

REMARKABLE RACES[®]

SUBMERGED

the Woggle



PATHFINDER[®]
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REMARKABLE RACES SUBMERGED

THE WOGGLE

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 Woggle

Ever hear of Boggles?
I shall sing of such.
Boggles were the first.
Clad in gear and goggles,
Made to carve and cobble,
Science was their thirst.

From goblins they were craft.
I shall sing of such.
Secret oni spell:
Doctored adept from daft.
War the ogres' draft,
Boggles served them well.

But big brains set them free.
I shall sing of such.
They built ships to fly.
The boggles, they did flee.
The oni end their spree,
Hopes set off to sky.

Oni king seeking knaves.
I shall sing of such.
Minions sent to jail.
Fiends locked away in caves.
A crime to lose your slaves.
No mercy for fail.

And then came the Flood.
I shall sing of such.
Waves rose, prisons sank,
Caves rife with surf and sud,
Grindybows sprout from mud,
Lodge so dark and dank.

The captive oni muse.
I shall sing of such.
Boredom shall ensue;
Weary immortal views
Within eternal zoos:
Sea goblins will do.

So a gem from a wretch.
I will sing of such.
Water boggles bent
For skill at song and sketch,
No work wrought or wrench fetched,
Just entertainment.

But forever few lasts.
I won't sing of such.
Woggles escape too.
Ungrateful for our pasts,
But thankful for our casts
Midst the seas so blue!

"I Shall Sing of Woggles,"
by Crescendo Falasol, Woggle Poet.

PHYSICAL DESCRIPTION: Woggles are essentially alchemically altered grindylows, and share much in common with these creatures. Like grindylows, a woggle looks like a wide-mouthed goblin from the waist up and a writhing, slimy octopus from the waist down. They also have the characteristic rows of sharp teeth. However, their coloration is markedly different as woggles are uniformly tannish-orange in color with luminescent, sky-blue, pupilless eyes. In addition to hue, the woggle has slightly less primitive features, including five-fingered, amazingly dexterous hands with flattened nails. They also possess articulate lips that cover their teeth and give them permanent boyish grins.

However, it is a woggle's mannerisms that set it apart from a common grindylow most of all. All woggles are impeccably polite and refined. Their voices are clear and intelligent. Their vocabularies match their demeanor and they often speak with colorful words that sound almost poetic at times. Despite being a goblin-octopus hybrid, they are astonishingly charismatic creatures.

Woggle love to dress up as well, often wearing several layers of fine and flattering clothes. As many woggles acquire skill in tailoring, they often make their own outfits or have close family that makes apparel for them. Only their upper halves are so dressed, as their lower octopus-halves somewhat have a mind of their own, and carelessly writhe, wriggle, and pluck free of any attire or other adornments.

ECOLOGY & SOCIETY: Woggles were magically crafted by immortal ogre magi that were once protégés of Dianlor, the same oni who made the boggles during the age of the drylanders. When the boggles escaped their bondage, Dianlor punished his closest advisors by magically sealing them in caves to spend the rest of their eternity isolated.

After the Flood, grindylows invaded their swamped prisons in great swarms. The combination of boredom and a need to vindicate themselves from their previous mistakes, they altered the boggle formula to work on the grindylows. However instead of mechanical genius, the oni mages focused on honing their artistic genius. Thus the imprisoned ogre magi

had a reliable source of entertainment during their everlasting prison sentence.

At some point, at least a few woggles escaped, perhaps by the same routes that their grindylow ancestors had entered. These refugees never speak of the location of where they came from, fearing that someone might try to release the oni. Wherever the prisons whereabouts, it most likely harbors several powerful oni with several woggle slaves, and it is also probable that it rests somewhere near the northwest corner of the Cerulean Seas, as this is where woggles first appeared. The majority of woggles, however, have no idea of the location, as the exodus happened at least a generation ago and was not handed down.

Woggles brought with them many foreign concepts including unique fashion, the Bard PC class (as presented in CELADON SHORES), and several new forms of music and musical instruments. Their oni captors no doubt instilled in the woggles many defunct drylander style concepts, adapted to their suddenly water-filled domiciles. As ex-slaves, the woggles value freedom above all else, often joining the fight to liberate others.

Though woggles have the binary genders of male and female, it is nearly impossible to tell them apart unless one knows a bit about octopus anatomy (the males have a slightly modified third right tentacle). Consequently, the woggles focus very little on gender. They are oviparous, laying up to three eggs at a time. Both parents work equally to raise their offspring, exposing them to as many forms of art as possible.

While woggles mature very quickly, they have dismally short lifespans. Worse still, the onset of venerable age also comes with a peculiar form of senility that causes their elderly to degenerate into ravenous lunatics. As a result, they cherish and celebrate what time they have whenever they can. They often remain cheerful, even in the direst situations. This optimism is decidedly contagious, making them great for morale.

Above all else, woggles value art and entertainment. They spend the better part of their lives honing one particular artistic skill or another. While they are especially drawn to music, some woggles become great painters or sculptors. Others excel in magical or comedic performances. If it is artistic, there will be a woggle that shines at it. They love the spotlight!

RELATIONS TO CORE RACES: Woggles aim to get along with everyone, adapting their decorum range from the most solemn nommo courts to whimsical nixie revelries. As a result, they tend to make friends with everyone. Relationships particularly excel with those races that value art and entertainment, which especially includes most fey Keith races. They also share a special kinship with mogogols whose mania revolves around art of some fashion. Grindylows are the only race known to fear and hate woggles, as grindylows often assume that the woggle's condition is somehow contagious.

ALIGNMENT & RELIGION: Woggles have no religion to speak of, though many admire the song and art that often accompanies faith-based establishments. Most woggles are good aligned, though some particularly obsessed woggles have a more neutral outlook. Only the most eccentric woggles take up paths of evil, and often assuming the role of dangerously charismatic sociopaths. Woggle society abhors these individuals, and will actively hunt them down and end their existence before it can tarnish their racial reputation.

Most woggles have a chaotic outlook, being recently descended from captivity. Woggles love their freedom, and do not appreciate the confines of law. Despite this, they are immaculately courteous and thus still fit in well with lawful races and cultures.

ADVENTURERS: Woggles adventure for many reasons, but chief among those reasons are to find a new fans, to hone their art, and to look for inspiration. Even in battle, they will find a way to incorporate their artistic talent, be it singing of their triumph or brandishing a newly crafted banner.

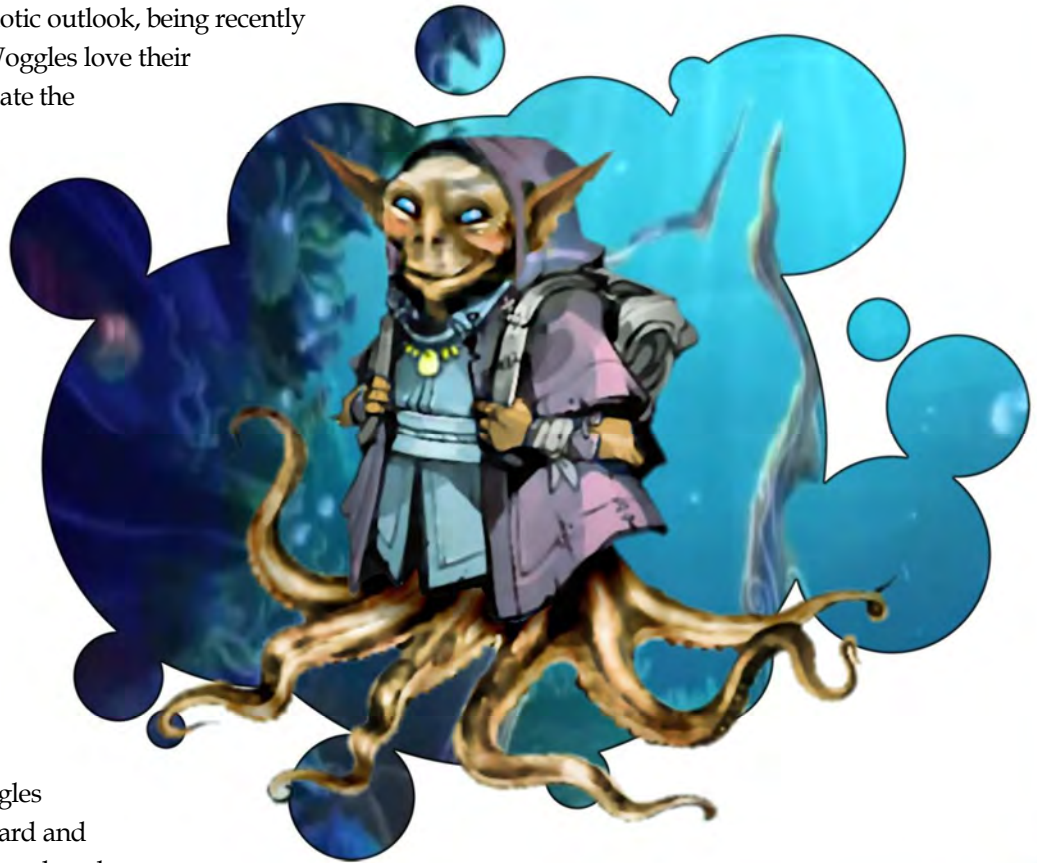
It is no surprise that woggles love to take up the roles of Bard and Siren. Even those who start in other classes

may multiclass to glean the artistic benefits of these performance-based classes. They also love magic and are quite comfortable around wizards and sorcerers. A few will become rogues, as it helps make ends meet and they are particularly suited to rogue-type skills. They tend to avoid most martial classes, though do count a few "warrior poets" among their ranks.

NAMES: A woggle's first name is often a musical or artistic term, often something with many syllables. Many also have surnames which were once the first names of the original woggle refugees. These surnames are always made up of three solfège syllables (Do, Re, Mi, Fa, Sol, La, and Ti). This was a clever way the oni used to name the woggles, and is no longer used as a primary name. Though they honor their surname in remembrance, they do not like being referred to solely by their last name.

Common first names include: Allegro, Aesthetic, Chromatic, Crescendo, Ephemera, Gouache, Impasto, Pastel, Staccato, Verismo.

Common surnames include: Doremi, Sollado, Fatila, Mitido, Rerela, Falala, Lasolda.



Woggle Racial Traits

+2 Dexterity, +2 Charisma, -2 Wisdom: Woggles are quick and surprisingly charismatic, but are often naive.

Racial Buoyancy: -30^B, **Depth Tolerance:** 600 feet.

Darkvision: 60 feet.

Small-sized: Woggles are Small creatures. They gain a +1 size bonus to AC, a +1 size bonus on attack rolls, a -1 penalty on combat maneuver checks and to their CMD, and a +4 size bonus on Stealth checks.

Type: Woggles are aberrations with the aquatic and goblinoid subtypes.

Amphibious: Woggles have the aquatic subtype, but they can breathe both water and air.

Slow Speed: Woggles can scuttle about on land with their tentacles and have a base speed of 15 feet.

Swim Speed: Woggles have a swim speed of 30 feet.

Jet: Woggles can swim 200 feet backward as a full-round action. A woggle must move in a straight line when jetting and does not provoke attacks of opportunity when using this ability.

Natural Armor: Woggles have tough, rubbery skin that grants a +2 natural armor bonus.

Artistic Genius: At first level, woggles gain an additional skill rank and a +2 racial bonus to skill rolls which they must apply to one of the following: Craft (calligraphy, clothing, musical instrument, paintings, or sculptures) and Perform (any). These skills are always considered class skills for a woggle.

Tangling Tentacles: Woggles have constantly writhing tentacles that reach out to tug at and trip adjacent foes. During the woggle's turn, it can make a single trip attack against any adjacent foe as a swift action. The woggle gains a +4 racial bonus on trip attacks with its tangling tentacles, and if it fails to trip a foe, that creature can't attempt to trip the woggle in retaliation.

Languages: Woggles begin play speaking Common. Woggles with high Intelligence scores can choose from any of the following: Aquan, Delatari, Goblinoid, Halbok, Nixish, Lok'tar



Woggle Vital Statistics

RANDOM STARTING AGE

Adulthood	Barbarian, Rogue, Sorcerer	Siren, Fighter, Paladin, Mariner	Cleric, Kahuna, Monk, Wizard
10 years	+1d4	+1d6	+1d8

RANDOM LENGTH

Form	Base Height	Modifier
Male	3' 2"	+1d6 inches
Female	3' 0"	+1d8 inches

AGING EFFECTS

Middle Age	Old	Venerable	Maximum Age
20 years	25 years	30 years	30 + 1d6 years

WOGGLE MADNESS

Type disease, inherited; **Save** Will DC 16

Onset venerable age; **Frequency** 1/hour

Effect 1d4 Wisdom damage, if more than 2 Wisdom damage, the target must make an addition Will save or he will lose control and must attack the nearest mobile creature or object; **Cure** none

Special Woggle Madness is a genetic condition that all woggles have. Symptoms do not typically appear until the woggle is of venerable age. It cannot be passed on to a non-woggle. The disease cannot be completely cured, magically or otherwise. Instead, any effect that would remove disease removes only the symptoms for 24 hours.

Racial Feats

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

ARTISTIC CELERITY

You can perform your art with mystifying speed.

Prerequisite: Woggle, Racial bonus to a Craft skill.

Benefit: When you craft an item using the Craft skill with a racial bonus, you may do so in half the time with no penalties.

IMPROVISATIONAL ARTIST

You may draw materials from your surroundings to create your art.

Prerequisites: Woggle, Racial bonus to a Craft skill.

Benefit: When you craft an item using the Craft skill with a racial bonus, you can pay 1/4 of the item's price for the raw material cost. You must still succeed at the appropriate DC check, and the work takes the same amount of time as a normal item. If you fail the Craft check by 5 or more, you ruin all the raw materials and must begin again.

INNATE TALENT

Your talent is instinctual and it's unlikely for you to fail at it.

Prerequisite: Woggle, Racial bonus to a Craft or Perform skill.

Benefit: Once per day, when you use a Craft or Perform skill with a racial bonus, roll twice and keep the best roll.

MASTER OF ART

Even the most lackadaisical artistic effort yields masterful results.

Prerequisites: Woggle, Racial bonus to a Craft or Perform skill.

Benefit: When you use Craft or Perform skill with a racial bonus and take 10 with this skill, treat your die result as a 15 instead.

MULTITALENTED

You are innately talented in many areas.

Prerequisites: Woggle.

Benefit: Choose a Craft or Perform skill from those listed in your Artistic Genius racial trait (different from the one you chose at character creation) and gain an additional skill rank and a +2 racial bonus to skill rolls for that skill. The skill is chosen at the time of taking this feat and cannot be changed.

Special: You can take this feat multiple times, applying it to a different skill each time.

WOGGLE LULLABY

Your music can help stave off Woggle Madness.

Prerequisites: Woggle, Racial bonus to music-based Perform skill.

Benefit: A woggle suffering from Woggle Madness may roll their Will save versus this affliction with a +5 bonus while hearing music you created with a Perform skill that receives a racial bonus.

Underwater Music

What sort of music exists under the waves? Most musical instruments as we know them won't work underwater. The easy answer is vocalization. There's no particular reason to believe that it would sound anything like earthly vocal music, though. Several factors change when going from a gaseous to an aqueous atmosphere.

First is the scale. The western scale, an octave consisting of 12 half-steps (with variable placement, called temperament) arose from the Pythagorean system, a set of intervals in low ratios (like 3:2) that sound pleasing to the ear. These ratios are easily demonstrated, and were probably derived using, stringed instruments whose sounds travel through air to the human ear. They also occur as harmonic overtones on wind and brass instruments.

Underwater, however, plucked strings don't make their characteristic tones. The ideas of what is considered consonant or aesthetic need not have anything to do with these ratios. Sound travels differently through water, and the land-based reference instruments are not available. Underwater music may sound very different, and that can start with a different scale. There's no reason they couldn't have come up with the same scale through math, but one can plausibly change this to make water-dwellers different.

Next, melody and rhythm may be different. Whale-song, for example, doesn't sound much like music to our ears. The sounds are longer and the intervals between "notes" tend to be small (almost "stepwise", were one to impose a scale on that). The latter might be constrained by cetacean vocal cords, but the former is probably in part because sound travels differently through water, with more echoing. This will push music toward being slower-moving; simple underwater music might sound a lot like plainchant. (Plainchant also tends away from large-interval jumps; it happens, but most movement is stepwise, and this plus the lack of rhythmic variation contributes to that "somber" sound one associates with it.)

Harmony may seem different as well because of echoes, distortion, and the fact that from any particular vantage point underwater a note

will "linger" longer. This constrains how one can harmonize it if one wants the results to be consonant. On land, if someone plucks or strikes a string and does not interfere with it (damping it, fretting elsewhere along its length, etc), it will ring for some time after the initial note. Those notes are still "in the air" when other notes are played. Consequently, underwater music will rely mainly on consonances for harmonizing but will also explore the possibilities of well-placed dissonance. Harmony can also use rhythmic variation, so long as its overall shape fits into that long-decay property of underwater music.

Beyond vocalization, other musical instruments can exist. Chapter 4 of CELADON SHORES introduced metallophones (xylophone-like musical instruments that work well underwater) as well as discussed some of the complications of undersea musical instruments.

With the introduction of a highly artistic race, the woggles, we took the time to revisit this concept and discovered a burgeoning underwater performance field. From the inspiration of these pioneer musicians, we imagined instruments that the woggles would develop to create a diverse portfolio of musical sounds.

As we already discovered with metallophones, some percussion instruments, especially those made of dense metal, work fairly well under the water. Through further experimentation, we discovered that friction-based instruments like the violin also work, sounding a bit dampened and haunting compared to their terrestrial performances. The underwater friction effect is easily demonstrated every time you do dishes. That squeak one hears when the plates are rubbed under the dishwater is loud and clearly audible even outside the sink.

Lastly, one can conceivably create all manner of "woodwater" instruments (in the same vein as woodwinds) that rely on focused water currents rather than air. However, the nature of water would require the water to be considerably pressurized, thus precluding the water from being "mouth-blown" into the instrument. Thus, hand pumps and bellows would be more likely.

Below are some of the musical instruments available to woggles (as well as anyone else, at the discretion of the Game Master). These are in addition to the music makers already presented in CELADON SHORES.

Aqualin: Perhaps the most familiar underwater instrument, the aqualin is little more than a normal violin made to work well under the waves. Made of swampwood and sealed with special resins, the aqualine sounds much like a violin does above the waves when its bows is drawn across it, though a creepy antique recording of one. Other sizes of this instrument exist, including the aquaola (aquatic viola) and the aquacello. **Cost:** 100 gp (aquaola 150 gp, aquacello 200 gp).

Crystallophone: The crystallophone, or glass armonica as it is more commonly called, is a spinning instrument that uses a series of glass vessels graduated in size to produce musical tones by means of friction. Usually played with the fingers rubbing against the bowls' rims, the crystallophone produces the most ethereal and delicately sweet sounds. **Cost:** 500 gp.

Darbuka: The darbuka, also known as chalice or goblet drum, works particularly well under the water when made mostly of metal. It produces a resonant, low-sustain sound while played lightly with the fingertips and palm. While less resonant than dry-land drums, the sound is reminiscent and perfect for keeping rhythm. **Cost:** 10 gp.

Hydraulophone: This hydraulophone is the first instrument to use water rather than air to produce sound. By manipulating water jets through a variable system of tubes and flow vessels, one can stimulate and direct subtle changes in water turbulence to sounding mechanisms inside the instrument, and create compelling acoustic and expressive possibilities. The water pressure is maintained by a hand pump that provides the instrument with enough pressure to play for 5 minutes before it needs to be recharged (which takes another minute of pumping). **Cost:** 750 gp.

Rotacorda: A rotacorda produces sound by a crank-turned wheel rubbing against musically-tuned strings. The wheel functions much like a violin bow, and single notes played on the instrument sound similar to those of an aqualin, though many more notes can be played in a sort of ethereal harmony. **Cost:** 200 gp.

Singing Bowls: A type of metal standing bell that produces harmonic overtones when the user either strikes or rubs the rim with a mallet. They produce a characteristically ceremonious sound, harkening to something one might hear in a temple or monastery. **Cost:** 20 gp.



Prestige Class: The Virtuoso

"People are remembered by the songs we sing of them. Shall I sing of thee?"

The virtuoso has honed his innate musical talent with keenly practiced skill as well as arcane magic. To a virtuoso, all the world is a stage, his allies are his adoring fans, as well as anyone around for him to impress. He craves the spotlight, whether it is at a tavern or on the battlefield. The typical virtuoso is charming, and sociable. He loves company and makes friends easily. Though a virtuoso can be both a bit eccentric and a showoff, most still enjoy his presence.

With woggles, we witness the return of bards to the Cerulean Seas, and woggle bards are most often drawn to this prestige class, although sirens, rogues, and wizards can also excel in it. Characters of most other classes are either not outgoing enough to enjoy being virtuosos, or they find other channels for their extroversion.

Role: Like bards, a virtuoso can hinder their foes while inspiring their allies. They are adequate with both weapons and magic, though they excel outside melee, where they act as support without their performance being interrupted.

Alignment: Any.

Hit Die: d6.

REQUIREMENTS

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

Race: Woggle.

Skills: Perform (8 ranks, must be music-based, must be a skill that receives a racial bonus), Diplomacy 6 ranks

Spells: Able to cast 0-level arcane spells.

CLASS SKILLS

The virtuoso's class skills (and the key ability for each skill) are Acrobatics (Dex), Bluff (Cha), Craft (any) (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Linguistics (Int), Perform (any) (Cha), Perception (Wis), Sense Motive (Wis), Stealth (Dex), Sleight of Hand (Dex).

Skill Ranks at Each Level: 4 + Int modifier.

CLASS FEATURES

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

Weapon and Armor Proficiency: The virtuoso gains no proficiency with any weapon or armor.

Spells per Day/Spells Known: Since the virtuoso often uses magic to enhance his performances, it's important for him to maintain his magical studies. Thus, whenever he gains a new virtuoso level, he gains new spells per day and spells known as if he had gained a level in a spellcasting class he belonged to before adding the prestige class. If the character had more than one spell-casting class before becoming a virtuoso, he must decide to which class he adds each level of virtuoso for purposes of spells per day and spells known.

Bardic Performance: At 1st level, the virtuoso gains the bardic performance ability if he did not already have

it from a previous class. All the bardic performance effects (fascinate, inspire competence, inspire courage, etc.) become available to her immediately, subject to their usual level and Perform skill requirements, though the virtuoso may add his levels together if one of more classes grant the Bardic Performance ability for purposes of determining level requirements.

Virtuoso Performance: With a haunting melody, the virtuoso can create magical effects beyond even the capabilities of a bardic performance. Virtuoso performance can be used once per virtuoso level per day. If the virtuoso has bard levels, those stack with virtuoso levels to determine uses per day. Many virtuoso performance effects require more than one of the ability's allotted daily uses. The performance must be musical in nature and performed with a skill with which the virtuoso receives a racial bonus.

As with bardic performance, the virtuoso can usually fight while using this ability but cannot cast spells or activate magic items by either spell completion or command word. If the performance forces any target to make a Will save, the only other action the virtuoso can take in the same round is a 5-foot step.

Sustaining Song (Su): A 1st-level virtuoso with at least 9 ranks in his chosen Perform skill can sustain her unconscious allies, negating their need for stabilization checks during her performance. Because they're not making stabilization checks, the affected allies are neither stabilizing nor losing hit points. A sustaining song lasts for 5 minutes or until the virtuoso stops performing, whichever comes first. Sustaining song is a supernatural ability.

Dampening Melody(Su): A 3rd-level virtuoso with at least 11 ranks in Perform can actively counteract the effects of sonic energy. While a virtuoso performs this music, he and all of her allies within 60 feet who can hear her gain resistance to sonic 15. An ally benefits from this effect for as long as it can hear the virtuoso's music. A Dampening Melody requires one daily use of virtuoso performance and is a supernatural, sonic ability.

Jarring Song (Su): A 4th-level virtuoso with at least 12 ranks in Perform can inhibit spellcasting. Anyone attempting to cast a spell during a jarring song must make a Concentration check (DC 15 + the spell level). Success allows normal completion of the spell; failure means it is lost. A jarring song requires three daily uses of virtuoso performance and is a supernatural, sonic ability.

Sharp Note (Sp): A 5th-level virtuoso with at least 13 ranks in Perform can sharpen the blades of all piercing and slashing weapons within a 20-foot radius. The affected weapons function as if a 6th-level sorcerer had cast a keen edge spell on them, except that the effect lasts only 10 minutes. Sharp note requires three daily uses of virtuoso performance and is a spell-like, transmutation ability.

TABLE: THE VIRTUOSO

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Spells per Day/Spells Known	Special
1st	+0	+0	+1	+1	+1 level of existing class	Bardic music, virtuoso performance (sustaining song)
2nd	+1	+1	+1	+1	+1 level of existing class	—
3rd	+2	+1	+2	+2	+1 level of existing class	Virtuoso performance (dampening melody)
4th	+3	+1	+2	+2	+1 level of existing class	Virtuoso performance (jarring song)
5th	+3	+2	+3	+3	+1 level of existing class	Virtuoso performance (sharp note)
6th	+4	+2	+3	+3	+1 level of existing class	Virtuoso performance (mindbending melody)
7th	+5	+2	+4	+4	+1 level of existing class	Virtuoso performance (song of health)
8th	+6	+3	+4	+4	+1 level of existing class	Virtuoso performance (magical melody)
9th	+6	+3	+5	+5	+1 level of existing class	Virtuoso performance (song of fury)
10th	+7	+3	+5	+5	+1 level of existing class	Virtuoso performance (revealing melody)

Mindbending Melody (Sp): A 6th-level virtuoso with at least 14 ranks in Perform can dominate a humanoid that she has already fascinated. This ability functions exactly like a dominate person spell cast by a 9th-level sorcerer. The target can make a Will save (DC 15 + the virtuoso's Charisma modifier) to negate the effect. A mindbending melody requires two daily uses of virtuoso performance and is a spell-like, mind-affecting, language-dependent, charm ability.

Song of Health (Su): A 7th-level virtuoso with at least 15 ranks in Perform can use music to protect and heal her allies. While a virtuoso performs this music, he and all of his allies within 60 feet who can hear her music gain immunity to poison and disease. An ally benefits from this effect for as long as it can hear the virtuoso perform. A Song of Health requires two daily uses of virtuoso performance and is a supernatural, healing ability.

Magical Melody (Su): An 8th-level virtuoso with at least 16 ranks in Perform can empower allied spellcasters, raising their effective caster levels by +1 each for the purposes of spell effects and spell resistance checks. This effect lasts as long as the performance does. Magical melody requires two daily uses of virtuoso performance per minute maintained. It is a supernatural ability.

Song of Fury (Su): A 9th-level virtuoso with at least 17 ranks in Perform can enrage her allies. This ability functions exactly like barbarian rage on all willing allies within 40 feet, and it lasts as long as the virtuoso

continues her performance. Song of fury requires three daily uses of performance per round maintained. It is a supernatural, mind-affecting ability.

Revealing Melody (Sp): A 10th-level virtuoso with at least 18 ranks in Perform can reveal all things as they actually are. All those who hear the revealing melody are affected as if by a true seeing spell cast by a 17th-level sorcerer. The effect lasts as long as the song does. Revealing melody requires two daily uses of virtuoso performance per round maintained and is a spell-like, divination ability.



Woggle

Though it looks a bit like a grindylow, the creature before you behaves nothing like one. For starters, it is dressed in the finest silk, is impeccably clean, and just bowed and said "How do you do, fine sir?"

WOGGLE

CR 1/2



XP 200

Male woggle wizard 1

NG Small aberration (aquatic, goblinoid)

Init +3; **Senses** darkvision 60 ft.; Perception +0

Racial Buoyancy: -30^B; **Depth Tolerance**: 600 ft.

DEFENSE

AC 16, touch 14, flat-footed 13 (+3 Dex, +2 natural, +1 size)

hp 7 (1d6+1)

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

OFFENSE

Speed 15 ft., swim 30 ft., jet 200 ft.

Melee quarterstaff +2 (1d4+1/×2)

Ranged dagger+4 (1d3+1/19-20)

Special Attacks Telekinetic Fist (Sp) 6/day

Spells(CL 1st)

1st—*boiling hands*(DC 15), *magic missile*

0—*mage hand*, *mending*, *open/close*

STATISTICS

Str 12, **Dex** 16, **Con** 13, **Int** 17, **Wis** 8, **Cha** 8

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

Feats Magical Aptitude

Skills Disable Device +7, Perception +0,

Spellcraft +9, Stealth +8, Craft (painting) +9,

Use Magic Device +3; **Racial Modifiers** +2

Craft (painting), +4 Stealth

Languages Common, Aquan, Delatari, Nixish

SQ amphibious, jet, tangling tentacles

ECOLOGY

Environment any urban

Organization solitary, pair, or choir (6-12)

Treasure NPC gear

(quarterstaff, 3 daggers, other treasure)

SPECIAL ABILITIES

Tangling Tentacles (Ex): During the woggle's turn, it can make a single trip attack against any adjacent foe as a swift action. It gains a +4 racial bonus on trip attacks made with its tangling tentacles, and if it fails to trip a foe, that creature can't attempt to trip the woggle in retaliation.

Sound Golem

Crafted by woggle wizards to protect priceless works of art, the sound golem, at first glance, appears to be a large metal gong with a pleasant face motif floating strangely in the water. However, a faint outline of a hulking humanoid form made up of pulsating water currents is seen upon closer examination. The creature makes noise like an orchestra playing.

SOUND GOLEM

CR 14



XP 38,400

N Huge construct (aquatic)

Init -1; **Senses** darkvision 60 ft., low-light vision; Perception +0

Racial Buoyancy: -600, **Depth Tolerance**: immune to pressure

DEFENSE

AC 29, touch 7, flat-footed 29 (-1 Dex, +22 natural, -2 size)

hp 144 (19d10+40)

Fort +6; **Ref** +5; **Will** +6

DR 15/adamantine; **Immune** construct traits, sonic, magic; **Resist** steam 20, cold 20

OFFENSE

Speed 0 ft. (cannot move outside of water), swim 30 ft.

Melee 2 slams +28 (4d6+11 plus 2d6 sonic plus grab)

Space 15 ft.; **Reach** 15 ft.

Special Attacks breath weapon (30-ft. cone, 10d6 sonic, Reflex DC 19 half, every 1d4 rounds), dissonant interior, sonic pulse

STATISTICS

Str 32, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 2

Base Atk +19; **CMB** +32 (+36 grapple); **CMD** 41

ECOLOGY

Environment any

Organization solitary

Treasure The gold face gong contains roughly 3,200 gp worth of gold.

SPECIAL ABILITIES

Dissonant Interior (Ex): A sound golem can try to shove a grabbed opponent up to two sizes smaller than itself into its interior by making a successful grapple check. An opponent thrown into the sound golem's interior is trapped in the pulsing water that makes up the body of the creature. A trapped creature automatically takes 2d6 points of sonic damage each round. Escaping the creature's interior requires a successful Strength check (DC 30) to escape the currents. Alternately a trapped creature can escape by dealing at least 25 points of damage to the sound golem from within (AC 22). Note, the golem's damage reduction applies to all attacks against it from the inside as well.

A Huge sound golem's interior can hold 2 Medium, 8 Small, or 16 Tiny or smaller creatures.

Sonic Pulse (Ex): A sound golem's entire mobile body is made of sonic vibrations pulsing through water. Any slam attack deals sonic damage. Creatures attacking a sound golem unarmed or with natural weapons take this same sound damage each time one of their attacks hits.

Sound Golem Construction

A sound golem's gong-like "face" is constructed from gold alloyed with rare metals and chemicals totaling 12,000 gp. An orchestra of no less than 20 musicians is required to bring the golem to life, including one extremely talented musician playing the "gong" to be enchanted.

CL 16th; Price 180,000 gp

CONSTRUCTION REQUIREMENTS

Feats Craft Construct; **Spells** *sculpt sound*, *geas/quest*, *limited wish*, *polymorph any object*, *discordant blast*; **Special** creator must be caster level 16th; **Skill Check(s)** Craft (musical instrument), DC 20 Perform (percussion) DC 20; Cost 96,000 gp.



Woggles in Your Game

While grindylows are a fairly common nuisance in the seas, woggles are a fairly new race to the world. In any aquatic campaign that includes grindylows, woggles could easily be their descendants or subrace. If such is the case in your campaign setting, the woggle race requires almost no adjustment to your world to begin play immediately. Because they do not have a lineage that they can trace, woggles lack tradition, language, and history common to other PC races.

In most games, grindylows have a terrible reputation for being stupid mischief makers or dangerous pests. Woggle PCs may need to overcome this stereotype. If woggles are introduced as a brand new development in your campaign world, woggle PCs may have a slight disadvantage during social encounters. Though they also might have a slight advantage when dealing with grindylows, who may not realize whose side the woggles are on. In any case, it will be a surprise to all when the apparent grindylow is the one who barter peace through diplomacy, paints a veritable masterpiece, or sings a complex ballad flawlessly.

If your undersea campaign setting does not include grindylows, for whatever reason, woggles could still be possible in your game. Perhaps they were a relatively unknown race until they entered a flourishing renaissance. Maybe they are from another world, which just happens to place a high regard on art or style. Yet another possibility is that they were magically created from scratch—the result of a powerful wish gone awry.

Whatever the case, the woggle would make a welcome addition to any game as the resident virtuoso, an unusual option for the player who is also a musician, a challenge for the player who has played everything, or just a good match for those that like to use their creative talents.

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