

# REMARKABLE RACES<sup>®</sup>

## SUBMERGED

Trueforms



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





# REMARKABLE RACES SUBMERGED

## TRUEFORMS

A New Player Character Race for use with the Pathfinder® Roleplaying Game and the Cerulean Seas Campaign Setting®

Author  
Emily E. Kubisz

Editors  
Steven O'Neal  
Patricia Taylor-Kubisz

Interior Illustrators  
Randall Powell  
Nagura Gensou  
Eric Chen  
Adam Burnier  
Candis Swain  
Tim Adams

Layout & Design  
Tim Adams  
Grace Jackson

Cover Artist  
Nagura Gensou

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

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

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

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

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

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

**Pathfinder RPG Bestiary (1), 2, 3, 4, 5 & 6,** Copyright 2009-2017, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

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

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

**Creepy Creatures, Remarkable Races, Cerulean Seas Campaign Setting, Trueforms, Waves Of Thought, Indigo Ice, Azure Abyss, Beasts of the Boundless Blue, & Celadon Shores.** Copyright 2009-2017, Alluria Publishing. All rights reserved.

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

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



# Remarkable Races Submerged:



## Trueforms



If you are reading this, I have finally passed on to shining shores of the Sparkling Sea. In addition to my worldly possessions, I'd like to offer a bit of worldly advice. In my many centuries in these waters, I have learned but one thing for sure; the sea has eyes. It is watching and it remembers. Perhaps it has slumbered long, but something in the rising waters has reawakened it. It is no longer content with squeaks and whistles, roars and bellows, or chitters and clicks; it now has a voice like you and I. So too, claw and tooth, sting and spine, carapace and scale are no longer enough for it. The sea has its own tridents now, and metal armor too. The sea plots and plans now. Not in the simple ways of yore, but like a brilliant tactician. We are no longer its pinnacle; we may not even be its peers. The sea, in familiar and formerly forbearing forms, may even be surpassing our usefulness.

When I started my sagely career, it was not in mediation. When I was a young sea elf, I was enamored with nature's splendor. I endeavored to write books on animal lore, and I studied the sea's creatures vigorously. I admired the sovereignty of the seal's life, the craftiness of the common octopus, and the vicious power of the great white shark. It was a simpler time, one where you had to speculate as to what an animal wanted, and one where only magic could tell you what they were trying to say, and even then, their primitive minds conveyed only the most basic needs. And then... the Flood.

I was there when the animals started talking, when they first used tools of their own accord, when instead of simply commanding respect as a function of their nature, they openly demanded respect as a function of their Will. I remember seeing the first carchardian, adorned in full coral armor, wielding blades of shining auranite. I remember thinking but one thing, "Oh my gods, we are doomed!"

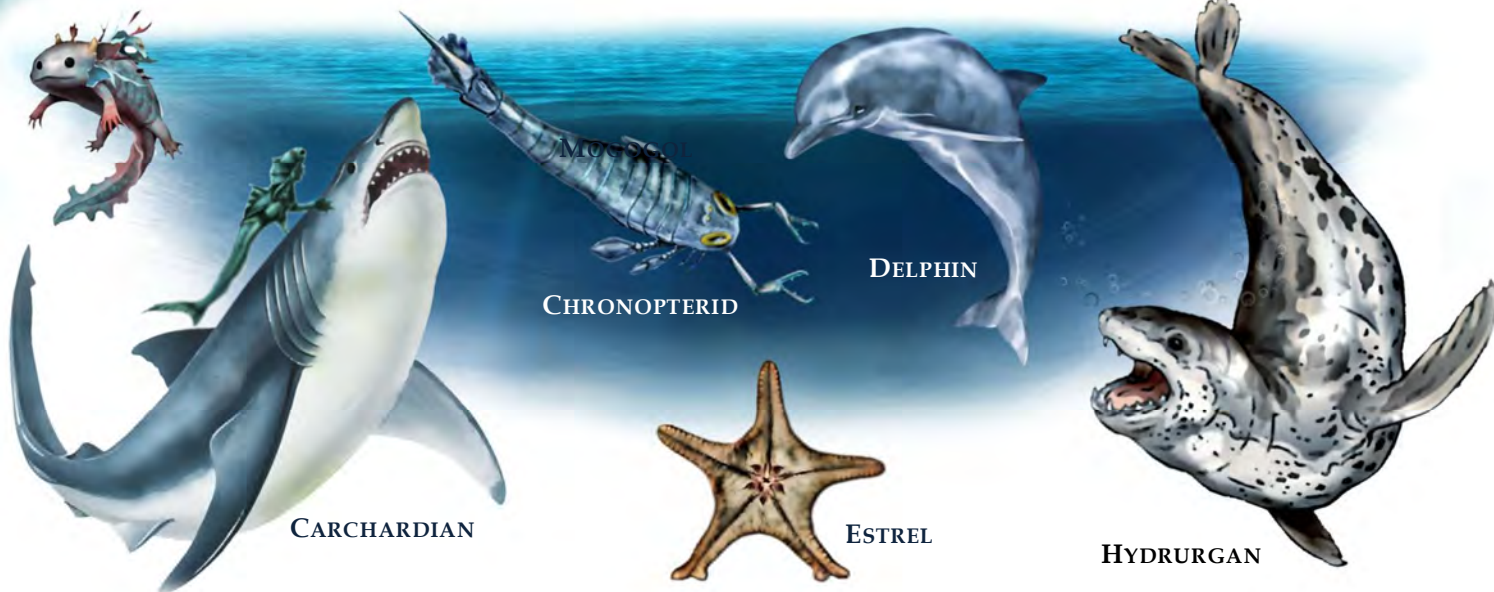
It wasn't long before the politicians were at my door. As an animal expert, they assumed I could help somehow. Tension was mounting with a group of dolphins, and the threat of war was in the waves. War with dolphins! I never even conceived of such things before the flood. Yet, there I was.

At first, I feared that I would be of no help. "These are not mere animals," I thought. I was no mediator, no great negotiator, and I knew nothing of preventing war between two peoples. I knew that dolphins liked to hunt together, that they cooperated to catch fish, and that they communicated with clicks to coordinate their hunting efforts. But these creatures weren't hunting, were as organized as our own military, and they were speaking better Delatari than even I. But after talking to them a while, I realized that they were still dolphins at their core. Something bestial was still there. Their essence, their soul, was still dolphin. The negotiations were successful, and so began my transition from animal sage to the trueform's Delatari Ambassador.

Years have gone by, and there are more of them now than ever. This vocation has become more and more dangerous as well. These are beings with all the sapience of you or I, but the soul of a beast. I always fear the next negotiation will be my last. And, alas, as you read this, so it was. And thus I leave you with this warning, "The sea has eyes. It is watching, it remembers, and it is furious!"

-From the Last Will and Testament of Roirak of Dar Elestri, Delatari Ambassador

AMBYMANDER



## Trueforms [optional PC race]

Not long ago the civilized races began noting unique members of the animal community. These creatures could speak, think, and even use tools as if they were humanoids. Where these creatures came from, many could not say themselves; they simply 'awakened.' Although their origin often could not be pinned down, these creatures themselves took to crafting one. They were trueforms, the pinnacle of their species, and the way the gods intended their kind to be.

With this declaration an uneasy peace grew between the haughty trueforms and those that neighbored with them. The beasts' declaration of their own perfection and the fact they arose from simple animals gave many people reason to worry. Though, as a whole, trueforms have not banded together the way some feared they would, they can be dangerous depending on the species. While trueform dolphins happen to be playful and friendly, trueform sharks can be cruel and unrelenting machines of destruction fueled by endless hunger.

Most trueform species did not exist before the Great Flood. Those that did were certainly not the same animals that they are today. These ancestral trueforms lacked a key element of being trueforms. For example, the Ixarcs were much more primitive and lacked remora imps, and therefore the ability to use tools. While tales of intelligent animals abound in ancient lore, these creatures were also anomalies, an exceptional single member of an average species, not of an entire race of peers.

### Trueform Racial Traits

All trueforms have the following racial traits unless noted otherwise:

**Type:** Trueforms are Magical Beasts with the trueform subtype.

**Amphibious:** Most trueforms have either lungs or gills, but rarely both. In whichever medium they are not equipped to breathe, they can absorb oxygen for a limited time. Trueforms with lungs can survive underwater for 1 hour per 2 points of Constitution. Trueforms with gills suffer the same limitations, except on dry land.

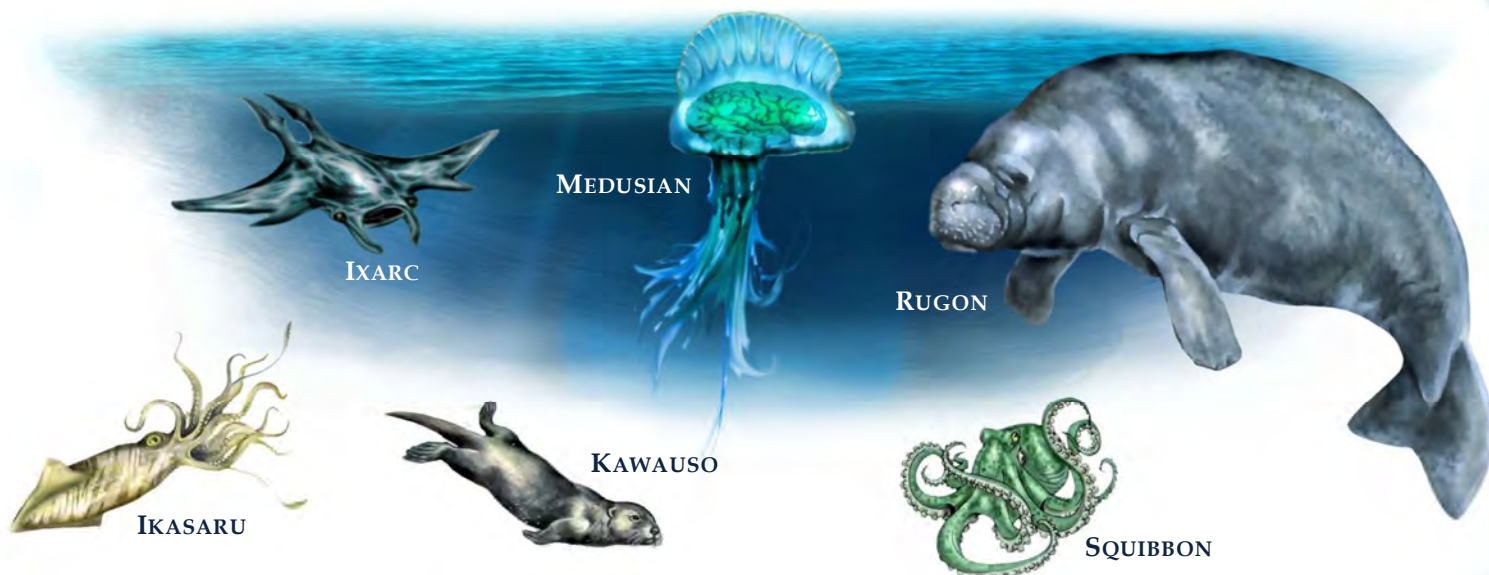
**Darkvision 60 feet:** Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature.

**Low-light vision:** Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light.

**Animal Mimicry:** When not wearing any equipment, trueforms can easily pass as the normal animal that they are closely related to. A successful Bluff check grants them the ability to blend in with or pass as a normal, "non-sentient" animal.

**Bestial Empathy:** Trueforms share an affinity with other animals (or vermin) of their own species. For example, a squibbon shares affinity with all octopi, dolphins with all dolphins, carchardians with all sharks, and so on. Trueforms gain the ability to communicate with these creatures as if under the effects of a *speak with animals* spell (caster level equal to 1/2 the trueform's character level, rounded up). In addition, they gain a +2 racial bonus on Diplomacy checks when dealing with these animals. Whenever these trueforms initiate an exchange, animals begin with a starting attitude of indifferent. This is a supernatural ability.





**Tool Use:** What truly sets a trueform apart from an ordinary animal with exceptional intelligence is the ability to use tools and manipulate objects as though they had hands, even though most trueforms lack anything resembling hands. This is accomplished in one of three ways, as detailed below:

**Hand-equivalent appendages:** Trueforms such as the kawauso and squibbon can use tools with their natural anatomy; kawauso using a combination of their mouth and dexterous paws and squibbons using their tentacle-like arms. Regardless of the number of anatomical protrusions (provided that they are not missing any), their ability to use weapons and tools is equivalent to a humanoid of the same size with two normal hands. Those trueforms with hand-equivalent appendages can also wield non-trueform weapons using their normal ability modifiers.

**Force Manipulation:** Trueforms such as the dolphin and rugon use some of force manipulation to move objects within their own square (or squares in the case of larger trueforms). While the nature of this force may differ (dolphins use sound waves, while rugons use innate arcane magic for example), the mechanics of this remains remarkably the same.

A trueform with force manipulation can manipulate objects as if he were a humanoid of the same size that had a strength and dexterity score of 10. These ability score are not affected by the trueform's own ability scores, and are also not subject to ability drain or boosts.

A trueform with force manipulation can possibly use it to attack with melee or ranged weapons, although they do so as if using the power's ability scores.

However, one major downside to this ability is that force manipulation can be nullified (usually temporarily) by certain magic or other abilities that affect the type of force. For example, a dolphin under the effects of a *silence* spell cannot use tools. Likewise, a rugon in an anti-magic field is as limited as any ordinary sea cow.

**Remora Imps:** Trueforms such as the carchardian and the ixarc use the remora imp (see BEASTS OF THE BOUNDLESS BLUE or the campaign sourcebook for details on this creature) as a sort of "helper monkey". A trueform with remora imps as its primary form of tool use can control up to one remora imp, plus one for every two character levels they possess. These imps are perfectly loyal and will obey the trueform even if it means death. If slain, the trueform can replace them in 1d4 days (possibly much sooner or longer at the discretion of the environment, local population of remora imps, and the GM). Optionally a trueform can also use remora devils (an advanced and rarer mutant form of remora imp). These take much longer to find (3d4 weeks) and take up the place of 2 imps (thus trueforms of under 2nd level cannot control them).

**Weapon Familiarity:** Trueforms are proficient with all natural weapons and treat any weapon with the "trueform" quality as a martial weapon. As a consequence of form, many trueforms cannot effectively wield manufactured weapons without this quality.

**Regrow Limbs:** *This ability is not possessed by all trueforms, but it is possessed by many and is therefore listed here to prevent repetition.* A trueform with this ability can regrow severed or destroyed limbs, tentacles, tendrils, tails (etc.) in 3d4 weeks without the aid of magical healing. Magical healing that does not convey regeneration or the ability to regrow limbs has no effect on this ability.

## Ambymander

Nestled between the Cerulean Seas and Celadon Shores, slightly to the east, is tiny island chain of Ziliti, notable for only one thing; it is home to the ambymanders. Ambymanders and their animal counterparts, ziliti salamanders, originated on the largest island of this chain from a large, inland, freshwater lake. Over time, ambymanders migrated to the other isles with the help of boats made from large, thorny bean pods. This migration also paved the way for the ambymander to not only gain a thirst for exploration, but to adapt to a marine environment.

**Physical Description:** Ambymanders are Small-sized neotenic salamanders, closely related to the tiger salamander and the axolotl. Their heads are wide, and their eyes are lidless. Their limbs are stubby and possess short, webbed digits and opposable thumbs. While opposable thumbs are not unheard of among amphibians, they are rare among salamander species and may have developed to better grasp mangrove roots and other shoreline vegetation for stability to aid with natural camouflage. As a creature with very few natural defenses (or offenses for that matter), the ambymander relies on its coloration and small leaf-like appendages that resemble kelp fronds to better blend in. Males are identified by their larger and more colorful head-fronds, while females are noticeable for their wider bodies. Three pairs of external, filament-lined gill stalks (rami) originate behind their heads and are used for respiration. Ambymander bodies are mostly greyish-cyan speckled with blue, coral, orange, yellow and green. Their "fronds" are usually tipped in bright colors, typically a blend of yellow, orange, and red.

Ambymanders have barely visible vestigial teeth that are rarely used for chewing. They typically eat tiny fish and other sea life, which they suck down whole. They especially delight in dining on frog and fish eggs.

### AMBYMANDER RACIAL TRAITS

**+2 Constitution, +2 Charisma, and -2 Strength:** Ambymanders are hardy and pleasant, but not very strong.

**Racial Buoyancy:** -15<sup>A</sup>, **Depth Tolerance:** 300 feet

**Small-sized:** Ambymanders are Small creatures and thus gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their CMB and CMD, and a +4 size bonus on Stealth checks.

**Normal Swim Speed:** Ambymanders have a base swim speed of 20 feet.

**Landwalker:** Ambymanders have a base land speed of 20 feet.

**Tool Use:** Ambymanders use tools with hand-equivalent appendages.

**Dual Respiration:** Ambymanders can breathe air through their mouths and water through their gills.

**Camouflage:** Ambymanders receive a +4 racial bonus on Stealth checks in areas with dense aquatic vegetation.

**Freshwater Dependent:** Ambymanders do not consider seawater to be a viable drinking source.

**Regrow Limbs:** This trait is described under "Trueform Racial Traits."

**Languages:** Ambymanders begin play speaking Ziliti. Ambymanders with high Intelligence scores can choose any of the following: Aquan, Common, Draconic, and Lok'tar.

**Society:** Ambymanders live mostly in small villages near freshwater lakes. Their own language (Ziliti) consists of hisses and whistles, which they produce with their gills. While they can learn common and other languages, other races find their voices irritating, as their "accent" still includes the shrieks and hisses of their native tongue.

On the surface, ambymanders seem rather peaceful, perhaps even docile. However, underneath this placid façade rests the soul of a madman. Ambymanders can be ruthless sociopaths, taking joyful glee in carnage and destruction. They delight in thrill seeking and adventure. In addition to camouflage, they rely on their charm and clever trickery to survive their wild endeavors. Despite their volatile natures, ambymanders are not necessarily evil and are prone to succumb to their easygoing demeanors whenever things are either too dull or too serious.

**Relations:** Adventurous ambymanders have made their way both to the Cerulean Seas and to the Celadon Shores in recent years, sailing in on their adorable little pod-boats. In the Cerulean Seas, they have been welcomed by both the mogogols and the viridian naiads. On the Celadon Shores, they have already joined the Hanran in the fight against the marine empire, as they love a good fight and still rely on fresh water for drink and reproduction. As of yet, their populations are still too small to have garnered any sort of reputation.

**Alignment and Religion:** Most ambymanders are chaotic neutral, though good, evil and even lawful specimens have been known to exist. While ambymanders lack religion of their own, they will align themselves with alien religions that match their personal needs.

**Adventurers:** Ambymanders love adventure and exploration, and while they are not particularly materialistic, they do like acquiring items to aid them with mayhem and mischief. Most ambymanders become rogues, though sorcerers, sirens, and mariners are also fairly common among their ilk.

**Male Names:** Chutha, Ethuth, Hephthith, Hethech, Thethethip, Thichich

**Female Names:** Eshich, Grush, Keshi, Shesha, Shuha, Wechish





## Carchardian

Before the Bloody War, the carchardian race did not exist. Using aboleth technology, the sahuagin biologically engineered the carchardians from normal great white sharks. They imbued the sharks with sentience and free will, but ingrained in their minds a strong sense of loyalty and duty. Trying to create a perfect soldier, they gave the carchardians a sharp military intellect, and topped off their versatility with the creation of the remora imp, which could work as their hands.

**Physical Description:** The Carchardian is physically identical to a great white shark. In general, the species is dark above and white below. Back and flank color in the Carchardian ranges from bronzy and greyish brown to various shades of grey. Like other sharks, the skin of a Carchardian is very tough and studded with tiny, tooth-like scales called "dermal denticles", enabling the Carchardian to glide efficiently in ghost-like silence. As in other sharks, the upper jaw of a Carchardian is not fused to the skull. Instead, the jaws are slung loosely beneath the skull, held in place by flexible connective tissue and braced by accessory cartilages. The teeth of a Carchardian have broadly triangular blades with coarsely serrated edges. The eyes of a Carchardian are relatively large and well developed, with color vision and detail accuracy comparable to a humans.

**Society:** The carchardians were considered a great failure by the sahuagin, for while they did have a deep sense of loyalty, they also had an unquenchable thirst for freedom, and soon they turned on their creators. Thousands of sahuagin were slaughtered by the carchardians before they drove the smart sharks off to other regions of the sea.

The typical Carchardian personality is practical and analytical. They value freedom above all else, but the art of war comes in close second. It should be noted that individual freedom is not a goal of these hyper-intelligent sharks. The freedom they fight for is for the group. While they will defend even a small group from oppression, they are merciless



against any individual who would dare swim against the flow of the society that the individual belongs to. These seemingly contradictory concepts boil in a constant internal struggle in every Carchardian, which may explain their violent tempers and cold attitudes. Obey the law of your kind to fight for freedom, defend your own, and never surrender are all tenets of the core Carchardian philosophy.

**Relations:** Many races see the carchardians as humorless and unimaginative. Others see them as great thinkers who focus on their cause. They tend to get along well with militarized societies that treat their citizens well, while finding enemies among anarchists, fascists, and pacifists.

**Alignment and Religion:** Carchardians are often lawful neutral, though individuals can vary greatly from the norm. Their philosophy tends to revolve around the delicate balance between societal order and freedom from oppression. Carchardians often worship Jaadel, which is considered one of Keilona's cults.

**Adventurers:** Carchardian adventurers will be found wherever freedom is threatened or war is imminent. While considered warmongers by most, the carchardians have proven to be champions of freedom, and securers of peace.

**Names:** Carchardians have little patience for social niceties, and this is reflected in their cut-and-dry naming practice. They often have descriptive first names, and almost always use a territorial designation as well. While many see this practice as primitive, or lacking creativity, Carchardians see this as practical. Carchardian titles replace their current name, for example if Warrior of Dagon Ridge is honored with the rank of commander, then he becomes Commander from Dagon Ridge.

**Male Names:** Keeper of Bloodwater Range, Dweller of Eel Cave, Defender of Squibbon Reef

**Female Names:** Mother in Raveners Range, Soldier in Typhon's Deep, Protector in Delphin Cove

### CARCHARDIAN RACIAL TRAITS

**+4 Strength, -2 Charisma, -2 Wisdom:** Carchardians are very strong, but are not known for their charm or cleverness.

**Racial Buoyancy:** -110; **Depth Tolerance:** 1,200 feet

**Large:** Carchardians are Large creatures and thereby suffer a -1 size penalty to their AC and attack rolls and a -4 penalty to Stealth checks. In addition, they gain a +1 bonus to their CMD, take up a 10 feet by 10 feet space and have a reach of 5 feet. A +2 Strength bonus due to size is included above.

**Fast Swim Speed:** Carchardians have a base swim speed of 60 feet.

**Gills:** Carchardians can breathe underwater indefinitely.

**Seabound:** Carchardians were never meant to move on land. They do so at a movement rate of 5 feet by flopping around.

**Sharkhide:** Carchardians have a +4 natural armor bonus. In addition, shark scales are extremely sharp. Anyone grappling a nude carchardian will sustain 1d3 slashing damage for each round he holds the grapple.

**Tool Use:** Carchardians use remora imps to use objects.

**Keen Scent:** Carchardians can notice other creatures by scent in a 180-foot radius underwater and can detect blood in the water at ranges of up to a mile.

**Life Sense:** Carchardians can sense bioelectric activity, granting them blindsense 30 feet against organic, living creatures that are touching the same body of water.

**Bite:** Carchardians gain a vicious natural bite attack, dealing 1d8 damage. The bite is a primary attack, or a secondary attack if the creature is wielding artificial weapons.

**Languages:** Carchardians begin play speaking Common and Pelagic. Carchardians with high Intelligence scores can choose from Aquan, Ceti, Draconic, Lok'tar, Pinnipar, and Sahu.



## Chronopterid

Chronopterids, or trueform eurypterids (sea scorpions), are likely the most enigmatic of all the trueforms. First, they and their non-intelligent cousins should have gone extinct eons ago, yet shortly after the flood, they re-emerged. When asked where they came from, most respond cryptically with "we have always been here." When pressed, they tell of a mysterious place called the "Viridian Veil," a realm that time has forgot. The precise location of these waters is a matter of debate, even among chronopterids.

**Physical Description:** Chronopterids have a large, flat, semicircular carapace, followed by a jointed section, and finally a tapering, flexible tail, ending with a long venomous spine at the end. Chronopterids have paddles toward the end of the carapace and beyond, which are used to propel themselves through water. Underneath, in addition to the pair of swimming appendages, the creature has three pairs of jointed legs for walking, and two claws at the front (chelicerae). Other features include one pair of large yellow eyes and a pair of smaller eye spots, called ocelli, located between the other, larger, pair of eyes. Their coloration is typically pale blue, though albino, green, tan, and even red specimens have been encountered.

**Society:** Chronopterids build small clusters of domed stone huts off the shallows of warm coastlines where they spend most of the day philosophizing, arguing, and engaging in other lengthy conversations. To many, it is remarkable that these chatty lobsters are able to accomplish anything beyond their endless banter. However, in-between their discussions which can sometimes last weeks at a time, the chronopterids have short bursts of highly constructive action, with each step pre-planned and previously deliberated at length. While frustrating to most races, it seems an effective strategy for the chronopterids.

### CHRONOPTERID RACIAL TRAITS

**+2 Dexterity, +2 Intelligence, -2 Constitution:** Chronopterids are surprisingly fast and smart, but also uncannily feeble.

**Racial Buoyancy:** -190, **Depth Tolerance:** 600 feet

**Medium:** Chronopterids are Medium creatures and have no bonus or penalty due to size.

**Fast Swim Speed:** Chronopterids have a base swim speed of 40 feet.

**Landwalker:** Chronopterids have a base land speed of 20 feet.

**Carrion Sense:** Chronopterids have a natural ability to sniff out carrion.

This functions like the scent ability, but only for corpses and badly wounded creatures (creatures with 25% or fewer hit points).

**Gills:** Chronopterids can breathe water indefinitely.

**Tool Use:** Chronopterids use tools with hand-equivalent appendages.

**Natural Armor:** Chronopterids have a natural armor bonus of +2.

**Natural Weapons:** Chronopterids possess two claws that inflict 1d3 points of slashing damage and a sting that deals 1d3 piercing damage plus poison. In addition, the sting has a reach of 10 feet. These are primary attacks, or secondary attacks if it wields a manufactured weapon.

**Poison:** Sting—injury; save Fort (DC 10 + 1/2 the chronopterid's character level + the chronopterid's Constitution modifier); frequency 1/round for 4 rounds; effect 1d2 Con; cure 1 save.

**Regrow Limbs:** This trait is described under "Trueform Racial Traits."

**Languages:** Chronopterids begin play speaking Common and Halbok. Chronopterids with high Intelligence scores can choose any of the following: Ancient (Zef), Aquan, Abyssal, Click-clack, Draconic, and Lok'tar.

When chronopterids were first discovered, scholars were surprised that they spoke perfect Halbok, albeit in buzzing and monotone voices. Many speculate that their first encounters were with Sebek-ka or perhaps genai, and learned language from them. Though a few sages believe that chronopterids have interacted with drylanders at some point in their journey. Though a few chronopterids speak Ancient, the Zef recall nothing of intelligent eurypterids, recollecting that sea scorpions were all just mindless pests eons ago and that they should have gone extinct before even the age of reptiles.

**Relations:** Though still rare, chronopterids are becoming somewhat known in Cerulean Seas for their skills in philosophy, logic, and debate. While lawful races enjoy these talents, others find the chronopterids to be tiresome. Overall, most agree that chronopterids make good advisers and conversation partners, patience withstanding.

**Alignment and Religion:** Most chronopterids are lawful neutral, with a goodly percentage subscribing to true neutral philosophies. Though they love discussing religion at length, they seem to have none of their own, nor do they seem to settle on one of other races. Particularly good or evil chronopterids are very rare, and are generally regarded as insane by their own species.

**Adventurers:** Chronopterids adventure so that they have something to talk about later. This could include knowledge, secrets, tales of intrigue, or even just to prove a theory or win an argument. They also seek out adventuring parties so that they have someone new to talk to. They often become wizards, though warriors and monks also make up a lot of their population.

**Names:** As chronopterids have no discernable gender differences (they can tell by scent), they also do not have gender-based naming practices. Their names sound somewhat Halbokian. **Examples:** Amjas, Beelar, Darisha, Golzell, Jimeen, Kaabor.





## Delphin

Delphin have a long history of helping that is often overshadowed by the accomplishments of other races. In nearly every major battle, there were delphins there as supporting troops, reinforcements, and even great commanders. Nearly all underwater cities owe a debt to at least one pod of delphins for defending it, helping to build it, or even founding it. However, delphins are quite content in the helping part, and rarely seek recognition— and are unfortunately often left out of the history books.

**Physical Description:** Like most other species of dolphins, delphins have a sleek, streamlined, fusiform body. Coloration is a nondescript gray to gray-green or gray-brown on the back, fading to white on the belly, lower jaw, and anal regions. The belly may be pinkish. A delphin has a well-defined rostrum (snoutlike projection), filled with conical, interlocking teeth. A Delphin's pitch-black eyes are on the sides of the head, near the corners of the mouth. Their ears, located just behind the eyes, are small inconspicuous openings. A single blowhole, located on the dorsal surface of the head, is covered by a muscular flap. The flap provides a water-tight seal, and the delphin can use this blowhole to breathe through. The dolphin's awesome swimming power comes from its caudal fluke, which moves up and down instead of side-to-side like fish. The dorsal fin provides stabilization and may also regulate body heat.

**Society:** Delphins live in social groupings called pods. Pods have a home range where they usually hunt and fish, but wandering pods called Far-Rangers are not uncommon. Most sea-dwellers have a belief about delphin nature based on the many stories told of their playfulness, mischievousness, compassion and friendliness. Because they seem to smile all the time, many others mistakenly assume that they are totally fun-loving, without a care in the world, and non-threatening. Those who have hunted or adventured with them for a time know better.

Delphins have evolved a highly cooperative hunting lifestyle. This has resulted in a bias towards compassionate and peaceful ways and a general abhorrence of violence for its own sake. Acts of selfless sacrifice and caring towards each other are common, and even extended towards other races. However, this same lifestyle also makes them more aware of the necessity of

violence for good cause, and they can be ruthless. They form tight bonds with their group, whether it be an exclusively delphin pod or a mixed-race group that the delphin has joined. When his primary group is threatened, a delphin uses all his natural grace to deadly effect in rapid and efficient combat routines, designed to neutralize the threat with the minimum expenditure of energy. Delphins will use whatever energy they can spare in play. When delphins are not hunting or defending the pod, they usually play. They love solving puzzles and figuring out creative solutions to problems. They often come up with seemingly outrageous schemes that somehow work brilliantly, with the added bonus of fun. When told to get serious, delphins just reply that they are serious and fun is important too. As long as the primary objective is successful, why not have fun doing it?

**Relations:** Delphins enjoy the company of nearly all races. They exist not only in the Cerulean Seas, but some have recently migrated to Isinblare and have been seen occasionally amid the Celadon Shores. All but the most lawful or evil societies welcome them, though their charm can get them far even when in hostile territory.

**Alignment and Religion:** Delphins are usually chaotic good, though all alignments except lawful and evil are common among them. Religious delphins are usually kahunas, though some delphins worship Mariblee. Still others consider themselves protectors of nature, and join the cult of Ondine.

**Adventurers:** Delphins love adventuring, and enjoy nearly any class. They make excellent fighters, rogues, sirens, and sorcerers. Some of the more rural delphins will even take up the call of the barbarian or kahuna.

**Names:** Delphin names, in Ceti, are unpronounceable as most of the name is in the ultrasonic range. Therefore, a delphin often gives his name in Aquan. If a surname is used, it often designates his/her pod, or sometimes the area where he/she ranges.

**Male Names:** Valamo, Tirroshan, Gustallo, Talamok, Warrosho of the Crater Bay Pod

**Female Names:** Leileena, Sheelarra, Calasee, Volahnshee of Pearl Cove

### DELPHIN RACIAL TRAITS

**+2 Dexterity, +2 Charisma, -2 Wisdom:** Delphins are swift and amiable, but not always the most sensible.

**Racial Buoyancy:** -25<sup>A</sup>, **Depth Tolerance:** 1,200 feet

**Medium:** Delphins are Medium creatures and have no bonus or penalty due to size.

**Lightning Swim Speed:** Delphins have a base swim speed of 80 ft.

**Seabound:** Delphins were never meant to move on land. They do so at a movement rate of 5 feet by flopping around.

**Lungs:** Delphins can breathe air indefinitely.

**Blindsight (60 feet):** Using echolocation, a delphin maneuvers and fights as well as a sighted creature. Invisibility, darkness, and most kinds of concealment are irrelevant, though the delphin must have line of effect to a creature or object to discern that creature or object.

**Tool Use:** Delphins use tools with force manipulation [sonic].

**Natural Armor:** Delphins have a natural armor bonus of +1.

**Languages:** Delphins begin play speaking Common and Ceti. Delphins with high Intelligence scores can choose from Draconic, Delatari, Halbok, and Lok'tar.





## Estrel

While many trueforms can claim their origin as either evolution or intelligent design through magical means, only one can claim they came about from the sheer weirdness of the deepest waters of the sea, and those are the estrels. These trueform starfish have seen some strange things, and without a doubt, they are one of them.

**Physical Description:** Estrels closely resemble circeaster starfish, which are fairly common on the abyssal plains. Though larger than the average starfish at this depth, they share all the usual physical attributes including five arms equally spaced around a central mouth, and a thorny hide that is rust-orange on top and beige on the bottom. Some differences include five, well-defined eyes situated around the central mouth. The mouth itself is slightly anomalous as it protrudes slightly and is larger and more defined compared to most other species of starfish.

An estrel can walk upright on two of its arms, often splaying the tips of those arms into more effective “feet.” Though this gives the estrel the illusion of being a humanoid creature, it should be noted that it has no true head, nor top or bottom. Any two adjacent arms can be bipedal walking legs. It does this for increased motility, and to put humanoid races at ease with its inherent alienness.

**Society:** While estrels are scavengers by nature, their intellect allows them to become apt conmen and thieves. They are often found in the company of echinn, as the two races not only share a similar biology, but have a long history of cooperation and cultural exchange. In fact, many believe that the echinn language and naming practices are actually estrelian in origin. In addition, it is not unknown to find a lone estrel leading a tribe of echinns. Consequently, it is rare to find an estrel cooperating with karkanaks. Karkanaks often view estrels as exciting delicacies.

### ESTREL RACIAL TRAITS

**+2 Dexterity, +2 Wisdom, -2 Charisma:** Estrels are surprisingly nimble and fairly clever, but they are odd little creatures.

**Racial Buoyancy:** -15, **Depth Tolerance:** 26,000 feet

**Small-sized:** Estrels are Small creatures and thus gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their CMD and CMD, and a +4 size bonus on Stealth checks.

**Slow Swim Speed:** Estrels have a base swim speed of 15 feet.

**Creepers:** Estrels have a climb and land speed of 15 feet.

**Gills:** Estrels can breathe water indefinitely.

**Tool Use:** Estrels use tools with hand-equivalent appendages.

**Natural Armor:** Estrels have a natural armor bonus of +2.

**Scent:** Estrels gain the scent ability.

**Sneaky:** An estrel gains a +4 racial bonus on Stealth checks.

**Suction:** An estrel can create powerful suction against any surface, allowing it to cling to solid surfaces with ease. An estrel can establish or release suction as a swift action, and as long as it is using suction, it moves at half speed. Because of the suction, an estrel's CMD score gets a +10 circumstance bonus to resist bull rush, awesome blows, and other attacks and effects that attempt to physically move it from its location.

**Regrow Limbs:** This trait is described under “Trueform Racial Traits.”

**Languages:** Estrels begin play speaking Dagonite and Echinn.

Estrels with high Intelligence scores can choose any of the following: Aquan, Abyssal, Common, Draconic, and Lok'tar.

While estrels procreate in the typical manner of all starfish, they also possess the same amazing regenerative qualities that can also lead to reproduction. An estrel that is split in half will regenerate into two identical individuals in about a week's time. If these individuals had obtained class levels, the levels get divided equally among them. Those that are familiar with the estrel know that it will likely take magic to put a stop to them. Those that are not acquainted with the estrel's peculiar regeneration abilities may be in for a bit of a surprise after what may have seemed like a resolute victory.

**Relations:** Aside from its abyssal relations, a few estrels will seek refuge in more shallow waters, surfacing just about anywhere in the Cerulean Seas, Isinblare, or the Celadon Shores. There they are seldom recognized as a creature from the underdeep, as starfish are a common sight on the shore as well, and their existence as denizens of the deep dark is not well-known. In the surface regions, estrels have no established reputation. In these regions, they are just as likely to reform into upstanding citizens as they are to swindle whomever they meet.

**Alignment and Religion:** Most estrels are neutral evil, often using their wits to garner whatever they desire with little regard for others. However, this is somewhat the product of their environment, and many estrels who are shown compassion have been known to change their ways.

While their traditional deity is Gorgulth, they will sometimes worship Dagon or even Pholos.

**Adventurers:** Estrels adventure as either clerics or as charlatans (rogues), with very few individuals straying from that path. They adventure to obtain wealth and power most often, though deeper causes are not entirely unheard of.

**Names:** Like echinns, estrel names are conveyed in a hand-shake, and are made up of a variety of squeezes, “tickles,” pulls, and pushes. Unlike echinns, estrels are ok with most foreign nicknames, provided they are not disrespectful.





## Hydrurgan

The ancestors of the hydrurgans once ruled nearly half of Fiskheim but centuries of conflict with the squawks have whittled the numbers down to near extinction on several occasions. In ancient times the hydrurgans had the upper hand, being both stronger and smarter than the squawks. As time went on, however, the squawk military became more and more advanced, while the hydrurgans stayed virtually the same.

In fact, the hydrurgans didn't officially become trueforms, and thus have a fighting chance, until shortly after the flood when the crystal mirrors were unveiled. In the lands of Feldorheim they learned to master the supernatural talents that gave them the use of tools.

**Physical Description:** Like standard leopard seals, the hydrurgan is large and muscular with a dark grey back and light grey on its stomach. Its throat is whitish with black spots. Females are slightly larger than the males, with the average adult between 8 to 12 feet long.

**Society:** Compared to other Pinniparians, (those intelligent races who share Pinnipar as their native tongue, including Selkies and Thanor) the hydrurgan may seem solitary or even a bit stoic. Indeed, they value their individuality and ability to be self-sufficient. They even prefer to hunt alone, believing others to be too much of a distraction.

Hydrurgan tactics are likewise tailored around guerrilla-style combat. Their style is well-suited to overtaking rigid military formations and other cooperative combat methods, which are commonly used by the squawks and other enemies that are historically common in their waters.

Hydrurgan lairs are typically carved in the underside of thick ice and glaciers and usually consist of a labyrinth of tunnels and traps that only the hydrurgan knows how to traverse without incident. They tend to guard these lairs very well and can be fiercely territorial.

**Relations:** Hydrurgans get along famously well with Selkies, and are known to frequent their wild revelries and get extremely intoxicated. Although they have antisocial tendencies, hydrurgans are surprisingly social with races who are not actively trying to kill them. They tolerate thanor, but find their strange laws far too constricting.

Outside of Isinblare, hydrurgans are too rare to have any sort of reputation, though it's entirely possible that they have small communities already established in both the Cerulean Seas (near the Lochgelly selkies) and the Celadon Shores (near kawauso outposts).

**Alignment and Religion:** Hydrurgans tends towards both chaotic and neutral alignments, though usually not both at the same time. Good individuals outnumber evil, but particularly bloodthirsty hydrurgans are renowned.

When they have a religion, which is fairly uncommon, they typically worship Sedna.

**Adventurers:** Hydrurgans enjoy being barbarians and mariners and will often adventure to save their homeland, protect their friends, preserve freedom, or to avenge some wrong they have endured. A few just adventure for the sheer enjoyment of combat.

**Male Names:** Asuda, Dardog, Desna, Naardog, Qadichi, Suinnag.

**Female Names:** Aslagdi, Dagubvig, Dilaqia, Buniq, Migi, Panig.

### HYDRURGAN RACIAL TRAITS

**+4 Strength, +2 Constitution, -2 Charisma:** Hydrurgans are strong and sturdy, but a bit unsophisticated.

**Racial Buoyancy:** -225<sup>A</sup>, **Depth Tolerance:** 600 feet

**Large:** Hydrurgans are Large creatures and thereby suffer a -1 size penalty to their AC and attack rolls and a -4 penalty to Stealth checks. In addition, they gain a +1 bonus to their CMD, take up a 10 feet by 10 feet space and have a reach of 5 feet. A +2 Strength bonus due to size is included above.

**Normal Swim Speed:** Hydrurgans have a base swim speed of 40 feet.

**Landwalker:** Hydrurgans have a base land speed of 20 feet.

**Lungs:** Hydrurgans can breathe air indefinitely.

**Natural Armor:** Hydrurgans have a natural armor bonus of +4.

**Tool Use:** Hydrurgans use tools with force manipulation [water currents]. Spells and powers that manipulate water currents such as *alter current* and *control currents* can temporarily disable this ability.

**Bite:** Hydrurgans gain a brutal natural bite attack, dealing 1d8 damage. The bite is a primary attack, or a secondary attack if the creature is wielding artificial weapons.

**Aquatic Acrobat:** Hydrurgans gain a +4 Acrobatics skill checks while underwater.

**Languages:** Hydrurgans begin play speaking Common and Pinnipar. Hydrurgans with high Intelligence can choose any of the following: Aquan, Ceti, Delatari, Glacian, Celestial, Lok'tar, or Qulari.



Reuben Powell



## Ikasaru

When the squibbon first came to the Celadon Shores roughly a century and a half ago, they encountered a rather intelligent squid. Called a “tiger squid” by fishermen for millennia, it was generally regarded as a nuisance animal that stole bait, raided traps, and was very evasive in the process. The squibbon saw kinship in these creatures and learned that the tiger squids spoke a very primitive form of Cephalite. From this starting point, the squibbon somehow managed to teach a seemingly normal squid to speak non-squid languages and to use tools and weapons. Each generation of Iksaru has passed these new skills on to the next, and thus the Iksaru were born as a new trueform race.

**Physical Description:** Like all other cephalopods, iksaru have a distinct head, bilateral symmetry, a mantle, and arms. Iksaru have eight arms arranged in pairs that they use for more intricate skills, and two longer tentacles that they use to wield weapons or start a grapple. Typically coloration ranges from golden yellow to orange with darker stripes. They can modify this coloration slightly (lighten, darken, and become more red or more yellow) at will as a free action. This is done mostly for communication purposes, though may help slightly for camouflage or disguise purposes.

**Society:** Shortly after the squibbons “enlightened” the iksaru, they regretted it. Aside from remaining primitive and somewhat paranoid, the iksaru were also quite rebellious. The unstable attitudes of the squibbon frightened the iksaru, and many turned on their octopus mentors. Most squibbon saw this as highly disrespectful, and retaliated. In less than two decades after the iksaru officially became trueforms, the squibbon decided that their experiment was a failure and turned to

genocide as a solution. The iksaru went into hiding, multiplied, and now, despite being a saltwater-based race, they fight for the Hanran against the Empire, and more pertinently, against the squibbons that joined the Empire.

**Relations:** The Hanran welcomed the fleeing Iksaru with open arms, and although many of them do not share the same territory, they work well together and share goods and information. The iksaru continue to learn many skills from their freshwater friends.

A few iksaru fled the Celadon Shores entirely, ending up either in the Cerulean seas or in Feldorheim. In the Cerulean Seas, they continue to avoid and hate the squibbons, though the green octopi there have no idea why. In Isinblare, they are generally ignored unless they can contribute to whatever war effort might be going on at the time.

**Alignment and Religion:** Iksaru are free spirits and gravitate towards chaotic alignments. They seem to lack the sophistication to comprehend morality however, and are not particularly very good or very evil. They are an extremely young race who hasn’t had a chance to develop religion, and most avoid it from other races. They do not yet grasp the concept of reverence, respect, or gratitude.

**Adventurers:** Iksaru love learning combat and evasion skills, and happily become monks, rogues, and even ninja. A few iksaru sorcerers and psions have even surfaced from time to time. However they seem to lack what it takes for divine classes or wizardry.

**Names:** Iksaru make no distinction for gender, and often come up with random-sounding names for their children.

**Example Names:** Avu~enjā, Bobu, Burippuburippu, Dāgo, Garadarahenpu, Gorudei, Hama, Saimon, Shākubei.

### IKASARU RACIAL TRAITS

**+2 Dexterity, +2 Constitution, -2 Intelligence:** Iksaru are resilient and agile, but not the brightest.

**Racial Buoyancy:** -1, **Depth Tolerance:** 20,000 feet

**Small-sized:** Iksaru are Small creatures and thus gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their CMB and CMD, and a +4 size bonus on Stealth checks.

**Lightning Swim Speed:** Iksaru have a base swim speed of 40 feet, and jet 160 feet.

**Landwalker:** Iksaru have a base land speed of 10 feet.

**Tool Use:** Iksaru use tools with hand-equivalent appendages.

**Gills:** Iksaru can breathe water indefinitely.

**Grabbing Tentacles:** The iksaru gains Improved Grapple as a bonus feat. Their tentacles must be free, however, to start and maintain a grapple.

**Natural Armor:** Iksaru have a natural armor bonus of +1.

**Bite:** Iksaru gain a natural bite attack, dealing 1d3 damage. The bite is a primary attack, or a secondary attack if the creature is wielding artificial weapons.

**Ink Cloud:** An iksaru can emit a 5-foot-radius cloud of ink once per minute as a free action while underwater. This cloud provides total concealment. The ink persists for 1 minute.

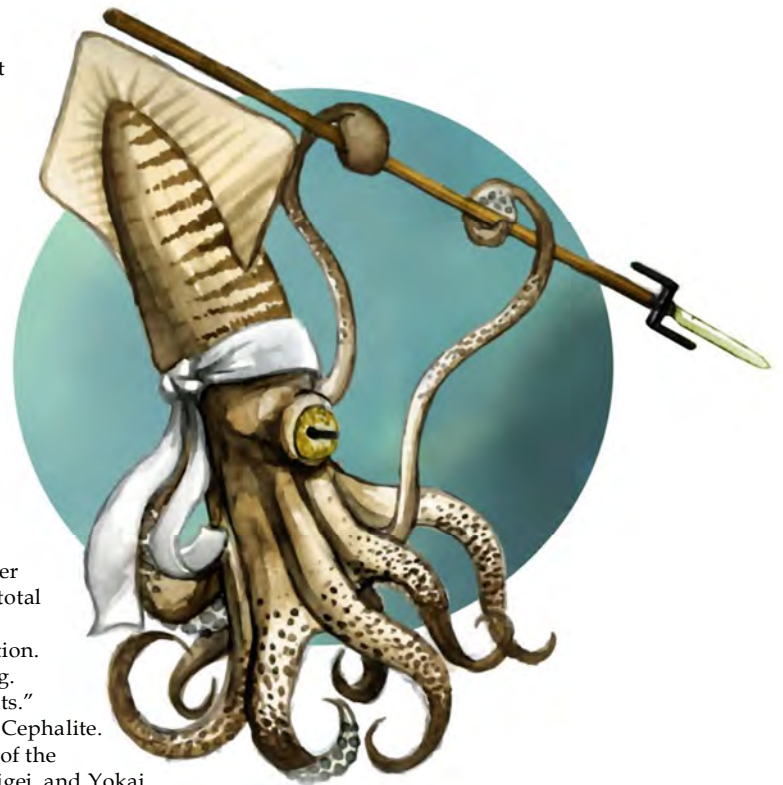
**Jet:** An iksaru can jet in a straight line as a full-round action.

It does not provoke attacks of opportunity while jetting.

**Regrow Limbs:** Described under “Trueform Racial Traits.”

**Languages:** Iksaru begin play speaking Common and Cephalite.

Iksaru with high Intelligence scores can choose any of the following: Aquan, Dagonite, Hanran, Imperial, Kamigei, and Yokai.





## Ixarc

Before the Bloody War, the ixarcs, known as "devil rays," were a selfish and greedy race. Not much of a force in the seas because of their distrust of others, including their own kind, ixarcs were never taken seriously. However, shortly before the war, a great philosopher emerged among them. The ixarc philosopher, known as Jaxlen, taught that all creatures are innately selfish, but it is by the gift of freedom of will that one can strive to improve oneself. Strangely, and much to the astonishment of other sea-dwellers, the philosophy caught on like wildfire. Now all Ixarcs are Jaxlenites.

**Physical Description:** Ixarcs, also known as "monk rays," are a ray-like fish with dorsal coloration that varies between dark gray, green, and brown. Ventral coloration is predominantly white with dorsal coloration often bleeding over the edges of the disc onto the ventral surface. Color intensity may decrease around the head region. They have large mouths filled with small but sharp teeth, and two long tails that end in an arrow-like point. The ixarc has an angry countenance, with piercing black eyes. Males and females are virtually identical to each other, the latter distinguishable by a red-rimmed egg pouch. Young Ixarcs look like small adults. In general, there is little physical diversity from individual to individual, and they are often distinguished by scars, tattoos, or specific items worn. Ixarcs use Remora Imps to help them manipulate objects, and are almost always accompanied by them.

**Society:** The typical ixarc is introverted and contemplative. Almost all ixarcs are known for profound insight and inspirational wisdom. Ixarc spiritual leaders preach the values of not only mind over body, but mind over nature. Ixarcs believe that all creatures by nature are selfish and evil, and it is only through will alone that a being can rise above that. Because they believe in the potential of all living creatures to change and improve, they are generally kind to all. Fueled by this

philosophy, many ixarcs venture forth to share their wisdom with other races. Despite their kind and gentle demeanor, an ixarc will defend itself and others with frightening ferocity. Those that have seen an ixarc fight agree that they have the potential for great evil and destruction, and are thankful that the ixarcs adhere to a peaceful philosophy. Ixarcs also have a pleasant sense of humor, and appreciate those beings that can laugh at themselves.

The philosophy of the ixarc seems to be part of some great racial flaw, and the race is powerless to avoid it. The teachings do not seem to have that effect on other races, but races other than ixarcs are a welcomed part of nearly every ixarc monastery.

A typical ixarc monastery has a small shrine to Jaxlen, although he is not worshiped like a god. In essence, the Ix worship the ideals of Jaxlen and pay homage to how the race has improved from his teachings.

**Relations:** The ixarcs are respected members of the undersea community, and can be found throughout the Cerulean Seas, and occasionally on the Celadon Shores and even Isinblare.

**Alignment and Religion:** Ixarcs can be any alignment that isn't chaotic or evil, as Jaxlenite teachings can be interpreted in many ways. They have no other religion other than Jaxlenism.

**Adventurers:** Ixarcs most often become monks, but mariners, sorcerers, and even wizards are possible. Clerics, however, would pose a problem to the Council of Nine, and therefore are avoided. A priest of Jaxlen is entirely possible, however, wherever his presence would not cause turmoil.

**Names:** Ixarc names are almost always made up of many vowels and syllables, interspaced with hard consonants. All Ixarc names start with a vowel. Female names often end in softer consonants or vowels, and male names end in hard consonants. Ixarcs rarely attach titles or surnames on top of the name, but do reserve the more simple names for spiritual and military leaders.

**Male Names:** Aratakatak, Ekaxaketet, Utakazagep, Etopopurad, Odetopepekad

**Female Names:** Ipitetepi, Ulitizakal, Atapitipaj, Olidatopuli, Emidapitidu

### IXARC RACIAL TRAITS

**+2 Wisdom, +2 Charisma, -2 Strength:** Ixarcs are wise and charismatic, but not terribly strong.

**Racial Buoyancy:** -10, **Depth Tolerance:** 3,200 feet

**Small-sized:** Ixarcs are Small creatures and thus gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their CMB and CMD, and a +4 size bonus on Stealth checks.

**Fast Swim Speed:** Ixarcs have a base swim speed of 40 ft.

**Gills:** Ixarc can breathe underwater indefinitely.

**Seabound:** Ixarcs were never meant to move on land.

They do so at a movement rate of 5 feet by flopping around.

**Water Sense:** Ixarc can sense vibrations in water, granting them blindsense 30 feet against creatures that are touching the same body of water.

**Bite:** Ixarcs gain a natural bite attack, dealing 1d3 damage. The bite is a primary attack, or a secondary attack if the creature is wielding artificial weapons.

**Natural Armor:** Ixarcs have a natural armor bonus of +2.

**Tool Use:** Ixarcs use remora imps to manipulate objects.

**Languages:** Ixarcs begin play speaking Common, Ix, and Pelagic. Ixarcs with high Intelligence scores can choose from Draconic, Delatari, Halbok, and Lok'tar.





## Kawauso

Kawauso, or trueform river otters, enjoy the temperate rivers and lakes of Senkokoku, and will occasionally venture to the sea coast. Their fondness for mischief is unmatched in the realm, and they will go through great lengths to set up elaborate pranks. Their ability to blend in with the native wildlife, and their naturally stealthy nature allows them to pull off these pranks completely undetected.

**Physical Description:** A kawauso's body is slender, streamlined and serpentine. Dark, grayish-brown fur covers most of the dorsal surface with a lighter cream coloration on the ventral surface, especially on the face and neck. The fur is fine, dense and velvety. Kawauso have flattened heads and short, thick necks; eyes are located toward the front of the head. The ears are small and rounded and have a valve-like structure that enables them to be closed when swimming underwater. Similar to other otters, kawauso have relatively short legs with very narrow, partially webbed feet. The kawauso's tail is long, about one-third of its total body length. The tail is thick at the base, muscular, flexible, and tapers to a point. The tail is used for propulsion when swimming at high speed, to steer when swimming slowly and for balance when standing upright on hind legs.

**Society:** Kawauso are also staunch conservationists. They will defend their natural waterways, along with the flora and fauna of the area, with unyielding passion. Sometimes this takes the form of unceasing and often lethal pranks or traps set for the offending invaders.

A kawauso's demeanor is often regarded as cantankerous, but they are actually quite jovial at their core. A deadpan, dry sense of humor is a hallmark of this race. Although they do have a penchant for foolishness, they are actually a very cooperative

and thoughtful people. They are able to execute long-term plans and work together with a multitude of people, so long as they deem the task important enough.

**Relations:** During the flood, when the river dragons were carving channels into the land, the kawauso charged themselves with planning the routes of some of the tributaries. These streams not only provided habitat for themselves and normal river otters, but contributed to the survival of many freshwater flora and fauna.

Consequently, few know the wilds of Senkokoku better than the kawauso. They can easily disappear in their natural habitat, making any pursuit of these creatures futile. Many, particularly desperate individuals have tried hiring a kawauso as a guide. This seldom works as expected unless the basis for the journey is congruent with the kawauso's ideals. Since they do not value gold or gems, payment is usually in the form of some sort of service, food, or intoxicating beverages.

**Alignment and Religion:** While kawauso can be cruel pranksters, very few are actually evil. Most are simply chaotic, with a strong leaning towards good. Kawauso clerics are not uncommon, and typically worship the Powers of Nature or Magic.

**Adventurers:** Kawauso enjoy being clerics, rogues and mariners, but also find magic and sorcery fascinating. Kawauso often adventure just for the thrill of it. Good company is certainly another motivation. Occasionally a quest will arise to right some great wrong, and kawauso are not hesitant to volunteer.

**Male Names:** Haidan, Haishi, Manyu, Nijiling, Shayu, Shuilao

**Female Names:** Haidai, Haicao, Hehua, Lianhua, Luwei, Shanhu

### KAWAUSO RACIAL TRAITS

**+2 Dexterity, +2 Wisdom, -2 Strength:** Kawauso are very nimble and crafty, but not very brawny.

**Racial Buoyancy:** -20<sup>A</sup>, **Depth Tolerance:** 600 feet

**Small-sized:** Kawauso are Small creatures and thus gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their CMB and CMD, and a +4 size bonus on Stealth checks.

**Fast Swim Speed:** Kawauso have a base swim speed of 40 feet.

**Landwalker:** Kawauso have a base land speed of 20 feet.

**Tool Use:** Kawauso use tools with hand-equivalent appendages.

**Natural Armor:** Karkanaks have a natural armor bonus of +2.

**Bite:** Kawauso gain a vicious natural bite attack, dealing 1d6 damage. The bite is a primary attack, or a secondary attack if the creature is wielding artificial weapons.

**Grappling Bite:** Kawauso gain Improved Grapple as a bonus feat. In addition, when they make a successful bite attack they may also start a grapple which they can maintain and still make attacks with their forearms.

**Languages:** Kawauso begin play speaking Common. Kawauso with high Intelligence scores can choose any of the following: Aquan, Hanran, Imperial, Kamigei, Pinnipar, and Yokai.



## Medusian

Medusians are the trueform variety of goliath jellyfish. They are peaceful hunters, seeking out sustenance amid the eerie twilight zone of the ocean's depths. While completely lacking vision in the conventional sense, they more than make up for it with their psionic aptitude, and tend to be even more aware of their surroundings than those with ordinary sight.

**Physical Description:** The "bell" of a medusian is translucent, and is tinged blue, purple, pink, or mauve. This bell contains a fin-like gas bladder on top and a brain-like structure that is bright green in color within. Long, thick tendrils hang from the underside of the bell, and are greenish towards the top, becoming more and more translucent and clear towards the end. Using psychokinesis to vibrate their bodies, they produce remarkably clear, intelligent, and androgynous sounding voices.

Medusians reproduce by fission (splitting in half), and therefore have no gender. Fission happens only once, instead of dying of old age, the medusian splits into two brand new medusians. This can happen artificially as well, if the medusian is slain by being cut in half vertically.

**Society:** Medusians often organize into large schools where they converse and cooperate, often exchanging weapons, armor, information, and food among one another. They are a shy race that works with other races only when necessary. When conflict arises, most medusians will often passively leave the affected area. However, if repeatedly provoked or cornered, the medusian is a merciless opponent that has many jellyfish allies nearby, both the well-armed variety and the mundane.

Unlike many trueforms, medusians do not build structures to dwell in, preferring instead to drift amid the open sea. This does make medusian "villages" particularly hard to find. While

they often just follow the currents, a group decision can lead them off in an entirely different direction. Trackers can spend years trying to locate a particular group of Medusians.

**Relations:** One might expect a rather bland and unobtrusive history for a psionic jellyfish, even if it is a trueform. However, this is only the historical demeanor of the medusians. They are often key background players, quietly manipulating other races into affecting balance in the seas. While they shun notoriety, many sages have been able to connect them to several key events in history.

The medusians have been tied to such important events as notifying the apsar of the brillax's presence, introducing the melusine to the aboleth whose labyrinth they now control, and leading the zils to discover the snell. In essence, they effect change simply through carefully mixing two groups together, usually to the detriment of a harmful group and the benefit of a benevolent one.

**Alignment and Religion:** Tending more towards a unifying philosophy rather than a true religion, medusians believe that what one individual views as a god, others manifest in their life as a philosophy. Consequently, medusians tend to be accepting of others' religions, even if they do not themselves believe the same. Medusians tend to be good, with the race as a whole tending toward true neutral.

**Adventurers:** Medusians often adventure to maintain balance in their realm, and almost exclusively favor psionic classes.

**Names:** Medusians have multisyllabic, complicated sounding names. **Examples:** Atolla, Crossota, Cyanea, Diplulmaris, Porpita, and Stomolophus.

### MEDUSIAN RACIAL TRAITS

**+2 Constitution, +2 Wisdom, -2 Charisma:** Medusians are tough and sagely, but are extremely alien and hard to relate to.

**Racial Buoyancy:** 0°C, **Depth Tolerance:** 2,000 feet

**Medium:** Medusians are Medium creatures with no changes due to size.

**Slow Swim Speed:** Medusians have a base swim speed of 20 ft.

**Gills:** Medusians can breathe underwater indefinitely.

**Water Reliant:** Without the aid of magic or psionics, this creature cannot move on land, and can only survive outside of water for 1 round per 2 points of Constitution.

**Alternate Senses:** Though the medusian is blind, it does have blindsense 60 feet.

**Advanced Tool Use:** Medusians use tools with force manipulation [psychokinesis]. In addition, as long as the medusian is physically touching a weapon, the medusian can wield it as if he had two arms.

**Psionically Attuned:** Medusians gain the Wild Talent feat at first level. If the medusian begins first level in a psionic class, he gains the Psionic Talent feat instead.

**Entangling Tentacles:** If a medusian strikes a Medium or smaller foe with its tentacles (natural attack, no damage), the jellyfish can immediately attempt a grapple check without provoking an attack of opportunity. If the medusian wins the check, it draws the foe into an adjacent square. The foe gains the grappled condition, but the medusian does not. When entangled in this manner, the victim automatically loses one hit point per round.

**Poison:** Tentacles—contact; Fortitude saving throw (DC 12 + 1/2 the medusian's character level + the medusian's Constitution modifier); freq. 1/round for 4 rounds; effect 1d3 Dexterity damage; cure 1 save.

**Regrow Limbs:** Described under "Trueform Racial Traits."

**Languages:** Medusians begin play speaking Common and Medusian. Medusians with high Intelligence scores can choose from Aquan, Dagonite, Delatari, Kamigei, Nixish, Lok'tar, and Salatari.





## Rugon

Rugon are trueform dugongs, which are large, slow moving herbivores who dwell throughout the temperate and warm seas of Nikaikoku. Much like their unintelligent cousins, rugon are primarily peaceful and harmless. However, when it comes to protecting kinfolk from harm, they can be surprisingly violent and unyielding.

**Physical Description:** Like all sirenians, the rugon has a fusiform body with no dorsal fin or hind limbs. The forelimbs or flippers are paddle-like. The rugon is easily distinguished from the manatees by its fluked, dolphin-like tail, but also possesses a unique skull and teeth. Its snout is sharply downturned, an adaptation for feeding in benthic seagrass. Rugons range in color from light-grey to dark brown. Their voices are extremely deep, and they speak very slow and deliberately.

Like other sirenians, the rugon experiences pachyostosis, a condition in which the ribs and other long bones are unusually solid and contain little or no marrow. These heavy bones, which are among the densest in the animal kingdom, may act as a ballast to help keep sirenians suspended slightly below the water's surface.

**Society:** At first glance, one would assume that this slow moving, cheerful creature does not have a mean bone in its body. However, this is far from the case. What many mistake for an innate peacefulness is actually an abundance of apathy for everything non-rugon. That cheerful smile is usually just a rugon thinking wistfully to itself "I am glad that is not me."

Rugons care only about their own kind and the wellbeing of dugongs. They are capable of cooperation and compromise, however, so long as it benefits them in some way. Many are soldiers for the Empire because of an arrangement made to protect the dugongs. The dragon emperor realizes that a breach to this agreement will yield catastrophic results. To other races, rugons are exceedingly callous. Rugons are quick to point out, however, that other races murder dugong with the same sense of reverence, or lack thereof.

### RUGON RACIAL TRAITS

**+4 Strength, +2 Constitution, -2 Dexterity:** Rugons are very strong and robust, but not very maneuverable.

**Racial Buoyancy:** -150<sup>B</sup>, **Depth Tolerance:** 300 feet

**Large:** Rugons are Large creatures and thereby suffer a -1 size penalty to their AC and attack rolls and a -4 penalty to Stealth checks. In addition, they gain a +1 bonus to their CMD, take up a 10 feet by 10 feet space and have a reach of 5 feet. A +2 Strength bonus due to size is included above.

**Very Slow Swim Speed:** Rugons have a base swim speed of 20 feet.

**Sprint:** Once per hour, a rugon can double its swim speed for bursts of up to 5 rounds.

**Seabound:** Rugons were never meant to move on land. They do so at a movement rate of 5 feet by "pec walking."

**Lungs:** Rugons can breathe air indefinitely.

**Natural Armor:** Rugons have a natural armor bonus of +6.

**Unrelenting:** Rugons gain a +2 bonus on combat maneuver checks made to bull rush, overrun, or reposition an opponent. This bonus only applies while both the rugon and its opponent are swimming.

**Tool Use:** Rugons use tools with force manipulation [magic].

**Languages:** Rugons begin play speaking Common.

Rugons with high Intelligence can choose any of the following: Aquan, Ceti, Kamigei, Hanran, Imperial, and Yokai.

**Relations:** The emperor's forces discovered the rugon's dangerous nature when he began harvesting dugongs for their meat and oil as he was amassing his army. He had no expectation of resistance from the rugons, as they were considered harmless pacifists. Regardless, the rugon unexpectedly took up arms and attacked one of the emperor's legions, completely wiping them out. They finished by burying their corpses in the seabed and planting a new crop of kelp over their graves.

The emperor immediately decreed that the killing of dugongs be halted, and sent diplomats to mitigate the damage he caused. After lengthy negotiations, the rugons agreed to become part of the Empire, and that a small percentage of their population could be drafted into the war. In return, dugongs would become a protected species and their preferred habitat was to be secured at all costs.

A small population of dissatisfied or draft dodging rugon took refuge in various mangroves throughout the southern shores. This population eventually made accord with the heikegani natives. These hanran rugon are seldom active soldiers, but will not hesitate to be defenders if the need arises.

**Alignment and Religion:** Most rugon are neutral in their outlook, though often see the balance tipped out of their favor, and use this to justify evil acts against those that have wronged them. They are occasionally religious, and typically worship the Powers of Nature or Magic.

**Adventurers:** Young rugons often set off in search of adventure, hoping to find greener pastures or treasure enough to buy such. Rugons will also take up the adventurer's path if they feel they are personally threatened, their territory is in danger, or if others of their kind, including the dugongs, are being harmed. Most rugon adventurers are wandering barbarians.

**Male Names:** Agus, Cahaya, Harta, Putu, Surya, Wayan

**Female Names:** Aisyah, Cahyo, Kasih, Mawar, Sinta, Widya





## Squibbon

The squibbon, as they are now, are a fairly new race, originating sometime after the Bloody War. For millennia, their ancestors, known then as simply "green octopi" were considered a semi-intelligent pest of the delphin race. Unfortunately, all attempts to communicate with these little mollusks ended in failure. Desperate for an end to the octopi menace, the delphin called upon a powerful marid. With her aid, the squibbon race was born; all green octopi suddenly had the ability to speak and understand common.

Ever since then, most races wished the marid hadn't interfered. Now the dolphins, as well as all other races, have to endure the incessant ramblings of the squibbons, who despite being a sentient race, seem to be utterly insane. Now that they have a whole new world that they can talk to, they do, and seldom stop.

**Physical Description:** One of the best known features of Octopuses is the fact that they have eight arms, and Squibbons are no exception to that. These arms can be considered 'super lips' as they are modified appendages surrounding the mouth. The inner surface of each arm is lined with one to two rows of adhesive suckers, which are used to seize prey and to 'walk' along the bottom of the sea.

The mouth is made up of a parrot-like beak and a toothed tongue, the radula. The radula is used to drill holes into the shell of crabs, shrimp, even clams and snails. It is a quirk of evolution that the brain of Squibbon (as well as other cephalopods) developed surrounding the esophagus. This means that, to avoid serious migraines, Squibbons must chew their food into a puree before swallowing it.

While in a relaxed state, the squibbon is bright green with a pinkish-orange underside. However, if a squibbon desires, special pigment cells (chromatophores) in the skin are activated in an attempt to blend in with their surroundings. The chromatophores consist of three bags containing different colors which are adjusted individually until the background is matched. Coloration can also reflect mood; white for fear, red for anger, and brown for happiness.



**Society:** Squibbons are most often described as totally insane. Some believe that squibbon culture is so old and alien that they just have trouble relating to other species. Squibbons are prone to paranoia and manias that seem to sweep entire communities only to suddenly fade away into some other obsession.

**Relations:** Their intense passion for things often attracts the friendship of the Mogogol race, who share a similar outlook. Unlike the Mogogols, however, squibbons lack any long term philosophy or passions, except perhaps that at any given moment, a squibbon can change its mind, its driving goals, and even its personality. Because of this, Squibbons are considered an untrustworthy or even dangerous race. Luckily, for the most part (so far), squibbons have been generally helpful to their neighbors, even if it has been in the strangest ways possible. In general, squibbons lack the conviction to become a major threat, and have a general tendency towards actions that help themselves and occasionally the community that they live in.

**Alignment and Religion:** Squibbons are almost always chaotic in alignment, and those that display lawful tendencies are often attacked or banished by the squibbon community (consequently, squibbons encountered outside the Cerulean Seas, such as the Celadon Shores, have more lawful leanings). Squibbons often worship Clagguth, and venerate his madness.

**Adventurers:** Squibbons are found in just about any class that doesn't require lawfulness. They truly excel at being rogues, where their unique skills are indispensable. Their psychoses drive them in unpredictable directions, however, and it is not unusual to meet a squibbon who is not well-suited for his class.

**Names:** Squibbon names and naming schemes follow no known pattern. Male and female names have no noticeable differences. The only customary practice they seem to have is that most squibbons name themselves, but exceptions to this occur without pattern or provocation.

**Example Names:** Hamma, Bliplip, Dargo, Simon, Goldeye, Bob, "The Avenger," Garadarahep, Sharkbait

### SQUIBBON RACIAL TRAITS

**+2 Strength, +2 Dexterity, -2 Charisma:** Squibbons are quick and powerful, but a little too crazy for comfort.

**Racial Buoyancy:** -1, **Depth Tolerance:** 10,000 feet

**Small-sized:** Squibbons are Small creatures and thus gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their CMB and CMD, and a +4 size bonus on Stealth checks.

**Fast Swim Speed:** Squibbons have a base swim speed of 30 feet, and jet 120 feet.

**Landwalker:** Squibbons have a base land speed of 20 feet.

**Tool Use:** Squibbons use tools with hand-equivalent appendages.

**Gills:** Squibbons can breathe water indefinitely.

**Elusive:** A squibbon gains a +4 racial bonus on Escape Artist and Stealth checks.

**Natural Armor:** Squibbons have a natural armor bonus of +1.

**Bite:** Squibbons gain a natural bite attack, dealing 1d3 damage plus poison.

**Poison:** Bite – injury; save Fort (DC 10 + 1/2 the squibbon's character level + the squibbon's Constitution modifier); frequency 1/round for 6 rounds; effect 1 Str; cure 1 save.

**Ink Cloud:** A squibbon can emit a 5-foot-radius cloud of ink once per minute as a free action while underwater. This cloud provides total concealment. The ink persists for 1 minute.

**Jet:** A squibbon can jet backward once per round as a full-round action, at a speed of 120 feet. It must move in a straight line while jetting, and does not provoke attacks of opportunity doing so.

**Regrow Limbs:** Described under "Trueform Racial Traits."

**Languages:** Squibbons begin play speaking Common and Cephalite. Squibbons with high Intelligence scores can choose: Aquan, Dagonite, Delatari, Kamigei, Nixish, Lok'tar, and Salatari.



## Trueform Vital Statistics

Below are the vital statistics for the trueform races of the Cerulean Seas campaign setting. These statistics are applied just as described in the vital statistics section of the Pathfinder Roleplaying Game.

### RANDOM STARTING AGE

Race	Adulthood	Barbarian, Rogue, Sorcerer	Fighter, Mariner, Paladin, Siren	Cleric, Kahuna, Monk, Wizard
Ambymander	5 years	+1d4	+1d6	+2d4
Carchardian	30 years	+1d4	+3d4	+4d4
Chronopterid	10 years	+1d4	+1d6	+2d4
Delphin	13 years	+1d4	+1d6	+2d6
Estrel	5 years	+1d4	+1d6	+2d4
Hydrurgan	7 years	+1d4	+1d6	+2d4
Ikasaru	2 years	+1d4	+1d6	+2d4
Ixarc	10 years	+1d4	+1d8	+2d8
Kawauso	5 years	+1d4	+1d6	+2d4
Medusian	6 months	+3d6*	+3d12*	+5d12*
Rugon	15 years	+1d6	+1d8	+2d6
Squibbon	2 years	+1d4	+1d6	+2d4

\*this number is in months

### AGING EFFECTS

Race	Middle Age	Old	Venerable	Maximum Age
Ambymander	25 years	35 years	40 years	40 + 2d4 years
Carchardian	65 years	70 years	75 years	75 + 4d4 years
Chronopterid	35 years	45 years	50 years	50 + 1d6 years
Delphin	40 years	55 years	60 years	60 + 3d8 years
Estrel	60 years	65 years	70 years	70 + 4d6 years
Hydrurgan	30 years	45 years	55 years	55 + 3d4 years
Ikasaru	20 years	25 years	30 years	30 + 2d4 years
Ixarc	25 years	40 years	50 years	50 + 3d6 years
Kawauso	30 years	40 years	45 years	45 + 1d20 years
Medusian	7 years	8 years	10 years	10 + 3d12 months
Rugon	50 years	70 years	90 years	90 + 2d10 years
Squibbon	20 years	25 years	30 years	30 + 2d6 years

### RANDOM HEIGHT/LENGTH

Race/Gender/Type	Base Height/Length	Modifier (in.)
Ambymander, male	3 ft.	2d4
Ambymander, female	2 ft. 4 in.	1d6
Carchardian, male	10 ft.	2d6
Carchardian, female	12 ft. 6 in.	2d10
Chronopterid, both	4 ft. 9 in.	2d8
Delphin, male	6 ft.	4d6
Delphin, female	4 ft.	2d12
Estrel	2 ft.	1d6
Hydrurgan, male	7 ft. 6 in.	3d8
Hydrurgan, female	8 ft.	3d12
Ikasaru, male	2 ft. 3 in.	3d4
Ikasaru, female	2 ft. 9 in.	2d6
Ixarc, both	2 ft. 6 in.	1d6
Kawauso, male	2 ft. 5 in.	2d4
Kawauso, female	2 ft. 2 in.	1d8
Medusian	5 ft.	2d6
Rugon, male	8 ft.	3d10
Rugon, female	8 ft. 6 in.	3d12
Squibbon, male	2 ft. 6 in.	1d6
Squibbon, female	3 ft.	2d4

### BUOYANCY & DEPTH TOLERANCE

Race	Racial Buoyancy	Depth Tolerance
Ambymander	-15 <sup>A</sup>	300 ft.
Carchardian	-110	1,200 ft.
Chronopterid	-190	600 ft.
Delphin	-25 <sup>A</sup>	1,200 ft.
Estrel	-15	26,000 ft.
Hydrurgan	-225 <sup>A</sup>	600 ft.
Ikasaru	-1	20,000 ft.
Ixarc	-10	3,200 ft.
Kawauso	-20 <sup>A</sup>	600 ft.
Medusian	0 <sup>C</sup>	2,000 ft.
Rugon	-150 <sup>B</sup>	300 ft.
Squibbon	-1	10,000 ft.

### STARTING RACIAL ABILITY ADJUSTMENTS

Race	Str	Dex	Con	Int	Wis	Cha
Ambymander	-2	—	+2	—	—	+2
Carchardian	+4	—	—	—	-2	-2
Chronopterid	—	+2	-2	+2	—	—
Delphin	—	+2	—	—	-2	+2
Estrel	—	+2	—	—	+2	-2
Hydrurgan	+4	—	+2	—	—	-2
Ikasaru	—	+2	+2	-2	—	—
Ixarc	-2	—	—	—	+2	+2
Kawauso	-2	+2	—	—	+2	—
Medusian	—	—	+2	—	+2	-2
Rugon	+4	-2	+2	—	—	—
Squibbon	+2	+2	—	—	—	-2

## Racial Feats

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

### ACCELERATED HEALING

You have honed your powers of regeneration to almost supernatural levels.

**Prerequisite:** Trueform subtype, regrow limbs ability.

**Benefit:** You regain 1 hit point each hour. In addition, a trueform with this ability can regrow severed or destroyed limbs, tentacles, tendrils, tails (etc.) in 3d4 days (instead of 3d4 weeks).

### ADVANCED ARM USE

You can use one of your many arms to perform minor tasks in addition to your tool use ability.

**Prerequisite:** Ikasaru or squibbon race.

**Benefit:** While you cannot wield extra weapons with a single arm (note that an ikasaru uses his tentacles for weapon wielding and not arms), this well-trained arm can retrieve small, stowed objects carried on your person as a swift action, even if both of your “hands” are in use with your hand-equivalent tool use ability.

**Normal:** Even with multiple arms, the hand-equivalent tool use ability only confers the effective use of two humanoid hands, meaning it takes several arms to mimic that usefulness, while others are used for stability and locomotion.

### ANCIENT GRUDGE

Ancient combat techniques have been passed on to fight an ancient foe.

**Prerequisite:** Delphin or Hydrurgan race.

**Benefit:** You receive a +2 bonus on attack rolls against sharks (including carchardians) if you are a delphin or penguins (including squawks) if you are a hydrurgan, because of special training against these traditional foes.

### BIOELECTRICITY

You can channel your bioelectrical current into a powerful jolt.

**Prerequisite:** Ixarc race.

**Benefit:** As a supernatural ability, you may launch an electrical attack against a single opponent as a touch attack, or in conjunction with a natural or unarmed attack. On a successful hit, the character inflicts 1d6 electricity damage (in addition to melee damage, if applicable). This attack may be launched once per day per level, and may be used only once per round.

### BLOOD IN THE WATER

The taste of blood bolsters your bite attack on the following round.

**Prerequisites:** Trueform subtype, bite attack.

**Benefit:** When you score a hit with your natural bite attack, you gain a +2 racial bonus to your attack roll for your bite attack during the next round.

### CHROMATOPHORE PROWESS

You can change your color to best match your surroundings.

**Prerequisites:** Ikasaru or squibbon race.

**Benefit:** As a full-round action, you can adjust your color to match your current terrain, granting a +4 racial bonus on Stealth checks while within that terrain type. This camouflage remains until you actively dismiss it (free action), or until you go unconscious.

### CRIPPLING BITE

You can bite your opponent’s limbs off.

**Prerequisite:** Carchardian race, Weapon Focus (bite), Str 15, Improved Critical (bite).

**Benefit:** Once per combat, on a successful critical hit you sever a limb. Roll randomly based on the number of limbs possessed by the target. The head cannot be severed with this maneuver.



## FLYING FISH

You can jump out of the water and glide short distances.

**Prerequisite:** Ikasaru or ixarc race.

**Benefit:** As a full-round action, you can glide in a straight vertical arc (from surface of the water, back to surface of water in a straight line), reaching up to 10 feet above the water at the center of the arc, for up to 60 feet in one round, reentering the water at the end of the round. This ability must be initiated at the surface of the water.

## GREATER GUISE

You have mastered passing yourself off as a normal animal.

**Prerequisites:** Trueform subtype

**Benefit:** You gain a +8 on your bluff check to pass as a normal animal.

## IMPLANTED BIOLUMINESCENCE

You have successfully incorporated bioluminescent zooplankton into your body

**Prerequisite:** Medusian race.

**Benefit:** You can control the intensity of your bioluminescent light from no light at all, up to the intensity and functionality of a hooded lantern.

## IMP MASTERY

You have mastered control of the remora imp.

**Prerequisites:**

Trueform subtype, remora imp tool use ability.

**Benefit:** You gain one additional remora imp that you can control. In addition, you can put one or more of your imps into "reserve." These imps will follow at a distance of up to a mile and generally stay out of sight, but be recoverable within 3d6 minutes with a simple command in pelagic. Reserve imps still

count towards the limit of imps that you can control.

## IMPROVED FORCE MANIPULATION

Your force manipulation ability grows stronger and more nimble.

**Prerequisites:** Trueform subtype, force manipulation tool use ability.

**Benefit:** The effective Strength and Dexterity score of your force manipulation ability increases by 2 points.

**Special:** You can take this feat two additional times, for a maximum bonus of +6 (and scores not exceeding 16).

**Normal:** Your force manipulation ability has a Strength and Dexterity score of 10.

## LAND DELVER

You have trained yourself to breathe air.

**Prerequisite:** Chronopterid race.

**Benefit:** You gain lungs and the ability to breathe air indefinitely. You still retain your gills as well, effectively becoming amphibious.

## MULTIWEAPON MANIAC

You can wield an additional weapon.

**Prerequisite:** Squibbon race, Advanced Arm

Use feat, Str 15.

**Benefit:** You can wield an additional weapon as though you had an extra arm, but only one hand is your primary hand, and all others are off hands. You can also use your "hands" for other purposes that require free hands.

**Special:** If you have a Strength score of 18 or more, you can take this feat one additional time, effectively conveying the use of 4 arms with your hand-equivalent tool use ability.



## NATURAL INSTINCT

You can access your natural instincts of nature and survival.

**Prerequisite:** Trueform subtype.

**Benefit:** You get a +2 racial bonus on all Knowledge (nature) checks and Survival checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

## PRANKSTER

You are an expert at fooling and tricking others.

**Prerequisite:** Kawauso race.

**Benefit:** You gain a +1 racial bonus on Bluff and Sleight of Hand checks and one of these skills is always a class skill for you.

## REACH OF FORCE

The reach of your force manipulation can extend into an adjacent square.

**Prerequisites:** Trueform subtype, force manipulation tool use ability.

**Benefit:** Once per round, the reach of your force manipulation can extend into one adjacent square. You can affect only one adjacent square at a time.

**Normal:** Your force manipulation ability only affects squares that you occupy.

## RUGON TRAMPLE

You gain a trample attack.

**Prerequisite:** Rugon race.

**Benefit:** When you attempt to overrun an opponent, your target may not choose to avoid you. You may make one melee attack against any target you disorient, gaining the standard +4 bonus on attack rolls against disoriented (prone) targets. You can only use this feat while both you and your opponent are swimming.

## SCENT MASTERY

Your ability to follow your nose improves.

**Prerequisites:** Trueform subtype without keen scent ability

**Benefit:** If you do not have the scent ability, you gain it. If you do, you gain the "keen scent" ability.

## SEABOND

You have become magnetically tuned to your homeland.

**Prerequisites:** Trueform subtype

**Benefit:** You can use the magnetic pull of the planet to find their way home. This works in much the same way that a compass points north. While you can detect which direction your homeland is, you get no indication of distance or obstacles in your path. You can bond to any location that you have lived in for an entire moon cycle, thus losing the ability to sense the direction of any locations previously attuned to. The re-attunement is somewhat voluntary, based on whether or not you consider your new location as home or not.

## STELLAR HEALING

Your healing skills are legendary.

**Prerequisite:** Estrel race, Accelerated Healing feat.

**Benefit:** You gain fast healing 2 for 1 round anytime you take damage from a melee weapon or natural attack. You can heal up to 2 hit points per level per day with this feat, after which it ceases to function.

## SUMMON LESSER FORM

You can summon one of your base creatures once per day.

**Prerequisites:** Trueform subtype

**Benefit:** You can summon one of your base creatures once per day (dolphins summon dolphins, carchardians summon sharks, etc.) similar to summon nature's ally spell, as a spell-like ability. This creature must have hit dice equal or less than your character level.

**Special:** You can take this feat multiple times, each time adding another summoning per day.

## TOXIC SKIN

Your skin is especially toxic.

**Prerequisite:** Ambymander race.

**Benefit:** Once per day as a swift action, you can create a poison that can be applied to a weapon or delivered as a touch attack. Alternatively, you can smear the poison on your own body as a standard action, affecting the first creature to hit you with an unarmed strike or natural weapon. The poison loses its potency after 1 hour. You, and other ambymanders, are immune to your own poison.

**Ambymander Poison:** Skin or weapon – contact or injury; save Fort DC 10 + 1/2 your character level plus your Constitution modifier; frequency 1/round for 6 rounds; effect 1d2 Dexterity damage; cure 1 save.

**Normal:** All salamanders are toxic to some extent, though usually have to be ingested to confer these toxic effects.



## Trueforms Innovations

Great inventors, the aglooliks in Fiskheim and the hitogoi of Senkokoku especially, have been inventing clever gadgets to help trueforms for over a century. A few of these are listed below.

**Adapted Weapon:** A weapon with this modification gains the “trueform” quality by adding straps, braces, levers, springs, and other mechanisms that make it useful to a creature without hands. Only simple melee or plunge weapons can be adapted in this way. The weapon is tailored to the trueform’s body type and size, and thus is only useful for the trueform it was made for. Adapted weapons also have the “strapped” quality and take a full round action to arm or disarm.

This modification also changes the weapon’s category. Adapted weapons are considered martial weapons for proficiency purposes.

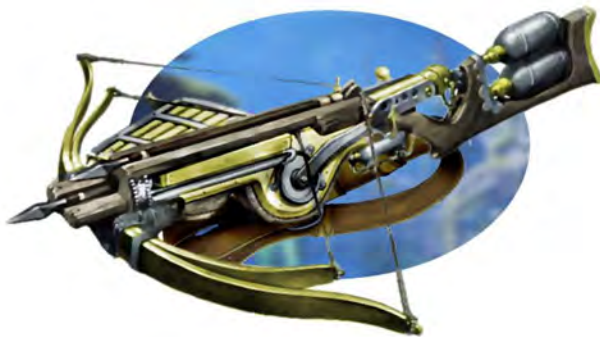
**Price** +250 gp; **Bu** —

**Beibaoyu:** This Hitogoi-craft, 3-foot-long, mechanical fish is actually a mobile backpack that follows its owner by smell in a straight line. From a distance of 30 feet or more, the beibaoyu is indistinguishable from a normal fish. Closer inspection reveals its true nature with a successful Perception check, DC 13. A beibaoyu has a swim speed of 20 feet.

Dials on the inside of the mechanism can set the following distance between the fish and the owner from one foot to up to a mile. The beibaoyu has the same capacity as a Medium-sized backpack. If the beibaoyu is knocked off course, impeded, is too close to its owner, or loses the scent of its owner, it will attempt to swim in a slow, 20-foot-radius circle until conditions change. It cannot defend itself, nor does it have any intelligence so it will not run

from danger. It basically has only two functions: follow its owner and hold objects inside it. Beibaoyu offer trueforms a clever and camouflaged place to stash their clothing and equipment while they scout disguised as a normal animal.

A Beibaoyu weighs -20 bu (deactivated) and costs 250 gp. **Expiration:** 6d12 months, **Maintenance:** 5 gp., **Mechanical DC:** 19.



**Jabber bow :** This aglootech weapon runs on deep ice and fizzle juice, and allows a trueform without hand-equivalent tool use to shoot a crossbow. The jabber bow can fire up to two bolts per round, which is also limited by the character’s number of attack per round. The bow alternates between the statistics for a light crossbow and a hand crossbow with each shot. The jabber bow is considered a ranged exotic weapon with the trueform and strapped quality. It is also quite noisy, making a loud ticking and gurgling noise during the entire round that it is fired as it readies the next bolt. A jabber bow weighs -10 bu and costs 500 gp.

**Ammunition:** A fully loaded jabber bow takes 20 bolts, 3 cubes of deep ice, and an ounce of fizzle juice. It takes 3 full round actions to load.





**Jiazhi shoubi:** This Hitogoi-craft mechanical arm can be made for any sized trueform that have the force manipulation tool use ability. The jiazhi shoubi can be strapped into any comfortable position on the trueform's body and activated. The arm is controlled by the trueform's force manipulation tool use ability, monopolizing that ability so it cannot be used for anything else while the arm is being controlled. Uncontrolled, the arm just hangs limply. Only one arm can be controlled at a time. Unlike force manipulation, the jiazhi shoubi uses the characters own Strength and Dexterity scores. Other than that, it behaves like a normal arm and even conveys a rudimentary sense of touch.

A jiazhi shoubi weighs -5 bu for small size, and an additional -5 bu for each additional size category. It costs 150 gp. **Expiration:** 1d12 months, **Maintenance:** 2 gp., **Mechanical DC:** 16.



A kuileimola can be deactivated and folded into a 8" diameter sphere for easy storage. In this state, it is considered an inanimate object.

A kuileimola weighs -5 bu (deactivated). It costs 650 gp. **Expiration:** 3d12 months, **Maintenance:** 1 gp., **Mechanical DC:** 18.

**Sea legs:** This aglootech device gives seabound trueform legs, as well as supplying a sort of dry-land life support, keeping the trueform hydrated or providing water to breathe if needed. Once donned, which takes 3d4 rounds, it confers a land speed of 30 feet. Small grasping arms are also included, but they are only capable of holding one object of two size categories smaller than the trueform. The arms have only two functions; drop and hold. They cannot manipulate objects. Sea legs are also very loud, making a cranking and clanging sound whenever they are used. They run on one cubic foot of deep ice, which is depleted after 24 hours of use (which does not have to be consecutive). Sea legs weigh -50 bu per size category, and cost 1,000 gp per size category.



**Kuileimola:** This Hitogoi-craft mechanical remora imp can take the place of a normal remora imp among a trueform's collective of imps. It has the same statistics as a normal remora imp with the following changes: It gains the Construct creature

type, it gains a natural armor bonus of +1, its Hit Dice become d10s (recalculate hit points), and its saving throws are as a construct's. It gains construct traits, and acid, cold, steam and sonic resistance 10. It also gains Damage Reduction 5/adamantine.



## Prestige Class: Paragon of Beasts

*"I am the pinnacle of my species."*

Tales are told not only of perfect specimens of a particular animal species, but also those of seemingly exaggerated size and battle prowess. These sapient beast exemplars are said to defend their kind from harm, lead them to victory, and even seek revenge for those who would destroy their environment.

The Paragon of Beasts takes up this nearly mythical mantle, growing both in size and power as she embodies all her species has to offer. Armed with deadly natural attacks and power over nature itself, the Paragon of Beasts becomes a force not to be ignored.

**Role:** A Paragon of Beasts serves as an exemplary example of her species, as well as a defender of nature. She will fight for the well-being of her kin with unmatched ferocity.

**Alignment:** A Paragon of Beasts can be of any alignment, though most gravitate towards the most common alignment of their race.

**Hit Die:** d10

### REQUIREMENTS

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

**Race:** Any with the trueform subtype

**Skills:** Knowledge (nature) 10 ranks

**Feats:** Leadership, Summon Lesser Form

### CLASS SKILLS

The Paragon of Beasts' class skills (and the key ability for each skill) are Bluff (Cha), Diplomacy (Cha), Handle Animals (Cha), Intimidate (Cha), Knowledge (nature) (Int), Linguistics (Int), Perception (Wis), Sense Motive (Wis), and Stealth (Dex).

**Skill Ranks at Each**

**Level:** 4 + Int modifier.

### CLASS FEATURES

All of the following are class features of the Paragon of Beasts prestige class.

#### Weapon and Armor

**Proficiency:** The Paragon of Beasts is proficient with all natural weapons and weapons with the trueform quality, and with all armor, but not with shields.

**Natural Attack Damage:** If the trueform has more than one natural attack, choose one to be affected by this feature. The choice does not change after selection. If the trueform only has one natural attack, then that attack is the one that is affected. In these two cases, compare that natural attack damage with the one listed in the table for the trueforms size and level in this class and use the damage dice that confers the most damage. If the damage dice on the table is lower, the creature gains a +1 bonus to damage rolls for this natural attack.

If the trueform has no natural attacks, she gains a slam attack that deals the damage listed for her size and level in this class.

This natural attack damage scales with the trueforms size, and also increases at 3<sup>rd</sup> and 6<sup>th</sup> level even if your size does not change, or you decide to become smaller.

**Natural Armor:** The Paragon of Beasts adds this number to her natural armor class, or gains this as her natural armor class if she does not already have one.

**Size Increase:** If the creature is not already Large size, the trueform grows by one size category at 3<sup>rd</sup> level in this class. Small creatures become Medium-sized at 3<sup>rd</sup> level, and Medium become Large at 3<sup>rd</sup> level. At 6<sup>th</sup> level, only trueforms that started out Small-sized are affected, growing to Large size. At 10<sup>th</sup> level, all Paragons of Beasts grow to Huge size. Note that regardless of whether or not the creature grows in size at these benchmark levels, the natural attack damage dice changes, and may adjust that trueform's natural attack damage.





## THE PARAGON OF BEASTS

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Natural Attack Damage (S/M/L)	Natural AC	Special
1st	+0	+2	+0	+0	1d4/1d6/1d8	+4	Power of Nature, Natural attacks
2nd	+1	+3	+0	+0	1d4/1d6/1d8	+4	+2 Strength and Constitution
3rd	+2	+3	+1	+1	1d6/1d8/1d10	+5	Size Increase (if not Large), Power of Nature
4th	+3	+4	+1	+1	1d6/1d8/1d10	+5	Power of Nature
5th	+3	+4	+1	+1	1d6/1d8/1d10	+6	+2 Strength or Constitution
6th	+4	+5	+2	+2	1d8/1d10/2d6	+6	Size Increase (if not Large), Power of Nature
7th	+5	+5	+2	+2	1d8/1d10/2d6	+7	Power of Nature
8th	+6/+1	+6	+2	+2	1d8/1d10/2d6	+7	+2 Strength and Constitution
9th	+6/+1	+6	+3	+3	1d8/1d10/2d6	+8	Power of Nature
10th	+7/+2	+7	+3	+3	3d6 (huge)	+8	Size increase, Power of Nature

No ability score modifications arise as a result of the growth, though you do gain all the other associated penalties and benefits for the new size category. Your equipment also resizes to fit your new size as long as you are attending it at the time you gain the appropriate level.

You can as a full-round action reduce your size one category, it also takes a standard action to increase your size back up one category. You cannot, however, use this to shrink smaller than the size you were at first level.

**Strength/Constitution Increase:** At 2nd level, the Paragon of Beast's Strength and Constitution score gains a +2 inherent bonus. At 5th level, you increase one of those inherent bonuses by 2 (your choice). At 8th level, you increase both of those inherent bonuses by an additional 2.

**Powers of Nature:** At 1st level, a Paragon of Beasts can select one "Power of Nature" from below. She may select another at 3<sup>rd</sup>, 4<sup>th</sup>, 6<sup>th</sup>, 7<sup>th</sup>, 9<sup>th</sup> and 10<sup>th</sup> levels.

**Bonus Racial Feat:** You gain one bonus racial feat that you qualify for. You can take this power of nature multiple times, each time choosing a different racial feat.

**Extra Summoning:** One additional creature shows up when you use your Summon Lesser Form feat to summon a creature. You can take this power of nature multiple times, gaining an additional creature each time.

**Limited Wild Shape:** You can assume the form and size of an animal within your species. This ability is identical to a druid's wild shape ability, including level limitations (substitute druid level with Paragon of Beasts level) except that you can only use it to assume the form of creatures of your own species.

**Terrain Mastery:** When you take this ability pick a terrain appropriate to your species/race. You gain a +2 competence bonus to Perception, Stealth and one movement-based skill check when operating in this terrain type. Increase this bonus by 1 for every three Paragon of Beasts class levels you possess. You also gain a +1 insight bonus to attack and damage rolls against creatures native to the terrain type chosen. You can select this power of nature multiple times each time you must pick a different terrain type appropriate to your species.

**Trample:** You can trample foes up to two size categories smaller than yourself. See the Pathfinder Bestiary for a description of this ability and its effects. The trample deals bludgeoning damage equal to your primary natural attack, plus 1-1/2 times your Strength modifier.

**Regeneration:** You must be at least 6th level to gain this ability. You heal damage at a rate equal to your Constitution modifier each round at the beginning of your turn. You cannot die as long as your regeneration is still functioning (although you still fall unconscious when their hit points are below 0). Steam and acid, cause your regeneration to stop functioning on the round following the attack. During this round, you do not heal any damage and can die normally. Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. You can regrow lost portions of your body and can reattach severed limbs or body parts if they are brought together within 1 hour of severing. Severed parts that are not reattached wither and die normally.

**Freedom of Movement:** You must be at least 7th level to gain this ability. You possess constant freedom of movement as a spell like ability; your caster level is equal to your Paragon of Beasts class level.

## Ambymander (Trueform Salamander)

*This colorful, branchy salamander would be far more cute if it weren't brandishing a dagger in your direction.*

AMBYMANDER

CR 2



XP 600

CN Small magical beast (trueform)

**Init** +5; **Senses** low-light vision; darkvision 60 ft.; scent; Perception +4

**Racial Buoyancy** -15<sup>A</sup>; **Depth Tolerance**: 300 feet

### DEFENSE

**AC** 12, touch 12, flat-footed 11 (+1 Dex, +1 size)

**hp** 13 (2d8+4)

**Fort** +5, **Ref** +4, **Will** -1

### OFFENSE

**Speed** 20 ft., Swim 20 ft.

**Melee** dagger +3 (1d3+2/19-20)

**Special Attacks** summon the lesser form

### STATISTICS

**Str** 12, **Dex** 13, **Con** 14, **Int** 12, **Wis** 11, **Cha** 10

**Base Atk** +1; **CMB** +1, **CMD** 12

**Feats** Improved Initiative

**Skills** Acrobatics +1, Climb +1, Perception +4, Stealth +13; **Racial Modifiers** +4 to Stealth

**Languages** Ziliti

**SQ** amphibious, tool use

### ECOLOGY

**Environment** freshwater lakes and streams

**Organization** solitary, or congress (3-6)

**Treasure** NPC gear (dagger, other treasure)



## Chronopterid (Trueform Sea Scorpion)

*One would imagine that the most dangerous thing about a eurypterid is its poisonous sting, but this one has a short sword and called you a tuna.*

CHRONOPTERID

CR 2



XP 600

LN Medium magical beast (aquatic, trueform)

**Init** +4; **Senses** low-light vision; darkvision 60 ft.; Perception +9

**Racial Buoyancy**: -190 **Depth Tolerance**: 600 feet

### DEFENSE

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

**hp** 11 (2d8+2)

**Fort** +4, **Ref** +0, **Will** +1

### OFFENSE

**Speed** 20 ft., Swim 40 ft.

**Melee** short sword +4 (1d6+1/19-20), sting +1 (1d3 plus poison)

**Space** 5 ft.; **Reach** 5 ft. (10 ft. with sting)

**Special Attacks** summon the lesser form

### STATISTICS

**Str** 10, **Dex** 11, **Con** 12, **Int** 10, **Wis** 15, **Cha** 6

**Base Atk** +1; **CMB** +1, **CMD** 11

**Feats** Improved Initiative

**Skills** Perception +9

**Languages** Common, Halbok

**SQ** amphibious, tool use

### ECOLOGY

**Environment** tropical coast

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

**Treasure** NPC gear (short sword, other treasure)

### SPECIAL ABILITIES

**Poison (Ex)**: Sting — injury; save Fort DC 12; frequency 1/round for 4 rounds; effect 1d2 Con; cure 1 save.

## Ikasaru (Trueform Squid)

*If squids took up spears they would be a lot more dangerous. Oh wait, this one just did!*

IKASARU

CR 2



XP 600

CN Small magical beast (aquatic, trueform)

**Init** +6; **Senses** low-light vision; darkvision 60 ft.; Perception +8

**Racial Buoyancy**: -1 **Depth Tolerance**: 20,000 feet

### DEFENSE

**AC** 14, touch 13, flat-footed 12 (+2 Dex, +1 natural, +1 size)

**hp** 13 (3d8)

**Fort** +3, **Ref** +7, **Will** +2

**Defensive Ability** ink cloud (5-ft. radius)

### OFFENSE

**Speed** 10 ft., Swim 40 ft., jet 160 ft.

**Melee** spear +2 (1d4+2), bite -1 (1d3 +1)

**Special Attacks** summon the lesser form

### STATISTICS

**Str** 15, **Dex** 15, **Con** 11, **Int** 12, **Wis** 14, **Cha** 8

**Base Atk** +3; **CMB** +3 (+7 grapple), **CMD** 15

**Feats** Improved Initiative, Improved Grapple, Lightning Reflexes

**Skills** Climb +10, Perception +8, Stealth +4

**Languages** Common, Cephalite

**SQ** tool use

### ECOLOGY

**Environment** any open water

**Organization** solitary, or squad (5-12)

**Treasure** NPC gear (spear, other treasure)

### SPECIAL ABILITIES

**Ink Cloud (Ex)** An ikasaru can emit a 5-foot-radius cloud of ink once per minute as a free action while underwater. This cloud provides total concealment. The ink persists for 1 minute.

**Jet (Ex)** An ikasaru can jet in a straight line as a full-round action. It does not provoke attacks of opportunity while jetting.

*Note: These statistics are done in the style of the trueforms found in the bestiary section of the CERULEAN SEAS CAMPAIGN SETTING book and BEASTS OF THE BOUNDLESS BLUE, but do not necessarily reflect the races presented in this tome. This is done to provide consistency.*



# Trueform Families

There is a lot of reference in this tome revolving around the concept of “same species,” and we realize that this is a little vague. Leaving it this way can open up problems with the Summon Lesser Form feat and Paragon of Beast’s wildshape ability. While we encourage each Game Master to compile their own lists, we have provided this handy reference here that can be used as a baseline. Optionally, “species” could refer to a broader category of animals. For example, ikasaru and squibbons might be related to all mollusks, dolphins to all cetaceans, carchardians to all fish, and so on. While this does give them a more comprehensive “family tree” to draw from, it also detracts from their species uniqueness.

The natural animals listed under each trueform race are a small sampling of interesting natural species from our own seas and shores here on Earth. I encourage you to research these, as some are more amazing than anything found in a fictional bestiary and serve as great inspiration.

## Ambymander

**Natural Animals:** Axolotl, fire newt, mudpuppy, pacific giant salamander, tiger salamander.

**From the Bestiaries:** Diplocaulus<sup>CC</sup>.

*Note:* Giant lizards with the aquatic template added may work as well (blood lizard<sup>TH</sup>, giant gecko<sup>B3</sup>, giant tuatara<sup>TH</sup> and the tuatara<sup>B4</sup> are great examples).

## Carchardian

**Natural Animals:** Basking shark, big-nose shark, black-tip shark, crocodile shark, lantern shark, mako shark, megamouth shark, stehacanthus (extinct), whale shark, wing-head shark.

**From the Bestiaries:** Bull<sup>B4</sup>, common<sup>B1</sup>, edestus<sup>BB</sup>, great white<sup>B4</sup>, goblin<sup>BB</sup>, hammerhead<sup>TR</sup>, helicoprion<sup>TR</sup>, helicoprion<sup>BB</sup>, jigsaw<sup>TR</sup>, maulhead<sup>BB</sup>, tiger<sup>B1</sup> (all listed under the heading of shark)

## Chronopterid

**Natural Animals:** Arthropleura, eurypteris, glyptoscorpis, jaekelopteris, pterygotus, megalograptus, tylopteris (all extinct). Optionally, the horseshoe crab may be the euryptid’s closest living aquatic relative.

**From the Bestiaries:** Bluetip<sup>SS</sup>, common<sup>SS</sup>, ochre<sup>SS</sup>, spiny<sup>SS</sup>, spitting<sup>SS</sup> (all listed under the heading of euryptid).

## Delphin

**Natural Animals:** Common bottlenose dolphin, whale dolphin, humpback dolphin, porpoise, melon-headed whale, pygmy killer whale, river dolphin. Technically killer whales (orcas) are a species of dolphin.

**From the Bestiaries:** Dolphin (common)<sup>B1</sup>, orca (killer whale)<sup>B1</sup>, popoto (dolphin)<sup>UW</sup> (all listed under the heading of cetacean).

## Estrel

**Natural Animals:** Basket star, bat sea star, brisingid sea star, crown-of-thorns starfish, leather star, morning sun star, nine-armed sea star, pacific blood star, pincushion starfish, royal starfish, sunflower star.

**From the Bestiaries:** Giant starfish<sup>B6</sup>, spiny starfish<sup>UW</sup>, starfish (familiar)<sup>BB</sup>.

## Hydrurgan

**Natural Animals:** Fur seal, gray seal, harbor seal, leopard seal, monk seal, weddel seal.

**From the Bestiaries:** Dire<sup>BB</sup>, elephant<sup>BB</sup>, fantail<sup>BB</sup>, pelagiarctos<sup>BB</sup>, sea lion<sup>BB</sup>, seal<sup>BB</sup>, seal<sup>UW</sup>, walrus<sup>BB</sup>, waterhorse<sup>BB</sup> (all listed under the heading of seal).

## Ikasaru

**Natural Animals:** Bush-club squid, Cock-eyed squid, colossal squid, glass squid, humboldt squid, japanese flying squid, market squid, octopoteuthis deletron, whiplash squid.

**From the Bestiaries:** Giant<sup>B1</sup>, vampire<sup>UW</sup>, squid<sup>B1</sup>, school of squid<sup>BB</sup>, swamp kraken<sup>BB</sup> (all listed under the heading of squid).

## IXarc

**Natural Animals:** Eagle rays, electric rays, guitarfishes, devil ray, giant manta, sawfish.

**From the Bestiaries:** Dire stingray<sup>BB</sup>, manta ray<sup>B2</sup>, school of stingray<sup>BB</sup>, stingray<sup>B2</sup>

## Kawauso

**Natural Animals:** Asian small-clawed otter (what kawauso are based on), clawless otter, eurasian otter, giant otter, hairy-nosed otter, smooth-coated otter, spotted-necked otter.

**From the Bestiaries:** Dire otter<sup>BB</sup>, otter<sup>B3</sup>, sea otter<sup>BB</sup>

## Medusian

**Natural Animals:** Box jelly, by-the-wind sailor, cannonball jellyfish, irukandji, lion’s mane, moon jelly, Nomura’s jellyfish, Portuguese man-of-war, upside-down jellyfish.

**From the Bestiaries:** Crimson<sup>B6</sup>, death’s head<sup>B3</sup>, death shell<sup>BB</sup>, goliath<sup>BB</sup>, jellyfish<sup>B2</sup>, monstrous sea wasp<sup>TH</sup>, sapphire<sup>B3</sup>, school<sup>BB</sup>, swarm<sup>B2</sup>, whaler<sup>B6</sup> (all listed under the heading of jellyfish).

## Rugon

**Natural Animals:** African manatee, amazonian manatee, dugong, protosiren (extinct), west indian manatee.

**From the Bestiaries:** Echinotee<sup>BB</sup>, manatee<sup>BB</sup>, steller<sup>BB</sup>, solenosiren<sup>BB</sup> (all listed under the heading of sea cow).

## Squibbon

**Natural Animals:** Blanket octopus, coconut octopus, dumbo octopus, giant pacific octopus, larger pacific striped octopus, mimic octopus, octopus wolfe.

**From the Bestiaries:** Blue-ringed octopus<sup>UM</sup>, octopus<sup>B1</sup>, giant octopus<sup>B1</sup>, giant lake octopus<sup>WW</sup>

## Bestiary References

**BB1, BB2, BB3, BB4, BB5, BB6:** PATHFINDER ROLEPLAYING GAME BESTIARY 1, 2, 3, 4, 5, & 6.

**BB:** BEASTS OF THE BOUNDLESS BLUE

**CC:** CREEPY CREATURES

**SS:** Pathfinder Adventure Path #37: Souls for Smuggler’s Shiv. © 2010, Paizo Publishing, LLC; Author: James Jacobs.

**TH:** TOME OF HORRORS COMPLETE

**TR:** Pathfinder Adventure Path #57: Tempest Rising © 2012, Paizo Publishing, LLC; Author: Matthew Goodall.

**UW:** Pathfinder Roleplaying Game Ultimate Wilderness © 2017, Paizo Inc.; Authors: Alexander Augunas, et al.

**UM:** Pathfinder Roleplaying Game Ultimate Magic. © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, et al.

**WW:** Pathfinder Adventure Path #46: Wake of the Watcher. © 2011, Paizo Publishing, LLC; Author: Greg A. Vaughan.

# Trueforms In Your Game

Trueforms in this text are presented as a fairly fresh race in the Cerulean Seas. While they do have ancient origins, there is no history to worry about between then and now. This allows them to be placed in virtually any aquatic setting with little work. That is, they require almost no adjustment to your world to begin play immediately. One down side to this “newness” is that they lack tradition, language and history common to other PC races. However, as both common animals and well-established NPC races of the Cerulean Seas campaign setting (and supplements), almost all trueforms are a familiar and somewhat comfortable site. This is a unique opportunity to take something that everyone knows something about and add a new dimension to it; not as fauna or pests, not as familiars or animal companions, but as a viable PC race in its own right.

Of course there is a hint of mystery about the trueforms. What is their purpose? How have they come about? Why did their rise seem to coincide with the great flood. Both trueform PC and non-trueform PC can find adventure investigating these questions.

Optionally, the Gamemaster can create other backstories for trueforms. Perhaps they are divine representatives of animal gods. Maybe they have always been there as sort of “animal prototype,” and all natural animals evolved from them. Possibly they are reincarnated souls of other sentient beings that are now trapped in animal form. Conceivably there is a magical spring that grants sapience to natural animals that swim in it. There are many possibilities.

Before this supplement, trueforms had very vague, “on the fly” style rules. While most had a detailed history described in the setting books, individual NPCs were hard to flesh out. With this supplement, stalwart representatives of the trueform races can be created in NPC form, completely fleshed out with their own classes and unique statistics. This will make them a lot more interesting than simply a talking animal.

Whatever the case, trueform PC races will make a welcome addition to any game as a representative of the animal world, an unusual option for the player who is seeking something different, a challenge for the player who has played everything or even a fun alternative for those that really like animals.

## OPEN GAME LICENSE Version 1.0a

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

### 15. COPYRIGHT NOTICE

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

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

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

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

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

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

**Remarkable Races.** Copyright 2009, Alluria Publishing; Author: Emily Kubisz

**Cerulean Seas Campaign Setting, Indigo Ice, Azure Abyss, & Celadon Shores.** Copyright 2010-2017, Alluria Publishing; Authors: Emily Kubisz, Sam Hing, and Matthew Cicci



# Add New Life to your Cerulean Seas Game!

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

