

REMARKABLE RACES[®]

SUBMERGED

the Sea Squole



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REMARKABLE RACES SUBMERGED

THE SEA SQUOLE

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 Sea Squole

"In all my studies, never has there been more interesting an ooze than a squole. As a child of no more than 45 years, I recall reading in great detail of the terrestrial squoles and their exciting link to the rarely-traversed paraelemental plane of ooze. How wonderful would it be to be able talk to a living, thinking slime! How unique and alien! It, at once, sparked my lifelong ambition to study and catalogue ooze-kind as I have been doing thoroughly since then.

It was not long after receiving my doctoral degree from Delatar University, a prestigious school of sagery among us sea elves, that I finally met my first squole. Of course, all of the land squoles had long ago died out during the Great Flood. This was a sea squole, and they were the cutting edge study of ooze-lore at that time, about two centuries ago. I was honored to meet her. She seemed enthusiastic to speak with me as well.

Of course, I use the pronouns "her" and "she" out of respect for the creature's sapience. Sea squoles, like most slimes and jellies, are entirely asexual. The sea squoles' physical adaptation was no-doubt an evolutionary advantage. Sea squoles, having no coherent social structure (also like most oozes), need the polite society of other races to adopt them. That trait is a successful one. Aside from the sea squole's gooey body and gurgling voice, even the vaguest form of a pleasant and familiar-looking female did well to put me at ease. At least, more-so than I would be sitting alone in a room with a man-sized talking ooze that was merely a pile of bubbling slime.

She told me her name was "Ethana," wich took me aback for a moment, as that was my own mother's name. It took a second thought to realize that Ethana is a very common sea elven name, and, much like her form, certainly helped her fit into an otherwise alien society to herself.

Ethana was of green coloration, which I came to understand (and is now common knowledge) that she was a shore-dwelling variety that drew healing energy from the sunlight, much like a water lily or squill. Perhaps this is why this variety has netted the nickname "squill" in recent years. A pleasant play on words, and I am sure the sea squoles do not mind. They are quite accommodating to the fads of popular culture.

During my long conversation with this eagerly obliging slime woman, I found out that "squill" was not her original subtype. This was a profound epiphany for ooze-lore. In fact, Ethana originated from Dar Elestri, a coral city. In her younger years, she was a bright-red stinging squole! Through a process referred to as "squole acclimation," which even now we are just starting to understand, she transformed into the lovely green creature before me, and now entirely without jellyfish venom.

I learned many valuable things from this conversation, including some exquisite mysteries that I have yet to unravel. One such wonder that I still ponder came up quite serendipitously. To prepare for the interview, I had placed out quite a diverse plate of hors d'oeuvres (having no idea what a sea squole might find palatable). I was surprised that, despite being completely blind to color (and the entire spectrum of light for that matter), Ethana favored treats with a green hue, be they plant or shellfish. It turns out that sea squoles can "taste" color! (and since their entire body is effectively a means to bring food in, the sea squole tastes by touch.) I still do not understand what evolutionary advantage this feat might grant, or why sea squoles favor food of their own hue. I do believe it has something to do with acclimation, however.

Unfortunately, no historical or racial history could be gleaned from this marvelous creature, or any other sea squole for that matter. Sea squoles are (quite tragically) cultural amnesiacs, having no sense of society, where they came from, or even creation myths to start with. Everything they are seems borrowed from other races, including their form. In the oldest sea elven libraries, the sea squole is rarely mentioned in the pre-flood era. Unfortunately, in those potential notations, the description is so vague and incomplete it may as well be referring to an abyssal rusalka, which aren't oozes at all.

We may never know if there is a link between the sea squole and the terrestrial squoles of yore. Could these creatures be linked to the paraelemental plane of ooze or are they simply a product of convergent evolution? This is something I will endeavor to discuss in the next seventeen chapters."

**—From the Memoires of Soilevi Denae,
Grand Master Ooze Sage**

PHYSICAL DESCRIPTION: Sea squoles differ significantly in appearance from their terrestrial counterparts, save for the fact that they are both humanoids composed entirely of monochromatic, semi-translucent ooze. There are many theories on this matter, and the core of the issues might be best discussed in the disparities between the two species.

Sea squoles, for example, despite having distinct types like land squoles do, lack any discernable affinity for the inner planes. Even the polar sea squole, who has the same sort of resistance to cold as a blue land squole, draw no apparent energy from the paraelemental plane of ice. Furthermore, the polar squole's resistance seems entirely biological, as they share the same chemical compounds present in natural cold water fishes that grant similar protections.

In addition, while land squoles have both male and female forms, all sea squoles appear to be female. However, both species are actually asexual, and the forms are merely species mimicry. Unlike land squoles, sea squoles may have evolved their appearance over time as some sort of survival trait.

Sea squoles also have a lot more diversity in form than land squoles. Facial features, body types, and even "hair" styles vary greatly from individual to individual. Like the drylander cousins, sea squoles also come in many different colors, and the hue often indicates their subtype.

Lastly, sea squoles seem a bit less "cohesive" than terrestrial species. They drip, ooze, and seem in a constant state of melting and re-forming. Rarely do they manifest feet at all, instead featuring a flattened blob while swimming, or a pool of ooze while standing. In many ways they appear to reflect the element that they live in.

These differences led many sages to speculate that sea squoles and their terrestrial counterparts are not related at all, and merely an example of convergent evolution. Still, some scholars ascertain that the sea squole may be an earlier branch of the squole family tree, discarded and forgotten among squole kind. Certainly, sea squoles lack the "perfection" that land squoles strive for, though they also lack the land squole's signature aspirations to be human. Most sea squoles, in fact, seem perfectly content being sea

squoles, and have never even heard of humankind.

While the bodies of sea squoles mimic most of the features that would be found on a human female, it is in shape only. No facial features are actually functional or moving; a sea squole's eyes do not move or see, its nose and ears have no inlets, and its mouth does not open. They lack organs, and are somewhat translucent; light passes through them as it does through murk-tinted water.

When sea squoles move, they appear to bend in all the wrong places and are capable of motions that would pale even the most skilled contortionists. Their voices consist of androgynous muffled gurgles. Sea squoles have no discernable odor, and do not attract predators when wounded.

Sea squole have five distinct subtypes. The most common, often referred to as a squill (named after a common seaweed). Squills prefer warm coastal environments and range in color from green to yellow. Stinging squoles are also well known, preferring shallow coral reefs as their homes. They are typically red or orange in color. In fiskheim, polar squoles can be found. They are often cloudy white or light blue in color. Polar squoles are often confused with twilight squoles who are also blue in color, but usually a much darker blue or even blue-green color. Twilight squoles inhabit the waters at the edge of darkness. In even deeper depths, and rarest of all, the colorless abyssal squole dwells amid the deepest sea bed.

ECOLOGY & SOCIETY: Sea squoles can change their subtype in a process sages call "squole acclimation." A sea squole simply takes up residence in an environment common to the subtype they wish to acquire, and adopts the eating habits of a sea squole common to that area. After roughly six weeks of this regimen, the squole changes color and gains an entirely different subtype, while losing its old subtype. It can repeat the process as often as it likes.

Despite their suggestive form, sea squoles lack gender and reproductive facilities. In fact, squoles are made-up entirely of homogenous, multifunctional cells. Squoles reproduce rarely, as the decision is both premeditated and ultimately fatal. The mechanics of this is represented by the "Split Subtype" feat. The sea squole gains this feat, thereby gaining two subtypes at once. Afterwards, the sea squole loses the ability to acclimate, and has nine

years, 2 months, and 1d6 weeks to live. When the time is up, the sea squole will split into two first level sea squoles of the two different subtypes. The new sea squoles often depart from each other after only a few days, as they are fully functional adults with rudimentary memories of their originator. Squoles live about as long as humans.

Squoles are omnivorous, and can ingest any organic material simply by engulfing it into any section of their body. Food is digested in a matter of minutes, a process visible to observers through the squole's transparent skin. They can choose what they wish to ingest, expelling unsavory materials at will. A squole's sense of taste and smell is very discerning, and they can often tell one individual from another by its scent.

Sea squoles have no society to speak of, instead adopting the practices of other sentient races in their environment. Likewise, they have no traditions of their own. Thus, they have no recollection or theories of their own origins and seem to lack any ethnic cohesion.

RELATIONS TO CORE RACES: Squoles tend to adopt the attitudes of the majority of sentient races including prejudices and affinities. It is common for a sea squole to assimilate the culture of another race, especially those races that appear the most like themselves in form such as the sea elves, selkies, genai, and even seafolk. Most races see squoles as generally benevolent, but most assuredly a little disgusting.

Sea squoles generally adopt the same attitude towards strange races as the local populace; which can sometimes seem very illogical considering they are a fairly unusual race themselves.

ALIGNMENT & RELIGION: Like land squoles, sea squoles aspire to make a good name for ooze-kind. They typically model their personality and role after positive role models in their adopted society. These role models are studied extensively and incorporated into the sea squole's mannerisms, outlook, and character alignment. This is an ongoing process, and a sea squole is constantly

observing and changing, endeavoring to be benevolent by the standards of their assumed culture. Lacking any culture or traditions of their own, sea squoles are often non-religious unless their role models are also religious.

ADVENTURERS: Sea squoles are simple and direct creatures, generally gravitating towards less sophisticated means of combat. An overwhelming majority of sea squoles are barbarians, fighters, and monks. Light or no armor is ideal for a sea squole, as it maximizes their ability to move freely. Melee combat is favored, as that is where a squole has the most advantage. They commonly avoid long range combat, as their senses do not permit it.

NAMES: Sea squoles adopt the most common names in their society, often finding that a familiar name helps to alleviate some of their alienness. Sometimes, they will have several names, one for each location they frequent.



Sea Squole Racial Traits

+2 Dexterity, +2 Constitution, -2 Intelligence:

Sea squoles are unnaturally sturdy and flexible, though they are not especially smart.

Racial Buoyancy: 60, **Depth Tolerance:** Immune to pressure effects.

Medium: Sea squoles are Medium-sized creatures with no bonuses or penalties due to size.

Normal Swim Speed: Sea squoles have a base swim speed of 30 feet.

Landwalker: Sea squoles can move on land at a speed of 20 feet.

Cutaneous Respiration: A sea squole "breathes" through its skin both in and out of water equally well.

Blind: Sea squoles cannot detect objects or creatures by sight. They cannot make Perception checks to visually notice things beyond the range of their blindsight. Squoles cannot discern color, read written text, or see incorporeal creatures. They are immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

Blindsight (30 feet): Using sensitivity to vibrations, the sea squole maneuvers and fights as well as a sighted creature within a 30-foot range. Invisibility, darkness, and most kinds of concealment are irrelevant, though the creature must have line of effect to a creature or object to discern that creature or object.

A sea squole usually does not need to make Perception checks to notice creatures within range of its blindsight ability. Excessive vibrations or loud sounds provide concealment to those within range of the blindsight at the adjudication of the Gamemaster.

Humanoid Ooze: A sea squole has only a few common traits consistent with other oozes, due to its permanent humanoid form. Squoles cannot be stunned and do not take additional damage from precision-based attacks, such as sneak attack. In addition, squoles are immune to poison and sleep effects. They can however be subject to critical hits, flanking, paralysis, and polymorph, just as other humanoids are. Squoles eat and breathe, but do not sleep.

Water Dependent: Sea squoles can survive out of water for 1 hour per 2 points of Constitution.

Boneless: Sea squoles can move in ways that other creatures cannot. A squole gains a +2 racial bonus on Acrobatics and Escape Artist skill checks. In addition, the sea squole gains a +1 bonus on its Combat Maneuver Bonus and Combat Maneuver Defense.

Subtype Traits: At character creation a sea squole must choose one subtype from the choices below. This choice can be changed, but only after weeks of acclimation to a particular environment (see Ecology for details).

Abyssal: Due to its ability to become completely clear, an abyssal squole is difficult to discern in an aquatic environment. A DC 15 Perception check is required to notice a motionless and unclothed abyssal squole.

Polar: The polar squole has Resist cold 5.

Squill: In direct sunlight, the squill gains Fast Healing 2. Squills can heal up to 2 hit points per level per day with this ability, after which it ceases to function.

Stinging: Any creature attacking a stinging squole with natural weapons or an unarmed strike takes 1 point of acid damage. A creature that grapples a stinging squole takes 1d3 points of acid damage each round it does so. They are immune to their own acid.

Twilight: The twilight squole can (at-will) cause her body to shed as much light as a torch. In addition, a twilight squole can create a bright flash of light once an hour. When she does so, all creatures in a 10-foot burst must make a DC 15 Fortitude save or be dazzled for 1d3 rounds.

Languages: Sea squoles begin play speaking Common. Sea squoles with high Intelligence scores can choose any of the following: Aquan, Delatari, Halbok, Nixish, Lok'tar, Salatari, and Sylvan.



Sea Squole Vital Statistics

RANDOM STARTING AGE

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

RANDOM HEIGHT AND WEIGHT

Gender	Base Height	Modifier
NA/Female	5.ft. 4 in	+1d6 inches

AGING EFFECTS

Middle Age	Old	Venerable	Maximum Age
35 years	50 years	65 years	65 +2d10 years

Racial Feats

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

DELIQUESCE

Once per day per level, you can ooze out of bonds and grapples.

Prerequisites: Sea Squole

Benefit: Once per day per character level, as a swift action, you can automatically escape a grapple or free yourself from all bonds or shackles.

ENHANCED SUBTYPE

Your subtype abilities become more powerful.

Prerequisite: Sea Squole, 5th level

Benefit: An abyssal squole continues to remain difficult to discern while moving half their normal speed, so long as they are doing nothing else (such as attacking or quaffing a potion). A polar squole's Resist cold increases to 10. A squill's fast healing rate increases to 3 hit points per level per day. A stinging squoles acid does 1d3 versus an unarmed strike and 1d6 when grappled. A twilight squole can use her flash ability twice per hour.

Special: If you change your subtype, the new subtype is automatically affected by this feat accordingly.

If you have the Split Subtype, this feat can be taken twice, each time applying to a different subtype.

FLUID FORM

You have mastered fluidity of form.

Prerequisite: Sea Squole, 7th level

Benefit: You can cast *fluid form* (ADVANCED PLAYER'S GUIDE) as a spell-like ability once per day.

SHARPENED SENSES

You have honed your blindsight to be more acute.

Prerequisite: Sea Squole, Wis 13.

Benefit: Your blindsight range gains an additional number of feet equal to 5 times your Wisdom bonus (if any). For example, if your Wisdom bonus is +3, your blindsight extends to 45 feet.

SLIPPERY

You are particularly hard to hold onto.

Prerequisite: Sea Squole

Benefit: You gain a +4 racial bonus on all Escape Artist checks to slip free of bonds and squeeze into tight spaces, and you can squeeze through spaces as though you were one size category smaller than their actual size.

SPLIT SUBTYPE

You can have two subtypes, and are on your way to parenthood.

Prerequisite: Sea Squole, younger than middle age, acclimation to a new environment (see ecology).

Benefit: You gain a new subtype and keep your old one. You gain the abilities of both subtypes, and your slime-color changes to a mixture of the two (like paint of the same colors).

Special: Once taking this feat you have nine years, 2 months, and 1d6 weeks to live. When your time is up, you will split into two first level sea squoles of the two different subtypes, each with only foggy memories of who you were once were. Nothing short of a *wish* can save you from this fate.

WATER WEIGHT

You alleviate your water dependency by carrying water inside you.

Prerequisite: Sea Squole

Benefit: You have learned how to fill your body with water, thus temporarily alleviating your water dependence for up to 48 hours. Unfortunately, it also adds 60 lbs to your encumbrance, and reverses your buoyancy to -60.

Slime Balls

When alchemists and wizards studied sea squoles, they made many wonderful discoveries. Slime balls are the fruits of their labor and combine both magic and ooze in new and wonderful ways.

When discovered, a slime ball appears as nothing more than a monochromatic, hardened rubber ball of about 6 inches in diameter. In this deactivated form, it has no special powers though it radiates faint alteration magic. It is activated by knocking it against a solid surface, at which point it erupts into a specific ooze-form, the powers of which varies by its specific description. Slime balls follow telepathic commands from the person who activated them, and otherwise just bob up and down and perform no actions, including defending themselves. The range of the telepathic control is 50 feet. The slime ball can perform only one activity at a time, but it repeats the same activity over and over again if told to do so as long as its master remains within range. A slime ball remains activated until slain or commanded to deactivate.

SLIME BALLS

Slime balls are living magic items that share the same basic statistics. When slain, they revert to inert spheres of rubber which can then be destroyed normally (hardness 4, 5 hit points). A slime ball rendered inert in this fashion cannot be activated again for another 24 hours.

SLIME BALL

CR 2



XP 600

N Small ooze

Init +6; **Senses** blindsight 60 ft.; Perception -5

Racial Buoyancy: 30 **Depth Tolerance:** Immune to Pressure

DEFENSE

AC 13, touch 13, flat-footed 11 (+2 Dex, +1 size)

hp 19 (3d8+3); fast healing 2

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

Immune ooze traits

OFFENSE

Speed 20 ft., climb 20 ft., swim 20 ft.

Melee slam +4 (1d4 +3 plus grab)

Special Attacks constrict (1d4 +3)

STATISTICS

Str 17, **Dex** 15, **Con** 13, **Int** 2, **Wis** 1, **Cha** 1

Base Atk +2; **CMB** +4 (+8 to grapple), **CMD** 16 (cannot be tripped)

Feats Improved Initiative, Skill focus (stealth)

Skills Climb +15, Stealth +17; **Racial Modifiers** +4 Stealth
SQ ooze traits

SLIME BALL, GOO KEEPER

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

Slot none; **Price** 1,050 gp; **Buoyancy:** 0 bu.

STATISTICAL CHANGES

Racial Buoyancy: 0

Immune water currents

DESCRIPTION

Once activated, the goo keeper becomes a globulous yellow orb trailing several whip-like tentacles, and vaguely resembles a jellyfish. As a full-round action, the goo keeper can wrap its tentacles around a Medium-sized or smaller object or willing creature, thus providing the target with neutral buoyancy and immunity to water currents.

CONSTRUCTION

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

SLIME BALL, JELLY FISH

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

Slot none; **Price** 8,300 gp; **Buoyancy:** 30 bu.

STATISTICAL CHANGES

Speed swim 120 ft. (has no land or climb speed)

DESCRIPTION

An activated jelly fish looks like a sea bass composed entirely of green slime. The jelly fish can deliver messages as if affected by the *animal messenger* spell. Once the jelly fish has delivered its message, it vanishes in a cloud of murk and returns unerringly to its master via *teleportation*. If the slime's master is no longer on the same plane as the jelly fish when this event occurs, it merely reverts to inert form and floats to the surface, awaiting a new owner to find and claim it for its own use.

The jelly fish can also be used to store up to three paper scrolls including magical ones. When holding a scroll, both the jelly fish and its contents are under the continuous effects of a *nondetection* spell. Any scrolls inside the jelly fish are destroyed when the jelly fish is deactivated.

CONSTRUCTION

Requirements: Craft Wondrous Item, *animal messenger*, *animate objects*, *nondetection*, *teleport object*; **Cost** 4,150 gp.

SLIME BALL, SCUM BAG

Aura moderate transmutation, moderate conjuration; CL 11th.

Slot none; **Price** 8,300 gp; **Buoyancy:** 30 bu.

DESCRIPTION

When a scum bag is activated, it becomes a frog-like brownish red ooze. The scum bag's mouth opens into a nondimensional space: its inside is larger than its outside dimensions. Regardless of what the scum bag eats, its buoyancy (and weight) never changes. The scum bag's capacity is 40 cubic feet.

If the scum bag reverts to its inert form or it is overloaded, its contents are all ejected into a random location on the astral plane. If living creatures are swallowed by the scum bag, they can survive for up to 10 minutes, after which time they suffocate. Magic items swallowed by the scum bag do not offer any benefit to the scum bag.

The scum bag can retrieve any one item contained inside it for its master once per round. Alternatively, it can eject any item contained inside it into a random location on the astral plane, if directed to do so by its master.

CONSTRUCTION

Requirements: Craft Wondrous Item, *animate objects*, *secret chest*; **Cost** 1,150 gp.

SLIME BALL, SLUDGE DRUDGE

Aura strong transmutation; CL 14th.

Slot none; **Price** 27,500 gp; **Buoyancy:** 30 bu.

STATISTICAL CHANGES

Int 10, **Wis** 10 (sludge drudges are significantly more sapient than other slime balls)

Spell-Like Abilities (CL 11)

1/day-cure light wounds, light, mending

Skills Craft (alchemy) +2, Craft (leatherworking) +2, Heal +2 (**Racial Modifiers** Craft (alchemy) +2, Craft (leatherworking) +2, Heal +2)

DESCRIPTION

The sludge drudge, once activated, becomes vaguely humanoid purple ooze. The sludge drudge is well suited to perform all manner of menial tasks, and is intelligent enough to do them. It is the only slime ball capable of performing tasks on its own accord, though it remains completely obedient to its master. Unfortunately, its memory is completely erased every time it is deactivated.

CONSTRUCTION

Requirements: Craft Wondrous Item, *animate objects*, *awaken construct*, *bestow insight*, *cure light wounds*, *light*, *mending*; **Cost** 13,750 gp.



Prestige Class: The Limomancer

"Just like fishing for eels; in still waters you catch nothing, but if you thoroughly stir up the slime..."

Limomancers are the willing representatives of ooze-kind. They have learned how to work with non-sentient oozes, slimes, and jellies and use them to further their cause. A limomancer's goal is to cultivate a positive relationship between the denizens of ooze and the Cerulean Seas. Their hope is that the next time an adventurer encounters these creatures, they see an opportunity for positive gain, instead of an adversary that needs to be destroyed.

The abilities of a limomancer allow them to better locate and interact with ooze-kind. At higher levels, they can even summon an ooze to aid them in combat. In addition, closeness to these creatures has given a limomancer the ability to assume an amorphous form.

Role: Most limomancers have supporting roles and keep to the edge of battle while launching slimes and oozes in for attack. A few use their ooze-like abilities to aid them in the thick of combat. Some even serve as scouts and spies due to their unique movement and vision capabilities.

Alignment: Limomancers are usually neutrally aligned in some aspect.

Hit Die: d8.

REQUIREMENTS

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

Race: Sea Squole.

Skills: Craft (alchemy) 3 ranks, Knowledge (dungeoneering) 5 ranks, Knowledge (nature) 5 ranks.

Feat: Deliquesce

Spells: Ability to cast *Summon Sea's Ally III*.

CLASS SKILLS

The limomancer's class skills (and the key ability for each skill) are Craft (alchemy) (Int), Handle Animals (Cha), Knowledge (dungeoneering) (Int), Knowledge (nature) (Int), Perception (Wis), and Survival (Wis).

Skill Ranks at Each Level: 4 + Int modifier.

CLASS FEATURES

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

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

Spells per Day: When a new limomancer level is obtained, a limomancer 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 limomancer 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 limomancer, he must decide to which class he adds the new level for purposes of determining spells per day.

Ooze Whisperer (Ex): A limomancer gains a +4 competence bonus to all Perception checks or Dungeoneering checks to find or identify any oozes and other amorphous creatures in their line of sight. In addition, they can communicate with oozes, ask them questions, and receive answers back. The average ooze's sense of its environment is limited, so it won't be able to give (or recognize) detailed descriptions or answer questions about events outside its immediate vicinity. The ability does not make oozes any more friendly or cooperative than normal.

TABLE: THE LIMOMANCER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+1	+1	+0	Ooze Whisperer	+1 of existing divine spellcasting class
2nd	+1	+1	+1	+1	Summon Ooze (Giant Amoeba)	+1 of existing divine spellcasting class
3rd	+2	+2	+2	+1	Acid Resistance, Slime Shot (1/day)	+1 of existing divine spellcasting class
4th	+3	+2	+2	+1	Summon Ooze (Crystal Ooze, Pseudosquole)	+1 of existing divine spellcasting class
5th	+3	+3	+3	+2	Amorphous Body, Slime Shot (2/day)	+1 of existing divine spellcasting class
6th	+4	+3	+3	+2	Summon Ooze (Globster)	+1 of existing divine spellcasting class
7th	+5	+4	+4	+2	Slime Shot (3/day)	+1 of existing divine spellcasting class
8th	+6	+4	+4	+3	Summon Ooze (Mustard Jelly)	+1 of existing divine spellcasting class
9th	+6	+5	+5	+3	Slime Shot (4/day)	+1 of existing divine spellcasting class
10th	+7	+5	+5	+3	Ooze Traits	+1 of existing divine spellcasting class

Summon Ooze (Ex): A limomancer can use *Summon Sea's Ally* spells to summon powerful oozes. Oozes summoned in this manner always have the maximum number of hit points possible for its hit dice. At 2nd level, the giant amoeba is added to the 2nd level list. At 4th level, the crystal ooze and pseudosquole are added to the 4th level list. At 6th level, the globster is added to the 5th level list. At 8th level, the mustard jelly is added to the 6th level list. The mustard jelly can be found in *TOME OF HORRORS COMPLETE*. The crystal ooze, giant amoeba, and globster can be found in the *PATHFINDER ROLEPLAYING GAME BESTIARY 1, 2, & 3*, respectively.

Acid Resistance (Ex): At 3rd level, a limomancer gains Resistance to acid equal to his limomancer level.

Slime Shot (Ex): Also at 3rd level, a limomancer can launch self-propelled balls of slime at an opponent with a range increment of 15 feet, as if it

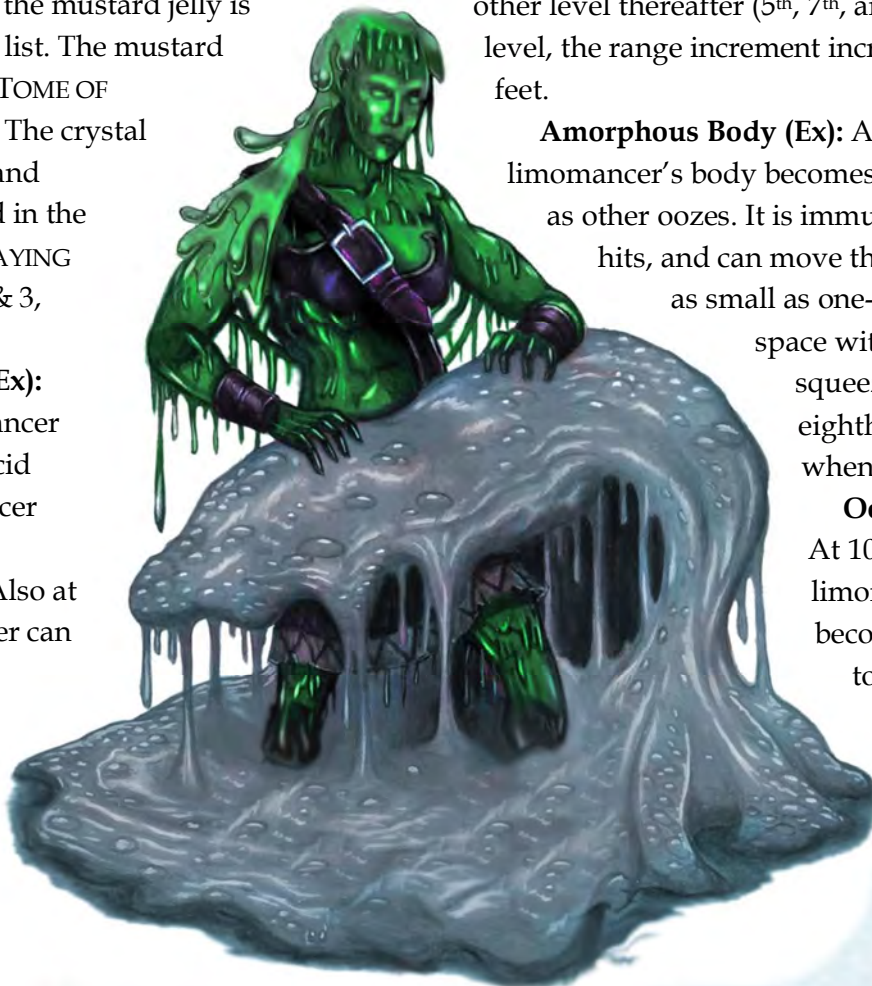
were a ranged weapon on dry land (the balls of slime blindly swim towards their target at high speed). Each ball does acid damage equal to 1d6 + the level of limomancer. If an opponent takes damage from this attack, he is also entangled for one round from viscous slime.

At 3rd level, a limomancer can use this ability once per day, but gains another use per day every other level thereafter (5th, 7th, and 9th). At 7th level, the range increment increases to 25 feet.

Amorphous Body (Ex): At 5th level, a limomancer's body becomes as malleable as other oozes. It is immune to critical hits, and can move through an area as small as one-quarter his space without

squeezing or one-eighth its space when squeezing.

Ooze Traits (Ex): At 10th level, a limomancer becomes immune to flanking, paralysis, and polymorph.



Sea Squole

Barely visible, a young woman brandishing a spear and made entirely of clear ooze stands motionless on the sea floor. At first, she seems inanimate, and then she turns to face you.

SEA SQUOLE (ABYSSAL)

CR 1/3



XP 135

Sea squole warrior 1

NG Medium ooze (aquatic, humanoid)

Init +1; **Senses** Blind, Blindsight 30 ft., Perception +2

Racial Buoyancy: 60 **Depth Tolerance:** Immune to Pressure

DEFENSE

AC 12, touch 12, flat-footed 10 (+2 Dex)

hp 13 (1d10+3)

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

Resist acid 1

Immune stunning, precision attacks (sneak attack), poison, and sleep effects.

OFFENSE

Speed 20 ft., Swim 30ft.

Melee spear +3 (1d8+3/×3)

STATISTICS

Str 15, **Dex** 15, **Con** 16, **Int** 6, **Wis** 12, **Cha** 10

Base Atk +1; **CMB** +4, **CMD** 16

Feats Deliquesce

Skills Perception +2; **Racial Modifiers** +2

Acrobatics, +2 Escape Artist

Languages Common

SQ transparent

ECOLOGY

Environment abyssal plains

Organization solitary, pair, or fek (4-8)

Treasure NPC gear (spear)

SPECIAL ABILITIES

Transparent (Ex) Due to its ability to become completely clear, an abyssal squole is difficult to discern in aquatic environs. A DC 15 Perception check is required to notice a motionless abyssal squole.

Pseudosquole

A slimy green female mindlessly slithers toward you.

Though it looks just like a normal sea squole, its behavior is highly aberrant.

PSEUDOSQUOLE

CR 3



XP 800

N Medium ooze (aquatic)

Init +5; **Senses** blindsight 60 ft.; Perception -5

Racial Buoyancy: 60 **Depth Tolerance:** Immune to Pressure

DEFENSE

AC 16, touch 11, flat-footed 15 (+5 natural, +1 Dex)

hp 33 (4d8+11)

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

Immune acid, ooze traits

OFFENSE

Speed 20 ft., Swim 30ft.

Melee slam +4 (1d4+1 plus 1d6 acid)

Special Attacks constrict (1d6+4 plus 1d6 acid), corrosion.

STATISTICS

Str 13, **Dex** 13, **Con** 15, **Int** —, **Wis** 1, **Cha** 1

Base Atk +3; **CMB** +4 (+8 grapple), **CMD** 15

Feats Improved Initiative, Toughness

SQ ooze traits, sea squole mimicry (DC 15 Perception check is required to notice that this creature is not a normal sea squole)

ECOLOGY

Environment temperate coast

Organization solitary or fakefek (3-12)

Treasure incidental

SPECIAL ABILITIES

Acid (Ex) An pseudosquole secretes a digestive acid that dissolves flesh and metal quickly, but does not affect stone or plant matter. Each time a creature suffers damage from a pseudosquole's acid, its clothing and armor take the same amount of damage from the acid. A DC 16 Reflex save prevents damage to clothing and armor. A metal weapon that strikes a pseudosquole takes 1d6 acid damage unless the weapon's wielder succeeds on a DC 16 Reflex save. If a pseudosquole remains in contact with a metal object for 1 full round, it inflicts 14 points of acid damage (no save) to the object. The save DCs are Con-based.

Corrosion (Ex) An opponent that is being constricted by a pseudosquole suffers a -4 penalty on Reflex saves made to resist acid damage applying to clothing and armor.



Sea Squoles in Your Game

Sea squoles offer an opportunity to add a character to the aquatic adventuring party who has very different strengths and weaknesses when it comes to senses. While blindsight has several distinct rewards (see in the dark, immune to blindness, etc.), there are also numerous drawbacks. The first is that sea squoles are extremely nearsighted... a foe that is only 35 feet away is effectively invisible. This creates a certain balance, where the squole will have the advantage in some situations, and disadvantage in others.

Consequentially, the sea squole may face more of a struggle in some games than in others. Scenarios with an overwhelming majority of long range opponents may be extremely challenging for a sea squole who won't be able to see these adversaries. On the other hand, if opponents rely on invisibility or darkness, the sea squole will have the upper hand. Luckily, in undersea combat, long range opponents are rare, as ranged weapons and visibility are limited by default.

Sea squoles in this text are presented as a fairly fresh race to the world. Their rarity, lack of coherent culture, and absence of significant population centers allows the Game Master to 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.

Since the origin of sea squoles is ripe with uncertainty, each campaign can provide its own unique set of historical clues. If the sea squole and the terrestrial squole are entirely unrelated, the squole could have naturally evolved from creatures such as the crystal ooze or mustard jelly. Another possibility is that they are the remnants of humans bargaining for a way to survive in an aquatic environment through extreme alchemical means.

Whatever the case, sea squoles will make a welcome addition to your Cerulean Seas game with a new way to see things, an unusual option for a player seeking to play a grappler or melee type, or even a fun alternative for those who want to explore a more alien side of life.

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