

Racial Repository:

THE SCYLEEN



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RACIAL REPOSITORY: THE SCYLEEN

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About Golden Glyph

Coming out of central Arizona, Golden Glyph was formed by Kristopher Cruz in 2016 to create quality Pathfinder Roleplaying Game compatible products. He desired to fill niches with creative, easily grasped content that excites the imagination. As an author, Kristopher Cruz has experience in detailed, immersive world building and creative fantasy designs.

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THE SCYLEEN

From a world that is 90% oceans, the scyleen arose from the depths as the dominant intelligent life. The scyleen live in the shallower, safer waters along the small landmasses the planet has, building elaborate underwater communities. Their society is rich with emotion-moving arts, music, and performances. While their military strength falls behind other races, the scyleen have made their mark on the world by quickly forming alliances. Their ability to extract pure minerals like platinum directly from ocean water has helped them become popular on any planet with salty or mineral-rich oceans.

Viewed as generally attractive octopusfolk, the scyleen have an air of mystery about them. Largely, this is due to three facts: all scyleen are female, they possess latent psychic empathy, and they lead very long lives. Even their elders remain generally vibrant and attractive for decades until their ends. This has led to there being rumors that the scyleen never actually age, though this is not in any way true. They just benefit from a cellular regeneration that more perfectly corrects damage caused by aging than most races.

Scyleen value emotions; to them, they're just as valid reason to make decisions as using pure logic. Being able to read each other's emotions easily, the scyleen are extraordinarily conscious of the emotional well-being of others, and through this most communities have an impressive low record of violence between members of the species. That is not to say that wars and battles never happen; they do. It's just that when the entire species has an acute empathic sense, individual actions tend to be more considerate of others.

Away from their home world, the scyleen make excellent diplomats, ambassadors, and performance artists. Their abilities aren't limited to just that, though; scyleen psychics are valued for their insight into emotions.

Physical Description: Scyleen are attractive humanoid cephalopods with eight suckered tentacles for legs that conjoin at the waistline. They stand approximately 5 feet tall on land, but their overall length from their head to the tips of their tentacles is closer to 9 feet. Instead of hair, their heads have bulbous "frills" that can change color, have glowing stripes, and can even move according to the scyleen's desires. Their eyes are slightly larger than those of a normal humanoid and are very bright and expressive, coming in a wide range of colors. Their nose has a pair of gill-like

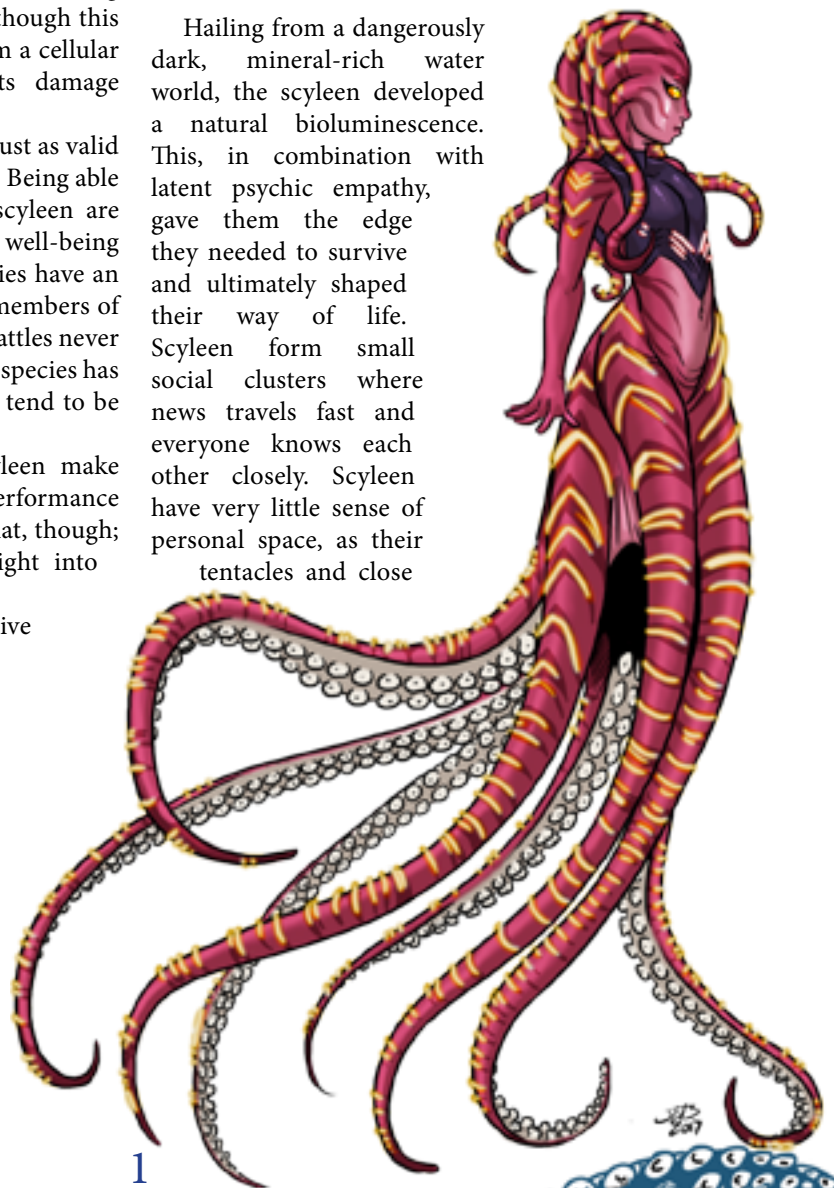
slits along the sides instead of nostrils. All scyleen are female, as there is no "male" gender of their race.

While to an outsider the scyleen seem similar to the cecaelia of some worlds, they have no clear direct connection beyond a remote similarity in body shape. Scyleen developed independently of the cecaelia, and their differences in biology mean that they could at the most be confused for distant cousins.

A scyleen's skin-spots vary between individuals, and no one has an exact same pattern. These different patterns are most easily noticed in the dark, where their bioluminescence can be seen and can be dimmed or brightened at will. Scyleen blood is neon blue; a throwback to their cephalopod nature. Their cellular regeneration is powerful enough that scyleen have been known to live for hundreds of years, and even venerable members of their race appear vibrant and healthy up until their end.

SOCIETY:

Hailing from a dangerously dark, mineral-rich water world, the scyleen developed a natural bioluminescence. This, in combination with latent psychic empathy, gave them the edge they needed to survive and ultimately shaped their way of life. Scyleen form small social clusters where news travels fast and everyone knows each other closely. Scyleen have very little sense of personal space, as their tentacles and close



proximity make accidental touches expected. On their homeworld, entwining tentacles or touching each other is even encouraged in young scyleen to help them develop empathy and social skills. This natural propensity to touch each other has turned into a simple fact of life for them that other species find invasive or intrusive.

Scyleen reproduce in a way similar to most humanoid races, in that they require a sexual partner, but no genetic information is transmitted between the participants. This is a form of psychic gynogenesis.

All scyleen develop with fully fertilized eggs, and require a sexual partner to “activate” an egg, allowing it to begin developing. A scyleen’s eggs are inert unless the mother reaches a high emotional plateau while empathically linked to another. This plateau and the psychic energy generated is enough to randomize the genes of one or more eggs and trigger gestation. Though related to commonly observed cephalopods, scyleen have developed to be heterothermic instead of ectothermic. Scyleen give live birth to one to two children at a time.

Familial groups of scyleen are called shoals, and they are typically led by a single elder mother figure called a “matron,” and are populated with dozens of younger scyleen who look to the matron for guidance and support. Children born into a shoal are raised by their birthing parent, but the entirety of the shoal will raise the child cooperatively. A matron has little need to take active control of the daily activities of their shoal, but matrons are more important to the greater picture of a shoal’s life. This ensures that her resources and time aren’t squandered, since young scyleen are typically eager to please their matron. The naturally empathic nature of scyleen helps shoals to rarely suffer discord, but when they do, the matron’s decisions are needed to settle matters. Being financially and emotionally secure enough to support a shoal of one’s own is a sign of great prestige among scyleen, and matrons are considered to be at the apex of scyleen society.

RELATIONS:

A naturally open and cheerful species, their attempts to make psychic contact with other worlds had attracted the attention of other spacefaring races. After figuring out that the source of their communications came from below the water, trade was able to be established and the scyleen acquired the technology to make their own starships. Some races find them too friendly and sociable. In general, their ability to easily understand the emotional states of others and their open-mindedness makes them excellent ambassadors to worlds beyond their own, once they learn to control their personal

space. Dour or militant races like dwarves or half-orcs find scyleen to be too talkative for their own good.

ALIGNMENT AND RELIGION:

Scyleen can be of any alignment. Scyleen generally have a spiritual side, though it is more rooted in the emotional link they have with everyone else around them, a fact that can confuse other races. They still have gods, and believers of such religions are accorded respect for choosing to emotionally bond with a deity.

ADVENTURERS:

Scyleen adventurers are almost always out to sate their curiosity. Some go out to learn of the different worlds out there, while others seek to gain interesting and unique skills that they couldn’t gain at home. Some fall in love with individuals from other races and follow them to the stars. Most scyleen away from home were dragged away by their matron to operate oceanic mining crews on other worlds, and became weary of a life of toil.

SCYLEEN NAMES:

Adrianna, Dionne, Eileen, Lausanne, Marina, Peirene, Ursula, Zhaleh

SCYLEEN RACIAL TRAITS

+2 Dexterity, +2 Charisma, –2 Wisdom (0 RP): Scyleen have vibrant personalities and great agility but their openness leaves them somewhat gullible.

Monstrous Humanoid (3 RP): Scyleen are monstrous humanoids with the aquatic subtype.

Medium (0 RP): Scyleen are Medium creatures and have no bonuses or penalties due to their size.

Slow and Steady on Land (–1 RP): Scyleen are slow on land because the locomotion of their tentacles makes rapid movement difficult. Scyleen have a base speed of 20 feet, but their speed is never modified by armor or encumbrance.

Swim (2 RP): Scyleen have a swim speed of 30 feet and gain the +8 racial bonus on Swim checks that a swim speed normally grants.

Amphibious (2 RP): Scyleen are amphibious and can breathe both air and water.

Deepsight (1 RP): Scyleen can see in the dark up to 120 feet underwater.

Deep Dweller (2 RP): Scyleen are immune to damage from water pressure; their bodies adjust instantly to different depths.



Friendly (2 RP): Scyleen gain a +2 racial bonus to Diplomacy and Sense Motive checks.

Natural Empath (2 RP): Scyleen have natural psychic aptitudes. They possess the Psychic Sensitivity feat, and may use psychic skill unlocks.

Octopedal (4 RP): Scyleen have 8 legs and cannot be tripped.

Void Vulnerability (-2 RP): Scyleen are adapted to high pressure depths and are not biologically capable of handling true vacuum. They suffer 1d6 points of damage each round they're exposed to the vacuum of space, in addition to the normal effects of being exposed to space.

Languages (1 RP): Scyleen begin play speaking Common and Scyleen. Scyleen with high Intelligence scores can choose any language except secret languages like Druidic. Scyllian is a nonverbal language that is communicated through bioluminescence, gestures, and body language.

TOTAL RACIAL POINTS: 16

ALTERNATE RULES

ALTERNATE RACIAL TRAITS

The following racial traits may be selected instead of existing race racial traits. Consult your gamemaster before selecting any of these new options.

Natural Camouflage (2 RP): These scyleen are less social and more reclusive than their outgoing cousins. They gain a +2 racial bonus on stealth and perception checks. This racial trait replaces friendly.

Grabbing Tentacles (6 RP): Some scyleen have a knack for getting uncomfortably close to others and holding on with their tentacles. They gain Improved Grapple as a bonus feat, and can maintain a grapple and still make attacks with their main appendages. This racial trait replaces friendly, natural empath, and deep dweller.

Empathic Projection (2 RP): Some scyleen are better at manipulating emotions than reading them. They gain +1 caster level when casting psychic spells

of the enchantment school. This racial trait replaces natural empathy.

Land Crawler (-2 RP): A few scyleen, who have lived for generations on land, can move faster than most of their kin. They have a base movement speed of 30 feet, and only possess low-light vision, though that works above water as well as underwater. Their movement speed can be affected by armor or encumbrance. This racial trait replaces slow and steady on land and deepsight.

FAVORED CLASS OPTIONS

The following options are available to all race who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

Alchemist: The alchemist gains +1/4 of a new discovery

Bard: Add +1 to the bard's total number of bardic performance rounds per day.

Kineticist: Add +1/2 point of damage to kinetic blasts containing the water element.

Oracle: Add +1 on concentration checks made when casting spells with the water descriptor.

Psychic: The psychic treats her Charisma bonus as 1/3 point higher for the purpose of determining the number of uses or rounds per day of her discipline powers.

Sorcerer: Add +1/2 to the sorcerer's caster level when determining the range of any spells with the water descriptor.

Witch: Add one spell from the witch spell list to the witch's familiar. This spell must be at least one level below the highest spell level the witch can cast. If the witch ever replaces this familiar, the new familiar knows these bonus spells.

RACIAL ARCHETYPE

The following racial archetype is available to scyleen characters.

Witch of the Depths (Witch)

Scyleen who entreat with dark powers sometimes retreat to the depths of their oceans, kept company only by their familiars or those foolish enough to get trapped in their clutches. Witches of the depths offer great boons, but at a hidden, terrible cost.

Dark Bargain (Su): As a special ritual taking 10 minutes, the witch can offer a target a dark bargain, giving them power at a price. As part of completing the bargain, if the target willingly accepts the bargain,

the witch may cast a single spell of the transmutation or enchantment school with a duration longer than instantaneous upon the target. As long as the dark bargain remains in effect, the spell cast upon the target has a duration of permanent. In exchange, she gains a token from the target. This token is a physical representation of the bargain struck. Tokens are Tiny in size, have a hardness of 1, and 5 hit points. As long as the witch possesses the token, she is considered to have a body part from the target for the purpose of scrying and similar spells. As long as the dark bargain is in effect, the target suffers an effect as if under the spell bestow curse. This effect cannot be removed unless the token is broken or the witch relinquishes her bargain. Effects that would normally remove the curse instead suppresses both the curse and the beneficial spell for 24 hours.

If the witch loses contact with the token for more than 24 hours or it is broken or destroyed, the dark bargain immediately ends.

At 1st level, the witch of the depths can only have one dark bargain in effect at a time. Creating a new dark bargain destroys the prior bargain's token. The number of dark bargains the witch may have in effect at one time increases by one at 6th level, and by one every 6 levels thereafter to a maximum of 4 times at 18th level.

This ability replaces her 1st, 6th, 12th, and 18th level hexes.

NEW RACIAL RULES

The following options are available to scyleen. At the GM's discretion, other appropriate races may also make use of some of these.

SCYLEEN EQUIPMENT

Scyleen have access to the following equipment.

Octasuit

Price 350 gp; **Weight** 20 lbs.

Technically a modification of existing space suit technology, the bottom half of this suit has been replaced with a reinforced and stretchable latex-like material that forms a perfect 'glove' to fit the many tentacles of a scyleen. This suit protects a scyleen from the vacuum of space, preventing them from being damaged by their void vulnerability. Octasuits come sized for children and adults, and can be configured to refresh water as easily as air. The latex material is springy and self-sealing, protecting the wearer from vacuum in case the suit is punctured.

Oceanic Miner

Price 18,000 gp; **Weight** 8,000 lbs.

One of the scyleen's unique pieces of technology, the oceanic miner started out as a large scale machine meant to clean radioactive and toxic minerals from their water, making their homes safer to live in. Once space travel was discovered, a feasible means of mining up rare minerals led to an innovation in the technology. The oceanic miner can separate the tiny particles (1 part per 10 million or less) of rare minerals from the surrounding water, collecting it so that it can be used elsewhere. The miner can be used on other bodies of water than an ocean, but cannot process other liquid materials.

This machine has been minimized greatly over the years since space travel began, but it still is incredibly difficult to transport, and only scyleen have sufficient training to operate them so any of oceanic miners found on other worlds are typically operated by a scyleen crew overseen by a matron. Some planets are colonized by large shoals of scyleen who operate numerous devices to fuel construction efforts.

The oceanic miner processes 20,000 gallons of water (the equivalent of a large swimming pool) an hour. The cycling turbines create artificial currents to draw in 'fresh' unmined water continuously until the entire volume of the body of water is depleted. For every so many gallons of water processed, the miner produces 1 pound of materials. The oceanic miner must be set to filter for a specific material, and some materials can be harvested much faster than others depending on their commonality. Water that has been harvested by an oceanic miner no longer has the material that the miner collected, so salt water can be converted to freshwater, but it isn't capable of operating in reverse. The oceanic miner can store up to 100 lbs of processed solid material, or 12 gallons of processed liquid material.

Due to the very real limitations of water currents and the volume of water being dispersed as it is processed, oceanic miners work best singularly. Any miners operating within 400 feet of each other merely divides 20,000 gallons an hour evenly among all miners. An operator is needed during operation to keep the device clear of any obstructions such as trash or sea life.

Common Materials (common sea salt, biological waste, common poisons/toxins, oil; DC 18): 1 lb (or one dose) per 20,000 gallons processed.

Uncommon Materials (engine coolant, iron oxide, silver, gold; DC 23): 1 lb per 100,000 gallons

Rare Materials (palladium, uranium, nanites, mithral; DC 28) 1 lb per 500,000 gallons

An oceanic miner is 10x10x10 and weighs 8,000 lbs. Operating an oceanic miner requires a Profession (Water Miner) check and a team of at least 4. Using an oceanic miner requires 5 charges per hour from an external source.

SCYLEEN FEATS

Scyleen have access to the following feats.

Emotional Bond

You have formed a strong emotional bond with one particular person.

Prerequisites: Scyleen, natural empath racial trait

Benefit: You may form an emotional bond with one person. Forming this bond is a ritual that lasts one week. Neither you nor the person you are bonding with



can move farther than 30 feet from each other. Once completed, whenever the target of your emotional bond is within your line of sight, you gain a +1 morale bonus on saving throws. You gain a +1 morale bonus to attack and damage rolls against any enemies that threaten the target of your emotional bond. Any spell you cast on the target of your emotional bond is cast at +1 caster level. You may only have one emotional bond at any time; forming a new emotional bond breaks any prior bond you may have.

Tentacled Grasp

Spending years wrestling with siblings and friends have taught you how to remain limber even when they've grabbed you.

Prerequisites: Scyleen, grabbing tentacles racial trait

Benefit: You are not denied your Dexterity bonus to AC while grappled.

Ink Jet

You possess the ability to squirt obscuring ink from your body when you feel threatened.

Prerequisites: Scyleen

Benefit: You can eject a cloud of ink into the water around you as a standard action. Under water, this operates like the fog cloud spell, except that it is affected by water currents and not wind. Out of water, the ink becomes a ranged touch attack against a single target with a range of 30 ft. On a successful attack, the target must make a Reflex save (DC 10 + 1/2 your character level + Con modifier) or be blinded for 1d4 rounds.

This ability can be used once every 1d4 minutes.

SCYLEEN TRAITS

Only scyleen may select these traits. These traits are not alternate racial traits, but instead designed to be used with the trait system introduced in the Pathfinder Roleplaying Game: Advanced Player's Guide and are chosen at character creation.

Shorewarden: You spent years patrolling the shores and know how to handle rocky shoals. You gain a +1 trait bonus on Acrobatics and Perception checks, and one of these skills is a class skill for you.

Warrior of Depths: You were trained to fight the creatures of the darkest depths. You are proficient with the trident. If your class grants trident proficiency as well, you gain a +1 trait bonus on attacks of opportunity with tridents.

Cacophonous Resistance: You grew up your entire life surrounded by the mental "voices" of others at all times and have adapted. You gain a +2 trait bonus on concentration checks when casting psychic spells.

Social Mask: Used to far more socially intrusive contact than most races, what you're thinking is much harder to discern than most. The DC of Sense Motive checks against you increases by 2.

RANDOM STARTING AGES

Adulthood	Intuitive ¹	Self-Taught ²	Trained ³
30 years	+1d6 years	+2d4 years	+2d6 years
1 This category includes barbarians, oracles, rogues, and sorcerers,			
2 This category includes bards, cavaliers, fighters, gunslingers, paladins, rangers, summoners, and witches.			
3 This category includes alchemists, clerics, druids, inquisitors, magi, monks, and wizards.			

GROWING OLDER

Middle Age ¹	Old ²	Venerable ³	Maximum Age
75 years	130 years	225 years	+10d12 years
1 At middle age, -1 to Str, Dex, and Con; +1 to Int, Wis, and Cha.			
2 At old age, -2 to Str, Dex, and Con; +1 to Int, Wis, and Cha.			
3 At venerable age, -3 to Str, Dex, and Con; +1 to Int, Wis, and Cha.			

RANDOM HEIGHT AND WEIGHT

Base Height	Height Mod	Base Weight	Weight Mod
4 ft. 8 in.	+2d8 in.	110 lbs.	+(2d8x5 lbs.)

SCYLEEN COLONIES

The following is an example scyleen colony that adventurers may encounter when exploring worlds with large oceans or numerous bodies of water. In addition to the below, a colony comes with at least one oceanic miner.

N village

Corruption +0; **Crime** -4; **Economy** 0; **Law** +1; **Lore** -1; **Society** +5

Qualities insular, prosperous

Danger +0; **Disadvantages** none

DEMOGRAPHICS

Government council

Population 136 (136 scyleen)

Notable NPCs

Matron Sharissa (NG scyleen expert 5/psychic 2)

Councilor Merro (N scyleen expert 4/bard 1)

Shorewarden Yitarra (LN scyleen fighter 2/ranger 3)

Tidewatcher Omara (N scyleen druid 5)

MARKETPLACE

Base Value 500 gp; **Purchase Limit** 2,500 gp;

Spellcasting 3rd

Minor Items 2d4; **Medium Items** 1d4; **Major Items** —

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THE MINERALITES

In the vast darkness of space, a glimmering jewel exists with equally stunning folk populating it.

Welcome to Scintilla -- The Crystal Planet -- home to a race of sentient gemstones called the mineralites. The Crystal Planet: Player's Guide offers not only the full write up to play a race of intelligent gemstones with bodies composed of light and gravity, but an entire planet of adventure!



THE LAGOS

The Lagos are a race of nomadic humanoid hares that spend their lives in tight-knit, but flighty, family packs called droves! Living life on the run for generations has bred the lagos to be lean, fast and ready to bolt at a moment's notice. Though similar to their rabbit cousins, they are not simply a cowardly people; their culture and traditions have made them a known quantity to many towns along their migratory paths.



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