

REMARKABLE RACES[®]

SUBMERGED

the Aqua-Xax



PATHFINDER[®]
ROLEPLAYING GAME COMPATIBLE



REMARKABLE RACES SUBMERGED

THE AQUA-XAX

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

Author
Emily E. Kubisz

Editors
Steven O'Neal
Patricia Taylor-Kubisz

Interior Illustrators
Justin Varu
Dean Spencer
Mike Dunbar
Eugene Jaworski
Tim Adams

Layout & Design
Tim Adams
Grace Jackson

Cover Artist
Anna Verhoog

Special Thanks to:
Ofelia J. Kubisz
Magnus A. Kubisz
Team Draconis

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Remarkable Races Submerged:



(PRIMORDIAL FORM)

The Aqua-xax

Deep in the swirling quagmires of the Abyss, a mad cult of unnamable creatures vied for power. Their chants and gibbers rose to a violent cacophony when the swirling portal opened. When black clusters of tentacles, eyes, and maws erupted from the conjured gateway, nearly half of the group was forced to end their ritualistic wailing – they were devoured by the pre-primordial forces emanating from the portal. Fierce winds roared up against the encroaching madness. In a moment, the two realities merged – absolute chaos mingled howling and frenzied with ageless insanity. The scene twisted into something no words could ever describe, and no mortal could witness and survive. Then, with a sudden explosion, the portal closed. What seemed like shrapnel at first, later turned out to be countless small, grey creatures jettisoned in every direction. Appearing as twisted and alien as any creature native to the Abyss or the dark tapestry between the stars, one could only imagine their dark intentions, warped minds, or depraved desires.

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

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

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

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

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

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

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

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

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

In contrast, the aqua-xax's Pelagic form is on-par with merfolk in both their ability to swim and their likeness to aquatic life. Appearing much like a

bulbous 3-foot-long fish with long arms sprouting from its sides terminating in the typical xax-like hands, the Pelagic form is superb at both underwave maneuverability and manual tasks.

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

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

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

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

Aqua-xax are omnivores who enjoy a wide variety of food and drink. Their blood is a purplish tar, and their organs are all squirming tentacles that writhe from open wounds. The unique physiology of an

aqua-xax demands strange nutrients. They will often consume large quantities of substances that other races would not find palatable at such a scale.

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

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

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

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

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

ADVENTURERS: Bordering on ascetic, the aqua-xax rarely adventure for wealth, greed, fame, or glory. They will adventure to gain knowledge, test theories, restore balance, explore, and protect the innocent. Unlike most benevolent or peaceful creatures, they are not repulsed by creatures of evil or chaos. Instead, they see

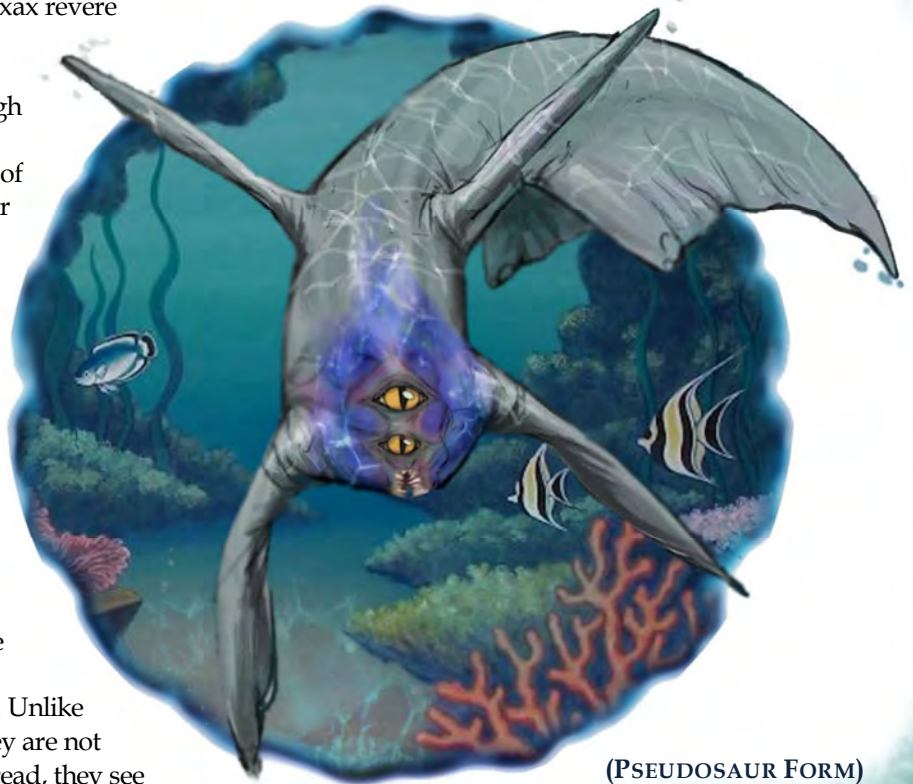
these beings as a necessary element in the universe. While many with such a philosophy would become pacifists, aqua-xax do not consign to that either. To an aqua-xax, violence can be a positive agent of change, and they are quite willing to destroy anything that they feel needs to be rebuilt.

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

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

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

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



(PSEUDOSAUR FORM)

Aqua-xax Racial Traits

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

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

Darkvision: 60 feet.

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

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

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

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

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

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

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

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

Roll 1d10:

1-2. Paragon

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

3-4. Pelagic

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

5-6. Pygmy

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

7-8. Primordial

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

9-10. Pseudosaur

Flexible Force Manipulation: Upon changing into Pseudosaur form, the aqua-xax gains the Force Manipulation ability as if it were a trueform (see REMARKABLE RACES SUBMERGED: TRUEFORMS for details). The energy used in this force manipulation varies each time this form is obtained. Roll a d4, 1: Sonic, 2: Magic, 3: Psionic, or 4: Hydrothermal current.

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

Languages: Aqua-xax begin play speaking Common.

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



(PELAGIC FORM)

Aqua-xax Vital Statistics

RANDOM STARTING AGE

Adulthood	Barbarian, Rogue, Sorcerer	Siren, Fighter, Paladin, Mariner	Cleric, Kahuna, Monk, Wizard
0 yrs	+1d3	+1d4	+1d8

RANDOM HEIGHT AND WEIGHT*

Form	Base Height	Modifier
Paragon	5 ft.	+2d6 inches
Pelagic	2 ft. 6 inches	+2d6 inches
Pygmy	1 ft.	+1d4 inches
Primordial	3 ft.	+2d6 inches
Pseudosaur	3 ft. 6 inches	+1d6 inches

*These are determined with each new transformation.

AGING EFFECTS

Middle Age	Old	Venerable	Maximum Age
40 years	58 years	75 years	75+3d20 years

Racial Feats

The following feats are available to a aqua-xax character who meets the prerequisites.

CHAOTIC SURGE

Chaotic energy explodes from your weapon when you score a critical hit.

Prerequisite: Aqua-Xax.

Benefit: If you confirm a critical hit, you may add an additional 1d6 damage of a random energy type by rolling a d10 and applying the following energy type: 1-2: acid, 3-4: cold, 5-6: steam, 7-8: electricity, 9-10: sonic.

CHOOSE MUTATION

You may choose which form you receive from the Daily Form racial trait.

Prerequisites: Aqua-xax, Limit Mutation.

Benefit: Every other day, instead of rolling for your Daily Form trait, you may choose one out of the list.

LIMIT MUTATION

You can further limit the number of random choices for your Daily Form racial trait.

Prerequisite: Aqua-xax.

Benefit: Before you roll for your Daily Form for the day, choose and write down three numbers from 1 to 10. You may reroll for your Daily Form racial trait if any number that you have written down is rolled.

MANIPULATE PROBABILITY

Through sheer will, you can make yourself less likely to fail at one task.

Prerequisites: Aqua-xax, Wis 13.

Benefit: A number of times per day equal to your Wisdom modifier, you may roll 5d4 in the place of a d20 for a skill check, saving throw, or roll to hit.

MID-DAY FORM CHANGE

Once per day, you can change your form as if it were sunrise.

Prerequisites: Aqua-xax, Retune Form

Benefit: Once per day, as a full-round action that provokes an attack of opportunity, you can invoke a change of form as if it was the sunrise of a new day. Regardless of the time before sunrise, the next sunrise will still provoke your Daily Form racial trait normally.

RETUNE FORM

Once per day, you can change your form's racial ability options.

Prerequisites: Aqua-xax

Benefit: Once per day, as a standard action, you can change your racial ability options as if you just assumed that form. Randomly determined options remain random, though you may reroll if you obtain the same result that you currently have.

WEAPON FROM BEYOND

You can call a weapon to you from the great beyond.

Prerequisite: Aqua-xax.

Benefit: Once per day, as a swift action, you can summon a normal exotic weapon of the same variety that was chosen for your Memory of Conflict racial trait and of the appropriate size for your current form. If you are in pseudosaur form, this weapon also has the "Adapted Weapon" modification (see REMARKABLE RACES SUBMERGED: TRUEFORMS for details). The weapon appears in your hands as soon as your hands are free to hold it (or manifests equipped on your body if you are in pseudosaur form). The weapon vanishes 2d4 rounds after it leaves your hands (or body if a pseudosaur), or after 3d4 hours (whichever comes first). Weapons summoned are non-magical and mundane, though often have a bizarre motif or alien design.

Paradox Magic Items

From time to time, aqua-xax become accomplished magical artificers. Like most xax, these crafters are obsessed with the nature of reality as well as paradoxes that can lead to a better understanding of this nature. The items that they craft are usually unlike any other in the realm, as they explore these fascinating aspects. The following are a few examples of their unique works.

BIANCHINI'S FERRY TOKEN

Aura moderate transmutation; **CL** 11th.

Slot none; **Price** 1,050 gp; **Buoyancy**: -1 bu.

DESCRIPTION

This is a large gold coin with an ornate compass design and a small blue sapphire in the center. It has no discernable runes or writing, though upon cursory examination many of the patterns on the coin look like letters.

When held in hand (or equivalent) the token's bearer, while at the surface of the water, will be affected by water currents in reverse, effectively traveling upstream, and potentially up waterfalls and out of whirlpools. The strength of the current remains the same, though the direction is reversed for the bearer and his equipment. If at any point that the bearer is no longer holding the token, or the bearer is no longer at the surface of the water, the effect ends.

CONSTRUCTION

Requirements: Craft Wondrous Item, *control currents, neutralize buoyancy*; **Cost** 525 gp.

CROCODILE-TOOTH CARCANET

Aura strong evocation; **CL** 9th.

Slot neck; **Price** 9,000 gp; **Buoyancy**: -1 bu.

DESCRIPTION

The crocodile-tooth carcanet looks like a rather unassuming string of crocodile teeth. A simple knot fastens the grisly gorget around one's neck.

The wearer of this necklace gains a rather peculiar ability when making a melee attack. Before each attack roll, as a free action, the wearer may declare the carcanet active.

When active, the carcanet completely ignores attacks that miss. However, if the attack hits, the attack is immediately rerolled. If the second attack roll misses, the entire attack misses.

However if the attack roll would hit, the owner may choose the better of the two rolls. While this may increase the chance of missing, it also increases the chance of a critical hit.

If the wearer is unhappy with both successful rolls (and is really fishing for that critical), another roll can be made until the wearer is satisfied with the better roll or he rolls a failed attack roll, in which case the effect ends and the attack misses. Keep in mind that a natural 1 is always a miss.

CONSTRUCTION

Requirements: Craft Wondrous Item, *Borrow Fortune*; **Cost** 4,500 gp.

PRESSURE UMBRELLA

Aura moderate abjuration, moderation transmutation; **CL** 11th.

Slot none; **Price** 4,000 gp; **Buoyancy**: -3 bu.

DESCRIPTION

A pressure umbrella is essentially a 4-foot-diameter, flattened gold ring embossed with arcane runes and enameled with a blue-green alchemical solution. Its power can be turned on and off through a command word.

The effect of a pressure umbrella is deviously simple. By cutting off the channel of water directly above it using a super-thin extra-dimensional space, the water directly below is subject to pressure as if the umbrella is the water's surface, but only in squares directly underneath the umbrella. While the ring itself is magical, the effect on pressure is due to a natural process known as the hydrostatic paradox, and therefore cannot be dispelled and can extend into areas of antimagic.

While a handle can be added for pressure sensitive races to use this as a sort of umbrella against the effects of water pressure, some may use this item to cause harm. A ceiling equipped with a pressure umbrella in a deep sea environment could subject all those who pass under it to the deadly effects of "the bends."

CONSTRUCTION

Requirements: Craft Wondrous Item, *protection from pressure, rope trick*; **Cost** 2,000 gp.

THESEUS WHEEL

Aura moderate transmutation, moderate conjuration; **CL** 10th.

Slot none; **Price** 15,000 gp; **Buoyancy:** 5 bu.

DESCRIPTION

The Theseus Wheel is a masterwork ship's wheel that is devoid of all prismatic color. Though it appears to be made of wood and metal, it is all black, white and shades of grey.

When mounted to a ship (either as a replacement wheel or as an adornment), the magic of the wheel activates. Each time the ship takes damage, the wheel automatically repairs this damage by the end of the next round. However, each repaired section loses its color and becomes black & white toned like the wheel. In addition, a running total of the hit points repaired is kept. When that total equals or exceeds the craft's maximum hit point total, the wheel ceases to function for that ship, and the entire ship is rendered colorless. Afterwards the wheel can be moved to a new ship, but will not work on a ship that it previously repaired in this way until every black and white toned board, feature, and component has been replaced.

CONSTRUCTION

Requirements: Craft Wondrous Item, *make whole*, *mend*, *prestidigitation*; **Cost** 7,500 gp.

ZENO'S TURTLE AMULET

Aura strong transmutation; **CL** 14th.

Slot neck; **Price** 12,000 gp; **Buoyancy:** -1 bu.

DESCRIPTION

This elaborate gold amulet is in the shape of a turtle. It has a simple leather cord so that it can be worn around the neck.

Once per round as a free action, the wearer may choose one target enemy that has not made a move action that round. The amulet then shifts the order of reality slightly so that the wearer's move action happens immediately after his chosen enemy's move action, before that enemy can take any other action (including free actions). No other action sequences change, and the turn sequence reverts to normal after this effect. The effect fails, however, if the wearer is not at least 10 feet away from his chosen enemy at the end of the wearer's move action.

If done consecutively against the same pursuing enemy, that enemy should never be able to catch the wearer, even if there is a large discrepancy between the speed of the pursuer and the pursued.

CONSTRUCTION

Requirements: Craft Wondrous Item, *expeditious retreat*, *haste*; **Cost** 6,000 gp.



Prestige Class: The Wandering Philosopher

"Either conflict follows me, I bring conflict, or conflict is everywhere. Therefore I am conflict."

The wandering philosopher searches for peace in mysterious ways; by traveling the seas in search of conflict and strife and attempting to end it, often with violence. Consequently, his mind is finely tuned toward martial endeavors. The wandering philosopher feels compelled to find quarrels where there seemingly are none, thus proving peace is not present. He endeavors to unravel the secret of peace, by patiently and systematically exploring its opposite.

A wandering philosopher's study of discord has expanded his martial abilities. Regardless of original class, he tends to be seen as an astute but unlikely combatant. The wandering philosopher is able to fortify brawn with a keen intellect. His powers reflect an acute understanding of the flow of battle and the tactics of a seasoned fighter.

Role: Wandering philosophers are leaders and masters of combat. They excel in the thick of melee combat and can easily lead his allies to victory even when the odds may be stacked against them.

Alignment: Wandering philosophers must be of lawful alignment.

Hit Die: d10.

REQUIREMENTS

To qualify to become a wandering philosopher, a character must fulfill all of the following criteria.

Race: Xax.

Base Attack Bonus: +5

Skills: Knowledge (history) 7 ranks

Feats: Manipulate Probability, Weapon from Beyond, Weapon Focus (chosen exotic weapon from the Memory of Conflict racial trait).

CLASS SKILLS

The wandering philosopher's class skills (and the key ability for each skill) are Acrobatics (Dex), Climb (Str), Intimidate (Cha), Knowledge (each taken individually) (Int), Ride (Dex), and Survival (Wis).

Skill Ranks at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the wandering philosopher prestige class.

Weapon and Armor Proficiency: Wandering philosophers gain no proficiency with any weapon or armor.

Exotic Specialization (Ex): A wandering philosopher gains the Weapon Specialization feat that applies to his chosen exotic weapon (from his Memory of Conflict racial trait) as a bonus feat, even if he does not qualify for this feat. If he already has Weapon Specialization with this weapon, he gains Greater Weapon Specialization with the same weapon, even if he does not qualify for this feat.

Combat Precognition (Su): A wandering philosopher senses combat the instant before it happens and therefore cannot be surprised.

Enduring Body (Ex): At 2nd level, the wandering philosopher learns how to tune his intellect into avoiding damage. This grants him damage reduction 1/—. At 6th level, his damage reduction improves to 2/—. At 10th level, his damage reduction improves to 3/—.

Form of Conflict (Ex): At 3rd level, once per day during the first round of combat, a wandering philosopher may change his Daily Form to another Daily Form of his choice. This change takes a full round action that provokes an attack of opportunity. When combat ends, the wandering philosopher reverts to the Daily Form that he was before combat in the same manner.

TABLE: THE WANDERING PHILOSOPHER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+1	+0	+1	Exotic Specialization, Combat Precognition
2nd	+2	+1	+1	+1	Enduring Body (DR 1/ —)
3rd	+3	+2	+1	+2	Form of Conflict
4th	+4	+2	+1	+2	Magic Weapon from Beyond (+1)
5th	+5	+3	+2	+3	Greater Probability Manipulation
6th	+6	+3	+2	+3	Enduring Body (DR 2/ —)
7th	+7	+4	+2	+4	Impossible Odds
8th	+8	+4	+3	+4	Magic Weapon from Beyond (+2)
9th	+9	+5	+3	+5	Perfect Attack
10th	+10	+5	+3	+5	Enduring Body (DR 3/ —)

Magic Weapon from Beyond (Su): At 4th level, the wandering philosopher may use his weapon from beyond feat to summon a magic weapon instead with a +1 bonus (or its equivalent). At 8th level, increase this bonus to +2. The duration of this ability remains the same.

Greater Probability Manipulation (Su): At 5th level, once per round, the wandering philosopher may roll 5d4 in the place of a d20 for a skill check, saving throw, or roll to hit.

Impossible Odds (Ex): At 7th level, once per day, when a wandering philosopher rolls a natural 1 to hit, the roll is instead considered to be a natural 20. This does not apply if he was using any dice other than a d20 to hit.

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



(PYGMY FORM)

Aqua-xax

The creature before you is decidedly alien; a product of a maddeningly different world. Its calm, clear, and human sounding voice only proves to be more unnerving than its vertically-set face on its neckless grey body. It draws two unfamiliar weapons and attacks.

AQUA-XAX (PARAGON FORM)

CR 1/3



XP 135

Xax warrior 1

LN Medium aberration (xax)

Init +2; **Senses** Perception +2, Darkvision 60 ft.

Racial Buoyancy: -30 **Depth Tolerance:** 1000 ft.

DEFENSE

AC 14, touch 12, flat-footed 12 (+2 armor, +2 Dex)

hp 12 (1d10+2)

Fort +3, **Ref** +2, **Will** -1

Resist electricity 5

OFFENSE

Speed 30 ft., Swim 20 ft.

Melee 2 whip-daggers +2 (1d4+2/×3)

Ranged longbow +3 (1d8/×3)

STATISTICS

Str 14, **Dex** 15, **Con** 15, **Int** 12, **Wis** 8, **Cha** 10

Base Atk +1; **CMB** +3, **CMD** 15

Feats Two-Weapon Fighting

Skills Diplomacy +3, Perception +2 (+2 racial)

Languages Common, Delatari

ECOLOGY

Environment any coast

Organization solitary or team (3-12)

Treasure NPC gear (shark leather armor, 2 whip-daggers (light exotic weapon, disarm, trip), longbow, quiver of 20 arrows, other treasure)

Werexax (aquatic)

This bizarre form of pseudo-lycanthropy arose from alchemical experimentation. Its unwitting inventor was trying to find a way to distill the aqua-xax's strange effects on probability and reality, and ending up creating this magical disease instead. Since then, it has infected several other races. All werexax are afflicted, and are normal in all other respects when in their natural form. When the transformation triggers, they change to appear exactly as an aqua-xax (form chosen randomly), but are no longer in control of their actions. In aqua-xax form, they generally behave chaotic and insane; rambling incoherently, attacking both friend and foe, and performing many peculiar acts of destruction and mischief. Statistics below are based on a 2nd level cindarian rogue, and the form is Primordial.

AQUATIC WEREXAX

CR 2



XP 600

CN Small aberration (shapechanger)

Init +3; **Senses** Perception +8

Racial Buoyancy: -30 **Depth Tolerance:** 1000 ft.

DEFENSE

AC 20, touch 15, flat-footed 16 (+3 armor, +2 natural, +3 Dex, +1 dodge, +1 size)

hp 20 (2d8+8)

Fort +4, **Ref** +7, **Will** +4

Defensive Abilities Evasion; **DR** 5/cold iron

OFFENSE

Speed 20 ft., Swim 30ft.

Melee short sword +5 (1d4+2/19-20), bite +0 (1 point plus curse of pseudo-lycanthropy, which works similar to lycanthropy, though can be passed on by afflicted creatures.)

Special Attacks sneak attack +1d6

STATISTICS

Str 15, **Dex** 17, **Con** 16, **Int** 10, **Wis** 16, **Cha** 4

Base Atk +1; **CMB** +2, **CMD** 16

Skills Acrobatics +14, Bluff +3, Climb +9, Intimidate +5, Knowledge (dungeoneering) +5, Perception +8, Sense Motive +8, Stealth +12;

Racial Modifiers +6 Acrobatics

Feats Coral Link, Dodge, Weapon Finesse

SQ venom resistance (as cindarian), change shape (cindarian, aqua-xax, *polymorph*), rogue talents (fast stealth), trapfinding.

ECOLOGY

Environment temperate coast

Organization solitary, pair, or pack

Treasure shark hide armor, short sword, other treasure



(PARAGON FORM)

Aqua-xax in Your Game

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

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

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

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

Whatever the case, the aqua-xax will make a welcome addition to any ocean-based game as a the strangest character in the group, an unusual option for a player seeking to play an extremely mutable or random character, a challenge for the player who likes to play everything, or even a fun alternative for those who like to roll lots of dice.

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