

# REMARKABLE RACES<sup>®</sup>

## SUBMERGED

*the Mraugh*



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





# REMARKABLE RACES SUBMERGED

## THE MRAWGH (AQUATIC MAHROG)

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  
Julia McCroft  
Minenhle Anashe  
Jessica Winters  
Tadao Kuma  
Giorgio Perugino  
Tim Adams

Layout & Design  
Tim Adams  
Grace Jackson

Cover Artist  
Julia McCroft

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

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

**Open Game License v 1.0a** Copyright 2000, Wizards of the Coast, Inc.

**System Reference Document.** Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

**Pathfinder RPG Core Rulebook.** Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

**Pathfinder RPG Bestiary.** Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

**The Book of Experimental Might.** Copyright 2008, Monte J. Cook. All rights reserved.

**Tome of Horrors Complete.** Copyright 2011, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

**Mahrog, Mrawgh & Remarkable Races** © 2009, 2016 Alluria Publishing. All rights reserved.

**Cerulean Seas Campaign Setting.** Copyright 2010, Alluria Publishing. All rights reserved.

**Product Identity:** The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc.), dialogue, plots, storylines, locations, characters, artwork, and trade dress. (Elements that have previously been designated as Open Game Content are not included in this declaration.)

**Open Content:** Except for material designated as Product Identity (see above), the game mechanics of this Alluria Publishing game product are Open Game Content, as defined in the Open Gaming License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.



# Remarkable Races Submerged:



## The Mrawgh



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

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

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

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

*thousand ages, fishes and slugs and crawlers from the vernal sea flourished in our new territory.*

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

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

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

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

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

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

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

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

Mrawghs typically dress in muck, scales and shellfish parts, and prefer primitive weapons and attire. A scathing allergy to any technology more recent than Stone Age prevents much variation from this.

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

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

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

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

Perhaps it is these traits that led them to become a matriarchal society. Women are the leaders and the directors. Males are expected to obey, protect, and serve females. Females are seen as direct emissaries of the sea, and are encouraged to behave accordingly. Occasionally, a male mrawgh will rise to power, but only if he demonstrates great humility and respect for the sea. Despite this balance of power, male and female roles have a blurry line. Both become hunters, shamans, gatherers, child caretakers, and so on. With the exception of leadership, rolls seem to be divvied up more by skill and preference than by gender.

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

**RELATIONS TO OTHER RACES:** Mrawghs get along well with any primitive culture. Barbarian tribes often share a mutual respect with the mrawghs. Consequentially, most of their allies are seafolk, kai-lios, karkanaks and followers of the cult of Ondine. Mrawghs admire the love of nature that sea elves and selkies often have, but





both sides feel each other's approach towards nature to be a bit extreme. Cindarians and mrawghs see eye to eye on ideas of home and nature, and will often become friends based on that alone. The zef often study the mrawgh, fascinated that their shared language survived virtually unchanged with such a primitive culture. Mrawghs, however, find the zef to be quite repugnant.

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

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

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

worship. Although they subscribe to a belief in reincarnation, they also have several myths regarding an extraplanar-style afterlife. Most religious scholars sum up the mrawghs' ideology as simply "exceedingly primitive."

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

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

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

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



## Mrawgh Racial Traits

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

**Racial Buoyancy:** -160<sup>A</sup>, **Depth Tolerance:** 600 ft.

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

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

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

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

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

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

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

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

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

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

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

## Mrawgh Vital Statistics

### RANDOM STARTING AGE

	Barbarian, Rogue, Sorcerer	Siren, Fighter, Paladin, Mariner	Cleric, Kahuna, Monk, Wizard
Adulthood			
10 years	+1d4	+1d6	+2d6

### RANDOM HEIGHT AND WEIGHT

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

### AGING EFFECTS

Middle Age	Old	Venerable	Max Age
25 years	40 years	50 years	50 + 3d10 years



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



## Blue Mrawghs

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

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

## Racial Feats

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

### ARCHAIC SAVAGERY

Your critical hits with improvised weapons are much more damaging.

**Prerequisites:** Mrawgh, base attack bonus +10.

**Benefit:** When attacking with an improvised weapon, your critical threat range is 19-20  $\times 3$ . If you have the Stick and Spear feat, for weapons affected by that feat with a lesser threat range than 19-20, the critical hit threat range increases to 19-20.

**Normal:** Your critical threat range for improvised weapons is 19-20  $\times 2$ .

### BRUTISH DEFENSE

Wearing the skin of beasts brings you good health and luck.

**Prerequisite:** Mrawgh.

**Benefit:** You gain a +1 resistance bonus to your Reflex and Fortitude saves, as long as you are not sickened by your technology allergy.

### BRUTE STRENGTH

With a ferocious burst of brute strength you can bust through tough objects.

**Prerequisites:** Mrawgh, Str 15.

**Benefit:** You gain a +4 competence bonus to Strength checks made to break or burst items and objects with a sudden force (refer to Chapter 7 of the *PATHFINDER ROLEPLAYING GAME* for more information on breaking or bursting items).

### FEROCIOUS WALLOPING

Your savage ferocity combines with primitive attacks to inflict more damage.

**Prerequisites:** Mrawgh, base attack bonus +8, Primordial Brutality, Str 17.

**Benefit:** You gain a +2 competence bonus to attack rolls made while using improvised weapons. If you have the Stick and Spear feat, you may also apply this bonus to weapons affected by that feat.

### PRIMORDIAL BRUTALITY

The brutal nature of your primitive attacks hit with supernatural accuracy.

**Prerequisites:** Mrawgh, base attack bonus +5, Str 15.

**Benefit:** You gain a +2 competence bonus to damage rolls made while using improvised weapons. If you have the Stick and Spear feat, you may also apply this bonus to weapons affected by that feat.

### STICK AND SPEAR

In your hands, a stick or spear is a much more dangerous weapon.

**Prerequisites:** Mrawgh, Proficient with weapon, Str 15

**Benefit:** Increase the amount of damage dealt by an improvised piercing weapon, terbutje\* (normal & great), tepoztopilli\*, shortspear, longspear, and spear by one step (for example, 1d6 becomes 1d8) to a maximum of 1d10, or 2d6 if the weapon is two-handed.

\*found in *PATHFINDER ROLEPLAYING GAME*  
ULTIMATE COMBAT



## Mahra's Lagoon

Mahra's Lagoon is situated in the far south-eastern quadrant of the Cerulean Seas, on the Southern Coast of Calamity Isle. The closest city, Baleddeep, is about 80 miles away and had been totally unaware of the lagoon's existence until just 80 years ago. Until this point, it was assumed that mrawghs had no particular base and were a nearly extinct race. The mrawghs, being somewhat reclusive, are not very forthcoming with their origins or culture. Before their numbers grew in recent times, this was even more evident. If it were not for the mrawghs' need to gain new territory, Mahra's lagoon might never have been discovered by outsiders.

While the surrounding waters are cold, especially in winter months, the lagoon is fed by mineral rich natural springs that keep the waters warm and balmy. When approaching the lagoon from the outside, the first obstacles are large sargassum mats that feed off the escaping warmth and nutrients of the lagoon. These mats attract all manner of predators, especially hungry hammerheads who fervently circle these waters. In fact, before outsiders knew what rested behind these daunting mats, fishermen and explorers referred to this area as "Hammerhead Bay" and actively avoided it.

Beyond the mats is the stony reef that protects the lagoon's entire 6 mile entrance. Aside from being formed of jagged igneous rock, this reef also harbors deadly fire coral, and even the mrawghs avoid this region. During low tide, the lagoon is entirely cut off from the sea, and the stony reef juts above the water by several feet. In fact, it is impossible to find a safe watery passage into the lagoon during any time other than high tide, and even then a passage is difficult to map out as each new storm creates a new labyrinth of razor rock and caustic coral.

There are, however, at least three known tunnels that lead into the lagoon that avoid the reef and the sargassum entirely, all heavily

guarded by mrawghs. The lagoon and the region surrounding it is riddled with these enigmatic aquatic tunnels that run for dozens of miles. The biggest mystery being that Mrawghs do not burrow, nor do they possess tools sophisticated enough to cut through solid rock in ways that these tunnels demand. Originally thought to be lava tubes, sages who studied them were quick to point out that the majority of the tunnels run through the bedrock and are a far too uniform in diameter and roundness to be anything other than artificial. When asked, the mrawghs insist that the tunnels were created by Mahra.

This is further supported by the largest and most heavily guarded cave entrance that the mrawghs refer to as "the Mouth of Mahra." This tunnel is said to lead to a sea mount "where species of all time" live together. It is theorized that this tale is part of the primitive mrawghs' spiritual beliefs, and that the tunnel actually leads to highly lethal waters (possibly both boiling and poisonous), and therefore, the afterlife. No one, including mrawghs by their own accounts, has entered the cave and returned. However, mrawghs attest that strange creatures leave the tunnel quite often. Whether this is superstition or fact has yet to be noted by any civilized witnesses.

The lagoon itself is pleasant and comfortable, though the water salinity is noticeably lower to those sensitive to such changes. Luckily, these differences are easily overcome with a few hours of acclimation. The warm, spring fed waters of the lagoon create a lush underwater jungle of prehistoric sea flora and fauna. From above the water, the shoreline looks verdant and tropical, which is atypical for this geographical region. However, it is populated with vegetation standard for this day and age, with modern varieties of palm trees and other common plants, trees, and grasses. In the winter months especially, rain and fog are frequent, further shrouding this already mysterious lagoon.



The 700 square mile lagoon is nestled in the basin of an ancient caldera that was well worn even in the time of the drylanders. It is about 25 miles across at its widest point, and 600 feet at its deepest point (near the center), though the average depth is only 30 feet as much of the lagoon is shallows. The shore opposite the barrier reef is sandy, as is much of the seabed on the north side of the lagoon.

In addition to the nearly 3000 mrawghs who dwell here, the lagoon is home to creatures and plants unique to this location in this time. Under the waves, Mahra's lagoon appears to be a throwback to what would equate to our Devonian Age, roughly 400 million years ago. This predates the age of reptiles, and even the emergence of sharks. The flora is dominated by brachiopods, such as the spiriferids, and by tabulate and rugose corals, which build large bioherms, or reefs, in the shallow waters.

For fauna, ammonoids, bivalves, crinoid and blastoid echinoderms, graptolites, eurypterids (sea scorpions) and trilobites abound as well as quite a diversity of fish. The fish population consists mostly of ostracoderms and placoderms, many of which grow to large sizes and are fearsome predators. Sarcopterygians, or the lobe-finned fish such as the coelacanth, are rare but known in this region as well.

In a contrast to the primordial depths of the lagoon, are the merely prehistoric villages of the mrawgh, which are vaguely reminiscent of the communities of primitive drylanders. Villages cover several square miles at around 20-50 feet in depth, usually near rocky outcroppings. Structures consist of rather small huts constructed of bone, bleached coral, and sea shells (most often ammonoid shells). These dwellings are unlike any other in the Cerulean Seas and are unmistakable for the work of any other aquatic culture.





# Prestige Class: The Atavist

"Mraaaaaawrrrr!!!!"

Mrawghs are known to be primitive with brutish tendencies. An atavist revels in this. The true atavist often uses what he can make himself. Slathered in muck and wielding crudely fashioned weapons, the atavist is the epitome of a primordial combatant. Atavists are highly honored by the mrawghs, as self-proclaimed venerated of Mahra and the preservation of mrawgh ways. Atavists may smell bad, be infested with parasites and fungi, and appear generally barbaric, but are also a formidable force of nature.

By dedicating themselves to Mahra's way, this ancestral spirit has given the atavist several blessings. In addition, they have become even more skillful at using and making primitive weapons and armor. They are in tune with the natural world, their power animals, and have learned to harness their inner beast.

**Role:** Atavists are supporting warriors, often continuing their role as barbarians or fighters. Kahunas are also common among atavists, as they see this path as a way to further preservation of sea life.

**Alignment:** Atavists can be any alignment, though are most often neutral. They often emulate forces of nature, and take on an alignment to match.

**Hit Die:** d10.

## REQUIREMENTS

To qualify to become an atavist, a character must fulfill all of the following criteria.

**Race:** Mrawgh.

**Base Attack Bonus:** +6.

**Skills:** Craft (any) 3 ranks, Knowledge (nature) 3 ranks, Knowledge (religion) 3 ranks, Survival 3 ranks

**Feats:** Endurance.

## CLASS SKILLS

The atavist's class skills (and the key ability for each skill) are Craft (any) (Int), Knowledge (nature) (Int), Handle Animal (Cha), Survival (Wis)

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

## CLASS FEATURES

All of the following are class features of the atavist prestige class.

**Weapon and Armor Proficiency:** Atavists are proficient with all simple weapons, improvised weapons, and greatspears. They are proficient with muck and sharkhide armor.

**Power Animal (Su):** At 1<sup>st</sup> level, the atavist solidifies his choice of power animal. He may choose from crab, crocodile, dinosaur (aquatic), dolphin, eel, fish, frog, octopus, otter, ray, sea cow, sea snake, seal, shark, squid, turtle, or whale. This choice cannot be unmade, though the atavist may choose an additional power animal at 4<sup>th</sup> level and at 8<sup>th</sup> level. The atavist gains a +4 bonus on Handle Animal skill checks when dealing with an animal of the same classification of one of his power animals. The choice of power animal also affects other class features that the atavist receives at higher levels.

**Call of the Sea (Sp):** Also at 1<sup>st</sup> level, the atavist can cast *summon sea's ally IV* as a spell-like ability. This effect can only be used to summon creatures which contains one of the atavist's power animals as part of the name of the creature summoned (for example, if frog is one of the power animals, the effect can summon 1d4+1 poisonous frogs or 1d4+1 giant frogs). The effect is otherwise identical to the spell. At 5<sup>th</sup> level, *summon sea's ally IV* is replaced with *summon sea's ally VI*. At 9<sup>th</sup> level, *summon sea's ally VI* is replaced with *summon sea's ally VIII*. The CL is equal to the atavist's character level.

**Scales of the Beast (Ex):** At 2<sup>nd</sup> level, the atavist can use his bare hands and makeshift tools to fashion useable armor from natural objects and materials (sea shells, fish scales, bones, leather, etc.). This armor can emulate any known aquatic armor or shield, though the armor is made of different materials (and therefore buoyancy should be adjusted accordingly), has an additional -2 armor check penalty, and a -1 penalty to the maximum Dexterity bonus. All other features of this armor remain the same; for example, scales of the beast glacial armor would still convey a +7 AC bonus, though has a maximum Dexterity modifier of -1 and an armor check penalty of -9. This process takes at least 1 hour per plus of armor bonus, or possibly more if the Game Master rules that the conditions or resources are suboptimal. The atavist is automatically proficient with this armor. If the armor contains at least three elements of all of his power animals (teeth, bones, scales, fins, etc), the atavist also gains an additional +1 natural armor bonus while wearing this armor (stacks with existing natural armor).

**Tools of the Sea (Ex):** Also at 2<sup>nd</sup> level, the atavist can use improvised tools with no penalty to Craft skill checks.

**TABLE: THE ATAVIST**

Level	Base Attack Bonus	Fort Save	Ref Sav e	Will Save	Special
1 <sup>st</sup>	+1	+1	+0	+0	Power Animal, Call of the Wild ( <i>summon sea's ally IV</i> )
2 <sup>nd</sup>	+2	+1	+1	+1	Scales of the Beast, Tools of the Sea
3 <sup>rd</sup>	+3	+2	+1	+1	Tooth Spear
4 <sup>th</sup>	+4	+2	+1	+1	Form of Power ( <i>beast shape I</i> ), Power Animal
5 <sup>th</sup>	+5	+3	+2	+2	Call of the Wild ( <i>summon sea's ally VI</i> )
6 <sup>th</sup>	+6	+3	+2	+2	Disorienting Stab
7 <sup>th</sup>	+7	+4	+2	+2	Form of Power ( <i>beast shape II</i> )
8 <sup>th</sup>	+8	+4	+3	+3	Power Animal
9 <sup>th</sup>	+9	+5	+3	+3	Call of the Wild ( <i>summon sea's ally VII</i> )
10 <sup>th</sup>	+10	+5	+3	+3	Form of Power ( <i>beast shape III</i> )

**Tooth Spear (Su):** At 3<sup>rd</sup> level, the atavist can use his bare hands and makeshift tools to fashion useable weapons from non-metallic natural objects and materials (teeth, coral, bones, leather, etc.). This weapon can emulate any known simple, martial, or exotic weapon, though the weapon is non-metallic and has a -1 penalty to hit and damage rolls. All other features of this weapon remain the same. This process takes at least 1 hour, or possibly more if the Game Master rules that the conditions or resources are suboptimal. The atavist is automatically proficient with this weapon. If the weapon contains at least one element of all of his power animals (teeth, bones, scales, fins, etc), the atavist may consider a tooth spear weapon to be an improvised weapon (increase the amount of damage by one step, and the critical range becomes 19-20, ×2). These weapons are not considered improvised weapons otherwise. The Stick and Spear feat can be used in conjunction with this class feature is the weapon being created is a greatspear, shortspear, longspear, or spear. This feat also stacks if this weapon is also considered improvised (spears would do 2d6 damage and have a critical threat range of 19-20 ×2).

**Form of Power (Sp):** Starting at 4<sup>th</sup> level, the atavist can cast *beast shape I* as a spell-like ability. Your options for new form include all creatures with a species or classification that can be considered the same species or classification as one of your power

animals, and one that you are familiar with. The effect is otherwise identical to the spell. At 7<sup>th</sup> level, *beast shape I* is replaced with *beast shape II*. At 10<sup>th</sup> level, *beast shape II* is replaced with *beast shape III*. The CL is equal to the atavist's character level.

**Disorienting Stab (Su):** Starting at 6<sup>th</sup> level, if you are using an unarmed attack or any type of spear (including greatspear) your weapons gain the special features of *disarm* and *trip*.





## Mrawgh

Covered in muck, fish scales, and ammonite shells, this filthy-looking brute looks quite dangerous and unstable. Strangely, his mannerisms tell the story of a calm and focused individual with much patience and training.

**MRAWGH** CR 1/3   

Male mrawgh warrior 1

N Medium humanoid (aquatic, merfolk)

**Init** +1; **Senses** Perception +5

**Racial Buoyancy:** -160<sup>A</sup>, **Depth Tolerance:** 600 ft.

### DEFENSE

**AC** 18, touch 11, flat-footed 16 (+4 armor, +3 natural, +1 Dex)

**hp** 12 (1d10+2)

**Fort** +4, **Ref** +1, **Will** +2, +2 vs. mind-affecting

**PR** 7 (against psionic powers only, not same as SR)

### OFFENSE

**Speed** 5 ft., swim 30 ft.

**Melee** greatspear +4 (2d6+4/×2)

### STATISTICS

**Str** 17, **Dex** 13, **Con** 14, **Int** 6, **Wis** 14, **Cha** 10

**Base Atk** +1; **CMB** +4, **CMD** 15

**Feats** Stick and Spear, Improved Unarmed Strike, Improvised Weapon Mastery.

**Skills** Perception +5, Survival +5

**Languages** Common, Ancient

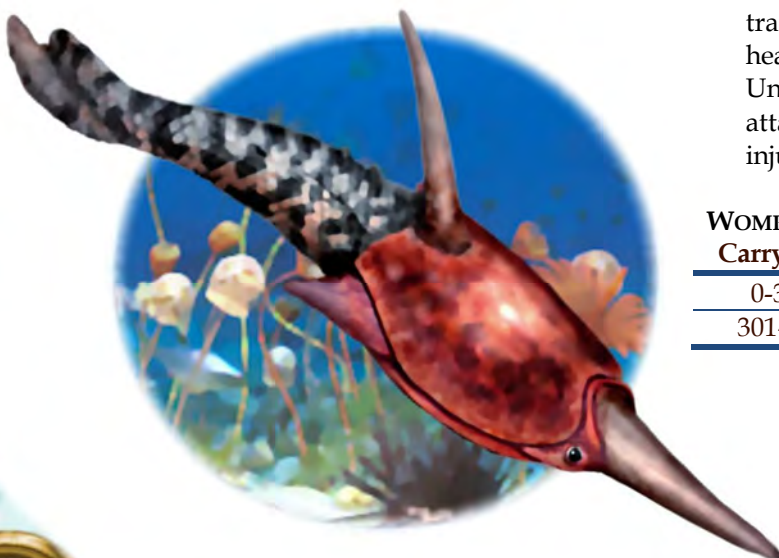
**SQ**, technology allergy

### ECOLOGY

**Environment** any non-urban sea

**Organization** solitary, couple, or family (3-12)

**Treasure** NPC gear (muck armor, greatspear, other stone-age treasure)



## Wompagump

A traditional mount of the mrawgh race, this domesticated giant pteraspis is built more for power and toughness than for speed or agility. A wompagump is about the size of a mericorn. Like most ostracoderms, it has a protective armored plating covering the front of its body. Though lacking fins other than its lobed tail, it swims thanks to stiff, wing-like protrusions derived from the armored plates over its gills. This, along with the horn-like rostrum, makes a wompagump very streamlined in shape. A wompagump also has a stiff spike on its back, an additional form of protection against predators.

**WOMPAGUMP** CR 1   

**XP** 400

N Large animal (aquatic)

**Init** +2; **Senses** scent, Perception +6

**Racial Buoyancy:** -400<sup>A</sup>, **Depth Tolerance:** 600 ft.

### DEFENSE

**AC** 16, touch 9, flat-footed 16 (+7 natural, -1 size)

**hp** 15 (2d8+6)

**Fort** +8, **Ref** +3, **Will** +1

### OFFENSE

**Speed** swim 20 ft.

**Melee** gore +5 (2d6+4)

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

### STATISTICS

**Str** 18, **Dex** 10, **Con** 17, **Int** 1, **Wis** 13, **Cha** 4

**Base Atk** +1; **CMB** 6, **CMD** 16

**Feats** Endurance, Great Fortitude

**Skills** Perception +5

**SQ** domestic

### ECOLOGY

**Environment** any sea

**Organization** solitary or school (5-20)

**Treasure** none

### SPECIAL ABILITIES

**Domestic (Ex)** A wompagump can be specifically trained for riding, mounted combat, or to pull heavy loads with the Handle Animal skill. Untrained, it behaves as a docile animal (its gore attack is considered a secondary attack) unless it is injured.

### WOMPAGUMP MOUNTS

Carrying Load	Per Hour	Per Day
0-300 lbs.	2 miles	16 miles
301-900 lbs.	1.5 miles	12 miles



# Mrawghs in Your Game

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

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

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

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

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

## OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc. ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

### 15. COPYRIGHT NOTICE

**Open Game License v 1.0** Copyright 2000, Wizards of the Coast, Inc.

**System Reference Document.** Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

**Pathfinder RPG Core Rulebook.** Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

**Pathfinder RPG Bestiary.** Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

**The Book of Experimental Might.** Copyright 2008, Monte J. Cook. All rights reserved.

**Tome of Horrors.** Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

**Remarkable Races.** Copyright 2009, Alluria Publishing; Author: Emily Kubisz  
**Cerulean Seas Campaign Setting, Indigo Ice, Azure Abyss, & Celadon Shores.** Copyright 2010-2016, Alluria Publishing; Authors: Emily Kubisz, Sam Hing, and Matthew Cicci



# Add New Life to your Cerulean Seas Game!



The REMARKABLE RACES SUBMERGED supplements are colorfully illustrated PDF tomes, 100% compatible with the PATHFINDER ROLEPLAYING GAME and the CERULEAN SEAS CAMPAIGN SETTING that give rules for playing new and unusual PC races. Each book contains all you need to play a character of one new race & more! Races were designed to fit into nearly any Cerulean Seas campaign (including INDIGO ICE, AZURE ABYSS, and CELADON SHORES). With versatile and non-intrusive back stories, these creatures can be spontaneously added to any setting. Mix and match to suit your world. Whether you are a GM looking for new options, or a player seeking something different, the "Remarkable Races" line by Alluria Publishing will breathe new life into your game!

