

REMARKABLE RACES[®]

SUBMERGED

the Sunken Relluk



PATHFINDER[®]
ROLEPLAYING GAME COMPATIBLE



REMARKABLE RACES SUBMERGED

THE SUNKEN RELLUK

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 Sunken Relluk

Less than a century after the Great Flood that drowned the world, Admiral Mogogol, lead his fleet into stormy weather. This was not the first time he faced a tempest in the northern waters, and, like all mogogols, he was undaunted by the poor odds of survival. Unfortunately, luck would not be so kind this time out. One by one his ships were gobbled up by the storm. His own ship languished on the waves for several days until finally falling asunder and succumbing to the depths. The admiral, still clinging to the helm, was jettisoned far out to sea into uncharted waters.

He alone survived, floating among the flotsam that used to be his fleet. Months passed without finding shallow depths, while dodging unnamable leviathans, and consuming unfamiliar, sometimes quite unpalatable, sea life. Finally, a small green island was in sight. This place was to be his home for the next decade. Admiral Mogogol became Mogogol the Hermit, a scrawny bedraggled toad, with only a few scraps of sanity remaining.

During his tenure on the isolated isle, he discovered a partially submerged and ancient stone statue. Plants had taken root and gone to flower in the empty cavity atop its enormous head. "Mr. Flowertop" became the mogogol's best friend. Eventually, the frazzled frog recovered the relic from the muck and placed it on a wooden raft (one of several attempts of escaping the currents that continuously dragged him back to his prison.) The strange antique would bob silently alongside the Mogogol, as he survived the perils of solitary life in a foreign wild.

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Meanwhile, atop the world in Fiskheim, a small begoggled agloolik was delving deep within primeval kul vaults. The legendary conquest led by her people provided countless spoils, much of which was stored in large crypts to be gone over at a later time. Sometimes, they were forgotten altogether. Such was the case with this two-thousand-year-old, frost encrusted ice cave. Nakarwink chipped fervently at the enduring rime in search of wonders. In a short time, she was rewarded.

A large cache of magic crystal, an unmistakable product of the "Shining Folk" glittered into view. While the "Shining Folk," or Ibians, had been gone for many millennia, their miraculous crystal technology remained along with their scientific descendants, the agloolik. Although the tiny blue technologists still poorly understood the complicated processes necessary to fabricate the material, they greatly valued it. Nakarwink shuddered with anticipation. "What amazing properties will be beheld?" she thought to herself as she dragged one of the many identical crystal shards back to her lab.

The news of the discovery of a new crystal type wracked the polar city. Nakarwink became a celebrity, and many scrambled to fund research that would certainly lead to the development of a new weapon or military advantage. Despite all this, the mystery of the crystal puzzled Nakarwink and her associates. The crystal, although impervious to all damage, seemed to be entirely inert. Years passed without answers. Eventually, in desperation, Nakarwink turned to the past for answers.

Archaeology and research unraveled a bit of the history of the material. It was originally pilfered from Ibian warships as they traveled far to the southeast during the Kul Wars, likely to meet up with their allies in that region, the Altowans. The kul were victorious in those wars, completely wiping out both the Ibians and the Altowans. Only silt and a few mysterious artifacts remained of their civilizations by the time of the Great Flood, which further buried their existence. Was this mysterious mineral intended to be combined with something that the Altowans had developed? It seemed unlikely, considering that the Altowans were historically regarded as relatively primitive and unquestionably much behind the advanced culture of the "Shining Folk." Regardless, this could only be answered with a field trip to unbearably tropical waters for further research. Luckily, a single mirror gate was known to facilitate travel to that general vicinity.

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Mr. Flowertop definitely heard something. Despite his companion's muteness and never changing countenance, Mogogol the Hermit was sure of it. Was it voices? Yes, someone out there was talking. It was many years since he had heard any speech but his own, but the noise was unmistakable. Before long, the ragged amphibian and a small, overheated scientist were staring eye to eye, each trying to ascertain friend or foe. After a time, they settled comfortably on friend.

While Nakarwink recognized Mr. Flowertop as Altowan in design, she did not see any significance in the large statue beyond being a signpost that she was in the right location. In fact, she grew increasingly annoyed at her new guide's insistence on dragging the lump of rock everywhere they traveled. They scoured the island from submerged roots to leafy tops, finding not a trace of the lost people. All the while, Mr. Flowertop grinned an eternal toothy smirk at their failure. In rage, no doubt brought about by endless failure and oppressive temperature, Nakarwink tore the vegetation from the pit in Flowertop's head. The hole that remained unveiled a shape that the agloolik knew very well.

The ageless crystal fit perfectly in the aged statue's receptacle. As the odd couple stared in disbelief, the previously cold and lifeless basalt first began to glow with heat. Then, with a great creaking stretch, it stepped deftly forward and asked in a dialect of common that had not been heard for a thousand years, "Who am I?"

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The trio's homecoming was greatly celebrated. Finally the aglooliks solved the mystery, the mogogol found civilization (albeit a bit colder than he would have liked), and the ancient relic found his voice. They all lived and worked together several more decades. Mr. Flowertop proved to be a powerful terrestrial soldier, although he was somewhat weak in an aquatic world. While many attempts were made to manufacture an aquatic equivalent to house his crystal brethren, all were failures. Countless ingenious underwater propulsion systems, aquadynamic hydroforms, and water-resistant materials were tested. None of them withstood the mystical forces of the enigmatic crystal. While Mr. Flowertop remained vibrant and unchanging, his colleagues eventually succumbed to the ravages of time.

After a while, the ancient living statue gathered the lot of soul crystals and chartered a ship to travel back to his land of origin, as the crystal mirror that transported has ceased to function, likely destroyed by expanding imperial forces from the Celadon Shores region. As Mr. Flowertop soon discovered, the empire of the sea dragon stretched for thousands of miles, encompassing his homeland and much of the passage to get there. Unfortunately, the sea-dwelling denizens of this realm were not friendly to anything resembling a land dweller. His ship was forced ashore, hundreds of miles from his destination. Luckily, he befriended a group of rebellious river koi-men, or hitogoi, which very much reminded him of his agllook family. While the fishermen's scientific approach was much more organic, it was still a process he recognized.

Their partnership, research, and fresh perspective produced the first working sunken relluk, thus paving the way for the future of a new race. What had been forged in the distant past became newly suited for present. After seeing that he was no longer the lone member of his race, Mr. Flowertop committed his obsolete stone body to silt from whence it was wrangled from centuries before. His crystal was used to animate a new relluk's aquatic body. Mr. Flowertop's memory of the shaggy frogman and the tireless tiny scientist was relegated to history, but his soul and their efforts would live on.

Physical Description: Sunken relluks look like a thing from a forgotten time and a lost culture, patterned after the stone bodies that were initially intended for them. Their outer shell is carved from the living wood of

a hapa mangrove tree, a semi-aquatic plant known to withstand extreme heat and flourish in volcanic regions. The front of their torso features a stylized tribal face. On this face, mouths are typically large and tooth filled, noses are simple and roughly formed, and eyes are slanted ovals, half-circles, or crescents that glow with light. These torso-faces are unique to each body; vaguely similar only in style and proportion.

Their upper arms, composed of an organic extension of their wooden shell, are thin and bifurcated. Their arms terminate in massive trunk-like forearms replete with rootish talons. A sunken relic has no legs. Instead it has three cylindrical pipes with limited articulation. Jets of water and steam from these extensions propel the sunken relluks through the water with amazing speed. A sunken relluk's body is often decorated with a set of matching gemstones or pearls that fit neatly in special receptacles. Many of these aquatic relluks also enjoy painting their bodies to supply further decoration.

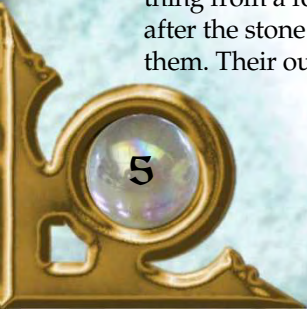
Where a head might be on a humanoid is a large uncut crystal point that glows with heat and light. From this crystal, the sunken relluk sees, hears, and speaks. Its voice sounds almost metallic, with many echoes and reverberations. The heat that a relluk exudes is often evident in the swirling distortion of light in the water surrounding this crystal point.

The soul crystals are impervious to damage, and, aside from glowing softly, are completely inert when not inside a relluk body. Without power gems properly affixed to the relluk's body, the crystal appears as a perfect hexagonal crystal of clear quartz. However, after the correct application of power gems, the soul crystal instantly transforms to match color, general shape, and even facets of the power gems.

Internally, the sunken relluk is a jumble of metal tubes, crystals, pumice stone, and roots. When injured, a sunken relluk bleeds a sticky blue sap that smells a bit like camphor. Serious wounds are also accompanied by plumes of steam and a terrible sputtering sound.

Unlike many other types of living constructs, relluks need water in order to thrive. When not submerged, the sunken relluk begins to overheat rapidly. Within 5 minutes, the relluk becomes exhausted. After an hour after being above water, the sunken relluk will die. Spells that allow aquatic creatures to move and survive on land or breathe air may mitigate or abate these effects at the discretion of the Game Master.

Unlike their terrestrial versions, the sunken relluk may wear normal armor, though they often do not bother with it. Even with allowances for varied forms common to aquatic armor types, aquatic relluks must pay twice as much for custom-made, well-fitting armor that doesn't interfere with propulsion or water intake valves. Otherwise, unmodified armor with cut the sunken relluk's base swim speed in half.



ECOLOGY & SOCIETY: At last count, there are exactly 2,012 known soul crystals in the world, most of which are attached to sunken relluks. More could exist somewhere, yet to be found. After the demise of Flowertop, a small group of relluks formed to build new bodies, recover crystals from dead relluks, find new soul crystals, and generally act as caretakers for the new species. They now call themselves the kahikua, and one can expect their agents to show up wherever a relluk was known to be slain to collect its soul crystal. The kahikua are the closest thing that the sunken relluks have to parents. Most relluks alive today have new bodies constructed by this society.

Unfortunately, the memory of a relluk is thought to be contained in its complex mask-body, not the soul crystals, and thus is destroyed when the relluk is slain. A newly awakened relluk is generally a blank slate. The soul crystal does seem to convey a few important aspects, however. Personality traits, class tendencies, and general disposition all seem to be some intangible quality of these crystals. For example, when a soul crystal is retrieved from a relluk that was known to be a capricious rogue, it is very likely that this crystal will yield another impulsive scoundrel type—though of first level, without memories or experience. It is also quite possible that although both relluks started out as the same class with the same general personality, they will lead markedly different lives.

Relluks do not age, have gender, or share many biological processes common to other races. Still they seem somewhat more organic than many other living constructs, as they still need to breathe and drink. In addition, their makeup prevents embedded and attached components, aside from the power gems. The wood they are made up of retains its original life as well, often needing to be pruned of root-tendrils and the occasional leafy sprout. If left unchecked, these growths could impede movement and function of the body, so they are often cared for diligently.

RELATIONS TO CORE RACES: Sunken relluks are extremely varied in personality, despite their small population. Relluks are surprising in that such an alien-looking creature is still very capable of depths of emotion, humor, and even love. Of course matters of gender and reproduction confuse them somewhat, though they often relate to the concept of family as they share the same reverence for the Kahikua. In some ways, they are envious of the natural born; often believing that the other races are much more advanced than they are. This may lead to a bit of an inferiority complex in some cases.

Most races are put at ease by a relluk's gentle and easy-going personality. It is easy to imagine relluks as big, lovable guys in some sort of bizarre mask. They get

along especially well with merfolk, mogogols, aglooliks and koi-men. Relluks often lack the grace required for sea elfen etiquette, and relations between relluks and sea elves are consequently strained. Most other aquatic races are generally indifferent towards relluks, seeing them as somewhat scary but mostly harmless.

DISTRIBUTION: The sunken relluk's homeland and origin is the Southern Sapphire Isles location in a region known as Celadon Shores, just north of the equator. Thousands of miles across open water to the south, the Cerulean Seas flourishes. Regardless, of their remote origins, sunken relluks are often very adventurous and quite worldly. The races that contributed to the creation of the race were widely distributed and quite diverse. Consequently, many relluks go on long sabbaticals to investigate the homeland of Mogogol the Hermit (Cerulean Seas core), Nakarwink the agloolik (Indigo Ice), and the koi-men (Celadon Shores), leading them into three very different realms. As they are immune to pressure, they could even conceivably be found in the crushing depths of the Azure Abyss.

ALIGNMENT & RELIGION: Relluks are generally kindhearted, good-aligned creatures who seem to have a hard time comprehending senseless violence and cruelty. They can also be quite fierce, and are often overprotective, territorial, and suspicious of strangers. Many express feelings of being lost or without purpose. Much of this is attributed to the reason they were created in the first place; as protectors and guardians. Unfortunately, their charge has long ago crumbled into oblivion.

Relluks often have trouble relating to religious endeavors, as they have no patron deity and they know little of the religion of their human creators. In addition, they do not believe in an afterlife, as they think of their souls as tangible objects—the soul crystals. Of the few divinely focused relluks, paladins are much more common than clerics, and can often be found defending some goodly temples.

ADVENTURERS: Often, sunken relluks adventure to find clues of their past. Some intend to unravel the mystery of the soul crystals. Others are simply trying to recover relics of lost civilizations in order to glean some more hints of their ancient creators. Relluks will also join an adventure to protect the land they live in, recover lost property, or to gain power.

Most sunken relluks are of martial classes; though often too big and clumsy to be rogues. Relluks do have a natural attraction to arcane and primal forces as well, feeling that they are a mystical merger of both. Wizards and kahunas among them are not terribly uncommon.

NAMES: Baluk, Diwi, Fujow, Gerwiki, Hiwu, Iji, Kuwu, Lonu, Muluki, Nimuku, Pakwuk, Rukk, Tugwi, Ulu, Wuki, Zuwuki

Sunken Relluk Racial Traits

+2 Constitution, +2 Charisma, -2 Dexterity: Sunken relluks are built like tanks and have lovable and vibrant personalities. Unfortunately, their bulky form makes them somewhat clumsy.

Racial Buoyancy: +25, **Depth Tolerance:** Immune to pressure

Medium Size: Sunken relluks have no bonuses or penalties due to size.

Fast Swim Speed: Sunken relluks move at base swim speed of 40 feet. They cannot move on land.

Living Construct: Unlike other constructs, a sunken relluk has a Constitution score, makes Fortitude saves, and is not immune to mind-affecting spells or abilities. Relluks are also at risk from death from massive damage, nonlethal damage, stunning, fatigue, exhaustion, ability damage, ability drain, death effects, and necromancy effects.

Relluks do have immunity to poison, sleep effects, paralysis, petrification, disease, nausea, effects that cause the sickened condition, and energy drain. A relluk does not need to sleep, though a relluk wizard must still rest for 8 hours before preparing spells.

A sunken relluk can heal lethal damage both naturally and magically. They can be affected by spells that target living creatures as well as by those that target constructs. Spells from the healing subschool and supernatural abilities that cure hit point damage or ability damage provide only half their normal effects to a relluk. A relluk is made of living wood, stone and non-ferrous metal, and is subject to spells that affect creatures made of or wearing these substances.

Power Gems: A sunken relluk can use small quartz crystals and gemstones to gain access to special racial powers. Please see the Power Gems section for details.

Boiling Spray: Once per round, a sunken relluk can spray boiling water from its torso-mouth into an adjacent square. Creatures that end their round within that square take 1 point of steam damage per character level of the sunken relluk. The effect lasts one round and is initiated as a standard action that does not provoke an attack of opportunity.

Luminescent: A sunken relluk's soul crystal consistently sheds as much light as a torch.

Natural Armor: Sunken relluks have a natural AC bonus of 2.

Languages: Relluk begin play speaking Common. Relluks with high Intelligence scores can choose from the following: Agloo, Aquan, Boggard, Ceti, or Hitogoi.



Sunken Relluk Vital Statistics

TABLE 1-1: RANDOM STARTING AGE

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

TABLE 1-2: AGING EFFECTS

Middle Age	Old	Venerable	Maximum Age
Relluks do not age.			

TABLE 1-3: RANDOM HEIGHT/LENGTH

	Base Height	Modifier
Sunken Relluk	6 ft. 6 in.	+4d4 inches

Racial Feats

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

BOILING GORE

Your crystal gore attack can cause additional steam damage.

Prerequisite: Sunken relluk, Crystal Gore.

Benefit: Once per day, after you successfully deal damage with your gore attack, you may immediately cause an additional 1d8 points of steam to this same opponent as a swift action.

CRYSTAL GORE

You gain a natural attack with your crystal head.

Prerequisites: Sunken relluk, base attack bonus +1.

Benefit: You gain a natural gore attack that does 1d8 piercing damage.

JET AWAY

You can spirit away at amazing speeds.

Prerequisites: Sunken relluk.

Benefit: Once per day, you can jet away as a fullround action, at a speed of 120 feet. You must move in a straight line, but do not provoke attacks of opportunity while jetting.

Special: You can take this feat multiple times, gaining an additional jet per day each time.

MISMATCHED GEM

You can temporarily gain the effects of one power gem that is not of your set.

Prerequisite: Sunken relluk.

Benefit: Replace one power gem with another power gem of a different type. Once per day as a free-action, for one round you gain the benefits of the odd power gem and lose the benefits of the set. At the end of the round, the benefits return to normal. You can only have one mismatched gem at a time. Switching gems takes 3 rounds of full-round actions, and is generally done outside of combat.

Special: You can take this feat multiple times, adding one round per day each time you take this feat.

POWERFUL SPRAY

Your boiling spray can reach further.

Prerequisite: Sunken relluk.

Benefit: In addition to an adjacent square, the boiling spray effects a square adjacent to that square that is 10 feet away.

Special: When combined with the Widened Spray feat, this effect applies to 4 squares: two adjacent squares, and two squares 10 feet from you that are adjacent to at least one of the first two squares.

RESILIENT SPIRIT

Your soul crystal can retain your memories.

Prerequisite: Sunken relluk, character level 10.

Benefit: If you are slain and your soul crystal is implanted in another suitable sunken relluk body within seven days, you are restored to life with one permanent negative level (no immunities or abilities can avert this penalty). You can be restored in this way three times, after which this feat ceases to function.

SUPERHEATED SPRAY

Your boiling spray power does more damage.

Prerequisite: Sunken relluk, Con 13.

Benefit: You may add your Constitution bonus (if any) on to the damage caused by your boiling spray racial trait.

WIDENED SPRAY

The range of your boiling spray power increases to a two adjacent squares.

Prerequisites: Sunken relluk, character level 6.

Benefit: The range of your boiling spray racial trait increases to two adjacent squares that must also be adjacent to each other.

Special: When combined with the Powerful Spray feat, this effect applies to 4 squares: two adjacent squares, and two squares 10 feet from you that are adjacent to at least one of the first two squares.

Power Gems

Most “power gems” are not true gemstones at all, but merely common quartz crystals or semi-precious stones which are cut and polished to appear gem-like. These stones are embedded throughout the sunken relluk’s wooden shell, eleven stones total. Power gems need not be enchanted, though they are specially crafted from extraordinary mineral specimens specifically for the purpose of fitting into the relluk’s gem receptacles. Optionally, power gems can be intricately faceted, which adds 50 gp. to their cost, but cause the relluk to grow thorns all over its body. This has the same effect as armor spikes, described in the equipment section of the **PATHFINDER ROLEPLAYING GAME**.

To be at all useful, power gems must be comprised of a homogenous and complete set; eleven power gems of the same type. Any variation and they cease to function. When activated by placing them in the correct receptacles, they radically change the appearance of the soul crystal’s color, shape, and texture.

Actual gemstones can be used in place of the quartz variations to greatly enhance the racial power that they convey. The cost of true gemstone power gems is five times the cost of the quartz variety. For the true gemstone varieties, double all numeric values listed in Table 1-4 under the power heading. For example, a relluk wearing peridot power gems gains acid resistance 10, instead of acid resistance 5. In some cases, such as pearls and brill stones, there is no quartz equivalent. In these cases, the cost listed on Table 1-4 is the cost of the gemstone, and the power is not doubled.

It is not easy to remove or place power gems, as they are tightly fastened and must be latched into their receptacles. It takes 3 full rounds to remove the gems, and an entire minute to apply them. The effect begins when the last gem is placed and ends when the first gem is removed.

Optionally, decorative stones can be worn in the power gem receptacles for a purely aesthetic effect. Decorative stones have a base price of 3 gp for a set, but may be more depending on quality and material. The cost of a single power gem is one twentieth the cost of the power gem set. Power gems have -1 bu each, regardless of type.

TABLE 1-4: POWER GEMS

Quartz Power gem	Gemstone Equivalent	Cost	Power (all bonuses are considered racial bonuses)
Decorative	Any*	3 gp	none
Aventurine	Peridot	250 gp	acid resistance 5
Agate	Opal	5 gp	+2 on Knowledge (arcana) and Spellcraft skill checks.
Black Onyx	Jet	350 gp	+1 natural AC
Blue Quartz	Amethyst	100 gp	+2 on Will saves vs. mind-affecting spells and effects.
Carnelian	Jacinth	20 gp	+5 feet to your swim speed
Citrine	Topaz	300 gp	steam resistance 5
Green Jasper	Green Jade	1,500 gp	gain fast healing 1
Milky Quartz	Turquoise	10 gp	+2 on Heal and Survival skill checks
Prasiolite	Emerald	2000 gp	cold resistance 5 and sonic resistance 5
Rainbow Quartz	Tourmaline	200 gp	+2 on saves when examining an illusion effect to notice if something is amiss
Red Jasper	Ruby	150 gp	gain darkvision 60 feet
Rock Crystal	Moonstone	25 gp	+2 on Perception and Stealth skill checks
Rose Quartz	Garnet	75 gp	+2 on Sense Motive and Diplomacy skill checks
Rutilated Quartz	Tiger Eye	50 gp	+2 on saves vs. effects that cause blindness, deafness, or dazzled conditions
Sardonyx	Sapphire	750 gp	electricity resistance 5
Smoky Quartz	Obsidian	10 gp	+2 on Reflex saves vs. effects with a steam or electricity descriptor
Gemstone Only	Black Diamond	75,000 gp	DR 5/adamantine
Gemstone Only	Black Pearl	20,000 gp	see in darkness of any kind, including that created by deeper darkness
Gemstone Only	Blue Diamond	250,000 gp	Gain steam resistance 20 and cold resistance 20
Gemstone Only	Brill (green or blue)	300,000 gp	Gain the special quality of change shape (sea elf, polymorph)
Gemstone Only	Brill (red)	500,000 gp	Gain the special quality of change shape (deep drow, polymorph)
Gemstone Only	Pearl	5,000 gp	gain all-around vision and cannot be flanked
Gemstone Only	Red Coral	250 gp	gain the freeze special quality (hide in plain sight as an inanimate object)
Gemstone Only	White Diamond	100,000 gp	Gain regeneration 1 (acid)

*for decorative gems, any gemstone may be used that is not listed here. Base cost is modified according to quality and material.

Gemstone Descriptions

Listed below is a brief description of each gemstone.

Agate: translucent brownish-red stone with pale stripes, swirls, and/or spots.

Amethyst: transparent purple gemstone

Aventurine: translucent blue-green quartz

Black Diamond: Same material as white diamond, except greyish or brownish black and less transparent

Black Pearl: a hard, lustrous black spherical mass formed within the shell of a pearl oyster. It often has rainbow or peacock pearlescence

Blue Diamond: Same material as a white diamond, but with a blue hue.

Blue Quartz: translucent blue quartz

Brill: A mystical gemstone that glows with light. Brill was once a living elf during the age of the drylanders.

Carnelian: translucent brownish-red quartz

Citrine: transparent yellow-orange quartz

Emerald : transparent green gemstone

Garnet: clear violet-red gemstone

Green Jade: opaque green stone, often with interesting patterns and layers

Green Jasper: opaque speckled green quartz

Jacinth: red transparent variety of zircon

Jet: opaque black petrified wood

Milky Quartz: translucent white quartz

Moonstone: translucent pale-yellow opalescent stone

Obsidian: opaque glossy black stone

Onyx : opaque black quartz

Opal: translucent white opalescent stone

Peridot: transparent dark green gemstone

Prasiolite: translucent mint-green quartz

Rainbow Quartz: clear quartz crystal with scintillating rainbow colors on its surface

Red Jasper: opaque speckled brick-red quartz

Rock Crystal: clear quartz crystal

Rose Quartz: translucent pink quartz

Ruby: transparent deep crimson or purple to pale rose stone

Rutilated Quartz : clear quartz with thin dark stripes running through it at odd angles

Sapphire : transparent deep-blue gemstone

Sardonyx: opaque quartz in which white layers alternate with sard (red)

Smokey Quartz: semi-transparent dark grey quartz

Tiger Eye : opaque brownish-yellow stone with scintillating stripes

Topaz: transparent yellow gemstone

Tourmaline: multicolored transparent gemstone, often green and pink, but can be nearly any color or combination of colors.

Turquoise: opaque blue-green stone

White Diamond: clear and colorless crystalline form of pure carbon, the hardest naturally occurring substance

White Pearl: a hard, lustrous white spherical mass formed within the shell of a pearl oyster.



Prestige Class: The Kahikua

"The past lives on within each of us. I embrace both the then and the now."

The kahikua are charged with the task of recovering soul crystals as well as uncovering mysteries of the past. They are expected to be living representatives of their ancient heritage. Members of this prestige class tend to collect antiques and often wear and use items that are hundreds of years old. The kahikua embrace the past fully as a way of bringing it into the future.

A kahikua also has a knack for archeology, and all that comes with that. They are able to expose items hidden by ages or by magic. In addition, they have discovered many arcane secrets along the way that aid them in their quest. The kahikua is truly a living relic; well versed in ancient history and cultures long dead.

Role: The kahikua can easily fulfill the role of party leader, and his quest for knowledge, secrets, and magic is often the driving force for adventuring.

Alignment: Kahikua are usually good aligned, but can be of any alignment. Many have their own individual approach to history and self-preservation.

Hit Die: d8.

REQUIREMENTS

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

Race: Sunken relluk.

Skills: Disable Device 3 ranks, Knowledge (arcana) 5 ranks, Knowledge (dungeoneering) 3 ranks, Knowledge (history) 7 ranks, Perception 3 ranks, Linguistics 3 ranks.

CLASS SKILLS

The kahikua's class skills (and the key ability for each skill) are Appraise (Int), Climb (Str), Disable Device (Dex), Knowledge (any) (Int), Linguistics (Int), Perception (Wis), Survival (Wis), Spellcraft (Int), Use Magic Device (Cha).

Skill Ranks at Each Level: 8 + Int modifier.

CLASS FEATURES

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

Weapon and Armor Proficiency: Kahikua are proficient with all simple weapons and light armor.

Bardic Knowledge (Ex): This ability is identical to the bard class feature of the same name, and levels in this class stack with levels in any other class that grants a similar ability.

Detect Magic (Sp): The kahikua can always detect magical auras as if under the effects of a *detect magic* spell as if cast by a wizard of his class level.

Wisdom of Ages (Ex): A kahikua adds half his class level (minimum 1) to all Spellcraft and Use Magical Device checks. In addition, he may make Spellcraft and Use Magical Device checks untrained.

Trap Wary (Ex): At 2nd level, a kahikua gains a bonus equal to half his class level on Disable Device and Perception checks. He can disable intricate and complex devices in half the normal amount of time (minimum 1 round) and open a lock as a standard action. At 6th level, a kahikua can take 10 on Disable Device checks, even if distracted or endangered, and can disarm magical traps.

Uncanny Dodge (Ex): Also beginning at 2nd level, a kahikua gains uncanny dodge, as the rogue class feature of the same name.

Eyes of the Ancients (Ex): At 3rd level, the kahikua gains the ability to perceive invisible creatures and objects as if they were visible.

Evasion (Ex): Starting at 4th level, if a kahikua is subjected to an attack that normally allows a Reflex save for half damage, he takes no damage if he makes a successful saving throw. If he already has evasion, he gains improved evasion instead, allowing him to take only half the damage if the saving throw fails.

Mire of Time (Ex): At 5th level, the kahikua's boiling spray racial trait has the additional effects of a *quagmire* spell. The duration and area of effect of the boiling spray trait do not change.

Analyze Dweomer (Sp): Beginning at 6th level, a kahikua can use *analyze dweomer* once per day as a caster of his class level.

Find the Path (Sp): Starting at 7th level, a kahikua can use *find the path* once per day as a caster of his class level. He can target only himself with this ability. He may use this ability twice per day at 9th level.

Legend Lore (Sp): Beginning at 8th level, a kahikua can use *legend lore* once per day as a caster of his class level. At 10th level, this ability has a maximum casting time of one hour, regardless of how much information is known initially.

TABLE 1-5: THE KAHIKUA

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+0	+0	+1	+1	Bardic Knowledge, Detect Magic, Wisdom of Ages
2 nd	+1	+1	+1	+1	Trap Wary, Uncanny Dodge
3 rd	+2	+1	+2	+2	Eyes of the Ancients
4 th	+3	+1	+2	+2	Evasion
5 th	+3	+2	+3	+3	Mire of Time
6 th	+4	+2	+3	+3	Analyze Dweomor, Trap Wary (improved)
7 th	+5	+2	+4	+4	Find the Path (once per day)
8 th	+6	+3	+4	+4	Legend Lore
9 th	+6	+3	+5	+5	Find the Path (twice per day)
10 th	+7	+3	+5	+5	Legend Lore (improved)



Relluk, Frozen

Appearing somewhat like an animated suit of glacial armor with a fiery soul crystal jutting from the top of it, the strange construct walks forward carefully.

FROZEN RELLUK

CR 5



XP 1,600

LG or CE Medium construct (relluk)

Init +2; **Senses** Darkvision 60 ft., Perception +0

Racial Buoyancy +100; **Depth Tolerance**: Immune to pressure

DEFENSE

AC 18, touch 12, flat-footed 16 (+6 natural, +2 Dex)

hp 53 (6d10+20)

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

Immune construct traits, DR 5/adamantine; Resist steam 20, Resist cold 20

OFFENSE

Speed 30 ft., Swim 30 ft.

Melee 2 slams +10 (1d6+4)

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

Special Attacks breath weapon (60-ft. line, 6d6 steam damage, Reflex DC 13 half, usable every 1d4 rounds)

STATISTICS

Str 18, **Dex** 15, **Con** —, **Int** 12, **Wis** 11, **Cha** 11

Base Atk +6; **CMB** +10, **CMD** 22

Languages Common

SQ luminescent

ECOLOGY

Environment ice flow (Feldorheim)

Organization solitary

Treasure Standard

SPECIAL ABILITIES

Luminescent (Su): An frozen relluk's soul crystal consistently sheds as much light as a torch.

Not all of the agllookiks' attempts to create an aquatic body for the relluk physically crumbled under the strange mystical forces of the soul crystal. Some failed much more spectacularly. Such is the case of the frozen relluk.

Crafted mostly of ever-ice, the frozen relluk was the first apparent success after years of failure and expenses. The agllookiks, under pressure by their sponsors to deliver soldiers of war, skimmed on extensive testing and gambled on creating a small legion of these creatures.

What patience may have uncovered, however, was that the frozen relluks all suffered from extreme cases of split personality; one personality was lawful good, the other chaotic evil. They would jump between the two quite unpredictably.

Most escaped into the wintry wilds, locked in an eternal war with themselves. Some were destroyed, while others self-destructed. Occasionally new frozen relluks are created by the particularly mad or cruel.

When encountered, the frozen relluk may not be aware of its dual nature. If it is, the lawful side may warn adventures of the possible shift. Otherwise, most who encounter this rare construct will likely be caught off-guard.

Relluk, Sunken

The creature before you looks much like a man-sized wooden tiki mask, propelled by water jets, and bejeweled with glowing green gemstones.

SUNKEN RELLUK

CR 2



XP 600

Sunken relluk monk 3

N Medium construct (relluk)

Init +0; **Senses** Perception +11

Racial Buoyancy +25; **Depth Tolerance**: Immune to pressure

DEFENSE

AC 15, touch 13, flat-footed 14 (+2 natural, +2 monk, +1 dodge)

hp 24 (3d8+6)

Fort +6, **Ref** +3, **Will** +5

Resist cold 5; **Resist** sonic 5

OFFENSE

Speed swim 50ft.

Melee monk spade +3 (1d6+2) or unarmed +3 (1d6+2), flurry of blows +2/+2 (1d6+2)

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

Special Attacks boiling spray (3 damage), flurry of blows, stunning fist (3/day, DC 13)

STATISTICS

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

Base Atk +2; **CMB** +5, **CMD** 17

Feats Combat Reflexes, Dodge, Great Fortitude, Improved Unarmed Strike, Stunning Fist, Toughness

Skills Acrobatics +9, Perception +11

SQ evasion, luminescent

ECOLOGY

Environment tropical shoreline

Organization solitary, pair, or masquerade (3–5)

Treasure NPC gear, set of prasiolite power gems

SPECIAL ABILITIES

Luminescent (Su): A sunken relluk's soul crystal consistently sheds as much light as a torch.

Boiling Spray: Once per round, the sunken relluk can spray boiling water from its torso-mouth into an adjacent square. Creatures that end their round within that square take 3 points of steam damage. The effect lasts one round and is initiated as a standard action that does not provoke an attack of opportunity.

Sunken relluks can make very interesting NPCs, and can represent most classes. If you are looking for an exotic emissary, an enigmatic sentry, or just a unique adversary, the sunken relluk may be the best fit.



Sunken Relluks In Your Game

The sunken relluk race is full of mystery. What was the ultimate plan for the relluks? How did the Ibians and the Altowans, civilizations on opposite corners of the planet, come to conspire to build them? Why did the agllookis fail while the hitogoi succeeded? These questions could simply be unsolvable mysteries. However, they may also make interesting plot hooks and spur on other remarkable adventures.

Some features of this race may also provide launching platforms for further adventure. Perhaps the rumor of a large cache of soul crystals has surfaced. Even the power gems may provide a source of adventure. It is very possible that the Altowan civilization enchanted several sets, now pilfered and scattered throughout the world. Since they do not work without all eleven gems, the sunken relluk PC may find itself on a perilous odyssey to assemble a complete set with particularly strong enchantments.

Despite their prehistoric roots, sunken relluks in this text are presented as a fairly fresh race to the Cerulean Seas Campaign Setting. While they do have ancient origins, this does not need to be entangled with your existing campaign history. After all, the sunken relluk spent most of recorded history as inert crystals. This allows them to be placed in virtually any campaign setting with little work. As is, they require almost no adjustment to your world to begin play immediately.

However, if this ancient spin does not work well with the concept of your game world, there are alternatives.

The sunken relluks may be a new invention. It is quite possible that the hitogoi, or some other primitive but highly mystical culture stumbled upon the secret of creating life. They could also be a spawn of the elemental planes themselves— an aspect of order from the astral plane manifested in the three elements.

Whatever the case, the sunken relluk would make a welcome addition to any Cerulean Seas game as a new living construct, an unusual option for the player who is bored with standard equipment, a challenge for the player who has played everything, or just a good match for those that enjoy adding a bit of ancient mystery to the game.

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