knowledge (history) 5 ranks.

Feats: Leadership

Spells: Ability to cast 2nd level divine spells.

CLASS SKILLS

The Neter-Kas' class skills (and the key ability for each skill) are Appraise (Int), Diplomacy (Cha), Handle Animals (Cha), Heal (Wis), Knowledge (all skills taken individually) (Int), Linguistics (Int), Perception (Wis), Spellcraft (Int), and Use Magic Device (Cha).

Skill Ranks at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the Neter-Ka prestige class.

Weapon and Armor Proficiency: Neter-Kas gain no proficiency with any weapon or armor.

Spells per Day: When a new Neter-Ka level is obtained, a Neter-Ka gains new spells per day as if she had also gained a level in a divine spellcasting class she belonged to before adding the prestige class. She does not, however, gain any other benefit a character of that class would have gained. This means that she adds the level of Neter-Ka to the level of whatever other divine spellcasting class the character has, then determines spells per day, spells known, and caster level accordingly. If a character had more than one divine spellcasting class before becoming a Neter-Ka, she must decide to which class she adds the new level for purposes of determining spells per day.



TABLE 3-7: THE NETER-KA

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1 st	+0	+0	+0	+1	Ancient Secret	+1 of existing divine spellcasting class
2 nd	+1	+1	+1	+1	Light of the Gods	+1 of existing divine spellcasting class
3 rd	+2	+1	+1	+2	Divine Form	+1 of existing divine spellcasting class
4 th	+3	+1	+1	+2	Ancient Secret	+1 of existing divine spellcasting class
5 th	+3	+2	+2	+3	Will Over Waves	+1 of existing divine spellcasting class
6 th	+4	+2	+2	+3	Light of Judgment	+1 of existing divine spellcasting class
7 th	+5	+2	+2	+4	Ancient Secret	+1 of existing divine spellcasting class
8 th	+6	+3	+3	+4	Resplendent Range	+1 of existing divine spellcasting class
9 th	+6	+3	+3	+5	Divine Decree	+1 of existing divine spellcasting class
10 th	+7	+3	+3	+5	Ancient Secret	+1 of existing divine spellcasting class

Ancient Secret: At 1st level and every three levels thereafter (4th, 7th, and 10th), the Neter-Ka chooses one ancient secret from the table below. She cannot choose the same ancient secret twice.

TABLE 3-8: ANCIENT SECRETS

Name	Effect
Book of the Dead	+4 knowledge bonus on saves against all death spells and magical death effects
Immortal Rites	Add the character's Wisdom bonus to his Constitution score to determine the negative hit point total to which he can survive
Lost Art	4 ranks in a Craft skill in which the character has no ranks
Lost Knowledge	4 ranks in a Knowledge skill in which the character has no ranks
True Name	Any one feat that has at least one minimum ability score prerequisite

Light of the Gods (Su): At 2nd level, once per day, a Neter-Ka can emit a powerful ray of light from her hands. As a swift action, the Neter-Ka chooses one target within sight to shine the light upon. If this target is an ally, the target may add the Neter-Ka's Wisdom bonus (if any) to her attack rolls and adds the level of the Neter-Ka to all damage rolls made by the target until the end of the target's next turn. If the target of Light of the Gods is an enemy, all attacks made against the target gain a bonus equal to the Neter-Ka's Wisdom bonus until the end of the Neter-Ka's next turn.

Divine Form (Su): At 3rd level, the Neter-Ka gains the Manifest Form feat, even if he does not meet the prerequisites. When a Neter-Ka is in animal form by using this feat, she may reroll a failed saving throw. This power is used as an immediate action after the first save is attempted, but before the results are revealed by the GM. The anumi must take the second result, even if it is worse. This effect ends

immediately upon leaving the form of an animal, and does not stack with other abilities that allow a reroll of saves.

Will Over Waves (Su): At 5th level, once per day as a standard action, a fully submerged Neter-Ka may create a water current with a speed of 40 feet. The water current is 10 feet in diameter and extends in a straight line from the Neter-Ka. With concentration, the current moves outward at 40 feet per round, reaching a maximum 120 feet in length at the end of the third round. The direction of the current can be changed each round, but its length and origin is constant. The effect ends after 1 round per level of the Neter-Ka, until the Neter-Ka stops concentrating on it, or if the Neter-Ka ever leaves the water (whichever occurs first). If directed towards the surface, the effect does not extend more than 10 feet out of the water (effectively creating up to a 10 foot geyser erupting from the water's surface).

Light of Judgment (Su): At 6th level, once per day, the Neter-Ka can use a touch attack to light a target aglow with an ephemeral violet luminescence. If the target is an ally of the Neter-Ka, his successful melee attacks deal an additional amount of steam damage equal to the Neter-Ka's Wisdom modifier. If the target is an enemy, he takes steam damage equal to the Neter-Ka's Wisdom modifier every time he succeeds at a melee attack. This effect lasts one round per class level of the Neter-Ka.

Resplendent Range (Su): At 8th level, whenever the Neter-Ka uses a ranged attack and scores a critical hit against a target with that attack, he deals an additional 2d10 points of electricity damage to that target.

Divine Decree (Su): At 9th level, the Neter-Ka can use *mass suggestion* once per day as a spell-like ability. The caster level for this ability equals the Neter-Ka's class level.

Paragon of Beasts

"I am the pinnacle of my species."

Tales are told not only of perfect specimens of a particular animal species, but also those of seemingly exaggerated size and battle prowess. These sapient beast exemplars are said to defend their kind from harm, lead them to victory, and even seek revenge for those who would destroy their environment.

The Paragon of Beasts takes up this nearly mythical mantle, growing both in size and power as she embodies all her species has to offer. Armed with deadly natural attacks and power over nature itself, the Paragon of Beasts becomes a force not to be ignored.

Role: A Paragon of Beasts serves as an exemplary example of her species, as well as a defender of nature. She will fight for the well-being of her kin with unmatched ferocity.

Alignment: A Paragon of Beasts can be of any alignment, though most gravitate towards the most common alignment of their race.

Hit Die: d10

REQUIREMENTS

To qualify to become a Paragon of Beasts, a character must fulfill all of the following criteria.

Race: Any with the trueform subtype

Skills: Knowledge (nature) 10 ranks

Feats: Leadership, Summon Lesser Form

CLASS SKILLS

The Paragon of Beasts' class skills (and the key ability for each skill) are Bluff (Cha), Diplomacy (Cha), Handle Animals (Cha), Intimidate (Cha), Knowledge (nature) (Int), Linguistics (Int), Perception (Wis), Sense Motive (Wis), and Stealth (Dex).

Skill Ranks at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the Paragon of Beasts prestige class.

Weapon and Armor

Proficiency: The Paragon of Beasts is proficient with all natural weapons and weapons with the trueform quality, and with all armor, but not with shields.

Natural Attack Damage: If the trueform has more than one natural attack, choose one to be affected by this feature. The choice does not change after selection. If the trueform only has one natural attack, then that attack is the one that is affected. In these two cases, compare that natural attack damage with the one listed in the table for the trueforms size and level in this class and use the damage dice that confers the most damage. If the damage dice on the table is lower, the creature gains a +1 bonus to damage rolls for this natural attack.

If the trueform has no natural attacks, she gains a slam attack that deals the damage listed for her size and level in this class.

This natural attack damage scales with the trueforms size, and also increases at 3rd and 6th level even if your size does not change, or you decide to become smaller.

Natural Armor: The Paragon of Beasts adds this number to her natural armor class, or gains this as her natural armor class if she does not already have one.

Size Increase: If the creature is not already Large size, the trueform grows by one size category at 3rd level in this class. Small creatures become Medium-sized at 3rd level, and Medium become Large at 3rd level. At 6th level, only trueforms that started out Small-sized are affected, growing to Large size. At 10th level, all Paragons of Beasts grow to Huge size. Note that regardless of whether or not the creature grows in size at these benchmark levels, the natural attack damage dice changes, and may adjust that trueform's natural attack damage.



TABLE 3-9: THE PARAGON OF BEASTS

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Natural Attack Damage (S/M/L)	Natural AC	Special
1st	+0	+2	+0	+0	1d4/1d6/1d8	+4	Power of Nature, Natural attacks
2nd	+1	+3	+0	+0	1d4/1d6/1d8	+4	+2 Strength and Constitution
3rd	+2	+3	+1	+1	1d6/1d8/1d10	+5	Size Increase (if not Large), Power of Nature
4th	+3	+4	+1	+1	1d6/1d8/1d10	+5	Power of Nature
5th	+3	+4	+1	+1	1d6/1d8/1d10	+6	+2 Strength or Constitution
6th	+4	+5	+2	+2	1d8/1d10/2d6	+6	Size Increase (if not Large), Power of Nature
7th	+5	+5	+2	+2	1d8/1d10/2d6	+7	Power of Nature
8th	+6/+1	+6	+2	+2	1d8/1d10/2d6	+7	+2 Strength and Constitution
9th	+6/+1	+6	+3	+3	1d8/1d10/2d6	+8	Power of Nature
10th	+7/+2	+7	+3	+3	3d6 (huge)	+8	Size increase, Power of Nature

No ability score modifications arise as a result of the growth, though you do gain all the other associated penalties and benefits for the new size category. Your equipment also resizes to fit your new size as long as you are attending it at the time you gain the appropriate level.

You can as a full-round action reduce your size one category, it also takes a standard action to increase your size back up one category. You cannot, however, use this to shrink smaller than the size you were at first level.

Strength/Constitution Increase: At 2nd level, the Paragon of Beast's Strength and Constitution score gains a +2 inherent bonus. At 5th level, you increase one of those inherent bonuses by 2 (your choice). At 8th level, you increase both of those inherent bonuses by an additional 2.

Powers of Nature: At 1st level, a Paragon of Beasts can select one "Power of Nature" from below. She may select another at 3rd, 4th, 6th, 7th, 9th and 10th levels.

Bonus Racial Feat: You gain one bonus racial feat that you qualify for. You can take this power of nature multiple times, each time choosing a different racial feat.

Extra Summoning: One additional creature shows up when you use your Summon Lesser Form feat to summon a creature. You can take this power of nature multiple times, gaining an additional creature each time.

Limited Wild Shape: You can assume the form and size of an animal within your species. This ability is identical to a druid's wild shape ability, including level limitations (substitute druid level with Paragon of Beasts level) except that you can only use it to assume the form of creatures of your own species.

Terrain Mastery: When you take this ability pick a terrain appropriate to your species/race. You gain a +2 competence bonus to Perception, Stealth and one movement-based skill check when operating in this terrain type. Increase this bonus by 1 for every three Paragon of Beasts class levels you possess. You also gain a +1 insight bonus to attack and damage rolls against creatures native to the terrain type chosen. You can select this power of nature multiple times each time you must pick a different terrain type appropriate to your species.

Trample: You can trample foes up to two size categories smaller than yourself. See the Pathfinder Bestiary for a description of this ability and its effects. The trample deals bludgeoning damage equal to your primary natural attack, plus 1-1/2 times your Strength modifier.

Regeneration: You must be at least 6th level to gain this ability. You heal damage at a rate equal to your Constitution modifier each round at the beginning of your turn. You cannot die as long as your regeneration is still functioning (although you still fall unconscious when their hit points are below 0). Steam and acid, cause your regeneration to stop functioning on the round following the attack. During this round, you do not heal any damage and can die normally. Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. You can regrow lost portions of your body and can reattach severed limbs or body parts if they are brought together within 1 hour of severing. Severed parts that are not reattached wither and die normally.

Freedom of Movement: You must be at least 7th level to gain this ability. You possess constant freedom of movement as a spell like ability; your caster level is equal to your Paragon of Beasts class level.

Silver Morgen

"Sometimes you wake up, sometimes you die, and, in some dreams of drowning, you learn to breathe like a fish."

A life as a morgen often means a life dedicated to inspiring others towards following their dreams. In the case of the silver morgen, there is no exception. This morgen seeks out the servitors of good aligned deities and inspires them towards great achievements. They are deeply spiritual and hold their idealistic values above all else. These doctrines often include love, peace, and freedom. Silver morgens are the living embodiment of these principles.

Drawn to the path of divine good, the silver morgen is well-suited to aiding the cause of other religious classes. They are charged with pure positive energy, and all those who use that type of energy can benefit from having a silver morgen nearby. They may also harness this energy into powerful radiant attacks.

Role: Silver morgens are often party leaders. Occasionally, they fill the role of combat support; enhancing the prowess of the entire party.

Alignment: Silver morgens must be of good alignment, and their alignment must be congruent with that of their chose deity.

Hit Die: d8.

REQUIREMENTS

To qualify to become a silver morgen, a character must fulfill all of the following criteria.

Race: Morgen.

Skills: Heal 7 ranks, Knowledge (religion) 10 ranks.

Feats: Unearthly Presence.

Spells: Ability to cast *calm emotions* and at least one healing spell.

Special: Channel positive energy class feature.

CLASS SKILLS

The silver morgen's class skills (and the key ability for each skill) are Diplomacy (Cha), Heal (Wis), Knowledge (religion) (Int), and Sense Motive (Wis).

Skill Ranks at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the silver morgen prestige class.

Weapon and Armor Proficiency: Silver morgens are proficient with all simple weapons. They gain no proficiency with armor, but will likely have some defensive proficiency from previous classes.

Spells per Day: When a new silver morgen level is obtained, a silver morgen gains new spells per day as if he had also gained a level in a divine spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained. This means that he adds the level of silver morgen to the level of whatever other divine spellcasting class the character has, then determines spells per day, spells known, and caster level accordingly. If a character had more than one divine spellcasting class before becoming a silver morgen, he must decide to which class he adds the new level for purposes of determining spells per day.

Silver Light (Sp): At 1st level, the silver morgen radiates the effects of a *calm emotions* spell at all times in a 5-foot radius from himself. Other than duration and area of effect, the effects of this ability are identical to a *calm emotions* spell with a CL equal to the silver morgen's character level. This effect does not persist outside of the range of the silver morgen, and ends immediately when the effected creature leaves the area. At 4th, 7th, and 10th level the radius of this effect extends an additional 5 feet, reaching a 20-foot radius at 10th level.

Touch of Silver (Su): At 2nd level, when a silver morgen channels positive energy to heal an ally, the ally gains one additional use of channel positive energy for that day, provided that he has that ability. This effect is not cumulative; the ally can only gain one additional use per day regardless of how many times the silver morgen channels positive energy to heal him.

TABLE 3-10: THE SILVER MORGEN

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1 st	+0	+0	+0	+1	Silver Light (5-foot radius)	+1 of existing divine spellcasting class
2 nd	+1	+1	+1	+1	Touch of Silver	+1 of existing divine spellcasting class
3 rd	+2	+1	+1	+2	Silver Strike (1/day)	+1 of existing divine spellcasting class
4 th	+3	+1	+1	+2	Silver Light (10-foot radius)	+1 of existing divine spellcasting class
5 th	+3	+2	+2	+3	Divine Presence	+1 of existing divine spellcasting class
6 th	+4	+2	+2	+3	Silver Strike (2/day)	+1 of existing divine spellcasting class
7 th	+5	+2	+2	+4	Silver Light (15-foot radius)	+1 of existing divine spellcasting class
8 th	+6	+3	+3	+4	Light of Peace	+1 of existing divine spellcasting class
9 th	+6	+3	+3	+5	Silver Strike (3/day)	+1 of existing divine spellcasting class
10 th	+7	+3	+3	+5	Silver Light (20-foot radius)	+1 of existing divine spellcasting class

Silver Strike (Su): At 3rd level, as a swift action, the silver morgen chooses one target within the area of her silver light effect to be the target of silver strike. If this target is evil, the silver morgen and all allies within the silver light effect add a bonus equal to the level of the silver morgen class to all damage rolls made against the target of the silver strike. Allies must be within the silver light effect to gain this bonus, but may move in and out of the area, gaining and losing the bonus respectively. The additional damage from silver strike automatically bypasses any DR the target might possess. If the silver morgen targets a creature that is not evil, the silver strike is wasted with no effect. The silver strike effect remains until the target is dead or the next time the silver morgen rests and regains his uses of this ability. The target cannot escape silver strike by moving out of the area of the silver light effect. The silver morgen gains an additional use of this ability at 6th and 9th level.

Divine Presence (Su): At 5th level, the silver morgen's Unearthly Presence feat adds an additional +1 sacred bonus to armor class and all saving throws against attacks made by creatures within 10 feet of the silver morgen. This bonus applies whenever the bonuses from the Unearthly Presence feat normally apply.

Light of Peace (Su): At 8th level, once per day, the silver morgen's body can shed light as a *daylight* spell for a number of rounds equal to her silver morgen level. While under this effect, the silver morgen and all allies within 50 feet of the silver morgen gain a +4 sacred bonus to saving throws versus fear or emotion magic. If the effect is classified as both fear and emotion magic, the sacred bonus increases to +8.



Soulcatcher

"Break the laws of magic? Son, who do you think made those laws?"

The soulcatcher uses a variety of primordial magic that both capitalize on their unique physiology and the ancient roots of necromancy magic. Before there were divine healers, the soulcatchers filled that role, borrowing spiritual energy from one creature to give to another. Despite eons of obsolescence outside of sisiutl culture, the soulcatchers remain viable in the heart of Adlivun, and provide a race with predominately arcane magic the ability to use healing magic.

Role: Soulcatchers are both healers and powerful spell casters, and can fill the role of both at higher levels.

Alignment: Soulcatchers can be of any alignment, though most avoid evil, as they are expected to be trusted healers.

Hit Die: d6.

REQUIREMENTS

To qualify to become a soulcatcher, a character must fulfill all of the following criteria.

Race: Sisiutl.

Skills: Knowledge (planes) 5 ranks, Spellcraft 5 ranks.

Feats: Twincast Spell

CLASS SKILLS

The soulcatcher's class skills (and the key ability for each skill) are Bluff (Cha), Diplomacy (Cha), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (planes) (Int), Sense Motive (Wis), and Spellcraft (Int).

Skill Ranks at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the soulcatcher prestige class.

Weapon and Armor Proficiency: Soulcatchers are proficient with all simple weapons and light armor.

Simulcast (Su): By essentially casting the same spell twice at the same time using the same power source, the soulcatcher can force his opponents to make two saves versus spells cast by himself, taking the lowest roll as the result.

Energy Drain (Sp): At 2nd level, a soulcatcher gains the energy drain ability. By making a melee touch attack as a standard action, he bestows one negative level on the target (two levels on a critical hit). The soulcatcher gains 5 temporary hit points for each negative level he bestows on an opponent. These temporary hit points last for a maximum of 1 hour. The DC to remove this negative level is 10 + the soulcatcher's class level + his spellcaster ability modifier. At 6th level, this touch attack bestows two negative levels (four on a critical hit).

Soul Pool (Su): Also at 2nd level, a soulcatcher gains a pool of soul points, stolen life energy he can use to recover his spells or heal others. The number of soul points in the pool begins at 0 and only increases when the soulcatcher uses her energy drain ability on a suitable target. A soulcatcher gains 1 soul point for each negative level bestowed by her energy drain, but only if the target's Hit Dice is equal to or greater than the soulcatcher's total character level. The maximum number of soul points a soulcatcher can have in his pool is equal to 1/2 his class level plus his spellcasting ability modifier; any points above this are wasted. Note that soul points are fragments of souls and do not prevent a slain creature from being raised.

In addition to fueling healing magic granted in later levels, the soulcatcher can, as a full-round action, expend soul points equal to twice the spell level of a cast spell or used spell slot in order to regain that spell or slot as if it had not been cast (similar to using a pearl of power, except it also works for spontaneous casters).

TABLE 3-11: THE SOULCATCHER

Level	BAB	Fort Save	Ref Save	Will Save	Special	Spells Per Day
1 st	+0	+0	+0	+1	Simulcast	–
2 nd	+1	+1	+1	+1	Soul drain, soul pool	+1 level of existing class
3 rd	+1	+1	+1	+2	Souls of Ice	+1 level of existing class
4 th	+2	+1	+1	+2	Soul Healer	+1 level of existing class
5 th	+2	+2	+2	+3	–	+1 level of existing class
6 th	+3	+2	+2	+3	Soul drain (2 levels)	–
7 th	+3	+2	+2	+4	Spirit Healer	+1 level of existing class
8 th	+4	+3	+3	+4	Souls of the Iceberg	+1 level of existing class
9 th	+4	+3	+3	+5	–	+1 level of existing class
10 th	+5	+3	+3	+5	Immortal Soul	+1 level of existing class

A soulcatcher may also channel soul points into another living creature (or themselves) by touch as standard action, thus healing 1d3 points per soul point expended. This is a crude use of raw soul energy, and is generally only used as a last resort.

Souls of Ice (Sp): At 3rd level, once per day, a soulcatcher can summon 1d3 Medium-sized Ice elementals, which serve him for 1 minute per soulcatcher class level. This ability otherwise counts as *summon sea monster V*.

Soul Healer (Sp): At 4th level, the soulcatcher gains the ability to cast *remove disease*, *neutralize poison*, *remove blindness/deafness*, or *cure serious wounds* as a spell-like ability, once per round, at a cost of 1 soul point each.

Spirit Healer (Sp): At 7th level, the soulcatcher gains the ability to cast *heal* as a spell-like ability, once per round, at a cost of 2 soul points.

Souls of the Iceberg (Sp): At 8th level, once per day, a soulcatcher can summon 1d3 huge ice elementals, which serve him for 1 minute per soulcatcher class level. This ability otherwise counts as *summon sea monster VII*.

Immortal Soul (Su): At 10th level, the soulcatcher can spend 3 soul points to gain fast

healing 10 for 10 rounds. This counts as a 6th-level spell.



Starseeker

"If you have to leave your mark on the world to become a star, let me start with you."

Marine entobians have a handful of superstitions that were passed on from previous generations. One of these is a belief that even the imago isn't an entobian's true and final form. The legend states that those entobians that make a huge impression on the world become stars in the night sky.

Starseekers are convinced that the more dangerous and dire the situation, the more opportunity to be remembered for surviving it. Better still, if one was to save others, then those people would tell tales of their heroic deeds. A starseeker's exploits epitomize the entobians' sense of adventure. They live for the thrill of making a mark on the world, and doing things that people will remember them for. Their talents revolve around keen powers of observation, avoiding surprising blows, moving with unnatural speed, and leaving lasting impressions.

Role: Starseekers are point-men, though not necessarily tanks. They can scan areas for danger much like a rogue and go toe-to-toe with it like a fighter. Though, when the going gets too tough, they can get out of almost any situation.

Alignment: Starseekers are almost always good, as they want to be remembered fondly. Those entobians that are remembered with fear or hatred are said to devolve into regular insects.

Hit Die: d10.

REQUIREMENTS

To qualify to become a starseeker, a character must fulfill all of the following criteria.

Race: Marine Entobian.

Base Attack Bonus: +6

Skills: Perception 2 ranks, Escape Artist 2 ranks, Survival 2 ranks.

Feats: Dodge, Improved Initiative.

CLASS SKILLS

The starseeker's class skills (and the key ability for each skill) are Acrobatics (Dex), Appraise (Int), Climb (Str), Escape Artist (Dex), Knowledge (dungeoneering) (Int), Perception (Wis), Sense Motive (Wis), and Survival (Wis).

Skill Ranks at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the starseeker prestige class.

Weapon and Armor Proficiency:

Starseekers are proficient with all simple and martial weapons. Starseekers are proficient with all armor.

Darksense (Ex): At first level, when in darkness or low light, the starseeker gains a +2 bonus to initiative checks and to Perception skill checks. At 7th level, these bonuses increase to +4 on each. This bonus stacks with the Improved Initiative feat.

Star-mark (Su): At second level, once per day, the starseeker can imbue one melee or natural weapon with the star-mark power as a swift action by touch. This power grants the weapon a +2 enhancement bonus to hit and damage. The effect lasts up to one round per class level or until the weapon successfully strikes a foe, whichever comes first. Upon a successful hit, the target takes damage normally and is affected as if it was marked with an *arcane mark* spell (no save). The mark is a personal sigil, seal, or initials of the starseeker and occurs at the site of the wound. The mark is permanent (unlike the spell) and cannot be dispelled, though can be erased with *erase* spell or similar magic. At 5th level, a starseeker can do this three times per day, and at 8th level, he can use star-mark five times per day.

See the Unseen (Ex): At 2nd level, starseekers receive a +2 bonus on Perception checks to potentially notice hidden structural features, such as traps and hidden doors. A starseeker receives a check to notice such features whenever he passes within 10 feet of them, whether or not he is actively looking.

Uncanny Dodge (Ex): At 3rd level, a starseeker cannot be caught flat-footed, even if the attacker is invisible. He still loses his Dexterity bonus to AC if immobilized.

TABLE 3-12: THE STARSEEKER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+0	+1	+0	Darksense +2
2 nd	+2	+1	+1	+1	Star-mark (1/day), See the Unseen
3 rd	+3	+1	+2	+1	Uncanny Dodge, Precocious Speed (5 feet)
4 th	+4	+1	+2	+1	Lucky Mobility
5 th	+5	+2	+3	+2	Blindsense, Star-mark (3/day)
6 th	+6	+2	+3	+2	Man of Actions, Precocious Speed (10 feet)
7 th	+7	+2	+4	+2	Darksense +4
8 th	+8	+3	+4	+3	Star-mark (5/day)
9 th	+9	+3	+5	+3	Precocious Speed (15 feet)
10 th	+10	+3	+5	+3	Unforgettable Critical

A starseeker with this ability can still lose his Dexterity bonus to AC if an opponent successfully uses the feint action against him. If a starseeker already has uncanny dodge from a different class, he automatically gains improved uncanny dodge instead.

Precocious Speed (Ex): At 3rd level, the starseeker's swim speed increases 5 feet. At 6th and 9th level, the speed increases another 5 feet each time. This adjustment is treated as an enhancement bonus. There is no effect on other modes of movement, such as burrow, climb, fly, or standard land movement. The only exception is that a halobite's water walking speed is affected as if he was swimming.

Lucky Mobility (Ex): At 4th level, a starseeker gains a +2 luck bonus to AC against attacks of opportunity caused when he moves out of a threatened square.

Blindsense (Ex): At 5th level, the starseeker gains blindsense with a range of 20 feet. Using non-visual senses the starseeker notices things he cannot see. He usually does not need to make Perception checks to notice and pinpoint the location of creatures within range of his blindsense ability, provided that he has line of effect to that creature.

Man of Actions (Ex): Once per day per starseeker class level, a 6th-level starseeker can take one extra move action during another ally's turn. This does not count against the starseeker's number of actions on his own turn.

At 9th level, the starseeker can take a standard action instead.

Unforgettable Critical (Su): At 10th level, when a starseeker confirms a critical hit, the wound from this attack will not heal normally or magically unless a *remove curse* is successfully cast on that creature (DC for this effect is equal to 11 + the starseeker's character level). In addition, the target is marked in the center of its body as if it was hit with the star-mark ability. If either effect is removed, both are removed.



Transcender

"Magic is in my blood, and soon it will be what liberates yours."

Planars often yearn to explore the distant realms of their extraplanar forefathers. To a transcender, however, this becomes an obsession. Their study of their ancestral plane not only expands their own innate power, but also unlocks eldritch knowledge about the planes themselves.

Role: A transcender is both a mage and a planar explorer, and excels at both of these roles. They can also work as a mediator between beings of different planes of existence.

Alignment: A transcender can be virtually any alignment, though those of chaotic alignment find that the discipline required to master planar knowledge to be a bit too taxing.

Hit Die: d6

REQUIREMENTS

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

Racial Subtype: Planar

Skills: Knowledge (arcana) 7 ranks, Knowledge (planes) 7 ranks, Spellcraft 5 ranks.

Feats: Spell Focus (conjuration).

Spellcasting: Ability to cast 3rd-level spells.

CLASS SKILLS

The transcender's class skills (and the key ability for each) are Appraise (Int), Bluff (Cha), Craft (Int), Diplomacy (Cha), Knowledge (arcana) (Int), Knowledge (planes) (Int), Linguistics (Int), Spellcraft (Int), and Use Magic Device (Cha).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

The following are class features of the transcender.

Weapon and Armor Proficiency: A transcender gains no proficiency with any weapon or armor.

Spells: At the indicated levels, a transcender gains new spells per day as if she had also gained a level in a spellcasting class she belonged to before adding the prestige class. She does not gain other benefits a character of that class would have gained, except for additional spells per day, spells

known (if she is a spontaneous spellcaster), and an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming a transcender, she must decide to which class he adds the new level for purposes of determining spells per day.

Counter-Summons (Su): A transcender can ready an action to use a summon monster spell or spell-like ability as a counterspell, even though the casting time for a summon monster spell is 1 full round. When used this way, the summon monster spell is treated as though quickened to a swift action via the Quicken Spell metamagic feat, though its spell level is not increased, and it can be used only to counterspell. When used to counterspell, a summon monster spell can counter any conjuration (summoning) spell or spell-like ability of its level or lower, including an outsider's summon ability.

At 5th level, this ability can be used as an immediate action, without the need to ready an action beforehand.



TABLE 3-13: THE TRANSCENDER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+1	Counter-summons	—
2nd	+1	+1	+1	+1	Spell-fetch (3rd)	+1 of existing spellcasting class
3rd	+1	+1	+1	+2	Suppression	+1 of existing spellcasting class
4th	+2	+1	+1	+2	Aqua Attunement	+1 of existing spellcasting class
5th	+2	+2	+2	+3	Spell-fetch (6th)	+1 of existing spellcasting class
6th	+3	+2	+2	+3	Gnast familiar	+1 of existing spellcasting class
7th	+3	+2	+2	+4	Telepathy	+1 of existing spellcasting class
8th	+4	+3	+3	+4	Spell-fetch (8th)	+1 of existing spellcasting class
9th	+4	+3	+3	+5	Sunder portal	+1 of existing spellcasting class
10th	+5	+3	+3	+5	Open portal	+1 of existing spellcasting class

Spell-Fetch (Su): Once per day, while preparing spells (or spell slots, for spontaneous casters), a transcender can conjure a minor spirit from his ancestral plane known as a gnast (see the Bestiary section at the end of this tome for more information on these creatures) to find an unusual spell for her. The transcender chooses one spell she does not know, such as a spell from a prohibited school or from another class's spell list, and sends the gnast to fetch magical energy matching that spell. The gnast returns after 10 minutes and presents the transcender with the matching spell energy.

If the transcender casts spells like a wizard, for the next 24 hours he can prepare the fetched spell as if it were in his spellbook. If she casts spells like a sorcerer, for the next 24 hours he may cast the fetched spell as if he knew it.

At 2nd level, the gnast can retrieve any spell of 3rd level or lower. At 5th level, the gnast can retrieve any spell of 6th level or lower. At 8th level, the gnast can retrieve any spell of 8th level or lower.

Until the gnast is summoned as a familiar (see the 6th level ability below), the gnast is incorporeal and has no other powers or abilities (it cannot be used to scout, send messages, and so on) and vanishes once it delivers the spell.

Preparing or casting the fetched spell is more difficult than using spells the transcender actually knows. If the fetched spell is on the transcender's spellcasting class's spell list, it is treated as 1 spell level higher than normal; otherwise it is treated as 2 spell levels higher than normal.

Suppression (Su): At 3rd level, a transcender gains a +1 knowledge bonus on saving throws against the spells and spell-like, supernatural, and extraordinary abilities of outsiders. In addition, she increases by 1 the save DC and caster level of any spell or spell-like or supernatural ability that she uses against outsiders, or that counters, dispels, or prevents planar travel or teleportation.

These bonuses increase by +1 for every three levels after 3rd.

Aqua Attunement (Ex): At 4th level, the transcender gains energy resistance 5 against acid, cold, or steam.

Gnast Familiar: At 6th level, a transcender can select a gnast to serve as his familiar, replacing any familiar he already possesses, as if he had the Improved Familiar feat. This gnast must be from his ancestral plane (or planes).

Telepathy (Su): A transcender of 7th level or higher can communicate telepathically with any creature within 100 feet that can speak a language.

Sunder Portal (Sp): Once per day, a transcender of 9th level or higher has the ability to seal a dimensional gate or portal by severing the connection to the destination. She may do with a successful level check (DC 5 + the caster level of the gate or portal). The gate spell is destroyed as if dispelled, while portals are suppressed for 1d6 days.

Open Portal (Sp): Once per day, a transcender of 10th level or higher can open a portal from her current plane to her ancestral plane of existence. As per the plane shift spell, the transcender has no control over the precise destination on whatever plane she opens a portal to. The portal appears as a ragged hole in space adjacent to the transcender and lasts for 1d6+1 rounds before healing over.

Virtuoso

"People are remembered by the songs we sing of them.
Shall I sing of thee?"

The virtuoso has honed his innate musical talent with keenly practiced skill as well as arcane magic. To a virtuoso, all the world is a stage, his allies are his adoring fans, as well as anyone around for him to impress. He craves the spotlight, whether it is at a tavern or on the battlefield. The typical virtuoso is charming, and sociable. He loves company and makes friends easily. Though a virtuoso can be both a bit eccentric and a showoff, most still enjoy his presence.

With woggles, we witness the return of bards to the Cerulean Seas, and woggle bards are most often drawn to this prestige class, although sirens, rogues, and wizards can also excel in it. Characters of most other classes are either not outgoing enough to enjoy being virtuosos, or they find other channels for their extroversion.

Role: Like bards, a virtuoso can hinder their foes while inspiring their allies. They are adequate with both weapons and magic, though they excel outside melee, where they act as support without their performance being interrupted.

Alignment: Any.

Hit Die: d6.

REQUIREMENTS

To qualify to become a virtuoso, a character must fulfill all of the following criteria.

Race: Woggle.

Skills: Perform (8 ranks, must be music-based, must be a skill that receives a racial bonus), Diplomacy 6 ranks

Spells: Able to cast 0-level arcane spells.

CLASS SKILLS

The virtuoso's class skills (and the key ability for each skill) are Acrobatics (Dex), Bluff (Cha), Craft (any) (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Linguistics (Int), Perform (any) (Cha), Perception (Wis), Sense Motive (Wis), Stealth (Dex), Sleight of Hand (Dex).

Skill Ranks at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the virtuoso prestige class.

Weapon and Armor Proficiency: The virtuoso gains no proficiency with any weapon or armor.

Spells per Day/Spells Known: Since the virtuoso often uses magic to enhance his performances, it's important for him to maintain his magical studies. Thus, whenever he gains a new virtuoso level, he gains new spells per day and spells known as if he had gained a level in a spellcasting class he belonged to before adding the prestige class. If the character had more than one spell-casting class before becoming a virtuoso, he must decide to which class he adds each level of virtuoso for purposes of spells per day and spells known.

Bardic Performance: At 1st level, the virtuoso gains the bardic performance ability if he did not already have

it from a previous class. All the bardic performance effects (fascinate, inspire competence, inspire courage, etc.) become available to her immediately, subject to their usual level and Perform skill requirements, though the virtuoso may add his levels together if one of more classes grant the Bardic Performance ability for purposes of determining level requirements.

Virtuoso Performance: With a haunting melody, the virtuoso can create magical effects beyond even the capabilities of a bardic performance. Virtuoso performance can be used once per virtuoso level per day. If the virtuoso has bard levels, those stack with virtuoso levels to determine uses per day. Many virtuoso performance effects require more than one of the ability's allotted daily uses. The performance must be musical in nature and performed with a skill with which the virtuoso receives a racial bonus.

As with bardic performance, the virtuoso can usually fight while using this ability but cannot cast spells or activate magic items by either spell completion or command word. If the performance forces any target to make a Will save, the only other action the virtuoso can take in the same round is a 5-foot step.

Sustaining Song (Su): A 1st-level virtuoso with at least 9 ranks in his chosen Perform skill can sustain her unconscious allies, negating their need for stabilization checks during her performance. Because they're not making stabilization checks, the affected allies are neither stabilizing nor losing hit points. A sustaining song lasts for 5 minutes or until the virtuoso stops performing, whichever comes first. Sustaining song is a supernatural ability.

Dampening Melody (Su): A 3rd-level virtuoso with at least 11 ranks in Perform can actively counteract the effects of sonic energy. While a virtuoso performs this music, he and all of her allies within 60 feet who can hear her gain resistance to sonic 15. An ally benefits from this effect for as long as it can hear the virtuoso's music. A Dampening Melody requires one daily use of virtuoso performance and is a supernatural, sonic ability.

Jarring Song (Su): A 4th-level virtuoso with at least 12 ranks in Perform can inhibit spellcasting. Anyone attempting to cast a spell during a jarring song must make a Concentration check (DC 15 + the spell level). Success allows normal completion of the spell; failure means it is lost. A jarring song requires three daily uses of virtuoso performance and is a supernatural, sonic ability.

Sharp Note (Sp): A 5th-level virtuoso with at least 13 ranks in Perform can sharpen the blades of all piercing and slashing weapons within a 20-foot radius. The affected weapons function as if a 6th-level sorcerer had cast a keen edge spell on them, except that the effect lasts only 10 minutes. Sharp note requires three daily uses of virtuoso performance and is a spell-like, transmutation ability.

TABLE 3-14: THE VIRTUOSO

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Spells per Day/Spells Known	Special
1st	+0	+0	+1	+1	+1 level of existing class	Bardic music, virtuoso performance (sustaining song)
2nd	+1	+1	+1	+1	+1 level of existing class	—
3rd	+2	+1	+2	+2	+1 level of existing class	Virtuoso performance (dampening melody)
4th	+3	+1	+2	+2	+1 level of existing class	Virtuoso performance (jarring song)
5th	+3	+2	+3	+3	+1 level of existing class	Virtuoso performance (sharp note)
6th	+4	+2	+3	+3	+1 level of existing class	Virtuoso performance (mindbending melody)
7th	+5	+2	+4	+4	+1 level of existing class	Virtuoso performance (song of health)
8th	+6	+3	+4	+4	+1 level of existing class	Virtuoso performance (magical melody)
9th	+6	+3	+5	+5	+1 level of existing class	Virtuoso performance (song of fury)
10th	+7	+3	+5	+5	+1 level of existing class	Virtuoso performance (revealing melody)

Mindbending Melody (Sp): A 6th-level virtuoso with at least 14 ranks in Perform can dominate a humanoid that she has already fascinated. This ability functions exactly like a dominate person spell cast by a 9th-level sorcerer. The target can make a Will save (DC 15 + the virtuoso's Charisma modifier) to negate the effect. A mindbending melody requires two daily uses of virtuoso performance and is a spell-like, mind-affecting, language-dependent, charm ability.

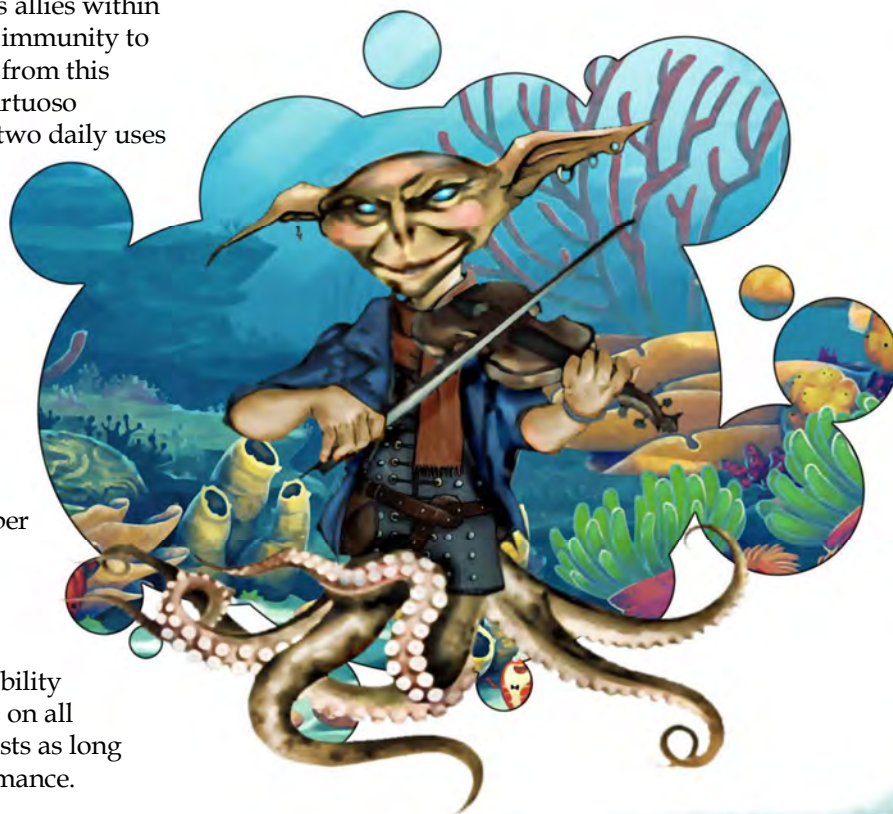
Song of Health (Su): A 7th-level virtuoso with at least 15 ranks in Perform can use music to protect and heal her allies. While a virtuoso performs this music, he and all of his allies within 60 feet who can hear her music gain immunity to poison and disease. An ally benefits from this effect for as long as it can hear the virtuoso perform. A Song of Health requires two daily uses of virtuoso performance and is a supernatural, healing ability.

Magical Melody (Su): An 8th-level virtuoso with at least 16 ranks in Perform can empower allied spellcasters, raising their effective caster levels by +1 each for the purposes of spell effects and spell resistance checks. This effect lasts as long as the performance does. Magical melody requires two daily uses of virtuoso performance per minute maintained. It is a supernatural ability.

Song of Fury (Su): A 9th-level virtuoso with at least 17 ranks in Perform can enrage her allies. This ability functions exactly like barbarian rage on all willing allies within 40 feet, and it lasts as long as the virtuoso continues her performance.

Song of fury requires three daily uses of performance per round maintained. It is a supernatural, mind-affecting ability.

Revealing Melody (Sp): A 10th-level virtuoso with at least 18 ranks in Perform can reveal all things as they actually are. All those who hear the revealing melody are affected as if by a true seeing spell cast by a 17th-level sorcerer. The effect lasts as long as the song does. Revealing melody requires two daily uses of virtuoso performance per round maintained and is a spell-like, divination ability.



Wandering Philosopher

"Either conflict follows me, I bring conflict, or conflict is everywhere. Therefore I am conflict."

The wandering philosopher searches for peace in mysterious ways; by traveling the seas in search of conflict and strife and attempting to end it, often with violence. Consequently, his mind is finely tuned toward martial endeavors. The wandering philosopher feels compelled to find quarrels where there seemingly are none, thus proving peace is not present. He endeavors to unravel the secret of peace, by patiently and systematically exploring its opposite.

A wandering philosopher's study of discord has expanded his martial abilities. Regardless of original class, he tends to be seen as an astute but unlikely combatant. The wandering philosopher is able to fortify brawn with a keen intellect. His powers reflect an acute understanding of the flow of battle and the tactics of a seasoned fighter.

Role: Wandering philosophers are leaders and masters of combat. They excel in the thick of melee combat and can easily lead his allies to victory even when the odds may be stacked against them.

Alignment: Wandering philosophers must be of lawful alignment.

Hit Die: d10.

REQUIREMENTS

To qualify to become a wandering philosopher, a character must fulfill all of the following criteria.

Race: Xax.

Base Attack Bonus: +5

Skills: Knowledge (history) 7 ranks

Feats: Manipulate Probability, Weapon from Beyond, Weapon Focus (chosen exotic weapon from the Memory of Conflict racial trait).

CLASS SKILLS

The wandering philosopher's class skills (and the key ability for each skill) are Acrobatics (Dex), Climb (Str), Intimidate (Cha), Knowledge (each taken individually) (Int), Ride (Dex), and Survival (Wis).

Skill Ranks at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the wandering philosopher prestige class.

Weapon and Armor Proficiency:

Wandering philosophers gain no proficiency with any weapon or armor.

Exotic Specialization (Ex): A wandering philosopher gains the Weapon Specialization feat that applies to his chosen exotic weapon (from his Memory of Conflict racial trait) as a bonus feat, even if he does not qualify for this feat. If he already has Weapon Specialization with this weapon, he gains Greater Weapon Specialization with the same weapon, even if he does not qualify for this feat.

Combat Precognition (Su): A wandering philosopher senses combat the instant before it happens and therefore cannot be surprised.

Enduring Body (Ex): At 2nd level, the wandering philosopher learns how to tune his intellect into avoiding damage. This grants him damage reduction 1/—. At 6th level, his damage reduction improves to 2/—. At 10th level, his damage reduction improves to 3/—.

Form of Conflict (Ex): At 3rd level, once per day during the first round of combat, a wandering philosopher may change his Daily Form to another Daily Form of his choice. This change takes a full round action that provokes an attack of opportunity. When combat ends, the wandering philosopher reverts to the Daily Form that he was before combat in the same manner.

TABLE 3-15: THE WANDERING PHILOSOPHER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+1	+0	+1	Exotic Specialization, Combat Precognition
2 nd	+2	+1	+1	+1	Enduring Body (DR 1/—)
3 rd	+3	+2	+1	+2	Form of Conflict
4 th	+4	+2	+1	+2	Magic Weapon from Beyond (+1)
5 th	+5	+3	+2	+3	Greater Probability Manipulation
6 th	+6	+3	+2	+3	Enduring Body (DR 2/—)
7 th	+7	+4	+2	+4	Impossible Odds
8 th	+8	+4	+3	+4	Magic Weapon from Beyond (+2)
9 th	+9	+5	+3	+5	Perfect Attack
10 th	+10	+5	+3	+5	Enduring Body (DR 3/—)

Magic Weapon from Beyond (Su): At 4th level, the wandering philosopher may use his weapon from beyond feat to summon a magic weapon instead with a +1 bonus (or its equivalent). At 8th level, increase this bonus to +2. The duration of this ability remains the same.

Greater Probability Manipulation (Su): At 5th level, once per round, the wandering philosopher may roll 5d4 in the place of a d20 for a skill check, saving throw, or roll to hit.

Impossible Odds (Ex): At 7th level, once per day, when a wandering philosopher rolls a natural 1 to hit, the roll is instead considered to be a natural 20. This does not apply if he was using any dice other than a d20 to hit.

Perfect Attack (Ex): At 9th level, once per day, a wandering philosopher 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).



(PYGMY FORM)

Chapter Four:



Remarkable Realms

Below are a few of the remarkable realms referred to in this tome, along with a brief description of each.

Adlivun: A magical subglacial city located in Feldorheim and home to the Sisiutls. It is detailed later in this chapter.

Chikushudo: Spirit Realm of Animals and the Yokai. It is much like the material, except it is as it would have been without civilization or progress.

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. (Celadon Shores setting)

Elemental Plane of Water: This inner plane is, by far, the most encountered and important inner plane known in the Cerulean Seas Campaign Setting. Tritons, marids, and many other creatures call this plane home. The Elemental Plane of Water is an endless expanse of water with no surface and no sea bed with sporadic motes of other elements.

Feldorheim: Feldorheim was once thought to be a mirror world or parallel dimension by the inhabitants of Fiskheim. Feldorheim is the northern (arctic) pole. (Indigo Ice Setting)

Fiskheim: Fiskheim is the region of the southern (antarctic) pole. When it is winter in Fiskheim, it is summer in Feldorheim. (Indigo Ice Setting)

Harper's Bay: The capitol city of the Genai. The center for genai government is here, and has been here since before the flood. The population is primarily genai, and the culture and architecture has preserved the flavor of ancient Halbokia (similar to medieval Arabia).

Hithuul: The base of the city-nation of the same name. It is located in a freshwater subglacial lake that can only be reached through several miles of treacherous ice tunnels. It is home to the Brothers of Frost. (Indigo Ice Setting)

Isinblare: The two poles (Fiskheim and Feldorheim), considered to be the "civilized world" by its inhabitants. (Indigo Ice Setting)

Jigoku: The Spirit Realm of Evil and the Oni. It is a nightmarish realm that looks much like an apocalyptic version of the material.

Kokytos: The minions of Saloth, the otherworldly ancestors of the kirah, come from a large pocket of liquid water located in the abyssal sea of Kokytos. While most of the sea is frozen, several pockets of stagnant water do exist, each fiercely guarded by a major demon or minor evil deity. Of course, Saloth the goddess of the deep drow resides in the largest subglacial lake of this realm, guarded by a legion of her minions.

Mahra's Lagoon: An isolated region off the coast of Calamity Isle that is home to the mrawghs and strange prehistoric sea life. The lagoon is detailed later in this chapter.

Nikaikoku: This is another name for the entire Celadon Shores setting.

Para-elemental Plane of Ice: The para-elemental plane of ice is mostly frozen, but has gigantic pockets of crystal clear elemental water. Being the fringe realm of the elemental plane of water, the plane of ice shares many similar qualities of this inner plane. The brothers of frost descended (in the most broad sense) from frost salamanders that used to inhabit these watery pockets in great numbers.

Para-elemental Plane of Ooze: The Para-Elemental Plane of Ooze is a caustic sea of mud and slime, a quivering ocher

ocean of muck. Formed where the Elemental Plane of Earth and the Elemental Plane of Water cross each other, this demiplane is only a fraction the size of its parent planes. Little relieves the unending ocean of sludge. This is the home plane of the squoles.

Sanguine River estuary: Located in the southeast corner of Calamity Isle, roughly 200 miles up the coast from Mahra's Lagoon. It is home to marine entobians and mutant water insects.

Sea of Debts: The demiplane of commerce, also known as MnoI or the Mystic Marketplace, has a liquid center. This heavily polluted sea is home to the Chrysopsaro. It is detailed later in this chapter.

Sea of Dreams: The third layer of the ethereal plane, known to some as the Dimension of Dreams, has long been a battleground for good and evil. A common thread permeates the realm, forming a sort of "collective unconsciousness." From within this dimension, these communal streams of thought manifest as water, sometimes even an ocean. These ephemeral waters have come to be known as the "Sea of Dreams." This is home to the Morgens.

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. (Celadon Shores setting)

Shazalar: The legendary city of glass built and maintained by the Tritons as their capitol city. The process by which it was crafted is a secret of the highest ranking tritons, but history books say that it was built in one day. All races are welcome in the city, although some areas are off-limits to non-tritons and are heavily guarded. This enigmatic city attracts adventurers and explorers alike.

Sinister Sink: A small oceanic trench. It is an area of roughly 1,800 square miles at the base of sheer cliffs that rise an average of a mile and a half above it. It is home to the Dark Trinity (deep drow, oculi, and aquatic obitu). (Azure Abyss setting).

Spirit Realm: The Spirit Realm may be a deeper extension of the plane of shadow, and is therefore a vague replica of the material plane. As such, it is also mostly aquatic. It also has several layers, each slightly different reflections of our own world, as if seen by many different perspectives. Of these iterations, there are three which will be referenced here: Chikushudo, Jigoku, and Tengoku.

Tengoku: The Spirit Realm of Celestial Heavens, and the home of the greater kami. The polar opposite of Jigoku, the realm looks like the material but everything is just a bit better.

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. (Celadon Shores setting)

Underdeep: Any inhabited region of the deep sea. It is known for sinister races and alien monsters. (Azure Abyss setting).

Well of Worlds: This "realm between realities" is detailed later in this chapter. It is home to the ashrays.

Ziliti: A tiny island chain notable for only one thing; it is home to the ambymanders. Ambymanders and their animal counterparts, ziliti salamanders, originated on the largest island of this chain from a large, inland, freshwater lake. Ziliti is located roughly half-way between the Northern Cerulean Seas and the Sapphire Isles of the Celadon Shores.

Adlivun

Adlivun is perhaps the oldest city on the planet. It was built sometime after the first great cataclysm of the zas, and before the rise of dragons. Most agree that it was built by the Winalagalis, or the sisiutl who would eventually become the Winalagalis. As their concept of time is nonconventional, one may never be able to pinpoint the exact age of the city. While it has always been located in Feldorheim (the arctic ice shelf), its exact location continues to move at the will of the Winalagalis.

The city is built within a horizontal, lozenge-shaped subglacial saltwater lake, roughly 4,500 feet tall at its highest point and nearly 2 miles wide. Artificial channels, made to look like natural cracks in the ice refract light from the surface into the city during the summer, though these are closed in the winter. While too narrow and treacherous for even Small-sized creatures to traverse, these channels do occasionally let in wildlife including fish, crabs, and squids that the sisiutl will hunt for food. The light the channels let in is also minimal, so aside from magical light sources, the city is, at best, illuminated in a murky twilight.

The outskirts of the central metropolis is comprised mostly of gigantic icicles and ice spikes, some of which have been hollowed out for dwelling outside the immediate city. These ice-huts are often used for "old icers" who prefer to hibernate for much longer periods of time than the average (which is usually 3-5 decades).

Adlivun has huge, pueblo-style buildings that sprawl from both the bottom and the top of the lake with them meeting in a rough cylinder in the center that is approximately 1,000 feet in diameter. The city is built from glacial ice, ever-ice, and magically conjured materials. These square structures have many windows and doors. Interiors have little organization and comprise a labyrinth of rooms and halls that twist and turn in all directions (including up and down). The larger chambers are usually occupied by libraries, schools, and museums full of random (and mostly uncatalogued) items from random periods in history.

The largest hall, however, is a vertical chamber that runs through the center of Adlivun known as "the breathing chamber." In the breathing chamber, air bubbles are magically created at the bottom of the chamber, and destroyed at the top. This aeration provides sufficient oxygenation for the entire city. Many sisiutl relax and converse here, as it is viewed as sort of spa.

The breathing chamber is not the only permanent magical feature of Adlivun, however. The entire subglacial lake itself is surrounded in a magical force

field that not only dissipates heat and tectonic disturbances from outside, but also has strong anti-magic and anti-psionic properties. This force field not only disrupts divination magic from entering or exiting the lake, but it also prevents outsiders from teleporting in. Likewise, extraplanar gates will not function within the lake either, and even astral and ethereal travel is magically prohibited.

Through means not entirely understood by its denizens, the city of Adlivun and the lake that contains it are in constant, albeit slow, motion. The location moves on average 1 foot per day, with a top speed of 100 feet per day. While slow, the city's constant motion can relocate it several miles in the span of one year. It can also move up or down in the ice shelf, though it usually remains 200-500 feet from either the surface or open sea. The size and shape of the subglacial lake can change as well, though this usually happens at an even slower pace, measured in centuries. All of this movement is directed by will the Winalagalis located in the Chamber of Elders.

The Chamber of Elders is an isolated hall somewhere within the city with no windows or entrances. It is accessible only with the aid of a dantsikw or magic such as *passwall*. It is usually about 20 feet in diameter and contains at least 8 Winalagalis at all times. While the Winalagalis do accept visitors, they are extremely difficult to speak to. A full sentence can take hours, as they tend to draw out their speech which is interspersed with long, uncomfortable pauses. Their tendency to keep their responses vague can be both a blessing and a curse. While on one hand, it certainly cuts down on the time it takes to communicate with the Winalagalis, but it also makes glean any useful information from them seem futile. Despite this, sisiutls will visit them often, even if they are the ones doing most of the talking.

There is a lot of debate on whether the Winalagalis can still actually be considered sisiutls, let alone alive. Aside from being incased in a sphere of solid ever-ice, they are horribly maimed. They are missing their distinctive draconic heads and necks, their fish-like tails, and even their arms. Their wounds and torso-mouths are crudely sewn shut with sinew. They look more like large, disembodied heads sheathed in ice than anything resembling a sisiutl. This is something that has not gone unnoticed in sisiutl society, and the Winalagalis's unwillingness or inability to explain their strange condition has led to several unsuccessful rebellions in sisiutl history.

Aside from the 8-13 Winalagalis, the population of Adlivun is roughly 40,000 sisiutl pairs, although it seems much less populated. At any given time, 75-90 percent of the entire population is hibernating. These

“icings” (as they prefer to call it) can last decades, centuries, or even dozens of centuries at the will of both the individual and requests by the Winalagalis. The practice of “icing” is both magical and biological, as though the sisiutl can enter hibernation like many animals, it is often unnaturally prolonged with the aid of life-sustaining magic. This strange cultural practice can make such a large city seem almost like a ghost town at times. However, this also means that a city this large can exist on relatively little resources, including oxygen and food.

Life within the city is rather slow-paced and timeless. Day and night not only do not exist here, they are completely unmarked. Instead time is measured by the moon, whose tidal effects can still be felt within Adlivun. When not icing, sisiutls do sleep the typical eight hours (characteristic to many sentient species), though their wake cycle can vary from a few hours to several days. These habits tend to continue even after a sisiutl leaves their city.

Though each sisiutl pair has their own habits and practices, most have a routine that involves a healthy regimen of both intense exercise (usually in the form of martial training) and immersive study (usually arcane arts). This wakeful period is passionate and action packed, though usually only lasts 5-10 years before the sisiutl pair elects to go back into icing.

Occasionally, a sisiutl, either by the direction of a Winalagalis or by individual choice, will elect to leave the city and learn about the world above. As a result of their lifestyle, even a particularly adventurous sisiutl can discover new worlds amid their own several times over. While they meet the outside world with voracious wonder, they never forget their home or their own particular mission.

Non-sisiutl visitors to Adlivun are admitted passage on a case-by-case basis, and only in small numbers. Requests for invitations take at least a year to process, and most are denied unless the reason involves some sort of great benefit to sisiutl society. Within the last three decades sisiutls have been venturing forth from Adlivun in record numbers and staying for abnormally long times. This sort of activity has not been seen from the sisiutl in thousands of years. While the unfathomable will of the Winalagalis is likely behind this incursion, it does not stop other races from speculating more nefarious reasons. Rumors of invasion, omens of apocalypse, and even that either the city of Adlivun or the Winalagalis are dying circulate throughout the seas.

Mahra's Lagoon

Mahra's Lagoon is situated in the far south-eastern quadrant of the Cerulean Seas, on the Southern Coast of Calamity Isle. The closest city, Baleddeep, is about 80 miles away and had been totally unaware of the lagoon's existence until just 80 years ago. Until this point, it was assumed that mrawghs had no particular base and were a nearly extinct race. The mrawghs, being somewhat reclusive, are not very forthcoming with their origins or culture. Before their numbers grew in recent times, this was even more evident. If it were not for the mrawghs' need to gain new territory, Mahra's lagoon might never have been discovered by outsiders.

While the surrounding waters are cold, especially in winter months, the lagoon is fed by mineral rich natural springs that keep the waters warm and balmy. When approaching the lagoon from the outside, the first obstacles are large sargassum mats that feed off the escaping warmth and nutrients of the lagoon. These mats attract all manner of predators, especially hungry hammerheads who fervently circle these waters. In fact, before outsiders knew what rested behind these daunting mats, fishermen and explorers referred to this area as "Hammerhead Bay" and actively avoided it.

Beyond the mats is the stony reef that protects the lagoon's entire 6 mile entrance. Aside from being formed of jagged igneous rock, this reef also harbors deadly fire coral, and even the mrawghs avoid this region. During low tide, the lagoon is entirely cut off from the sea, and the stony reef juts above the water by several feet. In fact, it is impossible to find a safe watery passage into the lagoon during any time other than high tide, and even then a passage is difficult to map out as each new storm creates a new labyrinth of razor rock and caustic coral.

There are, however, at least three known tunnels that lead into the lagoon that avoid the reef and the sargassum entirely, all heavily guarded by mrawghs. The lagoon and the region surrounding it is riddled with these enigmatic aquatic tunnels that run for dozens of miles. The biggest mystery being that Mrawghs do not burrow, nor do they possess tools sophisticated enough to cut through solid rock in ways that these tunnels demand. Originally thought to be lava tubes, sages who studied them were quick to point out that the majority of the tunnels run through the bedrock and are a far too uniform in diameter and roundness to be anything other than artificial. When asked, the mrawghs insist that the tunnels were created by Mahra.

This is further supported by the largest and most heavily guarded cave entrance that the mrawghs refer to as "the Mouth of Mahra." This tunnel is said to lead to a sea mount "where species of all time" live together. It is theorized that this tale is part of the primitive mrawghs' spiritual beliefs, and that the tunnel actually leads to highly lethal waters (possibly both boiling and poisonous), and therefore, the afterlife. No one, including mrawghs by their own accounts, has entered the cave and returned. However, mrawghs attest that strange creatures leave the tunnel quite often. Whether this is superstition or fact has yet to be noted by any civilized witnesses.

The lagoon itself is pleasant and comfortable, though the water salinity is noticeably lower to those sensitive to such changes. Luckily, these differences are easily overcome with a few hours of acclimation. The warm, spring fed waters of the lagoon create a lush underwater jungle of prehistoric sea flora and fauna. From above the water, the shoreline looks verdant and tropical, which is atypical for this geographical region. However, it is populated with vegetation standard for this day and age, with modern varieties of palm trees and other common plants, trees, and

grasses. In the winter months especially, rain and fog are frequent, further shrouding this already mysterious lagoon.

The 700 square mile lagoon is nestled in the basin of an ancient caldera that was well worn even in the time of the drylanders. It is about 25 miles across at its widest point, and 600 feet at its deepest point (near the center), though the average depth is only 30 feet as much of the lagoon is shallows. The shore opposite the barrier reef is sandy, as is much of the seabed on the north side of the lagoon.

In addition to the nearly 3000 mrawghs who dwell here, the lagoon is home to creatures and plants unique to this location in this time. Under the waves, Mahra's lagoon appears to be a throwback to what would equate to our Devonian Age, roughly 400 million years ago. This predates the age of reptiles, and even the emergence of sharks. The flora is dominated by brachiopods, such as the spiriferids, and by tabulate and rugose corals, which build large bioherms, or reefs, in the shallow waters.

For fauna, ammonoids, bivalves, crinoid and blastoid echinoderms, graptolites, eurypterids (sea scorpions) and trilobites abound as well as quite a diversity of fish. The fish population consists mostly of ostracoderms and placoderms, many of which grow to large sizes and are fearsome predators. Sarcopterygians, or the lobe-finned fish such as the coelacanth, are rare but known in this region as well.

In a contrast to the primordial depths of the lagoon, are the merely prehistoric villages of the mrawgh, which are vaguely reminiscent of the communities of primitive drylanders. Villages cover several square miles at around 20-50 feet in depth, usually near rocky outcroppings. Structures consist of rather small huts constructed of bone, bleached coral, and sea shells (most often ammonoid shells). These dwellings are unlike any other in the Cerulean Seas and are unmistakable for the work of any other aquatic culture.



The Sea of Debts

Mnol has many names. To the wealthy outsiders, it is known as the Mystic Marketplace. To the sages and bookkeepers it is the Demiplane of Commerce. Whatever the name, it is known for its fantastic underground markets, and few have heard of its sea.

From the Astral Plane, Mnol appears as a small, spiky, and inhospitable sphere. The entire surface is rock, ice, and uninhabited. The drylander natives who dwell immediately below the surface, known as the numistians, charge a handsome fee for entry into their subterranean markets.

The cavern markets, lit both magically and with firelight, are busy at all hours. Night and day are nonexistent in this realm. Colossal rows of caverns make up a merchant city. Each city has its own specialty, for which it is named. The city of Wand, for example, sells primarily wands and wand accessories.

Mapping Mnol is nearly impossible, as a council of elder numistians, who were recently nicknamed the "economancers," are constantly redesigning it for "maximum economic potential." A guide is required to navigate the markets, and one is always conveniently nearby to offer his services, at a reasonable price, of course.

Underneath the markets, however, roughly two miles from the surface, is an aquatic system of tunnels known as the sewers. This is a very strange place where gravity is very weak. Several wells poke straight into this area from the markets above, and all manner of trash is thrown into them on a regular basis. The weak gravity causes orbs of trash and globs of water to collide in an unending dance in the caverns above the water line.

While this region is technically a sewer, the material here is decidedly a bit different than those of the sewers of other worlds. Since numistians don't eat food, their bodily excretions are mostly just dry sand. As a result, the sewer region is filled less with biological waste and more with industrial and urban waste. The smell is still terrible from decaying perishables, foul chemicals, and the occasional corpse. Making one's way below the floating garbage heap through multiple winding tunnels another mile down or so, will bring one straight into the Sea of Debts.

Unlike Mnol, the Sea of Debts is not given many illustrious names. Newcomers often refer to it as the "Upside-down Sea," though that novelty wears off quickly. In the Sea of Debts, gravity pulls towards the sewers. Since buoyancy pulls in the opposite direction of gravity, things "float" towards

the center of the world. It takes very little acclimation before down becomes the rocky entrance to the sea, and up is the hazy center. After a while it seems perfectly natural, although water pressure is near sea level at the sea's entrance, and increases as one moves towards the world's center.

The Sea of Debts is saltwater, somewhat polluted, and tinted yellow, though much of the coloration is actually from auric chloride and other aqueous gold compounds. There is so much gold dissolved in these waters that many base metals will take on a thin plating of pure gold after only a few hours. This is superficial however, and wears off quickly when removed from this alien sea. Contrary to what sages may speculate, prolonged exposure to this region has minimal impact on the health of water breathers, and acclimation is more likely than illness. Still some visitors suffer mild nausea and other sickness while acclimating which can take several days. Air breathers, however, will suffocate quickly here without magical aid, as the Sea of Debts has almost no pockets of breathable air. The water is curiously always oxygenated however, though the means that this comes to be is somewhat of a mystery.

The "ground level" of the Sea of Debts is mostly uninhabitable and littered with refuse. Newcomers will often be tempted to sift through the trash because they will notice what looks like gold coins and gemstones. The majority of the "coins" however are just shed coin-scales of the chrysopsaros. Worse than that, many of these coin-scales have been claimed by ornery coin crabs, which graft the coins onto their backs for protection and pack a nasty pinch. The gems are often unfavorable creatures known as "gem jellies" which are a species of immobile and multifaceted jellyfish that elicit severe burns when touched.

Aside from the gem jellies, coin crabs, and the occasional aquatic otyugh there is very little fauna, and even less flora on the floor of Mnolian Sea. This ocean is perpetually in twilight, lit only by the artificial light of the krysop cities rising above the rocky base, and the cloudy, yellow-orange "light pollution" reflecting off the buoyant garbage and ice floating above. There is simply not enough light for plants to grow. In the waters between, one only sees chrysopsaros and large, streaming schools of ghostly fish that are said to be the souls of debtors who died owing money in the markets far above. Besides adding to the depressing atmosphere of the Sea of Debts, the ghost fish are little more than a visual curiosity.

Mnol's interior wall (the "bottom" of the Sea of Debts) is packed with krysop structures that somewhat resemble modern skyscrapers. These tall rectangular buildings are constructed from conjoined, permanent *wall of stone* spells, as there are few building materials here. What looks like multiple lit windows are actually entrances to all manner of businesses, including spas, casinos, inns, and many varieties of shops and tradesmen. Unlike the markets above, there is very little organization here and it can be quite difficult to find what one is looking for if they are a non-native.

Buildings are often dozens of stories tall, with no internal means of traversing from one story to another. One merely swims out of the door they came in and up or down to doors on different levels. Bridges between buildings are common, to provide rest while swimming between two areas without having to enter a building or chance the garbage piles beneath the skyscrapers.

Far above the krysopian towers floats Mnol's core, which is mostly methane ice (deep-ice) covered in a thick layer of buoyant garbage. The pressure here is immense, and it is mostly uninhabited. A few brave coinfish mine the deep-ice

here to sell as interesting torch fuel to numistian merchants. The core itself is too deep to see from the city, though the garbage and ice orbiting around it is plainly visible and, due to reflection of the city lights, a secondary source of illumination in this remarkably dismal aquatic realm.

Mnol Traits

Mnol has the following traits.

- Normal Gravity (except near the sewers).
- Normal Time.
- Finite Size & Shape: Extremely mountainous planet, roughly 5000 miles in diameter, riddled with unending caverns and an ocean at its core.
- Divinely Morphic: Economancers can collectively change the environs of the entire dominion, though rarely interact with the Sea of Debts.
- No Elemental or Energy Traits.
- Non-Aligned, though inhabitants are mostly lawful.
- Normal Magic.



The Well of Worlds

The Inner Planes, the material building blocks of reality and the realms of energy and matter, stand in contrast to the intangible and esoteric Outer Planes, which include the realms of ideals, philosophies, and gods. The ethereal plane is the hazy realm between the material plane and the inner planes, while the astral plane is the dimension betwixt the outer planes and the material.

However, as far as realms beyond the material, this is merely the tip of the iceberg. There exists yet another category of planes oft unexplored and unreachable. These planes, known as alternate planes of existence, represent different timelines of the material plane. These alternate planes range from nearly identical to the material to vastly different. The vast hazy realm that interconnects these worlds is known as the Well of Worlds.

For an air-breather, the Well of Worlds can be a deadly place. This is a realm with no up or down, and certainly no surface from which life-giving air can be garnered. While large pockets of air do exist, their persistence is fickle at best. Thus the Well of Worlds is not a place that made it into the books of the drylanders, as most have drowned while visiting.

To add to the mystery of the Well, there is no known magic that can open a portal to this realm. Only high level ashray transcendents (see prestige class) have any hopes of opening any sort of doorway to this dimension. However, natural doorways do exist; hundreds of them in every reality. Some last only a few seconds, while others last centuries.

Doorways to the Well of Worlds only appear in isolated pockets of water that have been unobserved by sapient life for at least 2,000 years. These pockets range in size from 1 foot to 30 feet across. Portals are typically found in underwater caverns, subglacial lakes, and even terrestrial wells. It seems the act of simply observing water that has been in a prolonged period of quantum flux tears a small hole in reality that leads to the Well. However, this happens much more often around areas that have their own temporal disturbances, and very rarely otherwise.

Portals to the Well of Worlds appear as swirling motes of light. The color of this light can be any color or combination of colors known to man. Those few that are experienced with these portals (and lived to tell the tale) know it is extremely important to memorize the precise color and size of these portals, as this will become very important towards any chance of getting home. If one looks

into a portal for a full round, they can see the realm (albeit hazily) through that portal.

Once in the Well of Worlds, navigation can be extremely hazardous. The realm appears as dozens of superimposed submerged realities, all in a state of deficiency or disarray. Denizens and wildlife abound, but the vast majority are only semi-tangible, and few, if any, interact with their surroundings. Thousands of portals can be seen, glowing and pulsing in all directions.

In the Well of Worlds, observation is imperative, not only for navigation but because reality here is observation-based. Everything is in a state of perpetual flux, and what one observes and focuses on is what becomes real for the observer. One must constantly fight the urge to focus on distractions, especially hazardous ones, or else those distractions will become real for the observer and potentially serious threats. This often goes against the instincts of those not familiar with this realm. Horrendous beasts, swirling debris, and even fluctuating portals pass harmlessly by (or even through) those with the willpower not to take notice.

Each portal leads to another reality, but only the one that is the same size and color of the portal will lead back to the reality from which the entrants originated. Most proximate portals will lead to realities very similar to the one the traveler has come from, often with only one or two glaring differences. This may be "close enough" for most explorers, provided that they don't run into the awkward situation of meeting their alternate selves.

However, the deeper one travels into the well, the more lost they will inevitably become. After a few days of travel in the realm, the portals will lead to grossly disparate realities, many immediately fatal to unwary travelers.

Few creatures call the Well of Worlds home, as most of its inhabitants are actually just lost souls from other realms. Of the handful of what would be considered natural inhabitants, three are most common. First are specter gnasts (detailed in the bestiary at the end of this tome). Next are temporal phantoms which take many forms and sizes, though all are irrelevant because they cannot interact or perceive any creature that can perceive themselves. Last are the ashrays, who number in the millions.

As was noted in the racial section, ashrays are all that remain from a successful civilization that meddled with time on a global and prolonged scale. More importantly, the level of the infraction happened on a measure that affected multiple realities, each flushing the ashrays into the Well of

Worlds, creating hundreds of copies of the same tragic cataclysm that brought them to this fate.

It is important to note that time runs somewhat differently and unmeasurably in the Well of Worlds. Ashrays have essentially been here for a very long time, having come from realities with faster timelines, and continuously pour in from those realities with slower time lines. The Well of Worlds will never run short of Ashrays.

This booming population of “stationary unless observed” denizens creates an interesting side effect. Chances are pretty good that if a portal opens up, an ashray will likely be in sight of it. Thus, anyone entering or even peering through a portal is likely to “awaken” an ashray. This ashray, aware that his/her existence is dependent on that observation will hasten to the observer, quite happily exiting the Well of Worlds as a result.

Thus, if you start seeing a lot of ashrays in your area, odds are that your area is likely under the recent effects of some sort of time magic. This “chronomancy litmus test” has recently alarmed many sages aware of the connection. Ashrays have suddenly become a lot more common in the realm, and throughout the Cerulean Seas.

Well of Worlds Traits

The Well of Worlds has the following traits.

- Variable Gravity : Gravity changes at random.
- Variable Time. Time moves faster or slower than the outside world, seemingly at random. When a traveler returns to his own reality, roll a d20. On a roll of 1-10, that many minutes has passed, regardless of how long was spent in the Well of Worlds. On a roll of 11-15, roll a 1d10, and that many hours has passed. On a roll of 16-18, roll another 1d20 and that many days has passed. On a roll of 19, roll a 3d10 and a 1d12, and that many days and months have passed, respectively. On a roll of 20, roll a 1d4, and that many years have passed. This is, of course, the traveler has returned to his own reality. If not, it could be virtually any time in the past, present, or future of a similar reality.
- Infinite Size & Shape: The realms seems to have no boundaries.
- Randomly Morphic: The land and all the features of this world fade in and out at random.
- No Elemental or Energy Traits.
- Non-Aligned
- Normal Magic.

Chapter Five:



Incredible Items

Animal Magic

Anumi often inherit items they wore or used while they were animal companions. Listed below are just a few of the items that can spice up any game that may adventure with some finned and flippered friends.

ANUMI LOTUS

Aura moderate transmutation; **CL** 12th

Slot —; **Price** 250 gp; **Weight** —

DESCRIPTION

This purplish-white flower holds the key to creating the anumis. The flower becomes activated when it is mashed together with the animal's favorite food. Upon complete consumption of this mixture, the animal transforms into a level 1 anumi within 24 hours. It has no effect on creatures that are not natural beasts. The mixture is specific to the animal it was intended for; it will not transform an animal that the food preparer did not care deeply for.

CONSTRUCTION

Requirements: Craft Wondrous Item, *polymorph, wish*; **Cost** 26,250 gp.

Note: This process, known only to select viridian naiads, creates the anumi lotus plant which will eventually produce the magical flower, much like any other water lotuses and lilies. Anumi lotus plants live forever if left unharmed and well cared for, and produce about a dozen flowers per year in warm climates. Once a year, one of these flowers will develop into a fruit, which eventually dries into a floating seed pod that can travel amid the waves for great distances. The plant will not produce flowers in the winter or during cold weather, as they go dormant.

ANUMI LOTUS, MUTANT

Aura moderate transmutation; **CL** 12th

Slot —; **Price** 250 gp; **Weight** —

DESCRIPTION

Since the creation of the anumi lotus, the plant has gone wild and, though rare, can be found spontaneously in just about any region of the Cerulean Seas (and beyond). Some of these specimens have even mutated, creating "mutant lotuses." While sought after by a few for their interesting chimeric transformative effects, these mutant versions are generally viewed as a nuisance because they are easily mistaken for the non-mutant varieties. The flowers of this plant are prepared in

the same fashion as the non-mutant variations and the effects are just as permanent. Furthermore, an animal affected by a mutant lotus cannot be further affected by anumi lotuses of any sort for the rest of their lives. Luckily, the blossom does have some rejuvenating properties, curing the affected animal of all diseases, healing all wounds, regenerating lost limbs and sense organs, and restoring them to the "adult age category" (if they had aged beyond that point). To date, there are 13 documented mutant lotuses. Their names, based on their color, can be very misleading. All anumi lotus blossoms are mostly purplish white. However, the mutant lotuses are subtly tinged or highlighted with a different color (as denoted by their name). A Knowledge (Nature) skill check DC 25 is required to discern the difference. This DC can be reduced by 10 if the blossom can be compared to a non-mutant variety. The effect of each of these blossoms is catalogued below. Certain creature categories are immune to specific lotus types (and these are also listed below). Creatures that fall within that category are completely immune to that lotus type.

Black: The affected animal becomes even more beastly and primeval in appearance, resembling a more ferocious prehistoric ancestor. This is the rarest of the already rare mutant lotuses.

Species Immunity: None known.

Statistical Changes: **Speed** Gains a +10-ft.

bonus to all speeds; **Attacks** The damage dice for one primary natural weapon increases as if the creature were one size larger (if the creature has more than one primary attack, the increased damage is applied to the first attack type it has from this list: bite, claw, slam, gore, talon, sting).

Blue: The affected animal's lower-half becomes fish-like, much like a merfolk.

Species Immunity: all fish

Statistical Changes: gains the "merped" template (Cerulean Seas Campaign Setting).

Brown: The creature becomes covered in sharp spines.

Species Immunity: Echinoderms (starfish, sea urchins)

Statistical Changes: **Special Attacks** Any creature attacking the affected animal unarmed, with a handheld weapon, or with natural attacks takes damage from its spines. A creature that grapples with this creature takes this same damage each round. The amount of damage dealt by the creature's spines is based on its size, and is equivalent to bite damage.

Cyan: The creature becomes venomous and its eyes become snakelike (if it has eyes).

Species Immunity: Sea snakes

Statistical Changes: **Special Attacks** The creature's primary natural attack injects Sea Snake venom upon a successful hit (Cerulean Seas Campaign Setting). If the creature has no natural attacks, it gains a bite attack that deals 1 point of damage and injects this venom on a successful hit.

Dark Green: The creature turns bright green and becomes covered in thick reptilian scales.

Species Immunity: Reptiles

Statistical Changes: **Natural Armor Class** +2.

Grey: The animal gains sleek gray skin and can emit high pitched sounds.

Species Immunity: Cetaceans

Statistical Changes: **Senses** blindsight 120 ft.

Light Green: The creature turns bright red and becomes covered in a thick, lobster-like carapace.

Species Immunity: Crustacean

Statistical Changes: **Natural Armor Class** +2.

Orange: The affected animal's mouth becomes full of razor-sharp shark teeth.

Species Immunity: Chondrichthian (sharks, rays)

Statistical Changes: **Attacks** If the creature does not have a natural bite attack, it gains one appropriate for its size. If it already has a bite attack, the damage dice for this attack increase as if the creature were one size larger.

Pink: The affected animal sprouts a snail-like shell on its back.

Species Immunity: Mollusks

Statistical Changes: **Natural Armor Class** +1; **Special**

Defense The affected creature can pull its body into its shell as a swift action, increasing its natural armor bonus by +6, but it cannot move or attack while retracted. It can return to normal as a free action.

Red: The affected animal becomes covered in brown fur.

Species Immunity: Carniforms (seals, otters)

Statistical Changes: **Senses** scent.

Tan: The affected animal becomes pudgy and covered in short gray fur. In addition, it becomes a strict herbivore if it isn't one already.

Species Immunity: Sirens (manatees, dugongs)

Statistical Changes: **Feats** Toughness.

White: The affected animal sprouts bird wings from its back.

Species Immunity: Birds

Statistical Changes: **Movement** fly speed equal to swim speed (clumsy).

Yellow: The affected animal turns green and has smooth, frog-like skin.

Species Immunity: Amphibians

Statistical Changes: If the creature does not have lungs or gills, it gains them (in addition to its other respiration methods). It can breathe equally well both in and out of the water.

EVERFOOD ALGAE

Aura faint conjuration; **CL** 4th

Slot —; **Price** 360 gp; **Weight** 2 lbs.

DESCRIPTION

This 3-foot diameter clump of kelp-like seaweed sprouts from a tuber core. The leaves of this plant make a nutritious meal that any beast (with the animal or vermin subtype) would find palatable. As long as the tuber remains intact, the leaves replenish within 24 hours. Most sea animals, including carnivorous varieties, enjoy the flavor, and some anumi find that the meal bears a sense of nostalgia. Other creatures find it to be inedible. Consuming the tuber itself is harmless, though it permanently destroys the item's effects.

CONSTRUCTION

Requirements: Craft Wondrous Item, *create food and water*; **Cost** 180 gp.

COLLAR OF BEAST-SPEECH

Aura faint divination and enchantment; **CL** 4th

Slot neck; **Price** 2,000 gp; **Weight** 1 lb.

DESCRIPTION

This stylish black leather and gold-studded collar confers the ability of speech upon an animal. If the wearer is a non-magical natural beast, the collar grants the ability to speak and understand Common. It does not, however, increase the beast's Intelligence. On other creatures, it prevents the wearer from speaking or understanding Common.

CONSTRUCTION

Requirements: Craft Wondrous Item, *comprehend languages, speak with animals*; **Cost** 1,000 gp.

INVISIBLE LEASH

Aura moderate transmutation; **CL** 10th

Slot neck; **Price** 7,000 gp; **Weight** 1 lb.

DESCRIPTION

This item consists of a short metal wand and an adjustable hinged steel collar. It works as an adjustable leash. This device creates an unbreakable bond between the wand and the collar that is both intangible and invisible. Dials on the wand control several functions of the leash. Settings include off (no bond), 5 feet, 15 feet, and 50 feet. If the wand is outside of the maximum range of the collar (50 feet) it cannot activate. Once activated, a creature wearing the collar cannot move or be moved out of the range of the wand's current setting. Collars come in three sizes (all separate items): Small, Medium, and Large.

CONSTRUCTION

Requirements: Craft Wondrous Item, *telekinesis*; **Cost** 3,500 gp.

MAGIC FISHBOWL

Aura moderate conjuration; **CL** 9th
Slot —; **Price** 2,500 gp; **Weight** 15 lbs.

DESCRIPTION

This one-foot diameter round fishbowl has a silvery lid. It can store and recall one willing natural animal. The magic fishbowl has 5 charges when fully charged and charges used are automatically renewed each day. Upon command word, expenditure of a charge, and touch, the item stores one willing natural animal in an extradimensional space. The space is filled with water, and the animal can be seen swimming happily around in it by looking into the fishbowl.

The creature can be recalled instantly and at any time with a second command word by anyone who is holding the orb. The orb can transfer a creature of size Large or smaller. Regardless of size, the unique properties of the extradimensional space prevent more than one creature to be held there at a time. If used to store another creature, the previous creature is expelled. Due to the fragile nature of the extradimensional space, any creature that suddenly changes form or becomes unwilling to be there is also immediately expelled. While in the space, the animal is immune to hunger and thirst, and can breathe normally. Creatures called or expelled from the extradimensional space appear in the nearest unoccupied adjacent space to the pet carrier

CONSTRUCTION

Requirements: Craft Wondrous Item, *rope trick*;
Cost 1,250 gp.

TAG OF HOMING

Aura faint divination and enchantment; **CL** 6th
Slot —; **Price** 3,600 gp; **Weight** —

DESCRIPTION

This golden tag inscribed with magical runes can guide anyone wearing it back to a person or location. This tag can be tied to any other piece of equipment. Once per day, when the tag is held and the command word is spoken, the activator can either set the tag to point to his current location or point to himself. The wearer of the tag will know the direction of the location or person that the tag was previously set to. The tag does not impart distance. If the target is on a plane different from that of the tag, the tag does not function.

Once per hour, the last person who activated the tag via command word may utter another command word, regardless of distance, to impart a strong urge upon the wearer of the tag to go in the direction that the tag is set to point to. However, this urge is only about as powerful as a stern verbal command, and may be disregarded. This does not work if the speaker is on a different plane than the tag.

CONSTRUCTION

Requirements: Craft Wondrous Item, *locate object*;
Cost 1,800 gp.



Aphromorphic Pearls

Hailing from the plane of Dream, morgens often bring with them strange items that are made from the very fabric of this extraordinary realm. One such object is the aphromorphic pearl, the materialized essence of a denizen of the Sea of Dreams. It appears as a large and luminous white pearl, two inches in diameter. If one looks closely at it, they will notice that the pearlescence swirls like stormy clouds. Aphromorphic pearls glow more brightly when near a sleeping subject.

Aphromorphic Pearls

Aura strong transmutation; **CL** 16th
Slot —; **Price** 125,000 gp; **Weight** —

DESCRIPTION

The aphromorphic pearl can only be activated once per day, when the person who is carrying this item falls asleep at the surface of a large body of water. Upon falling asleep, the aphromorphic pearl triggers and releases floating seafoam from it that fills up to four squares adjacent to the sleeper. The seafoam eventually (within 2d4 minutes) coalesces into an extraplanar creature that protects the sleeper to the best of its abilities, including fleeing with the sleeper if possible. Form, additional properties, and additional abilities are dependent on the type of pearl, and described in the “Aphromorphs” section. Creatures that do not sleep or dream cannot use this item.

The aphromorph reverts to seafoam if the sleeper is awakened or slain, the aphromorph is slain, or the aphromorph leaves the body of water it originated from. The sleeper remembers the actions of the aphromorph as if it were a hazy dream. Although the dreamer cannot directly influence the actions of the aphromorph, his general intentions and demeanor are reflected in its behavior.

CONSTRUCTION

Requirements: Craft Wondrous Item, *polymorph any object*, *polymorph*; **Cost** 62,500 gp.
Aphromorphic pearls can only be crafted in the Sea of Dreams.

APHROMORPHS

All aphromorphs created by the pearls share the same base statistics, which are further modified by the type of pearl. Occasionally, the type of creature supersedes some of the base statistics.

BASE APHROMORPH

CR 8



XP 3,200

N Large outsider (extraplanar)

Init +7; **Senses** blindsight 60 ft.; **Perception** +14

Racial Buoyancy: -30^A **Depth Tolerance:** 300 feet

DEFENSE

AC 22, touch 13, flat-footed 18 (+3 Dex, +1 dodge, +9 natural, -1 size)

hp 75 (10d10+20)

Fort +9, **Ref** +10, **Will** +5

DR 10/magic

Immune sleep and fear effects.

OFFENSE

Speed swim 40 ft.

Melee slam +11 (2d6+2)

Space 10 ft.; **Reach** 0 ft.

STATISTICS

Str 14, **Dex** 17, **Con** 15, **Int** 4, **Wis** 11, **Cha** 10

Base Atk +10 **CMB** +13; **CMD** 27 (can't be tripped)

Feats Dodge, Improved Initiative, Improved Overrun, Iron Will, Power Attack

Skills Perception +14

Languages Common, Dreamspeak (cannot speak)

BLEACHED WHALE

The bleached whale appears as an insubstantial white whale with glowing violet eyes.

Speed swim 60 ft.

Ghostly Immunities (Su): Bleached whales are immune to death effects, disease, mind-affecting effects (charms, compulsions, phantasms, and patterns), paralysis, poison, and stun.

Spell-like abilities (CL 16th): Bleached whales can use *invisibility* at will as a spell-like ability. In addition, they can use *ethereal jaunt* once per day as a spell-like ability.

EX-RAY

The ex-ray is a large skeletal stingray with bleach-white bones and hollow eye sockets.

DR 15/bludgeoning

Immune cold

Melee sting +11 (1d6 plus poison)

Space 10 ft.; **Reach** 5 ft.

Poison (Ex)

Sting — injury; save Fort DC 16; frequency 1/round

for 4 rounds; effect 1d2 Dex and 1 Con; cure 1 save. The save DC is Constitution-based.

PALE BOAT

The pale boat is a crème-white living sail boat with ghostly sails that can move of its own accord.

Racial Buoyancy: 2000; **Depth Tolerance:** 0 feet (floating only)

Speed swim 120 ft.

Construct-like Immunities (Su): Pale boats are not subject to ability damage, ability drain, fatigue, exhaustion, energy drain, or nonlethal damage.

Spell-like abilities (CL 16th): Pale boats can use *swift retreat* three times per day as a spell-like ability.

Special: The pale boat appears underneath its dreamer, effectively carrying the dreamer away with it.

SHELL SHARK

The shell shark seems to be made entirely of jagged white sea shells. Its eyes blaze a fearful red.

Natural Armor (Ex): Shell Sharks have a natural armor bonus of +11.

Melee bite +11 (2d6+2)

Space 10 ft.; **Reach** 5 ft.

Spell-like abilities (CL 15th): Shell Sharks are constantly under the effects of the *iron body* spell. This has the same effects as the spell, except that the duration does not expire.

SNOW CRAB

This large angry crab appears to be made entirely of snow and ice. Its eyes glow a menacing pale green.

Speed 40 ft. swim 20 ft.

Immune cold

Melee 2 claws +11 (1d6+2 plus grab)

Space 10 ft.; **Reach** 5 ft.

Special Attacks constrict (1d6+2), breath weapon (15 ft. cone, Reflex DC 17 for half, 2d4 cold, usable every 1d4 rounds)

Special: The snow crab can survive 10 rounds outside of the water, after which it reverts to a pile of snow instead of seafoam.

WHITE MARE

The white mare is a perfect albino hippocampus with pink highlights. It is both majestic and beautiful.

Speed swim 80 ft.

Space 10 ft.; **Reach** 5 ft.

Spell-like abilities (CL 15th): White mares can use *swift retreat*, *dimension door* and *plane shift* three times per day (each spell) as a spell-like ability. It can only use *plane shift* to go to the Sea of Dreams and back to its plane of creation. If the white mare is created in the Sea of Dreams, it loses its *plane shift* ability. The white mare can carry up to two Medium-sized creatures, including its dreamer.



Arcane Algae

Arcane algae is created by coaxing common forms of parasitic algae that infests various plants, towards beneficial uses through arcane and alchemical processes. The procedure itself is a closely guarded secret among the nelumbu, though it is known to take years to get a good tincture and that extensive knowledge of herbalism and alchemy is required.

When obtained, arcane algae is suspended in a special solution that keeps it alive and preserves it, and bottled in a small, tightly stoppered clear glass containers. If the glass breaks or the arcane algae is released into the water, its special properties fade and it reverts to normal algae. The clear glass is essential as the algae requires at least 8 hours of sunlight a week, or the tincture turns clear and is ruined.

When injected or poured into the wound of a sentient plant, a symbiotic relationship is formed and the host gains its benefits after 24 hours. The arcane algae derives nourishment and protection from its host and the host can benefit from a variety of effects depending on the type of algae. The host plant must sacrifice 1 hp from its hit point pool permanently to gain the algae's advantage. A sentient plant can only maintain one arcane algae culture every 6 levels. A *remove disease* or similar effect is required to permanently remove an arcane algae "infection." However, removing the algae does not return the hit points sacrificed to it, and the host's coloration will become a mottled green. The only exception is when a new algae of the same variety is being immediately introduced. This typically happens when the nelumbu finds a specimen of greater rarity. The new algae replaces the old algae with no hit point cost.

Originally designed for nelumbu, arcane algae are of little use to the average adventurer. However, these little plants were introduced to the viridian naiads and works for them as well. It is very likely (at the discretion of the Game Master) the arcane algae will work with most sentient plant or plant-like creatures.

It should be noted that these are living plants with arcane properties and not technically magic items. While they share many properties with magic items, arcane algae are in a category all their own.

Arthrospira (Blue Green Tincture)

Aura faint necromancy; **CL** 10th.

Slot —; **Price** 600 gp (common), 2,400 gp (uncommon), 9,600 gp (rare); **Weight** —.

DESCRIPTION

This blue-green variety of algae renders a normally green nelumbu to develop a bright, aquamarine coloration and its blood (or sap) becomes a water repellent blue gel. When one hit point worth of the nelumbu's fresh blood (sap) is applied weapon or ammunition, the next time that weapon deals damage, the target is also subject to poison. This poison deals 1 point of Constitution damage, once per round, for 3 rounds. Poisoned creatures can make a Fortitude save each round to negate the damage and end the affliction. Subsequent attacks with that weapon are not poisoned. The sap must be fresh (used within 3 rounds of being bled) or it loses its potency.

Creatures with a natural bite attack that bite a nelumbu afflicted with arthrospira will find that they taste terrible, and must make a Will save with the DC equal to the algae's poison DC or gain the nauseated condition. The poison, however, can only be delivered through a wound.

The save DC is based on type of algae. A common arthrospira tincture creates a poison DC of 13. An uncommon arthrospira tincture grants a poison DC of 16. A rare arthrospira tincture produces a poison DC of 22.

CONSTRUCTION

Requirements: Craft (alchemy) DC 20, Knowledge (nature) DC 20, *poison*; **Cost** 300 gp (common), 1,200 gp (uncommon), 4,800 gp (rare).

Chlorella (Bright Green Tincture)

Aura faint conjuration [healing]; **CL** 6th.

Slot —; **Price** 800 gp (common), 6,400 gp (rare); **Weight** —.

DESCRIPTION

The nelumbu who joins with these algae will sprout a few dozen bright-green, short, branch-like extremities from random points on its body. A few of these branches will produce new leaves daily, which have minor healing effects. As a standard action that provokes an attack of opportunity, anyone may consume one or more of these leaves to cure 5 hit points of damage per leaf consumed. The common variety produces 4 leaves per day. The rare variety produces 8 leaves per day that heal 10 hit points of damage each.

CONSTRUCTION

Requirements: Craft (alchemy) DC 16, Knowledge (nature) DC 16, *cure moderate wounds*; **Cost** 400 gp (common), 3,200 gp (rare).

Noctiluca (*Blue Tincture*)

Aura faint evocation [light]; **CL** 3rd.

Slot —; **Price** 600 gp; **Weight** —.

DESCRIPTION

A nelumbu inflicted with noctiluca becomes covered in several bright blue spots, all over its body, that can produce bioluminescent light. The nelumbu may control the intensity of his bioluminescent light from no light at all, up to the intensity and functionality of a hooded lantern.

The nelumbu's control over the light is so fine-tuned, that it can even use it as an attack. Once per day per character level, the noctiluca nelumbu may attempt to disrupt the vision of one target creature within 30 feet by making a ranged touch attack as a standard action that does not provoke an attack of opportunity. If the attack is successful, that creature is dazzled until the beginning of the nelumbu's next turn.

CONSTRUCTION

Requirements: Craft (alchemy) DC 13, Knowledge (nature) DC 13, *light*; **Cost** 300 gp.

Rhodophyta (*Red Tincture*)

Aura faint abjuration; **CL** 4th.

Slot —; **Price** 1,000 gp (common), 2,800 gp (uncommon), 10,000 gp (rare); **Weight** —.

DESCRIPTION

The nelumbu afflicted with this tincture will become covered in reddish trichomes (plant hairs) that look much like fur. This new coating is highly heat resistant, thus preventing some of the damage associated with steam-based attacks. It provides some resistance to steam, but only a finite number of times per day (the trichomes grow back after eight hours of rest). When the rhodophyta nelumbu takes steam damage, several points of steam damage (depending on the variety of tincture) are absorbed harmlessly.

In addition, this absorption circumvents the nelumbu's vulnerability to steam. The damage multiplier from this weakness does not apply until after the damage is absorbed. For example, if a nelumbu with the common variety of this tincture is attacked with 14 points of steam damage, 10 points are absorbed, and the nelumbu only takes 6 points, instead of the normal 21 points it would be subject to if it did not have this tincture.

The common variety can absorb 10 points per day, while the uncommon can absorb 20, and the rare can absorb 50 points of steam damage per day.

CONSTRUCTION

Requirements: Craft (alchemy) DC 14, Knowledge (nature) DC 14, *resist energy*; **Cost Price** 500 gp (common), 1,400 gp (uncommon), 5,000 gp (rare).



Deep-sea Doomsday Artifacts

Occasionally a dark demiplane will return a terrible artifact back to this realm, trusted to the care of dozens of kvols. Some kvols often devote their lives towards keeping these artifacts out of the hands of evil. Featured below are examples of 4 such major artifacts.

AMULET OF ZI

Aura strong evocation; strong evil; **CL** 18th

Slot neck; **Buoyancy** –

DESCRIPTION

This gold amulet features a ring of arcane runes around a demonic octopus. The eyes of the octopus, as well as the runes glow red and appear to be very hot, though do not cause burns unless worn by non-evil arcane spellcasters.

Once per round as a spell-like ability, an evil arcane spellcaster wearing this item can cast any sorcerer/ wizard spell with the word “boiling” in its name, as long as one of the intended targets of this spell is a good-aligned arcane spellcaster. The wielder of the Amulet must be evil, and if she is not exceptionally profane in the opinion of the amulet, the target gains a +5 luck bonus to any save versus this spell.

If a neutral (LN, N, CN) arcane spellcaster wears the *Amulet of Zi*, she takes 6d6 points of steam damage per round of contact. If a good arcane spellcaster touches the Amulet, she takes 8d6 points of steam damage per round of contact. All other characters are unaffected by the amulet.

DESTRUCTION

The Amulet of Zi melts into a worthless lump if a good-aligned cryomancer willingly tries to wear the amulet.



MEGALODON TOOTH DAGGER

Aura strong conjuration, transmutation, and necromancy; **CL** 25th

Slot weapon; **Buoyancy**: -1 bu.

DESCRIPTION

This dagger is intricately carved from the tooth of an ancient megalodon shark. Its blade is etched with eldritch runes that waver and shift with the thoughts of its wielder. It is a +5 unholy vicious wounding dagger. The current owner of the Dagger gains a +10 bonus on Bluff and Stealth skill checks. Once per day, the owner can use *destruction* as a spell-like ability (Fortitude, DC 30). Once per week, the owner can summon 1d3 piscodaemons, as *summon sea monster IX*; duration 25 rounds. The *Megalodon Tooth Dagger* communicates telepathically to its bearer. It starts with messages of how the world needs to return to a more primeval state, pointing out all the injustices and atrocities of the world. It then begins telling of

rich rewards in the afterlife for bringing an end to it all. However, this does not stop with atrocities. Eventually the Dagger demands blood and destruction of everything. If the bearer does not comply, the next use of the destruction ability will backfire and consume the Dagger's owner.

DESTRUCTION

The *Megalodon Tooth Dagger* disintegrates if plunged into the heart of a living megalodon shark that has killed at least a dozen innocent people.



PLUVOKIAN SKULL

Aura strong conjuration, evocation, and illusion;
CL 20th

Slot none; **Buoyancy:** 5 bu.

DESCRIPTION

This merfolk skull appears to be carved from ever-ice and glows with a pale blue radiance. The current owner of the Skull gains darkvision up to 60 feet and blindsense up to 30 feet. When in low-light or darkness, the owner gains a +10 bonus to Stealth checks, a +4 bonus to AC, and a +2 bonus to hit. In sunlight, this becomes a -4 penalty to AC, and a -2 penalty to hit. The owner can use the following spell-like abilities as a standard action (DC 25): *ink* (1/round), *murk* (1/hour), *darkness* (5/day), *deeper darkness* (3/day), and *icy sphere* (1/day). The *Pluvokian Skull* speaks in telepathic whispers to its owner. It encourages the owner to shun the daylight zone, and preaches that true power resides in the deepest depths of the ocean. The Skull slowly perverts its owner to believe that the sun is actually an enemy, and the world would be better off plunged into a new ice age. If the bearer is resistant, the Skull will incessantly plea to be passed on to someone who better understands the plight of the deeper depths.

DESTRUCTION

The *Pluvokian Skull* melts into water after being exposed to direct and true sunlight for 7 days and 7 nights. If so much as a shadow falls across the skull, the attempt fails.



SCEPTRE OF JALORNA

Aura strong conjuration & evocation; **CL** 20th
Slot none; **Buoyancy** 4 bu.

DESCRIPTION

This golden sceptre features a trident-like fork at one end and a crystal sphere at the other, both glowing with a strange violet light. The Sceptre will try to coerce its owner towards preaching the ways of evil, perhaps even starting a cult. If the owner is not loquacious enough about eschewing the ways of good, the rod will turn its powers against its owner at the worst possible moment.

The *Sceptre of Jalorna* acts as a +4 sonic burst spell storing short trident, but its spell storing capabilities can store only spells with the sonic descriptor. While carried in one hand, the rod grants its wielder immunity to sonic attacks. The rod's other powers are as follows.

Divine Roar: Up to three times per day as a swift action, the wielder can emit an ear-splitting roar. This functions as *shout* spell, save that the damage dealt is half sonic and half from divine power.

Summon Sound Elemental: Once per day as a standard action, the wielder can summon an elder sound elemental, 1d3 greater sound elementals, or 1d4+1 huge sound elementals. This functions as per *summon sea monster VIII*, except that it requires a standard action instead of a full round.

Sound of Death: Once per day, the wielder can emit a terrible, soul-chilling sound. This functions as a *wail of the banshee*, save that it does not target or affect evil creatures.

DESTRUCTION

The *Sceptre of Jalorna* explodes if left in absolute silence for 3 days. The catch is that this silence must be witnessed by at least two people who are sworn enemies of opposite alignments during the entire time.

Paradox Magic Items

From time to time, aqua-xax become accomplished magical artificers. Like most xax, these crafters are obsessed with the nature of reality as well as paradoxes that can lead to a better understanding of this nature. The items that they craft are usually unlike any other in the realm, as they explore these fascinating aspects. The following are a few examples of their unique works.

BIANCHINI'S FERRY TOKEN

Aura moderate transmutation; **CL** 11th.
Slot none; **Price** 1,050 gp; **Buoyancy**: -1 bu.

DESCRIPTION

This is a large gold coin with an ornate compass design and a small blue sapphire in the center. It has no discernable runes or writing, though upon cursory examination many of the patterns on the coin look like letters.

When held in hand (or equivalent) the token's bearer, while at the surface of the water, will be affected by water currents in reverse, effectively traveling upstream, and potentially up waterfalls and out of whirlpools. The strength of the current remains the same, though the direction is reversed for the bearer and his equipment. If at any point that the bearer is no longer holding the token, or the bearer is no longer at the surface of the water, the effect ends.

CONSTRUCTION

Requirements: Craft Wondrous Item, *control currents*, *neutralize buoyancy*; **Cost** 525 gp.

CROCODILE-TOOTH CARCANET

Aura strong evocation; **CL** 9th.
Slot neck; **Price** 9,000 gp; **Buoyancy**: -1 bu.

DESCRIPTION

The crocodile-tooth carcanet looks like a rather unassuming string of crocodile teeth. A simple knot fastens the grisly gorget around one's neck.

The wearer of this necklace gains a rather peculiar ability when making a melee attack. Before each attack roll, as a free action, the wearer may declare the carcanet active.

When active, the carcanet completely ignores attacks that miss. However, if the attack hits, the

attack is immediately rerolled. If the second attack roll misses, the entire attack misses.

However if the attack roll would hit, the owner may choose the better of the two rolls. While this may increase the chance of missing, it also increases the chance of a critical hit.

If the wearer is unhappy with both successful rolls (and is really fishing for that critical), another roll can be made until the wearer is satisfied with the better roll or he rolls a failed attack roll, in which case the effect ends and the attack misses. Keep in mind that a natural 1 is always a miss.

CONSTRUCTION

Requirements: Craft Wondrous Item, *Borrow Fortune*; **Cost** 4,500 gp.

PRESSURE UMBRELLA

Aura moderate abjuration, moderation transmutation; **CL** 11th.
Slot none; **Price** 4,000 gp; **Buoyancy**: -3 bu.

DESCRIPTION

A pressure umbrella is essentially a 4-foot-diameter, flattened gold ring embossed with arcane runes and enameled with a blue-green alchemical solution. Its power can be turned on and off through a command word.

The effect of a pressure umbrella is deviously simple. By cutting off the channel of water directly above it using a super-thin extra-dimensional space, the water directly below is subject to pressure as if the umbrella is the water's surface, but only in squares directly underneath the umbrella. While the ring itself is magical, the effect on pressure is due to a natural process known as the hydrostatic paradox, and therefore cannot be dispelled and can extend into areas of antimagic.

While a handle can be added for pressure sensitive races to use this as a sort of umbrella against the effects of water pressure, some may use this item to cause harm. A ceiling equipped with a pressure umbrella in a deep sea environment could subject all those who pass under it to the deadly effects of "the bends."

CONSTRUCTION

Requirements: Craft Wondrous Item, *protection from pressure*, *rope trick*; **Cost** 2,000 gp.

THESEUS WHEEL

Aura moderate transmutation, moderate conjuration; **CL** 10th.

Slot none; **Price** 15,000 gp; **Buoyancy**: 5 bu.

DESCRIPTION

The Theseus Wheel is a masterwork ship's wheel that is devoid of all prismatic color. Though it appears to be made of wood and metal, it is all black, white and shades of grey.

When mounted to a ship (either as a replacement wheel or as an adornment), the magic of the wheel activates. Each time the ship takes damage, the wheel automatically repairs this damage by the end of the next round. However, each repaired section loses its color and becomes black & white toned like the wheel. In addition, a running total of the hit points repaired is kept. When that total equals or exceeds the craft's maximum hit point total, the wheel ceases to function for that ship, and the entire ship is rendered colorless. Afterwards the wheel can be moved to a new ship, but will not work on a ship that it previously repaired in this way until every black and white toned board, feature, and component has been replaced.

CONSTRUCTION

Requirements: Craft Wondrous Item, *make whole*, *mend*, *prestidigitation*; **Cost** 7,500 gp.

ZENO'S TURTLE AMULET

Aura strong transmutation; **CL** 14th.

Slot neck; **Price** 12,000 gp; **Buoyancy**: -1 bu.

DESCRIPTION

This elaborate gold amulet is in the shape of a turtle. It has a simple leather cord so that it can be worn around the neck.

Once per round as a free action, the wearer may choose one target enemy that has not made a move action that round. The amulet then shifts the order of reality slightly so that the wearer's move action happens immediately after his chosen enemy's move action, before that enemy can take any other action (including free actions). No other action sequences change, and the turn sequence reverts to normal after this effect. The effect fails, however, if the wearer is not at least 10 feet away from his chosen enemy at the end of the wearer's move action.

If done consecutively against the same pursuing enemy, that enemy should never be able to catch the wearer, even if there is a large discrepancy between the speed of the pursuer and the pursued.

CONSTRUCTION

Requirements: Craft Wondrous Item, *expeditious retreat*, *haste*; **Cost** 6,000 gp.



Shuttle Bugs

Insects are resilient creatures in general. Their nervous systems often don't require a brain for the body to keep on kicking. When the Sanguine River Estuary entobians learned alchemy and magic, they immediately began to investigate their own strange biology and started their experiments with their giant, mutated cousins. While these entobian pioneers were, perhaps, only looking for the secrets of their own identities, they also learned to manipulate the physiology of these titanic water insects.

Many horrible monstrosities ensued, but those few that remained are now known as "shuttle bugs." These giant insects have had their heads removed and large holes carved into their thorax. Over these holes, elaborate saddles or howdahs are mounted. Copper tubes, alchemical bottles, and other apparatus are grafted to the insect's innards that keep the body alive, give the insect's body special powers, and allow for the insect's nervous system to bond with that of another's. The altered insect is nourished with a bucket of chum poured directly into a funnel that leads to its digestive organs.

While this sounds grisly, and even a bit macabre, most marine entobians think nothing of it. After all, worse parasitic arrangements exist throughout the arthropodic kingdom, and among insects especially. In addition, entobians feel that they are the pinnacle of insect evolution and therefore have a right to treat their insect underlings however they wish.

Ethical concerns aside, shuttle bugs come in three main forms: whirligig, water bug, and diving beetle. Entobians tend to view these "vehicles" as status symbols. Aside from being grossly expensive, there are lots of amenities that can be added to make them more versatile and appealing.

SHUTTLE BUG

Aura moderate transmutation; CL 11th.

Slot none; **Price** 15,500 gp (whirligig & diving beetle), 20,500 gp (water bug); **Buoyancy:** same as insect.

DESCRIPTION

A shuttle bug shares the same vital statistics as the insect that it was crafted from (see the Bestiary at the end of this tome), and it is technically both a living creature (in a sense that it was once a living creature and its body is still technically alive) and a magical object. There are only three basic differences. First, without a head, the bite attack is also gone, as well as all of its sensory organs. Next, the insect's wisdom and charisma have also left with its head. Lastly, without a rider, the body just sits there and will eventually die if it is not fed manually. It will not defend itself (without an amenity installed that lets it do so), nor will it respond to stimulus at all.

When a Small or Medium-sized intelligent arthropod (while made for entobians, karkanaks and chronopterids also qualify) sits in the saddle of a shuttle bug, his nervous systems magically bonds with the shuttle bug in a manner similar to a *parasitic visage* spell (AZURE ABYSS). This process takes a full round action.

Afterwards, the rider and the shuttle bug essentially become one hybrid creature. The rider gains the creature's size (and associated penalties), buoyancy, depth tolerance (and sensitivity if applicable), natural melee attacks, immunities, resistances, vulnerabilities, extraordinary abilities, and senses. When actively controlling the shuttle bug's body, the rider also gains the creature's Strength, Dexterity, and Constitution scores. Hit point pools remain separate, though damage done to the hybrid rider-bug subtracts from the shuttle bug's hit point pool first. When the shuttle bug's hit point pool reaches zero or less, the shuttle bug irrevocably dies and all effects end.

At the beginning of the round, the rider must determine which body he will be controlling: his own or the shuttle bug's. When the rider is controlling his own body, he uses his normal statistics, though it's as if he were riding a mount. In this mode, the rider only effectively gains the creature's defenses (immunities, resistances, and vulnerabilities), senses, and depth tolerance. The shuttle bug continues to maintain its position, including fighting the effects of buoyancy (if applicable), though takes no other actions. The rider may leave the shuttle bug (thus breaking the bond) as a move equivalent action.

When attacking with the shuttle bug, the rider's combat statistics are adjusted by the physical properties of the host. His Reflex and Fortitude saving throws are now adjusted by the shuttle bug's, rather than his own. In addition, his attack bonus, CMB, and CMD are likewise adjusted.

CONSTRUCTION

Requirements: Craft Wondrous Item, *parasitic visage*; **Cost** 7,750 gp (whirligig & diving beetle), 10,250 gp (water bug).

Common Shuttle Bug Amenities

A large shuttle bug can have a maximum of 6 amenities (including repeats of the same amenity) added to it. A huge shuttle bug may have up to 15. Amenities are added at the time of creation and cannot be added later.

Acid Wash: Shuttle bugs with this feature have a pipe jutting from where their head used to be. This gives the shuttle bug the Spit Acid feat, even though it does not qualify. This amenity can be added multiple times, each time applying the feat as if it was taken multiple times. **Cost:** 5,500 gp.

Alarm: When not ridden, if the shuttle bug takes any damage it will begin shrieking loudly and anyone within 180 feet of the shuttle bug can hear it clearly. A rider must bond with the bug to shut off the alarm. **Cost** 250 gp.

Buoyancy Control: The shuttle bug maintains its depth and position even when not being ridden and not tied down. **Cost** 1,200 gp.

Climate Control: This feature grants the shuttle bug limited protection from damage of whichever one of five energy types selected at the time of adding this particular amenity. acid, cold, electricity, steam, or sonic. The subject gains resist energy 10 against the energy type chosen. This amenity can be added multiple times, each time adding a different energy type (but not more energy resistance for an existing type). **Cost** 3,000 gp.

Depth Acclimation: The shuttle bug's depth tolerance increases 300 feet. This amenity can be taken multiple times, adding 300 feet each time. **Cost:** 500 gp.

Flee Trigger: When not ridden, if the shuttle bug takes any damage it will flee away in the opposite direction of the source of the damage (or a random direction if a direction cannot be determined) at its maximum speed for 6 rounds. **Cost** 1,200 gp.

Gills: The shuttle bug can breathe water normally. Note that without this amenity, the shuttle bug can drown if it is not surfaced regularly. Also the rider gains the benefit of the shuttle bug's respiration, but not the other way around. **Cost:** 1,200 gp.

Headlight: A large bioluminescent orb has been added to the front of the shuttle bug. The rider can control the intensity of this bioluminescent light from no light at all, up to the intensity and functionality of a hooded lantern. **Cost:** 500 gp.

Passenger Seating (Huge-sized shuttle bugs only): Up to 3 additional seats for Small or Medium-sized passengers can be added. The passengers do not gain any of the abilities of the rider, however. **Cost:** 100 gp. per seat.

Pike: A large spike is added to the front of the shuttle bug granting it a gore attack that does 3d6 damage and is a primary attack, or a secondary attack when used with other weapons. This damage is modified by the shuttle bug's Strength normally. **Cost:** 200 gp.

Potion Deploy: A single potion can be added to the shuttle bug's internal mechanisms as a full-round action. Afterwards the rider can cause the shuttle bug to imbibe that potion as a free action. This amenity can be taken multiple times, adding another spot for another potion each time. **Cost:** 600 gp.



Slime Balls

When alchemists and wizards studied sea squoles, they made many wonderful discoveries. Slime balls are the fruits of their labor and combine both magic and ooze in new and wonderful ways.

When discovered, a slime ball appears as nothing more than a monochromatic, hardened rubber ball of about 6 inches in diameter. In this deactivated form, it has no special powers though it radiates faint alteration magic. It is activated by knocking it against a solid surface, at which point it erupts into a specific ooze-form, the powers of which varies by its specific description. Slime balls follow telepathic commands from the person who activated them, and otherwise just bob up and down and perform no actions, including defending themselves. The range of the telepathic control is 50 feet. The slime ball can perform only one activity at a time, but it repeats the same activity over and over again if told to do so as long as its master remains within range. A slime ball remains activated until slain or commanded to deactivate.

SLIME BALLS

Slime balls are living magic items that share the same basic statistics. When slain, they revert to inert spheres of rubber which can then be destroyed normally (hardness 4, 5 hit points). A slime ball rendered inert in this fashion cannot be activated again for another 24 hours.

SLIME BALL

CR 2



XP 600

N Small ooze

Init +6; **Senses** blindsight 60 ft.; Perception -5

Racial Buoyancy: 30 **Depth Tolerance:** Immune to Pressure

DEFENSE

AC 13, touch 13, flat-footed 11 (+2 Dex, +1 size)

hp 19 (3d8+3); fast healing 2

Fort +2, **Ref** +3, **Will** -4

Immune ooze traits

OFFENSE

Speed 20 ft., climb 20 ft., swim 20 ft.

Melee slam +4 (1d4 +3 plus grab)

Special Attacks constrict (1d4 +3)

STATISTICS

Str 17, **Dex** 15, **Con** 13, **Int** 2, **Wis** 1, **Cha** 1

Base Atk +2; **CMB** +4 (+8 to grapple), **CMD** 16 (cannot be tripped)

Feats Improved Initiative, Skill focus (stealth)

Skills Climb +15, Stealth +17; **Racial Modifiers** +4 Stealth
SQ ooze traits

SLIME BALL, GOO KEEPER

Aura moderate transmutation; **CL** 11th.

Slot none; **Price** 1,050 gp; **Buoyancy:** 0 bu.

STATISTICAL CHANGES

Racial Buoyancy: 0

Immune water currents

DESCRIPTION

Once activated, the goo keeper becomes a globulous yellow orb trailing several whip-like tentacles, and vaguely resembles a jellyfish. As a full-round action, the goo keeper can wrap its tentacles around a Medium-sized or smaller object or willing creature, thus providing the target with neutral buoyancy and immunity to water currents.

CONSTRUCTION

Requirements: Craft Wondrous Item, *animate objects*, *control currents*, *neutralize buoyancy*; **Cost** 525 gp.

SLIME BALL, JELLY FISH

Aura moderate divination and transmutation; **CL** 11th.

Slot none; **Price** 8,300 gp; **Buoyancy:** 30 bu.

STATISTICAL CHANGES

Speed swim 120 ft. (has no land or climb speed)

DESCRIPTION

An activated jelly fish looks like a sea bass composed entirely of green slime. The jelly fish can deliver messages as if affected by the *animal messenger* spell. Once the jelly fish has delivered its message, it vanishes in a cloud of murk and returns unerringly to its master via *teleportation*. If the slime's master is no longer on the same plane as the jelly fish when this event occurs, it merely reverts to inert form and floats to the surface, awaiting a new owner to find and claim it for its own use.

The jelly fish can also be used to store up to three paper scrolls including magical ones. When holding a scroll, both the jelly fish and its contents are under the continuous effects of a *nonetection* spell. Any scrolls inside the jelly fish are destroyed when the jelly fish is deactivated.

CONSTRUCTION

Requirements: Craft Wondrous Item, *animal messenger*, *animate objects*, *nonetection*, *teleport* object; **Cost** 4,150 gp.

SLIME BALL, SCUM BAG

Aura moderate transmutation, moderate conjuration; **CL** 11th.

Slot none; **Price** 8,300 gp; **Buoyancy:** 30 bu.

DESCRIPTION

When a scum bag is activated, it becomes a frog-like brownish red ooze. The scum bag's mouth opens into a nondimensional space: its inside is larger than its outside dimensions. Regardless of what the scum bag eats, its buoyancy (and weight) never changes. The scum bag's capacity is 40 cubic feet.

If the scum bag reverts to its inert form or it is overloaded, its contents are all ejected into a random location on the astral plane. If living creatures are swallowed by the scum bag, they can survive for up to 10 minutes, after which time they suffocate. Magic items swallowed by the scum bag do not offer any benefit to the scum bag.

The scum bag can retrieve any one item contained inside it for its master once per round. Alternatively, it can eject any item contained inside it into a random location on the astral plane, if directed to do so by its master.

CONSTRUCTION

Requirements: Craft Wondrous Item, *animate objects*, *secret chest*; **Cost** 1,150 gp.

SLIME BALL, SLUDGE DRUDGE

Aura strong transmutation; **CL** 14th.

Slot none; **Price** 27,500 gp; **Buoyancy:** 30 bu.

STATISTICAL CHANGES

Int 10, **Wis** 10 (sludge drudges are significantly more sapient than other slime balls)

Spell-Like Abilities (CL 11)

1/day-cure light wounds, light, mending

Skills Craft (alchemy) +2, Craft (leatherworking)

+2, Heal +2 (**Racial Modifiers** Craft

(alchemy) +2, Craft (leatherworking) +2,

Heal +2)

DESCRIPTION

The sludge drudge, once activated, becomes vaguely humanoid purple ooze. The sludge drudge is well suited to perform all manner of menial tasks, and is intelligent enough to do them. It is the only slime ball capable of performing tasks on its own accord, though it remains completely obedient to its master. Unfortunately, its memory is completely erased every time it is deactivated.

CONSTRUCTION

Requirements: Craft Wondrous Item, *animate objects*, *awaken construct*, *bestow insight*, *cure light wounds*, *light*, *mending*; **Cost** 13,750 gp.



Trueforms Innovations

Great inventors, the aglooliks in Fiskheim and the hitogoi of Senkokoku especially, have been inventing clever gadgets to help trueforms for over a century. A few of these are listed below.

Adapted Weapon: A weapon with this modification gains the “trueform” quality by adding straps, braces, levers, springs, and other mechanisms that make it useful to a creature without hands. Only simple melee or plunge weapons can be adapted in this way. The weapon is tailored to the trueform’s body type and size, and thus is only useful for the trueform it was made for. Adapted weapons also have the “strapped” quality and take a full round action to arm or disarm.

This modification also changes the weapon’s category. Adapted weapons are considered martial weapons for proficiency purposes.

Price +250 gp; **Bu** –

Beibaoyu: This Hitogoi-craft, 3-foot-long, mechanical fish is actually a mobile backpack that follows its owner by smell in a straight line. From a distance of 30 feet or more, the beibaoyu is indistinguishable from a normal fish. Closer inspection reveals its true nature with a successful Perception check, DC 13. A beibaoyu has a swim speed of 20 feet.

Dials on the inside of the mechanism can set the following distance between the fish and the owner from one foot to up to a mile. The beibaoyu has the same capacity as a Medium-sized backpack. If the beibaoyu is knocked off course, impeded, is too close to its owner, or loses the scent of its owner, it will attempt to swim in a slow, 20-foot-radius circle until conditions change. It cannot defend itself, nor does it have any intelligence so it will not run from danger. It basically has only two functions: follow its owner and hold objects inside it. Beibaoyu offer trueforms a clever and camouflaged place to stash their clothing and

equipment while they scout disguised as a normal animal.

A Beibaoyu weighs -20 bu (deactivated) and costs 250 gp. **Expiration:** 6d12 months, **Maintenance:** 5 gp., **Mechanical DC:** 19.



Jabber bow : This aglootech weapon runs on deep ice and fizzle juice, and allows a trueform without hand-equivalent tool use to shoot a crossbow. The jabber bow can fire up to two bolts per round, which is also limited by the character’s number of attack per round. The bow alternates between the statistics for a light crossbow and a hand crossbow with each shot. The jabber bow is considered a ranged exotic weapon with the trueform and strapped quality. It is also quite noisy, making a loud ticking and gurgling noise during the entire round that it is fired as it readies the next bolt. A jabber bow weighs -10 bu and costs 500 gp.

Ammunition: A fully loaded jabber bow takes 20 bolts, 3 cubes of deep ice, and an ounce of fizzle juice. It takes 3 full round actions to load.



Jiazhi shoubi: This Hitogoi-craft mechanical arm can be made for any sized trueform that have the force manipulation tool use ability. The jiazhi shoubi can be strapped into any comfortable position on the trueform's body and activated. The arm is controlled by the trueform's force manipulation tool use ability, monopolizing that ability so it cannot be used for anything else while the arm is being controlled. Uncontrolled, the arm just hangs limply. Only one arm can be controlled at a time. Unlike force manipulation, the jiazhi shoubi uses the characters own Strength and Dexterity scores. Other than that, it behaves like a normal arm and even conveys a rudimentary sense of touch.

A jiazhi shoubi weighs -5 bu for small size, and an additional -5 bu for each additional size category. It costs 150 gp. **Expiration:** 1d12 months, **Maintenance:** 2 gp., **Mechanical DC:** 16.



A kuileimola can be deactivated and folded into a 8" diameter sphere for easy storage. In this state, it is considered an inanimate object.

A kuileimola weighs -5 bu (deactivated). It costs 650 gp. **Expiration:** 3d12 months, **Maintenance:** 1 gp., **Mechanical DC:** 18.

Sea legs: This aglootech device gives seabound trueform legs, as well as supplying a sort of dry-land life support, keeping the trueform hydrated or providing water to breathe if needed. Once donned, which takes 3d4 rounds, it confers a land speed of 30 feet. Small grasping arms are also included, but they are only capable of holding one object of two size categories smaller than the trueform. The arms have only two functions; drop and hold. They cannot manipulate objects. Sea legs are also very loud, making a cranking and clanging sound whenever they are used. They run on one cubic foot of deep ice, which is depleted after 24 hours of use (which does not have to be consecutive). Sea legs weigh -50 bu per size category, and cost 1,000 gp per size category.



Kuileimola: This Hitogoi-craft mechanical remora imp can take the place of a normal remora imp among a trueform's collective of imps.

It has the same statistics as a normal remora imp with the following changes: It gains the Construct

creature type, it gains a natural armor bonus of +1, its Hit Dice become d10s (recalculate hit points), and its saving throws are as a construct's. It gains construct traits, and acid, cold, steam and sonic resistance 10. It also gains Damage Reduction 5/adamantine.



Underwater Music

What sort of music exists under the waves? Most musical instruments as we know them won't work underwater. The easy answer is vocalization. There's no particular reason to believe that it would sound anything like earthly vocal music, though. Several factors change when going from a gaseous to an aqueous atmosphere.

First is the scale. The western scale, an octave consisting of 12 half-steps (with variable placement, called temperament) arose from the Pythagorean system, a set of intervals in low ratios (like 3:2) that sound pleasing to the ear. These ratios are easily demonstrated, and were probably derived using, stringed instruments whose sounds travel through air to the human ear. They also occur as harmonic overtones on wind and brass instruments.

Underwater, however, plucked strings don't make their characteristic tones. The ideas of what is considered consonant or aesthetic need not have anything to do with these ratios. Sound travels differently through water, and the land-based reference instruments are not available. Underwater music may sound very different, and that can start with a different scale. There's no reason they couldn't have come up with the same scale through math, but one can plausibly change this to make water-dwellers different.

Next, melody and rhythm may be different. Whale-song, for example, doesn't sound much like music to our ears. The sounds are longer and the intervals between "notes" tend to be small (almost "stepwise", were one to impose a scale on that). The latter might be constrained by cetacean vocal cords, but the former is probably in part because sound travels differently through water, with more echoing. This will push music toward being slower-moving; simple underwater music might sound a lot like plainchant. (Plainchant also tends away from large-interval jumps; it happens, but most movement is stepwise, and this plus the lack of rhythmic variation contributes to that "somber" sound one associates with it.)

Harmony may seem different as well because of echoes, distortion, and the fact that from any particular vantage point underwater a note will "linger" longer. This constrains how one can harmonize it if one wants the results to be consonant. On land, if someone plucks or strikes a string and does not interfere with it (damping it, fretting elsewhere along its length, etc.), it will ring for some time after the initial note. Those notes are still "in the air" when other notes are played. Consequently, underwater music will rely mainly on consonances for harmonizing but will also explore the possibilities of well-placed dissonance. Harmony can also use rhythmic variation, so long as its overall shape fits into that long-decay property of underwater music.

Beyond vocalization, other musical instruments can exist. Chapter 4 of *CELADON SHORES* introduced metallophones (xylophone-like musical instruments that work well underwater) as well as discussed some of the complications of undersea musical instruments.

With the introduction of a highly artistic race, the woggles, we took the time to revisit this concept and discovered a burgeoning underwater performance field. From the inspiration of these pioneer musicians, we imagined instruments that the woggles would develop to create a diverse portfolio of musical sounds.

As we already discovered with metallophones, some percussion instruments, especially those made of dense metal, work fairly well under the water. Through further experimentation, we discovered that friction-based instruments like the violin also work, sounding a bit dampened and haunting compared to their terrestrial performances. The underwater friction effect is easily demonstrated every time you do dishes. That squeak one hears when the plates are rubbed under the dishwater is loud and clearly audible even outside the sink.

Lastly, one can conceivably create all manner of "woodwater" instruments (in the same vein as woodwinds) that rely on focused water currents rather than air. However, the nature of water would require the water to be considerably pressurized, thus precluding the water from being "mouth-blown" into the instrument. Thus, hand pumps and bellows would be more likely.

Below are some of the musical instruments available to woggles (as well as anyone else, at the discretion of the Game Master). These are in addition to the music makers already presented in CELADON SHORES.

Aqualin: Perhaps the most familiar underwater instrument, the aqualin is little more than a normal violin made to work well under the waves. Made of swampwood and sealed with special resins, the aqualine sounds much like a violin does above the waves when its bows is drawn across it, though a creepy antique recording of one. Other sizes of this instrument exist, including the aquaola (aquatic viola) and the aquacello. **Cost:** 100 gp (aquaola 150 gp, aquacello 200 gp).

Crystallophone: The crystallophone, or glass armonica as it is more commonly called, is a spinning instrument that uses a series of glass vessels graduated in size to produce musical tones by means of friction. Usually played with the fingers rubbing against the bowls' rims, the crystallophone produces the most ethereal and delicately sweet sounds. **Cost:** 500 gp.

Darbuka: The darbuka, also known as chalice or goblet drum, works particularly well under the water when made mostly of metal. It produces a resonant, low-sustain sound while played lightly with the fingertips and palm. While less resonant than dry-land drums, the sound is reminiscent and perfect for keeping rhythm. **Cost:** 10 gp.

Hydraulophone: This hydraulophone is the first instrument to use water rather than air to produce sound. By manipulating water jets through a variable system of tubes and flow vessels, one can stimulate and direct subtle changes in water turbulence to sounding mechanisms inside the instrument, and create compelling acoustic and expressive possibilities. The water pressure is maintained by a hand pump that provides the instrument with enough pressure to play for 5 minutes before it needs to be recharged (which takes another minute of pumping). **Cost:** 750 gp.

Rotacorda: A rotacorda produces sound by a crank-turned wheel rubbing against musically-tuned strings. The wheel functions much like a violin bow, and single notes played on the instrument sound similar to those of an aqualin, though many more notes can be played in a sort of ethereal harmony. **Cost:** 200 gp.

Singing Bowls: A type of metal standing bell that produces harmonic overtones when the user either strikes or rubs the rim with a mallet. They produce a characteristically ceremonious sound, harkening to something one might hear in a temple or monastery. **Cost:** 20 gp.



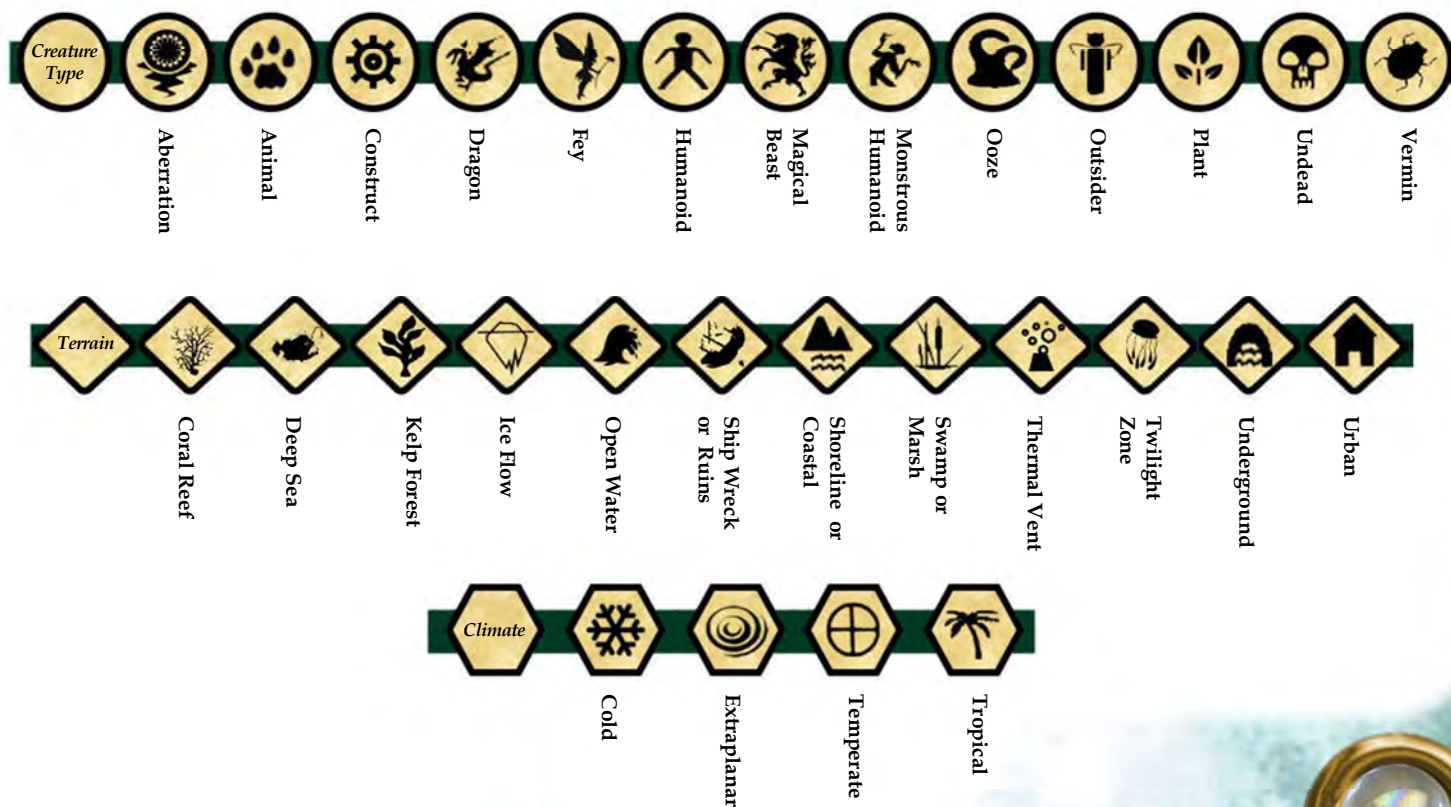
Chapter Six:



Breathtaking Beastiary

Creature Glyphs

Much like in the PATHFINDER ROLEPLAYING GAME BESTIARY, the Cerulean Seas Bestiary and other Alluria Publishing products use 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.



Anumi, Amphibian (Frog)

This fierce swampland defender appears to be the average fighter from the neck down. However its bulbous, frog-like head and saucer eyes mark this ranger as something special.

ANUMI, AMPHIBIAN

CR 1/2



XP 200

Male anumi ranger 1

N Medium humanoid (anumi)

Init +2; Senses Perception +8

Racial Buoyancy: -20^A Depth Tolerance: 300 feet

DEFENSE

AC 14, touch 12, flat-footed 12 (+2 armor, +1 Dex, +1 dodge)

hp 11 (1d10+1)

Fort +3, Ref +4, Will +2

Resist acid 5

OFFENSE

Speed 20 ft., Swim 30 ft.

Melee trident +4 (1d8+4/×2)

Ranged composite longbow +3 (1d8/×3)

Special Attacks Favored Enemy(Ex) Humanoids (Reptilian) +2 bonus, Grasping Tongue

STATISTICS

Str 17, Dex 14, Con 12, Int 10, Wis 15, Cha 6

Base Atk +1; CMB +4, CMD 17

Feats Dodge

Skills Climb +7, Heal +6, Perception +8, Ride +6, Stealth +5,

Survival +6; Racial Modifiers +2 Perception

Languages Common, Boggard

SQ Bestial Fortitude, Track

ECOLOGY

Environment temperate swamp

Organization solitary, pair, or knot (4-6)

Treasure NPC gear (muck armor, trident, longbow, quiver of 20 arrows, other treasure)

SPECIAL ABILITIES

Bestial Fortitude (Ex) Amphibian anumi gain a +2 bonus on saving

throws versus disease and poison.

Grasping Tongue: The amphibian anumi can choose to make a grapple maneuver with its tongue on targets up to 10 feet away.

It does not provoke an attack of opportunity or incur penalties for not having both hands free when starting a grapple in this manner. Normal rules for grappling apply afterwards.

Anumi, Avian (Osprey)

This Bowman has the head and piercing eyes of a majestic osprey. Can you think of a more formidable archer?

ANUMI, AVIAN

CR 1/3



XP 135

Male anumi warrior 1

N Medium humanoid (anumi)

Init +2; Senses Perception +1

Racial Buoyancy: -20^A Depth Tolerance: 300 feet

DEFENSE

AC 15, touch 12, flat-footed 13 (+3 armor, +2 Dex)

hp 11 (1d10+1)

Fort +3, Ref +2, Will -1

OFFENSE

Speed 20 ft., Swim 30 ft.

Melee warfork +4 (1d8+4/×2)

Ranged longbow +5 (1d8/×3)

Spell-like Abilities (CL 1st)

1/day — neutralize buoyancy (self only)

STATISTICS

Str 16, Dex 15, Con 13, Int 8, Wis 8, Cha 14

Base Atk +1; CMB +4, CMD 16

Feats Weapon Focus (Longbow)

Skills Diplomacy +3, Perception +1; Racial Modifiers +2 Perception

Languages Common, Delatari

SQ Bestial Reflexes, Feather Magic, Osprey Eyes

ECOLOGY

Environment temperate coast

Organization solitary, or flock (5-12)

Treasure NPC gear (sharkhide armor, warfork, longbow, quiver of 20 arrows, other treasure)

SPECIAL ABILITIES

Bestial Reflexes (Ex) Avian anumi gain a +2 bonus on saving throws versus area attacks with the electricity, steam, or light descriptors.

Osprey Eyes (Ex) Avian anumi have a +1 racial bonus to ranged attack rolls.

Anumi, Carniform (Otter)

This burly, chainmail clad, otter-headed guard brandishes a lethal greatspear. He eyes passersby with scrutiny and does not appear to be easily distracted from his charge.

ANUMI, CARNIFORM

CR 1/3



XP 135

Male anumi warrior 1

CE Medium humanoid (anumi)

Init +6; Senses low-light vision, scent; Perception +2

Racial Buoyancy: -20^A Depth Tolerance: 300 feet

DEFENSE

AC 15, touch 11, flat-footed 14 (+4 armor, +1 Dex)

hp 12 (1d10+2)

Fort +4, Ref +1, Will +0

OFFENSE

Speed 20 ft., Swim 30 ft.

Melee greatspear +4 (2d6+4/19-20)

Ranged dart +2 (1d4+3/×2)

STATISTICS

Str 16, Dex 13, Con 15, Int 10, Wis 10, Cha 10

Base Atk +1; CMB +4, CMD 15

Feats Improved Initiative, Improved Trip

Skills Intimidate +4, Perception +2; Racial Modifiers +2

Perception

Languages Common, Pinnipar

SQ Vigilant

ECOLOGY

Environment any urban

Organization solitary, pair, or pack (4-12)

Treasure NPC gear (chain mail shirt, greatspear, 8 darts, other treasure)

SPECIAL ABILITIES

Vigilant: Carniform anumis receive a +2 racial bonus on Initiative checks

Anumi, Cetacean (Orca)

Clad in splendid coral plate, and wielding a virtuous war fork, this whale-headed paladin seems to embody a surreal representation of undersea knighthood.

ANUMI, CETACEAN

CR 1



XP 400

Male anumi paladin 1

LG Medium humanoid (anumi)

Init +1; **Senses** Perception +2, Blindsight 60 feet

Racial Buoyancy: -20^A **Depth Tolerance:** 300 feet

DEFENSE

AC 19, touch 10, flat-footed 19 (+8 armor, +1 shield)

hp 11 (1d10+1)

Fort +3, **Ref** +1, **Will** +2

OFFENSE

Speed 15 ft., Swim 20 ft.

Melee warfork +4 (1d8+3/×2)

Ranged dagger +2 (1d4+3/19-20)

Special Attacks Smite Evil (Su) +2 to hit, +1 damage, 1/day

STATISTICS

Str 16, **Dex** 13, **Con** 12, **Int** 10, **Wis** 10, **Cha** 15

Base Atk +1; **CMB** +4, **CMD** 15

Feats Combat Reflexes

Skills Diplomacy +6, Perception +2, Sense Motive +4;

Racial Modifiers +2 Perception

Languages Common, Ceti, Delatari

SQ Aura of Good, Detect Evil

ECOLOGY

Environment any urban

Organization solitary, pair, or pod (5-12)

Treasure NPC gear (coral armor, light coral shield, warfork, 3 daggers, other treasure)

Anumi, Chondrichthian (Shark)

Wearing the simple trappings of a monk, this great white shark-headed man looks quite peaceful despite his huge arms and razor sharp teeth.

ANUMI, CHONDRICHTHIAN

CR 1/2



XP 200

Male anumi monk 1

LN Medium humanoid (anumi)

Init +1; **Senses** Perception +9, keen scent

DEFENSE

AC 15, touch 11, flat-footed 12 (+1 Dex, +3 Wis, +1 Dodge,)

hp 9 (1d8+1)

Fort +3, **Ref** +3, **Will** +5

OFFENSE

Speed 20 ft., Swim 30 ft.

Melee improved unarmed strike +4 (1d6+4/×2)

Ranged shuriken+1 (1d2+3/×2)

Special Attacks Stunning Fist (Ex, stun, DC 14)

STATISTICS

Str 16, **Dex** 13, **Con** 12, **Int** 6, **Wis** 17, **Cha** 8

Base Atk +0; **CMB** +3, **CMD** 18

Feats Combat Reflexes, Dodge, Improved Grapple, Improved

Unarmed Strike

Skills Intimidate +4, Perception +9; **Racial Modifiers** +2 Perception

Languages Common, Aquan, Pelagic

SQ Bestial Fortitude

ECOLOGY

Environment temperate coast

Organization solitary, pair, or school (5-12)

Treasure NPC gear (10 shurikens, other treasure)

SPECIAL ABILITIES

Bestial Fortitude (Ex) Chondrichthian anumi gain a +2 bonus on saving throws versus disease and poison.

Anumi, Crustacean (Crab)

A pair of eyestalks peer from a chitinous face in the darkness. Its mere presence is unnerving, let alone knowing it was once the beloved pet of a sinister deep drow.

ANUMI, CRUSTACEAN

CR 1/2



XP 200

Male anumi warrior 1

CE Medium humanoid (anumi)

Init +1; **Senses** darkvision 60 ft.; Perception +3

Racial Buoyancy: -20^A **Depth Tolerance:** 300 feet

DEFENSE

AC 18, touch 11, flat-footed 17 (+6 armor, +1 natural, +1 Dex)

hp 15 (1d10+5)

Fort +4, **Ref** +1, **Will** +1

OFFENSE

Speed 15 ft., Swim 20 ft.

Melee sea reaver +4 (1d8+4/18-20)

Ranged light crossbow +2 (1d8/19-20)

STATISTICS

Str 17, **Dex** 13, **Con** 14, **Int** 12, **Wis** 12, **Cha** 6

Base Atk +1; **CMB** +4, **CMD** 15

Feats Improved Grapple, Toughness

Skills Climb +2, Intimidate +2, Perception +3; **Racial Modifiers** +2 Perception

Languages Common, Salatari

SQ Stubborn

ECOLOGY

Environment grotto

Organization solitary, pair, or cast (3-6)

Treasure NPC gear (chitin armor, sea reaver, light crossbow, quiver (20 bolts))

SPECIAL ABILITIES

Stubborn: Crustacean anumi gain a +2 racial bonus on Will saving throws to resist spells and spell-like abilities of the enchantment (charm) and enchantment (compulsion) subschools. In addition, if this anumi fails such a save, it receives another save 1 round later to prematurely end the effect (assuming the spell or spell-like ability has a duration greater than 1 round). This second save is made at the same DC as the first.



Anumi, Echinoderm (Sea Urchin)

"I am not vermin," says this voluptuous spikey-headed rogue. Technically, she is right. Being the resultant form of a cherished pet sea urchin, she is only vermin in the figurative sense.

ANUMI, ECHINODERM

CR 1/2



XP 200

Female anumi rogue 1

NE Medium humanoid (anumi)

Init +4; **Senses** Perception +5, darkvision 60 ft.

DEFENSE

AC 16, touch 13, flat-footed 13 (+2 armor, +1 natural, +2 Dex, +1 Dodge)

hp 9 (1d8+1)

Fort +1, **Ref** +4, **Will** +1

OFFENSE

Speed 20 ft., Swim 30 ft.

Melee shortsword +2 (1d6+2/19-20)

Ranged light crossbow +2 (1d8/19-20)

Special Attacks Sneak Attack +1d6

STATISTICS

Str 14, **Dex** 15, **Con** 12, **Int** 14, **Wis** 8, **Cha** 10

Base Atk +0; **CMB** +2, **CMD** 15

Feats Dodge

Skills Acrobatics +4, Bluff +4, Climb +6, Disable Device +6, Escape Artist +6, Intimidate +4, Perception +5, Sense Motive +3, Sleight of Hand +6, Stealth +6; **Racial Modifiers** +2 Perception

Languages Common, Dagonite

SQ Benthic Resilience

ECOLOGY

Environment grotto

Organization solitary, or vagrant (3-6)

Treasure NPC gear (muck armor, shortsword, light crossbow, quiver of 12 bolts, other treasure)

SPECIAL ABILITIES

Benthic Resilience: An echinoderm anumi may reroll a failed Fortitude save. This trait is used as an immediate action after the first save is attempted, but before the results are revealed by the GM. The anumi must take the second result, even if it is worse.

Anumi, Mollusk (Octopus)

An octopus-headed humanoid stares at you from the darkness. It waves its face-tentacles and brandishes a spear.

ANUMI, MOLLUSK

CR 1/2



XP 200

Male anumi ranger 1

NE Medium humanoid (anumi)

Init +2; **Senses** Perception +8, all-around vision

Racial Buoyancy: -20^A **Depth Tolerance:** 300 feet

DEFENSE

AC 13, touch 11, flat-footed 12 (+2 armor, +1 dodge)

hp 12 (1d10+2)

Fort +4, **Ref** +2, **Will** +2

OFFENSE

Speed 20 ft., Swim 30 ft.

Melee spear +4 (1d8+4/×3)

Special Attacks Favored Enemy(Ex) Humanoids (Merfolk) +2 bonus

STATISTICS

Str 17, **Dex** 12, **Con** 14, **Int** 10, **Wis** 15, **Cha** 6

Base Atk +1; **CMB** +4, **CMD** 17

Feats Dodge

Skills Climb +6, Heal +6, Perception +8, Ride +6, Stealth +4, Survival +6;

Racial Modifiers +2 Perception

Languages Common, Cephalite

SQ Stability, Track

ECOLOGY

Environment temperate coast

Organization solitary, pair, or clutch (4-6)

Treasure NPC gear (muck armor, spear, other treasure)

SPECIAL ABILITIES

Stability: Mollusk anumi receive a +4 racial bonus to their CMD when resisting bull rush or trip attempts while touching a solid surface.



Anumi, Ophidian (Sea Snake)

It would be easy to mistake this snake-headed man who is dressed in archaic religious garb for a treacherous naga-kin. Actually, in this case, it would be just as bad either way.

ANUMI, OPHIDIAN

CR 1/2



XP 200

Male anumi cleric 1

CE Medium humanoid (anumi)

Init +1; **Senses** darkvision 60 ft.; Perception +6

Racial Buoyancy: -20^A **Depth Tolerance:** 300 feet

DEFENSE

AC 14, touch 11, flat-footed 13 (+3 armor, +1 Dex)

hp 9 (1d8+1)

Fort +3, **Ref** +1, **Will** +5

OFFENSE

Speed 20 ft., Swim 30 ft.

Melee handaxe +1 (1d6+3/×3), bite -2 (1d6 +1)

Ranged dart+1 (1d4+3/×2)

Special Attacks Channel Negative Energy (Su) 1d6 (DC 9), Destructive

Smite (Su) +1, 6/day, Touch of Evil (Su) 1 round, 6/day

Spells(CL 1st)

1st – inflict light wounds(DC 14), ink, summon sea monster I

0 – bleed(DC 13), cure minor wounds, inflict minor wounds(DC 13)

STATISTICS

Str 16, **Dex** 12, **Con** 13, **Int** 8, **Wis** 17, **Cha** 8

Base Atk +0; **CMB** +3, **CMD** 14

Feats Vicious Bite

Skills Escape Artist +3, Perception +6, Stealth +2; **Racial Modifiers** +2

Perception, +2 Escape Artist

Languages Common, Abyssal

SQ Bestial Fortitude, Bestial Reflexes, Contortionist

ECOLOGY

Environment any tropical coast

Organization solitary, or cult (5-12)

Treasure NPC gear (sharkhide armor, handaxe, 6 darts, other treasure)

SPECIAL ABILITIES

Bestial Fortitude (Ex) Ophidian anumi gain a +2 bonus on saving throws versus disease and poison.

Bestial Reflexes (Ex) Ophidian anumi gain a +2 bonus on saving throws versus area attacks with the electricity, steam, or light descriptors.

Contortionist (Ex) Ophidian anumi can move through a tight space without making an Escape Artist skill check.

Anumi, Osteichthian (Catfish)

Beady eyes and cat-fish whiskers jut out from the shadows of her cloak. The fish anumi speaks with a spirited tone. This good humor unfortunately extends to combat as well; this anumi enjoys toying with her prey.

ANUMI, OSTEICHTHIAN

CR 1/2



XP 200

Female anumi sorcerer 1

N Medium humanoid (anumi)

Init +2; **Senses** deepsight; Perception +3

Racial Buoyancy: -20^A **Depth Tolerance:** 300 feet

DEFENSE

AC 12, touch 12, flat-footed 10 (+2 Dex)

hp 7 (1d6+1)

Fort +1, **Ref** +5, **Will** +2

OFFENSE

Speed 20 ft., Swim 30 ft.

Melee dagger +0 (1d4/19-20)

Ranged dagger+2 (1d4/19-20)

Special Attacks Frenzy, Dehydrating Touch (Su) 6/day (aquatic bloodline)

Spells(CL 1st)

1st—boiling hands(DC 14), magic missile

0—dancing lights, ghost sound(DC 13), mage hand, ice-water jet

STATISTICS

Str 10, **Dex** 14, **Con** 13, **Int** 10, **Wis** 10, **Cha** 17

Base Atk +0; **CMB** +0, **CMD** 12

Feats Lightning Reflexes

Skills Acrobatics +6, Climb +3, Perception +3; **Racial Modifiers** +2 Acrobatics, +2 Climb, +2 Perception

Languages Common, Aquan

ECOLOGY

Environment any urban

Organization solitary, pair, or bed (4-8)

Treasure NPC gear (3 daggers, other treasure)

SPECIAL ABILITIES

Bestial Fortitude (Ex) Osteichthian anumi gain a +2 bonus on saving

throws versus disease and poison.

Frenzy: Once per day, whenever an osteichthian anumi 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.

Anumi, Reptile (Crocodile)

Never trust a smiling crocodile...especially not one wearing sharkhide armor and brandishing a cruel flayspear. The marshland just got a little more dangerous.

ANUMI, REPTILE

CR 1/3



XP 135

Male anumi warrior 1

NE Medium humanoid (anumi)

Init +1; **Senses** Perception +5

Racial Buoyancy: -20^A **Depth Tolerance:** 300 feet

DEFENSE

AC 14, touch 11, flat-footed 13 (+3 armor, +1 Dex)

hp 12 (1d10+2)

Fort +4, **Ref** +1, **Will** +2

OFFENSE

Speed 20 ft., Swim 30 ft.

Melee flayspear +2 (1d8+3/×4), bite -1 (1d6+1)

Ranged dart +2 (1d4+3/×2)

STATISTICS

Str 17, **Dex** 13, **Con** 14, **Int** 6, **Wis** 14, **Cha** 10

Base Atk +1; **CMB** +4, **CMD** 15

Feats Vicious Bite

Skills Perception +5; **Racial Modifiers** +2 Perception

Languages Common, Halbok

SQ Bestial Fortitude, Ferocious Hunger, Reptilian Mind

ECOLOGY

Environment tropical marshland

Organization solitary, or congregation (3-12)

Treasure NPC gear (sharkhide armor, flayspear, 8 darts, other treasure)

SPECIAL ABILITIES

Bestial Fortitude (Ex) Reptile anumis gain a +2 bonus on saving throws versus disease and poison.

Ferocious Hunger (Ex) Reptile anumis receive a +1 bonus on attack

rolls against Tiny or smaller sized creatures.

Reptilian Mind (Ex) If a reptile anumi fails a Will saving throw, he

may roll again and take the second result.

Anumi, Siren (Manatee)

This burly barbarian features the comically peaceful countenance of a manatee. Too bad that his face is no reflection of his temperament.

ANUMI, SIREN

CR 1/2



XP 200

Male anumi barbarian 1

CN Medium humanoid (anumi)

Init +1; **Senses** Perception +7

Racial Buoyancy: -20^A **Depth Tolerance:** 300 feet

DEFENSE

AC 13, touch 10, flat-footed 13 (+3 armor)

hp 17 (1d12+5)

Fort +4, **Ref** +0, **Will** +1

OFFENSE

Speed 30 ft., Swim 40 ft.

Melee halberd +4 (1d10+4/×3)

Special Attacks Sprinting Charge

STATISTICS

Str 17, **Dex** 11, **Con** 14, **Int** 10, **Wis** 12, **Cha** 10

Base Atk +1; **CMB** +4, **CMD** 15

Feats Toughness

Skills Handle Animal +3, Intimidate +3, Perception +7, Survival +5; **Racial Modifiers** +2 Perception

Languages Common, Boggard

SQ Bestial Fortitude, Rage (4 rounds/day), Sprint

ECOLOGY

Environment tropical coast

Organization solitary, or herd (3-6)

Treasure NPC gear (sharkhide armor, halberd, other treasure)

SPECIAL ABILITIES

Bestial Fortitude (Ex) Siren anumi gain a +2 bonus on saving throws versus disease and poison.

Sprint: Once per hour, this anumi can double its swim speed for bursts of up to 5 rounds.

Sprinting Charge: When making a charge attack while using its sprint ability (see above), a siren anumi may make both a bull rush and a basic melee attack (in that order). Other rules for charging and bull rush apply normally.

Aqua-xax

The creature before you is decidedly alien; a product of a maddeningly different world. Its calm, clear, and human sounding voice only proves to be more unnerving than its vertically-set face on its neckless grey body. It draws two unfamiliar weapons and attacks.

AQUA-XAX (PARAGON FORM)

CR 1/3



XP 135

Xax warrior 1

LN Medium aberration (xax)

Init +2; **Senses** Perception +2, Darkvision 60 ft.

Racial Buoyancy: -30 **Depth Tolerance:** 1000 ft.

DEFENSE

AC 14, touch 12, flat-footed 12 (+2 armor, +2 Dex)

hp 12 (1d10+2)

Fort +3, **Ref** +2, **Will** -1

Resist electricity 5

OFFENSE

Speed 30 ft., **Swim** 20 ft.

Melee 2 whip-daggers +2 (1d4+2/×3)

Ranged longbow +3 (1d8/×3)

STATISTICS

Str 14, **Dex** 15, **Con** 15, **Int** 12, **Wis** 8, **Cha** 10

Base Atk +1; **CMB** +3, **CMD** 15

Feats Two-Weapon Fighting

Skills Diplomacy +3, Perception +2 (+2 racial)

Languages Common, Delatari

ECOLOGY

Environment any coast

Organization solitary or team (3-12)

Treasure NPC gear (shark leather armor, 2 whip-daggers (light exotic weapon, disarm, trip), longbow, quiver of 20 arrows, other treasure)

Aquatic Werexax

This bizarre form of pseudo-lycanthropy arose from alchemical experimentation. Its unwitting inventor was trying to find a way to distill the aqua-xax's strange effects on probability and reality, and ending up creating this magical disease instead. Since then, it has infected several other races. All werexax are afflicted, and are normal in all other respects when in their natural form. When the transformation triggers, they change to appear exactly as an aqua-xax (form chosen randomly), but are no longer in control of their actions. In aqua-xax form, they generally behave chaotic and insane; rambling incoherently, attacking both friend and foe, and performing many peculiar acts of destruction and mischief. Statistics below are based on a 2nd level cindarian rogue, and the form is Primordial.

AQUATIC WEREXAX

CR 2



XP 600

CN Small aberration (shapechanger)

Init +3; **Senses** Perception +8

Racial Buoyancy: -30 **Depth Tolerance:** 1000 ft.

DEFENSE

AC 20, touch 15, flat-footed 16 (+3 armor, +2 natural, +3 Dex, +1 dodge, +1 size)

hp 20 (2d8+8)

Fort +4, **Ref** +7, **Will** +4

Defensive Abilities Evasion; **DR** 5/cold iron

OFFENSE

Speed 20 ft., **Swim** 30ft.

Melee short sword +5 (1d4+2/19-20), bite +0 (1 point plus curse of pseudo-lycanthropy, which works similar to lycanthropy, though can be passed on by afflicted creatures.)

Special Attacks sneak attack +1d6

STATISTICS

Str 15, **Dex** 17, **Con** 16, **Int** 10, **Wis** 16, **Cha** 4

Base Atk +1; **CMB** +2, **CMD** 16

Skills Acrobatics +14, Bluff +3, Climb +9, Intimidate +5, Knowledge (dungeoneering) +5, Perception +8, Sense Motive +8, Stealth +12;

Racial Modifiers +6 Acrobatics

Feats Coral Link, Dodge, Weapon Finesse

SQ venom resistance (as cindarian), change shape (cindarian, aqua-xax, polymorph), rogue talents (fast stealth), trapfinding.

ECOLOGY

Environment temperate coast

Organization solitary, pair, or pack

Treasure shark hide armor, short sword, other treasure



(PARAGON FORM)

Ashray

A ghostly woman floats before you. When she sees you, she seems brighter and somehow more real.

ASHRAY SORCERESS

CR 3



XP 800

Female ashray sorcerer 4

CN Medium outsider (ashray, native)

Init +5; **Senses** darkvision 60 ft, low-light vision; **Perception** +1

Racial Buoyancy -0; **Depth Tolerance**: immune to pressure

DEFENSE

AC 14, touch 13, flat-footed 12 (+1 deflection, +1 Dex, +1 dodge, +1 natural)

hp 28 (4d6+12)

Fort +3, **Ref** +2, **Will** +5

Resist cold 5, fire 5

Immune Death effects, disease, paralysis, poison, sleep effects, and stunning.

Vulnerable sunlight

OFFENSE

Speed 30 ft., swim 40 feet

Bloodline Spell-Like Abilities (CL 4th; **concentration** +8)

7/day — minute meteors (fire effects are steam effects)

Sorcerer Spells Known (CL 4th; **concentration** +8)

2nd (4/day) — elemental touch

1st (7/day) — boiling hands (DC 16), color spray (DC 15), ear-piercing scream (DC 16), unseen servant

0 (at will) — detect magic, light, mage hand, prestidigitation, ray of frost, read magic (DC 15)

Bloodline Starsoul

Special Attacks: Frightful gaze

STATISTICS

Str 8, **Dex** 13, **Con** 14, **Int** 10, **Wis** 12, **Cha** 18

Base Atk +2; **CMB** +1; **CMD** 14

Feats Dodge, Eschew Materials, Improved Initiative, Spell Focus (evocation)

Skills Bluff +10, Intimidate +10, Knowledge (arcana) +6, Spellcraft +6

Languages Halbok

SQ: Impermanence, Observational Persistence

ECOLOGY

Environment any urban or the Well of Worlds

Organization solitary, or haunt (3-6)

Treasure NPC gear (amulet of natural armor +1, ring of protection +1, other treasure)

SPECIAL ABILITIES

Frightful Gaze (Su): Creatures within 30 feet of an ashray that meet its gaze must succeed at a Will saving throw (DC 16) or stand paralyzed in fear for 1 round. This is a mind-affecting fear effect. A target that successfully saves cannot be affected by the ashray's frightful gaze for 24 hours.

Impermanence (Su): When not within sight of a non-ashray with an Intelligence score of greater than 2, the ashray fades out of existence and becomes a phantom play (that has no memory and cannot interact with this world in any way except visually). The ashray will immediately begin existing again (as if no time had passed) as soon as a qualifying creature is in range. If the ashray is ever forgotten from living memory (usually through the demise of all that interacted with them), the ashray ceases to exist. When slain, the ashray's corpse fades away and survivors will find it difficult to remember details about the ashray.

Observational Persistence (Su): Ashrays do not sleep. In addition, ashrays have immunity to death effects, disease, paralysis, poison, sleep effects, and stunning.

Vulnerable to Sunlight (Ex): Ashrays take 1 point of Constitution damage after every hour they are exposed to sunlight.



When freshly encountered, either in the Well of Worlds or coming freshly from the realm, ashrays are amnesiacs. They often retain a few class levels and skill knowledge from their previous lives, but all memories of their lives before becoming ashrays are irrevocably lost. They also somehow innately understand their nature and their fate. Therefore, these fledgling ashrays are desperate to get out into the world, to stay in the company of others, and to be remembered.

This desperation leads many ashrays towards unpredictable and sometimes violent actions. When encountering a party that tries to leave without them, they will do almost anything to prevent that from happening. This including attacking, though most ashrays surrender in hopes of being taken prisoner.

While a new ashray does not have a memory of their history, they seldom come into being stripped of all possessions. It is also not uncommon for an ashray to be very well equipped, even possessing magic items beyond their current class level. While they have no sentimental attachment to these items, they innately know that the items are valuable and will use them to bargain or fight, whichever seems to be the best bet.

Chrysopsaro

A well-dressed, portly, gold-scaled fish with arms smiles at you and greets you warmly. Aside from his kindly demeanor, there seems to be a maniacal glint in the third eye in the middle of his head.

CHRYSOPSARO

CR 5



XP 1,600

Male chrysopsaro rogue 6

N Medium outsider (aquatic, native)

Init +3; **Senses** Low-light vision, Perception +11 (+15 to notice coins)

Racial Buoyancy: -25^B, **Depth Tolerance:** 5,000 ft.

DEFENSE

AC 19, **touch** 11, **flat-footed** 18 (+4 armor, +4 natural, +1 Dex)

hp 54 (6d8+24)

Fort +5, **Ref** +6, **Will** +4; +2 vs. spells and spell-like abilities, +8 vs. poison

Defensive Abilities evasion, trap sense +2, uncanny dodge.

OFFENSE

Speed 5 ft., swim 30 ft.

Melee mwk short sword +6 (1d6+1/19-20)

Ranged +1 light crossbow +9 (1d8+1/19-20)

Special Attacks +1 on attack rolls against merfolk and feykith, sneak attack +3d6

STATISTICS

Str 13, **Dex** 12, **Con** 16, **Int** 10, **Wis** 14, **Cha** 14

Base Atk +4; **CMB** +5; **CMD** 18

Feats Bribe Fate, Point-Blank Shot, Precise Shot, Rapid Shot,

Weapon Focus (light crossbow)

Skills Acrobatics +12, Appraise +10, Bluff +11, Climb +12, Diplomacy +11, Escape Artist +12, Perception +11, Stealth +12 (Racial: +2 Appraise)

Languages Common, Aquan

SQ rogue talents (combat trick, resiliency, weapon training), money is life, trapfinding +3

ECOLOGY

Environment any urban sea

Organization solitary or bank (4-8)

Treasure NPC gear (2 potions of cure moderate wounds; +1 sharkhide, +1 light crossbow with 20 bolts, masterwork short sword, 508 gp)

SPECIAL ABILITIES

Money is Life (Su) As a standard action, a chrysopsaro may consume up to 200 gold pieces (or equivalently priced chunks of gold) to cure 1d8+ the chrysopsaro's Wisdom modifier in hit points per 50 gp consumed. Gold pieces must be consumed in 50 gp increments, as lesser amounts are consumed with no effect. Alternatively, the chrysopsaro may consume up to 100 pearl pieces (or equivalently priced gems) in the same way, curing 10 hit points per character level of the chrysopsaro for every 25 pp consumed. Pearl pieces must be ingested in 25 pp increments. Excess coins or gems are digested normally.

Chrysop Loan Shark

A large, golden, three-eyed shark wearing auranite armor seems bad enough. The fact that it appeared out of nowhere, and has two muscular arms wielding a spear marks this as nightmarish. He says you owe money?

LOAN SHARK

CR 5



XP 1,600

LN Large outsider (aquatic, extraplanar)

Init +2; **Senses** darkvision 60 ft.; **Perception** +12 (+16 to notice coins)

Racial Buoyancy: -250^B, **Depth Tolerance:** immune to pressure

DEFENSE

AC 21, **touch** 12, **flat-footed** 18 (+2 Dex, +1 dodge, +5 armor,

+4 natural, -1 size)

hp 51 (6d10+18)

Fort +8, **Ref** +4, **Will** +8

SR 20

OFFENSE

Speed swim 120 ft.

Melee mwk Large spear +8/+3 (2d6/×3)

Space 10 ft.; **Reach** 10 ft.

Spell-Like Abilities (CL 20th) At will—*discern location* (CL 9th; concentration +11) 3/day—*dimension door*, *invisibility* (self only), 1/day—*plane shift* (DC 17)

STATISTICS

Str 15, **Dex** 14, **Con** 16, **Int** 20, **Wis** 17, **Cha** 15

Base Atk +6; **CMB** +9; **CMD** 22

Feats Combat Casting, Combat Expertise, Dodge

Skills Appraise +14, Bluff +8, Diplomacy +8, Intimidate +11, Knowledge (arcana) +14, Knowledge (planes) +14, Perception +12, Profession (money lender) +9, Sense Motive +12, Sleight of Hand +11, Spellcraft +14

Languages Aquan, Abyssal, Celestial, Common, Infernal; telepathy 100 ft.

ECOLOGY

Environment the Sea of Debts

Organization solitary or goon squad (5-20)

Treasure auranite armor, mwk large spear





Gnast

This miniature, semi-tangible humanoid has bright glowing eyes and a lower half that tapers off into nothingness.

GNAST

CR ½



XP 200

N Tiny outsider (aquatic)

Init +0; Senses darkvision 60 ft.; Perception +6

Racial Buoyancy: 0 **Depth Tolerance:** immune to pressure

DEFENSE

AC 17, touch 14, flat-footed 15 (+2 Dex, +3 natural, +2 size)

hp 5 (1d10)

Fort +0, Ref +4, Will +4;

Resist acid 5, cold 5, electricity 5, and steam 5

OFFENSE

Speed fly 30 ft. (perfect), swim 30 ft.

Melee +1 melee touch (1d4 cold damage)

Space 2-1/2 ft.; **Reach** 0 ft.

Spell-Like Abilities (CL 2nd; concentration +3)

At will—*mage hand, mending*

STATISTICS

Str 6, Dex 14, Con 10, Int 9, Wis 14, Cha 12

Base Atk +1; CMB +1; CMD 9

Feats Run

Skills Fly +14, Knowledge (arcana) +3, Knowledge (the planes) +3,

Perception +6, Spellcraft +3, Stealth +14

Languages Common and either Aquan (water), Celestial (astral), Halbok (specter), Yokai (animal), Nikaikan (oni/kami), Abyssal (demonic) or Glacian (ice)

ECOLOGY

Environment any open water or plane of origin

Organization solitary or conflagration (5-12)

Treasure none

SPECIAL ABILITIES

Animal: Animal Speech (Sp) The animal gnast is treated as if constantly under the effects of a *speak with animals* spell.

Astral: Incorporeal Touch (Su) An astral gnast's attacks automatically count as if they had the ghost touch property.

Demonic: Poison Sting (Ex) A demonic gnast's touch attack, if successful, also delivers a poison. Sting—injury; save Fort DC 11; frequency 1/round for 6 rounds; effect 1d2 Dex; cure 1 save. The save DC is Constitution-based.

Ice: Frost Ray (Su) An ice gnast can unleash a icy ray once every 6 rounds as a standard action. The ray is 15 feet long and deals 1d4 cold damage on a successful hit. The cold also causes living creatures to be sickened for 1d3 rounds.

Kami: Aura of Good Luck (Su) A kami gnast brings good fortune with it wherever it goes. Any allied creature that begins its turn within 15 feet of a kami gnast gains a +2 bonus on skill checks.

Oni: Aura of Bad Luck (Su) An oni gnast brings bad fortune with it wherever it goes. Any enemy creature that begins its turn within 15 feet of an oni gnast gains a -1 penalty on attack rolls and skill checks.

Specter: Semicorporeal (Su) A specter gnast can become corporeal or incorporeal as a move-equivalent action.

Water: Water Spray (Ex) A water gnast can fire a powerful jet of water as a standard action. The attack has a range of 30 feet with no range increment. If the water gnast scores a hit, the target is disoriented (aka knocked prone).

Gnasts are portions of the planes that have grown sentience and broken off from the fabric of that plane. While gnasts could originate from nearly any plane of existence outside the material plane, the ones featured here correspond with the ancestral planes of the planars presented in this tome. They are named depending on their plane of origin: Abyssal (demonic), Astral (astral), Chikushudo (animal), Ice (ice), Jigoku (oni), Well of Worlds (specter), Tengoku (kami), and Water (water).

With no need to eat and unfazed by harsh environments, gnasts tend not to keep permanent homes, instead choosing to wander the fringes of their realm. They are curious beings, however, and endlessly seek diversion. This curiosity often finds them as captives to more powerful beings.

Gnasts are most drawn to places where opposing forces clash and meld into one another. On the Material Plane, they are drawn to shorelines, waterfalls, black smokers, icebergs, and (of course) extraplanar portals. Most gnasts cannot remain on the Material Plane except in the service of a powerful spellcaster, but will gladly trade servitude of convenience over slavery.

Gnasts have no natural predators or prey. Although they may have male or female voices, they are actually genderless, and do not breed. Gnasts do not age. Regardless of the alignment of their plane of origin, a gnast is always neutrally aligned. Their appearance varies greatly depending on their plane of origin. Water gnasts look like miniature water elementals, ice gnasts look like spiny imps made of ice, demon gnasts appear as bristly twists of black murk with red eyes, animal (yokai) gnasts resemble cartoonish drawings of sea creatures bearing symbols or writing on them, astral gnasts bring to mind puffs of white sand, oni and kami gnasts appear as ghosts wearing kabuki-styled masks, and specter gnasts look like hooded apparitions.

Occasionally, a gnast summoned to the Material Plane is astounded by the diverse wonders of the mortal world, and seeks to return. Such gnasts respond to summoning and callings as often as possible, and may eventually seek to join the world entirely as a familiar to a transcender. Service to a transcender allows the gnast to sate its curiosity and need for exploration, while gaining the benefit of a master capable of protecting it from other extraplanar creatures looking to exploit a lesser creature.

Once conjured to the Material Plane, gnasts often seek ways to stay beyond the duration of the magic that brought them there. They sometimes find minor magic items that allow them to persist in the mortal world, and often maintain a watch over favored mortals and their descendants, providing minor aid when it is possible to do so without being detected.

Kirah

This strange abomination is some sort of deep drow, crab-centaur creature. Whether inimical or innocent, it gives you a quizzical glance and nonchalantly begins casting a spell.

KIRAH WIZARD

CR 7



XP 3,200

Male kirah wizard 7

LN Large outsider (deep drow, native)

Init +6; **Senses** darkvision 60 ft.; Perception +18

Racial Buoyancy: -225, **Depth Tolerance:** 10,000 feet

Pressure Sensitivity: 500 feet

DEFENSE

AC 14, touch 12, flat-footed 12 (+1 deflection, +2 Dex, +2 natural, -1 size)

hp 86 (11 HD; 7d6+4d10+40)

Fort +5 (+9 vs. poison), **Ref** +8, **Will** +13

Weakness: Light blindness

OFFENSE

Speed 40 ft., swim 50 ft.

Melee quarterstaff +7/+2 (1d6+1)

Space 10 ft.; **Reach** 5 ft.

Special Attacks hand of the apprentice (7/day)

Wizard Spells Prepared (CL 7th; concentration +11)

4th—charm monster (DC 18), summon sea monster IV

3rd—blink, haste, electrical surge (DC 17)

2nd—alter self, dolphin's grace, net (DC 16), tenebrous silt of twilight (DC 17)

1st—alarm, mage armor, neutralize buoyancy, swift retreat, vanish

0 (at will)—ghost sound (DC 14), light, message, resistance

STATISTICS

Str 12, **Dex** 15, **Con** 14, **Int** 18, **Wis** 14, **Cha** 16

Base Atk +7; **CMB** +9; **CMD** 22 (30 vs. trip)

Feats Cosmopolitan (Bluff, Intimidate), Improved Initiative, Iron Will, Point-Blank Shot, Precise Shot, Scribe Scroll, Tenebrous Spell, Toughness

Skills Appraise +18, Bluff +8, Diplomacy +14, Disguise +8, Intimidate +8, Knowledge (arcana) +13, Knowledge (geography) +8, Knowledge (history) +8, Knowledge (nature) +12, Knowledge (planes) +13, Perception +18, Spellcraft +18, Survival +10; **Racial Modifiers** +2 Perception

Languages Common, Dagonite, Echinn, Lok'tar, Sahu, and Salatari.

SQ arcane bond (wand of comprehend languages), undersized weapons

ECOLOGY

Environment abyssal plains

Organization solitary or cast (3-6)

Treasure NPC gear (potion of barkskin, scroll of charm person, scrolls of endure elements (2), scroll of identify, scroll of resist energy, scrolls of silent image (2), scroll of stoneskin, wand of comprehend languages (12 charges), wand of boiling jet (CL 5th, 22 charges), quarterstaff, ring of protection +1, backpack, scroll boxes (2), spell component pouches (2), spellbook (containing all prepared spells, all 0-level spells, and 10 additional spells of the GM's choice).

SPECIAL ABILITIES

Light Blindness (Ex): Kirah are not suited for bright lights.

Exposure to bright lights blinds a kirah for one round. After the initial round, if the kirah remains exposed to the light, the kirah is dazzled.

Kirahs are born into an evil society that tells them they are special, and raises them with preferential treatment. However, at some point in young adulthood they are faced with the reality that, despite their "prestigious heritage," kirahs are not equals to the deep drow. Adult kirahs are not privileged to all nooks of Salatari society, nor are they seen as suitable for all ranks and titles.

This has a profound effect on kirah psychology. While some strive to prove themselves by serving their deplorable civilization with renewed vigor, others develop a keen sense of unfairness. This burgeoning discontentment with their Salatari brethren often fosters an alignment change; pushing them from evil to neutrality. It is no surprise that kirahs often become recalcitrant because of this. This has led many deep drow to punish any sign of insubordination from an adult kirah with utmost cruelty. Kirahs who survive this either fall back in line or give up evil for good.

When encountering a kirah for the first time, diplomacy can be crucial. It can be very difficult to tell which side the creature is on. Chances are that the kirah is actually "on the fence" and just one act of compassion or fairness may change a diabolical foe into a valuable and loyal ally. Aggression, however, could reassure the kirah that iniquitousness resides everywhere, and reaffirm the deep drow way of life.



Kvol

At first what appears to be a luminescent merfolk, turns out to be something much more unusual at closer inspection. The creature before you is merely a translucent shell in the silhouetted shape of a merfolk, and within that visage are hundreds of miniscule squid that seem to be controlling it – even aiding it in brandishing a spear!

KVOL

CR 1/2



XP 200

Kvol rogue 1

CG Medium outsider (aquatic, native)

Init +3; **Senses** darkvision 60 ft., low-light vision, Perception +5

Racial Buoyancy: 0 **Depth Tolerance:** Immune to Pressure

DEFENSE

AC 13, **touch** 13, **flat-footed** 10 (+3 Dex)

hp 10 (1d8+2)

Fort +2, **Ref** +5, **Will** +1

Swarm-like Immunities: Not subject to critical hits, staggered condition, or flanking.

Swarm-like Weakness: Takes 50% more damage from spells or effects that affect an area.

OFFENSE

Speed 5 ft., Swim 50ft.

Melee spear +3 (1d8+2/×3)

Special Attacks Sneak attack +1d6

Spell-like Abilities(CL 1st)

1/day – *detect evil*

STATISTICS

Str 13, **Dex** 17, **Con** 14, **Int** 12, **Wis** 12, **Cha** 6

Base Atk +0; **CMB** 2, **CMD** 15

Feats Weapon Finesse

Languages Dagonite, Abyssal, Infernal

SQ Bioluminescent, Luminescent ink, immortal swarm, trapfinding

Skills Acrobatics +8, Bluff +4, Disable Device +6, Escape Artist +8, Intimidate +2, Perception +5, Sense Motive +5, Sleight of Hand +6, Stealth +8;

Racial Modifiers +2 Acrobatics, +2 Escape Artist

ECOLOGY

Environment abyssal plains

Organization solitary, pair, or squad (4-8)

Treasure NPC gear (spear)

SPECIAL ABILITIES

Bioluminescent (Ex): The kvol can (at-will) can shed torch-equivalent light.

Luminescent Ink (Ex): A kvol may choose to exude a cloud of luminescent ink once per hour. The iridescent patch spreads out in a 10-foot-radius cloud that provides total concealment and persists for 3d4 rounds.

Immortal Swarm (Su): A kvol reduced to 0 hit points or below instantly transforms into a school of squid that immediately releases a luminescent ink cloud. The school of squid is non-sentient (and thus should be under control of the Game Master) and has 14 hit points. It will take every opportunity to flee rather than fight. After eight, uninterrupted hours of rest and feeding, the school will re-knit its mucus hide and the kvol is reborn with 1 hp.

Kvraken

A huge luminescent blue squid eyes you from the deep. From the glint in its eye, you can tell that this is no ordinary animal.

KVRAKEN

CR 10



XP 9,600

N Huge outsider (aquatic)

Init +5; **Senses** darkvision 60 ft., scent; **Perception** +16

Racial Buoyancy: -60; **Depth Tolerance:** Immune to Pressure

DEFENSE

AC 22, **touch** 9, **flat-footed** 21 (+1 Dex, +13 natural, -2 size)

hp 150 (12d10+84)

Fort +15, **Ref** +11, **Will** +7

Defensive Ability ink cloud (20-ft. radius).

DR 10/evil

OFFENSE

Speed 20 ft., Swim 120 ft.

Melee bite +19 (2d6+9), 2 arms +19 (1d6+9), tentacles +17 (4d6+5/19-20 plus grab)

Space 15 ft.; **Reach** 15 ft. (30 ft. with arms and tentacles)

Special Attacks constrict (4d6+14), dismantle armor

Spell-like Abilities(CL 12th)

At will – *detect evil* (Kvraken attack evil on sight, ignore others)

STATISTICS

Str 28, **Dex** 12, **Con** 24, **Int** 11, **Wis** 13, **Cha** 13

Base Atk +12; **CMB** +23; **CMD** 34 (46 vs. trip)

Feats Cleave, Improved Critical (tentacles), Improved Initiative, Iron Will, Lightning Reflexes, Power Attack

Skills Acrobatics +16, Climb +32, Perception +16, Sense Motive +16, Stealth +8, Survival +16

Languages Dagonite (cannot speak); telepathy 100 ft

ECOLOGY

Environment abyssal plains

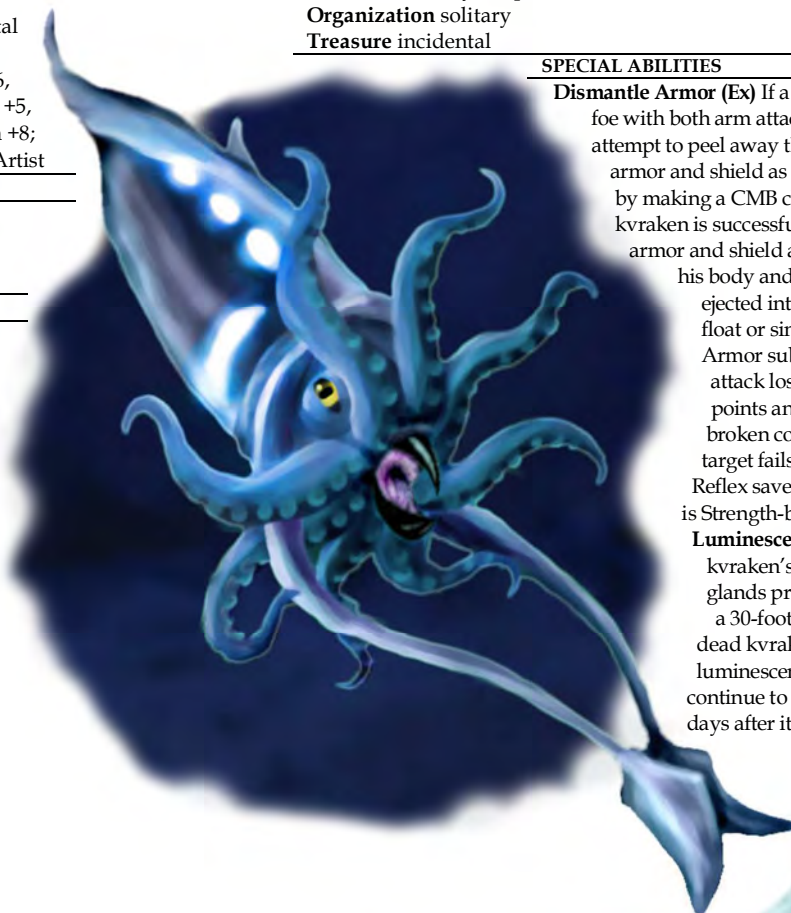
Organization solitary

Treasure incidental

SPECIAL ABILITIES

Dismantle Armor (Ex) If a kvraken hits a foe with both arm attacks, it can attempt to peel away the target's armor and shield as a free action by making a CMB check. If the kvraken is successful, the target's armor and shield are torn from his body and dismantled, ejected into the ocean to float or sink as they will. Armor subjected to this attack loses half its hit points and gains the broken condition if the target fails a DC 25 Reflex save. The save DC is Strength-based.

Luminescence (Ex): A kvraken's glowing glands provide light in a 30-foot radius. A dead kvraken's luminescent glands continue to glow for 1d6 days after its death.



Marine (Diving) Beetle, Mutant

Occasionally a diving beetle the size of one's fist would wash out of the estuary. This one is the size of walrus, doesn't seem lost, and looks quite hungry.

MUTANT DIVING BEETLE

CR 4



XP 1,200

N Large vermin (aquatic)

Init +0; **Senses** darkvision 60 ft.; **Perception** +0

Racial Buoyancy: -480 **Depth Tolerance**: 300 feet

DEFENSE

AC 17, touch 9, flat-footed 17 (+8 natural, -1 size)

hp 39 (6d8+12)

Fort +7, **Ref** +2, **Will** +2

Immune mind-affecting effects

OFFENSE

Speed 30 ft., climb 20, fly 20 ft. (poor), swim 40 ft.

Melee bite +8 (2d6+7 plus grab)

Space 10 ft.; **Reach** 5 ft.

STATISTICS

Str 21, **Dex** 11, **Con** 15, **Int** —, **Wis** 10, **Cha** 6

Base Atk +4; **CMB** +10; **CMD** 20 (28 vs. trip)

Skills Fly -6

ECOLOGY

Environment temperate coast

Organization solitary, or swarm (4-12)

Treasure none

Marine Entobian, Culicidite

I've seen mosquitos when traversing the swamp. Most of those, while irritating, are miniscule pests. This one was wielding a rapier while singing a rather scathing song about my mother.

CULICIDITE

CR 4



XP 1,200

Female culicidite siren 5

CN Small humanoid (aquatic, entobian)

Init +2; **Senses** Low-light vision, **Perception** +5

Buoyancy -50, **Depth Tolerance** 300 ft.

DEFENSE

AC 18, touch 14, flat footed 15 (+1 natural, +3 Dex, +3 armor, +1 size)

hp 34

Fort +3, **Ref** +7, **Will** +6; +2 vs enchantment (charm) spells and effects

OFFENSE

Speed 30 ft., swim 20 ft., fly 40 ft. (good)

Melee Bite +7 (1d4-2), or rapier +7 (1d6-2/18-20x2), or rapier +7 (1d6-2/18-20x2) and bite +2 (1d4-2)

Ranged Javelin +6 (1d6)

Special Attacks Blood drain, commanding cadence (DC 12), compelling song (DC 12), luring lyrics, shattering note (DC 12), welt (DC 12)

Siren Spells Known (CL 5th; Concentration +7)

2nd (2/day)-daze monster (DC 14), heroism, suggestion (DC 14)

1st (4/day)-beguiling gift (DC 13), cloak of fog, confusion (lesser) (DC 13), silent image (DC 13)

0 (at will)-dancing lights, detect magic, electrify (DC 12), ghost sound, message, read magic

Spell-Like Abilities (CL 5) 1/day — vanish

STATISTICS

Str 6, **Dex** 16, **Con** 14, **Int** 13, **Wis** 11, **Cha** 15

Base Atk +3 **CMB** +0 **CMD** 13

Feats Culicidite, Metamorph, Weapon Finesse

Skills Bluff +9, Fly +12, Knowledge (arcana) +8, Perception +5, Perform +9, Stealth +7, Use Magic Device +9

Languages Common, Sylvan

SQ Predator's song (+2), songstress's grace 1/day

ECOLOGY

Environment temperate coast

Treasure NPC gear (rapier, 4 javelins, bead of force, 2 potions of cure moderate wounds, other treasure)

SPECIAL ABILITIES

Blood Drain (Ex): With a successful bite attack, a culicidite drains blood, inflicting 1 point of Constitution damage.

Welt (Ex): The bite of a culicidite forms an irritating welt on the affected area that imposes a -2 conditional modifier to skill checks for one day if the opponent fails a Fortitude save. A DC 12 Heal check or any cure spell negates the penalty. Both the save DC and check DC are modified by the culicidite's Constitution modifier.



Marine Entobian, Gyrinite

This fast moving beetle-person swims circles around you. Suddenly the water erupts in arcane lights that dance along with this strange humanoid.

GYRINITE

CR 3



XP 800

Male gyrinite sorcerer 4

NG Medium humanoid (aquatic, entobian)

Init +3; **Senses** Low-light vision, Perception +6

Buoyancy -39, **Depth Tolerance** 300 ft.

DEFENSE

AC 18, touch 14, flat footed 14 (+3 natural, +4 Dex, +1 armor)
hp 19

Fort +2, **Ref** +6, **Will** +6; +2 vs enchantment (charm) spells and effects

Resist sonic 5

OFFENSE

Speed 5 ft., swim 50 ft., fly 30 ft. (average)

Melee Kelp fork +5 (1d6-2/x3) or claws +5 (1d4-2), or Kelp fork +5 (1d6-2/x3) or claws +0 (1d4-2)

Ranged Light crossbow +5 (1d8/19-20x2)

Special Attacks Claws (4 rds/day)

Sorcerer Spells Known (CL 4th; Concentration +5)

2nd (4/day)-undertow (DC 14)

1st (7/day)-boiling hands (DC 13), magic missile, shield

0 (at will)-acid splash, dancing lights, detect magic, electrify (DC 12), read magic, touch of fatigue (DC 12)

Bloodline: Draconic (choral)

Spell-Like Abilities (CL 5) 3/day – surf

STATISTICS

Str 6, **Dex** 18, **Con** 12, **Int** 13, **Wis** 10, **Cha** 15

Base Attk +2 **CMB** +0 **CMD** 13; +17 vs grapples

Feats Eschew Materials, Gyrinite, Metamorph, Weapon Finesse

Skills Fly +6, Knowledge (arcana) +5, Perception +6; +10 at the surface, Spellcraft +5, Use Magic Device +8

Languages Common, Halbok

SQ Bloodline arcana, surface sight

ECOLOGY

Environment temperate coast

Treasure NPC gear (kelp fork, light crossbow, 20 bolts, *potion of shark's strength*, *potion of cure moderate wounds*, bracers of armor +1, other treasure)

SPECIAL ABILITIES

Surface Sight (Ex): While at the water's surface, a gyrinite gains a +4 racial bonus to Perception skill checks to notice anything also at the water's surface, and a +1 racial bonus to hit such targets.

Marine Entobian, Halobite

Like a cross between a humanoid and a sea skater, this creature effortlessly prances across the water's surface. It points a war fork in your direction as if to pick a fight.

HALOBITE

CR 1



XP 400

Female halobite mariner 3

CG Medium humanoid (aquatic, entobian)

Init +1; **Senses** Perception +2, Blindsight 60 feet

Buoyancy: -49, **Depth Tolerance:** 300 feet

DEFENSE

AC 18, touch 14, flat footed 14 (+1 natural, +1 Dodge, +3 Dex, +3 armor)
hp 23

Fort +2 **Ref** +6 **Will** +2; +2 vs enchantment (charm) spells and effects

Resist sonic 5

OFFENSE

Speed 50 ft., swim 20 ft.

Melee war fork +3 (1d8/x2)

Ranged longbow +6 (1d8)

Special Attacks Familiar foe, sudden strike +1d6

Spell-Like Abilities (CL 3) 1/day – buoyant force (DC 12)

STATISTICS

Str 11, **Dex** 17, **Con** 14, **Int** 12, **Wis** 12, **Cha** 8

Base Attk +3 **CMB** +2 **CMD** 20

Feats Dodge, Halobite, Metamorph, Mobility

Skills Acrobatics +8, Perception +6, Stealth +8, Survival +7

Languages Boggard, Common

SQ Fast movement, swim stunt: shifty swimmer, water walker

ECOLOGY

Environment temperate coast

Treasure NPC gear (war fork, longbow, 20 arrows, sharkhide armor, *potion of cure moderate wounds*, other treasure)

SPECIAL ABILITIES

Water Walker (Su): A halobite can tread on water, mud, or ice as if it were firm ground. Halobites can walk, run, charge, or otherwise move across the surface as if it were normal ground.

Marine Entobian, Lethocite

This menacing bug person is adeptly equipped with an equally sinister greatspear. Perhaps it was a trick of the sun filtering through the waves, but you could have sworn you saw electricity arcing between his fingers.

LETHOCITE

CR 5



XP 1,600

Male lethocite fighter 6

N Medium humanoid (aquatic, entobian)

Init +1; **Senses** Low-light vision, Perception +3

Buoyancy -95, **Depth Tolerance** 300 ft.

DEFENSE

AC 19, touch 11, flat footed 18 (+2 natural, +1 Dex, +6 armor)
hp 63

Fort +8, **Ref** +3, **Will** +3; +2 vs enchantment (charm) spells and effects and fear effects

Resist electricity 5

OFFENSE

Speed 30 ft., swim 20 ft., fly 30 ft. (poor)

Melee Bite +11/6 (1d4 +5 plus 1 acid and poison), or 2 claws +11/+6 (1d4+5), or 2 claws +11/+6 (1d4+5) and bite +6 (1d4 +3 plus 1 acid and poison), or +1 shocking greatspear +11/6 (2d6+5 plus 1d6 electricity/19-20) or +1 shocking greatspear +11/+6 (2d6+5 plus 1d6 electricity/19-20) and bite +6 (1d4 +3 plus 1 acid and poison)

Ranged Heavy crossbow +7 (1d10/19-20)

Special Attacks breath weapon (1/day, 20-ft. line, DC 16, 1d6 acid), poison (DC 16), weapon training 1 (natural),

Spell-Like Abilities (CL 6) 1/day – shocking grasp

STATISTICS

Str 18, **Dex** 13, **Con** 16, **Int** 10, **Wis** 12, **Cha** 6

Base Attk +6/+1 **CMB** +9 **CMD** 20

Feats Lethocite, Metamorph, Mordant Mouth, Spit Acid, Taste of Blood, Toxic

Skills Climb +9, Fly -5, Knowledge (dungeoneering) +5, Perception +3, Survival +6

Languages Common

SQ Armor training 1, bravery

ECOLOGY

Environment temperate coast

Treasure NPC gear (+1 shocking greatspear, turtle armor, heavy crossbow, 20 bolts, other treasure)

SPECIAL ABILITIES

Poison (Ex): Bite – injury; save Fortitude DC 16; frequency 1/round for 6 rounds; effect 1 Dexterity damage, cure 1 save.

Marine Entobian, Libellite

At first I heard a sort of loud buzzing. Then it appeared above the water, an iridescent green, dragonfly-man. Suddenly a wave of colored light came from its arms, and then it was gone.

LIBELLITE

CR 6



XP 2,400

Female libellite rogue 7

CG Medium humanoid (aquatic, entobian)

Init +7; **Senses** Low-light vision, Perception +8

Buoyancy: -36 **Depth Tolerance**: 300 feet

DEFENSE

AC 18, touch 13, flat footed 15 (+1 natural, +3 Dex, +4 armor)
hp 39

Fort +5, **Ref** +9, **Will** +2; +2 vs enchantment (charm) spells & effects, & fear effects

Defensive Abilities Evasion, trap sense +2, uncanny dodge

Immune dazzle and illusion (pattern) effects

OFFENSE

Speed 30 ft., swim 30 ft., fly 60 ft. (perfect)

Buoyancy -36, **Depth Tolerance** 300 ft.

Melee Bite +8 (1d4+1), or +1 *gut razor* +9 (1d4+2/x3) or +1 *gut razor* +9 (1d4+2/x3) and bite +3 (1d4)

Ranged Shortbow +8 (1d6/x3)

Special Attacks Sneak attack +4d6

Spell-Like Abilities (CL 7) 1/day — *color spray* (DC 18)

STATISTICS

Str 12, **Dex** 16, **Con** 12, **Int** 15, **Wis** 8, **Cha** 12

Base Attk +5 **CMB** +6 **CMD** 19

Feats Combat Expertise, Improved Feint, Improved Initiative, Libellite, Metamorph, Weapon Finesse

Skills Acrobatics +12, Bluff +10, Diplomacy +12, Disable Device +12, Fly +20, Knowledge (local) +11, Perception +8, Sense Motive +8, Sleight of Hand +12, Stealth +12, Use Magic Device +12

Languages Common, Draconic, Lok'tar

SQ Rogue talents (finesse rogue, resiliency, surprise attack), sun cure, trapfinding +4

ECOLOGY

Environment temperate coast

Treasure NPC Treasure (+1 *gut razor*, +1 *muck armor*, shortbow, 20 arrows, bracers of armor +1, cloak of resistance +1, other treasure)

SPECIAL ABILITIES

Sun Cure (Su): In sunlight conditions (magical or true), once per day as a full-round action, the libellite can attempt to purge himself of all poison effects, allowing a new Fortitude save versus the DC of each poison affecting himself. Success means that the poison is neutralized.



(LIBELLITE)

Marine Entobian, Noterite

Aye, it was a barbarian, but like none I've ever seen, and I've seen echinms. It had a blade in each of its four arms and a shell like iron. It swam like a fish, and when it hit the water's surface it took off like a seabird.

NOTERITE

CR 4



XP 1,200

Male noterite barbarian 5

CN Medium humanoid (aquatic, entobian)

Int +2; **Senses** Low-light vision, Perception +8

Buoyancy: -90 **Depth Tolerance**: 300 feet

DEFENSE

AC 18 (16), touch 11 (9), flat footed 17 (15)(+3 natural, +1 Dex, +4 armor)
hp 51 (61)

Fort +7, **Ref** +4, **Will** +1; +2 vs enchantment (charm) spells and effects

Defensive Abilities trap sense +1, improved uncanny dodge, uncanny dodge

OFFENSE

Speed 10 ft., swim 30 ft., fly 60 ft. (average)

Melee Bite +7 (+9) (1d4+2 (4)), or +1 *sea reaver* +8 (+10) (1d8+3 (5)/18-20) and 3 sea reavers +2 (+4) (1d8+1 (2)/18-20), and bite +2 (+4) (1d4+1 (2))

Ranged Longbow +6 (1d8)

Special Attacks Rage (15 rounds), rage power (guarded stance 5, powerful blow)

Spell-Like Abilities (CL 5) 1/day — *bumble bubbles*

STATISTICS

Str 15 (19), **Dex** 13, **Con** 16 (20), **Int** 12, **Wis** 10, **Cha** 8

Base Attk +5 **CMB** +7 **CMD** 20

Feats Healing Molt, Noterite, Metamorph, Power Attack

Skills Acrobatics +5, Fly +5, Knowledge (nature) +9, Perception +8, Survival +8

Languages Common, Sylvan

SQ Fast movement, multiarmed

ECOLOGY

Environment temperate coast

Treasure NPC gear (+1 *sea reaver*, 3 sea reavers, longbow, 20 arrows, scaly armor, other treasure)

Marine Entobian, Nymphite

It was a little fella; a bug the size of penguin. It was quick too, it grabbed my pearls and jetted out of sight before I could say a word.

NYPHHITE

CR 2



XP 600

Nymphite rogue 2

NG Small humanoid (aquatic, entobian)

Int +6; **Senses** Low-light vision, Perception +5

Buoyancy: -46 **Depth Tolerance**: 300 feet

DEFENSE

AC 16, touch 13, flat footed 13 (+1 natural, +3 Dex, +2 armor)
hp 16

Fort +2, **Ref** +6, **Will** -1; +2 vs enchantment (charm) spells and effects

OFFENSE

Speed 20 ft., swim 30 ft., jet 80 ft.

Melee bite +5 (1d4+1) or rapier +5 (1d4+1/18-20) and bite +0 (1d4)

Ranged net +5 (entangle)

Special Attacks Familiar foe, sneak attack +1d6

STATISTICS

Str 12, **Dex** 16, **Con** 15, **Int** 13, **Wis** 8, **Cha** 7

Base Attk +1 **CMB** +1 **CMD** 15

Feats Improved Initiative, Plunge Anything, Weapon Finesse

Skills Acrobatics +11, Appraise +7, Bluff +4, Disable Device +8,

Perception +5, Sense Motive +4, Sleight of Hand +8, Stealth +12; +14 in natural vegetation, Use Magic Device +4

Languages Click-clack, Common

SQ Finesse rogue, trapfinding +1

ECOLOGY

Environment temperate coast

Treasure NPC gear (rapier, net, muck armor, backpack, thieves tools, other treasure)

SPECIAL ABILITIES

Familiar Foe (Ex): All marine entobians receive a +1 bonus on attack rolls against creatures of the vermin type due an intimate understanding of the anatomy of such creatures.

Morgen

This gentle creature dressed in sharkhide armor etched with a scrolling water lily design smiles kindly at you. Her alien beauty is punctuated by her impossibly fathomless eyes which are reminiscent of the sky on a moonless summer night. Though she is armed, the way she carries her sword seems to make it more an item of peace than an object of combat.

MORGEN

CR 1/2



XP 200

Female morgen siren 1

NG Medium outsider (native)

Init +2; **Senses** low-light vision; **Perception** +4

Racial Buoyancy: -60^B **Depth Tolerance**: 300 feet

DEFENSE

AC 15, touch 12, flat-footed 13 (+3 armor, +2 Dex)

hp 7 (1d8-1)

Fort -1, **Ref** +5, **Will** +3

Immune sleep and fear effects.

OFFENSE

Speed 5 ft. swim 40 ft.

Melee short sword +0 (1d6/19-20)

Ranged shortbow +2 (1d6/×3)

Special Attacks songstress's grace 1/day, commanding cadence, compelling song, predator's song, siren song (see siren class)

Spell-Like Abilities (CL 1st)

1/day — *unnatural lust* (DC 14)

Siren Spells Prepared(CL 1st)

1st — (DC 14) *Comprehend Languages*, *Neutralize Buoyancy*

0 — (DC 13) *Lullaby*, *Mage Hand*, *Mending*, *Resistance*

STATISTICS

Str 10, **Dex** 14, **Con** 8, **Int** 15, **Wis** 12, **Cha** 17

Base Atk 0; **CMB** +0, **CMD** 13

Feats Extra Performance

Skills Acrobatics +6, Climb +4, Diplomacy +7, Escape Artist

+6, **Perception** +4, **Perform** (sing) +7, **Stealth** +6.

Languages Common, Dreampeak, Delatari

SQ Touch of the Morgen

ECOLOGY

Environment any coastal (urban)

Organization solitary, duo, or orchestra (6-24)

Treasure NPC gear (sharkhide armor, short sword, shortbow, quiver of 20 arrows, other treasure)

SPECIAL ABILITIES

Touch of the Morgen: As a swift action once per round, the morgen may touch one adjacent ally to reduce

magical fear affects, possibly abating them entirely.

A panicked ally instead gains the condition

"cowering." A cowering ally is no longer cowering

and gains the condition "frightened." A frightened

individual instead becomes "shaken." Those that

are shaken are cured of all fear affects. The

morgen, having no limit to the application of this

ability, can use this ability over the course of

several rounds, completely calming a panicked ally

in as few as 4 rounds.

Morgen, Mari-Morgen

The mari-morgen is motivated by a nefarious deity. She stalks the streets looking to inspire evil in those that harbor malevolence in their hearts. Her bright starry eyes somehow convey only darkness.

MARI-MORGEN

CR 1/2



XP 200

Male morgen rogue 1

CE Medium outsider (native)

Init +3; **Senses** low-light vision; **Perception** +5

Racial Buoyancy: -60^B **Depth Tolerance**: 300 feet

DEFENSE

AC 15, touch 12, flat-footed 13 (+3 armor, +2 Dex)

hp 10 (1d8+2)

Fort +2, **Ref** +5, **Will** +1

Immune sleep and fear effects.

OFFENSE

Speed 5 ft. swim 40 ft.

Melee short sword +2 (1d6+1/19-20)

Ranged light crossbow +2 (1d8/19-20)

Special Attacks Sneak Attack +1d6

Spell-Like Abilities (CL 1st)

1/day — *unnatural lust* (DC 14)

STATISTICS

Str 13, **Dex** 15, **Con** 14, **Int** 12, **Wis** 12, **Cha** 10

Base Atk 0; **CMB** +1, **CMD** 14

Feats Weapon Finesse

Skills Acrobatics +5, Bluff +4, Disable Device +5, Escape Artist +5,

Intimidate+3, **Perception** +5, **Sense Motive** +5, **Sleight of Hand**

+5, **Stealth** +5.

Languages Common, Dreampeak, Infernal

SQ Touch of the Morgen, Trapfinding

ECOLOGY

Environment any coastal

Organization solitary, duo, or gang (3-5)

Treasure NPC gear

(sharkhide armor, short sword, light crossbow, quiver of 20 bolts, other treasure).



Mrawgh

Covered in muck, fish scales, and ammonite shells, this filthy-looking brute looks quite dangerous and unstable. Strangely, his mannerisms tell the story of a calm and focused individual with much patience and training.

MRAWGH

CR 1/3



XP 135

Male mrawgh warrior 1

N Medium humanoid (aquatic, merfolk)

Init +1; **Senses** Perception +5

Racial Buoyancy: -160^A, **Depth Tolerance:** 600 ft.

DEFENSE

AC 18, touch 11, flat-footed 16 (+4 armor, +3 natural, +1 Dex)

hp 12 (1d10+2)

Fort +4, **Ref** +1, **Will** +2, +2 vs. mind-affecting

PR 7 (against psionic powers only, not same as SR)

OFFENSE

Speed 5 ft., swim 30 ft.

Melee greatspear +4 (2d6+4/×2)

STATISTICS

Str 17, **Dex** 13, **Con** 14, **Int** 6, **Wis** 14, **Cha** 10

Base Atk +1; **CMB** +4, **CMD** 15

Feats Stick and Spear, Improved Unarmed Strike, Improvised Weapon Mastery.

Skills Perception +5, Survival +5

Languages Common, Ancient

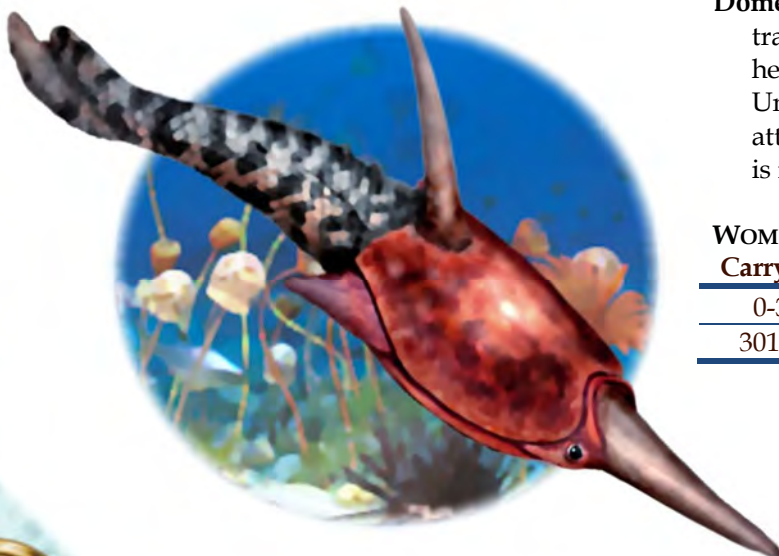
SQ, technology allergy

ECOLOGY

Environment any non-urban sea

Organization solitary, couple, or family (3-12)

Treasure NPC gear (muck armor, greatspear, other stone-age treasure)



Mrawgh Mount: Wompagump

A traditional mount of the mrawgh race, this domesticated giant pteraspis is built more for power and toughness than for speed or agility. A wompagump is about the size of a mericorn. Like most ostracoderms, it has a protective armored plating covering the front of its body. Though lacking fins other than its lobed tail, it swims thanks to stiff, wing-like protrusions derived from the armored plates over its gills. This, along with the horn-like rostrum, makes a wompagump very streamlined in shape. A wompagump also has a stiff spike on its back, an additional form of protection against predators.

WOMPAGUMP

CR 1



XP 400

N Large animal (aquatic)

Init +2; **Senses** scent, Perception +6

Racial Buoyancy: -400^A, **Depth Tolerance:** 600 ft.

DEFENSE

AC 16, touch 9, flat-footed 16 (+7 natural, -1 size)

hp 15 (2d8+6)

Fort +8, **Ref** +3, **Will** +1

OFFENSE

Speed swim 20 ft.

Melee gore +5 (2d6+4)

Space 10 ft.; **Reach** 10 ft.

STATISTICS

Str 18, **Dex** 10, **Con** 17, **Int** 1, **Wis** 13, **Cha** 4

Base Atk +1; **CMB** 6, **CMD** 16

Feats Endurance, Great Fortitude

Skills Perception +5

SQ domestic

ECOLOGY

Environment any sea

Organization solitary or school (5-20)

Treasure none

SPECIAL ABILITIES

Domestic (Ex) A wompagump can be specifically trained for riding, mounted combat, or to pull heavy loads with the Handle Animal skill.

Untrained, it behaves as a docile animal (its gore attack is considered a secondary attack) unless it is injured.

WOMPAGUMP MOUNTS

Carrying Load	Per Hour	Per Day
0-300 lbs.	2 miles	16 miles
301-900 lbs.	1.5 miles	12 miles

Nelumbu

This rather animate lotus plant has uprooted itself, donned some clothes and is now brandishing a fork in your direction.

NELUMBU

CR ½



XP 200

Nelumbu warrior 1

N Medium plant (amphibious)

Init +2; **Senses** Perception +6

Racial Buoyancy: 100 **Depth Tolerance:** 2,500 feet

DEFENSE

AC 14, touch 12, flat-footed 12 (+2 armor, +1 Dex, +1 dodge)

hp 11 (1d10+1)

Fort +3, **Ref** +4, **Will** +2

Immune plant traits

Vulnerability: steam

OFFENSE

Speed 5 ft., swim 30 ft.

Melee war fork +4 (1d8+4/×2)

Ranged composite longbow +3 (1d8/×3)

STATISTICS

Str 17, **Dex** 14, **Con** 12, **Int** 10, **Wis** 15, **Cha** 6

Base Atk +1; **CMB** +4, **CMD** 17

Feats Dodge

Skills Acrobatics +5, Climb +7, Heal +6,

Perception +6, Ride +6, Survival +6

Languages Common, Plant

SQ gripping roots, sun heal, water reliant

ECOLOGY

Environment any coastal (urban)

Organization solitary, pair, or tangle (4-6)

Treasure NPC gear (shark leather armor, war fork, longbow, quiver of 20 arrows, other treasure)

SPECIAL ABILITIES

Gripping Roots (Ex): Nelumbu receive a +2 racial bonus to their CMD when resisting bull rush or trip attempts while rooted to an unyielding surface.

Sun Heal (Ex): In sunlit conditions (magical or true), once per day as a standard action, the nelumbu can heal 2 points of damage.

Water Reliant (Ex): Nelumbu take 1 point of Constitution damage after every hour they are not at least partially submerged in water.

Nelumbu Podling

This lotus seed pod seems to have octopus-like tendrils. It runs away as you approach.

PODLING

CR ¼



XP 100

N Tiny plant (amphibious)

Init +2; **Senses** low-light vision; Perception +0

Racial Buoyancy: 20 **Depth Tolerance:** 30 feet

DEFENSE

AC 15, touch 14, flat-footed 13 (+2 Dex, +1 natural, +2 size)

hp 4 (1d8)

Fort +2, **Ref** +2, **Will** +0

Immune plant traits

OFFENSE

Speed 15 ft., climb 15 ft., swim 15 ft.

Melee slam +0 (1d2-2 plus grab)

Space 2-1/2 ft.; **Reach** 0 ft.

Special Attacks constrict (1d3-2), grab (Medium)

STATISTICS

Str 7, **Dex** 14, **Con** 10, **Int** —, **Wis** 10, **Cha** 5

Base Atk +0; **CMB** +0; **CMD** 8 (can't be tripped)

Skills Climb +6

ECOLOGY

Environment any coastal

Organization solitary or pod pack (3-5)



Relluk, Frozen

Appearing somewhat like an animated suit of glacial armor with a fiery soul crystal jutting from the top of it, the strange construct walks forward carefully.

FROZEN RELLUK

CR 5



XP 1,600

LG or CE Medium construct (relluk)

Init +2; **Senses** Darkvision 60 ft., Perception +0

Racial Buoyancy +100; **Depth Tolerance:** Immune to pressure

DEFENSE

AC 18, touch 12, flat-footed 16 (+6 natural, +2 Dex)

hp 53 (6d10+20)

Fort +2, **Ref** +4, **Will** +2

Immune construct traits, DR 5/adamantine; Resist steam 20, Resist cold 20

OFFENSE

Speed 30 ft., Swim 30 ft.

Melee 2 slams +10 (1d6+4)

Space 5 ft.; **Reach** 5 ft.

Special Attacks breath weapon (60-ft. line, 6d6 steam damage, Reflex DC 13 half, usable every 1d4 rounds)

STATISTICS

Str 18, **Dex** 15, **Con** —, **Int** 12, **Wis** 11, **Cha** 11

Base Atk +6; **CMB** +10, **CMD** 22

Languages Common

SQ luminescent

ECOLOGY

Environment ice flow (Feldorheim)

Organization solitary

Treasure Standard

SPECIAL ABILITIES

Luminescent (Su): An frozen relluk's soul crystal consistently sheds as much light as a torch.

Not all of the aglooliks' attempts to create an aquatic body for the relluk physically crumbled under the strange mystical forces of the soul crystal. Some failed much more spectacularly. Such is the case of the frozen relluk.

Crafted mostly of ever-ice, the frozen relluk was the first apparent success after years of failure and expenses. The aglooliks, under pressure by their sponsors to deliver soldiers of war, skimped on extensive testing and gambled on creating a small legion of these creatures.

What patience may have uncovered, however, was that the frozen relluks all suffered from extreme cases of split personality; one personality was lawful good, the other chaotic evil. They would jump between the two quite unpredictably.

Most escaped into the wintery wilds, locked in an eternal war with themselves. Some were destroyed, while others self-destructed. Occasionally new frozen relluks are created by the particularly mad or cruel.

When encountered, the frozen relluk may not be aware of its dual nature. If it is, the lawful side may warn adventures of the possible shift. Otherwise, most who encounter this rare construct will likely be caught off-guard.

Relluk, Sunken

The creature before you looks much like a man-sized wooden tiki mask, propelled by water jets, and bejeweled with glowing green gemstones.

SUNKEN RELLUK

CR 2



XP 600

Sunken relluk monk 3

N Medium construct (relluk)

Init +0; **Senses** Perception +11

Racial Buoyancy +25; **Depth Tolerance:** Immune to pressure

DEFENSE

AC 15, touch 13, flat-footed 14 (+2 natural, +2 monk, +1 dodge)

hp 24 (3d8+6)

Fort +6, **Ref** +3, **Will** +5

Resist cold 5; **Resist** sonic 5

OFFENSE

Speed swim 50ft.

Melee monk spade +3 (1d6+2) or unarmed +3 (1d6+2), flurry of blows +2/+2 (1d6+2)

Space 5 ft.; **Reach** 5 ft.

Special Attacks boiling spray (3 damage), flurry of blows, stunning fist (3/day, DC 13)

STATISTICS

Str 14, **Dex** 10, **Con** 13, **Int** 10, **Wis** 15, **Cha** 12

Base Atk +2; **CMB** +5, **CMD** 17

Feats Combat Reflexes, Dodge, Great Fortitude, Improved

Unarmed Strike, Stunning Fist, Toughness

Skills Acrobatics +9, Perception +11

SQ evasion, luminescent

ECOLOGY

Environment tropical shoreline

Organization solitary, pair, or masquerade (3–5)

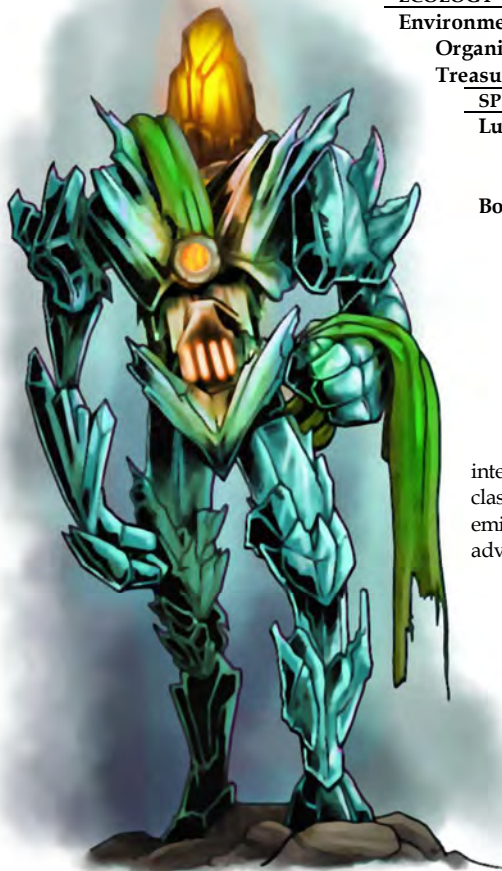
Treasure NPC gear, set of prasiolite power gems

SPECIAL ABILITIES

Luminescent (Su): A sunken relluk's soul crystal consistently sheds as much light as a torch.

Boiling Spray: Once per round, the sunken relluk can spray boiling water from its torso-mouth into an adjacent square. Creatures that end their round within that square take 3 points of steam damage. The effect lasts one round and is initiated as a standard action that does not provoke an attack of opportunity.

Sunken relluks can make very interesting NPCs, and can represent most classes. If you are looking for an exotic emissary, an enigmatic sentry, or just a unique adversary, the sunken relluk may be the best fit.



Sisiutl

A medium-sized two-headed dragon with a face on its torso and a fish-like tail swims up to you brandishing a light crossbow in each of her hands. All three of her faces smirk at your reaction.

SISIUTL

CR ½



XP 200

Female sisiutl rogue 1

CN Medium aberration (aquatic)

Init +2; **Senses** Darkvision 60 ft., Perception +12

Racial Buoyancy: -160, **Depth Tolerance:** 5,000 ft.

DEFENSE

AC 14, **touch** 12, **flat-footed** 12 (+2 armor, +2 Dex)

hp 8 (1d8)

Fort +0, **Ref** +4, **Will** +1

OFFENSE

Speed 10 ft., swim 30 ft.

Melee 2 daggers +2 (1d4+2/19-20) or 2 bites +2 (1d4+2)

Ranged 2 light crossbows +2 (1d8/19-20)

Special Attacks Sneak Attack +1d6

STATISTICS

Str 14, **Dex** 15, **Con** 10, **Int** 16, **Wis** 8, **Cha** 10

Base Atk +0; **CMB** +2, **CMD** 15

Feats Two-Weapon Fighting, Innate Two-Weapon Fighting

Skills Acrobatics +6, Bluff +4, Climb +6, Disable Device +6, Escape Artist +6, Intimidate +4, Perception +8, Sense Motive +3, Sleight of Hand +6, Stealth +6; **Racial Modifiers** +5 Perception

Languages Ancient, Common

ECOLOGY

Environment any aquatic, but usually Isinblare (Feldorheim)

Organization solitary, or twin-pack (4-6)

Treasure NPC gear (sharkhide armor, 2 daggers, 2 light crossbow, quiver of 24 bolts, other treasure)

SPECIAL ABILITIES

Magically Mutable (Su): Sisiutls are affected by transmutation spells as if the caster were one level higher.



Sisiutl, Winalagalis

Encapsulated in a sphere of ever-ice one can see a hairless sisiutl with its arms, necks, and tail all amputated and crudely sewn shut along with its torso-mouth. It floats here, expressionless, causing one to wonder if it is really alive.

WINALAGALIS

CR 12



XP 19,200

N Medium construct (aquatic)

Init +1; **Senses** tremorsense 60 ft., blind; **Perception** +15

Racial Buoyancy: 0, **Depth Tolerance:** immune to pressure

DEFENSE

AC 26, **touch** 11, **flat-footed** 25 (+4 armor, +1 Dex, +11 natural)

hp 132 (15d10+50)

Fort +5, **Ref** +6, **Will** +7

DR 10/adamantine and magic; **Immune** cold, construct traits; **SR** 23

Weaknesses susceptible to mind-affecting effects

OFFENSE

Speed swim 5 ft.

Melee none

Spell-Like Abilities (CL 20th) At will—*levitate*, *telekinesis* (CL 12th; concentration +17) 3/day—*deep slumber* (DC 17), *seek thoughts* (DC 17), 1/day—*lesser geas* (DC 18)

Wizard Spells Prepared (CL 12th; concentration +17)

6th—*disintegrate* (DC 21), *globe of invulnerability*

5th—*cone of ice* (2, DC 22), *dominate person* (DC 21), *passwall*

4th—*arcane eye*, *black tentacles* (2), *boiling shield*

3rd—*electrical surge* (2, DC 18), *fly*, *slow* (2, DC 18)

2nd—*false life* (already cast), *glitterdust* (DC 19), *hideous laughter* (DC 18), *make whole*, *mirror image*

1st—*charm person* (2, DC 17), *expeditious retreat*, *mage armor* (already cast), *slippery ice* (DC 18), *unseen servant*

0—*detect magic*, *electrify*, *mage hand*, *read magic*

STATISTICS

Str 13, **Dex** 13, **Con** —, **Int** 20, **Wis** 10, **Cha** 13

Base Atk +15; **CMB** +16; **CMD** 27

Feats Combat Casting, Alertness (for a Winalagalis this feat counteracts perception detriments for being blind), Greater Spell Focus (conjunction),

Improved Iron Will, Iron Will, Skill Focus (Spellcraft), Spell Focus (conjunction), Spell Focus (enchantment), Toughness

Skills Diplomacy +16,

Knowledge (arcana) +20,

Knowledge (history) +20,

Knowledge (planes) +20,

Perception +15, Spellcraft

+26, Use Magic Device +16

Languages Aquan, Ancient,

Common, Draconic, telepathy

100 ft. (cannot audibly speak)

SQ: Componentless Spellcasting

ECOLOGY

Environment the city of Adlivun

Organization solitary or council (8-13)

Treasure incidental

Squole, Sea

Barely visible, a young woman brandishing a spear and made entirely of clear ooze stands motionless on the sea floor. At first, she seems inanimate, and then she turns to face you.

SEA SQUOLE (ABYSSAL)

CR 1/3



XP 135

Sea squole warrior 1

NG Medium ooze (aquatic, humanoid)

Init +1; **Senses** Blind, Blindsight 30 ft., Perception +2

Racial Buoyancy: 60 **Depth Tolerance:** Immune to Pressure

DEFENSE

AC 12, touch 12, flat-footed 10 (+2 Dex)

hp 13 (1d10+3)

Fort +5, **Ref** +2, **Will** +1

Resist acid 1

Immune stunning, precision attacks (sneak attack), poison, and sleep effects.

OFFENSE

Speed 20 ft., Swim 30ft.

Melee spear +3 (1d8+3/×3)

STATISTICS

Str 15, **Dex** 15, **Con** 16, **Int** 6, **Wis** 12, **Cha** 10

Base Atk +1; **CMB** +4, **CMD** 16

Feats Deliquesce

Skills Perception +2; **Racial Modifiers** +2

Acrobatics, +2 Escape Artist

Languages Common

SQ transparent

ECOLOGY

Environment abyssal plains

Organization solitary, pair, or fek (4-8)

Treasure NPC gear (spear)

SPECIAL ABILITIES

Transparent (Ex) Due to its ability to become completely clear, an abyssal squole is difficult to discern in aquatic environs. A DC 15 Perception check is required to notice a motionless abyssal squole.

Slime, Pseudosquole

A slimy green female mindlessly slithers toward you. Though it looks just like a normal sea squole, its behavior is highly aberrant.

PSEUDOSQUOLE

CR 3



XP 800

N Medium ooze (aquatic)

Init +5; **Senses** blindsight 60 ft.; Perception -5

Racial Buoyancy: 60 **Depth Tolerance:** Immune to Pressure

DEFENSE

AC 16, touch 11, flat-footed 15 (+5 natural, +1 Dex)

hp 33 (4d8+11)

Fort +4, **Ref** +3, **Will** -4

Immune acid, ooze traits

OFFENSE

Speed 20 ft., Swim 30ft.

Melee slam +4 (1d4+1 plus 1d6 acid)

Special Attacks constrict (1d6+4 plus 1d6 acid), corrosion.

STATISTICS

Str 13, **Dex** 13, **Con** 15, **Int** —, **Wis** 1, **Cha** 1

Base Atk +3; **CMB** +4 (+8 grapple), **CMD** 15

Feats Improved Initiative, Toughness

SQ ooze traits, sea squole mimicry (DC 15 Perception check is required to notice that this creature is not a normal sea squole)

ECOLOGY

Environment temperate coast

Organization solitary or fakefek (3-12)

Treasure incidental

SPECIAL ABILITIES

Acid (Ex) An pseudosquole secretes a digestive acid that dissolves flesh and metal quickly, but does not affect stone or plant matter. Each time a creature suffers damage from a pseudosquole's acid, its clothing and armor take the same amount of damage from the acid. A DC 16 Reflex save prevents damage to clothing and armor. A metal weapon that strikes a pseudosquole takes 1d6 acid damage unless the weapon's wielder succeeds on a DC 16 Reflex save. If a pseudosquole remains in contact with a metal object for 1 full round, it inflicts 14 points of acid damage (no save) to the object. The save DCs are Con-based.

Corrosion (Ex) An opponent that is being constricted by a pseudosquole suffers a -4 penalty on Reflex saves made to resist acid damage applying to clothing and armor.



Trueform, Salamander (Ambymander)

This colorful, branchy salamander would be far more cute if it weren't brandishing a dagger in your direction.

AMBYMANDER

CR 2



XP 600

CN Small magical beast (trueform)

Init +5; **Senses** low-light vision; darkvision 60 ft.; scent; Perception +4

Racial Buoyancy -15^A; **Depth Tolerance**: 300 feet

DEFENSE

AC 12, touch 12, flat-footed 11 (+1 Dex, +1 size)

hp 13 (2d8+4)

Fort +5, **Ref** +4, **Will** -1

OFFENSE

Speed 20 ft., Swim 20 ft.

Melee dagger +3 (1d3+2/19-20)

Special Attacks summon the lesser form

STATISTICS

Str 12, **Dex** 13, **Con** 14, **Int** 12, **Wis** 11, **Cha** 10

Base Atk +1; **CMB** +1, **CMD** 12

Feats Improved Initiative

Skills Acrobatics +1, Climb +1, Perception +4, Stealth +13; **Racial**

Modifiers +4 to Stealth

Languages Ziliti

SQ amphibious, tool use

ECOLOGY

Environment freshwater lakes and streams

Organization solitary, or congress (3-6)

Treasure NPC gear (dagger, other treasure)



Trueform, Eurypterid (Chronopterid)

One would imagine that the most dangerous thing about a eurypterid is its poisonous sting, but this one has a short sword and called you a tuna.

CHRONOPTERID

CR 2



XP 600

LN Medium magical beast (aquatic, trueform)

Init +4; **Senses** low-light vision; darkvision 60 ft.; Perception +9

Racial Buoyancy: -190 **Depth Tolerance**: 600 feet

DEFENSE

AC 12, touch 10, flat-footed 12 (+2 natural)

hp 11 (2d8+2)

Fort +4, **Ref** +0, **Will** +1

OFFENSE

Speed 20 ft., Swim 40 ft.

Melee short sword +4 (1d6+1/19-20), sting +1 (1d3 plus poison)

Space 5 ft.; **Reach** 5 ft. (10 ft. with sting)

Special Attacks summon the lesser form

STATISTICS

Str 10, **Dex** 11, **Con** 12, **Int** 10, **Wis** 15, **Cha** 6

Base Atk +1; **CMB** +1, **CMD** 11

Feats Improved Initiative

Skills Perception +9

Languages Common, Halbok

SQ amphibious, tool use

ECOLOGY

Environment tropical coast

Organization solitary, pair, or nest (4-6)

Treasure NPC gear (short sword, other treasure)

SPECIAL ABILITIES

Poison (Ex): Sting — injury; save Fort DC 12; frequency 1/round for 4 rounds; effect 1d2 Con; cure 1 save.

Trueform, Squid (Ikasaru)

If squids took up spears they would be a lot more dangerous. Oh wait, this one just did!

IKASARU

CR 2



XP 600

CN Small magical beast (aquatic, trueform)

Init +6; **Senses** low-light vision; darkvision 60 ft.; Perception +8

Racial Buoyancy: -1 **Depth Tolerance**: 20,000 feet

DEFENSE

AC 14, touch 13, flat-footed 12 (+2 Dex, +1 natural, +1 size)

hp 13 (3d8)

Fort +3, **Ref** +7, **Will** +2

Defensive Ability ink cloud (5-ft. radius)

OFFENSE

Speed 10 ft., Swim 40 ft., jet 160 ft.

Melee spear +2 (1d4+2), bite -1 (1d3 +1)

Special Attacks summon the lesser form

STATISTICS

Str 15, **Dex** 15, **Con** 11, **Int** 12, **Wis** 14, **Cha** 8

Base Atk +3; **CMB** +3 (+7 grapple), **CMD** 15

Feats Improved Initiative, Improved Grapple, Lightning Reflexes

Skills Climb +10, Perception +8, Stealth +4

Languages Common, Cephalite

SQ tool use

ECOLOGY

Environment any open water

Organization solitary, or squad (5-12)

Treasure NPC gear (spear, other treasure)

SPECIAL ABILITIES

Ink Cloud (Ex) An ikasaru can emit a 5-foot-radius cloud of ink once per minute as a free action while underwater. This cloud provides total concealment. The ink persists for 1 minute.

Jet (Ex) An ikasaru can jet in a straight line as a full-round action. It does not provoke attacks of opportunity while jetting.

Note: These statistics are done in the style of the trueforms found in the bestiary section of the CERULEAN SEAS CAMPAIGN SETTING book and BEASTS OF THE BOUNDLESS BLUE, but do not necessarily reflect the races presented in this tome. This is done to provide consistency.



Water Bug, Mutant

It appeared out of nowhere. I thought it was some sort of titanic ambushing lobster, but the reality was much worse. I watched in horror as this unnatural insect sucked out the insides of helpless dolphin that was paralyzed by this vermin's venom.

MUTANT WATER BUG

CR 8



XP 4,800

N Huge vermin

Init +2; **Senses** darkvision 60 ft., watersense 60 ft.; **Perception** +6

Racial Buoyancy: -1500 **Depth Tolerance**: 300 feet

DEFENSE

AC 21, touch 10, flat-footed 19 (+2 Dex, +11 natural, -2 size)

hp 95 (10d8+50)

Fort +12, **Ref** +5, **Will** +5

Immune mind-affecting effects

OFFENSE

Speed 30 ft., fly 40 ft. (poor), swim 50 ft.

Melee 2 claws +13 (1d8+8 plus grab), bite +13 (1d8+8 plus poison)

Space 15 ft.; **Reach** 15 ft.

Special Attacks constrict (1d8+8)

STATISTICS

Str 27, **Dex** 15, **Con** 20, **Int** —, **Wis** 14, **Cha** 2

Base Atk +7; **CMB** +17 (+21 grapple); **CMD** 29 (41 vs. trip)

Feats Skill Focus (Stealth)^B

Skills Perception +6, Stealth +5; **Racial Modifiers** +4 Perception, +8 Stealth

SQ feign death

ECOLOGY

Environment any coast

Organization solitary, or swarm (5-12)

Treasure none

SPECIAL ABILITIES

Poison (Ex) Sting — injury; save Fort DC 20; frequency 1/round for 6 rounds; effect 1d4 Dex damage; cure 2 consecutive saves.

Feign Death (Ex): Whenever a water bug is unconscious, it appears dead. A conscious water bug can also make itself appear dead as an immediate action. Any creature that physically interacts with a water bug feigning death must succeed at a Heal check (DC 15) to recognize it is actually alive.

Whirlygig Beetle, Mutant

At first we thought it was an enchanted rowboat piloted by a speed-loving madman. But then it dove under and swallowed a halibut whole.

MUTANT WHIRLYGIG

CR 3



XP 800

N Large vermin

Init +0; **Senses** darkvision 60 ft.; **Perception** +0

Racial Buoyancy: -430 **Depth Tolerance**: 300 feet

DEFENSE

AC 15, touch 9, flat-footed 15 (+6 natural, -1 size)

hp 30 (4d8+12)

Fort +7; **Ref** +1; **Will** +1

Immune mind-affecting effects

OFFENSE

Speed 20 ft., fly 30 ft. (poor), swim 60 ft.

Melee bite +6 (1d10+6)

Space 10 ft.; **Reach** 5 ft.

STATISTICS

Str 18, **Dex** 10, **Con** 16, **Int** —, **Wis** 10, **Cha** 9

Base Atk +3; **CMB** +8; **CMD** 18 (26 vs. trip)

Skills Fly -6

SQ surface sight

ECOLOGY

Environment any coast

Organization solitary, or swarm (5-12)

Treasure none

SPECIAL ABILITIES

Surface Sight (Ex): While at the water's surface, a whirligig gains a +4 racial bonus to Perception skill checks to notice anything also at the water's surface, and a +1 racial bonus to hit such targets.



Woggle

Though it looks a bit like a grindylow, the creature before you behaves nothing like one. For starters, it is dressed in the finest silk, is impeccably clean, and just bowed and said "How do you do, fine sir?"

WOGGLE

CR 1/2



XP 200

Male woggle wizard 1

NG Small aberration (aquatic, goblinoid)

Init +3; **Senses** darkvision 60 ft.; Perception +0

Racial Buoyancy: -30^B, **Depth Tolerance**: 600 ft.

DEFENSE

AC 16, touch 14, flat-footed 13 (+3 Dex, +2 natural, +1 size)

hp 7 (1d6+1)

Fort +2, **Ref** +4, **Will** +2

OFFENSE

Speed 15 ft., swim 30 ft., jet 200 ft.

Melee quarterstaff +2 (1d4+1/×2)

Ranged dagger+4 (1d3+1/19-20)

Special Attacks Telekinetic Fist (Sp) 6/day

Spells(CL 1st)

1st—*boiling hands*(DC 15), *magic missile*

0—*mage hand*, *mending*, *open/close*

STATISTICS

Str 12, **Dex** 16, **Con** 13, **Int** 17, **Wis** 8, **Cha** 8

Base Atk +0; **CMB** +0, **CMD** 13

Feats Magical Aptitude

Skills Disable Device +7, Perception +0,

Spellcraft +9, Stealth +8, Craft (painting) +9,

Use Magic Device +3; **Racial Modifiers** +2

Craft (painting), +4 Stealth

Languages Common, Aquan, Delatari, Nixish

SQ amphibious, jet, tangling tentacles

ECOLOGY

Environment any urban

Organization solitary, pair, or choir (6-12)

Treasure NPC gear

(quarterstaff, 3 daggers, other treasure)

SPECIAL ABILITIES

Tangling Tentacles (Ex): During the woggle's turn, it can make a single trip attack against any adjacent foe as a swift action. It gains a +4 racial bonus on trip attacks made with its tangling tentacles, and if it fails to trip a foe, that creature can't attempt to trip the woggle in retaliation.

Woggle Sound Golem

Crafted by woggle wizards to protect priceless works of art, the sound golem, at first glance, appears to be a large metal gong with a pleasant face motif floating strangely in the water. However, a faint outline of a hulking humanoid form made up of pulsating water currents is seen upon closer examination. The creature makes noise like an orchestra playing.

SOUND GOLEM

CR 14



XP 38,400

N Huge construct (aquatic)

Init -1; **Senses** darkvision 60 ft., low-light vision; Perception +0

Racial Buoyancy: -600, **Depth Tolerance**: immune to pressure

DEFENSE

AC 29, touch 7, flat-footed 29 (-1 Dex, +22 natural, -2 size)

hp 144 (19d10+40)

Fort +6; **Ref** +5; **Will** +6

DR 15/adamantine; **Immune** construct traits, sonic, magic; **Resist** steam 20, cold 20

OFFENSE

Speed 0 ft. (cannot move outside of water), swim 30 ft.

Melee 2 slams +28 (4d6+11 plus 2d6 sonic plus grab)

Space 15 ft.; **Reach** 15 ft.

Special Attacks breath weapon (30-ft. cone, 10d6 sonic, Reflex DC 19 half, every 1d4 rounds), dissonant interior, sonic pulse

STATISTICS

Str 32, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 2

Base Atk +19; **CMB** +32 (+36 grapple); **CMD** 41

ECOLOGY

Environment any

Organization solitary

Treasure The gold face gong contains roughly 3,200 gp worth of gold.

SPECIAL ABILITIES

Dissonant Interior (Ex): A sound golem can try to shove a grabbed opponent up to two sizes smaller than itself into its interior by making a successful grapple check. An opponent thrown into the sound golem's interior is trapped in the pulsing water that makes up the body of the creature. A trapped creature automatically takes 2d6 points of sonic damage each round. Escaping the creature's interior requires a successful Strength check (DC 30) to escape the currents. Alternately a trapped creature can escape by dealing at least 25 points of damage to the sound golem from within (AC 22). Note, the golem's damage reduction applies to all attacks against it from the inside as well.

A Huge sound golem's interior can hold 2 Medium, 8 Small, or 16 Tiny or smaller creatures.

Sonic Pulse (Ex): A sound golem's entire mobile body is made of sonic vibrations pulsing through water.

Any slam attack deals sonic damage. Creatures attacking a sound golem unarmed or with natural weapons take this same sound damage each time one of their attacks hits.

Sound Golem Construction

A sound golem's gong-like "face" is constructed from gold alloyed with rare metals and chemicals totaling 12,000 gp. An orchestra of no less than 20 musicians is required to bring the golem to life, including one extremely talented musician playing the "gong" to be enchanted.

CL 16th; Price 180,000 gp

CONSTRUCTION REQUIREMENTS

Feats Craft Construct; **Spells** *sculpt sound*, *geas/quest*, *limited wish*, *polymorph any object*, *discordant blast*; **Special** creator must be caster level 16th; **Skill Check(s)** Craft (musical instrument), DC 20 Perform (percussion) DC 20; Cost 96,000 gp.



Appendices

Appendix 1: List of Aquatic Monsters

Listed below is the compiled list of aquatic and semi-aquatic, monsters from this tome and their page numbers.

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CR 1/3

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CR 5

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CR 6

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CR 7

kirah(210)

CR 8

water bug, mutant(222)

CR 10

kvraken(211)

CR 12

winalagalis, sisiutl(219)

CR 14

golem, sound(223)

Appendix 2: Pronunciation Guide

carchardian	kar-kar-dee-uhn
chrysopsaro	kree-sohp-sair-oh
delphin	del-fahyn
genai	jee-nahy
ikasaru	eek-ah-sah-roo
ixarc	iks-ahrk
kahikua	kah-hee-koo-ah
kawauso	kah-wow-soh
kvol	kah-vohl
mrawgh	ma-raw-guh
nelumbu	nil-um-boo
sisiutl	sis-see-ew-tuhl
shazalar	shah-zah-lahr
winalagalis	win-a-la-ga-lees

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Appendix 4: Comprehensive List of Aquatic PC Races

Race	High Stats	Low Stats	Brief Description	References
Adaro	Str, Dex, Con	Int	Aggressive shark-like merfolk	BOS
Agloolik	Dex, Int	Con	Small-sized fey-like bearded tinkers	II
Ambymander	Con, Cha	Str	Small-sized trueform salamanders	RRS
Amphian	Dex, Cha	Str	Clownfish-like psionic merfolk	WT
Anumi, aquatic	Str, Varies	Varies	Animal-headed humanoid	RRS, BB
Apsara	Dex, Cha	None	Merfolk-like native outsider	RRS, WT
Aqua-xax	Con, Int	Cha	Randomly shape-shifting alien	RRS
Ashray	Int, Cha	Wis	Ghost-like humanoid native outsider	RRS, VV
Asrai, thalassic	Dex, Wis	Con	Psionic water elemental feykith	WT
Asterak	Con, Int	Str	Deep sea alien-like merfolk	AA
Benitsuru	Dex, Wis	Con, Str	Humanoid cranes	CS
Bogger	Dex, Con	Str, Cha	Primitive goblin merfolk	CSC, BB
Brother of Frost	Con, Cha	Wis	Cold-loving reptilian native outsider	RRS, II
Carchardian	Str	Wis, Cha	Large-sized trueform great white shark	RRS, CSC
Cecaelia	Dex, Wis	Int	Standard mer-octopuses	BOS
Chronopterid	Dex, Int	Con	Small-sized trueform eurypterid	RRS, VV
Chrysopsaro	Wis, Cha	Dex	Armed goldfish from demiplane of commerce	RRS
Cindarian	Con, Cha	Str	Lionfish-like Small-sized merfolk	CSC, CS
Crystolix	Wis, Cha	Str	Polar merfolk who specialized as merchants	II
Delphin	Dex, Cha	Wis	Trueform dolphin	RRS, CSC
Drow, deep	Dex, Cha	Con	Like a drow, except from the deep sea	RRS, AA
Dwarf, austorian	Con, Wis	Cha	Deep sea dwarf	AA
Dwarf, pragian	Con, Wis	Cha	Dwarves that adapted to wearing diving suits	VV
Echinn	Str, Con	Int, Wis	Humanoid sea urchin	AA
Elf, eifelian	Dex, Int	Con	Cursed, artificially aquatic elves	VV
Elf, ice	Dex, Wis	Con	Icy elves that breed terrible monsters	II
Elf, sea (aka aquatic)	Dex, Int	Con	Standard aquatic elf	CSC, II, BOS
Entobian, nymphite	Dex, Con	Wis	Insectoid can change form at higher levels.	RRS
Estrel	Dex, Wis	Cha	Small-sized trueform starfish	RRS, AA
Genai	Dex, Con	Cha	Genie-blooded native outsider	RRS, CS
Gillman	Con, Cha	Wis	Human slaves mutated to survive underwater	BOS
Gnome, lochkovian	Con, Cha	Str	Gnomes that share lives with sea animals	VV
Grindylow	Dex	Int, Wis, Cha	Goblinoid mer-octopus	BOS, VV
Hai nu	Dex, Wis	Con	Gillman-like race with fur	RRS, CS
Heikegani	Con, Wis	Dex, Cha	Humanoid samurai lobsters	CS
Hitogoi (koi-man)	Con, Cha	Wis	Humanoid koi good at invention	BB, CS
Human, famernian	Varies	Varies	Humans evolved to aquatic lifestyle	VV
Hydrurgan	Str, Con	Cha	Large-sized trueform leopard seal	RRS, II
Ikasaru	Dex, Con	Int	Small-sized trueform squid	RRS
Ixarc	Wis, Cha	Str	Small-sized trueform ray	RRS, CSC
Kai-lio	Str, Wis	Cha	Centaur-like merfolk	CSC
Kappa, sea	Str	None	Sea turtle humanoid	CS
Karkanak	Str, Con	Dex	Humanoid crab	CSC, AA, II
Kawauso	Dex, Wis	Str	Small-sized trueform otter	RRS, CS
Kirah	Str, Wis	Cha	Deep drow centaur-crab outsider hybrid	RRS, AA
Kvol	Dex, Wis	Cha	Humanoid made out of tiny extraplanar squid	RRS
Locatha	Dex, Wis	Int	Fish-like humanoids	BOS
Medusian	Con, Wis	Cha	Small-sized trueform jellyfish.	RRS, WT
Melusine, freemind	Con, Int	Cha	Psionic alien merfolk	WT

Appendix 4: Comprehensive List of Aquatic PC Races (continued)

Race	High Stats	Low Stats	Brief Description	References
Merfolk (pureblood)	Dex, Con, Cha	none	Standard merfolk, not the subtype	BOS, VV
Merkoth	Dex, Int	Cha	Mer-octopus with psionic powers	WT
Mizugumo	Dex	Str, Int	Centaur-like diving bell spider	CS
Mogogol	Con, Cha	Int	Humanoid frog cursed with altruism	CSC, CS
Morgen	Int, Wis	Con	Merfolk-like outsider from plane of dreams	RRS
Mrawgh	Str, Varies	Int	Primitive merfolk with dunkleosteus features.	RRS, VV
Naga, benthic	Dex, Wis	Cha	Humanoid water snake	WT, CS
Naiad, viridian	Con, Wis	Int	Plant-like sea nymph	CSC
Nelumbu	Con, Wis	Cha	Sentient water lotus	RRS
Ningen, talilajuk	Str	Int	Beluga whale merfolk	II, CS
Ningyo, river	Wis, Cha	Str	Koi-like mermaid	CS
Nixie, deepwater	Dex, Cha	Str	Small-sized sea fey	CSC, AA
Nommo	Str, Int	Cha	Ancient ugly merfolk	CSC, AA, II
Obitu, aquatic	Str, Dex	Cha	Deep sea living skeleton	AA
Oculus, viden	Dex, Wis	Str	Floating eye of the deep	AA
Piscean	Dex, Wis	Cha	Humanoid fish with shady past	CSC, AA, II
Pleurodelian	Dex, Con	Int	Very primitive humanoid newt	VV
Relluk, sunken	Con, Cha	Dex	Ancient living construct	RRS
Rugon	Str, Con	Dex	Large-sized trueform dugong	RRS, CS
Rusalka, abyssal	Dex, Cha	Str	Seductive humanoid with poison tendrils	AA
Sahuagin	Str, Wis	Cha	Evil, shark-loving fish-men	BOS
Sahuakin	Str, Wis	Cha	Sahuagin-orc hybrids	VV
Samebito	Str, Con	Int, Wis	Shark-like merfolk	CS
Seafolk	Varies	Varies	Classic merfolk race	All
Sebek-ka	Str, Wis	Int	Humanoid crocodiles from ancient Egypt	CSC, CS
Selkie, lochgelly	Dex, Cha	Wis	Fun-loving seal-elf shapeshifters	CSC, II
Shibaten	Str, Cha	Wis	Humanoid ducks from the future	VV, SP
Sisiutl	Str, Int	Cha	Two-headed dragon-merfolk aberration	RRS
Spirit Folk	Dex, Cha	Wis	Oni/kami blooded native outsider hybrids	RRS, CS
Squawk	Dex, Con	Int	Humanoid penguin warmongers	II
Squibbon	Str, Dex	Cha	Small-sized trueform octopus	RRS, CSC
Squole, sea	Dex, Con	Int	Humanoid slime	RRS
Suibo	Con, Wis	Str, Dex	Humanoid jellyfish	CS
Thanor	Str, Con	Dex, Wis	Humanoid renaissance walruses	II
Triton (standard)	Str, Cha	Dex	Noble outsiders from plane of water	BOS
Triton, Shazalarian	Str, Wis	Int	Native outsider water elemental humanoid	RRS, CSC
Uobei	Con, Cha	Int	Small-sized betta-fish merfolk	CS
Woggle	Dex, Cha	Wis	Intelligent grindylow with musical talent	RRS
Zef	Int, Wis	Str	Primeval humanoid snail	WT, VV

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penny saved (feat)	133	song of the morgen (feat)	136	weapon from beyond (feat)	139
planar resistance (feat)	133	soulcatcher (prestige class)	160-161	well of worlds (remarkable realm)	178-179
planars	84-97	spirit folk	94	werexax, aquatic	206
plant magic (feat)	133	spit acid (feat)	136	whirligig beetle, mutant	222
pluvokian skull	189	split subtype (feat)	136	white mare (aphromorph)	185
podling, nelumbu	217	squibbon	113	widened spray (feat)	139
poison proof (feat)	133	squole, sea	58-63, 220	will of two (feat)	139
power gems	75-76	starseeker (prestige class)	162-163	winalagalis, sisiutl	219
powerful spray (feat)	133	stellar healing (feat)	136	woggle	78-83, 223
prankster (feat)	133	stick and spear (feat)	136	woggle lullaby (feat)	139
presence of mind(feat)	134	summon lesser form (feat)	136	wompagump	216
pressure umbrella	190	sun loving (feat)	136	zeno's turtle amulet	191
primordial brutality(feat)	134	sunkissed (feat)	136		
pseudosquole	220	superheated spray (feat)	137		
reach of force (feat)	134	surfacers (feat)	137		
reflex of two (feat)	134	tag of homing	183		

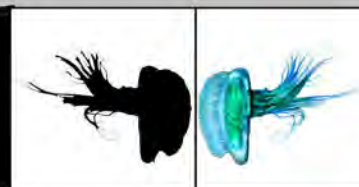
Trueforms

Delphin



Chronopterid

Medusian



Instructions

Cut out all non-gray shapes on black outline. Do not cut black line between colored picture and silhouette. Fold in half on that line, then fold black half-circles up. Paste matching base on bottom, word-side-down. Enjoy your miniature!



Estrel



Ixarc



Ambymander



Carchardian



Kauso



Kassar



Squibben



Rugon

Hydrurgan

Planars

Genai



Apsara



Crítón



Đai Nu



Đai Nu
(Dwarfed)

Asbray



Spirit
folk




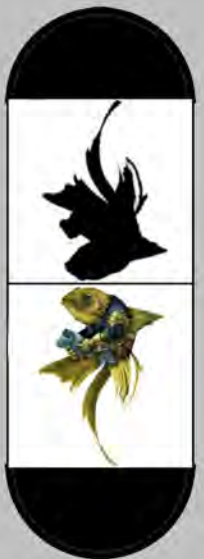

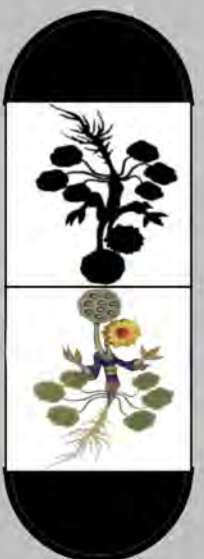

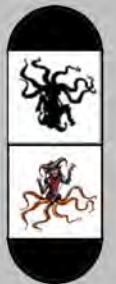













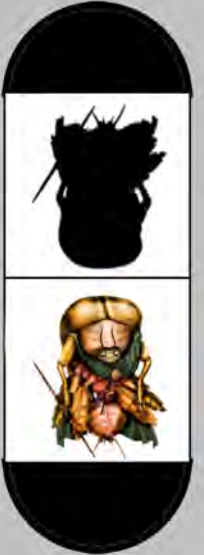
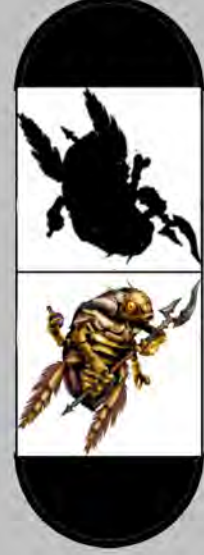





Brother
of
frost



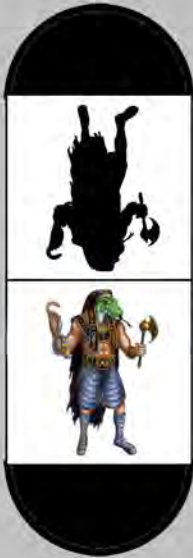
Kírah



Remarkable Races Submerged set 1

Remarkable Races Submerged set 2



Sea Snake
Anumi



Dolphin
Anumi



Crab
Anumi



Sea
Squole



Mwargh



Aqua-xax
Paragon



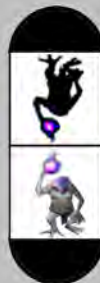
Aqua-xax
Primordial



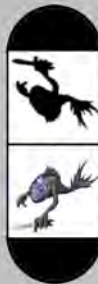
Aqua-xax
Pseudosaur



Morgen



Aqua-xax
Pelagic



Aqua-xax
Dipmy



Inspiration running dry?
Options sunk, thought bubbles purged?
Then maybe its time to try,
Remarkable Races Submerged.

Add New Life to your Cerulean Seas Game!

The REMARKABLE RACES SUBMERGED COMPENDIUM supplement is a colorfully illustrated tome, 100% compatible with the PATHFINDER ROLEPLAYING GAME and the CERULEAN SEAS CAMPAIGN SETTING that give rules for playing new and unusual PC races. This book contains all you need to play dozens of new aquatic races & more! Races were designed to fit into nearly any Cerulean Seas campaign (including INDIGO ICE, AZURE ABYSS, CELADON SHORES, and VIRIDIAN VEIL). With versatile and non-intrusive back stories, these creatures can be spontaneously added to any setting. Mix and match to suit your world. Whether you are a GM looking for new options, or a player seeking something different, "Remarkable Races Submerged" by Alluria Publishing will breathe new life into your game!

