

# REMARKABLE RACES<sup>®</sup>

## SUBMERGED

the Morgen



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





# REMARKABLE RACES SUBMERGED

## THE MORGEN (AQUATIC MUSE)

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:



## The Morgen



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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Nearly all morgens have pleasant characteristics, both physically and mentally. Morgens have gentle demeanors, and tend to remain calm in even the worst situations. Since the majority of a morgen's power revolves around influencing others, they are almost never found alone. This communal spirit supplants any negative personality traits. Few would find a morgen annoying, self-serving, impolite, or ill-mannered.



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

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

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

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

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

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





## Morgen Racial Traits

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

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

**Racial Buoyancy:** -60<sup>B</sup>, **Depth Tolerance:** 300 feet

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

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

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

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

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

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

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

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

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



## Morgen Vital Statistics

### RANDOM STARTING AGE

	Barbarian, Rogue, Sorcerer	Siren, Fighter, Paladin, Mariner	Cleric, Kahuna, Monk, Wizard
Adulthood	+4d6	+6d6	+10d6
7 years			

### RANDOM HEIGHT AND WEIGHT

Gender	Base Height	Modifier
Male	6 ft.	+2d6 inches
Female	5.ft. 10 in	+1d12 inches

### AGING EFFECTS

Middle Age	Old	Venerable	Maximum Age
200 years	300 years	400 years	400 + 5d% years

## THE SEA OF DREAMS

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

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

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

## Racial Feats

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

### DREAM BUBBLE

You create a bubble that defies water.

**Prerequisites:** Morgen, Character Level 5.

**Benefit:** At will, you become encapsulated in an ephemeral bubble that grants you 0 buoyancy and the ability to breathe underwater, but otherwise has no effect other than visual.

### INSPIRE COURAGE

Your presence bolsters your allies against fear.

**Prerequisites:** Morgen, Cha 15.

**Benefit:** You grant allies within 50 feet of you a +2 morale bonus to saving throws versus fear effects.

### INSPIRE LUST

You can use your spell-like ability more often.

**Prerequisite:** Morgen

**Benefit:** You can use your *unnatural lust* spell-like ability one additional time per day.

**Special:** You can take this feat multiple times, adding an additional casting per day.

### SONG OF THE MORGEN

You can use *touch of the morgen* at range.

**Prerequisites:** Morgen, 3 ranks in Perform skill.

**Benefit:** You can use the *touch of the morgen* racial trait at a range of up to 30 feet.

**Normal:** *Touch of the morgen* normally has a range of touch.

### UNEARTHLY PRESENCE

You exude the essence of dreams.

**Prerequisites:** Morgen, Wis 15.

**Benefit:** When your hit point total is equal to or greater than half of your maximum hit point total, you gain a +1 morale bonus to armor class and all saving throws against attacks made by creatures in squares immediately adjacent to you.

### WAKING DREAM

You can enter the dreams of an immediate ally.

**Prerequisites:** Morgen, Int 15.

**Benefit:** This feat allows you to cast *dream* once per day as a spell-like ability, with the following limitations. You cannot designate a different messenger than yourself. In addition, the recipient must be someone within 50 feet of yourself. The caster level for this ability is equal to your character level.



# Aphromorphic Pearls

Hailing from the plane of Dream, morgens often bring with them strange items that are made from the very fabric of this extraordinary realm. One such object is the aphromorphic pearl, the materialized essence of a denizen of the Sea of Dreams. It appears as a large and luminous white pearl, two inches in diameter. If one looks closely at it, they will notice that the pearlescence swirls like stormy clouds. Aphromorphic pearls glow more brightly when near a sleeping subject.

## Aphromorphic Pearls

**Aura** strong transmutation; **CL** 16th  
**Slot** —; **Price** 125,000 gp; **Weight** —

### DESCRIPTION

The aphromorphic pearl can only be activated once per day, when the person who is carrying this item falls asleep at the surface of a large body of water. Upon falling asleep, the aphromorphic pearl triggers and releases floating seafoam from it that fills up to four squares adjacent to the sleeper. The seafoam eventually (within 2d4 minutes) coalesces into an extraplanar creature that protects the sleeper to the best of its abilities, including fleeing with the sleeper if possible. Form, additional properties, and additional abilities are dependent on the type of pearl, and described in the “Aphromorphs” section. Creatures that do not sleep or dream cannot use this item.

The aphromorph reverts to seafoam if the sleeper is awakened or slain, the aphromorph is slain, or the aphromorph leaves the body of water it originated from. The sleeper remembers the actions of the aphromorph as if it were a hazy dream. Although the dreamer cannot directly influence the actions of the aphromorph, his general intentions and demeanor are reflected in its behavior.

### CONSTRUCTION

**Requirements:** Craft Wondrous Item, *polymorph any object*, *polymorph*; **Cost** 62,500 gp.  
Aphromorphic pearls can only be crafted in the Sea of Dreams.

## APHROMORPHS

All aphromorphs created by the pearls share the same base statistics, which are further modified by the type of pearl. Occasionally, the type of creature supersedes some of the base statistics.

BASE APHROMORPH

CR 8



XP 3,200

N Large outsider (extraplanar)

**Init** +7; **Senses** blindsight 60 ft.; **Perception** +14

**Racial Buoyancy:** -30<sup>A</sup> **Depth Tolerance:** 300 feet

### DEFENSE

**AC** 22, touch 13, flat-footed 18 (+3 Dex, +1 dodge, +9 natural, -1 size)

**hp** 75 (10d10+20)

**Fort** +9, **Ref** +10, **Will** +5

**DR** 10/magic

**Immune** sleep and fear effects.

### OFFENSE

**Speed** swim 40 ft.

**Melee** slam +11 (2d6+2)

**Space** 10 ft.; **Reach** 0 ft.

### STATISTICS

**Str** 14, **Dex** 17, **Con** 15, **Int** 4, **Wis** 11, **Cha** 10

**Base Atk** +10 **CMB** +13; **CMD** 27(can't be tripped)

**Feats** Dodge, Improved Initiative, Improved Overrun, Iron Will, Power Attack

**Skills** Perception +14

**Languages** Common, Dreampeak (cannot speak)

## BLEACHED WHALE

*The bleached whale appears as an insubstantial white whale with glowing violet eyes.*

**Speed** swim 60 ft.

**Ghostly Immunities (Su):** Bleached whales are immune to death effects, disease, mind-affecting effects (charms, compulsions, phantasms, and patterns), paralysis, poison, and stun.

**Spell-like abilities (CL 16<sup>th</sup>):** Bleached whales can use *invisibility* at will as a spell-like ability. In addition, they can use *ethereal jaunt* once per day as a spell-like ability.

## EX-RAY

*The ex-ray is a large skeletal stingray with bleach-white bones and hollow eye sockets.*

**DR** 15/bludgeoning

**Immune** cold

**Melee** sting +11 (1d6 plus poison)

**Space** 10 ft.; **Reach** 5 ft.

**Poison** (Ex)

Sting — injury; save Fort DC 16; frequency 1/round for 4 rounds; effect 1d2 Dex and 1 Con; cure 1 save. The save DC is Constitution-based.

## PALE BOAT

*The pale boat is a crème-white living sail boat with ghostly sails that can move of its own accord.*

**Racial Buoyancy:** 2000; **Depth Tolerance:** 0 feet (floating only)

**Speed** swim 120 ft.

**Construct-like Immunities (Su):** Pale boats are not subject to ability damage, ability drain, fatigue, exhaustion, energy drain, or nonlethal damage.

**Spell-like abilities (CL 16<sup>th</sup>):** Pale boats can use *swift retreat* three times per day as a spell-like ability.

**Special:** The pale boat appears underneath its dreamer, effectively carrying the dreamer away with it.

## SHELL SHARK

*The shell shark seems to be made entirely of jagged white sea shells. Its eyes blaze a fearful red.*

**Natural Armor (Ex):** Shell Sharks have a natural armor bonus of +11.

**Melee** bite +11 (2d6+2)

**Space** 10 ft.; **Reach** 5 ft.

**Spell-like abilities (CL 15<sup>th</sup>):** Shell Sharks are constantly under the effects of the *iron body* spell. This has the same effects as the spell, except that the duration does not expire.

## SNOW CRAB

*This large angry crab appears to be made entirely of snow and ice. Its eyes glow a menacing pale green.*

**Speed** 40 ft. swim 20 ft.

**Immune** cold

**Melee** 2 claws +11 (1d6+2 plus grab)

**Space** 10 ft.; **Reach** 5 ft.

**Special Attacks** constrict (1d6+2), breath weapon (15 ft. cone, Reflex DC 17 for half, 2d4 cold, usable every 1d4 rounds)

**Special:** The snow crab can survive 10 rounds outside of the water, after which it reverts to a pile of snow instead of seafoam.

## WHITE MARE

*The white mare is a perfect albino hippocampus with pink highlights. It is both majestic and beautiful.*

**Speed** swim 80 ft.

**Space** 10 ft.; **Reach** 5 ft.

**Spell-like abilities (CL 15<sup>th</sup>):** White mares can use *swift retreat*, *dimension door* and *plane shift* three times per day (each spell) as a spell-like ability. It can only use *plane shift* to go to the Sea of Dreams and back to its plane of creation. If the white mare is created in the Sea of Dreams, it loses its plane shift ability. The white mare can carry up to two Medium-sized creatures, including its dreamer.





## Prestige Class: The Silver Morgen

*"Sometimes you wake up, sometimes you die, and, in some dreams of drowning, you learn to breathe like a fish."*

A life as a morgen often means a life dedicated to inspiring others towards following their dreams. In the case of the silver morgen, there is no exception. This morgen seeks out the servitors of good aligned deities and inspires them towards great achievements. They are deeply spiritual and hold their idealistic values above all else. These doctrines often include love, peace, and freedom. Silver morgens are the living embodiment of these principles.

Drawn to the path of divine good, the silver morgen is well-suited to aiding the cause of other religious classes. They are charged with pure positive energy, and all those who use that type of energy can benefit from having a silver morgen nearby. They may also harness this energy into powerful radiant attacks.

**Role:** Silver morgens are often party leaders. Occasionally, they fill the role of combat support; enhancing the prowess of the entire party.

**Alignment:** Silver morgens must be of good alignment, and their alignment must be congruent with that of their chosen deity.

**Hit Die:** d8.

### REQUIREMENTS

To qualify to become a silver morgen, a character must fulfill all of the following criteria.

**Race:** Morgen.

**Skills:** Heal 7 ranks, Knowledge (religion) 10 ranks.

**Feats:** Unearthly Presence.

**Spells:** Ability to cast *calm emotions* and at least one healing spell.

**Special:** Channel positive energy class feature.

### CLASS SKILLS

The silver morgen's class skills (and the key ability for each skill) are Diplomacy (Cha), Heal (Wis), Knowledge (religion) (Int), and Sense Motive (Wis).

**Skill Ranks at Each Level:** 2 + Int modifier.

### CLASS FEATURES

All of the following are class features of the silver morgen prestige class.

**Weapon and Armor Proficiency:** Silver morgens are proficient with all simple weapons. They gain no proficiency with armor, but will likely have some defensive proficiency from previous classes.

**Spells per Day:** When a new silver morgen level is obtained, a silver morgen gains new spells per day as if he had also gained a level in a divine spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained. This means that he adds the level of silver morgen to the level of whatever other divine spellcasting class the character has, then determines spells per day, spells known, and caster level accordingly. If a character had more than one divine spellcasting class before becoming a silver morgen, he must decide to which class he adds the new level for purposes of determining spells per day.

**Silver Light (Sp):** At 1<sup>st</sup> level, the silver morgen radiates the effects of a *calm emotions* spell at all times in a 5-foot radius from himself. Other than duration and area of effect, the effects of this ability are identical to a *calm emotions* spell with a CL equal to the silver morgen's character level. This effect does not persist outside of the range of the silver morgen, and ends immediately when the effected creature leaves the area. At 4<sup>th</sup>, 7<sup>th</sup>, and 10<sup>th</sup> level the radius of this effect extends an additional 5 feet, reaching a 20-foot radius at 10<sup>th</sup> level.

**Touch of Silver (Su):** At 2<sup>nd</sup> level, when a silver morgen channels positive energy to heal an ally, the ally gains one additional use of channel positive energy for that day, provided that he has that ability. This effect is not cumulative; the ally can only gain one additional use per day regardless of how many times the silver morgen channels positive energy to heal him.

**TABLE: THE SILVER MORGEN**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+1	Silver Light (5-foot radius)	+1 of existing divine spellcasting class
2nd	+1	+1	+1	+1	Touch of Silver	+1 of existing divine spellcasting class
3rd	+2	+1	+1	+2	Silver Strike (1/day)	+1 of existing divine spellcasting class
4th	+3	+1	+1	+2	Silver Light (10-foot radius)	+1 of existing divine spellcasting class
5th	+3	+2	+2	+3	Divine Presence	+1 of existing divine spellcasting class
6th	+4	+2	+2	+3	Silver Strike (2/day)	+1 of existing divine spellcasting class
7th	+5	+2	+2	+4	Silver Light (15-foot radius)	+1 of existing divine spellcasting class
8th	+6	+3	+3	+4	Light of Peace	+1 of existing divine spellcasting class
9th	+6	+3	+3	+5	Silver Strike (3/day)	+1 of existing divine spellcasting class
10th	+7	+3	+3	+5	Silver Light (20-foot radius)	+1 of existing divine spellcasting class

**Silver Strike (Su):** At 3rd level, as a swift action, the silver morgen chooses one target within the area of her silver light effect to be the target of silver strike. If this target is evil, the silver morgen and all allies within the silver light effect add a bonus equal to the level of the silver morgen class to all damage rolls made against the target of the silver strike. Allies must be within the silver light effect to gain this bonus, but may move in and out of the area, gaining and losing the bonus respectively. The additional damage from silver strike automatically bypasses any DR the target might possess. If the silver morgen targets a creature that is not evil, the silver strike is wasted with no effect. The silver strike effect remains until the target is dead or the next time the silver morgen rests and regains his uses of this ability. The target cannot escape silver strike by moving out of the area of the silver light effect. The silver morgen gains an additional use of this ability at 6<sup>th</sup> and 9<sup>th</sup> level.

**Divine Presence (Su):** At 5th level, the silver morgen's Unearthly Presence feat adds an additional +1 sacred bonus to armor class and all saving throws against attacks made by creatures within 10 feet of the silver morgen. This bonus applies whenever the bonuses from the Unearthly Presence feat normally apply.

**Light of Peace (Su):** At 8<sup>th</sup> level, once per day, the silver morgen's body can shed light as a *daylight* spell for a number of rounds equal to her silver morgen level. While under this effect, the silver morgen and all allies within 50 feet of the silver morgen gain a +4 sacred bonus to saving throws versus fear or emotion magic. If the effect is classified as both fear and emotion magic, the sacred bonus increases to +8.





## Morgen

This gentle creature dressed in sharkhide armor etched with a scrolling water lily design smiles kindly at you. Her alien beauty is punctuated by her impossibly fathomless eyes which are reminiscent of the sky on a moonless summer night. Though she is armed, the way she carries her sword seems to make it more an item of peace than an object of combat.

### MORGEN

CR 1/2



### XP 200

Female morgen siren 1

NG Medium outsider (native)

**Init** +2; **Senses** low-light vision; Perception +4

**Racial Buoyancy:** -60<sup>B</sup> **Depth Tolerance:** 300 feet

#### DEFENSE

**AC** 15, touch 12, flat-footed 13 (+3 armor, +2 Dex)

**hp** 7 (1d8-1)

**Fort** -1, **Ref** +5, **Will** +3

**Immune** sleep and fear effects.

#### OFFENSE

**Speed** 5 ft. swim 40 ft.

**Melee** short sword +0 (1d6/19-20)

**Ranged** shortbow +2 (1d6/×3)

**Special Attacks** songstress's grace 1/day, commanding cadence, compelling song, predator's song, siren song (see siren class)

**Spell-Like Abilities** (CL 1<sup>st</sup>)

1/day — *unnatural lust* (DC 14)

**Siren Spells Prepared** (CL 1<sup>st</sup>)

1<sup>st</sup> — (DC 14) *Comprehend Languages*, *Neutralize Buoyancy*

0 — (DC 13) *Lullaby*, *Mage Hand*, *Mending*, *Resistance*

#### STATISTICS

**Str** 10, **Dex** 14, **Con** 8, **Int** 15, **Wis** 12, **Cha** 17

**Base Atk** 0; **CMB** +0, **CMD** 13

**Feats** Extra Performance

**Skills** Acrobatics +6, Climb +4, Diplomacy +7, Escape Artist +6, Perception +4, Perform (sing) +7, Stealth +6.

**Languages** Common, Dreamspeak, Delatari

**SQ** Touch of the Morgen

#### ECOLOGY

**Environment** any coastal (urban)

**Organization** solitary, duo, or orchestra (6-24)

**Treasure** NPC gear (sharkhide armor, short sword, shortbow, quiver of 20 arrows, other treasure)

#### SPECIAL ABILITIES

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

## Mari-Morgen

The mari-morgen is motivated by a nefarious deity. She stalks the streets looking to inspire evil in those that harbor malevolence in their hearts. Her bright starry eyes somehow convey only darkness.

### MARI-MORGEN

CR 1/2



### XP 200

Male morgen rogue 1

CE Medium outsider (native)

**Init** +3; **Senses** low-light vision; Perception +5

**Racial Buoyancy:** -60<sup>B</sup> **Depth Tolerance:** 300 feet

#### DEFENSE

**AC** 15, touch 12, flat-footed 13 (+3 armor, +2 Dex)

**hp** 10 (1d8+2)

**Fort** +2, **Ref** +5, **Will** +1

**Immune** sleep and fear effects.

#### OFFENSE

**Speed** 5 ft. swim 40 ft.

**Melee** short sword +2 (1d6+1/19-20)

**Ranged** light crossbow +2 (1d8/19-20)

**Special Attacks** Sneak Attack +1d6

**Spell-Like Abilities** (CL 1<sup>st</sup>)

1/day — *unnatural lust* (DC 14)

#### STATISTICS

**Str** 13, **Dex** 15, **Con** 14, **Int** 12, **Wis** 12, **Cha** 10

**Base Atk** 0; **CMB** +1, **CMD** 14

**Feats** Weapon Finesse

**Skills** Acrobatics +5, Bluff +4, Disable Device +5, Escape Artist +5, Intimidate +3, Perception +5, Sense Motive +5, Sleight of Hand +5, Stealth +5.

**Languages** Common, Dreamspeak, Infernal

**SQ** Touch of the Morgen, Trapfinding

#### ECOLOGY

**Environment** any coastal

**Organization** solitary, duo, or gang (3-5)

**Treasure** NPC gear

(sharkhide armor, short sword, light crossbow, quiver of 20 bolts, other treasure).





# Morgens in Your Game

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

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

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

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

Whatever the case, the morgen will make a welcome addition to any game as a powerful supporting character of the group, an unusual option for a player seeking to play a cooperative character, a challenge for the player who wants to assume the leader role, or even a fun alternative for those who want to be attractive and motivating.

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