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[One of these days, I'm going to run a campaign that takes place mostly underwater. The Renaissance-era obsession with the idea that everything on land has an oceanic equivalent will likely help fuel campaign ideas.]

Zitiron

This heavily armored creature looks something like a vaguely humanoid turtle. Its lower half is a strong, finned tail and its muscular arms end in two-fingered hands.

Zitirons, sometimes called “sea knights”, are heavily armored, turtle-like humanoids. They frequently live as itinerant members of communities of other aquatic humanoids, such as locathath, merfolk and aquatic elves, traveling from settlement to settlement and selling their services as mercenaries. Zitirons are typically honorable in combat—they accept surrender, treat hostages well and honor flags of truce. Their chivalrous conduct lends them admirers both above and below the waves, and some surface-dwellers employ zitirons as escorts for ships traveling through hostile waters.

Zitirons live long lives, much like the turtles they resemble, and this lends them a certain patience. A zitiron sees no problem with taking months or years to learn a skill or accomplish a goal, and wars among their own kind tend to be affairs of attrition that strike other races as languid. Despite their opposing viewpoints regarding law and chaos, zitirons and elves have similar perspectives on other, shorter-lived peoples, and zitirons are often most comfortable in aquatic elven communities.

Zitirons are filter feeders. Their helmet-like scales contain multiple rows of baleen-like filaments, which they use to strain plankton and small fish from ocean water. Zitirons raise their young communally—each child is cared for by the entire platoon regardless of blood relation, and zitiron young refer to all members of their platoon as “aunt” or “uncle”. A zitiron is about seven feet in length and weighs up to 1500 pounds.

Zitiron CR 6

XP 2,400

LN Medium monstrous humanoid (aquatic)

Init +0; **Senses** darkvision 60 ft, low-light vision, Perception +13

Defense

AC 22, touch 10, flat-footed 22 (+10 natural, +2 shield)

hp 68 (8d10+24)

Fort +5, **Ref** +6, **Will** +8

DR 10/bludgeoning

Offense

Speed 5 ft, swim 40 ft.

Melee masterwork lance +13/+8 (1d8+4/x3) and slam +7 (1d8+2 plus push) or slam +12 (1d8+6 plus push)

Ranged underwater light crossbow +8 (1d8/19-20)

Special Attacks lancer, push (5 ft.)

Statistics

Str 19, **Dex** 11, **Con** 17, **Int** 10, **Wis** 14, **Cha** 8

Base Atk +8; **CMB** +12; **CMD** 22

Feats Intimidating Prowess, Power Attack, Vital Strike

Skills Intimidate +14, Perception +13, Sense Motive +10, Swim +19

Languages Aquan

SQ amphibious, martial training

Ecology

Environment any oceans

Organization solitary, pair, troop (3-12) or platoon (6-60 with 1 leveled leader per 10 individuals)

Treasure standard (masterwork lance, underwater light crossbow, heavy wooden shield, other treasure)

Special Abilities

Lancer (Ex) A zitiron that is swimming may use a lance as if they were on horseback. This means they can wield a lance in one hand and deal double damage on a charge. If on land, a zitiron cannot use this ability.

Martial Training (Ex) A zitiron is proficient with shields and all simple and martial weapons.