

# REMARKABLE RACES<sup>®</sup>

## SUBMERGED

Planars



**PATHFINDER<sup>®</sup>**  
ROLEPLAYING GAME COMPATIBLE





# REMARKABLE RACES SUBMERGED

## PLANARS

A New Player Character Race for use with the Pathfinder® Roleplaying Game and the Cerulean Seas Campaign Setting®

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# Remarkable Races Submerged:



COVER ART BY SANDRA DUCHIEWICZ

## 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 reined 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 sea folk, 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.





## 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 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 ashrays.

## 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 apsars) 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.

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

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

**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, Maszoe, 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 worshiped 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 Sebekka, 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.



## Kai 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, therefor 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<sup>C</sup>; **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, Julong, 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 Salatori 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 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, Olora, Saradrez, 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 (instead of Large).

**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 dazed.

**Languages:** Kirah begin play speaking Dagonite and Salatori. 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 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.

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 2<sup>nd</sup> character level after 1<sup>st</sup>, 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.





# Planar Vital Statistics

Below are the vital statistics for the planar races of the Cerulean Seas campaign setting. These statistics are applied just as described in the vital statistics section of the Pathfinder Roleplaying Game.

## RANDOM STARTING AGE

Race	Adult	Barbarian, Rogue, Sorcerer	Fighter, Mariner, Paladin, Siren	Cleric, Kahuna, Monk, Wizard
Apsara	15 years	+1d4	+1d6	+2d6
Ashray	0 years	+1d4	+3d4	+4d4
Brothers of Frost	1 year	+2d4	+3d4	+6d4
Genai	60 years	+4d6	+6d6	+8d6
Hai Nu	14 years	+1d4	+1d6	+2d6
Kirah	130 years	+4d6	+6d6	+10d6
Spirit Folk	20 years	+1d6	+2d6	+3d6
Triton	0 years	+4d4	+6d4	+8d4

## AGING EFFECTS

Race	Middle Age	Old	Venerable	Maximum Age
Apsara	35 years	53 years	70 years	70 + 2d20 years
Ashray	Immune to aging			
Brothers of Frost	Immune to aging			
Genai	150 years	200 years	250 years	250 + 6d% years
Hai Nu	30 years	45 years	60 years	60 + 2d10 years
Kirah	195 years	285 years	370 years	370 + 4d% years
Spirit Folk	62 years	93 years	125 years	125 + 3d20 years
Triton	275 years	363 years	450 years	450 + 4d% years

## RANDOM HEIGHT /LENGTH

Race/Gender/Type	Base Height/Length	Modifier (in.)
Apsara, male	5 ft.	2d4
Apsara, female	4 ft. 9 in.	2d4
Ashray, male	4 ft. 6 in.	2d6
Ashray, female	4 ft. 3 in.	2d6
Brother of frost	4 ft. 9 in.	2d12
Genai, male	5 ft. 2 in.	2d8
Genai, female	5 ft. 0 in.	2d8
Hai Nu, Medium	4 ft. 5 in.	2d4
Hai Nu, Small	2 ft. 6 in.	1d8
Kirah (both genders)	8 ft.	3d6
Spirit Folk, male*	4 ft. 10 in.	2d12
Spirit Folk, female*	4 ft. 15 in.	2d12
Triton, male	5 ft. 5 in.	3d6
Triton, female	5 ft.	3d4

\*add 3 feet for Large, subtract 3 feet for Small.

## BUOYANCY & DEPTH TOLERANCE

Race	Racial Buoyancy	Depth Tolerance
Apsara	-0	1,000 ft.
Ashray	-0	immune
Brothers of Frost	90	3,000 ft.
Genai	-50	1,000 ft.
Hai Nu	-0 <sup>C</sup>	immune
Kirah	-225	10,000 ft.
Spirit Folk	-50 <sup>A</sup>	300 ft.
Triton	-0	immune

## STARTING RACIAL ABILITY ADJUSTMENTS

Race	Str	Dex	Con	Int	Wis	Cha
Apsara	-	+2	-	-	-	+2
Ashray	-	-	-	+2	-2	+2
Brothers of Frost	-	-	+2	-	-2	+2
Genai	-	+2	+2	-	-	-2
Hai Nu	-	+2	-2	-	+2	-
Kirah	+4	-	-	-	-2	+2
Spirit Folk	-	+2	-	-	-2	+2
Triton	+2	-	-	-2	+2	-



## Racial Feats

The following feats are available to a planar character who meets the prerequisites.

### 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).

### 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).

### 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.

**Benefit:** Your natural armor bonus increases by +2 and you gain the benefit of armor spikes when you are not wearing manufactured armor.

### 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.

### 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.

### 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.



## 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.

## 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.



## 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.

## 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.

## POISON PROOF

You become immune to poison, much like a minion of Saloth.

**Prerequisite:** Kirah.

**Benefit:** You become immune to poison.

## 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) with your bite attack.

## 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.

## SURFACER

You have acclimated yourself to shallower waters.

**Prerequisite:** Kirah.

**Benefit:** You lose your pressure sensitivity and light blindness, but your depth tolerance is reduced to 1,000 feet.

## 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.

## 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.

## 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  $10 + 1/2$  the your character level + 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



# 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.





## Prestige Class: 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: THE TRANSCENDER**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1 <sup>st</sup>	+0	+0	+0	+1	Counter-summons	—
2 <sup>nd</sup>	+1	+1	+1	+1	Spell-fetch (3 <sup>rd</sup> )	+1 of existing spellcasting class
3 <sup>rd</sup>	+1	+1	+1	+2	Suppression	+1 of existing spellcasting class
4 <sup>th</sup>	+2	+1	+1	+2	Aqua Attunement	+1 of existing spellcasting class
5 <sup>th</sup>	+2	+2	+2	+3	Spell-fetch (6 <sup>th</sup> )	+1 of existing spellcasting class
6 <sup>th</sup>	+3	+2	+2	+3	Gnast familiar	+1 of existing spellcasting class
7 <sup>th</sup>	+3	+2	+2	+4	Telepathy	+1 of existing spellcasting class
8 <sup>th</sup>	+4	+3	+3	+4	Spell-fetch (8 <sup>th</sup> )	+1 of existing spellcasting class
9 <sup>th</sup>	+4	+3	+3	+5	Sunder portal	+1 of existing spellcasting class
10 <sup>th</sup>	+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 2<sup>nd</sup> level, the gnast can retrieve any spell of 3<sup>rd</sup> level or lower. At 5<sup>th</sup> level, the gnast can retrieve any spell of 6<sup>th</sup> level or lower. At 8<sup>th</sup> level, the gnast can retrieve any spell of 8<sup>th</sup> level or lower.

Until the gnast is summoned as a familiar (see the 6<sup>th</sup> 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 3<sup>rd</sup> 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 3<sup>rd</sup>.

**Aqua Attunement (Ex):** At 4<sup>th</sup> level, the transcender gains energy resistance 5 against acid, cold, or steam.

**Gnast Familiar:** At 6<sup>th</sup> 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 7<sup>th</sup> 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 9<sup>th</sup> 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 10<sup>th</sup> 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.



# 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 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 (Su)**: Ashrays do not sleep. In addition, ashrays have immunity to death effects, disease, paralysis, poison, sleep effects, and stunning.

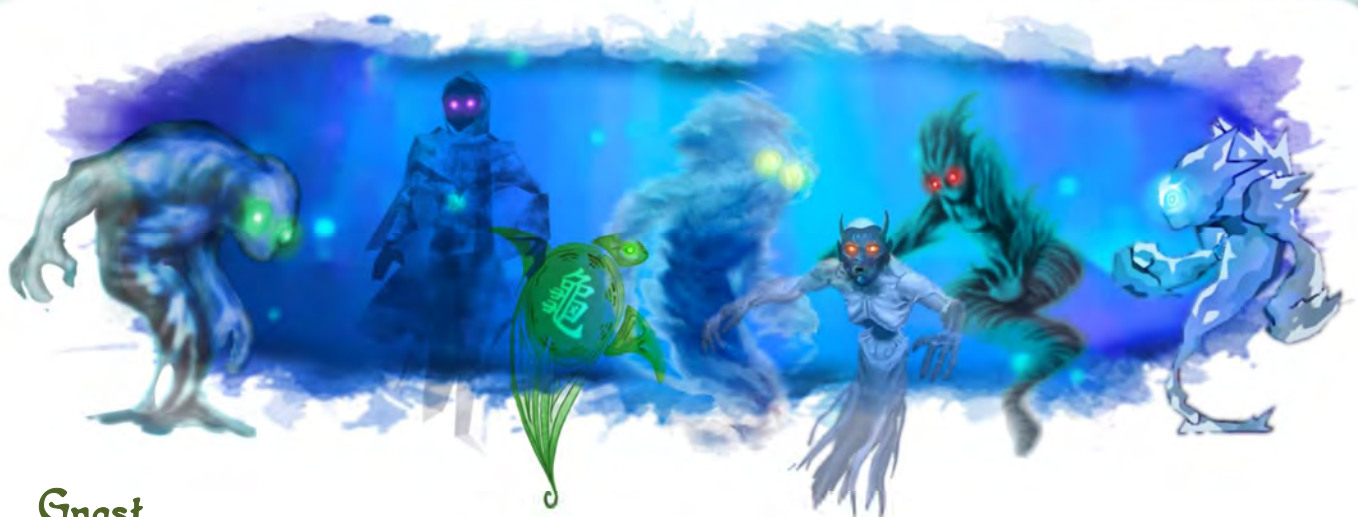
**Vulnerable to Sunlight (Ex)**: Ashrays take 1 point of Constitution damage after every hour they are exposed to sunlight.

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.





## 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 an 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 summonings and callings as often as possible, and may eventually seek to join the world entirely as a familiar to a transducer. Service to a transducer 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 strangle 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.





# 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.

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