

# REMARKABLE RACES<sup>®</sup>

## SUBMERGED

the Nelumbu



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





# REMARKABLE RACES SUBMERGED

## THE NELUMBU (AQUATIC OAKLINE)

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 Nelumbu



### 3<sup>rd</sup> day of the Lotus Blossoms, 14<sup>th</sup> year of the Wicker Monkey

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

### 17<sup>th</sup> day of the Osmanthus Blossoms, 14<sup>th</sup> year of the Wicker Monkey

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

### 7<sup>th</sup> day of the Yang, 14<sup>th</sup> year of the Wicker Monkey

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

### 13<sup>th</sup> day of the Apricot Blossoms, 14<sup>th</sup> year of the Wooden Rooster

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

### 8<sup>th</sup> day of the Lotus Blossoms, 14<sup>th</sup> year of the Wooden Rooster

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

### 9<sup>th</sup> day of the Preserves, 14<sup>th</sup> year of the Wooden Rooster

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

### 3<sup>rd</sup> day of the Peach Blossoms, 14<sup>th</sup> year of the Lava Wolf

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

### 20<sup>th</sup> day of the Lotus Blossoms, 14<sup>th</sup> year of the Lava Wolf

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

### 23<sup>rd</sup> day of the Winter Frost, 14<sup>th</sup> year of the Lava Wolf

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

### 4<sup>th</sup> day the Peach blossoms, 14<sup>th</sup> year of the Flaming Boar

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

### 19<sup>th</sup> day of the Lotus Blossoms, 14<sup>th</sup> year of the Flaming Boar

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

### 21<sup>st</sup> day of the Lotus Blossoms, 14<sup>th</sup> year of the Flaming Boar

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

### 3<sup>rd</sup> day of the Sweet Sedge, 15<sup>th</sup> year of the Iron Tiger

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

### 23<sup>rd</sup> day of the Chrysanthemum Blossoms 15<sup>th</sup> year of the Iron Tiger

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

### 13<sup>th</sup> day of the Apricot Blossoms, 15<sup>th</sup> year of the Wicker Serpent

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

I hope they will forgive me. (last entry)

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

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

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

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

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

(and perhaps even podlings on an instinctual level) seem to retain some rudimentary knowledge and memories passed down from their parent.

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

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

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

**RELATIONS TO CORE RACES:** While the nelumbu originated in the fresh waters of Senkokoku, they were a poor match with the other indigenous species who dwelled there. Over the course of a century, they were slowly pushed out to sea where they adapted to saltwater. They quickly made enemies here as well. Within two centuries, all the nelumbu in Nikaikoku were



hunted to near extinction. Both the Hanran and the Imperials view the nelumbu as nuisance weeds, and they are not allowed to grow in population.

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

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

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

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

often than a non-nelumbu would assume.

**ADVENTURERS:** Nelumbu adventure for personal or species gain of some sort; usually something tangible, such as wealth or powerful magic. Sometimes, a nelumbu can be found on a quest for knowledge or to strengthen connections with an important ally. It is very rare to find a nelumbu adventuring for fame, glory, or vengeance as they do not often value these things. Likewise, they only bond with a strong group of adventurers, leaving the weak to perish.

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

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





## Nelumbu Racial Traits

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

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

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

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

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

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

**Amphibious:** Nelumbu can breathe both water and air indefinitely.

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

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

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

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

**Vulnerability to Steam:** Nelumbu take half again as much damage (+50%) from steam attacks, regardless of whether a saving throw is allowed or if the save is a success or failure.

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

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

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



## Nelumbu Vital Statistics

### RANDOM STARTING AGE

	Barbarian, Rogue, Sorcerer	Siren, Fighter, Paladin, Mariner	Cleric, Kahuna, Monk, Wizard
<b>Adulthood</b>			
6 years	+2d4	+3d4	+5d4

### RANDOM HEIGHT AND WEIGHT

Gender	Base Height	Modifier
n/a	4.ft. 10 in	+2d6 inches

### AGING EFFECTS\*

Middle Age	Old	Venerable	Maximum Age
20 years	30 years	40 years	40 + 3d4 years

\*Nelumbu can "reset" their physical age to young adult (6 years) simply by going through their reproductive cycle. See the "Create Podling" feat, detailed in this tome.

## PLANT LANGUAGE

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

## Racial Feats

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

### CREATE PODLING

You prepare yourself to create a podling, thus furthering your species and taking another step towards immortality.

**Prerequisites:** Nelumbu, physical contact with another nelumbu, middle-age or greater age category.

**Benefit:** Any time after you take this feat, but only once, you may elect to create a podling during eight hours of uninterrupted rest. During the process, your eye-pod drops off and turns into a podling, your bloom becomes a new eye pod, the arm closest to your old eye-pod becomes a new bloom, and you grow a new arm in its place. Your physical age is then reset to 6-years-old (young adult).

Alternatively, if you are beheaded (your eye pod is chopped off) before you can initiate your transformation, you will fall unconscious (instead of instantly dying) and the process starts immediately after the beheading, culminating after 10 hours, provided your unconscious body is left in peace. Any significant injury to the body after beheading will interrupt the process and death will ensue naturally.

**Special:** You can take this feat, multiple times, provided that you qualify.

## MIGHTIER ROOTS

Your gripping roots ability has been much stronger.

**Prerequisite:** Nelumbu.

**Benefit:** As a move-equivalent action that does not provoke an attack of opportunity, you can root yourself in place onto any unyielding surface. While rooted, you receive a +3 circumstance bonus (in addition to your racial bonus) to your Combat Maneuver Defense when resisting a bull rush or trip attempt. If you move or are moved from the square in which you initiated this ability, the bonus ends.

## PLANT MAGIC

Your magical ties to plants grow stronger.

**Prerequisites:** Nelumbu sorcerers with the verdant bloodline or nelumbu clerics with access to the Flora domain.

**Benefit:** Sorcerer nelumbu with the verdant bloodline treat their Charisma score as 2 points higher for all sorcerer spells and class abilities. Cleric nelumbu with the Flora domain use their domain powers and spells at +1 caster level. This trait does not give nelumbu early access to level-based powers; it only affects powers that they could already use without this trait.

## SUN LOVING

You can use sun heal more often.

**Prerequisites:** Nelumbu, Character level 6.

**Benefit:** You can use sun heal one additional time per day.

**Special:** You can take this feat again at level 12, and once again at level 18 (maximum 3 times).

## UNASSUMING FOLIAGE

You have learned to blend in with the seaweed.

**Prerequisites:** Nelumbu.

**Benefit:** You gain a +4 racial bonus on Stealth checks in areas of high aquatic vegetation.



## Arcane Algae

Arcane algae is created by coaxing common forms of parasitic algae that infests various plants, towards beneficial uses through arcane and alchemical processes. The procedure itself is a closely guarded secret among the nelumbu, though it is known to take years to get a good tincture and that extensive knowledge of herbalism and alchemy is required.

When obtained, arcane algae is suspended in a special solution that keeps it alive and preserves it, and bottled in a small, tightly stoppered clear glass containers. If the glass breaks or the arcane algae is released into the water, its special properties fade and it reverts to normal algae. The clear glass is essential as the algae requires at least 8 hours of sunlight a week, or the tincture turns clear and is ruined.

When injected or poured into the wound of a sentient plant, a symbiotic relationship is formed and the host gains its benefits after 24 hours. The arcane algae derives nourishment and protection from its host and the host can benefit from a variety of effects depending on the type of algae. The host plant must sacrifice 1 hp from its hit point pool permanently to gain the algae's advantage. A sentient plant can only maintain one arcane algae culture every 6 levels. A *remove disease* or similar effect is required to permanently remove an arcane algae "infection." However, removing the algae does not return the hit points sacrificed to it, and the host's coloration will become a mottled green. The only exception is when a new algae of the same variety is being immediately introduced. This typically happens when the nelumbu finds a specimen of greater rarity. The new algae replaces the old algae with no hit point cost.

Originally designed for nelumbu, arcane algae are of little use to the average adventurer. However, these little plants were introduced to the viridian naiads and works for them as well. It is very likely (at the discretion of the Game Master) the arcane algae will work with most sentient plant or plant-like creatures.

It should be noted that these are living plants with arcane properties and not technically magic items. While they share many properties with magic items, arcane algae are in a category all their own.

### Arthrospira (Blue Green Tincture)

**Aura** faint necromancy; **CL** 10<sup>th</sup>.

**Slot** —; **Price** 600 gp (common), 2,400 gp (uncommon), 9,600 gp (rare); **Weight** —.

#### DESCRIPTION

This blue-green variety of algae renders a normally green nelumbu to develop a bright, aquamarine coloration and its blood (or sap) becomes a water repellent blue gel. When one hit point worth of the nelumbu's fresh blood (sap) is applied weapon or ammunition, the next time that weapon deals damage, the target is also subject to poison. This poison deals 1 point of Constitution damage, once per round, for 3 rounds. Poisoned creatures can make a Fortitude save each round to negate the damage and end the affliction. Subsequent attacks with that weapon are not poisoned. The sap must be fresh (used within 3 rounds of being bled) or it loses its potency.

Creatures with a natural bite attack that bite a nelumbu afflicted with arthrospira will find that they taste terrible, and must make a Will save with the DC equal to the algae's poison DC or gain the nauseated condition. The poison, however, can only be delivered through a wound.

The save DC is based on type of algae. A common arthrospira tincture creates a poison DC of 13. An uncommon arthrospira tincture grants a poison DC of 16. A rare arthrospira tincture produces a poison DC of 22.

#### CONSTRUCTION

**Requirements:** Craft (alchemy) DC 20, Knowledge (nature) DC 20, *poison*; **Cost** 300 gp (common), 1,200 gp (uncommon), 4,800 gp (rare).

### Chlorella (Bright Green Tincture)

**Aura** faint conjuration [healing]; **CL** 6<sup>th</sup>.

**Slot** —; **Price** 800 gp (common), 6,400 gp (rare); **Weight** —.

#### DESCRIPTION

The nelumbu who joins with these algae will sprout a few dozen bright-green, short, branch-like extremities from random points on its body. A few of these branches will produce new leaves daily, which have minor healing effects. As a standard action that provokes an attack of opportunity, anyone may consume one or more of these leaves to cure 5 hit points of damage per leaf consumed. The common variety produces 4 leaves per day. The rare variety produces 8 leaves per day that heal 10 hit points of damage each.

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### CONSTRUCTION

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**Requirements:** Craft (alchemy) DC 16, Knowledge (nature) DC 16, *cure moderate wounds*; **Cost** 400 gp (common), 3,200 gp (rare).

#### Noctiluca (*Blue Tincture*)

**Aura** faint evocation [light]; **CL** 3<sup>rd</sup>.

**Slot** —; **Price** 600 gp; **Weight** —.

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### DESCRIPTION

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A nelumbu inflicted with noctiluca becomes covered in several bright blue spots, all over its body, that can produce bioluminescent light. The nelumbu may control the intensity of his bioluminescent light from no light at all, up to the intensity and functionality of a hooded lantern.

The nelumbu's control over the light is so fine-tuned, that it can even use it as an attack. Once per day per character level, the noctiluca nelumbu may attempt to disrupt the vision of one target creature within 30 feet by making a ranged touch attack as a standard action that does not provoke an attack of opportunity. If the attack is successful, that creature is dazzled until the beginning of the nelumbu's next turn.

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### CONSTRUCTION

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**Requirements:** Craft (alchemy) DC 13, Knowledge (nature) DC 13, *light*; **Cost** 300 gp.

#### Rhodophyta (*Red Tincture*)

**Aura** faint abjuration; **CL** 4<sup>th</sup>.

**Slot** —; **Price** 1,000 gp (common), 2,800 gp (uncommon), 10,000 gp (rare); **Weight** —.

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### DESCRIPTION

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The nelumbu afflicted with this tincture will become covered in reddish trichomes (plant hairs) that look much like fur. This new coating is highly heat resistant, thus preventing some of the damage associated with steam-based attacks. It provides some resistance to steam, but only a finite number of times per day (the trichomes grow back after eight hours of rest). When the rhodophyta nelumbu takes steam damage, several points of steam damage (depending on the variety of tincture) are absorbed harmlessly.

In addition, this absorption circumvents the nelumbu's vulnerability to steam. The damage multiplier from this weakness does not apply until after the damage is absorbed. For example, if a nelumbu with the common variety of this tincture is attacked with 14 points of steam damage, 10 points are absorbed, and the nelumbu only takes 6 points, instead of the normal 21 points it would be subject to if it did not have this tincture.

The common variety can absorb 10 points per day, while the uncommon can absorb 20, and the rare can absorb 50 points of steam damage per day.

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### CONSTRUCTION

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**Requirements:** Craft (alchemy) DC 14, Knowledge (nature) DC 14, *resist energy*; **Cost** 500 gp (common), 1,400 gp (uncommon), 5,000 gp (rare).





## Prestige Class: The Golden Lotus

*"Peace is the gently flowing blood of fallen enemies, warming and nourishing, freeing the sea for more flowers to bloom."*

The golden lotus has a very direct and logical view of nature; it is not all about conservation, fluffy otters, and pretty water lilies. To the golden lotus, nature's law is simple and unforgiving: kill or be killed. From the lowly leech that sucks nourishment from those above it to the great white shark that devours all those below it, they feel the ocean has taught them many lessons.

A golden lotus has learned to harness his inner nature to overcome obstacles. He has developed his body to become more effective in combat. He has rid his mind of illogical feelings and sentiments that can only stand in the way of progress. A golden lotus is an element of the sea himself; his mind in tune with the cold, hard truth of reality.

**Role:** Golden lotuses are often monks, mariners or fighters before joining these prestigious ranks. In many ways, they carry on with these roles. The golden lotus excels at being at the center of melee combat and controlling the battlefield by becoming an active part of it. The golden lotus can be supportive or stand-alone, depending on how his talents are applied.

**Alignment:** Golden lotuses can be of any alignment. A good golden lotus will use his talents to defend and support the helpless, while an evil one will be a source of unending destruction.

**Hit Die:** d12.

### REQUIREMENTS

To qualify to become a golden lotus, a character must fulfill all of the following criteria.

**Race:** Nelumbu.

**Base Fortitude Save Bonus:** +4.

**Skills:** Survival 8 ranks, Knowledge (nature) 4 ranks, Stealth 4 ranks.

**Feats:** Endurance, Mightier Roots, Unassuming Foliage.

### CLASS SKILLS

The golden lotus's class skills (and the key ability for each skill) are Acrobatics (Dex), Climb (Str), Handle Animal (Wis), Knowledge (nature) (Int), Perception (Wis), Stealth (Dex), and Survival (Wis).

**Skill Ranks at Each Level:** 4 + Int modifier.

### CLASS FEATURES

All of the following are class features of the golden lotus prestige class.

**Weapon and Armor Proficiency:** Golden lotuses are proficient with all simple weapons and light armor.

**Sea Tangle (Ex):** Your roots and leaves are so wild that enemies have a hard time moving through your area. Enemies treat each square adjacent to you as difficult terrain.

**Nature's Resistance (Ex):** At 1st level, gain energy resistance 5 to one of the following energy types: cold, electricity, acid, or sonic. Alternatively, the lotus may opt to rid himself of his vulnerability to steam. Every other level thereafter (3rd, 5th, 7th, & 9th), the lotus may choose an additional energy type to apply the resistance to.

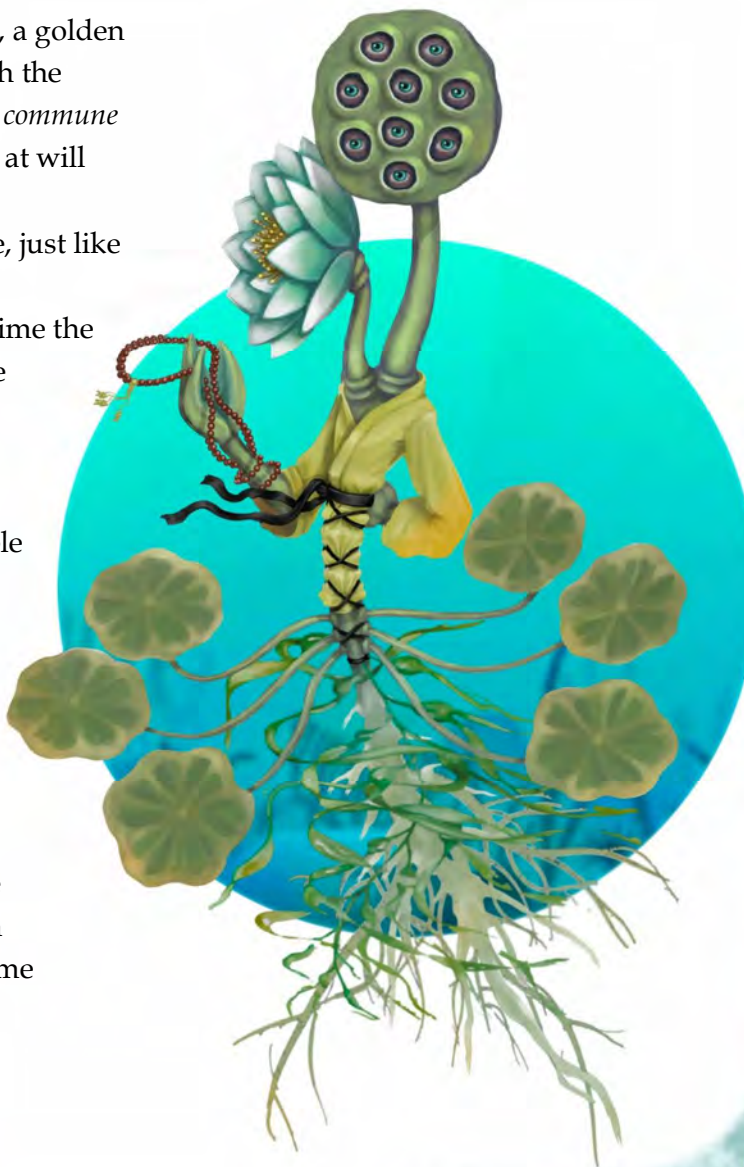
**Fisher's Insight (Ex):** At 2nd level, the golden lotus gains a +1 competence bonus to hit creatures of the animal, vermin, and plant creature types. This bonus increases by +1 every other level thereafter (4th, 6th, 8th, and 10th level). At level 8 this bonus can be applied to dragons and magical beasts as well.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+1	+0	+1	Wild Root, Nature's Resistance (1)
2nd	+2	+1	+1	+1	Fisher's Insight +1
3rd	+3	+2	+1	+2	Nature's Resistance (2)
4th	+4	+2	+1	+2	One With Nature, Fisher's Insight +2
5th	+5	+3	+2	+3	Nature's Resistance (3)
6th	+6	+3	+2	+3	Fisher's Insight +3
7th	+7	+4	+2	+4	Blood Heal, Nature's Resistance (4)
8th	+8	+4	+3	+4	Fisher's Insight +4
9th	+9	+5	+3	+5	Nature's Resistance (5)
10th	+10	+5	+3	+5	Strangle Root, Fisher's Insight +5

**One With Nature (Sp):** At 4th level, a golden lotus forms a personal relationship with the living world. Golden Lotuses may cast *commune with nature* as a spell-like ability usable at will (though it still requires 10 minutes of uninterrupted concentration to activate, just like the spell).

**Blood Heal (Ex):** At 7th level, each time the golden lotus successfully deals damage with a melee attack against a living opponent, he may cure 1d3 hit points. In order to gain this ability, the enemy that is damaged must have a discernable biology and liquid blood.

**Strangle Root (Ex):** At 10th level, once per round, the golden lotus may make or maintain a grapple maneuver against a single opponent within 5 feet as a swift action without provoking an attack of opportunity, even if both his hands are occupied (he is using his roots). He can only grapple with one opponent at a time in this manner.





## Nelumbu

*This rather animate lotus plant has uprooted itself, donned some clothes and is now brandishing a fork in your direction.*

### NELUMBU

CR ½



#### XP 200

Nelumbu warrior 1

N Medium plant (amphibious)

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

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

#### DEFENSE

**AC** 14, touch 12, flat-footed 12 (+2 armor, +1 Dex, +1 dodge)

**hp** 11 (1d10+1)

**Fort** +3, **Ref** +4, **Will** +2

**Immune** plant traits

**Vulnerability:** steam

#### OFFENSE

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

**Melee** war fork +4 (1d8+4/×2)

**Ranged** composite longbow +3 (1d8/×3)

#### STATISTICS

**Str** 17, **Dex** 14, **Con** 12, **Int** 10, **Wis** 15, **Cha** 6

**Base Atk** +1; **CMB** +4, **CMD** 17

**Feats** Dodge

**Skills** Acrobatics +5, Climb +7, Heal +6, Perception +6,

Ride +6, Survival +6

**Languages** Common, Plant

**SQ** gripping roots, sun heal, water reliant

#### ECOLOGY

**Environment** any coastal (urban)

**Organization** solitary, pair, or tangle (4-6)

**Treasure** NPC gear (shark leather armor, war fork, longbow, quiver of 20 arrows, other treasure)

#### SPECIAL ABILITIES

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

**Sun Heal (Ex):** In sunlit conditions (magical or true), once per day as a standard action, the nelumbu can heal 2 points of damage.

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

## Nelumbu Podling

*This lotus seed pod seems to have octopus-like tendrils. It runs away as you approach.*

### PODLING

CR ¼



#### XP 100

N Tiny plant (amphibious)

**Init** +2; **Senses** low-light vision; Perception +0

**Racial Buoyancy:** 20 **Depth Tolerance:** 30 feet

#### DEFENSE

**AC** 15, touch 14, flat-footed 13 (+2 Dex, +1 natural, +2 size)

**hp** 4 (1d8)

**Fort** +2, **Ref** +2, **Will** +0

**Immune** plant traits

#### OFFENSE

**Speed** 15 ft., climb 15 ft., swim 15 ft.

**Melee** slam +0 (1d2-2 plus grab)

**Space** 2-1/2 ft.; **Reach** 0 ft.

**Special Attacks** constrict (1d3-2), grab (Medium)

#### STATISTICS

**Str** 7, **Dex** 14, **Con** 10, **Int** —, **Wis** 10, **Cha** 5

**Base Atk** +0; **CMB** +0; **CMD** 8 (can't be tripped)

**Skills** Climb +6

#### ECOLOGY

**Environment** any coastal

**Organization** solitary or pod pack (3-5)





# Nelumbu in Your Game

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

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

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

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