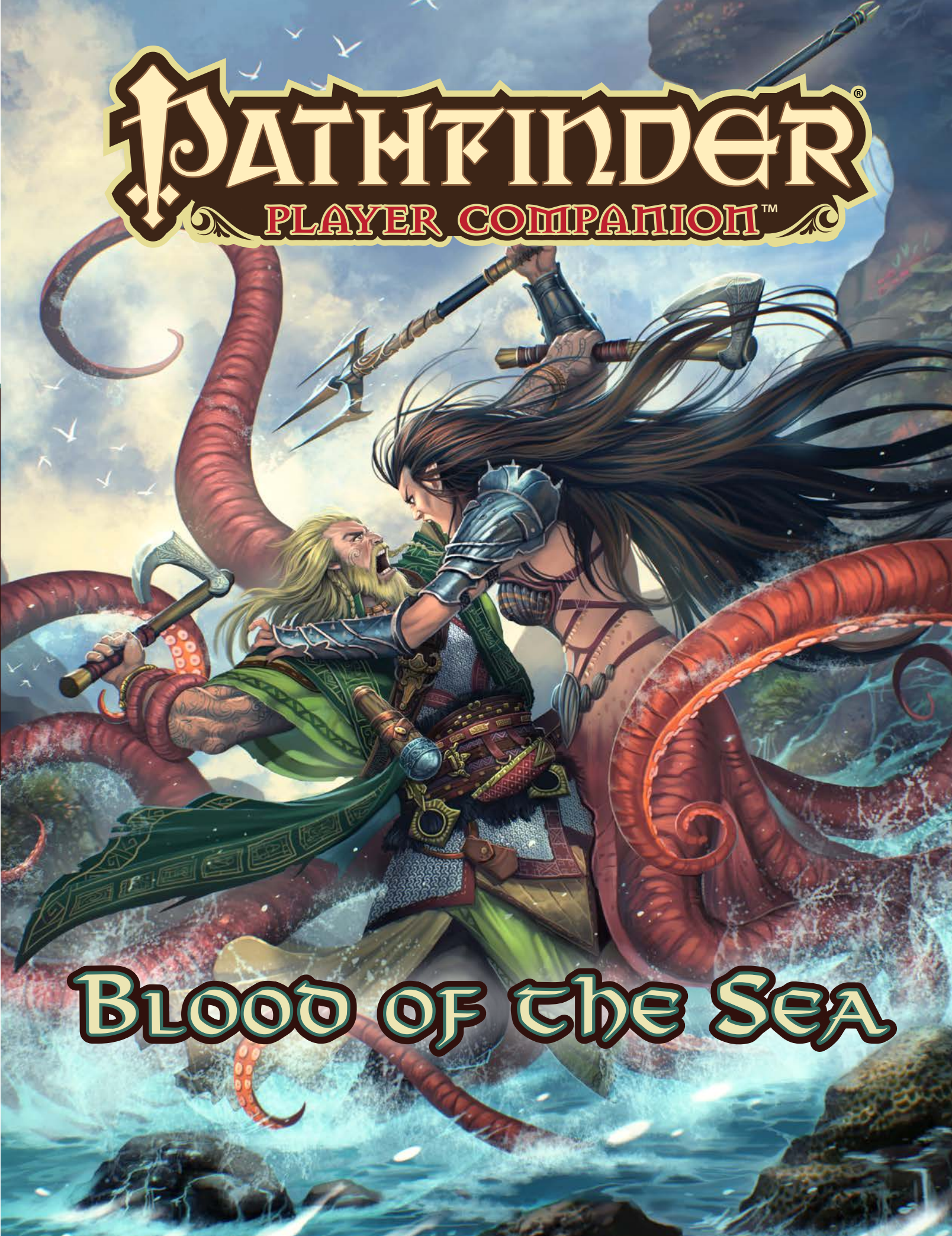


PATHFINDER[®]

PLAYER COMPANION[™]



BLOOD OF THE SEA

A Guide to Golarion's
Major Waterways



OKAIGO OCEAN

Songil Sea

Ivory Sea

Shining Sea

Castrovin Sea

Inner Sea

Steaming Sea

Fever Sea

EMBARAL OCEAN

Valashmai Sea

OBARI OCEAN

ARCADIAN OCEAN

OKAIGO OCEAN

ANDARKOS OCEAN



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REFERENCE

This book refers to several other Pathfinder Roleplaying Game products using the following abbreviations, yet these additional supplements are not required to make use of this book. Readers interested in references to Pathfinder RPG hardcovers can find the complete rules of these books available online for free at paizo.com/prd.

<i>Advanced Player's Guide</i>	APG	<i>Ultimate Combat</i>	UC
<i>Advanced Race Guide</i>	ARG	<i>Ultimate Equipment</i>	UE
<i>Bestiary 4</i>	B4	<i>Ultimate Magic</i>	UM
<i>Monster Codex</i>	MC		

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ON THE COVER



Vacationing on the beach can be very dangerous. Here, Hakon tangles with an enraged cecaelia in the crashing surf in this exciting cover by Kiki Moch Rizky.



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INTRODUCTION



I've seen a lot of strange things on the ocean. Every sailor says that, I know. Talk o' sea dragons and octopuses tearing ships apart with tentacles as big as buildings. Ships wrecked on coral palaces with the tips o' their towers jutting up through the water like a reef. Holds full o' gold sitting at the bottom of the sea, guarded by fish folk who love eating curious divers alive.

Sometimes the strangest things, though, are the ones that stand right next to you, haulin' on a rope. Swabbing the deck between shifts. Sharing out the grog at sunset. I've sailed with 'em—the upright fish folk, the chatty ones that stink like a pile of fish left out on the deck at high noon. (Don't say anything about the smell, though. They get right sensitive about it.) They look like something what came up from a wreck after a hundred years underwater, but they pull their weight, I tell you.

We had an elf, too, one of them sea elves with webs between their fingers. Never spoke two words to us if she could help it, but she knew the waters like I know my kitchen back home. I'd catch her staring over the rail from time to time, looking into the water like she hoped someone was about to pop up, someone she knew.

I thought they'd be like monsters. Cold and fishy and not like us. But thing is, after a while, you start to see how much they are like us. And that's the strangest thing of all.

—From the log of Cheriss Tar, swab on the *Westerly Swell*

People of the deep have much in common with those who live on land. Aquatic creatures have homes and families, they fight to keep their communities safe from predators, and they work hard to support themselves and their loved ones. These undersea people build colonies everywhere in their watery domain, from the reefs and ridges near the surface, where the sun's rays still pierce, to the deepest ocean trenches. Some prefer coastal settlements where they can interact with surface-dwelling creatures on a regular basis, but most value their privacy and have little to do with the dry world above. However, as with people living anywhere, aquatic creatures sometimes leave their homes in search of adventure—or are forced to out of desperation.

The thrill of danger and the call of riches motivate some of these intrepid undersea explorers. Hidden treasures lie beneath the water, some so ancient that no one alive knows of their existence. Aquatic creatures in search of secrets and power may well find them in a sunken temple or ancient palace, habitually shunned by undersea locals due to a long-standing fear of curses or of dark memories of aberrant horrors that lurk in the pitch-black depths of the vast oceans.

Necessity drives others from their homes. Peril looms everywhere, and the threat of the sahuagin's territorial expansion or the awakening of a leviathan can force adventurers to leave the comfort of their undersea lives to seek aid or to quest for a unique relic to save their communities. Some have no home to protect or no longer have one to return to. Others have sworn an oath that they can fulfill only above the waves. It is in these precarious times that aquatic adventurers must plan their expeditions into the dry world all the more carefully, for just like air-breathing creatures preparing for a descent into the sea, having the right gear makes all the difference.

Aquatic adventurers may travel the darkest ocean depths or rise to the surface and explore the alien and hostile environments of dry land. The following pages present many different aquatic races likely to seek adventure, as well as the equipment, powers, and spells they use on their journeys.

RACES OF THE SEA

This book details three races originating from the sea that are particularly suitable for player characters: aquatic elves, gillmen, and merfolk. Rules for PCs of these races appear in *Pathfinder RPG Advanced Race Guide* and *Pathfinder Campaign Setting: Inner Sea Races*.

Three additional races are presented here as unusual PCs: half-octopus cecaelias, piscine locathahs, and noble tritons. These races are presented with racial traits using the race builder rules set forth in the *Advanced Race Guide*. Abilities that aren't found in the *Advanced Race Guide* are provided with a race point (RP) cost.

These races make good options for adventurers because they are generally inquisitive and well intentioned—willing

to explore the sea and protect its innocent denizens from harm. Even in campaigns where these races do not appear as PCs, the rules presented here can be used to bring them to life as nonplayer characters to populate a rich and varied undersea world.

At the far end of this spectrum are evil monstrous races useful as antihero or predator PCs in grim or bloody campaigns set beneath the waves: sharklike adaros, goblinoid grindylows, and ferocious sahuagin. While more powerful than standard races, these races are likewise presented with the rules to use them as PCs, but the rules here can be used to make powerful antagonists as well.

Many other races can also be found beneath the surface of the sea, including elemental-descended undines. Undine options are not expanded upon in this book, as they have received extensive coverage and many new and exciting rules mechanics in the *Advanced Race Guide* and *Pathfinder Player Companion: Blood of the Elements*.

RULES INDEX

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AQUATIC ELVES

Aquatic elves can live either in or out of the water, but most prefer homes in the watery depths of oceans and seas. They establish small communities, uniting with other aquatic elves as needed for protection but remaining largely independent. Some of these communities are built partly above and partly below the water, with half-elves of aquatic descent living in the open air, while their aquatic kin make their homes below. An example of such a settlement is Acisazi, off the coast of the Chelish archduchy of Ravounel.

Aquatic elves consider themselves an enlightened people capable of appreciating life in more dimensions than other creatures. When they do interact with other races, they often appear aloof and dismissive, as though bored or distracted, though this is not necessarily the case. Aquatic elves are simply thinking of what wonders they might find during their explorations of their watery environs.

Aquatic elves living in the Arcadian Ocean maintain cordial relations with the elves of the Mordant Spire—the guardians of the ruins of ancient Azlant. Mordant Spire elves trust their aquatic kin to explore the ruins and recover valuable historical artifacts while leaving the dangerous ones undisturbed. These elves take pride in the faith placed in them, and to maintain good relations with their surface cousins, they refuse to share their knowledge of the Azlanti ruins with others.

Considered beautiful by many elves, humans, and similar surface races, aquatic elves are a graceful and quick-witted people. Their skin can be the pale white or gold of beach sand, the russet of living coral, or the green-black of deepwater kelp. Often, aquatic elves' coloration adjusts to their usual environment over time, sometimes changing over the course of a few generations. Their hair is long and silky, rippling with shades of blue and green. Aquatic elves have delicate, translucent webbing between their fingers and toes, allowing them to swim adroitly through the water.

AQUATIC ELF ADVENTURERS

Groups of aquatic elves are known to specialize in searching ruins for pieces of art, historical records, and

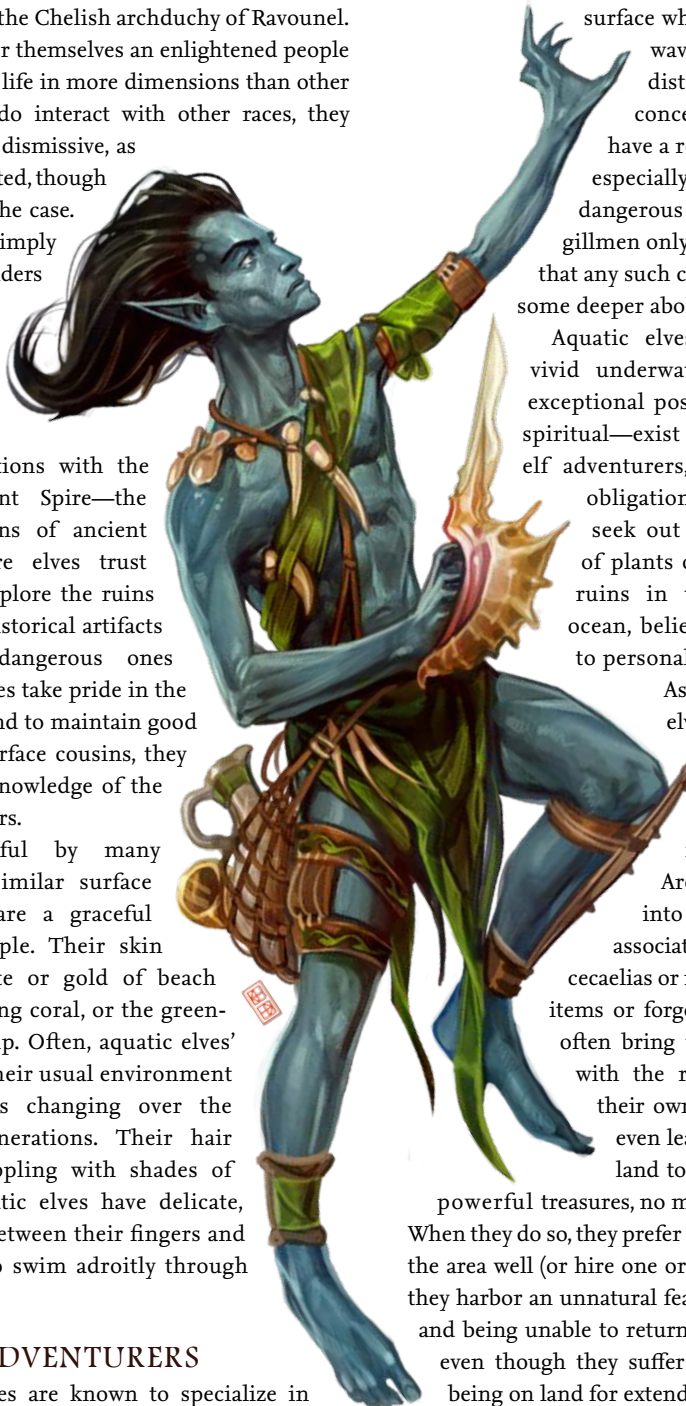
magical artifacts from sunken and forgotten empires. Those exploring the submerged debris of long-lost cities sometimes partner with adventurers of other races to overcome dangerous traps or guardians. Proudful as they are, aquatic elves know that other creatures can contribute specialized abilities to an expedition, though they are happiest working with gnomes, halflings, and surface elves, as these creatures are likely to return to the surface when their business beneath the waves is done. Some aquatic elves distrust humans, who they believe conceal expansionist motives and have a reckless disregard for danger—especially as concerns ancient and dangerous magic. Aquatic elves ally with gillmen only when necessary, as they worry that any such collaboration could be a part of some deeper aboleth scheme.

Aquatic elves believe that life is more vivid underwater than on land and that exceptional possibilities—both material and spiritual—exist for aquatic explorers. Aquatic elf adventurers, particularly those with no obligations to family or community, seek out hidden caverns, new species of plants or animals, and undiscovered ruins in the deepest reaches of the ocean, believing that their journeys lead to personal spiritual evolution.

As with surface elves, aquatic elves often have an aptitude for arcane magic, and the lure of lost power can draw aquatic elf adventurers far from familiar environments.

Arcane practitioners venture into submerged abandoned sites associated with other races, such as cecaelias or merfolk, hunting for lost magic items or forgotten spells; these expeditions often bring the aquatic elves into conflict with the races that consider the ruins their own. Aquatic elf adventurers may even leave the ocean and travel on dry land to pursue rumors of particularly powerful treasures, no matter how thinly substantiated. When they do so, they prefer to ally with surfacers who know the area well (or hire one or more guides or specialists), as they harbor an unnatural fear of getting lost while on land and being unable to return to their vibrant ocean homes, even though they suffer no physical detriments from being on land for extended periods of time.

The following archetype is available to aquatic elves.



SEEKER OF THE LOST (ROGUE ARCHETYPE)

Aquatic elven adventurers descending into the ruins of sunken Azlant developed techniques to ease their explorations, and they now share these techniques among a loose group of acquaintances calling themselves the seekers of the lost. These aquatic elves eagerly explore trap-laden ruins of all types, using their skills to bypass traps and dispatch animated guardians put in place long ago by the lost cities' original founders. These seekers rarely travel far inland, though they may journey to larger landlocked bodies of water, such as Lake Encarthan, to explore submerged ruins there.

Arcana Breaker (Su): Typically, only magical traps survive for long periods underwater, so a seeker of the lost specializes in noticing and disarming such traps. At 3rd level, a seeker of the lost gains a +1 competence bonus on Perception checks to notice magical traps and on Disable Device checks to disarm magical traps. This bonus increases by an additional +1 every 3 levels beyond 3rd (to a maximum of +6 at 18th level).

This ability replaces the 2nd-level rogue talent.

Underwater Striker (Ex): At 4th level, a seeker of the lost gains the ability to strike precisely underwater. When a seeker of the lost makes a sneak attack with a melee weapon, the damage is not halved for being made underwater, as is usually the case for attacks that deal slashing or bludgeoning damage or, if the rogue is off-balance, attacks that deal piercing damage (see *Pathfinder Campaign Setting: Aquatic Adventures* for more information about being off-balance). In addition, when a seeker of the lost makes a sneak attack with a melee weapon against a construct, she ignores any hardness the construct has.

This ability replaces uncanny dodge.

Wary Disarm (Ex): At 8th level, whenever a seeker of the lost attempts to disarm a trap using Disable Device, she does not spring the trap unless she fails by an amount equal to her rogue level or more. If she does set off a trap she was attempting to disarm, she doubles her trap sense bonus to avoid the trap.

This ability replaces improved uncanny dodge.

Rogue Talents: The following rogue talents complement the seeker of the lost archetype: canny observer^{APG}, strong stroke^{UC}, terrain mastery^{UC} (water), and trap spotter.

Advanced Talents: The following advanced rogue talents complement the seeker of the lost archetype: defensive roll, dispelling attack, and hide in plain sight^{UC} (water).

ALTERNATE RACIAL TRAITS

The following racial traits may be selected instead of the standard aquatic elf racial traits.

Deep Sea Dweller: Aquatic elves who live far beneath the surface have adapted to the inhospitable conditions of the ocean depths. Aquatic elves with this racial trait gain darkvision with a range of 60 feet and cold resistance 5. This racial trait replaces low-light vision and elven immunities.

Surface Features: Some aquatic elves appear almost indistinguishable from surface elves. Their coloring, height, and weight all suggest those of a surface elf, and the webbing between their digits is almost transparent. Aquatic elves with this racial trait gain a +4 bonus on Bluff and Disguise checks when attempting to pass themselves off as surface elves. This racial trait replaces keen senses.

Surfacer Antagonist: Aquatic elves generally distrust humans, but for some, the suspicion has become festering hatred. Those who have lost loved ones to human aggression or have watched humans loot artifacts from venerated undersea ruins view all humans as enemies. Aquatic elves with this racial trait receive a +1 bonus on attack rolls against humans. This racial trait replaces elven magic.

FAVORED CLASS OPTIONS

The following options are available to all aquatic elves who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the class reward. In addition to the options below, aquatic elves may select any favored class options available to elves.

Arcanist: Add 1/4 to the arcanist's caster level when casting spells with the water descriptor.

Cavalier: Add 1 skill rank to the cavalier's mount. If the cavalier ever replaces his mount, the new mount gains these bonus skill ranks.

Druid: Add 1 hit point to the druid's animal companion. If the druid ever replaces her animal companion, the new animal companion gains these bonus hit points. For a druid whose nature bond gives her a cleric domain, select one cleric domain power at 1st level that is normally usable a number of times per day equal to 3 + the druid's Wisdom modifier. The druid adds 1/2 to the number of uses per day of that domain power.

Fighter: Choose a weapon from the following list: rapier, short sword, trident, or any weapon with "elven" in its name. Gain a +1/2 bonus on critical hit confirmation rolls made while using that type of weapon (maximum bonus +4). This bonus does not stack with those gained through Critical Focus and similar effects.

Magus: Add one spell from the cleric, druid, or wizard spell list with the water descriptor to the magus's spellbook. This spell must be at least 1 level below the highest spell level he can cast. This spell is treated as 1 level higher unless it also appears on the magus spell list.

Ranger: Choose a weapon from the following list: longbow, shortbow, or any weapon with "elven" in its name. Reduce the penalty on ranged attack rolls underwater made with this weapon by 1.

Summoner: As long as the summoner's eidolon has a swim speed, add 5 feet to its swim speed (max +20 feet).

Witch: When casting a witch spell underwater, add 1/3 to the effective caster level of the spell for the purpose of determining the spell's duration.

Wizard: Add 1 to the wizard's caster level check when attempting to cast a spell with the fire descriptor underwater.

CECAELIAS

Cecaelias are curious and social half-octopus creatures with a love of novelty. A short-lived race, cecaelias search for every bit of enjoyment they can draw from life. They take pleasure in new experiences, from trying new land fare to meeting a previously unknown race and exploring unknown waters.

From the waist up, cecaelias resemble humans with agile but muscular builds. Their eye, hair, and skin coloring tends to mimic that of surfacers in nearby communities; this natural adaptive trait allows them to more easily form social bonds with neighbors. Instead of humanoid legs, cecaelias have eight cephalopod tentacles that allow them to move quickly both on land and underwater. Cecaelia tentacles tend toward shades of brown, russet, emerald green, and deep blue, with coral tones on the suckered underside.

Cecaelias generally get along well with humans, as both races share the experience of being a relatively short-lived race among much longer-lived peoples. Cecaelias also ally frequently with locathahs, as the fish-people are as social and inquisitive as they are. Cecaelias are proud but don't hold themselves above other races, reacting with cautious openness when meeting new people. They're sensitive to condescension, though, and they anger quickly if they suspect someone is talking down to them. Overly flowery language or flattery can likewise insult them; cecaelias respect those who speak plainly, even if what they have to say is unpleasant.

Cecaelias rarely form large settlements. Cecaelia families with infants and young children band together for protection, remaining in one area. Once the children reach the age of five, they're considered strong enough to no longer need the protection of a large group; the family then leaves the settlement with the children and resumes its nomadic ways.

Cecaelias often decorate their bodies with tattoos. Cecaelia tattoo artists are valued members of a cecaelia community and create colorful pigments from cephalopod ink, sea plants, and tropical fish. Always seeking new experiences, cecaelias also visit coastal settlements and hail passing ships to trade for tattoo services; a cecaelia sporting a "land drawn" tattoo earns respect and admiration from her peers. Most cecaelias favor swooping, abstract tattoos reminiscent of ocean currents, though some memorialize their adventures or significant life experiences with symbolic images.

CECAELIA FOCUS TATTOOS

Name	Effect
Aureolin prong	Increase range of darkvision by 5 feet while on land
Cobalt prong	Increase range of darkvision by 5 feet while underwater
Crimson spiral	+1 competence bonus on Fortitude saves against death effects and on Constitution checks to become stable
Emerald helix	+1 competence bonus on Survival checks while on land
Indigo vines	+1 competence bonus on Fortitude saves against poison delivered by a creature's natural attack
Inky whorls	+1 competence bonus on Stealth checks while on land
Silver whorls	+1 competence bonus on Stealth checks while underwater
Teal helix	+1 competence bonus on Survival checks while underwater

CECAELIA ADVENTURERS

Cecaelias are restless wanderers at heart. The attraction of a new location is often enough to spark a journey—the more exotic and far-flung the destination, the better. They scavenge ruins and shipwrecks near coastlines, trading their finds with nearby land dwellers. Cecaelias enjoy traveling with adventuring parties, particularly those with surfacers in the mix. They may hire on with a group solely for the opportunity to socialize and explore. That doesn't mean cecaelias disdain their share of the treasure, though; they use the proceeds from their expeditions to fund their coastal trading and travel.

The notorious cecaelia pride stems from a conviction that they were once part of an enormous empire. Though most evidence has been worn away by time and the waves over thousands of years, cecaelias firmly believe they are descended from powerful ancestors. Cecaelias also consider any artifacts of their lost empire—or artifacts they simply suspect might be from their lost empire—to be their belongings. Word of cecaelia treasures in the hands of others, particularly evil races such as sahuagin, inflames them with anger. Cecaelias may take extraordinary risks to retrieve such items from their enemies.

FEAT

Some cecaelia tattoo artists have learned to create art so meaningful that it focuses the wearer's concentration. Though the tattoos are not magical, cecaelias believe the power of their noble ancestors, passed down in their blood, activates the designs, and their faith empowers their tattoos. Cecaelias can take the following new feat.

CECAELIA FOCUS TATTOO

You have tattooed the humanoid portion of your skin with a swirling mark that provides you with focus and pride.

Prerequisite: Cecaelia.

Benefit: Select one of the cecaelia focus tattoos below; you gain its benefits while it is active. While you can have any number of focus tattoos, only one can be active at a time. You activate a focus tattoo by concentrating on its importance to you for 1 hour without interruption. Once a focus tattoo is active, it remains so until you activate a new tattoo.

Each time you would gain a favored class bonus, you may forgo that benefit and instead get another tattoo from the

Cecaelia Focus Tattoos list. Instead of getting a new tattoo, you can increase the complexity of an existing tattoo by selecting the same tattoo again. You may choose any tattoo multiple times; if you do, its benefits stack while it is active.

CECAELIA RACIAL TRAITS (23 RP)

As cecaelias are unusual and powerful monstrous creatures, you should play one only with your GM's permission. Cecaelias normally have racial Hit Dice, skills, and other abilities. PC cecaelias, however, calculate these benefits based solely on their class. Note that these abilities are only an approximation of the cecaelia monster from *Pathfinder RPG Bestiary 3* and may not match exactly. PC cecaelias have the following racial traits.

+2 Dexterity, +2 Wisdom, -2 Intelligence: Cecaelias are nimble and have a canny insight, but they tend to be flighty.

Monstrous Humanoid: Cecaelias are monstrous humanoids with the aquatic subtype.

Medium: Cecaelias are Medium creatures, and they have no bonuses or penalties due to their size.

Darkvision: Cecaelias have darkvision with a range of 60 feet.

Tentacle Sense (1 RP): While swimming and not grappled or grappling, a cecaelia can spread her tentacles wide to form a sensory net around herself as a swift action. This grants blindsight to a range of 10 feet and lasts as long as the cecaelia concentrates or until the cecaelia attacks with a tentacle or moves.

Natural Armor: Cecaelias have a +2 natural armor bonus.

Normal Speed: Cecaelias have no trouble moving about on land using their tentacles and have a base speed of 30 feet.

Swim Speed: Cecaelias have a swim speed of 40 feet.

Jet (1 RP): Cecaelias can swim 200 feet backward as a full-round action. A cecaelia must move in a straight line when jetting and does not provoke attacks of opportunity when she uses jet.

Tentacle Attacks (3 RP): Cecaelias have two tentacle attacks that deal 1d4 points of damage. These attacks are primary natural attacks and have a reach of 10 feet. This extended reach only applies to the cecaelia's tentacle attacks and not to any other attacks she makes.

Amphibious: Cecaelias are amphibious and can breathe both air and water.

Ink Cloud (3 RP): Once per hour as a standard action, a cecaelia can emit a 10-foot-radius sphere of ink while underwater. This ink cloud provides total concealment and persists for 1 minute.

Stable Tentacles (4 RP): Cecaelias cannot be tripped.

Languages: Cecaelias begin play speaking Aquan and Common. Cecaelias with a high Intelligence score can choose from the following: Aklo, Celestial, Draconic, Elven, Giant, Gnome, and Halfling.

ALTERNATE RACIAL TRAITS

The following racial traits may be selected instead of the standard cecaelia racial traits.

Dexterous Tentacles: Occasionally a cecaelia is born with unusually long and agile tentacles. These tentacles allow the cecaelia to sense a greater area and to hold small items. A cecaelias with this racial trait increases the range of her tentacle sense to 30 feet. In addition, a cecaelia with this racial trait can attempt Sleight of Hand checks with her tentacles rather than her hands but with a -4 penalty. This racial trait replaces ink cloud.

Garrulous: Some cecaelias have an inherent gift for language. They gain a +2 racial bonus on Diplomacy and Linguistics checks, and they learn two languages each time they gain a rank in Linguistics. This ability replaces ink cloud.

Tripping Tentacles: Cecaelias born with rubbery, resilient tentacles can't use them to detect movement in the water but can use them to attack other creatures more easily. Cecaelias with this racial trait receive a +4 racial bonus on combat maneuver checks to trip an opponent. This racial trait replaces tentacle sense.



GILLMEN

Gillmen descended from humans hurled into the sea when Earthfall shattered Azlant. Aboleths captured several of these humans and muted them to survive underwater. The gillmen's ancestors were thus saved from extinction, but at a terrible cost: for centuries, they served the aboleths, physically and mentally twisted into the perfect tools of that ancient race.

In time, the aboleths abandoned their fleshwarped servants. Despite their freedom, gillmen still bear the psychic scars of their race's captivity. They face the distrust of others, who often suspect gillmen of ulterior agendas. They view allies warily, wondering if they, too, want only to use the gillmen for their own purposes. Gillmen today are leery of everyone—even of their own kind.

Sometimes called Low Azlanti, gillmen appear human at first glance, but the gills on their neck and their vibrant purple eye color give them away. Gillmen have soft, delicate skin in shades of pearly white, peach, salmon, or sandy brown. Their hair is often dark brown or black, but for some it takes on the colors of the sea, and they have thick, expressive eyebrows. Gillmen are physically bound to the sea; they must submerge themselves in water at least once a day or their skin dries and cracks, their organs begin to fail, and they eventually die.

When associating with others, gillmen prefer the company of their own kind, though they sometimes consort with humans or merfolk, usually as traders or messengers. Rumors persist that some gillmen still serve aboleth masters willingly, moving among coastal regions as spies and saboteurs. The discovery of these agents perpetuates the pervasive belief that all gillmen are—knowingly or unknowingly—thralls to aboleth masters.

GILLMAN ADVENTURERS

Though small gillman communities exist underwater, most gillmen operate independently or in small family groups. They share no overreaching racial goals or desires, banding together solely for survival. Each gillman has unique experiences and motivations that may lead to an adventuring life. Although gillmen are slow to make friends with other races, they are nonetheless a stable addition to any group of adventurers.

Some gillmen are unable to let go of their race's past. These adventurers follow rumors of aboleth activity and seek out villains that serve the deep-sea masters. They also pursue powerful allies and artifacts to aid them against the aboleth menace. Gillman adventurers quest for information on why the aboleths first created the gillmen, what purpose the gillmen were intended to fulfill, and why the aboleths gave up their thralls. These gillmen hope to ascertain their history so that it can be put to rest, allowing their people to begin building a unified future.

The following racial archetype is available to gillmen.

HIDDEN CURRENT (VIGILANTE ARCHETYPE)

Sometimes the best place to hide is in plain sight. The hidden current operates above and below the sea. When operating underwater, he blends easily with the locals, passing himself off as one of them or as an experienced aquatic traveler. When operating on land, he erases all traces of his aquatic heritage. When the hidden current needs to avoid pursuit, he slips away into his native environment.

Guise of the Land Walker (Ex): At 1st level, a hidden current gains the many guises social talent, but the mundane identity assumed must be of a nonaquatic humanoid and functions only when he is on land.

This ability replaces the hidden current's 1st-level social talent.

Sea's Return (Sp): At 11th level, a hidden current can magically slip between the sea and the land, as if using the spell *dimension door* with a caster level equal to the hidden current's vigilante level. The starting point of this ability must be on land and the ending point in water at least waist deep, or vice versa. Using this ability is a move action. The hidden current cannot take other creatures with him when he uses this ability. A hidden current can use this ability once per day at 11th level and an additional time per day every 4 levels thereafter (to a maximum of three uses per day at 19th level).

This ability replaces frightening appearance.

Stealthy Swimmer (Ex): Hidden currents can transition between land and sea at a moment's notice. If a hidden current begins his movement on land and ends his movement in water at least waist deep, or vice versa, he gains a +5 circumstance bonus on a Stealth check in the same turn.

This ability replaces the hidden current's 2nd-level vigilante talent.

FEATS

Gillmen have developed the following feats to reflect their heritage and their constant striving against horrors of the deep.

ABERRATION-BANE CASTER

You can apply your specialized knowledge of hunting aberrations to make your spells harder for these monsters to resist.

Prerequisites: Caster level 4th, gillman, favored enemy (aberrations) class feature.

Benefit: Add half of your favored enemy bonus against aberrations to the saving throw DC of spells that you cast against aberrations and on caster level checks to overcome the spell resistance of aberrations.

ABOLETH DECEIVER

You have mastered mental tricks to help you combat aboleths and avoid mind-controlling magic.

Prerequisites: Iron Will, gillman, enchantment resistance racial trait.

Benefit: Once per day, if you fail a Will save against a compulsion spell or effect, you can reroll that saving throw but must take the second result, even if it's worse. If the compulsion spell or effect originates from an aboleth, you do not apply your racial -2 penalty on such saving throws, and the reroll does not count against your daily use of this feat.

APHOTIC EXPLORER

You have trained to steel yourself against the cold when in dark, lightless realms such as the deep ocean.

Prerequisites: Endurance, gillman.

Benefit: While you are in darkness or dim light, you can take a swift action to gain cold resistance 5 for 1 round. If you have 11 or more Hit Dice, you gain cold resistance 10 instead.

SURFACE SURVIVOR

Due to inherent hardiness and painful training, you can operate indefinitely on land.

Prerequisites: Con 15, gillman, water dependent racial trait.

Benefit: You lose the water dependent racial trait, but you are sickened if you have not submerged yourself in water within the past 24 hours.

ALTERNATE RACIAL TRAITS

The following racial traits can be selected instead of the standard gillman racial traits.

Submerged: Gillmen who live in deep water are accustomed to the gloom of the depths. Though these gillmen can venture onto land, they are uncomfortable doing so and must return to the ocean sooner than other gillmen. Gillmen with this racial trait gain low-light vision but must submerge themselves in water every 12 hours or die within 2d4 hours. This modifies their water dependent racial trait.

Taskmaster: The aboleth fleshcrafters created some gillmen as overseers among their kin, allowing them to exude pheromones into the air or water. Generations later, the descendants of these taskmaster gillmen retain the ability to influence others. Gillmen with this trait gain a +2 racial bonus on Diplomacy checks. This racial trait replaces enchantment resistance.

Truthseer: Gillmen with this racial trait gain a +2 racial bonus on saving throws against non-aboleth illusion spells or effects, but they take a -2 penalty on such saving throws against aboleth sources. This racial trait replaces enchantment resistance.

Venomkissed: Some gillmen display an innate resistance to the toxic creatures of the deep. In gillman communities, venomkissed gillmen take on the dangerous task of domesticating jellyfish, octopuses, sea snakes, and other venomous creatures. Solitary venomkissed gillmen make their homes near beds of poisonous coral and anemones, using the creatures as natural defense.

Gillmen with this racial trait gain a +2 racial saving throw bonus against poison. This racial trait replaces enchantment resistance.

FAVORED CLASS OPTIONS

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

Bard: Add 1/2 to the bard's Bluff checks to fool someone and gain a +1/2 bonus on the bard's Sense Motive checks to sense enchantments.

Investigator: Increase the total number of points in the investigator's inspiration pool by 1/3.

Medium: Increase the medium's spirit bonus by 1/6.

Monk: Add 1 foot to the monk's swim speed. In combat, this option has no effect unless the monk has selected it five times (or another increment of five).



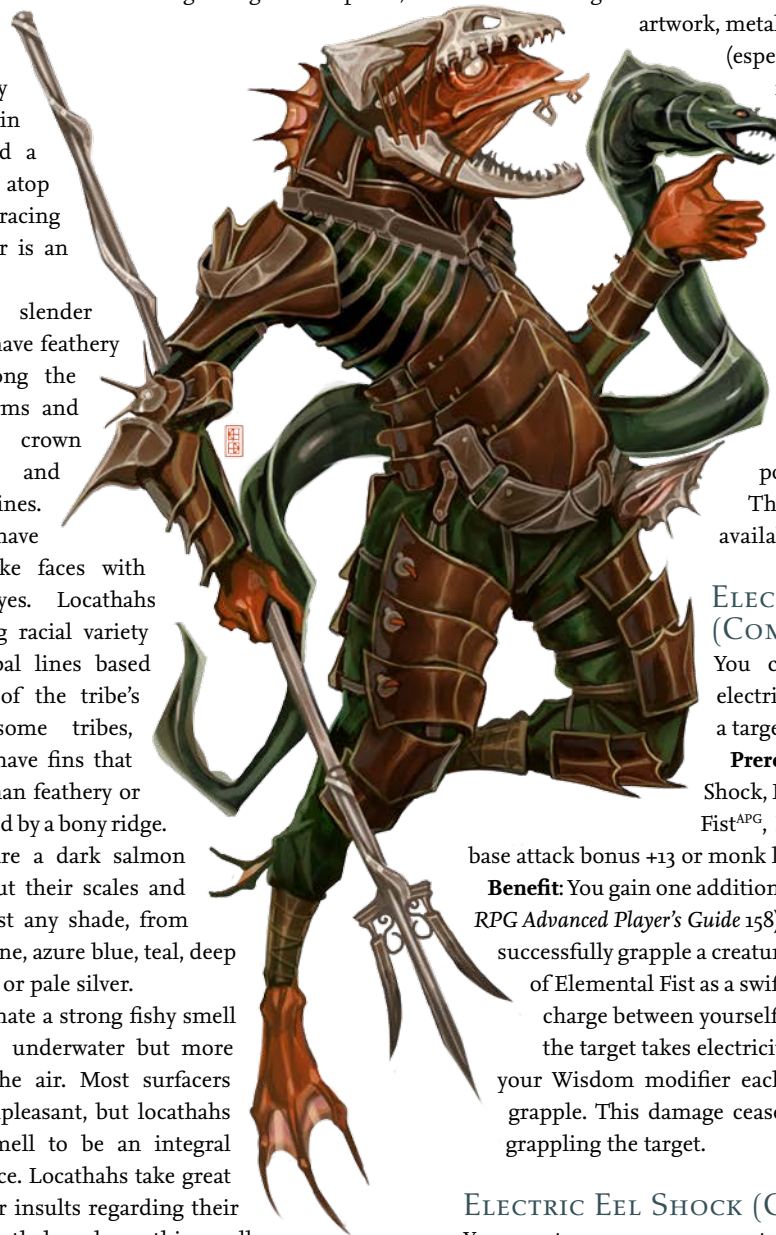
LOCATHAHS

Though unsettling in appearance—at least to most surface races—locathahs are friendly and inquisitive. Unlike many aquatic denizens, locathahs have no inherent distrust of surfacers. In fact, most locathahs enjoy conversing with surface races and often hail passing ships to exchange goods or simply pass along news. Crews who sail in locathah territory know the piscine people as traders of both goods and information, trustworthy so long as they are dealt with fairly.

Locathahs also enjoy the company of aquatic animals, and they can often be found living alongside dolphins, giant eels, whales, and other such creatures. Many locathahs train as eel riders, and a band of locathahs atop giant eel mounts racing through the water is an impressive sight.

Locathahs are slender humanoids who have feathery fins running along the backs of their arms and legs, along the crown of their skulls, and down their spines. They generally have protruding fishlike faces with large, round eyes. Locathahs exhibit a startling racial variety that runs in tribal lines based on the features of the tribe's matriarch; in some tribes, locathahs might have fins that are rigid rather than feathery or inset eyes protected by a bony ridge. Most locathahs are a dark salmon or ochre color, but their scales and fins can be almost any shade, from black to aquamarine, azure blue, teal, deep russet, vivid coral, or pale silver.

Locathahs emanate a strong fishy smell that is detectable underwater but more pronounced in the air. Most surfacers find this odor unpleasant, but locathahs consider their smell to be an integral quality of their race. Locathahs take great offense to jokes or insults regarding their natural scent. Locathahs rely on this smell to communicate subtly with one another, and they can even read basic emotions from other locathahs through their odor.



LOCATHAH ADVENTURERS

Locathahs enjoy meeting new people from all races, often hiring themselves out as laborers, mercenaries, or guides aboard ships. Though locathahs are slow and somewhat uncomfortable out of the water, they can breathe air and suffer no ill effects from traveling on land. Locathahs work for fair rates but are canny enough to charge more for the use of their aquatic expertise, such as helping a ship navigate dangerous reefs. Locathahs are usually willing to accept useful items as payment rather than coins or gems, so long as their value is commensurate. They prefer artwork, metal weapons, and surface food (especially tubers) as payment for their services.

Locathahs are fast and tireless swimmers, and they enjoy serving as messengers or scouts. They prefer to be at the forefront of a group, both because they can react quickly to danger and because it gives them the chance to encounter a new experience or new potential allies first.

The following style feats are available to locathahs.

ELECTRIC EEL CONDUIT (COMBAT, STYLE)

You can establish an ongoing electrical charge between you and a target you have grappled.

Prerequisites: Wis 17, Electric Eel Shock, Electric Eel Style, Elemental Fist^{APG}, Improved Unarmed Strike, base attack bonus +13 or monk level 9th.

Benefit: You gain one additional Elemental Fist (*Pathfinder RPG Advanced Player's Guide* 158) attempt per day. When you successfully grapple a creature, you may expend two uses of Elemental Fist as a swift action to set up an electric charge between yourself and the creature. If you do, the target takes electricity damage equal to 1d6 plus your Wisdom modifier each round you maintain the grapple. This damage ceases when you are no longer grappling the target.

ELECTRIC EEL SHOCK (COMBAT, STYLE)

You can stagger your opponents with jolts of electricity.

Prerequisites: Wis 15, Electric Eel Style, Elemental Fist^{APG}, Improved Unarmed Strike, base attack bonus +11 or monk level 7th.

Benefit: You gain one additional Elemental Fist (*Advanced Player's Guide* 158) attempt per day. Creatures that take electricity damage from your Elemental Fist attack must succeed at a Fortitude save (DC 10 + half your character level + your Wisdom modifier) or be staggered for 1 round. This also applies to creatures that take electricity damage from your Electric Eel Conduit feat while grappled.

ELECTRIC EEL STYLE (COMBAT, STYLE)

You have learned how to harness electrical energy to momentarily disorient your foes.

Prerequisites: Wis 13, Elemental Fist^{APG}, Improved Unarmed Strike, base attack bonus +9 or monk level 5th.

Benefit: You gain one additional Elemental Fist (*Advanced Player's Guide* 158) attempt per day. While you are in this style, your Elemental Fist attack deals electricity damage. When a creature takes electricity damage from your Elemental Fist attack, you gain a +4 bonus for 1 round on combat maneuver checks to grapple the creature.

LOCATHAH RACIAL TRAITS (10 RP)

Locathahs should be played only with your GM's permission. Locathahs normally have racial Hit Dice, skills, and other abilities. PC locathahs, however, calculate these benefits based solely on their class. Note that these abilities are only an approximation of the locathah monster from *Bestiary* 2 and may not match exactly. PC locathahs have the following racial traits.

+2 Dexterity, +2 Wisdom, -2 Intelligence: Locathahs are agile and intuitive, but they are more interested in travel and experiences than in academia.

Aquatic: Locathahs are humanoids with the aquatic subtype.

Medium: Locathahs are Medium creatures and have no bonuses or penalties due to their size.

Low-Light Vision: Locathahs live in areas where sunlight illuminates the water, and they have low-light vision.

Natural Armor: Locathahs have thick scales that provide a +2 natural armor bonus.

Slow Speed: Locathahs have a base speed of 10 feet.

Fast Swimmer (5 RP): Locathahs have a swim speed of 60 feet.

Amphibious: Locathahs have the aquatic subtype but can breathe both water and air.

Languages: Locathahs begin play speaking Aquan and Common. Locathahs with a high Intelligence score can choose from the following: Aklo, Draconic, Elven, Giant, Gnome, Goblin, and Halfling.

ALTERNATE RACIAL TRAITS

The following racial traits may be selected instead of the standard locathah racial traits.

Blunt Head: Some locathahs develop blunt, flat heads with sharp, needlelike teeth and well-muscled jaws. This head shape reduces their swim speed to 40 feet but provides the locathah with a bite attack. This is a primary natural

attack that deals 1d4 points of piercing damage. This racial trait modifies fast swimmer.

Coastal Emissary: Locathahs who dwell in sunlit coastal waters develop close ties with surface dwellers and become skilled negotiators. Once per day when attempting a Diplomacy or Sense Motive check, a locathah with this racial trait can roll twice and use the better result. This racial trait replaces low-light vision.

Deep Dweller: Locathahs living in deeper waters than coastal shallows have adapted to operating in darkness. Locathahs who have this racial trait gain darkvision with a range of 60 feet and light sensitivity. This racial trait replaces low-light vision.

Powerful Smell: Although all locathahs have a distinctly fishy odor out of the water, some locathahs have slimier skin that exudes a strong scent both above and below the waves. Locathahs who have this racial trait emit a terrible scent as a 15-foot aura that nearly every other creature finds offensive. This is a poison effect. All living creatures (except other locathahs and creatures with the stench ability) within the aura must succeed at a Fortitude saving throw (DC 10 + half the locathah's character level + the locathah's Constitution modifier) or be sickened for 5 rounds. Creatures that succeed at the saving throw cannot be sickened by the same locathah's powerful smell for 24 hours. A *delay poison* or *neutralize poison* spell or similar effect removes the effect from the sickened creature. Due to their smell, locathahs with this racial trait have a -4 penalty on Stealth checks. This racial trait replaces natural armor.

Strong Limbs: Some locathahs have powerful legs that are very useful on land but limit their mobility underwater. These locathahs have a base land speed of 20 feet and a swim speed of 40 feet. This racial trait modifies fast swimmer and slow speed.

FAVORED CLASS OPTIONS

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

Cavalier: Add 1 hit point to the cavalier's mount. If the cavalier ever replaces his mount, the new mount gains these bonus hit points.

Druid: Add 1 skill rank to the druid's animal companion. If the druid ever replaces her animal companion, the new animal companion gains these bonus skill ranks.

Investigator: Add a +1/2 bonus on Bluff checks to feint and a +1/2 bonus on Diplomacy checks to gather information.

Monk: Add 1/4 point to the monk's ki pool.

Ranger: Add 1 skill rank to the ranger's animal companion. If the ranger ever replaces his animal companion, the new animal companion gains these bonus skill ranks.

Rogue: Choose a piercing melee weapon. Add a +1/2 bonus on critical hit confirmation rolls with that weapon (maximum bonus +4). This bonus does not stack with Critical Focus.

Slayer: Gain 1/6 of a new slayer talent.

MERFOLK

Merfolk are among the best known and yet the least understood of the aquatic races. Folklore is filled with stories of merfolk: legends of beautiful merfolk falling in love with humans, or ship crews saved from storms by friendly bands of the creatures. Among land dwellers, merfolk are almost-legendary figures of impossible beauty and magic. In reality, merfolk are secretive and prone to intense xenophobia. They value their privacy and are more likely to react to surfacers with aggression than with friendship or passion. Merfolk communities guard their territories ruthlessly. They may warn away ships and travelers who seem nonthreatening or genuinely lost, but if trespassers appear hostile, merfolk attack first.

Merfolk have the upper bodies of graceful humanoids with fine, delicate features. Their skin can be deep, warm shades of brown, lighter shades of tan and gold, or very pale tones of peach and white. Merfolk have the lower body of a great fish, with a long tail ending in powerful fins to aid with swimming. Merfolk scales are iridescent and grow in many colors, most commonly the green and blue shades of the sea. Like many fish, merfolk have darker scales on their backs and lighter ones on their undersides, which helps mask their presence from creatures below them in the water.

Although many surfer myths about merfolk are untrue, one bears out: most merfolk are genuinely gifted musicians. Merfolk might experiment with a harp or woodwind, particularly one discovered on a wrecked ship or stolen from a seaside community, but many merfolk are practiced singers. Merfolk voices naturally and lightly span ranges that would make human bards envious, and their songs travel far underwater or across the surface of the sea.

MERFOLK ADVENTURERS

Merfolk are an insular and guarded race. While they might work with non-merfolk on occasion, only rarely do they trust these allies fully. Merfolk who adventure on their own often do so because nothing is left for them in their homes.

Sahuagin and merfolk clash frequently, and sahuagin have been known to destroy entire merfolk colonies, taking the few survivors as prisoners. A merfolk who escapes this fate may be left alone in the world, his friends and family dead or captured. Some of these unfortunates leave their former territory, suppressing their painful memories, and caring little where their travels take them. Other merfolk leave their homes only as a means to protect their own: to rescue loved ones captured by aquatic slavers, to recover powerful magic items to defend their lands, or to seek a cure for a disease or curse.

On rare occasions, a merfolk community may exile a merfolk who has broken the trust of his neighbors. Exiled merfolk feel great shame and often lie about their origins to their fellow travelers. Some of these adventurers seek a way to regain the good graces of their community, such as by

performing a great service, killing a ferocious predator, or finding a lost treasure to bring home with them.

Rumors exist of merfolk exiled from their community for no reason other than their lack of musical talent. Some merfolk tribes see musical expression as a sacred merfolk ability—a gift from the gods themselves. A merfolk who cannot sing, or one who sings badly, is thought to be cursed, destined to bring ill fortune to their kin. “Cursed” merfolk are gently but firmly turned out of their homes and left to make their own way in the world. Many become wanderers and adventurers, spending their time among races who do not recognize the stigma that caused their banishment.

The following racial archetype is available to merfolk.

OCEAN'S ECHO (ORACLE ARCHETYPE)

Although many merfolk claim deep connections to both art and the natural world, a rare few merfolk can manipulate the forces of nature and weave them into song. An ocean's echo is a merfolk gifted with the powers of an oracle and a singing voice that evokes the legendary tales of merfolk virtuosos.

Class Skills: An ocean's echo adds Bluff, Intimidate, Knowledge (nature), and Perform to her list of class skills. These replace the additional class skills from her mystery.

Bonus Spells: *Sound burst* (4th), *shout* (8th), *song of discord* (10th), *greater shout* (12th), and *pie piping*^{APC} (14th). These bonus spells replace the oracle's mystery bonus spells at these levels.

Inspiring Song (Ex): The voice of an ocean's echo provides inspiration to allies. This ability is identical to bardic performance (using Perform [sing] only), allowing her to inspire courage at 1st level, inspire competence at 3rd level, and inspire heroics at 15th level, as a bard of the ocean's echo's level. It is usable a total number of rounds per day equal to her level + her Charisma modifier (minimum 1).

This ability replaces the revelations gained at 1st, 3rd, and 15th level.

Recommended Mysteries: Ancestor^{UM}, heavens, life, lore, nature, time^{UM}, waves, wind.

SONG-BOUND (ORACLE CURSE)

Some merfolk have music as an affliction as well as a gift. Merfolk oracles may select the following new oracle curse.

Song-Bound: Whenever you speak, you are compelled to sing loudly, and you draw out even short utterances with vocal scales or simple melodies. You cannot speak in less than a loud voice, although you may choose not to speak. You can perform the countersong bardic performance (using Perform [sing] only) for a number of rounds per day equal to your oracle level. If you gain the bardic performance class feature, these rounds are in addition to any other bardic performance rounds you gain, but they can be used only for the countersong bardic performance. At 5th level, add *command* and *suggestion* to your list of spells known. At 10th level, add 1 to the difficulty class of saving throws against

language-dependent spells you cast. At 15th level, add *greater command* and *mass suggestion* to your list of spells known.

MASTERPIECES

Merfolk are renowned for their beautiful singing voices and musical talent. Merfolk bards compose masterpieces unique to the merfolk race and never share them with outsiders, although sometimes these compositions are stolen and brought to land, where music collectors pay staggering prices for them. The following masterpieces are favored by merfolk bards.

THE SEA IS NOW MY SKY (SING, STRING)

Your thrilling tune causes you and your allies to fly through the water as easily as a bird soars through the air.

Prerequisite: Perform (sing) or Perform (string instruments) 9 ranks.

Cost: Feat or 3rd-level bard spell known.

Effect: You and a number of allies (up to one creature per bard level) who can see and hear you gain a swim speed of 40 feet and a bonus on Swim checks equal to half your caster level. When using this masterpiece for long-distance travel, you and your affected allies can hustle without taking nonlethal damage (a forced march still requires Constitution checks). This means you and affected allies can cover 8 miles underwater in an hour of swimming. If an ally can no longer see or hear you, she loses this benefit.

Use: 1 round of bardic performance per creature affected for each hour of the effect's duration.

Action: 1 full round.

DIRGE OF THE TORN SAIL (SING, STRING)

Your ominous refrain warns away those who would trespass in your domain.

Prerequisite: Perform (sing) or Perform (string instruments) 7 ranks.

Cost: Feat or 2nd-level spell known.

Effect: Your song warns of the terrible fate awaiting anyone entering your territory. All creatures within 30 feet who can hear your performance must succeed at a Will saving throw or be compelled to flee from you, as per *greater command*. For creatures on a ship, this effect means taking efforts to alter course and sail away. An affected creature continues its efforts for as long as the performance continues, and it reacts with violence to anyone attempting to prevent it from fleeing. Abilities that extend the duration of a bardic performance (such as *Lingering Performance*^{APG}) affect this masterpiece.

Use: 1 bardic performance round per round.

Action: 1 standard action.

FAVORED CLASS OPTIONS

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

Bard: The bard learns 1/6 of a new bardic masterpiece. (The bard selects the masterpiece once he has made this selection six times and must meet its prerequisites when it is selected.)

Mesmerist: The mesmerist learns 1/4 of a new trick.

Monk: Add a +1/4 bonus on combat maneuver checks to grapple or trip.

Oracle: Add one spell known from the oracle spell list. This spell must be at least 1 level below the highest level spell the oracle can cast.

Skald: Add one spell from the skald's spell list to the skald's known spells. This spell must be at least 1 spell level below the highest level of spell the skald can cast.

Witch: Add 1 to the witch's caster level for one of her patron spells (to a maximum of +3 caster level to any one spell).



TRITONS

Tritons first came to Golarion centuries ago from the Plane of Water, but most of them now consider the Material Plane their home. They live in many of the oceans, seas, and even rivers of Golarion, though they dislike settling in lightless oceanic depths. They are kind and good-natured creatures who maintain distant but cordial relations with others. Tritons have a reputation for fairness and honesty that endears them to coastal communities and undersea settlements of aquatic elves, locathahs, and merfolk. Although tritons are social creatures—building large communities and grand structures below the waves—they prefer to interact with their own kind, and non-triton visitors in these communities are rare.



Tritons have sharp, symmetrical features and vivid blue eyes, with hair color ranging among white, silver, aqua, or pale green. Their upper bodies are muscled humanoid forms, but for lower limbs, tritons have a split tail resembling two finned legs. Tritons have skin that ranges in tone from dark green to pale blue and gleams with a silvery sheen. Their scales tend to iridescence, but rare tritons with purely silver or gold scales are considered destined for particular virtue.

Tritons have a strong morality that often drives them into conflict with evil creatures. Tritons despise cruelty and corruption, and few matters can unite tritons like the presence of powerful evil in the area.

Tritons train conscientiously, refining their tactics and learning to work as a team. They diligently tame aquatic animals such as dolphins and giant seahorses to act as mounts. While tritons hate all evil creatures, they have a particular enmity for aboleths and krakens. Undersea communities plagued by these horrors sometimes send word to triton bands for help, and triton kraken slayers respond as quickly as possible.

TRITON ADVENTURERS

Upon reaching maturity, tritons typically embark on a journey of a year or longer, exploring their region and researching the threats within it. Tritons consider this experience important for personal development and preparation for service to their community, and in some cases, the journey is a prerequisite to joining an organized military group. Tritons may work together with other travelers they meet along the way, and they eagerly summon allies from the sea with their *summon nature's ally* spell-like ability when needed, but they refuse aid from their home—part of the purpose of their journey is to learn to get along without relying on the strong bonds of familyhood and friendship which they have always drawn on for support.

Tritons who don't join a specific organized military group often join instead with like-minded individuals in small militia bands that train and patrol their region for dangers. Tritons residing far from the cities and villages of their kind might establish a band with other good-aligned undersea creatures; this experience leads naturally into the life of an adventurer.

While all tritons despise evil creatures, some develop a personal hatred for a specific enemy. Tritons who have tried and failed to take down an adversary may swear an oath to end the creature's life. Most often, tritons take this oath against aboleths, krakens, or powerful sahuagin. This oath can lead tritons away from their community to hunt for information and to seek support in destroying their enemy and its minions.

Tritons have a reputation as honorable, law-abiding people. On occasion, neighboring communities may call on

them to act as arbiters or mediators. While it's understood that a triton's decision is not lawfully binding, some settlements—including those of cecaelias, gnomes, half-elves, humans, and locathahs—agree to abide by a triton's ruling in advance. Tritons are asked to perform in this capacity when traditional law has failed the community or when the dispute involves both land-dwelling and aquatic individuals. In their travels, triton adventurers may find themselves asked to arbitrate, even—or perhaps particularly—in remote areas where tritons are known only by their reputation as being wise and just.

Some tritons lack the innate disgust their race feels for evil and embrace a wicked lifestyle. These immoral few might have developed their apathy over time or eschewed moral virtue in the face of a single monumental tragedy, but they find life among virtuous tritons trying at best. These social misfits often leave their homes as soon as they can, taking advantage of trusting folk who believe the race to be unreservedly good. As the actions of these evil tritons can damage the reputation of the race as a whole, perhaps irreparably, benign tritons quietly and quickly hunt down their wicked kin.

The following racial archetype is available to tritons.

KRAKEN SLAYER (PALADIN ARCHETYPE)

Triton kraken slayers oppose all underwater threats, but they especially target the tentacled monstrosities called krakens. Kraken slayers develop specialized tactics to defeat their hated enemies as well as learn to recognize the signs of kraken activity in an area. A kraken slayer's greatest responsibility is to destroy evil; all other commitments fall by the wayside. Though kraken slayers uphold all promises they make, they must balance their obligations as kraken slayers with their role as knights and defenders of the ocean.

Smite Deepest Evil (Su): This functions as the smite evil ability, but the kraken slayer does not get a bonus of 2 points of damage per level on the first successful attack against any creatures other than evil creatures with the aquatic or water subtype. She gains a bonus of 2 points of damage per level on all smite attacks made against evil creatures with the aquatic or water subtype.

This ability alters smite evil.

Divine Immunity (Ex): At 3rd level, a kraken slayer is immune to poisons and diseases, including supernatural and magical diseases, delivered by the natural attacks of creatures with the aquatic or water subtype.

This ability replaces divine health.

Divine Bond (Sp): A kraken slayer who chooses a weapon as her divine bond may either increase her weapon's enhancement bonus or add any of the following properties to her weapon: *axiomatic*, *brilliant energy*, *defending*, *grayflame*^{UE}, *holy*, *keen*, *merciful*, *seaborne*^{UE}, and *speed*. A kraken slayer who chooses a mount must select one suitable for an aquatic environment, such as an elasmosaurus, giant seahorse^{B4}, or orca.

This ability alters divine bond.

Aura of Elusion (Su): At 14th level, a kraken slayer gains a sacred bonus equal to her kraken slayer level on Escape Artist checks and combat maneuver checks to escape a grapple and

to her CMD to avoid being grappled. Each ally within 10 feet of her gains a sacred bonus equal to half her kraken slayer level on Escape Artist checks and combat maneuver checks to escape a grapple and to CMD to avoid being grappled. This ability functions only while the paladin is conscious, not if she is unconscious or dead.

This ability replaces aura of faith.

FEATS

Some tritons expand their natural ability to summon allies with the following feats.

ALLY CALLER

You can draw upon aid from the ocean more frequently.

Prerequisites: Triton, *summon nature's ally II* spell-like ability, character level 3rd.

Benefit: You gain two additional uses of *summon nature's ally II* per day.

Special: You may take this feat multiple times. Each time you select it, you gain two additional uses of *summon nature's ally II*.

AQUATIC SQUIRES

When you call for aid from the sea, your summoned creatures remain to serve you longer.

Prerequisites: Triton, *summon nature's ally II* spell-like ability, character level 5th.

Benefit: The duration of your *summon nature's ally II* spell-like ability is 1 minute per level.

Normal: *Summon nature's ally II* has a duration of 1 round per level.

TRITON RACIAL TRAITS (11 RP)

Tritons are unusual characters and should be played only with the GM's permission. Tritons normally have racial Hit Dice, skills, and other abilities. PC tritons, however, calculate these benefits based solely on their class. Note that these abilities are only an approximation of the triton's entry in *Bestiary 2* and may not match exactly. PC tritons have the following racial traits.

+2 Strength, +2 Charisma, -2 Dexterity: Tritons are strong and have forceful personalities, but they are not very nimble.

Outsider: Tritons are native outsiders with the water subtype.

Medium: Tritons are Medium creatures and have no bonuses or penalties due to their size.

Darkvision: Tritons have darkvision with a range of 60 feet.

Low-Light Vision: Tritons have low-light vision.

Natural Armor: Tritons have a +2 natural armor bonus.

Slow Speed: Tritons are ungainly out of the water and have a base speed of only 5 feet.

Swim Speed: Tritons have a swim speed of 40 feet.

Spell-Like Ability: Tritons can cast *summon nature's ally II* once per day to summon either a Small water elemental or 1d3 dolphins only.

Languages: Tritons begin play speaking Aquan and Common. Tritons with a high Intelligence score can choose from the following: Aboleth, Aklo, Celestial, Draconic, Elven, Gnome, and Sylvan.

ENEMIES OF THE SEA

The following monstrous races are useful for aquatic campaigns where the player characters take on the roles of undersea predators rather than heroes. As presented in their monster entries in *Pathfinder RPG Bestiary* volumes, these races normally have racial Hit Dice, skills, and other abilities, but PCs calculate these benefits based solely on their class. Statistics for PCs using these rules may not match exactly with the monster's *Bestiary* statistics.

As these creatures are typically evil and far more powerful than normal races acceptable for a player character, make sure to get permission from your GM before choosing one of these races.

ADAROS

Adaros (*Pathfinder RPG Bestiary* 37) are frightful creatures with the upper bodies of muscular humanoids, the lower bodies of sleek sharks, and enormous jaws filled with razor-sharp teeth.



Nomadic predators of the deep, adaros travel in packs through tropical waters, hunting their prey with poisoned spears and then devouring the victims raw. Adaros willingly feed on humans, merfolk, and other sentient creatures.

Adaro adventurers are the rare shark-people who have learned to control their bloodlust to achieve a long-term goal, such as conquering a large territory, plundering a submerged city, or working alongside other creatures to stop a greater threat.

ADARO RACIAL TRAITS (32 RP)

Player character adaros have the following racial traits.

+2 Strength, +2 Dexterity, +2 Constitution, -2 Intelligence:

Adaros are terrifying physically, but their rampant bloodlust hampers their intellect.

Monstrous Humanoid: Adaros are monstrous humanoids with the aquatic subtype.

Medium: Adaros are Medium creatures and have no bonuses or penalties due to their size.

Blindsight: Adaros have blindsense with a range of 30 feet.

Darkvision: Adaros have darkvision with a range of 60 feet.

Keen Scent (2 RP): Adaros can detect creatures by scent in a 180-foot radius underwater and can detect blood in the water at ranges of up to a mile.

Low-Light Vision: Adaros benefit from low-light vision.

Natural Armor: Adaros have a +2 natural armor bonus.

Slow Speed: Adaros have a base speed of 10 feet.

Swim Speed: Adaros have a swim speed of 50 feet.

Powerful Bite (3 RP): Adaros have a natural bite attack that deals 1d6 points of damage. This bite is a primary attack, or a secondary attack if the creature is wielding manufactured weapons.

Rain Frenzy (4 RP): Adaros revere storms, and their lust for blood is amplified exponentially while it is raining. While fighting in the rain or during other stormy weather, adaros act as though affected by the *rage* spell. An adaro gains this benefit even if it is underwater, but only as long as it remains within its swim speed of the water's surface.

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

Poison Use: Adaros are skilled with poison and never risk accidentally poisoning themselves when applying poison to weapons.

Speak with Sharks (1 RP): Adaros can communicate telepathically with sharks to a distance of 100 feet. This communication is limited to simple concepts, such as “attack,” “come,” and “defend.”

Languages: Adaros begin play speaking Aquan and Common. Adaros with high Intelligence scores can choose from the following: Abyssal, Aklo, Draconic, Giant, Infernal, and Undercommon.

GRINDYLOWS

A grindylow (*Pathfinder RPG Bestiary 2* 148) looks like a widemouthed goblin from the waist up and a writhing, slimy octopus from the waist down. They have deep-green skin, gray or green tentacles, and mouths full of sharp teeth. Grindylows prefer to attack in packs, making them more dangerous than they appear individually.

Like goblins, grindylows have a tendency to act first and think later, which might result in a grindylow getting lost or separated from its tribe. Although most grindylows simply continue their agenda of trickery and murder when left alone, exceptional grindylows might decide to pursue some greater goal and take up the life of an adventurer.

GRINDYLOW RACIAL TRAITS (22 RP)

Player character grindylows have the following racial traits.

+4 Dexterity, -2 Intelligence, -2 Wisdom, -2 Charisma: Grindylows are cruel, ignorant, and thoughtless, but they have a startling inherent agility.

Aberration: Grindylows are aberrations with the aquatic subtype.

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

Darkvision: Grindylows have darkvision with a range of 60 feet.

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

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

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

Jet (1 RP): Grindylows can swim 200 feet backward as a full-round action. A grindylow must move in a straight line when jetting and does not provoke attacks of opportunity when using this ability.

Bite: Grindylows have a natural bite attack that deals 1d3 points of damage. This bite is a primary attack, or a secondary attack if the creature is wielding manufactured weapons.

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

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

Sneaky: Grindylows have a +4 racial bonus on Stealth checks.

Languages: Grindylows begin play speaking Aquan. Grindylows with high Intelligence scores can choose from the following: Aklo, Common, and Goblin.

SAHUAGIN

Sahuagin (*Pathfinder RPG Bestiary 239*) are well known and feared among aquatic races. These piscine predators are cruel and vicious, and they see all other creatures as either competitors or prey. The sole exception is the shark—sahuagin are rarely found without semidomesticated sharks nearby, as they feel a close bond with these other predators of the sea and both creatures are used to hunting ruthlessly alongside each other.

Although sahuagin usually gather together in tight-knit tribes, an individual sahuagin might decide to pursue glory on her own, perhaps seeking a powerful artifact or a richer hunting ground.

SAHUAGIN RACIAL TRAITS (22 RP)

Player character sahuagin have the following racial traits.

+2 Strength, +2 Wisdom, -2 Charisma: While sahuagin are powerful and cunning, they are repulsive creatures.

Monstrous Humanoid: Sahuagin are monstrous humanoids with the aquatic subtype.

Medium: Sahuagin are Medium creatures and have no bonuses or penalties due to their size.

Blindsense: Sahuagin have blindsense with a range of 30 feet.

Darkvision: Sahuagin have darkvision with a range of 60 feet.

Light Blindness: Sahuagin have the light blindness trait.

Natural Armor: Sahuagin have a +3 natural armor bonus.

Normal Speed: Sahuagin have a base speed of 30 feet.

Fast Swimmer (5 RP): Sahuagin have a swim speed of 60 feet.

Bite: Sahuagin have a natural bite attack that deals 1d4 points of damage. This bite is a primary attack, or a secondary attack if the creature is wielding manufactured weapons.

Claws: Sahuagin have two claw attacks that deal 1d4 points of damage. These are primary natural attacks.

Blood Frenzy: Once per day, whenever a sahuagin takes damage, it can fly into a frenzy for 1 minute; gaining a +2 racial bonus to Constitution and Strength but a -2 penalty to AC.

Speak with Sharks (1 RP): Sahuagin can communicate telepathically with sharks to a distance of 100 feet. This communication is limited to simple concepts, such as “attack,” “come,” and “defend.”

Languages: Sahuagin begin play speaking Aquan and Common. Sahuagin with high Intelligence scores can choose from the following: Aboleth, Abyssal, Aklo, Draconic, Giant, Goblin, and Infernal.

GEAR OF THE SEA

Whether for an undersea character curious to explore the surface world, or for an air breather looking to delve into the watery depths, the right gear can make a world of difference. This section provides new gear useful for adventuring into or out of watery environments.

AQUATIC HARNESS

TYPE	PRICE	WEIGHT
Medium	10 GP	2 lbs.
Large	20 GP	3 lbs.

This waxed leather harness is designed to withstand submersion and is adjustable to fit dolphins, giant eels, giant seahorses⁸⁴, and other aquatic mounts. Undersea races without access to leather often use harnesses woven from special kelp, which has the same price.

ARTIFICIAL GILLS

PRICE 50 GP
WEIGHT 15 lbs.

Flexible tubes connect a hand pump and a breathing mask to this reinforced leather backpack. When the hand pump is pressed, the artificial gills draw in oxygen from the surrounding water and feed it through the mask, allowing the wearer to breathe underwater for extended periods of time.



The hand pump must be regularly depressed, requiring you to have a free hand and use a move action each round. If you do not squeeze the hand pump in a round, you must hold your breath or begin to suffocate.

Artificial gills eventually become clogged with particulates and must be disassembled and cleaned after 1 hour of being submerged, although this time can be dramatically shortened by murky or polluted water.

Artificial gills provide no protection against temperature dangers or pressure damage in the open seas. If artificial gills are submerged more than 100 feet below the surface, they take 1d6 points of damage per round until they are either brought into shallower water or they rupture from the pressure. Artificial gills have a hardness of 0, 10 hit points, and a break DC of 30.

BLOOD NEUTRALIZER

PRICE 25 GP
WEIGHT 1 lb.

When you release this vial of alchemical particles into the water as a standard action, the particles immediately neutralize the scent of exposed blood within 20 feet, rendering the blood undetectable by scent (to a hunting shark, for example). Blood neutralizer has no effect on any blood that enters the area after the particles have been used. Blood neutralizer can be crafted with a successful DC 25 Craft (alchemy) skill check.

CLICK-CLAW

PRICE 2 GP
WEIGHT —

This small metallic device resembles a crab's claw. When the item is pinched and released, friction on the claw's inner surface creates a loud clicking noise that carries up to a half mile underwater. The intensity of the sound decreases as the click passes through water, providing a listener familiar with the sound a general sense of the distance and direction of the noise's origin (Perception DC 0, +1 per 100 feet between the click-claw and the listener). Click-claws are particularly useful for keeping a group together in murky water, and many undersea animal handlers train their animals to respond to the noise.

INK, BIOLUMINESCENT

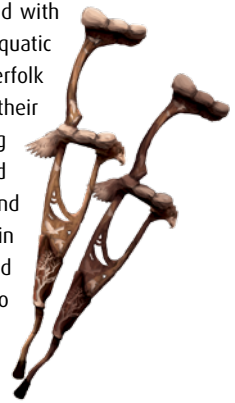
PRICE 32 GP
WEIGHT —

Extracted from bioluminescent jellyfish, plankton, and other marine organisms that glow in the ocean's depths, this ink is refined in a process that makes the ink stable and long lasting. This colorful ink glows gently like a candle, so it is easier to discern any writing at a distance, especially in the dark. The ink's glow lasts for about 1 year, after which time the writing remains colorful but no longer glows. Bioluminescent ink is typically stored in a waterproof bladder.

LAND LIMBS

PRICE 10 GP
WEIGHT 4 lbs.

These two sturdy walking staves are topped with padded cradles that fit under the arm. Aquatic creatures with slow land speeds, such as merfolk or tritons, use land limbs to improve their locomotion while out of the water. Using land limbs increases your base land speed by 15 feet (to a maximum of 20 feet) and requires two free hands. You can remain stationary and balance your weight on land limbs to use your hands normally (such as to draw and hurl a javelin or to open a door), but you cannot move with the land limbs again without freeing your hands.



If your race provides immunity to trip attacks, you lose this immunity while moving with or balancing on land limbs.

LIFTING BAG

PRICE 3 GP
WEIGHT 42 lbs.

This air-filled leather or organ bladder ends in a trailing rope weighed down with a 40-pound stone or piece of metal. The weight is just heavy enough to counteract the bladder's buoyancy and cause it to sink. When the rope is cut free from the weight and tied to an object weighing less than 40 pounds, the lifting bag rises to the surface with its cargo (the lighter the cargo, the faster the ascent). Lifting bags collapse under too much pressure and are destroyed if brought to a depth greater than 200 feet.

MARINE ROPE

TYPE	PRICE	WEIGHT
Treated hemp	10 GP	12 lbs.
Woven kelp	20 GP	5 lbs.

Rope used by surface dwellers breaks down when submerged for long periods, so undersea dwellers make use of rope designed to withstand their environment. Treated hemp rope is usually created by surfacers in the same manner as hemp rope, but it is infused with beeswax or linseed oil to preserve its integrity underwater. This rope is therefore only commonly used by underwater races that trade with land dwellers on a regular basis. Woven kelp rope is crafted from specially grown seaweed by undersea communities and is much more common in insular or deepwater communities.

Both types of marine rope are sold in 50-foot lengths. Treated hemp has 2 hit points and can be broken with a DC 23 Strength check. Woven kelp has 3 hit points and can be broken with a DC 24 Strength check.

PAPER, UNDERWATER (SHEET)

PRICE	6 SP
WEIGHT	—

Not all underwater creatures use sight as their primary means of reading text, so underwater paper is significantly thicker than surface paper, allowing the writer to carve the letters into the sheet. This lets creatures with blindsight see the textured writing from afar as well as allowing others to read it by touch, or sometimes from a short distance if they have unusually precise tremorsense. For underwater societies where vision is more prominent, the writer can fill the carved grooves with colorful ink (and potentially bioluminescent ink) and then adhere a transparent waterproof sheet on top to prevent the ink from washing away. This transparent sheet costs an additional 4 sp.

PEN, UNDERWATER

PRICE	6 SP
WEIGHT	—

Underwater pens fill the grooves carved into underwater paper with ink; as such, they work somewhat like a syringe, drawing ink from a waterproof bladder and then gently releasing it into the grooves as the writer traces them with the pen. These pens function equally well at depositing ink into tablets, underwater paper, walls, or anything with carved writing.

SEAHORSE, GIANT

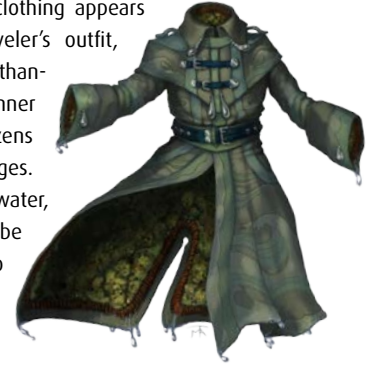
TYPE	PRICE	WEIGHT
Giant	350 GP	1,100 lbs.
Giant, combat trained	500 GP	1,200 lbs.

Giant seahorses (*Pathfinder RPG Bestiary* 4 234) are commonly used as mounts and beasts of burden by undersea races such as aquatic elves and tritons. Although they are often dismissed as too skittish to be ridden into a fight, seahorses are clever and, with diligent training, make loyal war steeds. Tritons in particular pride themselves on breeding and training seahorses to fight in battle or to serve as guard animals.

SPONGE SUIT

PRICE	30 GP
WEIGHT	2 lbs. (or 10 lbs.)

Outwardly, this suit of clothing appears to be an ordinary traveler's outfit, albeit cut from thicker-than-normal cloth. The suit's inner lining is made of dozens of thin, flexible sponges. When soaked with water, these sponges can be worn against the skin to maintain the wearer's moisture while traveling out of the water.



It takes 10 minutes to fully saturate the suit, which increases its weight from 2 pounds to 10 pounds.

When worn, a sponge suit doubles the amount of time a water-dependent creature can spend on dry land before it begins to take damage or suffer other negative effects. When the sponges dry, wearers must submerge themselves in water or resaturate the suit, or else they suffer the consequences of being on dry land.

TEA, KELP

PRICE	3 SP
WEIGHT	—

Kelp tea is a favorite relaxing drink under the sea, brewed from various rare species of kelp to create over a dozen distinctive flavors. The listed price pays for enough tea to fill a small waterproof bladder such as a sureseal bladder (*Pathfinder Campaign Setting: Aquatic Adventures* 56) and doesn't include the price of the bladder.

UNDERWATER COMPASS

PRICE	20 GP
WEIGHT	1/2 lb.

This otherwise ordinary compass is sealed inside a glass case amid a quantity of clear oil. The oil keeps the glass from cracking at high pressures, allowing the compass to function at any depth up to 1,000 feet. An underwater compass grants you a +2 circumstance



bonus on Survival checks to avoid becoming lost and also indicates your depth below the surface to the nearest increment of 20 feet. Underwater compasses are not particularly durable and cannot be roughly handled. An underwater compass has a hardness of 1, 2 hit points, and a break DC of 15.

WALL HOOK

PRICE	2 SP
WEIGHT	1/2 lb.

While surface dwellers sometimes use all manner of wall hooks to hang items for decoration or convenience, wall hooks are essential underwater to prevent loose objects from simply drifting away with the currents and tides. These hooks are found throughout underwater settlements and buildings to help the aquatic inhabitants keep track of their belongings.

WONDERS OF THE SEA

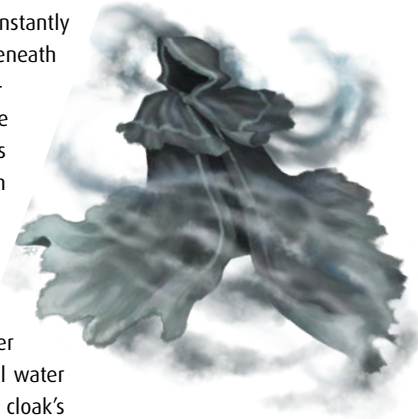
Explorers need every edge magic can provide, particularly when exploring hostile undersea environments, or—for undersea races—making expeditions onto dry land. The following magic items and spells can aid these ventures.

MAGIC ITEMS OF THE SEA

The following magic items assist land-based adventurers exploring the depths or help aquatic adventurers rise to the surface. These items can often be found in large port cities and underwater markets.

CLOAK OF ETERNAL MIST		PRICE
		3,600 GP
SLOT shoulders	CL 3rd	WEIGHT 1 lb.
AURA faint conjuration		

Cool, damp mist constantly emanates from beneath this billowing, floor-length cloak. The cloak's wearer gains a +4 bonus on Stealth checks in fog or mist. Furthermore, the cloak's wearer is treated as being submerged in water for purposes of racial water dependency. If the cloak's wearer does not move in a given round (and is not otherwise moved, such as when the wearer is on a moving ship or wagon or subject to a successful bull rush combat maneuver), she gains concealment at the end of her turn. The concealment lasts until the wearer moves from her position.



CONSTRUCTION REQUIREMENTS	COST 1,800 GP
---------------------------	---------------

Craft Wondrous Item, *create water*, *obscuring mist*

CRYSTAL HELM		PRICE
		24,000 GP
SLOT head	CL 5th	WEIGHT 3 lbs.
AURA faint transmutation		

This clear, spherical helm resembles a giant bowl the wearer inverts over his head. Donning or removing the *crystal helm* requires a standard action, as an invisible magical film stretches across the opening of the bowl. If a creature dons a *crystal helm* on land, it immediately fills with salt water. If a creature dons a *crystal helm* underwater, it immediately fills with air. So long as the bearer can breathe water or air, respectively, the *crystal helm* allows the wearer to breathe normally. The contents of a *crystal helm* constantly replenish and do not leak out of the bowl.



A creature that dons the *crystal helm* without knowing its power may be in for a shock.

CONSTRUCTION REQUIREMENTS	COST 12,000 GP
---------------------------	----------------

Craft Wondrous Item, *air breathing*^{MC}, *water breathing*

FAMILIAR BUBBLE		PRICE
		2,500 GP
SLOT none	CL 3rd	WEIGHT 1 lb.
AURA faint conjuration		

A *familiar bubble* looks like nothing more than a pair of reinforced leather straps designed to fit over the shoulders—until it is worn. Once the straps are donned, a bubble of force forms on the wearer's back, large enough to hold a Tiny or smaller creature and 1 pound of items (usually food for the creature). The bubble is transparent and continuously generates fresh, breathable air within. While the bubble keeps air in and water out, it is permeable to other objects. Spells and weapons can target the creature in the *familiar bubble* normally.

As a standard action, the *familiar bubble's* user can designate a specific creature within 30 feet that can pass freely in and out of the bubble. All other living creatures find the bubble impenetrable. This selection remains until the wearer chooses a different creature or removes the *familiar bubble* (which causes the bubble to disappear). Normally, the user selects a creature in order to get it into the bubble and then selects himself so he can retrieve the creature, if needed.

CONSTRUCTION REQUIREMENTS	COST 1,250 GP
---------------------------	---------------

Craft Wondrous Item, *air bubble*^{UC}

SHIMMERING KILT		PRICE
		25,200 GP
SLOT body	CL 10th	WEIGHT 2 lbs.
AURA moderate illusion and transmutation		

This iridescent kilt seems stitched together from thousands of tiny scales. When an aquatic creature with a tail dons the *shimmering kilt*, her tail transforms into legs and feet, allowing her to walk on land. The wearer loses her swim speed but gains a base land speed of 30 feet (or 20 feet if the wearer is Small or smaller). This transformation lasts until the *shimmering kilt* is removed.



As a standard action, the wearer can cause the *shimmering kilt* to take on the appearance of any suitable garb that covers the legs, such as trousers or a long skirt. The *shimmering kilt* retains all its properties, including its weight, when so disguised. Only *true seeing* or similar magic reveals the true nature of the *shimmering kilt* when it is disguised.

CONSTRUCTION REQUIREMENTS	COST 12,600 GP
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Craft Wondrous Item, *disguise self*, *fins to feet*^{ARG}

SPELLS OF THE SEA

The following spells were developed by aquatic and surface spellcasters preparing for pelagic expeditions, but these spells have since spread to large ports and undersea cities. Some aquatic spellcasters gladly teach their surface-dwelling counterparts their secrets.

In addition to these spells, check out more new spells useful in an aquatic setting in *Pathfinder Campaign Setting: Aquatic Adventures*. This resource also includes new metamagic feats that help spellcasters use fire and cloud or fog spells underwater, as well as rules clarifications for how spellcasting works differently beneath the waves.

ARID REFUGE

School conjuration (creation); **Level** bard 5, sorcerer/wizard 5, witch 5

Casting Time 10 minutes

Components V, S, M (a chip of stone wrapped in cloth)

Range close (25 ft. + 5 ft./2 levels)

Effect 20-ft.-square structure

Duration 2 hours/level (D)

Saving Throw none; **Spell Resistance** no

You conjure a small stone building on any relatively flat nonliving surface at least 20 feet square that can support its weight (such as the ocean floor or an underwater ridge). The outline of a door is marked on one wall of your choice or on the roof. You and anyone you designate as the spell is cast can pass through the door, which is actually an opaque membrane of force that keeps the surrounding atmosphere from entering the structure. Creatures you have not designated can force their way through the door with a successful DC 28 Strength check. The shelter is as strong as a normal stone building, resists flames and fire as if it were stone, and is impervious to normal missiles (but not the sort cast by siege engines or giants).

The shelter contains eight bunks, a trestle table, eight stools, and a writing desk. These furnishings disappear if removed from the shelter. The shelter contains fresh, breathable air that replenishes within the shelter but does not pass through the membrane of force. The shelter's interior maintains a temperature of 70° F regardless of the temperature outside the shelter.

This spell can be cast only underwater.

INSTANT CLOT

School conjuration (healing); **Level** alchemist 1, bard 1, cleric 1, druid 1, inquisitor 1, paladin 1, ranger 1, shaman 1, witch 1

Casting Time 1 standard action

Components V, S

Range touch

Target living creature touched

Duration 1 round/level (D)

Saving Throw none (harmless); **Spell Resistance** yes (harmless) Bleed effects on the target immediately end when this spell is cast, and no blood flows out when the target is damaged by a slashing or piercing weapon. The target takes the full amount

of damage from attacks, but because the wounds produce no blood, they do not attract creatures with the ability to sense blood, such as sharks. If the target suffers another bleed effect while this spell is in effect, the bleed effect ends and the spell is immediately dismissed.

SILT SPHERE

School illusion (glamer); **Level** bard 3, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S, M (a smooth stone)

Range 20 ft.

Effect 20-ft.-radius sphere centered on you

Duration 1 minute/level (D)

Saving Throw none; **Spell Resistance** no

This spell generates an illusory silt cloud that drifts around you and moves with you. The cloud provides total concealment to creatures within it (including you) when the spell is cast. Creatures moving into the cloud after the spell is cast gain concealment (but not total concealment) due to the illusion. Any creatures within the cloud can see each other normally and can see out from within the cloud as though it were transparent. If a creature other than you that has total concealment due to the cloud makes an attack against any foe, it loses total concealment and gains concealment instead. If you make an attack against any creature, the spell ends.

A creature that examines the cloud from the outside and succeeds at a DC 20 Knowledge (nature) check notices the silt cloud is unnaturally compact and fast moving, and that creature can attempt an immediate saving throw to disbelieve the illusion. Other circumstances (such as if the silt cloud floats in the middle of otherwise clear waters) can modify the DC of the Knowledge (nature) check.

This spell can be cast only underwater.

SUSPEND DROWNING

School transmutation; **Level** bard 1, cleric 1, druid 1, ranger 1

Casting Time 1 immediate action

Components V

Range close (25 ft. + 5 ft./2 levels)

Targets one Medium or smaller drowning creature/level, no two of which can be more than 20 ft. apart

Duration 1 round/level

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

The affected creatures immediately—though temporarily—stop drowning and cannot suffocate or drown while this spell is in effect. A target that had been reduced to below 1 hit point from drowning immediately returns to 1 hit point. The magic of this spell allows the targets to breathe, drink, and talk normally for the duration of the spell, but targets cannot inhale to increase the amount of air remaining in their lungs. When the spell effect ends, the target resumes drowning unless it is in an environment that allows it to breathe normally (such as an air-breathing creature returning to the surface) or has obtained a method of breathing normally (such as by consuming a *potion of water breathing*).

ARCHETYPES AND CLASS OPTIONS

Many kinds of heroes living in the sea have developed innovative abilities to help them overcome the dangers of adventuring underwater. This chapter presents new archetypes and options for a variety of classes to supplement their adventures beneath the waves.

AQUATIC BEASTMASTER (HUNTER ARCHETYPE)

Hunters beneath the sea are just as committed as their surface-dwelling counterparts to working alongside their animal companions to eradicate threats. Although many aquatic beastmasters simply want to be left alone in the areas they have claimed as their own, others use their abilities to fight against aboleth masterminds, sahuagin tribes, and other villains that haunt the oceans.

Animal Focus (Su): An aquatic beastmaster emulates animals found beneath the waves. This functions as animal focus, but it allows only the following choices.

Crab: The creature gains a +4 competence bonus on Swim checks and a +2 competence bonus on grapple combat maneuver checks. These bonuses increase to +6 and +4, respectively, at 8th level and to +8 and +6 at 15th level.

Dolphin: The creature gains a +4 competence bonus on Knowledge checks to identify the abilities and weaknesses of creatures. This bonus increases to +6 at 8th level and to +8 at 15th level.

Eel: The creature gains a +2 enhancement bonus to Dexterity. This bonus increases to +4 at 8th level and to +6 at 15th level.

Manta Ray: The creature gains a +4 competence bonus on Stealth checks and a +2 bonus on saving throws against poison. These bonuses increase to +6 and +4, respectively, at 8th level and to +8 and +6 at 15th level.

Octopus: The creature gains a +4 competence bonus on Swim checks and a +2 competence bonus on grapple combat maneuver checks. These bonuses increase to +6 and +4, respectively, at 8th level and to +8 and +6 at 15th level.

Orca: The creature gains a +2 enhancement bonus to Strength. This bonus increases to +4 at 8th level and to +6 at 15th level.

Shark: The creature gains a +4 competence bonus on Survival checks to track a creature to which the hunter or her animal companion has dealt damage in the past 24 hours. This bonus increases to +6 at 8th level and to +8 at 15th level.

Snake: The creature gains a +2 bonus on attack rolls when making attacks of opportunity and a +2 dodge bonus to AC against attacks of opportunity. These bonuses increase to +4 at 8th level and to +6 at 15th level.

Turtle: The creature gains a +2 enhancement bonus to its natural armor bonus. This bonus increases to +4 at 8th level and to +6 at 15th level. (A creature without natural armor has an effective natural armor bonus of +0.)

This ability alters animal focus.

Wild Empathy (Ex): An aquatic beastmaster's wild empathy functions only on creatures that have a swim speed or the aquatic or water subtype. However, she can improve the attitude of any such creature with Intelligence 2 or less regardless of type, including mindless creatures.

Oceanic Defense (Ex): At 4th level, an aquatic beastmaster gains a +4 bonus on saving throws against spells with the water descriptor and the extraordinary or supernatural abilities of creatures with the aquatic or water subtype whenever her animal companion is within 60 feet.

This ability replaces improved empathic link.

CORAL WITCH (WITCH ARCHETYPE)

Coral witches inhabit shallow coasts and reefs where great masses of coral grow. They use their magic to fashion familiars from living coral and emulate the unyielding tenacity of these durable marine organisms. Many coral witches actively patrol and protect their home reefs from predators and help to rebuild the reefs after natural disasters. Although most coral witches are aquatic creatures such as gillmen and locathahs, surface creatures with a deep connection to the sea sometimes become coral witches as well.

Patron: A coral witch's patron is normally endurance, healing^{UM}, or water, although a coral witch can select any patron other than those associated with fire.

Coral Familiar (Ex): A coral witch crafts her familiar out of living coral, coaxing the tiny organisms to grow in the shape of a larger animal or vermin. The coral witch chooses a familiar as normal, but its type changes to vermin (aquatic) and it gains the amphibious special quality. The coral witch's familiar has an Intelligence score as normal for the witch's level, but it has immunity to mind-affecting effects. When underwater near a coral reef of any size, a coral witch can spend 8 hours to restore her familiar to full health at no cost, unless the familiar is killed, in which case she must follow the usual rules for replacing her familiar. A coral witch can never gain an improved familiar.

This ability alters witch's familiar.

Waves Spirit Hex: A coral witch can select hexes from the shaman's waves spirit (*Pathfinder RPG Advanced Class Guide* 45) as if they were witch hexes. She uses her witch level as her shaman level to determine the effect of the hex and Intelligence instead of Wisdom to determine its DC.

This ability alters hex.

Immobility (Ex): At 8th level, a coral witch can naturally emulate coral's ability to affix itself in place. At the end of any round in which the coral witch did not move from her space and is standing on solid ground, she adds her class level to her CMD against any bull rush, overrun, and reposition combat maneuvers, grapple attempts to move

her, and attempts to pull or push her. This bonus lasts until the start of the coral witch's next turn.

This ability replaces the hex gained at 8th level.

Hexes: The following witch hexes complement the coral witch archetype: evil eye, feral speech^{UM}, water lung^{UM}.

Major Hexes: The following major hexes complement the coral witch archetype: beast eye^{UM}, hag's eye, weather control.

Grand Hexes: The following grand hex complements the coral witch archetype: life giver.

CRASHING WAVE (CLERIC ARCHETYPE)

Clerics of Gozreh revere their deity as the embodiment of nature and the incarnation of wind and waves. Clerics who live in or near the sea sometimes embrace the watery aspect of Gozreh over the deity's other dimensions and take the title of crashing wave. In aquatic communities, a crashing wave is often a healer and spiritual leader. Such clerics understand the tempestuousness and cruelty of the sea, but also its generosity and bounty.

Among aquatic creatures, cecaelias, locathahs, and merfolk are the most likely to walk the path of the crashing wave. Gnomes, halflings, and humans living on coastlines or working aboard ships may also answer the call to become crashing waves.

Sworn to the Sea: A crashing wave must select Gozreh as her deity.

Speech of the Sea: A crashing wave's bonus language options include Aquan in addition to the bonus languages available to the character from her race. The crashing wave does not gain Abyssal, Celestial, or Infernal as bonus language options.

This ability alters bonus languages.

Balanced Channel (Su): At 1st level, a crashing wave can channel the pure balance of the ocean—its wildness, its calm, its cruelty, and its gentleness. This energy can be used to harm or heal creatures, as the crashing wave chooses. Channeling this energy causes a 30-foot-radius burst centered on the cleric. Using balanced channel is a standard action that does not provoke attacks of opportunity. A crashing wave can choose whether to include herself in the effect. The cleric must be able to present her holy symbol to use this ability, and she can channel energy a number of times equal to 3 + her Charisma modifier.

If the crashing wave chooses to harm, creatures within the burst that are chaotic good, chaotic evil, lawful good, or lawful evil take 1d6 points of damage plus 1d6 points of damage for every 2 levels the cleric has beyond 1st (2d6 at 3rd, 3d6 at 5th, and so on). Creatures with a neutral alignment component are unaffected by this energy. Creatures that take damage from the channeled energy can attempt a Fortitude save (DC = 10 + half the crashing wave's level + her Charisma modifier) for half damage. This damage is neither negative nor positive energy, so a creature's resistance to positive or negative energy does not reduce this damage. (However, resistance to channeled energy in particular, such as that provided by channel resistance, applies normally.)

If the crashing wave chooses to heal, creatures within the burst that have any neutral alignment component are healed 1d6 points of damage plus 1d6 points of damage for every 2 levels the cleric has beyond 1st (2d6 at 3rd, 3d6 at 5th, and so on). This healing does not affect creatures that are chaotic good, chaotic evil, lawful good, or lawful evil. This healing is positive energy, so any creatures not healed by positive energy (such as undead) receive no healing from this effect, even if they have a neutral alignment.

This ability replaces channel energy.

Spontaneous Casting: A crashing wave does not gain the ability to spontaneously cast cure or inflict spells by sacrificing prepared spells. However, a crashing wave can spontaneously cast the following spells by sacrificing a prepared spell of the noted level or higher.

This ability alters spontaneous casting.

Spell Level	Spontaneous Spell
1st	<i>Bless water</i>
2nd	<i>Slipstream</i> ^{APG}
3rd	<i>Water breathing</i>
4th	<i>Control water</i>
5th	<i>Geyser</i> ^{APG}
6th	<i>Fluid form</i> ^{APG}
7th	<i>Elemental body IV (water only)</i>
8th	<i>Seamantle</i> ^{APG}
9th	<i>Elemental swarm (water only)</i>

DEEPWATER EIDOLON (EIDOLON SUBTYPE)

The vast, lightless reaches of the sea are home to creatures of unimaginable power with connections to dangerous planes. A few rare summoners attempt to conjure forth eidolons from these cold, alien depths, drawing forth utterly inhuman allies with squirming tentacles and gnashing beaks. Although these eidolons may superficially resemble primeval beasts such as aboleths, krakens, or monstrous squids or eels—if they resemble any previously encountered deep-sea life-form at all—they are outsiders like any other eidolon for the purposes of spells and effects that affect them.

The following rules for deepwater eidolons are designed for the unchained summoner; see page 25 of *Pathfinder RPG Pathfinder Unchained* for more details on this optional variant of the summoner class.

Alignment: Chaotic evil, chaotic neutral, neutral, or neutral evil.

Base Form: serpentine (bite, grab [tail slap], reach [tail slap], tail, tail slap).

Base Evolutions: Starting at 1st level, deepwater eidolons gain the gills, resistance (cold), and swim evolutions.

At 4th level, deepwater eidolons gain the jet ability at a speed of 200 feet (*Pathfinder RPG Bestiary 2* 298) and increase the range of their darkvision to 120 feet.

At 8th level, deepwater eidolons gain the poison evolution for all tail slap and tentacle attacks, although the

poison can be used only once per round. The summoner can spend 2 evolution points to make this poison deal Constitution damage instead of Strength damage, as normal for the poison evolution.

At 12th level, deepwater eidolons gain DR 5/magic. They also gain the rend evolution for tentacle attacks rather than claw attacks.

At 16th level, deepwater eidolons lose the resistance (cold) evolution and instead gain the immunity (cold) evolution.

At 20th level, deepwater eidolons gain constant *freedom of movement* and fast healing 5.

KEEPER OF THE CURRENT (INQUISITOR ARCHETYPE)

Aquatic creatures worship many different deities and powers based on their alignment, their community, and their culture, including Gozreh, Hei Feng, Kelizandri, and the fearsome demon lord Dagon. These deities all have organized churches beneath the waves that engage zealous followers to hunt down apostates and enemies. Regardless of their faith, these undersea zealots are known as keepers of the current.

Underwater Hunter (Ex): Tracking creatures underwater is particularly challenging, but a keeper of the current can read traces of eddies in the water to follow her prey. A keeper of the current adds her level as a bonus on Survival checks to follow creatures underwater. She gains no bonus when finding or following tracks out of the water. Rules for using the Survival skill underwater are on page 47 of *Pathfinder Campaign Setting: Aquatic Adventures*.

This ability replaces track.

Marine Magic: At 5th level and at every 3 levels thereafter, a keeper of the current can learn a spell with the water descriptor from the cleric, druid, inquisitor, or wizard spell list in place of a spell she already knows. In effect, she loses an old spell in exchange for a new one. The new spell's level must be the same as that of the spell being exchanged, and it must be at least 1 level lower than the highest-level inquisitor spell she can cast. The keeper of the current can swap out only a single spell at any given level and must choose whether to swap the spell at the same time she gains new spells known for the level.

This ability alters the inquisitor's spellcasting.

Rudderless Attack (Ex): At 5th level, an opponent that takes extra damage from the keeper of the current's bane or greater bane ability has its swim speed halved for 1d4 rounds. A successful Fortitude saving throw (DC = 10 + half the inquisitor's level + her Wisdom modifier) negates this effect. If the keeper of the current targets a creature already affected by this ability, its swim speed is not further reduced but the duration of the effect is extended by 1d4 rounds.

This ability replaces discern lies.

ORDER OF THE EEL (CAVALIER ORDER)

Cavaliers who join the order of the eel believe communication and negotiation are the true paths to greatness and success

for all. They seek out new individuals to befriend, offer their services as guides or mercenaries, and negotiate the terms of mutually beneficial arrangements. Locathah eel riders were the founders of the order of the eel, but other aquatic races have since joined. Even a few land-dwelling cavaliers along the coastline have pledged themselves to this order of diplomats and negotiators.

Edicts: The cavalier must greet all strangers with an open mind and show a willingness to cooperate with others. The cavalier must never turn down the opportunity to forge alliances or strike bargains, so long as the terms of such agreements remain fair. The cavalier must punish those who have reneged on bargains struck with the cavalier or others of his order.

Challenge: Whenever an order of the eel cavalier issues a challenge, allies of a different race than the cavalier receive a +1 circumstance bonus on attack rolls against the target of his challenge whenever he is threatening the target. This bonus increases by +1 for every 4 levels the cavalier has.

Skills: An order of the eel cavalier adds Knowledge (local) (Int) and Perception (Wis) to his list of class skills. An order of the eel cavalier can attempt Knowledge (local) skill checks untrained. In addition, whenever an order of the eel cavalier uses Diplomacy to negotiate the terms of an agreement, he receives a bonus on the check equal to half his cavalier level (minimum +1).

Order Abilities: A cavalier belonging to the order of the eel gains the following abilities as he increases in level.

Temporary Alliance (Ex): At 2nd level, an order of the eel cavalier gains the ability to create a meaningful, if temporary, alliance with another individual. As a full-round action, the cavalier enters into an alliance with a willing creature that has an Intelligence score of 4 or higher. The creature thereafter receives a +1 competence bonus on attack rolls against targets the cavalier threatens and on saving throws against spells and effects generated by those targets. These bonuses last for 1 hour for every 2 cavalier levels the order of the eel cavalier has or until the cavalier creates a new alliance with a different creature. A cavalier can have only one alliance active at a time; if he creates a new alliance while under the effects of an existing alliance, the existing alliance immediately ends and the new one takes effect.

Rally Allies (Ex): At 8th level, an order of the eel cavalier inspires diverse groups of allies against their common enemies, bringing them together based on their similarities while downplaying their differences. As a swift action, the cavalier can grant a competence bonus on weapon damage rolls to all allies within 30 feet. The bonus is equal to the number of distinct races in the ally group, including the cavalier's race, up to a maximum bonus equal to the cavalier's Charisma modifier (minimum +1). This bonus lasts for 1 round. The cavalier can use this ability once per day, plus one additional time per day at 12th level and every 4 levels thereafter.

Share the Danger (Su): At 15th level, an order of the eel cavalier can form a pact to share danger with an ally. As a

full-round action, the cavalier enters into this pact with a willing creature that has an Intelligence score of 4 or higher. The cavalier and his partner each gain a deflection bonus to AC equal to the cavalier's Charisma modifier (minimum +1). A partner that takes damage from attacks and effects that deal hit point damage (including from special abilities) takes only half damage, and the other half of the damage is dealt to the other partner in the pact. Forms of harm that do not involve hit points, such as charm effects, ability score damage and drain, negative levels, and death effects, are not affected. If either partner in the pact suffers a reduction of hit points from a lowered Constitution score, the reduction is not split, as it is not hit point damage. This effect ends if the cavalier makes a new pact (at which point the existing pact immediately ends), if the partners in the pact move more than 1,000 feet apart, or if either partner in the pact takes a swift action to dissolve the partnership. Damage already divided is not reassigned when the pact ends.

TEMPEST TAMER (DRUID ARCHETYPE)

Druids draw upon the fiercest powers of nature, and tsunamis, typhoons, and whirlpools are among the most powerful forces in the ocean. Tempest tamers are at one with the water and gain the ability to soothe these dangerous phenomena. Tempest tamers can be found in many of Golarion's oceans, but all avoid the spectacular Eye of Abendego—they are all keenly aware of the supernatural origin of that massive hurricane, and they know they cannot quell its fury without first acquiring extraordinary power.

Speech of the Sea: A tempest tamer's bonus language options include Aquan and Auran, in addition to the bonus languages available to the character from her race. However, the tempest tamer does not gain Sylvan as a bonus language option.

This ability alters bonus languages.

Whirlpool Walker (Ex):

At 4th level, a tempest tamer can resist winds and the unnatural powers of sea creatures. The tempest tamer gains a +4 bonus on saving throws against spells with the air or water descriptor and the spell-like and supernatural

abilities of creatures with the air, aquatic, or water subtype. This bonus also applies to saving throws to avoid damage from a vortex, whirlpool, or similar effects, as well as to saving throws to prevent being pulled into or moved by such effects.

This ability replaces resist nature's lure.

Tempest Wild Shape (Su): At 4th level, a tempest tamer gains the ability to turn herself into a Small water elemental. This ability functions as per the *elemental body I* spell except as noted here. The effect lasts for 1 hour per druid level or until she changes back. Changing form (to an elemental or back) is a standard action and doesn't provoke attacks of opportunity.

At 6th level, a tempest tamer can use tempest wild shape to change into a Small air elemental. At 8th level, a tempest tamer can use tempest wild shape to change into a Medium air or water elemental, as per *elemental body II*. At 10th level, a tempest tamer can use tempest wild shape to change into a Large air or water elemental, as per *elemental body III*. At 12th level, a tempest tamer can use tempest wild shape to change into a Huge air or water elemental, as per *elemental body IV*.

A tempest tamer can use this ability once per day plus an additional time per day at 6th level and every 2 levels thereafter (up to a total of eight times at 18th level). At 20th level, she can use tempest wild shape at will.

This ability replaces wild shape.



ADVENTURING ON LAND

It takes a lot of motivation for an adventurer to forsake home, family, and familiar lands for a life of exploration and danger. That drive must be especially strong for aquatic characters to adventure on land. These brave explorers not only must leave behind a life they are accustomed to but also must be prepared to travel into an environment for which they are physically unsuited. For aquatic adventurers, traveling on land can be strange and painful.

This section presents some of the obstacles aquatic adventurers face when adventuring on land, as well as recommendations of mundane and magical gear and spells to help overcome those challenges.

LOCAL KNOWLEDGE

Perhaps the greatest help an aquatic creature can receive when adventuring on land is the friendship and support of surface allies. Trusted friends can explain foreign customs to aquatic adventurers, help them learn how to function out of water, and intercede with ignorant land dwellers. Few aquatic creatures risk traveling alone on dry land because, as with all expeditions to strange places, a local guide usually proves invaluable.

MOVEMENT

Most aquatic creatures, even amphibious ones, move slowly on land. This can be a challenge for companions who travel overland quickly—an aquatic party member not only restricts the speed of the whole group but also makes it tactically difficult for a party to retreat from combat without leaving the slower ally behind.

Mundane Solutions: Aquatic creatures can use many mundane items to expedite overland movement. The simplest solution for an aquatic adventurer traveling overland is to purchase or hire a wagon or similar conveyance. These explorers can also ride horses or other mounts to keep up with their companions, but creatures without legs, such as adaros or merfolk, must use specially constructed saddles (treat these as exotic saddles) or suffer a –4 penalty on Ride checks. Aquatic races familiar with underwater mounts such as eels, hippocampi, and seahorses usually find travel by land mounts to be uncomfortably jolting. Alternatively, land limbs (see page 18) can improve an aquatic adventurer's land speed. In an emergency, an aquatic adventurer might have no choice but to be carried by a brawny companion.

Magic Solutions: Magic is the most effective way to counteract a slow land speed, but an aquatic adventurer must balance duration with expense. *Expeditious retreat* can grant a considerable boost to land speed, but only for a short time. Polymorph spells such as *alter self* or *beast shape I* can provide fully functional legs, but for a similarly short duration. The spell *fins to feet* (*Pathfinder RPG Advanced Race Guide* 195) offers a better solution because of its longer duration. Overall, aquatic adventurers might wish to use mundane conveyances for the most part and use potions and spells strategically for combat or other emergencies. Magic items such as a *seafoam shawl* (*Advanced Race Guide* 195) or a *shimmering kilt* (see page 20) generate a pair of legs reliably,



but such items are rare and expensive. Aquatic adventurers might prepare for a long overland journey by seeking out these items or by commissioning a spellcaster to craft one.

Other Movement: Aquatic adventurers can look beyond land speed for other magical solutions. *Floating disk* is an often-overlooked spell that is particularly useful to those who move slower on land. Even a low-level caster can support another creature on his *floating disk*, and the spell lasts for an hour per level. The only disadvantage is that he and his aquatic companion must remain close together, as the *floating disk* won't stray far from the caster. Many other spells and effects can help an aquatic adventurer move adroitly for short periods of time. The *fly* spell provides a quick method of travel regardless of land speed. A *carpet of flying* or *wings of flying* grant a long-term fly speed, and a *cauldron of flying* (*Pathfinder RPG Ultimate Equipment* 287) not only provides reliable flight but also can be filled with seawater for the comfort of aquatic creatures (such as gillmen) that require regular submersion.

Not Relying on Movement: In combat, the best strategy to deal with slow movement can be to avoid having to move at all. An aquatic PC might specialize in ranged attacks or spells that do not rely on battlefield movement to be successful. A cecaelia adventurer can fire a bow comfortably from a cart, and a merfolk wizard can cast spells from horseback. Even aquatic PCs who prefer melee combat should keep a ranged weapon on hand to prevent faster land-bound foes from outmaneuvering them.

WATER DEPENDENCY

Traveling on land can be uncomfortable for aquatic adventurers, even beyond the physical act of moving in a dry environment. Most aquatic creatures have some degree of water dependency, which can make journeys on land irritating—or outright deadly.

Breathing: An aquatic creature without the amphibious subtype cannot breathe air and begins to asphyxiate when out of the water, just as a surfer would drown trying to breathe water. Water dwellers breathe by extracting oxygen from water, so if an aquatic adventurer uses a small, limited quantity of water—such as that carried in a bucket—to breathe on land, the water will eventually run out of the oxygen the creature needs to survive (just as an air breather can't simply bring a bladder of air underwater and breathe indefinitely). The most reliable methods of dealing with this limitation are magical. A *crystal helm* (see page 20) provides continuous water for an aquatic creature to breathe. The *air breathing* spell (*Pathfinder RPG Monster Codex* 189) likewise can assist an aquatic adventurer for several hours. Transmutation effects such as *alter self*, *beast shape I*, *monstrous physique I* (*Ultimate Magic* 229), and *polymorph* can transform an aquatic adventurer into a creature that can breathe air and travel easily on land; unfortunately, these spells have a short duration and are thus most useful in emergencies.

Submersion: Amphibious creatures have a much easier time with adventuring on land, though they may still

THE PARADOX OF BOOTS

Aquatic adventurers lacking legs and feet often seek out magic items to help them move when traveling on land. However, most magic items that enhance movement are boots. This can leave an adventurer in the woeful situation of finding that the perfect magic item to help her is one she cannot wear.

Some aquatic races have feet—or appendages close enough to feet—to be able to wear boots. Aquatic elves, gillmen, locathahs, sahuagin, and tritons can wear boots normally. Cecaelias and grindylows can use magic boots by fitting each one over a tentacle. The result may look somewhat ridiculous, but this can be a small price to pay for the benefit of the magic item.

Adaros and merfolk do not have a boots magic item slot, so they cannot wear magic boots without some form of transmutation magic to first give them legs. If a legless creature polymorphed into a form with legs is wearing magic boots when the spell ends, the boots appear on the ground next to the wearer; neither the boots nor the wearer take damage from the transformation. A better option might be to talk to your GM about creating a variant item, such as a *fin band of striding and springing*, that your legless PC can use.

face certain challenges. Gillmen and other water-dependent creatures can't leave the water for long, for without regular submersion in water, they weaken and die. A sponge suit (see page 19) can help offset this dependency for a time. Water-dependent creatures traveling on land should nevertheless plan their journey carefully, never straying more than a few hours from a bathhouse, lake, or pond. Coastal and river travel is easier for these creatures, and they might alter their course to follow a river or coastline for as long as possible, even if it adds time to their journey.

Aquatic adventurers treasure the simple spell *create water* and can use it to refresh themselves so long as they have a container large enough to soak in. Experienced adventurers with access to powerful items may come up with more elaborate solutions, such as bringing a *decanter of endless water* on their travels or filling a *portable hole* with seawater.

COMMUNICATION AND APPEARANCE

Aquatic adventurers journeying on the surface must be prepared for clashes in culture and expectations. As with any voyage to a foreign land, the more aquatic adventurers are able to learn about surfer ways, the fewer obstacles they will face in their travels.

Language: Most aquatic races can speak Common, allowing them to communicate with many surface races. But aquatic creatures, particularly those who are nonamphibious, are used to talking underwater, where sound carries differently. As a result, they speak with rounded consonants and elongated vowel sounds. Some surfers may mistake the accent as one from a different land region, while others

don't even notice the lilt to an aquatic speaker's Common. Generally, a character who succeeds at a DC 15 Linguistics check can identify an aquatic speaker's accent as that of a person who learned to speak underwater.

Since sound and speech travel farther through water, aquatic creatures tend to talk in a lower, firmer tone in their native environment. This doesn't always work in the air, and aquatic adventurers new to the surface may have a hard time making themselves heard. Land dwellers may accuse their aquatic companions of whispering or muttering. Some aquatic creatures tend to overcompensate for their habit of speaking quietly by shouting; locathahs, in particular, enjoy raising their voices to make themselves heard (though this is a benefit to surfacers who don't like to get close to the fishy-smelling creatures anyway). After several weeks or months on land, however, most aquatic travelers learn to speak at a moderate volume.

Meeting Locals: Residents of coastal communities may have long experience interacting with aquatic creatures, while individuals farther inland may have never met aquatic creatures. Some adventurers, especially cecaelias and locathahs, enjoy being the first aquatic creature a person has ever seen. They happily engage with strangers, proudly displaying their anatomy (in whatever manner they deem socially appropriate, of course) and discussing their life under the sea. Tritons generally don't mind conversing with surfacers, but they aren't prone to idle chatter the way cecaelias and locathahs can be.

Disguises: Some aquatic creatures are more reluctant to stand out. Aquatic elves, gillmen, and merfolk all value their privacy and are suspicious of surface dwellers. For aquatic elves and gillmen, it's relatively easy to take on the appearance of a surface race. Merfolk and members of monstrous races have a more difficult time concealing their appearances. However, aquatic creatures with humanoid torsos and facial shapes—even merfolk—can make good use of mundane disguises. A long robe or gown can conceal a finned tail, a hood or wide-brimmed hat can shade facial features, and a scarf can obscure gills on the neck. Locathahs and cecaelias have trouble disguising themselves as land dwellers; cecaelias' tentacles are too bulky to easily conceal, and locathahs emit an unmistakable fishy odor. Nonetheless, spells and magic items can bolster any aquatic adventurer's disguise; *alter self* and *disguise self* are the most common spells, and a *hat of disguise* is relatively cheap (although note that cecaelias and tritons are monstrous humanoids and outsiders, respectively, so they can't use *disguise self* to pass themselves off as humanoids).

Prejudice: Disguises are a matter of privacy, but also one of safety. Some communities fear or hate aquatic creatures, and even a community that welcomes aquatic races in a given year might turn against them the next. Coastal villages raided by sahuagin might suspect all aquatic individuals, especially those with inhuman appearances, such as locathahs, of being raiders or spies. A harbor plagued by destructive storms might blame a

nearby merfolk colony. An aquatic visitor might be blamed for poor fishing. Some paranoid land dwellers believe all aquatic creatures have sinister agendas and serve aboleths, krakens, or even demon lords. An aquatic adventurer entering these communities could be arrested or attacked on the flimsiest pretense.

Adoration: While some settlements fear aquatic creatures, others embrace them. Tales of the beauty and talent of merfolk are common along coastlines, and villagers may gather to gaze in wonder at a merfolk traveling on land. Aquatic elves, tritons, and other races seen as beautiful by surfacers might receive the same awe-filled treatment. Besotted surfacers may beg for a strand of an aquatic adventurer's hair, a scale shed from her tail, or a song to carry in their memory.

OTHER CHALLENGES

Aquatic adventurers face many challenges on land beyond walking and breathing. Land customs and environmental changes can be difficult for an aquatic adventurer to predict or understand, especially the first time out of the ocean.

Materials: Salt water is incredibly harsh, and few materials can remain submerged for long without disintegrating or corroding. Aquatic races therefore have several materials upon which they rely: coral, eel skin, shells, stone, woven kelp, and similar materials are all practical and useful underwater. An aquatic adventurer might be surprised to learn that such materials aren't in common use on the surface because they can dry and crack too easily. Conversely, an aquatic adventurer might be unfamiliar with materials common on the surface, such as leather, paper, wood, and textiles such as cotton.

Gravity: Aquatic adventurers who have lived their lives in the water may be unaccustomed to the pull of dry land. At first, these adventurers might rely on buoyancy that no longer exists, often tripping, falling, or even having difficulty lying down. Aquatic adventurers may overestimate their ability to jump, leaping blithely off rooftops or into gullies without properly gauging the distance. Many aquatic explorers end their first week on land covered with bruises. Just as it can be difficult for land walkers to think in the three dimensions of undersea travel, it can be hard for aquatic adventurers to learn that three-dimensional movement isn't easy on land, and that going around a structure, or using stairs or a ramp to descend from a high surface, is inconvenient but necessary.

Sleep: Travelers from the water may also have trouble sleeping. Aquatic species tend to rest floating upright, so lying down can feel unnatural. Insomnia commonly plagues aquatic adventurers when they venture on land, and they may develop elaborate rituals to ensure a good night's sleep, such as insisting on cold temperatures and complete darkness. Some may dampen their bedroll with water, taking comfort in the cool and clammy feel of the fabric.

Heat: In most climates, the air is warmer than the sea. Aquatic adventurers may be used to the cold, particularly if

they are accustomed to venturing deep into the frigid and lightless depths of the ocean. They might not, however, be prepared for consistently dry and hot climates outside of the water. Apart from being unpleasantly warm for them, dry climates can cause their skin to crack and flake away, which aquatic races find exceedingly uncomfortable. Pale-skinned aquatic races may have never experienced a sunburn, so they may be unprepared for how quickly skin can redden and burn when constantly exposed to the sun.

Weather: Surface weather can seem unusual to aquatic adventurers who live mainly in the depths of the ocean. The ocean experiences weather of a sort, but shifting undersea currents are unlike surface winds, and cyclones are very different underwater than they are on land. Undersea creatures that have lived near the surface might be familiar with rain, thunder, lightning, and wind, but other weather phenomena such as sandstorms, snow, or tornadoes may surprise them. Aquatic races might lack the basic instincts to protect themselves from a lightning strike or a blizzard, simply because they haven't experienced them before.

Conversely, aquatic adventurers are particularly sensitive to unseen movements in their environment, due to operating in dim or murky water for most of their lives. Surfacers might be surprised to find an aquatic companion seeming to "read" a change in the wind or perceiving an oncoming storm much sooner than they themselves can see the signs.

Fire: Of all the strange new phenomena aquatic adventurers face on land, the most common and the most dangerous may be fire. Aquatic adventurers may have never encountered it before. Even magical fire often fails to burn underwater, so adventurers may have heard about fire, or even seen flames flicker into life and die once or twice, but never really experienced it.

Even less-seasoned undersea adventurers can keep from burning themselves around fire; the heat of the flames warns away flesh long before it begins to burn. Common fire knowledge and care, however, may escape them, and it might be difficult or impossible for an aquatic adventurer to light a torch or start a stable campfire.

Fire safety is another topic aquatic adventurers may not understand. If they are not supervised, characters could inadvertently build a fire in a dry, brushy area without clearing a safe space first. They might build blazingly hot fires that give off enormous clouds of smoke visible for miles, or they might select materials that look flammable but don't burn well (such as wool or wet wood).

Cooked food is a novelty for most aquatic adventurers. Some find cooked food unappetizing, declaring it tough and smoky compared to crisp sea vegetables

and fresh fish, and they insist on eating food (including meat) raw. Others enjoy the new flavors of cooked food, perhaps even learning to prepare hot meals themselves. Locathahs especially adore surface cuisine.

Clothing: One of the biggest cultural differences between land dwellers and aquatic creatures is that the latter rarely wear clothes. Fabric disintegrates quickly underwater and hampers efficient swimming. Many aquatic creatures have learned to read currents, temperature, and water conditions by the feel of water moving across their bare skin as they swim, so they find that clothing dulls their senses. At most, aquatic creatures operating under the sea tend to wear leather or silk harnesses on their upper bodies and shorts or a loincloth if they have legs. While some races, such as aquatic elves, may boast more developed fashions, few other races are used to wearing clothing to the extent common on the surface.

Aquatic adventurers traveling on land often wear as little as possible and prefer loose, light fabrics. Robes and skirts are popular among aquatic adventurers of all genders for the freedom of movement they offer. Even after they learn the extent of propriety in public, aquatic adventurers lose no time stripping out of confining clothes in private.



ADVENTURING UNDER WATER

Surface adventurers have many reasons for traveling under water. Some of the oldest civilizations on Golarion have strong ties to the ocean, and the waters still hold countless secrets and treasures from those forgotten empires. The ocean is home to ancient creatures that have survived for centuries, guarding knowledge no one else can provide.

An underwater journey poses many dangers for land-dwelling creatures. Even if an adventurer finds a way to breathe underwater reliably, she still must deal with impeded visibility, vicious monsters, and xenophobic settlements. This section details mundane and magical methods to assist a surface adventurer exploring underwater and provides tips

on roleplaying a land-based character in a group that also contains aquatic characters.

MOVEMENT

Even land dwellers who swim very well can't match the speed of aquatic creatures. Fortunately, there are methods for surfacers to compensate for their slow speed in the water.

Boats: If an adventuring party travels near the surface, nonaquatic adventurers can travel in a boat while their aquatic companions swim alongside. In a pinch, an aquatic companion could tow or push a small vessel.

Mounts: Aquatic mounts can provide a comfortable and novel way for surface adventurers to travel. Locathahs favor giant eels fitted with riding harnesses and are often eager to demonstrate these mounts to members of surface races looking for a smooth method of travel. Giant seahorses and hippocampi also make fine mounts and are often more comfortable for surfacers familiar with riding horses.

Magical Solutions: The spells *ride the waves* (*Pathfinder RPG Ultimate Magic* 235), *slipstream* (*Pathfinder RPG Advanced Player's Guide* 244), and *touch of the sea* (*Advanced Player's Guide* 250) all grant underwater movement, although only *ride the waves*—a higher-level spell—offers a long-term solution to aquatic travel. Certain magic items grant swim speeds for as long as they are worn, such as a *cloak of the manta ray*, *helm of underwater action*, *pearl of the sirines*, or *ring of the sea strider* (*Pathfinder RPG Ultimate Equipment* 176). Of these, the *cloak of the manta ray* is the cheapest, although its side effect of changing the wearer's form might prove to be a hindrance, and novice adventurers might find even the *cloak of the manta ray* prohibitively expensive.

AIR DEPENDENCY

Undoubtedly the greatest challenge surfacers face when they go adventuring beneath the waves is their inability to breathe underwater. Spellcasters have devised numerous ways to help air-breathing adventurers explore the ocean's depths with magic, and surface dwellers can learn to make good use of these tools.

Spells: The *water breathing* spell allows a single character to breathe underwater for several hours; if necessary, the duration can be divided among several individuals. Spellcasters must plan carefully to ensure their *water breathing* spell doesn't end before they have time to cast a new one. The *aboleth's lung* spell (*Pathfinder RPG Advanced Race*



Guide 189) also enables water breathing, but it robs recipients of their ability to breathe air for its duration. An air-breathing adventurer traveling underwater would be wise to carry her own *potion of water breathing* for emergencies, in the event she is separated from a spellcaster or if the magic she relies on is dispelled by a canny opponent. Some adventurers also carry *potions* or *scrolls of buoyancy* (*Pathfinder RPG Advanced Class Guide* 177) or *water walk* for emergency ascension.

Magic Items: As with magic items that provide a swim speed, a magic item that provides a permanent solution to breathing underwater is more useful but much more expensive. Items such as a *bottle of air*, a *crystal helm* (see page 20), or an *iridescent spindle ioun stone* provide the ability to breathe underwater, while still other magic items that provide both a swim speed and the ability to breathe water are even more valuable.

COMMUNICATION AND APPEARANCE

Undersea communities are foreign lands in that surface adventurers rarely know the customs or language and often look dreadfully out of place. The Aquan language serves the same role among undersea races as Common does on land—providing a single language that creatures of many types can use to communicate. Aquan is particularly easy to pronounce with a mouthful of water, whereas Common words with harsh sounds can be difficult to speak underwater without a hard-edged surfacers accent.

Magical disguises, including disguises provided by a *hat of disguise* or the spells *alter self* or *disguise self*, are useful for fitting in underwater. Mundane disguises, however, are much harder to pull off. Most aquatic races wear very little in the way of clothing, and voluminous robes or cloaks seem suspiciously hindering and out of place. Even a skilled disguise artist can't make a human look like a locathah without significant difficulty. A surfacers trying to fit in underwater is best served by mimicking the closest aquatic analogue. For example, humans can impersonate gillmen with the addition of fake gills and violet eye lenses, and surface elves can impersonate their aquatic kin with fake webbing between their fingers and toes.

Disguises may be difficult to create underwater, but they can be incredibly important. Many aquatic races, particularly aquatic elves and merfolk, are startlingly xenophobic and refuse to admit outsiders. Even in cosmopolitan settlements such as the city of Talasantri in the Arcadian Ocean, surface adventurers draw a lot of attention.

OTHER CHALLENGES

Many adventurers from the surface feel claustrophobic underwater. Unless an adventurer stays in the upper reaches of the ocean where light is abundant, being underwater can feel like being in an unendingly vast, dark cave. Surfacers can also find constant submersion uncomfortable. Skin becomes damp and swollen, clothing ill suited for immersion can chafe or irritate, and surface travelers often feel cold even at very shallow depths.

OCEANS AND SEAS OF GOLARION

The oceans and seas of Golarion all have their own unique properties. Experienced adventurers can anticipate what races and hazards they are likely to encounter based on the seas they traverse. Further information on the oceans of Golarion appears in *Pathfinder Campaign Setting: Aquatic Adventures*.

Antarkos Ocean: This great ocean covers the southern pole. Most of the water lies beneath sheets of ice thick enough to walk upon.

Arcadian Ocean: The Arcadian Ocean separates the continents of Arcadia and Avistan. These waters stretch north and south, running the gamut from icy northern reaches to tropical waters. The central reaches of the Arcadian Ocean cradle the remains of lost Azlant, the ancient continent buried during Earthfall.

Castrovin Sea: The Castrovin Sea lies at the center of the continent of Casmaron, and much trade between Kelesh and Iobaria crosses it. The Keleshite Navy patrols its waters, but rich trade ships still prove a tempting target for pirates.

Embaral Ocean: This vast marine desert connects Tian Xia and Casmaron. Lack of wind keeps the water glassy and smooth, except during the equinoxes, when strong winds blow and trading ships race across the surface.

Inner Sea: The same cataclysm that sank the continent of Azlant created the Inner Sea. Powerful nations cluster on its shores, and trade ships and naval vessels fill its waters.

Ivory Sea: This northern sea is a favored spot for whalers, as pods of whales travel the sea in the summer months.

Obari Ocean: The Obari Ocean, the smallest of Golarion's oceans, connects Casmaron and Garund to the Inner Sea. The Obari Ocean is plagued by cyclones and sudden thunderstorms.

Okaiyo Ocean: Despite its large size, the Okaiyo Ocean remains clouded in mystery. The few coastal communities bordering the ocean have little interest in exploring its depths.

Moving in three dimensions is usually a foreign concept to surfacers, and they are often stymied by trying to go around an obstacle rather than instinctively going above or under it. Surfacers also lack practice in reading currents to establish direction, and aquatic races can grow frustrated when surfacers don't recognize the significance of a coral growth or an undersea vent. When this lack of experience is coupled with the common inability to see very far underwater, explorers from the surface often get lost without a reliable underwater guide or a tool such as an underwater compass (see page 19). Eventually, through practice and prolonged submersion, most surfacers get the knack for underwater navigation.

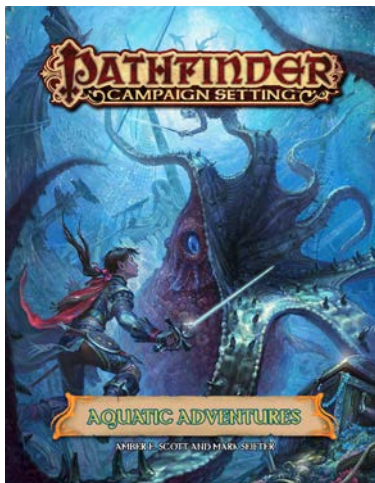
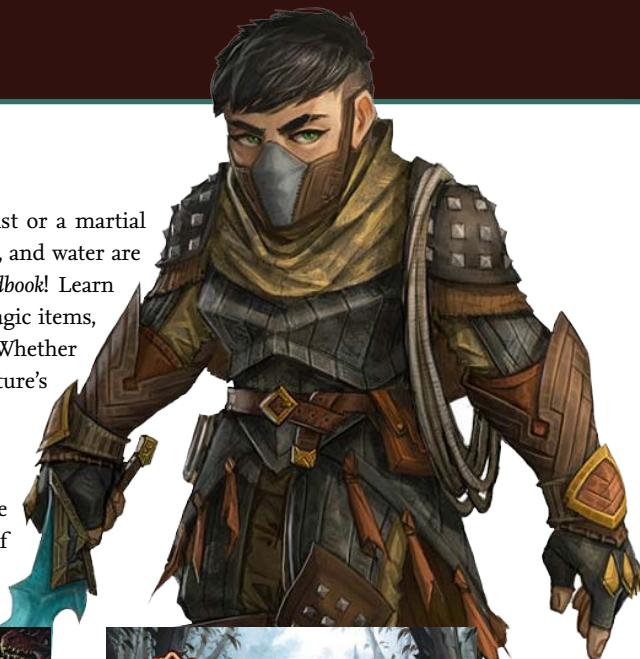
While aquatic environments may be strange, they can also be incredibly beautiful. Some adventurers fall in love with underwater cultures and return whenever they can. Though aquatic adventurers and surface adventurers come from starkly different worlds, they can eventually learn to appreciate and even feel at home in each other's environments.

NEXT MONTH

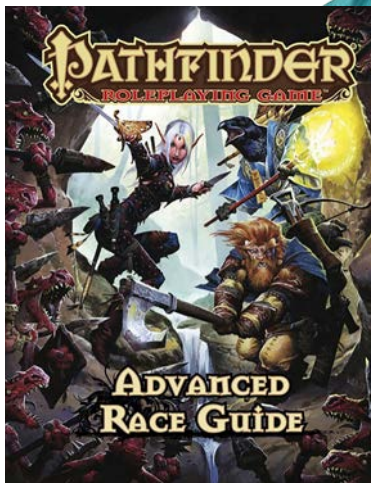
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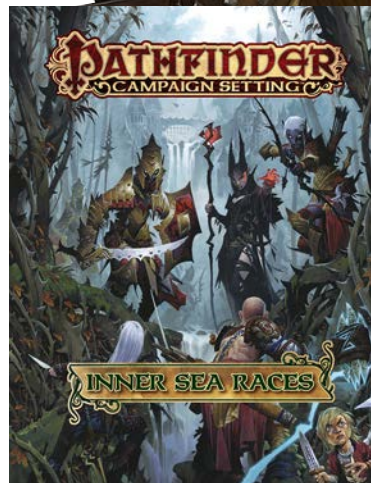
You're going to need more than a dry change of clothes if you hope to make your underwater journey more comfortable. Crack open these other books if you want to fully prepare for an exciting aquatic campaign.



Looking for more options for your aquatic character? Check out *Pathfinder Campaign Setting: Aquatic Adventures* for more archetypes, feats, and gear, as well as a comprehensive look at the oceans and seas of Golarion.



Explore the many racial options available in the *Pathfinder Roleplaying Game* and brush up on the race builder rules to create a truly unique experience with the *Pathfinder RPG Advanced Race Guide*.



If you want to know how your character fits into Golarion, check out *Pathfinder Campaign Setting: Inner Sea Races* and discover the personalities and customs of dozens of races in the Inner Sea.

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IT CAME FROM THE SEA

Whether from the dark depths of the ocean or azure tropical seas, heroes rise from beneath the waves. *Pathfinder Player Companion: Blood of the Sea* explores the mystical paths and strange abilities of sea-born adventurers. Discover the secrets of aquatic elves, gillmen, merfolk, tritons, and more. New magic items and spells aid aquatic characters and land-dwelling characters alike. A host of new archetypes, feats, and other options allow you to infuse your character with the power of the sea. Dive into *Blood of the Sea* and discover oceans of possibility!

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- ▶ Advice on what to consider when your land-dwelling character must explore the depths, and tips on how aquatic characters can overcome the daunting challenges of adventuring on land.

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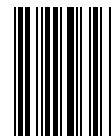
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