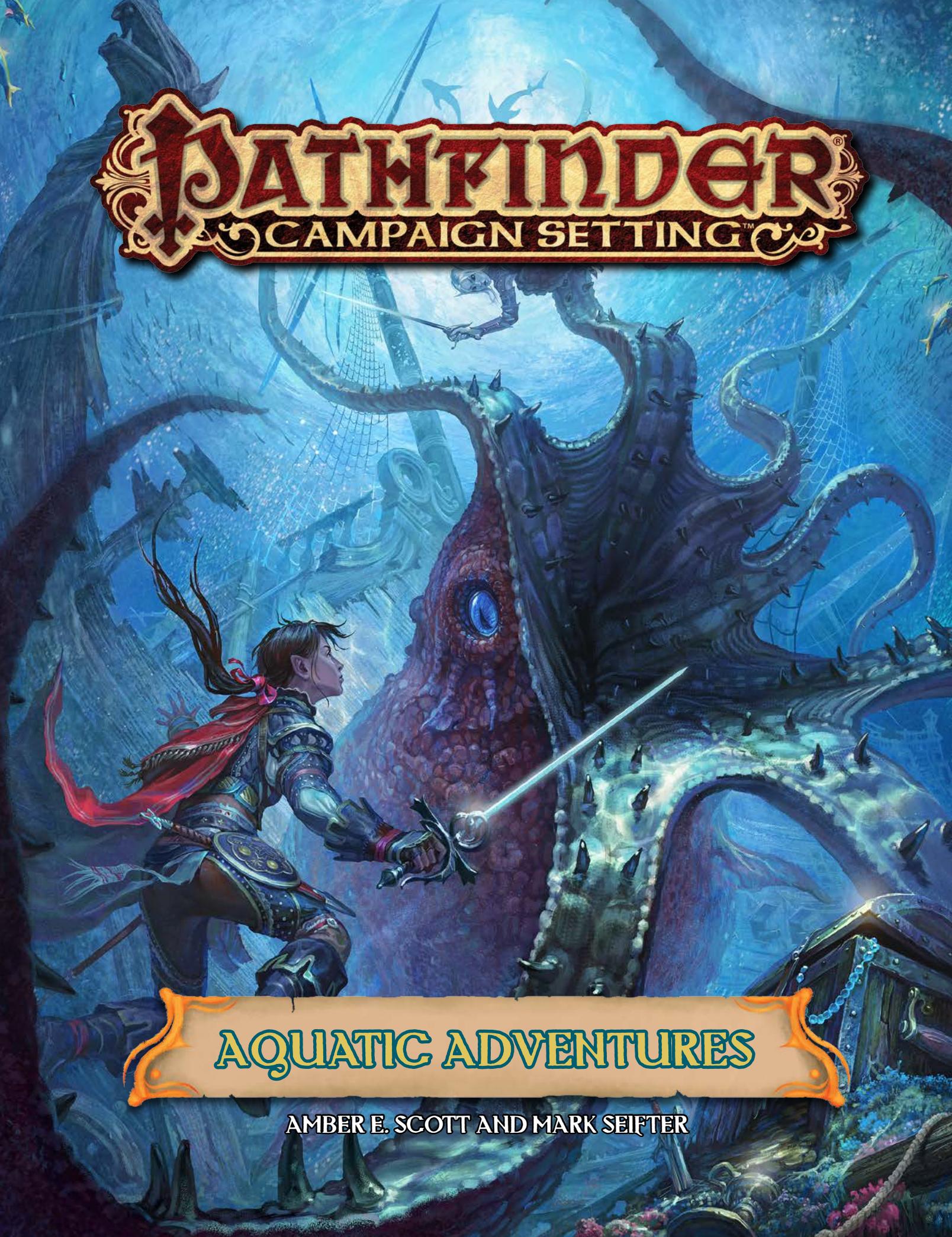


PATHFINDER® CAMPAIGN SETTING™



AQUATIC ADVENTURES

AMBER E. SCOTT AND MARK SEIFTER

A GUIDE TO GOLARION'S
MAJOR WATERWAYS



PATHFINDER

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ON THE COVER

An enormous devilish emerges from the shipwreck where Jirelle and Merisiel hoped to find an easy cache of sunken treasure in this cover by Igor Grechanyi.



TABLE OF CONTENTS

INTRODUCTION	2
ANTARKOS OCEAN	4
ARCADIAN OCEAN	8
EMBARAL OCEAN	12
OBARI OCEAN	16
OKAIYO OCEAN	20
GOLARION'S SEAS	24
AQUATIC RULES	42

REFERENCE

This book refers to several 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.

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Printed in China.



Paizo Inc.
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INTRODUCTION

"The mysteries of the oceans are as deep and dark as the waters themselves. These are the primeval birthing pits of the world, where creatures as ancient as the world's heart still swim in hidden trenches. Vast oceans sprawl beneath the ground, with never a ray of sunlight breaking their murky waters. Civilizations formed and grew, suffered and died, and the bones of their cities still lie on the ocean floors.

"The oceans guard their secrets well. Those finned and gilled beings who call the waters home think they understand it, but the ocean hides its truths even from them. Serpents that can swallow ships whole, tentacled monstrosities with ancient memories, and behemoths that rise only at the bidding of the gods inhabit the deeps.

"The most fervent refuse to be deterred by the oceans' dangers. Seekers in pursuit of truly ancient knowledge and the very deepest secrets begin and end their search in the water, for that is where our world itself began and shall someday end."

—Eldrinex the Distant, oceanologist and explorer



Oceans are the lifeblood of Golarion, their currents carrying people and trade across the world. Each ocean has a character all its own, from the breathless quiet of the Embaral Ocean to the frozen mystery of the Antarkos Ocean. Sailors can spend their entire lifetimes learning the quirks of their home ocean and still understand only a sliver of its secrets.

A life on the ocean is not an easy one. Anyone who has ever taken an ocean voyage knows of the dangers—pirates, sea monsters, and storms being merely the most common. Though all oceans contain these threats, there are specific dangers unique to each region. The deadly quiet of the Embaral Ocean's marine desert contrasts sharply with the howling winds ripping through the Antarkos Ocean. The methodical, strategy-minded pirates of the Arcadian Ocean bear little resemblance to the reckless raiders of the Obari Ocean. Prudent travelers carefully research the waters they'll be traveling before embarking on a journey.

Some captains make their livelihood on the water, ferrying passengers to foreign shores or abandoned ruins. Hiring an experienced captain can mean the difference between success and failure on an adventuring mission. An incompetent or malicious captain can delay a voyage, steer passengers into trouble, or simply abandon them to the waves after having promised return passage.

Scholars have learned much about Golarion's oceans, though much remains to be discovered. The difficulty of traveling underwater means that oceanologists have to gather a goodly portion of their information from dialogues with aquatic races. Researchers look for coastal colonies of merfolk and aquatic elves to speak with, if they can gain the trust of such a colony. Evil sea creatures can spread misinformation, though, attempting to lure unwitting travelers into treacherous waters.

Adventurers can be as interested in what lies beneath an ocean's waves as they are in traveling its surface. Ancient ruins and lost treasures rest on the ocean floor, ready for the taking—assuming a treasure hunter can make it past the sea monsters, colonies of fierce aquatic races, traps left behind by civilizations past, and guardians preserved by magic and faith. And first, of course, such treasure hunters must find a way to survive the cold, dark, crushing depths of the ocean.

The variety of life within oceans is as great as that on land—if not more so. Some ocean-dwelling races are largely benevolent, willing to talk and trade with surface folk and fight against vicious raiders. Aquatic elves, merfolk, and tritons are the best known of the friendly races. Their enemies are many, though; adaros, gutaki, sahuagin, and sea hags are bloodthirsty creatures that joyfully slaughter any who cross their path, and many fearsome beasts reside in the waters of Golarion, from common sharks to massive krakens. In the deepest trenches of the oceans and within

the Sightless Sea, some twisted behemoths have lived for thousands of years, never rising to the surface, their existence all but forgotten by the sunlit world.

Yet, as on land, aquatic races have both good and evil members in their communities. Sailors and adventurers know that allying with sea creatures can reap great rewards, but such alliances must be forged with caution. Among the cecaelias, the ceratioidi, the locathahs, and the siyokoys, travelers can find honest, trustworthy allies, but they can also find hostile and even murderous foes. Some remote underwater communities are highly suspicious of outsiders (and of surface-dwellers in particular). Surface folk who journey to these communities can be turned away or even killed.

Coastal towns and port cities also have regular dealings with aquatic races. Fishers quickly learn what—and who—inhabits their preferred waters. Folk tales of sailors rescued by merfolk or lured to their doom by selkies are common along coastlines. Those who live on the coast may never venture onto the water, but they still learn about the denizens, weather conditions, and landmarks of the waters near their homes. They share or sell their information to travelers at their discretion, helping those who assist their communities while demurring or lying to those who cross them.

There are five major oceans on the face of Golarion. The Antarkos Ocean, an ice-covered expanse of constant winter, wraps around the pole in the far south. The Arcadian Ocean sits between the continents of Arcadia and Avistan and covers the ruins of the ancient civilization of Azlant. The Embaral Ocean, a marine desert in the midst of living waters, stretches between Casmaron and western Tian Xia. The Obari Ocean's rich trade waters connect eastern Garund with Casmaron. Finally, the Okaiyo Ocean connects the sparsely populated western coast of Arcadia with the eastern shores of Tian Xia.

Many smaller seas connect to Golarion's oceans, each one filling a particular role in the ecosystem. The northern Ivory, Shining, and Songil Seas are popular whaling waters. The Steaming and Fever Seas lead into the Arcadian Ocean, their waters patrolled by pirates and elves, respectively. The Castrovin and Inner Seas are crisscrossed by trade routes that link powerful empires bordering these waters. The Valashmai Sea bars the way to the ancient continent of Sarusan, its waters filled with titanic creatures and its seabed littered with lost artifacts. Perhaps the strangest sea of all, the Sightless Sea, ripples miles beneath Golarion's crust; though the size of the Arcadian Ocean, it is never touched by the sun's light.

In addition to the oceans and seas, Golarion has thousands of other waterways where one could find adventure, from the lengthy Sellen River to the massive Lake Encarthan. Adventurers can easily find danger and reward by looking beneath the water's surface.

AQUATIC ADVENTURES
INTRO
ANTARKOS OCEAN
ARCADIAN OCEAN
EMBARAL OCEAN
OBARI OCEAN
OKAIYO OCEAN
GOLARION'S SEAS
AQUATIC RULES



ANTARKOS OCEAN

THE GREAT SOUTHERN OCEAN

Temperature: Cold waters

Hazards: Dangerous currents, icebergs, storms

Resources: Ice, whaling

The Antarkos Ocean, also known as the Ocean of Frozen Dreams, is the largest on Golarion, but less is known about it than any other. The thick ice that covers this ocean on Golarion's southern pole prevents explorers from descending into the frigid waters. During the warm season, massive chunks of the ice sheet break off to drift into warmer climes, but the amount of ice lost is nothing compared to the great sheets of frozen wasteland left behind.

Ocean Conditions

Icebergs bob in the freezing waters of the Antarkos Ocean, most only the size of a ship, but others stretching hundreds, even thousands of feet across. Most of an iceberg's mass is concealed beneath the water, and ships that seem to be a safe distance from an iceberg can still

tear their hulls open on the submerged ice. On the other hand, icebergs also provide a source of fresh water during long voyages. Due to the danger icebergs present, captains usually send dinghies from a larger ship with a small crew aboard to chip ice off the berg to melt into drinking water.

Icebergs are not solid, immovable masses. They float and drift on the Antarkos and can even flip over, an event with devastating repercussions. Even icebergs weighing thousands of tons can flip when they break free from the ice sheet, and the force of a mountain of ice slamming into the ocean can cause ship-crushing waves.

Experienced captains know to be cautious of icebergs in the straits where warm water and cold water mix. As this ice grows warmer, it becomes unstable and can suddenly explode. An exploding iceberg sends shards of ice ripping through the hulls of nearby ships and causes rocking waves that can capsize vessels further away. One massive iceberg north of Antarkos has been floating intact for over a decade now, and as it grows older and drifts further north, the likelihood of it exploding grows higher. Sailors





her presence, and her deep merfolk followers ruthlessly attack anything bringing light into their realm.

The average depth of the Antarkos Ocean is 6,000 feet, but the deepest basins on the ocean's floor reach to 13,000 feet. The ocean floor contains few ruins, as this area has always been remote and inhospitable, but rumors tell of an ancient temple to Kostchtchie, the Deathless Frost, standing in a depression known as the Rimelin Basin. The temple, made of white marble, is guarded by a polar bear construct carved entirely of aquamarine. Traps both magical and mundane guard the ruin, and undead servants still prowl its halls. Women who enter the temple are struck with a terrible curse that saps their stamina and fills their bones with a biting, unshakable cold.

No plant life grows within the frozen dark of the ocean, but one bright spot of heat shines amid the blue. Within the Mardine mountain range on the sea floor, a hydrothermal vent spews superheated water into the ocean in thick white plumes. The mix of heat and cold, combined with the mineral-rich water spouting from the vent, creates an excellent environment for bizarre life to thrive. The few researchers who have examined the vent (mainly through use of divination magic) report strange, nautilus-shaped creatures alongside enormous tentacled newts with lobster tails—a rare species known as the trench newt.

Not far from these vents lies an alien settlement. Thousands of years ago, as the result of an arcane mishap, a group of kalo were transported across the vast reaches of space and dumped in the depths of the Antarkos Ocean. On their own home world of Kalo-Mahoi, a watery moon that orbits the gas giant of Bretheda, these creatures form a rich society of scholars and poets. Their moon is covered in a thick sheet of ice, not unlike the majority of the Antarkos Ocean. Unable to return to their world, the kalo stranded on Golarion set about building a settlement and starting a new life in a strange world. They made it through the rough first generation beneath the ice, and since then the settlement has expanded to hold hundreds of their kind. They keep to themselves in their secluded city, which they named New Mahoi. The city has flourished over the years. Kalo construction involves a combination of stone and organic elements such as corals and barnacle-like crustaceans, essentially creating a living city that can grow as needed over generations. Primarily keeping to themselves, the kalo venture outside the walls of their organic settlement only when they need to hunt or when they trade with the more peaceful Antarkos giants. A benevolent folk, the kalo engage in enlightening philosophical debates with one another and with those the alien creatures have befriended. All of the kalo living in New Mahoi now have only heard about their home world from the oral histories passed down from generation to generation. Some of the younger and

more adventurous kalo talk about one day returning to the moon that their ancestors once called home.

The Antarkos Ice Sheet

Thick ice covers the southern pole, stable enough to walk on but not welcoming to travelers. Ice storms are common, driving frozen shards beneath cuffs and collars and into boots, killing the unprepared in a matter of minutes. Ice trolls prowl the surface, hunting whales and other large aquatic mammals from the ice's edge, as well as preying on adventurers who stumble into their dens. The largest ice troll band, the Skybloods, is almost 80 trolls strong. Most troll bands consist of one family unit, but the Skybloods are united in their worship of the auroras that dance in the sky. Their leader, **Rask Skyblood** (CE male ice troll shaman^{ACG 10}) interprets the patterns and colors of the auroras to guide his followers. The tribe captures creatures, the larger the better, to sacrifice to the sky in long, torturous rituals. Recently, followers of Pulura have begun seeking a way to destroy the Skybloods, seeing the trolls' actions as blasphemous.

Though this land appears to be nothing more than desolate sheets of ice, it is home to a startling amount of life. Penguins live in large colonies on the ice, surviving on fish and krill and evading the polar bears, seals, and winter wolves that feed on them, though leopard seals are their most savage predator. A single seal measures up to 10 feet long and can weigh over 500 pounds. Leopard seals are exceptionally deadly ambush predators. Travelers can recognize leopard seal territory by the bloody penguin skins lying on the ice; seals literally tear the penguins out of their skins and devour the meat.

Frost drakes, frost worms, giant polar bears, glacier toads, and winter wolves also range over the surface of the ice. Most creatures stay near the edge of the ice, where they can hunt for fish and smaller wildlife, but any cave large enough for explorers to rest in is almost guaranteed to be the lair of some predatory beast. Polar bears and winter wolves especially like shelters that prove appealing to humanoid travelers. Experienced explorers know to look for signs of occupation before making camp in any seemingly safe location on the glaciers.

At least one white dragon is known to lair on the icy plains above the Antarkos Ocean. **Syrranelzon** (CE male old white dragon) hides himself in a series of caverns dug within a mountain of ice nearly on the southern pole. Over a hundred creatures of various types, frozen solid by Syrranelzon's icy breath, stand like macabre statues in one of the chambers, a combination art gallery and pantry. In lean months when hunting is poor, the white dragon crunches frozen statues whole for sustenance.

Syrranelzon has intimidated a dozen adlets to guard his lair, though they obey him out of fear. They viciously attack any intruders, knowing if they fail to defend the

place, Syrranelzon will devour them. The adlets pray for the dragon's death so they can resume their solitary, nomadic lives, but they also believe nothing could be powerful enough to slay the ancient creature.

Both above and below the ice, ghosts and spirits threaten any living creatures that cross their path. Spirits seem drawn to the area; the ghosts of living beings who die far away from the Antarkos Ocean mingle with those killed on the ice sheets or on the open water. Ghosts, shadows, specters, and wraiths flit beneath the ice and soar into the sky. Some of the ghosts are peaceful, even helpful, but most are agitated and violent. The native creatures of the glaciers have learned to avoid spirits, though the occasional withered corpse of a polar bear or troll testifies to the great number of dangerous undead in the area.

Although no one knows for certain why spirits are drawn to the Antarkos Ocean, a researcher has recently begun to build an expedition team to determine the truth. **Dala** (N female human medium^{OA} 6) claims to have dreams about a swirling mass of color deep beneath the ice at the southern pole. Exiled from her clan due to her strange magical powers, Dala is determined to unlock the mystery of her dreams and has begun hiring adventurers in Kalsgard.

Treasures of the Deep

Within the lair of the white dragon Syrranelzon is a horde of uncountable wealth. The dragon has amassed piles of treasure stolen from the shipwrecks and ruins of the Antarkos Ocean, gathered over a lifetime. Over a century ago, the dragon was more aggressive and sank countless ships to gain the treasure in their holds, but for the last few decades, he has been content to hunt closer to home.

Retired sailors spinning stories by the hearth occasionally remember tales of Icejaw, the great white dragon of the south, but assume the creature is dead.

Syrranelzon's hoard contains a number of rare items in addition to its piles of coins and gems. A wizard once traveled to speak with Syrranelzon by use of a *staff of travel*^{UE}, but the wizard never emerged from the lair and the staff now lies in the dragon's hoard. A dragonslayer who tried to kill Syrranelzon but instead met a gruesome end donated her suit of +3 *unbound*^{UE} full plate to the collection. But Syrranelzon's greatest treasure is the Breath of Winter, a diamond worth over 10,000 gp that can be used to open a portal to the domain of Thremyr, progenitor god of the frost giants.

Ouhghram, the Antarkos giant who decrees no light be allowed to shine in her kingdom, wears a crown of black coral around which four orbs of utter blackness dance. The crown suppresses all light within a hundred feet of the giant and is rumored to have other powers. While Ouhghram also hoards a collection of precious jewels and gold, her most valuable treasure may be knowledge. She is evil and ruthless, but she is also the only Antarkos giant who seems willing to speak with outsiders. Sages yearning to learn the secrets of the enigmatic giant race may attempt to bargain with Ouhghram, who demands significant tribute in exchange for her lore.

The small town of Liuska, populated entirely by deep merfolk, stands on the ocean floor. These deep merfolk live quiet lives and are not hostile to outsiders. One of the townsfolk, a young sorcerer named Eldiagi, sometimes travels to the edge of the ice sheet miles above her town to trade with explorers and offer her services as an underwater guide. Some sailors, mistaking Eldiagi's sleek brown hair and skin as belonging to a selkie or rusalka, have attacked her in the past, so the guide now observes travelers from a distance to make sure it's safe before revealing herself.

AQUATIC ADVENTURES
INTRO
ANTARKOS OCEAN
ARCADIAN OCEAN
EMBARAL OCEAN
OBARI OCEAN
OKAIYO OCEAN
GÖLARION'S SEAS
AQUATIC RULES

RASK SKYBLOOD



Arcadian Ocean

DYNAMIC OCEAN CRADLING A SHATTERED CONTINENT

Temperature: Cold, temperate, and warm waters.

Hazards: Aboleth schemes, lost magic, piracy on the western shores, shallow submerged ruins, unpredictable currents.

Resources: Fishing, scavenging

The Arcadian Ocean connects the continents of Avistan and Arcadia, but the voyage between the two shores is long and dangerous. Though some ships do cross through the ruins of ancient Azlant, most of the activity on the Arcadian Ocean is concentrated on its two shores.

Ocean Conditions

Storms are common along the shoreline of the Arcadian Ocean (particularly on its western shores), but most sailors have the experience to make it through these squalls. Occasionally, a hurricane comes close enough to shore to seriously threaten Arcadian ports, but, with the exception of the Eye of Abendego, they rarely make landfall in Avistan or Garund. The waves and wind from hurricanes can

destroy ships and docks, tear houses from the ground, and kill people caught in the storm. Hurricanes sometimes move onto shore and blow inland, though they die out quickly as they travel away from the ocean.

Hurricanes also threaten sailing ships in the warmest stretches of the Arcadian Ocean. In tropical zones of the ocean, hurricanes can form year-round but are most common in Arodus, Rova, and Lamashan. The storms form suddenly and can be anywhere from 100 to 1,000 miles in diameter. Winds can blow over 100 miles per hour, and hurricanes usually last a week. Any ship caught in such a storm has little chance of survival.

In 4714 AR, a hurricane enveloped a small trade fleet bound for Arcadia from Magnimar. By all accounts, the storm, oddly heading east, formed with unusual speed and enveloped the first three ships in the fleet. The cogs *Pride of Indros*, *Seacleft's Sail*, and *Stability* disappeared into the hurricane while the rest of the fleet veered off course. The hurricane caused severe damage to the rest of the fleet, but the experienced crews survived the storm. When the hurricane passed, the fleet searched for wreckage or



survivors from the three lost ships, but no trace of them could be found. To this day, not so much as a sliver of wood has ever been recovered from the three cogs.

Certain sailing routes, particularly those traveling along the equator, are largely shielded from hurricanes. Voyages that embark in Calistril or Pharast and follow one of these routes can practically eliminate their risk of encountering a hurricane. Unfortunately for these voyages, pirates and predators also know that this is the best time to find ships on which to prey. A fearsome sea bonze known among sailors as Sailor's Doom—another title of Besmara, the Pirate Queen and goddess of sea monsters—hunts these routes. It prefers to strike at dusk on particularly calm days, circumstances which make the terror of the crew as they realize their fate all the sweeter. Sailor's Doom respects wit and guile as much as any sea bonze, but its standards are exceptionally high. To date, no sailor has claimed to have met Sailor's Doom and talked their ship into safety.

The open ocean has its own dangers as well. Sailors tell stories of rogue waves, also called Mother's Waves after Lamashu, the Mother of Monsters. Such waves are powerful and dangerous, not merely because of their size but because of their spontaneity. On otherwise calm waters with predictably small waves, a Mother's Wave can suddenly rise and engulf even the largest ships, smashing down with devastating force. There's no way to predict or prepare for these rogue waves, and sailors regard the phenomenon with fearful superstition. Some claim that making offerings to Lamashu before an ocean voyage can ensure safety from Mother's Waves, but most captains refuse to allow such evil rituals aboard.

A popular sailors' legend is that of the *Ammolite*, a brig attempting the journey from Avistan to Arcadia. Midway through the voyage, a light rain began to fall and clouds gathered overhead. A young swab looked up and saw a single bright star shining through a gap in the clouds. Believing this a sign from Desna, she ran to the captain and asked him order the crew to pray for the goddess's blessing. The captain dismissed the swab rudely, and she returned to deck where she knelt in prayer. The other sailors laughed at her, but moments later an enormous Mother's Wave rose up and swamped the ship. The pious swab was lifted by a strong wind and carried to a nearby island, where she survived alone for 9 days before a passing ship rescued her. The wreck of the *Ammolite* was never found, but lights like winking stars sometimes appear in the water near the place where it disappeared.

Traders keep maps of known ocean currents by which to navigate. Knowledge of these currents is critical for ships to make good time and stock the proper amount of crew provisions. Accurate maps of the Arcadian Ocean's currents are readily available in most port cities, but navigating the ocean is not so straightforward.

Unpredictable currents often twist through the water, interfering with regular channels and causing ships to stray far off course. Many a researcher has attempted to map these irregular currents, or to find a pattern for their appearance, but they seem to be random in appearance, direction, and duration.

Some researchers claim a behemoth creature at the bottom of the ocean causes the unpredictable currents when it moves, but no proof of any such creature has been found. Theologians have posited that the currents may have some connection to the goddess Calistria and reflect her changeable nature, though again, the theory has little weight behind it. Other researchers believe that something in the submerged ruins of Azlant might be affecting the currents. According to those studying the lost civilization, the Azlanti devised wondrous magic and advanced science that harnessed the planet's natural resonance and magnetic field to power certain devices. Some believe that one of these experiments was damaged during Earthfall and is affecting the area, as compasses are wildly inaccurate in parts of the Arcadian Ocean. Anyone who discovers the secret of the currents and devises a method to predict them could name their price from the richest trade consortiums on Avistan.

Ocean Denizens

The Arcadian Ocean is long, and the terrain along its coastlines varies greatly. In northwestern Avistan, the temperate kingdoms of Varisia, Nidal, and Cheliax border the ocean. These nations' coastal cities have large fishing industries, reeling in cod, mackerel, salmon, and walleye, as well as various kinds of shellfish. Farther south, Rahadoum, the Shackles, and Sargava fish for dunkleosteus, salmon, swordfish, and tuna. Near the Sodden Lands, of course, the constant storming of the Eye of Abendego makes fishing difficult and risky.

Piracy is a threat along certain sections of the Arcadian Ocean's shoreline. The Shackles is the lawless heart of pirate activity on Avistan's western coast—activity centered in vile Port Peril. The Hurricane King lords over the pirates of the Shackles, occasionally organizing loose cooperation among the fleets, but usually leaving the fleets to their own devices. The Eye of Abendego shelters the pirate haven, and northern nations, particularly Cheliax, search for a way to circumvent the hurricane and cut out the heart of the Shackles.

Some pirates sail small, fast brigs or caravels that can travel on the open ocean. These pirates look for solitary merchant ships that are hoping to reach their destination without attracting attention. They sometimes attack passenger ships as well, seeking incidental valuables, supplies, and slaves. In the last few months, the pirate captain **Amity Halfheart** (CN female human swashbuckler^{ACG} 6) has made a name for herself capturing

AQUATIC ADVENTURES
INTRO
ANTARKOS OCEAN
ARCADIAN OCEAN
EMBARAL OCEAN
OBARI OCEAN
OKAIYO OCEAN
GÖLARION'S SEAS
AQUATIC RULES



slaves to sell in illegal markets on the southern coast. Halfheart makes a point of taking only half the ship's crew, leaving the rest to make their way to safer waters. She splits up pairs whenever she can, taking one of two spouses, one of two siblings, a parent or a child, and so on, devastating even those she ultimately leaves behind.

Some pirates travel in larger ships, such as galleons or frigates. These pirates are more likely to travel in fleets, with smaller ships trailing behind. They attack fleets of trade ships, ready to battle against mercenaries and hired adventurers to seize their booty. Privateer **Sagio Nezatti** (LE male human bard 2/fighter 4) has been tasked by the Chelish government to break up these large pirate fleets. From the deck of the galleon *Brutal Discipline*, Nezatti commands over a dozen smaller warships and has proven adept at sinking pirate vessels quickly and then escaping into safe waters. In Port Peril, a large price hangs over Nezatti's head.

Sailors interested neither in fishing nor in piracy sometimes become traders, sailing merchant cargo along the coast, or they may become salvagers. Ruins lie submerged beneath shallow waters near the coastline, and sailors who find a ruin often find lost treasure hidden within. Sometimes this treasure is only worth a few hundred gold, but sometimes it's worth thousands. These treasures come with dangers, of course: ancient guardians, arcane traps, rooms on the verge of collapse, and more. For small ruins, salvagers run the risks themselves, but for larger or more obviously guarded ruins, salvagers might hire adventurers for a share of the profits.

Near the Varisian Gulf, a salvager named **Beritt Carn** (NG male human expert 1/fighter 2), who has made his living for years exploring shipwrecks and small ruins in the gulf, recently returned from a sail. Carn announced with great excitement that he'd discovered a pristine ruin, larger than anything he'd explored in his time as a salvager, and hired six mercenaries to accompany him back to the ruin. When they arrived, though, the group could find nothing but clear water. Confused and embarrassed, Carn returned the mercenaries to shore, but 6 weeks later Carn claimed to have found the ruin again. Again, he hired a team but was unable to find the ruin. Carn has become obsessed with finding the vanishing ruin and has offered the lion's share of whatever it contains to anyone who can help him find and plunder it.

Those who make the journey across the Arcadian Ocean find it a long and difficult voyage. The ocean's currents are strong and unpredictable, taking even experienced sailors by surprise. Migratory sea creatures, such as whales, have learned to take advantage of strong currents, and while these creatures are usually peaceful, a pod of a dozen blue whales might perceive a ship as a threat and attack, their combined forces enough to easily ram a ship into pieces. Sharks also migrate along the Arcadian Ocean in small

schools. Captain **Gerlyn Highwave** (NG female half-elf expert 2/wizard 3) of the caravel *Deep Bounty* returned from a recent voyage relating a tale of a strange sight to a room of incredulous sailors in a Riddleport tavern. She claimed to have seen a school of migrating sharks made of all types: great white sharks, tiger sharks, hammerhead sharks, and more. The school numbered at least 50, an unheard-of size for a shark school, and was led by a dire shark nearly 40 feet long.

The Ruins of Azlant

An island mass breaks up the center of the Arcadian Ocean, some still bearing the crumbling ruins of academies and towers atop them. These are the ruins of the continent of Azlant and the lost Azlanti civilization. The island ruins are only a small fraction of the buildings that yet exist, most of which are submerged underwater. Trade and travel ships skirt the islands, as spires or collapses hidden by the waves are a common danger.

The island ruins are an alluring destination for sages and salvagers, though. Archaeological finds indicate the humans of ancient Azlant designed many powerful arcane wonders. Some of their written works and magical inventions survive, lost among the remains of their empire. Small groups of adventurers and salvagers commission ships to carry them to the ruins, while larger expeditions of arcane researchers, historians, and theologians sometimes visit on the bankrolls of government patrons or private enterprises.

Searching the ruins is no easy task, though. Even discounting the magical traps and guardians left behind by the Azlanti, and the dangerous creatures that live on the islands, visitors still must contend with the elves of Mordant Spire. These strange elves fought with ancient Azlant over 10,000 years ago, their struggle ceasing only when they fled to Sovyrian before Earthfall. The elves have since returned, though, and believe the secrets of the ruins are too powerful for any other race to control, threatening all trespassers who enter the ruins.

Beneath the water, the ruins become even more dangerous. Aquatic elves, merfolk, sahuagin, and other native races live among the shattered buildings and protect their territory fiercely. The sahuagin are the most brutal of these people, attacking even large, well-armed groups. Only if a sahuagin patrol is outnumbered by double or more will they sometimes back down. Most of their victims they kill and loot, but some are brought back to their cities as prisoners to sacrifice in elaborate, bloody rituals.

Galvos, giant octopuses, sharks, and other creatures of the deep also lair in the husks of temples and palaces. The city of Talasantri is one sanctuary in the dangerous depths, but its aquatic residents hold prejudices against surface-dwellers. For more information on Talasantri, see *Pathfinder Adventure Path #124: City in the Deep*.

AQUATIC ADVENTURES

- INTRO**
- ANTARKOS OCEAN**
- ARCADIAN OCEAN**
- EMBARAL OCEAN**
- OBARI OCEAN**
- OKAIYO OCEAN**
- GÖLARION'S SEAS**
- AQUATIC RULES**

On the ocean floor itself, where the cities of Azlant lie in decaying ruin, reside the most dangerous creatures of the Arcadian Ocean. These are the aboleths, ancient creatures of immense power, whose plots can take centuries to unravel. Through their dominated proxies, the aboleths wage silent wars against their oceanic neighbors and one another.

Aboleths prefer to lair in the darkest depths of the ocean, where no light penetrates. They have built labyrinthine cities beneath and within the Azlanti ruins and filled their streets with dominated gillmen. One of these ruined cities, Voshgurvagh, has been discovered and partially explored by the elves of Mordant Spire. Farther west and south lies the aboleth city of Mosleyougdal, recently discovered by a band of tritons. The tritons believed they were exploring a sahuagin hunting ground; when they realized they had found the lair of an aboleth, they retreated—but not quickly enough. The aboleth's servitors caught the tritons and killed most of them, but two escaped to spread the warning to their people, and now Mosleyougdal's location is known in several underwater cities.

Treasures of the Deep

The ruins of ancient Azlant hold the most treasures in all the Arcadian Ocean, though retrieving those treasures means braving the dangers of the deep. One of the tritons who escaped the aboleth city of Mosleyougdal reported seeing a shimmering teal pearl 6 inches across floating atop a dolphin-shaped pillar. Whether the pearl is a simple *pearl of power* with an unusual appearance, a *crystal ball*, or something more powerful, no one knows. The fact that the pearl hung in plain sight with no apparent guardians or accompanying treasure seems very strange to those interested in the treasure.

Another treasure rumored to lie within the Azlanti ruins is the fabled *rod of the broken wave*. References to the rod appear in several Azlanti works recovered and preserved by the Pathfinder Society. The exact details of the rod's power are unknown, but the writings that exist indicate the rod can affect weather patterns and currents. The Aspis Consortium wants to claim the *rod of the broken wave* for its own benefit, and may soon mount an expedition to the Arcadian Ocean to explore the island ruins for hints to the rod's location.

Off the coast of Nidal, a group of lacedons lair within a broken, submerged lighthouse. During a recent storm, the trade ship *Fog Cutter* sank with all hands aboard only a few hundred feet from the lighthouse. Salvagers have attempted to recover the ship's cargo, crates of weapons destined for Cheliax, but the lacedons have infested the wreck and have so far driven off anyone approaching the ship. The *Fog Cutter*'s owner, a trader named **Usklor Dimm** (LE male human expert 2/rogue 2), has offered a substantial reward for the cargo. A rumor circulating among the trade guilds of Nidal claims that Dimm was shipping something other than weapons and that his client is a high-ranking official in Egorian. Gilders whisper that Dimm is desperate to recover his lost cargo before his client's patience runs out.

MORDANT SPIRE ELF



EMBARAL OCEAN

THE PRIZE AND POWER OF THE EAST

Temperature: Temperate and warm waters
Hazards: Doldrums, marine deserts, seasonal cyclones
Resources: Fishing, rich trade

Though the Embaral Ocean is the second smallest ocean on Golarion, researchers are fascinated by its unusual marine desert ecology as well as the mysterious ruins hidden beneath the waves.

Ocean Conditions

The long central stretch of the Embaral Ocean is a marine desert, as still as a pond aside from rising and falling swells. No currents bring fish into the area, and the calm waters circulate no nutrients. The marine desert is a hushed, lifeless place, with only the rare breeze stirring the ocean's surface.

The lack of even the tiniest plant life in the marine desert means the central ocean waters are clear as glass. Light penetrates hundreds of feet down, illuminating empty depths. This clarity creates a pronounced teal

color in the water, which seems to gleam with inner light. The ocean's appearance belies its sterile nature, and the vibrant waters beckon sailors, even those who know full well that the waters hold nothing.

Sail-powered ships have no means by which to cross the Embaral Ocean without magical winds to fill their sails. Occasionally, a rogue breeze will blow through the marine desert, and inexperienced sailors may try to ride these winds in order to shorten their voyages. The breezes can drop as suddenly as they rise, though, trapping ships in the doldrums of the ocean. Without other means of propulsion, ships can languish for weeks in the marine desert, until either another wind blows or the crew succumbs to starvation. Spellcasters with the ability to manipulate winds and weather make valued crew members and can command high prices for their services.

Twice a year, in the spring and the fall, seasonal winds and currents rush through the Embaral Ocean and bring life to the marine desert. Ships, mainly trade ships, looking to cross the ocean launch their vessels the moment the first winds blow across the ocean. In Casmaron, this



wind is called Ylimancha's Wing, and festivals are held in port cities to celebrate the ships' launching. In Tian Xia, the wind is called the Wakening Wave, and enormous, colorful silk kites are flown to celebrate the wind's return.

The seasonal winds last for several weeks, just long enough for an average trade ship to cross the ocean. Any delays can be fatal for a crew crossing the Embaral Ocean, for if the wind dies while a ship is still out of port, there's little a crew can do but wait for rescue. The richest trade guilds can pay for weather-workers to journey with ships crossing the ocean on Ylimancha's Wing, but most traders can't afford this luxury. They must instead rely on the competency of the captain and crew, and hope that no unexpected issues stall the journey.

A common legend on both sides of the Embaral Ocean tell of a ship, often named *Prosperity* in the tales, racing to cross the ocean with a hold full of riches. Near the end of their journey, the crew spotted a second ship floundering in the ocean. The ship was taking on water and the sailors on deck shouted for help. Many crew members on the *Prosperity* wanted to help the sinking ship, but the captain deemed the risk too great, and they sailed on.

Days later, just as the harbor came in sight, the wind died around the *Prosperity*. The crew struggled to catch even a breath of wind in the sails, but none came. From time to time, the crew spotted a ship in the distance and screamed for help, but the passing ships either ignored the *Prosperity* or could not see it. The crew eventually succumbed to starvation, save for those few who tried to swim for shore and drowned instead. Sailors claim the *Prosperity* still sails the water, a ghost ship with a starving crew, looking for ships in distress to help. If the *Prosperity* can save one ship for every sailor who died on the ship they refused to help, its crew will be set free from their torment—or so the legend goes.

Ocean Denizens

In the living ocean waters that surround the marine desert, many types of fish and ocean mammals make for good fishing and hunting. Grouper, octopus, sea snakes, snapper, and tilapia are the most common species caught and sold, and whale and turtle hunting are large industries in the area.

Whale migrations happen twice a year, south to north in the summer and north to south in the winter. The northerly whale migration brings whalers out in force. Fast but sizeable ships are preferred, such as brigs, caravels, and cutters, all with harpoon launchers bolted to the deck. Though whales are huge, dangerous creatures, they rarely win against a well-equipped whaling ship with a trained crew. Blue whales, gray whales, and humpback whales are the most common species in the Embaral Ocean, though sailors report seeing crimson whales and even basilosauruses from time to time.

Superstitions abound among whalers, perhaps more than with sailors and pirates. Whalers believe that items made of whale parts will attract larger pods to their ships and so fill their personal trunks with whalebone carvings, tins of ambergris, and even cubes of salted blubber. Whalers also believe that returning to shore with these items will attract ocean spirits angered by the whales' deaths, and so when the season's hunt is done, they throw their belongings into the sea. Most whaling ships bring at least one astrologer aboard who can read the stars and predict favorable areas in which to hunt. Bringing a cat aboard is also considered good luck, but only if the cat is fed a fresh-caught fish every day. If a fish is not provided or the cat refuses to eat, it is a sign that the crew will have poor hunting that season. A ship might even turn around and sail home if its cat is not properly fed.

The winter whale migration also brings out some whalers, but they must catch their prey before the whales reach southern waters. An ancient dragon turtle named **Calan** (N male advanced dragon turtle) claims those waters as his realm and defends the cetaceans that live there. On rare occasions, Calan may issue a warning to whalers who enter his domain, but more often he just rises to the surface and blasts his steaming breath across a ship's deck. Years ago, a whaler who titled himself Shellsplitter vowed to kill Calan and open the southern waters to hunters. He won allies after he displayed his weapon, an enchanted bardiche that could cut through even the thickest metal armor as if it were paper. Shellsplitter and his followers rode into Calan's territory aboard the newly named *Dragon's Demise*. Calan opened with a ramming attack that broke the *Dragon's Demise* in half, and Shellsplitter lasted only a few moments after that. A handful of his followers escaped, all claiming that Shellsplitter's magical bardiche remained lodged in Calan's shell as the dragon turtle sank back into the depths.

Dolphins and porpoises swim the Embaral Ocean and are sometimes hunted for their meat and blubber. Some whalers simply prefer to go after smaller prey, but failed or injured whalers sometimes turn to dolphin hunting as well. Dolphin meat is not as popular as whale meat, so the industry is relatively small. Many sailors also consider dolphins to be good luck, even heralds of powerful ocean spirits, and so there are many superstitions against eating dolphin meat.

A rare species of gray dolphin with blush-pink sides swims in the southern regions of the Embaral Ocean. Sailors believe these dolphins to be sacred to Hei Feng, the Duke of Thunder, and carry strong taboos against killing them. Only the most dissolute and desperate hunters dare go after these sacred dolphins, selling their meat, blubber, and hide in black markets.



Piracy is, of course, a threat anywhere merchant ships travel. On the eastern edge of the Embaral Ocean, pirate slavers are particularly common. As many in the monstrous kingdoms of Chu Ye, Kaoling, Shenmen, and Wanshou make use of slaves, evil pirates will capture merchant ships, seize the cargo, and imprison the passengers for later sale. When a pirate ship has a full brig of prisoners, it sails south and east across the Valashmai Sea to the province of Minata. There, they sell their "cargo" to slavers who smuggle the prisoners up to the monstrous kingdoms.

Pirates with particularly valuable cargo may bypass Minata and sail directly to the monstrous kingdoms themselves to barter for the best price. Recently, the pirate captain **Hokek** (NE male tengu ranger 4) made the journey from the Embaral Ocean to Chu Ye, where he met with the powerful **Fan Mei** (NE female nogitsune slayer^{ACG 2; Pathfinder Adventure Path #50 86}). No one knows what the two discussed, but after the meeting, Hokek sailed away with an empty hold and a trove of jewels valuable enough for his entire crew to receive a substantial payout, while Hokek himself retired. The former pirate captain lives in Port Peril now, splashing around his wealth lavishly but never speaking of what—or who—he sold to Fan Mei.

Of all the oceans, the Embaral Ocean holds the fewest native aquatic races. The marine desert is too hostile for settlements except for the hardiest and most desperate creatures. Fugitives, heretics, recluses, and other outcasts sometimes make their homes in the marine desert, venturing out to scavenge food from the living ocean and passing ships. Undead aquatic creatures can live comfortably in the marine desert, though some must travel to the coastline to hunt.

The few aquatic communities that exist are necessarily near the coastline. Cetacelias and merfolk prefer to live apart from surface-dwellers, and while they maintain cordial relations with travelers and visitors, they are well aware that aggression from coastal cities could destroy their aquatic communities, especially with nowhere for the residents to flee.

Cetacelia Ruins

In the depths of the Embaral Ocean, ruined cities and labyrinthine caverns hold secrets and wealth. Researchers struggle to identify the civilizations that might have once lived in the area; since so few ships travel the marine desert, it is difficult for scholars and adventurers to reach these ruins. A few explorers have descended to the ocean floor and reported magical barriers, ancient in origin, walling off cavern systems. Living creatures can pass through some of these barriers, finding the caverns beyond dry and habitable for surface races. One explorer, the pathfinder **Seith Farssearcher** (CN female gnome magus^{UM 9}), reported a cavern flanked by twin statues.



Each statue had a central column of rough stone, which appeared completely unshaped, and from each side of the column two reaching arms had been affixed. The left limbs were carved from white marble, the right limbs from obsidian. The statues stood on either side of the cavern entrance with their adjacent limbs entwined. The space formed between the grasping limbs held a magical energy barrier that kept the ocean at bay.

Seith passed through the barrier unharmed and explored some of the tunnel complex beyond. She reported smoothly shaped tunnels approximately 9 feet tall, which led to chambers filled with arcane tools. One chamber appeared to be a laboratory, another a library. Seith then came to a chamber larger than the others, in which floated a cage made of impossibly black magical bars. Within the cage was a creature of light, gleaming and golden but somehow terrible to behold. Seith panicked at the sight of the creature and fled back through the tunnels and out into the ocean, whereupon she returned to land and reported her findings to the Pathfinder Society. Seith's superiors issued instructions for her to gather a party of skilled adventurers and return to the cavern, but before she could obey, Seith disappeared. No one has seen her for months.

In the northern reaches of the Embaral Ocean, underwater cities sprawl over the ocean floor. Long abandoned, the cities are broken and bleached, home only to those aquatic creatures that can live in the eerie stillness of the marine desert. Water elementals of all sizes are known to wander in this area, enjoying the motionlessness of still water with little organic life. Some druids believe the marine desert in the Embaral Ocean has a connection to the Plane of Water, which is why water elementals are so common there. The rare explorer to venture into the ruined cities finds the water elementals to be unusually aggressive, attacking any living creature that sullies their waters.

Cetacelias, humanoids with octopus tentacles instead of lower limbs, sometimes claim that the ruined cities in the Embaral Ocean belong to their ancient empire. The cetacelias take great pride in recounting tales of their former power and influence, though these tales are either vague or overly exaggerated. Conflicting legends abound, and if the cetacelias did once rule the Embaral Ocean, the details of that rule have been muddled and lost by time.

Some evidence does exist to support the cetacelias' claims, though. Artwork in the northern ruins often depicts octopods favorably, showing enormous octopuses and tentacled humanoids defending the cities from sahuagin, sharks, and sea monsters. An enormous building of black vesicular basalt stands in the center of one ruin, its domed roof dominated by a stone carving of a giant octopus. The octopus statue winds its stone tentacles over the building, forming the columns that



keep the roof aloft. A real giant octopus has made its lair inside the temple, though, and has thus far prevented explorers from venturing inside.

A deep trench runs almost the entire length of the Embaral Ocean. Near the middle of the trench, beneath the warm equatorial waters of the ocean, stands the city of Deshaliti, carved from the walls of the trench with pearl-colored spires jutting horizontally from the rock. The city was founded ages ago by ceratioidi pilgrims who believed that the trench was the last place one of their saints visited. This powerful historical figure led the race to uplift themselves and band together to form a strong culture. It is said that this saint fought off an entire sahuagin army alone in order to clear the trench for habitation. The ceratioidi who live in Deshaliti have established trade with other peaceful deepwater denizens and make up the backbone of a confederation that protects all of its members against threats from the sahuagin empire. Since its establishment, the city has only been raided once, but the ceratioidi pushed back against the onslaught and turned away the raiders after a long battle. Word of their defensive strength spread quickly throughout the ocean's waters, and in short time the ceratioidi began receiving visitors like aquatic elves, cecaelia, and merfolk who now call the city home. Air-breathing travelers and explorers who delve the depths of the ocean are welcome to trade and rest in Deshaliti, and the merchants of the city delight in bartering for treasures from the surface.

Treasures of the Deep

Given how rarely sailors make the voyage across the Embaral Ocean, it's little wonder that legends and wild stories circulate about wonders hidden in the marine desert. One of the most persistent legends is that of an oasis in the center of the desert, a perfect circle of living water filled with fish, kelp, and friendly merfolk. Captains who know the location of the oasis, it is said, can make a quick journey across the ocean during the windy season by running light and stopping for provisions halfway through.

Some sailors insist the oasis is not a helpful haven, but rather a lure to trap unwary ships. The merfolk within are an illusion hiding toothy predators, ready to drag the crew down to the depths and feast on them. According to these stories, anyone who can find the oasis and defeat the creatures within will surely find the wrecks of countless

ships and their valuable cargo submerged on the ocean floor beneath.

In the northern ocean, the Ormisiam Ruins stand a half a mile into the marine desert. Named for the researcher who first discovered them, the Ormisiam Ruins are a popular site for treasure hunters because their location in the desert means a lack of natural predators, but their closeness to live waters makes them fairly easy to reach. Unfortunately for explorers, the popularity of the ruins brings many other types of treasure hunters, from mercenary bands to Pathfinder Society expeditions to pirates. Many of these treasure hunters don't appreciate competition from others and are willing to kill to secure their plunder.

Spellcasters who can manipulate winds can always find work sailing with traders on the Embaral Ocean. Supposedly an artifact exists that can also manipulate winds, and traders who regularly pay high rates for spellcasters would dearly love to acquire the fabled *bag of winds*. By all accounts, the artifact appears to be a simple burlap sack, its mouth tied with an elaborately knotted green silk rope. By loosening the knots, the bag's owner can cause winds to spring up even on the stillest day. Various captains have claimed to own the *bag of winds* at one point or another, but none hold it for long. The artifact has a way of slipping from owner to owner, never staying aboard one ship for more than a few months. It never seems to be permanently lost, though, always resurfacing on a ship that sails the Embaral Ocean.



CALAN

AQUATIC ADVENTURES
INTRO
ANTARKOS COEAN
ARCADIAN OCEAN
EMBARAL OCEAN
OBARI OCEAN
OKAIYO OCEAN
GÖLARION'S SEAS
AQUATIC RULES



OBARI OCEAN

DEADLY OCEAN PASSAGE

Temperature: Cold, temperate, and warm waters

Hazards: Dangerous sea creatures, doldrums, sudden storms

Resources: Fishing, trade

The azure waters of the Obari Ocean hold countless trade ships aloft, bearing them from Garund to Casmaron, down to Vudra, and back again. Luxury goods of all types fill their holds. Precious gemstones sail from the Padishah Empire of Kelesh and Vudra: amber, garnets, jade, and turquoise, but also diamonds, emeralds, rubies, and sapphires. Bolts of fine silk, dyed in a brilliant array of colors, and leather-bound books filled with poetry and philosophy also travel the sea trade routes of this southern ocean. From Garund, lumber ships packed with rare and expensive woods navigate along the edge of the ocean, accompanied by smaller vessels loaded with dried herbs, gold and silver ingots, and ivory. The rich cargos of the trade ships increase the wealth and industry of all the nations bordering the ocean, but they also prove tempting targets for pirates.

Ocean Conditions

The Obari Ocean begins in the warm waters near the Inner Sea and stretches down through temperate waters to the cold Antarkos Ocean. Strong, well-mapped currents make for easy navigation, but few ships stray from the coastline due to the violent squalls common in the central ocean.

While all oceans experience rough weather to varying degrees, the Obari Ocean is particularly prone to sudden and devastating storms that rush across its warm waters. Whatever weather patterns generate these storms tend toward the extreme, as gentle rainfalls and common thunderstorms rarely appear. Instead, the ocean mostly sees either driving thunderstorms accompanied by powerful lightning strikes or cyclones that can tear ships apart.

Thunderstorms spring up with only the briefest of warnings. A crack of thunder in an otherwise clear sky signals a storm coming within the next hour at most. Sometimes crews have only minutes to prepare for winds of up to 50 miles per hour, sheets of rain that obscure vision, or downpours that can flood ships. Lightning



strikes with uncommon frequency during these storms, lighting up the ocean, killing schools of fish and dolphins near the surface, and setting ships on fire.

Some sailors believe the violent tempests are warning signs from powerful entities—dragons, fiends, or even gods—that mortals are not welcome on the ocean. One popular theory holds that a portal to the realm of Urxehl, demon lord of trolls and storms, exists in the center of the ocean. The storms therefore are manifestations of Urxehl's power, and some ships bring troll prisoners on board so these can be sacrificed and thrown into the sea to appease Urxehl, who despises his creations. Some people point to the high population of scrags in and around the Obari Ocean as evidence of this rumored portal.

Cyclones in the Obari Ocean rarely make landfall. Most die out miles from the coast, though they cause significant damage to any ships caught in their path. Cyclones are most common during spring and fall, but can nonetheless occur at any time. Every year during Sarenith, a massive cyclone of flame forms in the center of the ocean. Some consider this startling phenomenon to be a natural one, caused by explosive gases stirred up from the ocean floor by seasonal currents and ignited by lightning. Others claim the cyclone is a tool of justice formed by Sarenrae. Devout sailors believe that if the cyclone passes over a ship, evildoers will be set aflame but those with remorse in their hearts will be spared.

The fiery cyclone lasts for 6 days before dissipating. It arises only once a year, at any time during Sarenith. For the last 3 years, the Keleshite priestess **Delain Carravege** (NG female human cleric of Sarenrae 6) has sailed aboard the *Noonglory* in search of the fiery cyclone. She is convinced that the cyclone is a sign from her goddess and that by sailing through its flames, she will be purified and elevated to a divine agent of Sarenrae. Thus far, Delain has always been in the wrong part of the ocean when the storm forms, despite all her auguries. She has begun to think she may have offended her goddess somehow, making her all the more frantic to find the cyclone.

Only the truly desperate or foolish attempt voyages across the Obari Ocean. In addition to the storms, doldrums are a common occurrence on the open water. These periods of stillness, when no wind stirs to propel ships, can last anywhere from a few days to a few weeks. Unlike the marine desert of the Embaral Ocean, the doldrums of the Obari Ocean rarely doom a ship and her crew. These shorter periods of stillness instead delay voyages and cause restlessness and aggression among the sailors. Crews stuck in the doldrums for more than a few days become susceptible to cabin fever, which causes them to grow boisterous and violent or even suffer delirium. This is one of the reasons that many sailors skirt the coasts of this ocean.

Ocean Denizens

Piracy in the Obari Ocean is made all the easier by the relative danger of the central waters. Constant storms force most trade ships to keep to established lanes near the coastline. This makes them prime pickings for pirates, who know of the rich cargos borne on the waves. Wealthier trade guilds can afford to hire escorts or fill their trade ships with mercenaries, though every square foot taken up by a warrior means one less crate of valuables they can transport. Smaller trading houses must send ships out together and hope their numbers deter the pirates, though many pirate fleets are large and strike at smaller targets without hesitation. For especially precious cargo, small trading houses may look for adventurers willing to lend their skill at arms in exchange for free passage on their vessels.

Bold pirates build their wealth (and their reputation) on striking rich merchant ships and then escaping into a storm, sailing blindly through the pouring rain until they reach safety or ruin. The pirate captain **Bekyva Stormtouched** (CE female human swashbuckler^{ACG} 7) is famous for having survived lightning strikes not just once, but three times. The captain proudly displays the burn marks on her skin and keeps the hair long on the right side of her head even though hair no longer grows on the left side. She also lost sight in her left eye, but she eschews an eye patch, preferring instead to leave her milky eye uncovered. Most seafaring nations ringing the Obari Ocean have offered rewards for her capture in dozens of ports, and mention of her name alone is enough to cause some merchant captains to delay their voyages or choose alternate routes.

The ocean entities sailors whisper of are not mere superstition. The Obari Ocean seems to draw beings of significant power to its waters. In a large northern stretch of the ocean, a cetus coils beneath the waves. This sharklike dragon, Thuransam, is rumored to have an enormous hoard of treasure hidden in chests on the ocean floor. This is both true and misleading; while Thuransam guards his cache jealously, much of his collection is worthless junk. The cetus is greedy but not very intelligent, and he can't tell the difference between shiny objects and truly valuable items. Anyone who slays the cetus for his treasure is likely to be disappointed.

In the exact center of the ocean, a fearsome primal dragon makes her domain. Of all the creatures in the Obari Ocean, she is the most terrifying. Hyntheraghha, a great wyrm brine dragon, stretches over 50 feet long, and her awesome serpentine form, covered in iridescent teal scales and sweeping fins, strikes terror in the heart of all but the most stalwart. Hyntheraghha rules over a colony of merfolk, isolated by their location and by their devotion to the brine dragon. Merfolk legends tell that generations ago, a violent storm tore a merfolk settlement apart and swept

AQUATIC ADVENTURES
INTRO
ANTARKOS COEAN
ARCADIAN OCEAN
EMBARAL OCEAN
OBARI OCEAN
OKAIYO OCEAN
GÖLARION'S SEAS
AQUATIC RULES



its inhabitants into the open sea. Hyntheragha found the surviving merfolk, drifting and near death, and sheltered them. The merfolk swore their loyalty to Hyntheragha, and the small band of survivors has since grown to fill a large settlement. The merfolk see Hyntheragha as something akin to a god and worship her accordingly, protecting her lair while she slumbers.

A decade ago, a group of halfling druids who were fascinated with the sea took part in a ritual that bound them forever to Golarion's oceans. They all gained the ability to breathe water. Upon entering the waves, they saw a massive manta ray glide up to them, on its back a circle of coral standing stones. The druids climbed atop the enormous beast, and it swam off for deeper water. They now live on the beast as it roams the depths of the Obari Ocean.

Almost a hundred years ago, a terrible accident sank the galleon *Dream Fields*. The ship had left port with a cargo manifest listing bushels of grain, but the hold actually contained slaves bound for Okeno. The *Dream Fields* was almost clear of the open ocean when one of the region's notorious storms sprang up. The ship was struck by lightning and caught fire. In a panic, the crew abandoned ship, leaving the slaves locked in the hold. The terrified prisoners drowned, and the burned wreck sank to the ocean floor.

A trio of sea hags now lives among the wreckage of the *Dream Fields*, delighting in the aura of pain and suffering that suffuses the bones of the ship. Ashic, Okela, and Simigh work their evil magic mainly on the people of the sea, and they take a particular pleasure in capturing and murdering aquatic elves. The sisters sometimes attack ships, but only small ones with minimal crews. They rise to the surface at night to look for solitary watchers on deck, whom they strike with their evil eye before dragging their helpless prisoner down to the depths.

Schools of fish crowd the waters of the Obari Ocean, fueling a strong fishing industry. Most of the fish caught here have firm, mild-tasting flesh, including flathead, flounder, and trout. Fisheries in the southern reaches of the Obari Ocean also catch oilier fish, such as cobia, mackerel, and mullet. While fish makes up a large part of the diet of coastal dwellers, many fish catches are preserved and shipped to large trade markets around the Inner Sea.

Fisheries on the Obari Ocean operate a secondary business raising and selling tropical fish. Many a noble estate in Absalom, Cheliax, and Taldor displays an aquarium filled with brilliant blue and yellow fish. Preferences in color and size vary among the aristocracy of a country, just as fashion and food trends do. Currently there is a trend toward small fish—the tinier and more brightly colored, the better.

Some unscrupulous fishers catch ordinary small fish and tint them with toxic dyes. The fish look beautiful and



live for several weeks, but eventually they sicken and die. The shame of displaying "counterfeit fish" has led nobles to seek revenge on the merchants who cheated them, but tracking down specific fisheries an ocean away is a difficult task.

The Obari Ice Forest

On the ocean floor, vents stream gases into the cold water of the Obari Ocean. Through a combination of pressure and temperature, the gas in the central regions of the ocean solidifies almost as soon as it enters the water, freezing into beautiful but eerie organic formations. From above, the sea floor resembles an immense garden or forest made of dense white crystals. The ice forest stretches several miles in diameter, covering a roughly circular area east of Geb and south of Qadira.

Spectacular as the ice forest might be, it is dangerous to pass too near. The ice is actually compressed gas, and disturbing the formations can cause them to destabilize and fragment, releasing gas bubbles. Aquatic creatures can be caught in the bubbles and "drown" within seconds. The streaming gas also shoots to the surface with great force and can carry creatures along with it, even large ones. The sudden ascent through the ocean can prove fatal to most creatures. Vertebrates such as fish, merfolk, and surface-dwelling explorers experience severe pain, seizures, unconsciousness, and death when bubbles form in their tissues and veins from the change in pressure.

Fire magic works unreliably underwater, but it becomes exceptionally dangerous in the ice forest. A fire spell that deals steam damage underwater can disrupt the delicate formations and ignite their captured gases. A chain reaction could then sweep through the ice forest, causing the formations within hundreds of feet in all directions to explode. Any creatures within the area of such an eruption would be severely scalded, deprived of oxygen, and then catapulted toward the surface. Thousands of sea creatures would die in such an event. Some researchers believe that explosions like this might be the origin of the Obari Ocean's fiery cyclone.

The perils of the ice forest mean that few creatures live nearby, although explorers do occasionally descend to witness the eerie majesty of the ice forest in person. Adventurers may be surprised to find movement within the ice forest; incorporeal undead, looking much like shadows but luminously white instead of their ordinary color, flit among the formations. These shimmering shadows, just as evil and deadly as their common counterparts, eagerly attack any living creature to enter their remote domain.

Incredibly tiny and ephemeral sea creatures also live within the ice forest, many of them never yet seen or catalogued by researchers. Explorers have reported jellyfish the size of a human eye, ethereal tentacles floating



in an undefined cloud, and globules of gas that bob like will-o'-wisps through the ice forest. No concentrated effort has been made to catalogue these creatures and determine which are benevolent and which are deadly.

In some areas, the pressurized gases have stabilized into blocks that range in size from a few inches up to several feet across and resemble cloudy blue ice. Unlike the ice-forest formations, these blocks can be safely moved and even brought to the surface. Known as fire ice among sailors, the blocks catch fire easily and burn with a low, slow flame.

Some captains allow fire ice on board, as the low temperature reduces the risk of a ship fire. A block of fire ice the size of a deck of cards can burn continually for 100 hours before it is entirely consumed. The rarity and utility of fire ice blocks make them expensive, and only the wealthiest ships can afford them.

Fire ice is sometimes traded beyond the nations bordering the Obari Ocean, but infrequently. Kellid druids who have encountered fire ice greatly prize the substance, as they believe the blocks contain both fire and ice spirits preserved in perfect harmony.

Treasures of the Deep

On the eastern coast of the Obari Ocean, a legend circulates in dockside taverns about a beautiful marid who once wandered the length and breadth of the ocean. The marid, Quaiis, visited communities of aquatic elves, cecaelias, merfolk, and other creatures of the sea, changing her shape to pass easily among them and learn their stories and songs. A gregarious and charming individual, Quaiis couldn't resist sharing her own creative works. Many of her ballads still circulate among aquatic bards, including the *Ballad of the Glowlight Grotto*, though most underwater performers consider it taboo to share these works with surfacers.

During her travels, Quaiis fell in love with the merfolk singer Meilynthisia. The two shared many years together, but eventually the marid's wanderlust grew stronger than her passion. She left behind a pair of elegant red coral vambraces of the genie^{UE} (marid) as a token of her love, but Meilynthisia cared nothing for the magical treasure. The singer pined away and died of a broken heart. The vambraces were passed on to Meilynthisia's cousin, a trader, and from there they fell into the hands of various adventurers and explorers. The vambraces remain as beautiful and potent as ever, but it's said that whoever wears them hears the sighs and laments of Meilynthisia on the ocean waves.

The pirate Lerard Splitwind (LE male half-elf fighter 5), captain of the *Ocean Razer*, has a reputation for evading every storm that blows his way on the Obari Ocean. His name relates to the colorful rumor that a ripping storm

wind once split in half to avoid his ship at but a sharp look from the captain.

Though some claim Captain Splitwind made a deal with a demon lord for his good fortune at sea, more pragmatic stories attribute his luck to an item known as a *storm buoy*. Accounts of the *storm buoy* describe it as a dark gray column, tapered at one end, encircled with engravings of lightning bolts. When placed in the water, the *storm buoy* anchors in place and creates a zone of calm large enough for a sailing ship to rest in. If Captain Splitwind does own one of these enchanted items, it would explain his success as a pirate—good fortune many others would like to claim for themselves.



BEKYVA STORMTOUCHED

AQUATIC ADVENTURES
INTRO
ANTARKOS COÉAN
ARCADIAN OCEAN
EMBARAL OCEAN
Obari OCEAN
OKAIYO OCEAN
GÖLARION'S SEAS
AQUATIC RULES



OKAIYO OCEAN

VAST AND MYSTERIOUS SEA LAPING ON FARAWAY SHORES

Temperature: Cold, temperate, and warm waters

Hazards: Cyclones, doldrums, sea monsters

Resources: Exploration, fishing

The Okaiyo Ocean stretches almost from pole to pole, and every type of ocean water imaginable exists somewhere in its expanse. At the northern and southern parts of the ocean, the water grows frigid. Icebergs bob in the water and sleet storms are common. Whaling ships travel along the coast of the Okaiyo Ocean to reach either the Antarkos Ocean or the Songil Sea to hunt their prey. These whaling lanes are the most well-traveled and well-mapped portions of the Okaiyo Ocean, and travelers can easily find passage on whalers when heading north or south.

Ocean Characteristics

The majority of the Okaiyo Ocean is temperate water full of strong currents and stronger winds. While the seas are

calm and few storms threaten these waters, the central expanse of the Okaiyo can be dangerous to travel. The winds are unpredictable and require an experienced and alert crew to harness properly and safely. Many a ship has been caught in a strong crosswind that damaged its sails or masts, leaving the ship hobbled or even dead in the water. There are also pockets of the ocean where the winds cease altogether, stranding ships in doldrums that can last days or weeks. Stories of sailors going temporarily mad from sitting, unmoving, in the doldrums for too long are common.

The worst such event was the massacre aboard the *Full Sail West*, a sloop traveling from Arcadia to Tian Xia. The vessel encountered doldrums halfway through her voyage, and after 18 days, had not caught a single breath of wind. One of the passengers, an eccentric and standoffish man named **Nuchalath** (NE male human wizard ♂), had plans to explore the ruins of Valashai and was anxious to continue the journey. The longer the ship stood still, the more agitated the passenger grew. Despite reassurances from the crew that a wind would come soon, Nuchalath's



sanity began to slip away. On the 19th day in the doldrums, Nuchalath entered the berths and began to quietly murder the crew. By the time the rest of the sailors realized what was happening, Nuchalath had killed over 20 people. A battle ensued, with the maddened passenger using arcane magic to cut down even more crew members, including the captain. Eventually Nuchalath fell to a blade and his body was thrown overboard.

The *Full Sail West* eventually limped into harbor with its gruesome tale to tell. The surviving sailors reported finding an iron box covered with grotesque symbols among Nuchalath's possessions, leading to speculation that the man had been possessed by a devil when he began his slaughter. The sailors threw the box overboard, and no one has seen it since.

The zones where warmer waters meet with the cold expanses near the poles have the strongest currents. Cyclones form along these bands in the summer, and travelers looking to cross the ocean must time their voyages properly. Winter is the safest season to travel to avoid cyclones, and late summer is the most dangerous. Travelers who must sail during the summer often hire weather-working spellcasters to help protect them from possible disaster.

In recent years, a treacherous sea hag has peddled her services as a weather-worker to ships along the eastern coast of Tian Xia. The sea hag, **Ueema** (CE female sea hag witch^{APG 7)} uses shapechanging magic to disguise herself as a spellcaster looking for work. At different times she's appeared as a bearded, elderly wizard, a nomadic druid, and a tengu sorcerer. Once Ueema secures passage, she subtly works to guide the ship that she's on into the path of cyclones. When a storm arises and the crew calls on her for help, Ueema resumes her true form and, laughing wildly, leaps into the sea. She stays in the water to watch the destruction of the ship and drags any survivors beneath the churning water and drowns them.

The central band of the Okaiyo Ocean contains warm, tropical waters. Cyclones also form in this region (though not along the equator) in the summer months, but the strong currents that stretch across the width of the ocean make this a tempting route for ships. By sailing along the equatorial band, ships can cut weeks off their travel time, provided they avoid any storms. During the summer months when cyclones are most likely to form, the trans-oceanic currents are also the strongest. Bold (or foolish) captains choose to make voyages during the summer and take their chances, while more prudent captains make slower but safer journeys during the winter.

Ruined cities are rumored to exist on the floor of the Okaiyo Ocean. Several supposedly fell into the Sintos Trench millennia ago, when the enormous rift formed. Explorers sail the Okaiyo Ocean in order to chart its mysterious waters, but some also descend below the waves

to investigate these forgotten ruins. Who built the cities originally, and why they died out, remains to be discovered.

Ocean Denizens

Fishing is the biggest industry on the Okaiyo Ocean. Along the coastlines, fishers bring in many different types of catches depending on the location. The cold-water fisheries provide char, cod, and mackerel. The temperate fisheries, which are the most common, provide pike, salmon, shellfish, and tuna. Warm-water fisheries catch sea bass, swordfish, and trident fish, the latter a delicacy found only in the Okaiyo Ocean. Trident fish grow up to 3 feet long and have three-pronged tail fins. They are expensive and thus mostly served in wealthy households, but many families splurge on trident fish for a celebratory meal during festival seasons.

Some sailors believe that in the northern Okaiyo Ocean lives a creature acting as a guardian to protect lost whales. Supposedly, the guardian takes the form of a woman from the waist up, her skin inky black and her hair purest white. From the waist down, the woman has the body of a killer whale. The guardian, sometimes confused with a cetaceal agathion, surfaces in the northern waters to guide lost whales back to the Songil Sea and drive off predators that threaten them. Whalers on the trail of a lost whale who see the guardian turn back, knowing that to further pursue their prey would invite the wrath of the ocean.

The central waters of the Okaiyo are vast, and enormous creatures live comfortably within the depths. Sea serpents longer than galleons twine in the water, rising to sweep their jaws over decks and devour crew members whole. Massive sharks swim in schools, each a ferocious colony of bloodlust and jagged teeth. Tylosauruses swim near the surface, searching for large prey to consume and sometimes mistaking ships for suitable targets.

The ocean is home to a large number of strange creatures known as incutilises. Colonies of these cephalopods follow ships into storms, waiting to feed on crew members that fall overboard, or crawl onto a ship's deck to hijack unsuspecting crew and passengers. On occasion, an incutilis will animate a dead body in the water, making it appear as though someone is drowning. Passing ships might send sailors into the water to rescue the drowning victim, only to lose the rescuers to other incutilises waiting nearby.

On the coastlines, gigas clams threaten explorers hunting for mollusks. Those gathering shellfish to sell or hunting for pearls can unwittingly stumble on these huge, predatory clams. Gigas clam meat is firm and sweet, and can fetch a high price at market, though the danger of battling one is rarely worth the potential payout, especially since some would-be buyers are put off upon learning that these creatures are intelligent.



AQUATIC	ADVENTURES
INTRO	
ANTARKOS	COEAN
ARCADIAN	OCEAN
EMBARAL	OCEAN
OBARI	OCEAN
OKAIYO	OCEAN
GÖLARION'S	SEAS
AQUATIC	RULES



Gigas clam sightings are important knowledge for sailors. In summer months, gigas clams sometimes swarm, bursting from the water in great numbers to attack ships and devour their crew. An unwritten rule of coastal exploration is that any gigas clams should be reported to the nearest port city, so that ships can be warned of the clams' territories.

Huge colonies of vicious sahuagin live in the Okaiyo Ocean along the Sintos Trench. Tens of thousands of sahuagin make up this empire, which seems to expand every day. Explorers know to avoid descending into the Sintos Trench on their journeys, though avoiding the trench altogether is impossible. The trench cuts down from the Songil Sea almost to the southern pole, thousands of feet across in places. Explorers can swim above the trench and hope to escape notice from whatever lives in its depths, but always run the risk of encountering sahuagin.

Other aquatic creatures live in the Sintos Trench. On the northern edge of the trench, an iku-turso city maintains its borders against the encroaching sahuagin. Siyokos live in the trench as well, mostly in small communities that survive by moving from place to place, never remaining in one area too long lest they be discovered by predators.

A hundred miles east of the wandering isles of Minata is a massive spawning ground for crabs. Millions of the crustaceans crawl across the ocean floor like an armored carpet. While these crabs are mindless creatures, a large population of heikeganis often whips them into order. These strange aberrant crustaceans and the result of samurai who are too obsessed with what they deem is their purpose that their souls refuse to depart for the Boneyard, and instead become bound with that of a newly hatched crab zoea. Hundreds of these creatures live in the crab spawning ground where they act as feudal warlords controlling vast armies of mundane crabs. The most powerful among them is a brutal and vicious warrior named Shaponen (LE male heikegani samurai 9). Under his command, his crab army clashes in magnificent and orderly battle with the armies controlled by other heikeganis. When not fighting against each other, the heikeganis enact mock battles and drill their crab armies in the ways of war. The spawning ground is a place best left alone. Stories claim that a wayward traveler can be stripped of his flesh in less than a minute by thousands of snapping claws.

Just off the coast of central Arcadia is a cruel cabal of merlucents, strange creatures formed from the fusion of humanoids and aberrant jellyfish. To procreate, these creatures must insert a polyp into the skull of a humanoid so that their young can grow and devour the host's body. The merlucent cabal lives within 100 miles of three bustling port cities, and the creatures periodically slip into town and kidnap humanoids to grow their

young. Obsessed with arcane magic, the creatures target spellcasters in hopes that their own natural magical abilities will be heightened in their young.

The Sahuagin Empire

Nowhere on Golarion are sahuagin more numerous than in the Sintos Trench. The sahuagin's largest city, unpronounceable by most races and commonly known as Furydeep, holds over 10,000 sahuagin, as well as scores of adaros, sharks, slaves, and mutant aquatic creatures who have pledged loyalty to the empire. The city's leader, **Kinild-Hai** (CE male sahuagin skald^{ACG} 14), has ruled for many decades without showing signs of aging. Kinild-Hai has a misshapen mouth filled with shark teeth, and bellows terrifying war cries during battle. Many believe that Kinild-Hai made a deal with a dark power, and that every sentient, living creature he kills adds another year to his life.

Huge war parties travel from Furydeep to attack any non-sahuagin communities that encroach on the borders of the empire. War parties of sahuagin also venture to the surface to attack passing ships. The sahuagin warriors show no mercy, slaughtering or capturing every soul on board, looting the ship, and then piercing its hull so that the wreck slowly slips beneath the waves. Ships that vanish without a trace were often the targets of sahuagin raiders.

While the Sintos Trench holds Furydeep and the largest population of sahuagin, smaller communities exist near the coastline. Sahuagin take savage pleasure in raiding coastal towns, slaughtering the inhabitants and looting the buildings. The town of Tingusk on the eastern coast of Tian Xia faced a sahuagin attack years ago and fell before the raiders. When deliveries from Tingusk stopped arriving, a nearby port city sent agents to investigate. They found the town entirely wiped out—the buildings empty and coated with strange acidic algae that ate through wood, glass, and stone, leaving ruined husks. Blood had dried on the streets, and the gutted and gnawed-upon corpses of some of the villagers lay tangled in fishing nets. All the boats in the harbor had been scuttled, and just a few rotting sahuagin corpses indicated the cause of Tingusk's fate.

Piracy is rare on the Okaiyo Ocean, a fact which lulls some traders into false complacency. But sahuagin pirates frequently attack trade ships, swarming their decks and overwhelming the crew with superior numbers. One sahuagin gained notoriety for raiding and capturing a trade vessel. **Garia** (CE female sahuagin barbarian 6) led her raiders aboard the *Star-Guided* and, after killing most of the crew, forced the survivors to teach her band the rudiments of sailing. Once Garia felt she could captain the ship, she killed the remainder of the human crew, keeping the captain's hat for herself. No traders expected to encounter a sahuagin-crewed ship on the ocean, and Garia used the surprise to her advantage. She sailed up



to her victims, using darkness or fog to cover the nature of her crew, pretending that she wished to trade. When a ship drew close enough, the sahuagin swung aboard to murder the enemy crew and loot the hold. Garia and her crew plundered eight ships in this fashion before a warship hunted down and holed the *Star-Guided*. The ship sank but Garia survived, and rumor has it she is searching for a new ship to claim.

Treasures of the Deep

A sahuagin barbarian, a monstrous creature with four muscular arms, is sometimes spotted with raiding groups on the western shore of the Okaiyo Ocean. Little is known about the barbarian—even her name is a mystery—but she can be identified by the shark-head ring she wears.

The silver shark's head juts from the band of the ring, and two small blue stones glitter in its eye sockets. When the sahuagin punches the air, the ghostly form of a bull shark manifests and slams into the barbarian's closest opponent. Thaumatologists speculate that this is a variant form of a *ring of the ram*, specifically tailored for aquatic warriors. This theory is upheld by reports that the ring functions at a longer range and with increased force when submerged.

A few months ago, a group of siyokos near the Sintos Trench reported seeing a glowing object partway down the trench. While trading with a passing ship, the siyokos mentioned the object, and the curious sailors decided to investigate. One sailor swam down the trench with the aid of water-breathing magic and found a cave cut into the side of the trench. The cave didn't appear natural, but rather excavated by tools.

To the sailor's disappointment, the cave was empty. On further investigation, though, the sailor realized the cave walls had been burned black by some intense heat source. Outlined on the wall was the silhouette of a shark-headed creature, likely an adaro. There were no adaro corpses anywhere in the area, and no indication where the glowing object had gone. If the adaros possess some sort of powerful magic item that can burn through stone even underwater, they may gain a tremendous advantage in the skirmishes of the Sintos Trench.

Mercantile companies and wealthy nobles both sponsor exploration fleets to sail the Okaiyo Ocean and chart its mysterious waters. One company, the Red Kite Trading House, offers a yearly purse to anyone who brings in a detailed report and map of trade channels to Arcadia.

The purse increases every year it remains unclaimed, and currently stands at 12,000 gold coins.

The most recent fleet to try for the purse was captained by **Ilderay Upcast** (NG male gillman^{ARG} cleric of Gozreh 7). Ilderay sailed aboard his own ship, the *Riven Bar*, and guided a fleet of four smaller mercenary ships allied with him. The mercenaries had agreed to work together to map a safe trade channel to Arcadia and then split the purse evenly among the five ships.

A month after Ilderay and his fleet left port, a trading vessel from Arcadia stopped to exchange goods and information with the fleet. That was the last anyone saw of the *Riven Bar* or its mercenary allies. In the months after, though, rumors have begun to spread on the western waters of the Okaiyo Ocean of a fleet of five ships, their hulls green with algae and their sails rent and rotting, sailing toward Tian Xia. The ships move slowly, seemingly under their own power, relentlessly to the west. A creature stands at the helm of the lead ship, perhaps once living but now a rotting, red-eyed corpse with enormous crab claws from the elbows down.



GARIA

AQUATIC ADVENTURES	
INTRO	
ANTARKOS COEAN	
ARCADIAN OCEAN	
EMBARAL OCEAN	
OBARI OCEAN	
OKAIYO OCEAN	
GÖLARION'S SEAS	
AQUATIC RULES	



CASTROVIN SEA

UNTAMABLE HEART OF AN ANCIENT CONTINENT

Temperature: Temperate waters

Hazards: Keleshite navy, piracy, rocs, sea stacks, storms

Resources: Rich trade

The Castrovin Sea lies at the heart of the continent of Casmaron. Its shipping lanes move trade vessels along the coastlines, bringing goods from Kelesh and Iobaria around the continent. Piracy and storms are common, but it is the rocky islets that pose the greatest threat to ships.

Sea Characteristics

Strong winds blow on the Castrovin Sea, furiously kicking up rough waves and swells. Ships that make use of the common trade lanes avoid most of the truly dangerous weather, though downpours, squalls, and thunderstorms still often delay traders.

In the central sea, rock formations make navigation a dangerous business. The floor of the Castrovin Sea is volcanic in nature, and the tips of craggy mountains of cooled lava poke through the sea's surface. Most of these mountains are basalt, though the fabled Black Glass Peak in the Castrovin Sea contains streaks of pure obsidian running through it. A community of territorial locathahs claim Black Glass Peak as their territory and refuse to allow outsiders to approach it, leading to confrontations between the normally peaceful locathahs and expeditions looking to harvest obsidian.

Sea stacks, smooth-sided columns of eroded stone, rise out of the water along the coastline. Streaks of pale stone layered atop each other show the age of the stacks, worn from headlands into the tall columns seen today. Sea stacks can be flat-topped, tapered like obelisks, or even sharpened into wedges like axe blades. While intriguing, the stacks are clearly natural formations. Sailors often nickname distinctive stacks and use them as landmarks by which to navigate. Above the water, birds nest in the crags and worn sides of these sea stacks, while below, fish, crustaceans, and other creatures hunt and hide.

What separates this sea from others in this book is that the Castrovin Sea has a relatively low salinity. Despite this, the sea contains creatures that would normally live in salt water but have adapted to the relative freshness of this body of water.

The temperate waters of the Castrovin Sea are buoyant and pleasant to swim in during the summer along its southern coast. Many coastal settlements have neighboring beaches where villagers can enjoy their leisure time. Docked pleasure crafts with brightly colored sails are a common sight, even in the smallest villages.

Sea Denizens

Fish and other marine creatures live in the Castrovin Sea, but in some places these schools are fewer and leaner schools here than one might expect. Fishing is not a strong industry in parts of the sea; the most common species tend to be small, bony, and strongly flavored. The Castrovin Sea is, however, home to significant populations of sturgeon, and their roe is considered a delicacy. The fragile fish eggs are difficult to transport and command a commensurate price. The Castrovin Sea also contains many different types of turtles and tortoises. Smaller communities catch turtles for meat or to sell as pets, and make beautiful dishes and art objects out of their shells.

For the most part, no mundane fish or sea creatures larger than a dozen feet long live in the Castrovin Sea. Sea stacks in open water display carvings that seem to depict larger creatures, but also dolphins and porpoises. Some sages believe these creatures once lived in the sea, but died out ages ago for reasons still unclear. Some who live along the southern coast of the Castrovin Sea believe it's unlucky to display artwork featuring dolphins in a home, and that to do so is to invite ruin on the family bloodline.

In the eastern waters of the sea, sea cat colonies are known to flourish. In summer months, sailors often spot prides of sea cats sunning themselves on rock formations or beaches. Sea cats rarely threaten ships, and seeing the creatures is more of a curiosity than a cause for alarm. Of course, anyone going overboard in sea cat territory risks encountering one of the ferocious creatures. Tales also circulate about prides of sea cats attacking dinghies and rowboats, usually near fishing villages. One quick-witted fisher, **Erlat** (NG female human rogue 3), was attacked while rowing back to her village. Having had a successful day on the water, Erlat snatched up a fat sturgeon and flung it at the sea cat. The creature snapped the sturgeon out of the air and slunk back into the water to feast. Erlat proudly shows the claw marks of the sea cat on her gunwale to anyone who asks, and to many who do not.

Several intelligent races make their homes in the Castrovin Sea, mainly locathahs, merrows, and scrags. The locathahs are a reclusive folk, staying away from surface settlements for the most part, but willing to talk and trade if the situation demands. In the northwestern ocean, near the sea stack Citadel Allatro, a solitary stack serves as a trading post for locathahs. Every few weeks, locathah traders climb atop the rocky crag and flag down passing ships. They offer nets of fresh mussels and oysters, strings of pearls, and bits of treasure scavenged from the sea floor in exchange for preserved food and metal weapons.

The trader **Nals** (N female locathah ranger 9) is a common sight at the trading post and knows many captains by name. Nals keeps records of currents, weather conditions, and migratory patterns, and is a good source of information for ships. Nals prefers to trade for stoneworking tools, such as chisels and picks, which are difficult to craft under the water. She uses the tools to record her observations on small stones, using a shorthand which only she understands. She typically carries her most recent observations with her in a sack tied to her belt.

The Padishah Empire of Kelesh controls much of the coastline around the Castrovin Sea, particularly the part of the coast that borders their lands, though sometimes their navy extends their patrols—whether their neighbors like it or not. Kelesh guards its waters strictly, with regular patrols by the light cutters of the Keleshite navy. Piracy is less of a problem near Kelesh, as the heavier Keleshite galleons ruthlessly hunt out pirate ships. Trade is more carefully controlled on the Keleshite coast, though, and import fees are higher, thus some traders prefer to risk the dangers of piracy to obtain a higher payout.

The Razored Labyrinth

Farther from shore, the sea stacks take on a different nature. These stacks are formed from the eroded tops of aquatic mountain peaks, rather than headlands. They often signal rocky formations hidden beneath the surface, ridges that can tear the bottoms out of incautious ships. Because these sea stacks mark dangerous waters, countless superstitions have cropped up around them. Some sailors believe it's unlucky to sail between two stacks, or for a stack to block the view of the setting sun, or to count the layers of colored rock in a sea stack.

The maze of rocky islets, hidden peaks, and sharp-edged sea stacks make the central sea difficult to chart and dangerous to sail. Bold traders and desperate pirates do journey across the Castrovin Sea, but for every ship that makes the trip, three more lie on the sea floor. Sailors call these waters the Razored Labyrinth, and spread wild stories about sunken holds full of gold and jewels languishing on the sea floor beneath the ridges.

One popular legend tells of a ship on which a sailor was murdered, his bloody body found crammed into

a barrel. Two crew members had been seen fighting with the murdered man days before and were sentenced to walk the plank for their crime, though both swore innocence. As the condemned stepped clear of the plank and fell to the waters below, each called out to Iomedae for justice. Instead of plummeting to their deaths, they were changed into twin pillars of stone, one red and one white, each tapered like the tip of a sword. Sailors on the Castrovin Sea call these sea stacks "The Innocents" and consider them lucky to see. When a crime is committed on a ship, the crew will sometimes sail to the Innocents and anchor near them, believing the stones will guide the captain into making the correct judgment.

Treasures of the Deep

The most coveted treasure on the Castrovin Sea is an enchanted chart, rumored to reveal safe passages through the Razored Labyrinth. Pirates claim the chart was blessed by Besmara and given to the late Captain Flayed, a notorious scoundrel and supposed favorite of the

Pirate Queen. So named for his favorite tactic for punishing prisoners, Captain Flayed plundered a trade ship stuffed with gold in the midst of a thundering storm, laughing as he cut down the crew. He ordered the enemy captain lashed to the main mast. Flayed whipped his prisoner without mercy, and with each stroke that fell, a map slowly blossomed in bloody lines on the prisoner's back. Flayed kept up the beating until the prisoner was dead and the map was complete, then ordered the chart cut from the corpse. Captain Flayed died over a decade ago, but it's rumored that the most evil and black-hearted pirates find the *pitiless chart* tacked to the helm when they need it most.

Many of the natural sea stacks in the central stretch of the Castrovin hide strange carvings beneath the water. Both merrows and locathahs have long used sea stacks to inscribe legends, keep records, and detail maps. These records stretch back for generations, the oldest ones all but obscured by erosion and algae. Researchers specializing in the Darklands believe that 18 of the engraved sea stacks create a map leading to a Darklands entrance at the bottom of the sea, and from there to a treasure chamber in the tunnels below. Most researchers agree the map starts at Casador's Maw, a sea stack engraved with twisting sea monsters, but no one has traced the cryptic symbols to the end of their trail.



PITILESS CHART

AQUATIC ADVENTURES	INTRO
ANTARKOS COEAN	ARCADIAN OCEAN
EMBARAL OCEAN	OBARI OCEAN
OKAIYO OCEAN	GOLARION'S SEAS
AQUATIC RULES	



FEVER SEA

HUNTING GROUND OF PIRATE LORDS AND SEA MONSTERS

Temperature: Tropical waters

Hazards: Dangerous creatures, piracy, storms

Resources: Ruins, trade

The most notorious of all Golarion's waterways, the Fever Sea is home to vicious pirates, ancient ruins, and the constantly churning Eye of Abendego.

Sea Characteristics

The Fever Sea is as warm as its name implies, with tropical waters fanning out from the shoreline in clear bands of green, teal, and aquamarine. The Eye of Abendego, the enormous hurricane that never ceases to spin, dominates the northern Fever Sea. The storm is so large and so fierce that it destroys nearly any ship daring to reach its center. The fringes of the Eye of Abendego are safer, though only marginally so. Between the howling winds, the unceasing rain, the rogue waterspouts, and the frequent lightning strikes, it's a wonder that even experienced captains make it safely through just the hurricane's fringe.

The constant storm leaves only a narrow passage east of it through which ships can travel farther south. Thunderstorms and lightning storms continue to plague the southern waters, and crews must remain wary even when the Eye of Abendego is behind them. These storms on the Fever Sea often make landfall, tearing trees off the coastline and flooding settlements.

Weather patterns are notoriously unpredictable on the Fever Sea, a result of the ever-swirling Eye of Abendego's effect on the winds and waves. Storms can last for weeks with driving rains strong enough to tear sails apart. Water spouts spring up from otherwise still waters without warning. Those who must travel across the Fever Sea do so with all haste, while those who live on the waters relish their unpredictability.

Pirates who work their trade on these waters have learned to read these chaotic weather patterns enough to use them to their advantage in raids or when fighting against other ships on the churning seas. Some of the most experienced sailors risk their lives and the plunder in their holds to sail along the edge of the storm for safety from other ships that might prey upon them, or to escape authorities that want to sink them in the depths of the Fever Sea.

Sea Denizens

The Fever Sea is a haven for all manner of despicable pirates and desperate smugglers. The pirate city of Port Peril stands on the edge of the sea, ruled by the Hurricane

King Kerdak Bonefist. Fleets of notorious pirate ships sail boldly through the storming waters to the north, raiding Chelish trade ships and returning to port loaded with cargo. Cheliax would dearly love to quash piracy in the Fever Sea once and for all, but the Eye of Abendego protects the Shacks too well.

Tropical fish crowd the waters of the Fever Sea, though a zone of surface water around the Eye of Abendego is devoid of timid creatures, as the churning waters are too strong for them to live within. While colorful fish, dolphins, sharks, and small whales are common in the Fever Sea, the waters also house much more dangerous beasts. The fishing industry has been challenged in the Fever Sea ever since the hurricane sprang to life, the waters now too chaotic and too full of predators to support organized fishing guilds.

Devilfish are a plague within these waters. These seven-armed, cephalopod monsters are just smart enough to be dangerous, and their hunger is insatiable. They prey on smaller sea creatures but also sneak aboard ships, in the night or during storms, to drag victims overboard. A sage in Port Peril, the eccentric **Kessia Timesis** (CN female human wizard 10), is convinced that an enormous "king devilfish" lives in the Fever Sea, as big as a kraken with boiling-hot blood. She's offered a substantial bounty to anyone who can bring her the king devilfish's hearts.

The hundreds of uncharted islands dotting the Fever Sea hold their own threats. Cannibals from lost civilizations prey on explorers, offering their victims' bones on altars of ancient Ghol-Gan. Carnivorous plants have adapted to live in the water, spreading from island shores into seemingly peaceful coves and beyond. Sargassum fiends devour swimmers, and beautiful underwater flowers wrap thorny vines around the limbs of their prey.

Water elementals are unusually common in the Fever Sea as well. Some sages theorize that the Eye of Abendego has a tie to Gozreh, god of sea and storms, and that water elementals are somehow generated from the storm itself. The water elementals seem unconcerned with aquatic life, including aquatic humanoid settlements, but act aggressively toward land dwellers who dare to descend beneath the waves.

The fiercest creatures in the Fever Sea are the notorious krakens, behemoth monsters capable of tearing ships in half with their tentacles. There are as many legends about the kraken as the beast has tentacles. A popular tale is that a kraken is the agent of a god, or something like a god, and shatters ships at its patron's will. Some sailors scoff at these tales, claiming the kraken is nothing more than a mindless beast. But its power is too immense to deny; none treat the creature lightly or boast of having spotted it.

Aquatic humanoid colonies are common in the calmer waters of the Fever Sea. On the seafloor, creatures are protected from the fury of rain and storms. Sahuagin, the vicious scourge of the waters, live in great numbers here. The common predatory sahuagin can live in small, nomadic groups of a dozen or so, or in great cities with hundreds of citizens. Sailors tell of four-armed sahuagin twice the size of their common brethren, spiny sahuagin that resemble humanoid pufferfish, and other variations. And where there are sahuagin, there are sharks, from the small but vicious jigsaw shark to the monstrously deadly great white shark.

Tritons also live in the Fever Sea in small but well-defended communities. Tritons care little for land dwellers and keep away from the surface where passing ships might spot them. Tritons consider themselves defenders of the sea and battle against evil creatures such as sahuagin, but their greatest enemies are krakens. Tritons despise krakens, considering them living manifestations of blight, and use enchanted weapons and practiced strategies to destroy the beasts when they discover them.

The *Unremitting*

Stories of ghost ships fill the taprooms of every tavern and public house on the coast of the Fever Sea. Sailors relish telling their favorite tales over a mug of ale to a half-frightened, half-skeptical crowd. These tales usually change from speaker to speaker, and from port to port, but one story remains constant no matter where or by whom it's told: the tale of the *Unremitting*.

The tale begins in 4651 AR. The frigate *Unremitting* departed from Andoran under the command of Captain Doryn Silverhull, with a mission to hunt down pirates on the Fever Sea. Silverhull's crew comprised the finest sailors in the Andoren navy. While the ship was to sink or capture any pirate ship it could, Silverhull was under special orders to track down the wicked Captain Landia Draketooth, a pirate who had plagued Andoran's waters for too long before fleeing to the Fever Sea.

For months, the *Unremitting* succeeded splendidly at its task. Eight pirate ships fell to the courage and skill of Silverhull and his crew. The frigate was due to return to port when Silverhull heard that Captain Draketooth had been spotted in western waters. Ignoring his orders, Silverhull turned the *Unremitting* west, determined to put an end to Draketooth.



WRITHING CROWN

This was to be the final engagement of the *Unremitting*. Draketooth was ready for the privateers and had hidden allied ships in the fringe of the Eye of Abendego. When Silverhull attacked, Draketooth summoned her allies and destroyed the frigate. She took no prisoners, and when the crew was subdued or dead, she set the *Unremitting* alight and watched it burn to the waterline.

Shamed by his failure and consumed with a desire for revenge, Silverhull rose from the dead. He and his crew continue to sail on the black, burned hull of the *Unremitting* through fog-covered waters in the dead of night. The *Unremitting* only sails at night near the birth of the new moon, its ghostly crew searching for pirate ships to board and enemies to slaughter.

Trade ships and privateers are not safe from the *Unremitting*, for the long-dead crew has trouble differentiating friend from foe. Those who find a way to make peace with Captain Silverhull can barter for passage aboard the *Unremitting*. The Captain cares only for the blood of pirates, accepting no coin or gem in trade. If his thirst for pirate blood is sated, he will carry his passengers to any shore they wish in a single night. Legend tells that the *Unremitting* can even sail beyond the boundaries of the world, into other times and places, or even to the realms of the gods themselves.

Treasures of the Deep

Pirates whisper tales of a sunken temple hidden in the Fever Sea hundreds of miles southwest of Mediogalti Island, a slime-coated labyrinth many stories deep into the sea floor. The dark green stone of the temple ripples and shudders as if alive, and the sight of its guardians is enough to send most trespassers fleeing. The stories tell of drowned pirates with tentacles writhing from their eye sockets, warriors with the torsos of humans and the lower bodies of bone-white sharks, and bubbling pools of filthy, sentient slime.

Some claim the temple is sacred to Gozreh, others to Besmara or Dagon, but all tales agree that the first to fight through to the lowest chamber of the temple can claim the fabled *writhing crown*. Anyone who wears this sickly green crown with its constantly writhing stone tentacles can summon and command a kraken at will. Suckers adorn the *writhing crown*, affixing it to the head of whoever dons the evil item—and once the *writhing crown* attaches to its owner, only death can remove it. It is said that after its wearer is slain, the crown somehow finds its way back to the temple.

AQUATIC ADVENTURES
INTRO
ANTARKOS COEAN
ARCADIAN OCEAN
EMBARAL OCEAN
OBAKI OCEAN
OKAIYO OCEAN
GOLARION'S SEAS
AQUATIC RULES



INNER SEA

HUB OF WESTERN CIVILIZATION

Temperature: Temperate waters

Hazards: Naval warfare between competing nations, piracy

Resources: Fishing, trade

The Inner Sea provides resources to the wealthy nations ringing its shores, and affords passage west to the Arcadian Ocean and south to the Obari Ocean. Its central location and rich waters contribute to the power of its bordering nations, making it one of the most important seas on Golarion.

Sea Characteristics

The Inner Sea boasts calm and temperate waters. It's a young sea, formed several thousand years ago during the cataclysm that sank ancient Azlant, and its sheltered inland location keeps it from the vagaries of weather that plague larger oceans. Novice sailors can journey across the Inner Sea with confidence, knowing the risk of storms or rogue currents is moderately low.

Aquatic races have built settlements in the Inner Sea over the last few thousand years, including communities of gillmen, grindylows, and merfolk, and abandoned settlements do stand on the seafloor, such as the ruined merfolk town of Selsuria that was destroyed by unknown monsters. The oldest ruins contain forgotten treasures and artifacts, along with pre-Earthfall records that fetch a high price from researchers. Compared to older oceans, however, the ruins of the Inner Sea are relatively few and of lesser value to experienced explorers.

Though the Inner Sea is mostly sheltered from storms, it does experience heavy cloud cover through the winter months. The thick, close clouds make it difficult for inexperienced helm officers to navigate. During the day, the clouds obscure the sun's position and make sextant readings imprecise when finding solar noon, and at night, they hide the stars. Accurate sea charts and compasses are critical for ships to make a quick, safe voyage.

Oceanids are known to live in the Inner Sea and sometimes help lost ships navigate to safe waters. Like all fey, oceanids are temperamental and fickle, and if offended they will swim off and leave a ship to its fate. Evil fey have also learned to mimic the form of oceanids to trick sailors into accepting their help, only to betray them at the most devastating moment.

Sea Denizens

The Inner Sea teems with life, and the nations surrounding the sea benefit from strong fishing industries. Amberjack, grouper, snapper, tuna, and yellowtail are common exports from the Inner Sea. Shellfish and mollusks are

also plentiful in its calm waters, and abalone, cockles, littleneck clams, and spiny lobsters provide sustenance and trade goods for Andoran, Cheliax, and Taldor. Ships crossing the Inner Sea often fill nets with live shellfish and trail the nets alongside the vessel, keeping the creatures fresh until they're consumed.

Dangerous sea creatures, including sharks, exist in the Inner Sea, and their presence constitutes the bulk of the lesser dangers in the region. Most sharks of the Inner Sea are smaller than those found in open ocean waters, though no less aggressive. Jigsaw and hammerhead sharks are the most common species, though over the last few years, reports of bull sharks have increased. Bull sharks hunt nearer to coastlines and don't hesitate to attack fishing boats and swimmers. The viciousness of bull sharks combined with their recent appearance has led some to speculate that the sharks are being controlled by someone, an adaro or sea hag cult perhaps, who wishes harm on coastal communities.

Monstrous sea creatures lair within the Inner Sea as well. Bunyips are known to hunt near coastlines, feeding on sharks and large fish as well as humanoids that enter their territories. Galvos also plague fishing communities. These amalgams of electric eels usually hunt alone, seeking out lone fishers or sailors to attack. On rare occasion, four to six galvos band together to attack a larger ship, overwhelming its crew and devouring their corpses.

Sailors on the Inner Sea often have a chance to come across gillmen. These former Azlanti natives, twisted and reshaped by aboleths, are a rare sight. Many still serve their aboleth masters, however unwillingly, which makes some distrust gillmen on sight. Even free gillmen remain sensitive to and shamed by their history, and prefer to avoid dealing with others as much as possible.

Possibly the greatest threat on the Inner Sea, though, are the fleets of warships maintained by the powerful nations along the coast. Naval ships from Andoran, Cheliax, and Taldor are a regular sight on the waves, as they hunt pirates and protect their sovereign waters. Naval fleets usually target ships for a specific purpose, but trade ships and private vessels can get tangled up in fleet battles and unwittingly make enemies of one nation or another.

Piracy is a threat on the Inner Sea, though pirates here operate with more care and subtlety than on the lawless waves of the Fever Sea. Many pirates captain a single ship, rather than maintaining a fleet, to draw less attention to themselves. Pirates often disguise their ships as trade vessels, sometimes faking distress to lure their targets in.

Pirate ships on the Inner Sea conceal their deck weapons, such as ballistae, until the last possible moment. Then the crew members throw off tarps or shove decoy crates aside to reveal their firepower.

Naval Fleets of the Inner Sea

The Imperial Navy of Cheliax has its home port in Osteno, but its distinctively ornate battleships with massive figureheads, red and black sails, and crenellated gunwales sail the breadth of the western Inner Sea and south to the Fever Sea. The Imperial Navy's primary mission is to eliminate piracy on the Inner Sea, as their nation is built on trade and pirates cause significant damage, financially and physically, to Chelish merchant ships sailing up the western coast. Any ship flying the jolly roger or displaying the private ensign of a known pirate ship becomes an immediate target for Chelish battleships.

The Imperial Navy doesn't restrict its actions to pirate vessels, though. The navy also seizes any ship entering or leaving Chelish waters that might harbor escaping slaves or members of outlaw orders (such as the Bellflower Network). Evidence as slight as a captain's gut feeling is sufficient cause for a naval vessel to seize a private craft, and even if the crew is found innocent, the delay can be ruinous for trade ships. Captains who object to a ship-wide search or who ignore the orders of a Chelish battleship are arrested and often executed.

The Andoren navy sails from Augustana, with three-masted warships sporting azure sails and gold-painted eagle figureheads. Andoran also opposes piracy, and its naval fleets seek out and destroy pirate ships with dedicated zeal. Captain **Ardel Kalacrest** (LG male human paladin 6) has built his reputation on pirate hunting. His faith in Iomedae and his skill at nautical tactics has, so far, made him a formidable foe to all who engage in piracy.

Andoren naval vessels also seize any ship they suspect to be ferrying slaves, a practice strictly outlawed in their nation. On occasion, Andoren warships stop and inspect ships they know to be carrying freed slaves attempting to escape Cheliax. The crew conducts a false search and "liberates" the imprisoned slaves, bringing them to Andoran and freedom, while the slaver ship usually "escapes" on the trip back to Andoran. In this way, the navy hopes to seed false information through the Imperial Navy of Cheliax about which ships are true slavers, making it more difficult for Cheliax to recapture escaping slaves in the future.



GILLMAN

Though both Chelish and Andoren naval ships target pirates on the Inner Sea, they also occasionally skirmish with each other. The countries are not officially at war, but Andoran still smarts from its time under Chelish rule, and Cheliax still sees Andoran as an escaped vassal state. Thus far, naval skirmishes between the two nations have not led to official remonstrations or war, but this only leads naval captains to act more boldly.

The Taldan Imperial Navy also maintains a strong presence on the Inner Sea from its home port of Cassomir. The Taldan navy is more concerned with protecting its borders and merchant vessels than hunting pirates. The navy's sleek frigates, crewed by skilled marines in elaborate, gold-buttoned uniforms, will attack pirate ships entering Taldan waters but don't seek out enemy ships on the open sea or follow pirates that flee from them. Taldor strictly enforces rules about displaying proper national and private flags on any ship to enter its waters, and its naval ships quickly intercept and inspect any ship flying irregular flags.

Treasures of the Deep

The *City-Builder* is one of the most famous trade ships that plies the Inner Sea. The sleek schooner is made of greenheart wood imported from Sargava, its hull polished to a brilliant golden shine. Its many sails alternate white and black, and it flies the national flag of Cheliax and the trappings of the Aspis Consortium.

The Aspis Consortium trade guild ships many of its goods across the Inner Sea, but the *City-Builder* is used to move its finest, rarest, and most expensive goods. Its captain, **Crofissa Edvige** (LE female human sorcerer 4/rogue 4), oversees a crew of former soldiers and adventurers, as well as experienced sailors. Paid better than most sailors, the crew is unwaveringly loyal to their captain, and rarely hesitate to risk their lives when she issues a dangerous order.

Tales of the treasures that the *City-Builder* has held are told in taverns all along the Inner Sea. With such legend surrounding it, it's little wonder that the schooner is a regular target for pirates and greedy mercenaries. The schooner has never been taken, though, and attacking ships are usually left without survivors and promptly burned or sunk. Most sailors believe the *City-Builder*'s fortitude stems from its first mate, **Lorzale Diabretta** (LE male human cleric of Asmodeus 9), who is rumored to keep numerous powerful devils bound in the ship's hold.

AQUATIC ADVENTURES	
INTRO	
ANTARKOS COEAN	
ARCADIAN OCEAN	
EMBARAL OCEAN	
OBAKI OCEAN	
OKAIYO OCEAN	
GOLARION'S SEAS	
AQUATIC RULES	



Ivory Sea

ICY INLAND SEA RICH WITH WHALING

Temperature: Cold waters

Hazards: Icebergs, predators, weather

Resources: Ivory, sealing, whaling

This cold sea stretches north from the Embaral Ocean. In warm weather, migratory sea creatures travel into the Ivory Sea, where hunting is plentiful.

Sea Conditions

Though not as icy as the Antarkos Ocean, the waters of the Ivory Sea are still cold enough to kill. Creatures not shielded from the cold, whether naturally or through magic, can survive for mere minutes in the frigid waters. The cry of “crew overboard” galvanizes sailors here. Every second matters when rescuing a comrade from the Ivory Sea—even after being pulled from the water, the unfortunate soul risks death from hypothermia. The victim must be kept dry and warm, monitored by the ship’s doctor, until the danger has passed.

Icebergs drift on the Ivory Sea, calved from the glaciers of the Crown of the World. These bergs range in size from a few feet up to 500 feet across. Only the tips can be seen above the water, the bulk of the ice hovering below the waves. Even the most inexperienced sailor knows to keep clear of icebergs, as the hidden ridges of ice can tear holes in a ship’s hull.

Beautifully clear blue icebergs, striped with alternating bands of white, are common to the Ivory Sea. Iceberg clusters—groups of small icebergs joined together under the water—also pose a danger to ships. These iceberg clusters, or “crowns,” turn several small icebergs that could otherwise be avoided into a solid mass that ships must detour around. A well-known cluster of twelve blue-striped icebergs fused together is known as the Sapphire Crown, and a pack of selkies lives within its ring. The Sapphire Crown stays within a small area of the sea, never drifting far, which makes it a good navigational point for sailors.

In the winter, icy sheets cover the surface of the Ivory Sea. Migratory animals, such as whales, that don’t move south quickly enough can be trapped underwater by the spreading ice. Melt holes provide a place for trapped animals to breathe, though hunters know to linger by such holes in the winter, as it’s far easier to slaughter a whale surfacing at a melt hole than to hunt them on the open water.

Ships can also become trapped by ice in the winter. Ice-locked ships sail as long as they’re able to, endlessly circling a smaller and smaller stretch of water until the ice finally closes in. Ice-locked ships that become trapped close to the

coastline can simply wait for the ice sheets to thicken, at which point the crew can walk to shore. Weak spots in the ice can dump travelers into the deadly water, though, so abandoning an ice-locked ship is considered a last resort.

Sea Denizens

In the summer months, seals, walruses, and whales migrate from the Embaral Ocean into the cooler waters of the Ivory Sea. Belugas, narwhals, humpback whales, and pilot whales are the most common species seen in the Ivory Sea, and blue whales sometimes stray east from the Shining Sea. Seals perch on the rocky islets of the Ivory Sea, socializing in rookeries of up to several dozen. Glossy brown seals are the most common species, though spotted and black seals can also be found. Sealskin is a prized trade good for its warmth and natural waterproofing.

In 4702 AR, an unseasonable cold snap froze the Ivory Sea almost a month early. Hundreds of whales were trapped in the northern waters, and whalers descended on them without pity. The ice gleamed red from the blood of all the slaughtered whales, and the cries of the dying echoed over the sea. A young humpback whale coming up for air suffered a mortal attack from whalers, but managed to escape. The whale swam until it succumbed to its wounds, singing its pain the whole way. Surrounded by its dead kin, the whale transformed into a ferocious bakekujira, a festering undead whale with glowing green flames for eyes. Whalers who prey on ice-locked whales now sometimes find more than they bargained for in a melt hole, as what seems to be a surfacing whale instead shows itself to be the bakekujira, and takes its vengeance on the screaming hunters.

Hunters without respect for their kills and who leave rotting meat, blubber, and carcasses on the ice attract the ire of nuckelavees. These evil, merciless fey live in isolated sea caves along the coastline, riding forth during hunting season to search for prey. Hunters drowned by nuckelavees often rise as draugr, remaining submerged during the summer months and climbing atop the ice sheets during the winter. Packs of draugr wrapped in sealskin capes are easily mistaken for whalers or hunters at a distance, a mistake that has led many a hunting party to its doom.

Siyokoys also make their homes in the Ivory Sea, keeping well in the depths and avoiding contact with ships. Most of them are grim, reclusive creatures who scavenge ruins and shipwrecks on the sea floor, hoarding whatever they find regardless of its value. These siyokoys consider any surface-dweller who descends beneath the water to be an enemy, a thief come to steal their treasures, and react accordingly. However, a small group

of siyokoys lives near a distinctive rock formation near where the Embalar Ocean meets the Ivory Sea. These siyokoys are friendlier than their kin and converse with the crews of passing ships. The siyokoys are willing to retrieve items from the sea floor in exchange for a finder's fee, and word of their services has spread among explorers in the area.

Selkies also live in the Ivory Sea, often dwelling with seal packs. Seal hunters attack cautiously when slaughtering packs, watching for any sign that a selkie might be hiding among them. Selkies in the Ivory Sea consider themselves protectors of seals and use their deceptive powers to lure hunters away before drowning them in the frigid water.

Strongest among the selkies that live in the Ivory Sea is the fabled witch **Caricikela** (CN female selkie witch^{APG 13}) who seeks active revenge on those who disturb her and those of her kind. A sea tale claims that a captain of a seal hunting vessel that preyed upon the seals of the Ivory Sea, collecting thousands of pelts each season, found herself trailed back to her home port in Goka by Caricikela and a retinue of selkie skirmishers. The selkies insinuated themselves into a welcoming party for the hunting vessel and her crew. They hobnobbed with the crew and other guests, sharing drinks and telling tales. But when the party started winding down, the selkies positioned themselves in strategic places, barred the doors to the feast hall, and drew weapons to cut down every member of the crew in a vicious bloodbath before slipping back to the docks under the cover of night. There they burned the ship in its slip and dove into the sea. After this event, Goka's harbormaster issued a bounty on Caricikela, offering 5,000 gp to the person that brings back the head of the vengeful selkie, and double that for bringing her back alive.

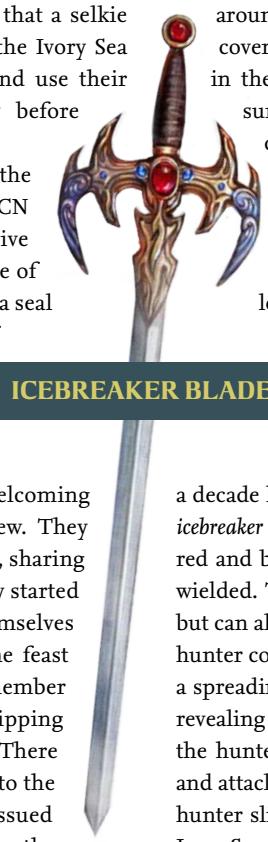
Kuvyno

Near the center of the Ivory Sea stands a twisted city made from sharp pieces of coral, jagged rocks, and the bones of sea creatures. This is Kuvyno, a city of gutaki and devilfish, and holy site to Dagon, the Shadow in the Sea. The gutaki are barbed creatures with seven tentacles, monstrously evil and supposedly descended from krakens. Though no kraken currently lives in the Ivory Sea, the gutaki of Kuvyno believe, with enough death and sacrifice, they will draw one of their progenitors to the region. It will then tear apart any ship crossing the water, feast on the crew, and leave the treasure and scraps for its faithful.

The leader of Kuvyno is Unthon, a fanatical gutaki bloodrager who is a devotee of Dagon. Unthon collects any small thing that catches his eye—a broken fragment

of shell, a rusted dagger, a perfectly smooth rock—and uses his collection to divine the will of Dagon. He believes each item he finds is an omen of some sort and rearranges his collection in various formations to gain insight into his duties as a leader. Though all gutaki are sadistic and bloodthirsty, Unthon outstrips them all in sheer malice.

In the center of Kuvyno, a geothermal vent shoots scalding water into the sea. The Temple of Dagon wraps around the vent, punctured by narrow windows covered by sliding stone shutters. The gutaki remain in their city, hidden in the cold dark far from the surface, until Unthon divines that the time has come for a sacrifice. Then, hunting parties spread out in search of suitable victims. The gutaki seize intelligent sea creatures, aquatic humanoids, or ships' crews as they can and bring their prisoners back to Kuvyno. After lengthy, brutal rituals, the prisoners are forced through the windows in the Temple of Dagon and sealed inside for a scalding death.



ICEBREAKER BLADE

Treasures of the Deep

A hunter who worked on the Ivory Sea for over a decade harvested countless seals and walruses with her *icebreaker blade*. This elegant longsword, its hilt set with red and blue cabochons, releases plumes of steam when wielded. The weapon serves as a +2 *thawing*^{UE} longsword but can also melt huge stretches of ice on command. The hunter could thrust the blade into an ice sheet and watch a spreading circle of ice dozens of feet across melt away, revealing the water below. One winter, while on a hunt, the hunter mistook a diving selkie for an ordinary seal and attacked it. The selkie retaliated, and in the battle the hunter slipped through a melt hole and drowned in the Ivory Sea. The *icebreaker blade* was lost in the water and has not yet been recovered.

The floor of the Ivory Sea supposedly holds a marvel that only a few claim to have seen: the Ivory Palace, where the discarded bones of sea creatures collect and have fused together into a sprawling structure. Bones, especially those of whales and walruses, seem to drift of their own accord until they reach the Ivory Palace, where they settle into place without the guidance of any living hand.

No creatures live in the Ivory Palace; no furniture or treasures fill its halls. The mazelike building is sized for an average humanoid. Some scholars believe that when the destined inhabitant reaches the Ivory Palace, the mysterious place will come alive. Servants and guardians will then flock to the building and dazzling treasures will reveal themselves in the palace's many chambers. Who or what the destined inhabitant might be, no one knows, as to this day the Ivory Palace sits hollow beneath the waves, waiting.

AQUATIC ADVENTURES
INTRO
ANTARKOS COEAN
ARCADIAN OCEAN
EMBARAL OCEAN
OBARI OCEAN
OKAIYO OCEAN
GOLARION'S SEAS
AQUATIC RULES



SHINING SEA

ICY SEA WHERE AURORAS DANCE

Temperature: Cold waters

Hazards: Ice, weather

Resources: Fishing, fur trading, whaling

The Shining Sea is the second-coldest body of water on Golarion, after the Antarkos Ocean. Storms and violent currents make travel hazardous in the spring, and ice sheets make ship travel impossible in the winter.

Sea Characteristics

The Shining Sea is one of the harshest waterways for ship travel. Explorers seeking the Crown of the World sometimes attempt to cross the Shining Sea, but there is little other ship activity on the water. Desperate and stubborn fishers take trawlers out on the sea, but these stay close to the coastline. Facing strong, erratic currents and the Shining Sea's frequent storms, even experienced sailors avoid attempting to cross the stretch.

The swirling sea currents interfere with navigation, seeming to pull ships off course the moment helm officers take their eyes off the horizon. Some ships become entirely turned around during storms or on cloudy nights without stars by which to navigate. Sea creatures have learned to use these strong currents to speed across the sea, preying on ships as they go.

The icy waters of the Shining Sea can kill living creatures immersed for more than a minute or two, and the sea's violent currents make overboard crew an even more desperate situation. Anyone tumbling from the deck of a ship is likely to be whisked away by the currents before the crew can cast a rescue line. Such ships rarely recover the bodies of drowned and frozen sailors. The sea claims them, carrying them down to the depths or whisking them miles away where no one will ever find them.

Winter storms are common on the Shining Sea, combining the worst of cold weather with the dangers of sea squalls. Driving sleet obscures vision while slicking decks with a coating of treacherous ice. Sea blizzards sometimes rage for days, caking ships with snow and cracking masts with their howling winds. Heavy, chill fog settles on the sea almost every calm night, shrouding ships in its eerie embrace.

Despite its harshness, the Shining Sea is also eerily beautiful. The sea's name comes from the auroras that play on the waves and ice. On foggy nights, pink and green lights gleam within the mist, reflecting off the fog like dancing ghosts. In the winter, when ice sheets cover most of the sea, the auroras dance on the frozen surface in great flickering displays of color. Sailors who survive the trip across the Shining Sea speak with peculiar

fondness of the nights on the ocean and the strange beauty of its painted sky.

Sea Denizens

The aurora that swirls above the Shining Sea is reflected in clouds of luminescent plankton that swim beneath the water. Sailors report trailing smears of rose, teal, and violet staining the water, mimicking whatever colors and patterns the aurora displays above. Druids and oracles in the area believe the plankton colonies communicate with the aurora somehow, and that the aurora is an ever-watching presence that sees and remembers everything that has ever happened on the Shining Sea. By interpreting the movements of the plankton, a person can potentially communicate with the aurora and learn long-forgotten knowledge.

Adventurers and researchers with the ability to withstand cold water sometimes swim with the plankton in an effort to understand it. Doing so carries a risk, though, of mistaking a different phenomenon for harmless plankton. Some are evil, glowing orbs of light that inhabit the sea, similar in appearance to will-o'-wisps, save for their color. Sailors refer to these advanced aquatic will-o'-wisps as deeplights.

Coldwater fish, especially mackerel, as well as seals and polar bears, provide fodder for hunters and fishers on the Shining Sea. The fishing industry here produces much of northern Casmaron's oil, extracted from the blubber and fat of the native animals. Fur trading is the largest industry in the area. The treated hides of bears, caribou, foxes, lynxes, and seals are used to make clothing and shelter for those who live along the coastline. Fine pelts, including those of white foxes, spotted lynxes, and snow leopards, are shipped south to richer markets.

The Shining Sea is the only place on Golarion where the polar whale lives. Polar whales have a dark blue hide, a wedge-shaped head, and grow up to 50 feet long. Polar whales also have immensely thick layers of blubber, which makes them valuable to whalers and causes them to float after death, making them relatively easy to harvest. As the whales never leave the Shining Sea, save for the occasional stray that wanders east into the Ivory Sea, they are easy pickings for whalers. Every winter, hundreds are killed, and soon the species may be entirely devastated.

In the last few months, a strange cult has sprung up near the Shining Sea. Calling themselves the Cetaceal Keepers, they treat polar whales with a reverence that borders on zealotry. Comprised primarily of druids and shamans, the Cetaceal Keepers believe the polar whales inhabit a vital role in Golarion's ecology and must be protected from whalers. Led by the single-minded but



charismatic **Tordyn** (NE male human druid 14), the cult spies on local whalers, sabotages their equipment, holes their ships, and even attacks them outright to keep them from killing polar whales.

In truth, the Cetaceal Keepers protect polar whales now in order to slaughter them later. Tordyn and his allies believe the whales, which live for several centuries, have exceptionally powerful spirits. The cult has been marking and tracking individual whales for an eventual ritual massacre. When the time comes, the Cetaceal Keepers intend to kill 30 whales over 30 nights, culminating at the full moon. The death of the last whale will unlock a wave of intense spiritual power that will turn the cultists into unstoppable forces of nature.

Small colonies of tritons dot the Shining Sea. Natural enemies of all things evil, the tritons fight against sadistic hunters who torture and mutilate their prey. The tritons' greatest enemies, though, are the sea hag covens that gather on the Shining Sea's coastline. When battling sea hags, tritons ride into battle on the undulating backs of walruses.

The Aurora

The shimmering aurora is associated with **Pulura**, empyreal lord of constellations and homesickness. Many a researcher has tried to draw connections between the patterns in the northern lights and the position of certain constellations, but no clear link has arisen. Devotees of Pulura sometimes make pilgrimages to the Shining Sea, where Pulura's influence is thought to be strongest.

Pulura's worshipers also believe in the connection between the colored plankton schools and the auroras they reflect. A scholar by the name of **Slyencha Allhues** (CN female half-elf cleric of Pulura 11) has spent years studying the movements of the plankton, and believes the position and intensity of the schools corresponds with specific stars. She theorizes that connecting the stars indicated by the plankton schools will reveal a new constellation, one with special significance to followers of the Shimmering Maiden—perhaps even unlocking entirely new secrets of divine magic.

To sailors, the aurora is a breathtaking sight but not necessarily a benevolent omen. Pulura is the patron of homesick travelers, and she herself feels their loneliness keenly. Stories claim that sailors far from home may be lured from their ships by the sight of a beautiful woman wrapped in a cloak of flickering light, reaching for them from the water's surface. The tales go on to say that when the sailors go overboard and drown, Pulura takes pity on

them and brings their spirits to her sky palace to keep them company. Even the wonders of her home cannot ease their longing, though, and the empyreal lord must eventually, bitterly, let them go.

Treasures of the Deep

The *whalebone skiff* may be only a legend, but any explorer who could find and claim it would find her path made easy on the Shining Sea. According to folk tales, a sea witch

crafted the frame of the boat from the rib bones of a whale, and then stretched tanned bear hide over the skeleton. She plated the hide with scales from tritons' legs and wove a sail from mermaids' hair. From a distance, the *whalebone skiff* seems a thing of beauty, glittering like gold with a sail of the finest black silk. Only up close does the hideous construction of the boat reveal itself.

The *whalebone skiff* sails as easily over ice and snow as it does on water. So long as there's a wind in its sail, the little craft skims over ice sheets and snowbanks without leaving a track. But if the wind dies, or

if the hull leaves water, ice, or snow, the skiff stops dead. Though the *whalebone skiff* would be of great use to travelers on the Shining Sea, the use of such an evil creation would no doubt have consequences.

The *white beast's hide* is a voluminous cloak made from polar bear hide of the purest white. Enormous black claws curve over the shoulders of the cloak, and from its hem dangle a hundred jagged bear teeth. The White Beast was a ferocious polar bear that had learned the taste of humanoid flesh. Many tried to slay the White Beast, but the bear's great size and bloodlust overwhelmed all hunters.

Finally, a hunter named **Melni Knotshadow** (NG female halfling ranger 9), heard that the White Beast prowled near her village. She went out to meet it, but the White Beast found her first and attacked with a savage roar. Melni slipped beneath the creature and clung to his belly fur. The bear spun and wriggled in rage, striving to find its prey, but Melni was so light the creature could not feel her until she pulled her blade free and drove it up into the bear's heart.

The hide of the White Beast was so large it would have made a dozen cloaks for the small hunter. She kept a portion of the hide for herself and left the rest with her village, where eventually it was made into the *white beast's hide*, a cloak that protects its wearer from the cold and from the slicing claws of wild beasts.

AQUATIC ADVENTURES
INTRO
ANTARKOS COEAN
ARCADIAN OCEAN
EMBARAL OCEAN
OBAARI OCEAN
OKAIYO OCEAN
GOLARION'S SEAS
AQUATIC RULES



SIGHTLESS SEA

VAST UNDERGROUND WATERWAY

Temperature: Cold and temperate waters, some pockets of thermally heated waters

Hazards: Dangerous creatures, harsh conditions

Resources: Strange artifacts

The vast, freshwater Sightless Sea lies beneath a stone sky, hidden away from day and night. The creatures of the Darklands lair in and around the Sightless Sea, living off its precious waters and often falling prey to its dark secrets.

Sea Characteristics

Of all the waterways on Golarion, the Sightless Sea may be the easiest to sail but is the hardest to get to. As the sea lies entirely in the Darklands, in the depths of Orv, it is protected from winds, storms, and other weather patterns of the surface world. The Sightless Sea is almost always placid, its currents stirring gently through its cool waters. Magical storms sometimes threaten travelers, wild weather patterns generated by spellcasters or arcane phenomena. Their unusual genesis makes these magical storms impossible to predict, and they can wreak havoc on native creatures unaccustomed to such violent weather outbursts.

When a wild storm does hit, it brings with it any number of deadly effects. Lightning strikes from shadowy clouds that gather above a ship. Prismatic blasts of arcane energy arc from the sea's surface, sizzling through living creatures in the area. Acidic rain that burns through flesh falls from the cavernous ceiling. Travelers on the Sightless Sea must bring what protective magic they can and hope that fortune favors them.

The Sightless Sea empties in reverse, flowing through a strange inverted waterspout known as the Braid into the vault ceiling above. These tunnels web through the Darklands, feeding into thousands of underground pools and rivers that eventually empty into the bottom of the Arcadian Ocean. Whirlpools on the ocean floor mark the places where travelers can find passage to the Darklands, though many creatures guard these passages fanatically. Most surfacers who descend through one of these whirlpools never return.

Much of the Sightless Sea is cold, though not icy enough to cause quick death. Creatures unsuited for cold environments, including most humanoids, can survive for about an hour in the frigid waters before hypothermia sets in. Hot spots created by thermal vents stud the Sightless Sea, warming the surrounding region to a more comfortable temperature. Directly over the vents, the seawater is scalding hot and can kill a living creature in seconds.

Sea Denizens

The alghollthu are undoubtedly the most infamous creatures in the Sightless Sea. Some veiled masters have laired in the cool waters for thousands of years, spinning their elaborate plots. Aboleth empires can range for miles, populated with fanatic troops and enslaved minions. Creatures native to the Darklands mark the borders of aboleth empires well and do not stray into their territory.

Urdefhans also live on the shores of the Sightless Sea. Most live in elaborate fortress cities, spiked and jagged, where they sail the sea in a great navy from the urdefhan vault of Doga-Delloth. Some urdefhans live in smaller communities, though, or live entirely nomadic lives. Urdefhan traders and explorers sail the Sightless Sea in lembos—small, fast ships propelled by oars. Because the Vault of Orv lacks the true winds of the open ocean, most ships on its surface are either rowed or fill their sails with magical wind. Some urdefhans have experimented with light catamarans that can catch the few winds that flit across the sea, but with little success.

Cults of urdefhans inhabit small caverns on the shores of the Sightless Sea, communing with daemons and searching for travelers to abduct. Urdefhan raiding parties sometimes sail on larger ships with double rows of oars. The foul creatures' enormous strength allows them to easily propel their warships across the ocean. When munavri and urdefhan ships meet, battle always follows, and the victors take any enemy survivors back to their community for enslavement or sacrifice.

Ships made of ivory carry munavris across the inky waters of the Sightless Sea. These pale, telepathic humanoids wear jade armor and fight a constant war against the urdefhans and aboleths that share their territory. These seafaring humanoids make their homes on rocky islands jutting out from the sea, and as one of the only benevolent races in the Darklands, they are a rare source of aid to travelers.

Many other Darklands creatures live in or near the Sightless Sea. Some are so ancient and lair so deeply that the surface world has never heard their names. Cults of the Old Gods claim that shoggoths swim in the Sightless Sea, singing their insane songs. Faceless whales hunt along the bottom of the sea where they find safety from most predators.

The Braid

The Braid spirals up from the center of the Sightless Sea, a twisting column of water that rises thousands of feet into the air. The spinning reverse whirlpool is a sight few behold, but those who do never forget it. In the immense darkness of the center of the Sightless Sea, all one can

hear is the constant, deafening rush of water that can be heard faintly even hundreds of miles away.

If illuminated, the Braid shows itself to be a glistening column of darkest blue, churning slowly as it rises. The column spins slowly enough that a creature caught in its uptake would be carried safely to the ceiling above, provided the creature could breathe water.

Past the ceiling of the cavern, the Braid floods the upper levels of the Darklands with fresh water. This is the lifeblood of the Darklands ecosystem, without which the tunnels would be a barren place. Nearly every underground lake, river, or subterranean channel in the Darklands connects back to the Braid. Chief among these bodies of water is the vast Lake Nirthran that lies deep underneath the Inner Sea in Sekamina. Some flooded tunnels thread up to the Arcadian Ocean, providing a means for creatures from the Sightless Sea to reach the upper world.

Aboleths and their kin know well the value of the Braid. Without it, their schemes would have few ways to reach the surface. The alghollthu claim it and the surrounding waters as their own. There may be no place on Golarion where as many aboleths, deep walkers, omnipaths, and veiled masters work together toward a common goal.

A group of veiled masters, aboleths, deep walkers, an omnopath, and over 100 dominated servitors lives around the base of the Braid. The waters here are clouded with slime and hum with the mental energy of the telepathic mesh. On the sea floor, dominated servants live in a bizarre stone city shaped by magic. Powerful wards, scrying sensors, and other protective and dangerous magic surrounds the base of the Braid, making it deadly for creatures to aimlessly wander too near. Only the most dedicated and careful adventurers have a glimmer of hope to make it to the Braid safely and without notice by the sinister alghollthu.

The alghollthu send their most powerful agents up the Braid on specific missions to the upper reaches of the Darklands or to the surface. These missions almost always span years, and while the Braid is large enough to accommodate almost any creature, the aboleths do not use it themselves, as their power is in maintaining the mesh and working through proxies.

On occasion, other creatures of the Sightless Sea attempt to make use of the Braid. Urdefhans and skum travel to the upper Darklands to hunt and pillage, and the Braid is the most convenient way up. Adventurers

plumbing the deepest depths of the world may try to return to the surface using the Braid. Though the alghollthu carefully control every drop of water surrounding the column, the dry air above is further from their reach. Dominated slaves who can breathe air patrol the Braid on the backs of enormous bats and pale, blind, flying lizards, but now and then individuals have been known to slip past these patrols.

The Braid flows only upward, but its current is not strong. Strong and fast swimmers, perhaps augmented by magic, could in theory swim down the Braid. Even if someone accomplished this feat, though, their journey would end in the murky, aboleth-controlled waters at the base.

Treasures of the Deep

Many treasures are rumored to lie within the Sightless Sea. As such an ancient and hidden place, it's little wonder that stories of world-shaping artifacts and legendary weapons are set in the depths of the Darklands. Of all the supposed treasures hidden in the sea, the one most likely to exist is the *Unsighted Eye of Elmicha*.

The history of the artifact is a twisted one, shrouded by time and lies. Supposedly the eye belonged to the first high priest of Zon-Kuthon after the god returned from his exploration of the edges of reality. The worshiper,

Elmicha, sought to grovel at his master's feet, and ventured to the darkest place on Golarion. After Elmicha had performed countless acts of savagery and torture, he was finally rewarded with an audience. Zon-Kuthon permitted Elmicha to prostrate himself before him, but was not under any circumstances to look upon his visage.

Elmicha delighted in his debasement, but could not resist stealing a glance at Zon-Kuthon. He opened only one eye, but that was enough. Zon-Kuthon flayed his own high priest alive, supposedly taking thousands of years to punish the man for his disobedience. At the end of the torment, Zon-Kuthon plucked out the offending eye and replaced it with a length of barbed chain that dangled down his bloody face.

Elmicha has long been dust, but the chain, the *Unsighted Eye of Elmicha*, may remain deep within the Sightless Sea. To wear the chain, a person must tear out her own eye and socket the chain into her skull. Though the eye causes unceasing agony, it allows the wearer to perceive without sight. The wearer also sees the darkness in the soul of any creature she beholds, and can use that knowledge to inflict terrible torments.



MUNAVRI

AQUATIC ADVENTURES
INTRO
ANTARKOS COEAN
ARCADIAN OCEAN
EMBARAL OCEAN
OBARI OCEAN
OKAIYO OCEAN
GOLARION'S SEAS
AQUATIC RULES



SONGIL SEA

RICH NORTHERN SEA

Temperature: Cold and temperate waters

Hazards: Dangerous creatures, storms

Resources: Fishing, whaling

In the far north of Golarion, the Songil Sea is a relatively temperate body of water teeming with aquatic life. Fishers make a good living on the Songil Sea, if they can survive the predators attracted by the same promise of rich harvests.

Sea Characteristics

A strong central current carries warm water from the Okaiyo Ocean north into the Songil Sea. This mingling of waters creates a surprisingly warm sea with cold fringes at the very north. The sea is sheltered from storms by the Crown of the World, leaving the sea calm and easy to travel.

Because the Songil Sea has such a mix of temperatures in its waters, strong winds blow in the summer months. The clash of warm and cold water kicks up riotous winds that challenge sailors. Even those who have fished and sailed their whole lives on the Songil Sea can be caught unawares by a wind ripping across the water. Locals call these "fishtail winds" for their tendency to angle sharply partway across the sea. Sailors in the angle of a fishtail wind must be careful to trim the sails properly, as the wind can be strong enough to snap the mast of an improperly trimmed sail, or even capsize a small ship. Fishtail winds also take their name from the merfolk colonies that follow them. Travelers on the Songil Sea consider it good luck to see one of these nomadic merfolk schools slipping through the waves.

In the northernmost portions of the Songil Sea, ice floes form in winter, but they never grow large enough to form truly dangerous sheets or bergs. The ice floes look broad and stable, some measuring over 100 feet across, but their appearances are deceiving. Most of the floes are thin and relatively fragile, making them dangerous to cross on foot. Evil sea creatures sometimes lie on (or below) the ice floes, impersonating a stranded sailor, hoping to lure victims onto the unsteady ice.

Sea Denizens

Many different types of fish inhabit the Songil Sea, swimming in fat schools up and down the coast. Fishers have no lack of work on the peaceful waters, reeling in netfuls of cod, crab, pollock, salmon, and sablefish. Sea serpents, sharks, and whales also live in the sea, feasting on the rich reserves of fish, and are quick to guard their territory from land-dwellers.

Grindylows are the plague of the Songil Sea. The ferocious, sadistic creatures gorge themselves on the

plentiful fish of the sea, but even when their bellies are full, their thirst for mayhem remains. Grindylow bands frequently attack port towns, causing as much damage as they can in a short amount of time before fleeing back to the safety of the sea. The vicious monsters smash boats, break windows, tear nets, and kill anything they can during their rampages.

In general, these pale, blue-striped grindylows prefer to attack during inclement weather, using storms or fog to hide their presence. On the Songil Sea, storms are few and far between, and so the grindylows have learned to strike quickly when the lightest rain falls, or when the thinnest haze of mist rises on the water. Warbands also use night to hide their movements, provided some cloud cover blots out the stars and shades the moonlight.

Citizens of port towns on the edge of the Songil Sea refer to "grindylow weather" when storms break. Townspeople bar their doors and lock their shutters on such nights, and towns with a dedicated guard force put out extra patrols. These measures can sometimes defeat grindylow raiding parties before they gain momentum, but the terrible little creatures have a knack for hitting the least defended port towns while leaving the alert ones alone.

No aboleths are known to live in the Songil Sea, but bands of powerful aquatic creatures are thought to be agents of aboleths from the Steaming Sea. These agents are the main purchasers of slaves from the Sintos Trench, though the iku-tursos, eel-like aquatic creatures feared for their merciless slaver operations, do a brisk business with slavers from the Okaiyo Ocean, looking for prisoners to transport to the slave markets of Tian Xia.

The bountiful marine life of the Songil Sea makes it a fertile place for many aquatic communities to develop. Small communities of tritons and siyokoy exist in the sea, the latter bitter enemies of the iku-tursos of the Sintos Trench. Warbands of sahuagin also threaten those who live on the coast of the Songil Sea, but not in as great numbers as the grindylow or the iku-tursos.

Siyokoy captured by iku-turso slavers are always brought to the deepest reaches of the Sintos Trench. They are never sold as slaves, but neither do they return from the trench. Bands of skilled siyokoy fighters work to free their kin from their captivity and to end the iku-turso menace, but lack the numbers to challenge their enemies. The unofficial siyokoy leader, **Zaless** (NG female siyokoy^{B3} rogue 11), searches for a way to destroy the iku-turso, but her communications with sages and heroes have so far come to naught. Any kindly creatures living in the Songil Sea know of Zaless and her efforts and can direct adventurers looking for her or simply a place of safety in the sea to where the siyokoy and her clan resides.

The most well known denizen of the Songil Sea is the kraken Tupta-Wa. Every dozen summers, Tupta-Wa surfaces to destroy port towns and feed on any living creatures in its reach. Fishers know the kraken's cycle and prepare for its coming, though even then, Tupta-Wa can catch whole villages off their guard. Rumor whispers that Tupta-Wa is a servant of some greater, destructive power, perhaps even Rovagug, and that its patron's favor is what allows Tupta-Wa to remain inert for years before rising to destroy.

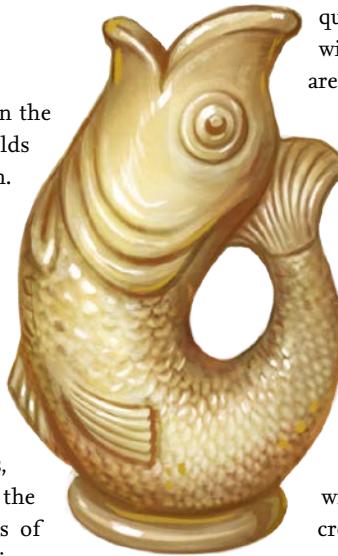
The Sintos Trench

The Sintos Trench, a deep gash between the Songil Sea and the Okaiyo Ocean, holds the largest iku-turso city on Golarion. The size of the city, known as Eelmaw by surfacers, is hard to comprehend. Those who have seen Eelmaw and returned describe a trench hundreds of feet deep, its walls displaying strata of pale blue stone at the top to obsidian blue at the bottom. Bubbles of stone—each one a prison chamber filled with air—float at staggered depths, as if a rise of air bubbles spewing from the ocean floor was frozen in time. Tubes of stone 8 feet across connect the bubbles in a network that looks disturbingly organic. In the walls of the trench, carved archways lead to a mass of tunnels and chambers where the iku-tursos live.

Over 9,000 iku-tursos live in Eelmaw, and at least as many prisoners languish in stone bubbles. In years when raiding targets are plentiful and the iku-tursos can capture their fill, almost 10,000 prisoners live packed within the bubbles.

Giant eels, some over 20 feet long, slither around and between the stone bubbles, ready to eat any prisoner who dares attempt escape. Complicated doors on the prisons, part mechanical and part magical, allow the cells to remain dry and air-filled on the inside even when the door is opened to shove a new prisoner through. Even if prisoners could organize an escape, the hapless souls would find themselves underwater, hundreds of feet below the surface, where pressure and lack of oxygen would kill most even before the giant eels arrive.

Hundreds of iku-tursos patrol the prisons at any time, organized by Eelmaw's defense marshal, **Fetyny** (NE female iku-turso^{B3} slayer^{ACG 10}). Fetyny coordinates the movements of all patrols within the city, ensuring no area goes unprotected. She has an innate talent for composing patrols of individuals who complement one another's strengths, and she supplements these patrols with trained electric eel swarms, giant eels, and iku-turso spellcasters.



STRANGER'S JUG

When it comes time to raid, Fetyny leads the charge personally. She has commanded a thousand iku-tursos at a time, using her forces to capture the entire populations of coastal towns.

At the very bottom of the Sintos Trench stands a huge stone pyramid, its sides decorated with scenes of diseased individuals writhing in suffering. This is the Shrine of Exaltation, a terrifying prison filled with the screams of the tormented. Prisoners considered of a higher quality—those with exceptional skill at arms, with magical talents, or of heroic lineage—are brought here and infected with tursas, the strange disease transmitted by iku-tursos that painfully transforms those infected into loyal iku-tursos with no memory of their former lives.

Treasures of the Deep

Years ago, a traveler, road-weary and dressed in ratty furs, stopped in a coastal town abutting the Songil Sea. He paid for a place by the fire at the local inn, and none there gave him a second thought.

That night, a mist rolled in from the sea, and with it came a war band of grindylows. The creatures swarmed over the town, shrieking and stabbing, destroying everything in sight. One snatched up a burning lantern from a cottage window, and soon the docks were ablaze.

While the villagers struggled to protect themselves from the grindylow attack, the traveler calmly strode out of the inn. Barehanded, he fought the grindylows and left dozens dead in his wake. He was a fighter of a strange martial style the villagers had never seen, but which saved their homes that night.

At the dock, the traveler drew a strange item from his robes—an ivory drinking jug shaped like a fish. He aimed the jug's mouth at the fire and a jet of water surged forth, dousing the flames in an instant. Just as the water jet ended, though, a surviving grindylow leapt at the traveler. The grindylow snatched the jug from the traveler's hands and, with a maniacal shriek, disappeared into the waves.

The villagers tried to thank the traveler, offering him all they had as a reward, but he refused their gift. "One will come among you, and that person will become my student," he said. "The person who carries my lost jug will find me soon after and learn all the wisdom I have. Remember this."

The villagers promised to do so, and even now, the tale of the traveler and the lost jug is told along the coast of the Songil Sea, and the people of the village are always curious when newcomers visit.

AQUATIC ADVENTURES
INTRO
ANTARKOS COEAN
ARCADIAN OCEAN
EMBARAL OCEAN
OBARI OCEAN
OKAIYO OCEAN
GOLARION'S SEAS
AQUATIC RULES



STEAMING SEA

COLD AND ROCKY SEA

- Temperature:** Cold and temperate waters
Hazards: Dangerous creatures, storms, Ulfen raiders
Resources: Fishing, light trade

The unpleasant stretch of water known as the Steaming Sea may not be an actual sea in cartographical terms, but its presence impacts the land and water around it. The sea is home to the elves of Mordant Spire, who have taken it on themselves to guard the ruins of ancient Azlant.

Sea Characteristics

The Steaming Sea is the rockiest of the large waterways. Fortunately for navigators, most of the rocks protrude above the water in the form of jagged islands that make up the Ironbound Archipelago, making them easy to avoid. Hidden reefs and crags do exist, of course, and ships must take care when crossing the sea. The threat to hulls is not the only danger the rocks present. Any ship passing through them must tack and change course multiple times, slowing its speed and making it more vulnerable to pursuit.

The southernmost reaches of the Steaming Sea are a bearable temperature, but most of the sea is bitterly cold. Icemelt from the Crown of the World chills the water and creates a constant light haze and clinging fog that gives the sea its name. Occasionally, sailors discover currents of warmer water threading through the cold waves, an unusual phenomenon known as the "sunset's trail." A common folktale is that when the sun sets every night, it traces a line across the Steaming Sea and warms the water. Sailors generally consider it good luck to encounter a sunset trail, but some sailors see it as an omen that the end of their ship—its sunset—approaches.

The Steaming Sea experiences its fair share of storms, usually summer squalls and freezing rain that do little harm. These storms can threaten ships, of course, especially those with inexperienced crews, but not more than on any open body of water. Occasionally, though, a more dangerous storm arises. Dangerous weather events called ice columns form only during the fall and winter months, and some years pass without a single ice column spotting. Other years see as many as a dozen ice columns, but such frequency is rare.

An ice column forms when warm water from a sunset trail collides with the ice belt known as Thremyr's Shield. The temperature difference causes a storm to develop. Most of the time, this storm is an ordinary squall. On rare occasion, though, the storm turns into a whirling cyclone that picks up shards of ice that spiral like dagger blades along its length.



A ship encountering an ice column must contend not only with the heavy winds, but also the slicing shards of ice that can sever ropes, destroy sails, and tear through skin. No one has determined why ice columns form in the Steaming Sea, but most sages agree the cause must be magical. The nature of the storms, filled as they are with thousands of tiny stings, has led some elves who live in the area and worship Calistria to view ice columns as tools of divine retribution.

Sea Denizens

The most notorious of those who live on the Steaming Sea are the elves of Mordant Spire. These elves consider it their duty to protect the artifacts and weapons of ancient Azlant from modern hands. The ruins, they claim, are too dangerous for any outlander to explore, and they ruthlessly drive away anyone who attempts to enter them, though they are willing to issue warnings first and give such trespassers the chance to leave on their own accord.

The heart of the elves' home is the Mordant Spire, but no outsiders are permitted to come ashore. Though the elves keep the secrets of their cities close, they don't hide their presence from travelers. The elves strive instead for the opposite—their ships are a common sight on the water. Most travelers know that the elves of Mordant Spire are the protectors of this area and don't engage with their sleek, dark-hulled cutters. For their part, the elves leave trade and passenger ships alone as long as these ships don't sail too near the ruins of the ancient empire.

Explorers and pirates do attack Mordant Spire ships on occasion, usually because they intend to scavenge the Azlanti ruins. The most famous of these ships is the *Mistmourn*, a pirate ship that sank over a dozen Mordant Spire ships before it met its own watery end. Though the *Mistmourn*'s story is well known—that of a ghost ship that still sails the Steaming Sea in search of its lost plunder—there are many other ships that have fought Mordant Spire elves and lost. Their wrecks lie on the ocean floor, some filled with lost treasure and relics of ancient Azlant. The families of crew lost at sea sometimes offer bounties for the return of their loved ones' bodies.

A hidden threat of the Steaming Sea is found in the aboleths who lair in the deepest trenches of the sea floor. The aboleths of the Steaming Sea are some of the oldest on Golarion, save only for the truly ancient ones in the Sightless Sea. They lived during the golden years of Azlant and know details of the Azlanti civilization that have been otherwise lost to time. These aboleths work their plots on the surface using skum and dominated agents captured from passing ships.



Communities of aquatic elves live in the Steaming Sea, completely disinterested in land-dwellers. They rise to the surface only to maintain relations with their cousins of Mordant Spire. A surfacer with the backing of a Mordant Spire elf could, perhaps, make friendly contact with aquatic elves—but this would require a great deal of trust on the part of the Mordant Spire elf, and great displays of trustworthiness on the part of the surfacer.

A group of gillmen, aware of their origin as aboleth experiments, maintain a secret settlement in the Steaming Sea where they thwart the efforts of the Mordant Spire elves to protect the remains of old Azlant and raid other ships that sail what they consider their sea. They do so not just for their own cruel satisfaction and the nominal amount of wealth gained from raiding the elves and others who sail this sea; the gillmen also strive to garner the attentions of the alghollthu who remain in depths among the shattered continent, in hopes that the aberrations will once again welcome them into their deep embrace.

Many cecaelias, locathahs, and merfolk also make their homes in the Steaming Sea. Some live in reclusive communities, while others are more willing to speak and trade with passing sailors. Cecaelias in particular enjoy speaking to surfacers, learning their stories and offering their own in trade. The cecaelias of the Steaming Sea have a reputation for offering unique relics and salvaged goods for sale, but also for swindling their customers.

Above the waves, residents of the island Kalva paddle around the islands hunting for people. They raid nearby communities and farmsteads, kidnapping humanoids to sate their cannibalistic urges. These Kalvamen, as they are known, are easy enough to avoid and they don't threaten large ships, but adventurers in a canoe or skiff could find themselves boarded, restrained, and bound for a cook pot.

Thremyr's Shield

This ice belt sweeps down from the Crown of the World, forming a solid barrier between the Steaming Sea and the Songil Sea. For most of the year, the ice is thick and stable and can be crossed on foot. During the summer months, though, the ice wears thin and narrow channels open between the two seas. Exceptionally bold captains can attempt "Thremyr's Run" at these times by steering their ships through the open channels. The ships risk getting trapped in too-narrow channels halfway to

their destination, or even becoming ice-locked in an unexpected cold snap. Those who succeed, though, can bring their trade goods to the other sea's ports months before competitors.

Polar bears live on Thremyr's Shield, feeding on seals, fish, and unwary travelers. The polar bears are not the only threat on the shield, though; for this also belongs to the winter wolves. The shield is home to the largest specimens of winter wolves found anywhere on Golarion, and the most intelligent. The wolves travel in large packs that can tear a polar bear to pieces in minutes. The wolves use cunning tactics and easily hunt down any traveler they encounter. Sages have theorized that these wolves are descended from the first winter wolves created by Thremyr ages ago.

Fierce frost giants roam the length of Thremyr's Shield as well. These ill-tempered giants attack travelers and other creatures seemingly for the sheer sport of it. Explorers have observed that winter wolves and frost giant raiders often hunt with each other while on the ice belt.

Treasures of the Deep

Somewhere on the vast stretch of ice known as Thremyr's Shield is rumored to stand an icon as wide as a house, an image of a blue gemstone rising from the ice in profile. This icon is the emblem of the shield Thremyr supposedly wore when he fell into the Steaming Sea and the frost giants were born. Frost giants consider the icon to be a sacred place and occasionally make pilgrimages to it, particularly frost giant shamans.

Legends tell that anyone who climbs atop the icon and makes a bloody sacrifice of a powerful creature, then skins the creature and fills its hide with salt, will receive a blessing from Thremyr. Such a supplicant will transform into a larger, more powerful version of whatever beast she chose to sacrifice. Any frost giant at the icon would likely try to kill anyone of a different race attempting this ritual, though.

Other less well-known legends claim a different ritual can be performed at the icon. A good-hearted individual who willingly allows himself to be sacrificially burnt atop the icon will cause it to shatter into a thousand pieces, greatly weakening Thremyr and his giant followers. Any survivors who participated in this ritual would surely earn the instant and undying enmity of the First Jarl.

AQUATIC ADVENTURES	
INTRO	
ANTARKOS COEAN	
ARCADIAN OCEAN	
EMBARAL OCEAN	
OBARI OCEAN	
OKAIYO OCEAN	
GOLARION'S SEAS	
AQUATIC RULES	



VALASHMAI SEA

SEA OF LEGENDARY DANGERS AND SAVAGE STORMS

Temperature: Cold and temperate waters

Hazards: Deadly creatures, erratic currents, savage storms

Resources: Legendary treasures

The Valashmai Sea remains one of the great unexplored reaches of Golarion. Though some have sailed its deadly waters, large portions of the storm-wracked sea, inhabited by fantastic sea monsters, remain unmapped.

Sea Characteristics

Calm weather is rarer than the storms that rage across the Valashmai Sea. Clinging clouds hang above great swaths of the open ocean, constantly drizzling rain. Eddies of wind stir up waves on the sea's surface. Farther into the sea, the storms grow even more severe. Lightning cracks from the sky. Whirlpools open before ships without warning. Monstrous waves loom ten times as tall as masts before crashing down onto deck. Only the most skilled navigators and helms dare risk the Valashmai Sea.

Even those prepared for the intense weather of the sea often don't anticipate its strangeness. Sailors may see whirlpools in their time—but not seemingly endless fields of whirlpools stretching to the horizon, or whirlpools large enough to swallow a city, so large that the other side is lost to sight. Sailors may have sailed through driving rain, but not burning rain so hot it leaves scalded patches on exposed skin. Most sailors have never weathered a whirling tropical hurricane only to find a blizzard on the other side.

Fog banks so thick they can impede a ship's movement have also been reported. Tales suggest that deep in the sea, these fog banks are almost alive, pressing on ships' sails with rhythmic pressure like the exhalation of a giant's breath. Tendrils of fog seep across decks and wrap around the ankles of crew. Anything can lurk in these dense regions of fog, and usually does.

The currents of the Valashmai Sea are no more welcoming than its weather. Currents wind unpredictably across the waters with neither rhyme nor reason. Oceanic cartographers find it impossible to map the currents, which seem to change on a whim. Ships have been known to reverse course as a current suddenly loops back on itself, and swimmers in the Valashmai Sea drown within minutes from its vicious undertows.

Sea Denizens

The monstrous inhabitants of the Valashmai Sea defy description. Sailors tell wild tales of everything from 50-foot-tall merfolk to actual gods sailing city-sized ships.

Several of these odd tales have been corroborated by enough captains to gain a measure of legitimacy, but most are regarded as fanciful sailors' stories.

At least some of the bizarre whirlpools in the Valashmai Sea are the result of a charybdis. Yet a half dozen veteran sailors report seeing a hideous spined creature that seemed a cross between a lobster and a whale, larger than the largest galleon, floating in the center of a whirlpool. The kaiju has violent red chitin mottled with sickly yellow spots. Sailors call the kaiju Shbloon, the Vortex Maw and believe it to be responsible for most of the whirlpools that suck ships down in the sea.

In Varisia, legends exist of a ferocious sea serpent called Black Magga. Near the Valashmai Sea, bards tell of Black Magga's twin, a wriggling serpent over 60 feet long whose tentacles can reach through the hulls of ships without leaving a mark. This serpent, called Gammata, travels at the center of a shadowy storm. Rain falls from black clouds but passes through solid objects, leaving them dry as a bone. The storm makes no sound as it rages, but many who sail through it never emerge from the other side.

On the edge of the Valashmai Sea, an ancient imperial sea dragon named Weixiyuan rules over miles of pristine ocean. The dragon doesn't claim any territory in the Valashmai Sea, as even a creature as powerful as he prefers not to enter those dangerous waters. On occasion, if travelers run into trouble close to Weixiyuan's territory, the dragon may come to their aid. The travelers' need must be great, though, for the dragon to risk leaving his home waters.

Captains who have made the trip across the Valashmai Sea and back again report an azure heart to the sea, a stretch of water so intensely blue it seems painted. The waters here constantly churn, fed through some unseen source. Ships must skirt the azure expanse lest they attract the attention of the creature who lives in its waters. This is Port-Eater, the Crusher of Coastlines, the Nightmare in the Deep, *Tankelskel* (N male thalassic behemoth^{Bj}). What the behemoth's divine purpose is, none yet know, but when he leaves the azure expanse he will wreak destruction on the Tian or Sarusan coastline unlike anything seen before.

Aquatic humanoids do not settle in the Valashmai Sea, so actual cities and settlements are rare. More often, bands of vicious creatures such as adaros or atuikakuras roam the sea, reveling in its untamed fury and rending travelers to pieces. Sea monsters of all shapes and sizes dwell in these waters, and the largest known, Shbloon, might not be the only kaiju to live here.

A band of powerful tritons lives in the Valashmai Sea, dedicated to hunting the deadly monsters that also inhabit those waters. The tritons are a single-minded group of elite warriors who left their home communities and banded together. Their leader, **Lyeril, the Blessed Wave** (LG male triton^{B3} paladin 18), wields a pair of curved blades that radiate blue light. With these blades he has slain two krakens and now leads his band in hunting a third.

Understorm

Though communities in the Valashmai Sea are rare, there is one glaring exception. The settlement of Understorm is a gathering place for evil aquatic races of all kinds, where they rely on each other for safety from greater monsters in the region. Bands of sahuagin swim the “streets” brandishing the heads and organs of their latest kills. Frenzies of adaros tear apart living prey, attracting no interest from passers-by. Sea hags peddle curses and bargain for rare creatures to vivisect, using their victims’ body parts in their foul rituals.

In the center of Understorm stands an enormous plant, a creature entirely unique to the Valashmai Sea. It resembles a tree growing from the sea floor, its trunk a hundred feet across. Instead of branches, stinging tentacles sprout from its crown, writhing gently in the currents. Colorful blossoms like anemones sprout from the tentacles.

This is the resting place of Ilathar, a kraken that devastated coastlines and cities almost a thousand years ago. Ilathar killed hundreds in its rampage and was only stopped by the combined might of dozens of heroes from many nations working together. When Ilathar finally died, its body sank to the bottom of the Valashmai Sea and drifted until it took root. The grotesque plant that sprouted from its corpse grows ever larger, emanating an aura of madness and violence that attracts the worst creatures of the sea to it.

The cruel creatures that live in Understorm fight, trade, slaughter, and feast, and on occasion ally. A fleet of 20 ships from Tian Xia entered the Valashmai Sea years ago, determined to map safe routes to the other side. The fleet was set upon by an army of twisted sea creatures, united in hatred and led by a coven of sea hags of immense power. All 20 ships were destroyed and their crew dragged down to Understorm, where the victors fought over their grisly remains.



SAFUKI SIXBLADES

Treasures of the Deep

Many strange and ancient artifacts are rumored to lie within the Valashmai Sea. Adventurers tell stories of lost swords that can slice the head off a dragon in a single blow; enchanted rings that grant the wearers their hearts’ desires; tomes of forbidden knowledge that open a reader’s mind to the secrets of reality; a pebble sealed in a crystal vial rumored to be able to turn the sea to ice. Every seeker has a different tale, and it’s impossible to know how much truth lies at the heart of each legend.

Multiple explorers who have traveled the Valashmai Sea reported seeing the shadow storm in which Gammata lives. Each account mentioned the heavy gray clouds, the shadowy rain driving down, and the writhing bulk of the serpent below the waves, but one explorer also claimed to have seen a staff hovering in the center of the storm. The staff reportedly hung in midair, a length of polished black wood so dark it seemed to be the absence of light. Sages have theorized this may be the fabled *Shadowstaff* of legend, but no one has dared enter the shadow storm to seize the staff.

One of the greatest treasures of the Valashmai Sea is what lies beyond its waters. Travelers who successfully navigate the perils of the sea find the mysterious continent of Sarusan on the other side. No firm records exist of this continent. Vague reports mention enormous, primeval forests and expansive plains filled with wildlife now extinct on the known continents. Sages and researchers would pay dearly for information on Sarusan, but the trip is so dangerous that few reach the continent, and of those who have ventured inland, none seem to have returned.

Safuki Sixblades (LN female human sorcerer 19) captains the *Jade Wind*, a ship that has made the trip to Sarusan and back three times. Sixblades charges exorbitant rates to ferry passengers across the Valashmai Sea, a trip that takes at least a month and sometimes longer. Skilled warriors and spellcasters crew the *Jade Wind*, and Sixblades herself is an accomplished sorcerer with the power to manipulate winds. Rumor has it that Sixblades never leaves her ship, not even in port, and though she has sailed to Sarusan she has never stood on its soil. Sixblades refuses to speak of what she’s seen on the other side of the Valashmai Sea, leading some to speculate that those who leave Sarusan lose their memories of the place.

AQUATIC ADVENTURES INTRO ANTARKOS COEAN ARCADIAN OCEAN EMBARAL OCEAN OBARI OCEAN OKAIYO OCEAN GOLARION'S SEAS AQUATIC RULES
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AQUATIC RULES

Well over half of Golarion's surface is covered in water, but the rules presented in the *Pathfinder RPG Core Rulebook* assume the default perspective of a game based on land, with only occasional hazards and encounters involving water—typically as ways to get terrestrial PCs out of their comfort zone. However, when you're running a game with significant portions set underwater, you often wind up needing to make a number of tricky adjudications in order to make gameplay work. In the same vein as the Skills in Conflict and Spells of Intrigue sections from *Pathfinder RPG Ultimate Intrigue*, which offer advice for handling situations likely to arise in an intrigue-style game, this chapter includes advice and adjudications that make it an invaluable resource for those running and playing in aquatic adventures.

The chapter is divided into two sections. The first section covers various topics related to adventuring underwater, beginning with movement and the Swim skill. It continues by describing differences between fighting and combat activities underwater instead of on land. Next, there's advice to assist in underwater

adventuring and more generally thinking in three dimensions, followed by an overview of various features and hazards of the deep.

The second section includes all sorts of new rules elements for aquatic adventuring, including archetypes, equipment, feats, magic items, and spells. These new elements are great for terrestrial adventurers exploring the vast depths and for naturally aquatic creatures.

SWIMMING AND AQUATIC ADVENTURES

Barring the use of magic, swimming is the main way to travel in an aquatic adventure. However, the Swim skill was written from the perspective of a primarily land-based campaign.

THE BASICS

The basics of the Swim skill are the same in an aquatic campaign. According to page 108 of the *Core Rulebook*, when a creature uses a move or full-round action to swim, it attempts a Swim check against the appropriate DC based on how calm the water is and other local factors.



On a success, it can move up to one quarter of its land speed with a single move, or half its land speed with a double move. On a failure, it doesn't make any progress, and on a failure by 5 or more it goes underwater. This last part, however, doesn't make any sense if the PC is already underwater. Instead, if a PC fails her check by 5 or more while underwater (or doesn't spend any actions to swim, thus not even attempting the check), she sinks or rises based on her buoyancy (see the next section for more details). While swimming, a PC can't normally use the run or charge actions or take a 5-foot step. Every hour of swimming requires a successful DC 20 Swim check to avoid fatigue. Even on a success, an hour of swimming is still at least as strenuous as marching for an hour, and extensive swimming eventually requires a PC to attempt checks as per forced marches (see page 171 of the *Core Rulebook*). Similarly, continually taking a double move to swim at half land speed counts as hustling. A creature can also walk on the ocean floor, lake bed, or other solid ground underwater as long as its buoyancy is swiftly sinking (see below). When it does so, it moves at half its land speed without needing to attempt a Swim check.

Swim Speed: Creatures with a swim speed have a variety of advantages underwater. First of all, they can swim through normal water at their full swim speed without needing to attempt a Swim check. They can use the run and charge actions and take 5-foot steps with their swim speed. When they do need to attempt Swim checks to deal with a hazardous situation or perform a special action, they benefit from a sizable +8 racial bonus on their Swim checks. There might be an unusual circumstance where a creature has a swim speed that's actually slower than one-quarter of its land speed (for instance, a monk using the spell *monkey fish* from *Pathfinder RPG Advanced Class Guide* to gain a swim speed of 10 feet). Such a creature can swim at one-quarter of its land speed instead, but it sacrifices the benefits of its swim speed on rounds when it isn't using its swim speed.

BUOYANCY

When a creature fails its Swim check by 5 or more, or when it doesn't spend any actions to swim (whether voluntarily or due to paralysis or similar conditions), it either sinks or rises based on its buoyancy. There are three normal states of buoyancy: sinking, rising, and neutral. If a creature's buoyancy is sinking, it naturally sinks; if its buoyancy is rising, it naturally rises to the surface; and if its buoyancy is neutral, it hangs in place unless it expends effort. Land-dwelling creatures generally have a sinking buoyancy unless they are carrying a substantial amount of low-density gear (like wooden items, at least until they become waterlogged) and little or no high-density gear (such as items made from metal or stone). Air tanks (see page 56) in particular make it much easier to

change your buoyancy to rising. It's also possible to adjust an air tank to hold just enough air to achieve a neutral buoyancy—but once a creature has done so, if it picks up other objects or uses the tank to breathe underwater, it loses its neutral buoyancy until it readjusts (which may require returning to the surface to refill the air tank). In addition to these three normal states of buoyancy, there are two extreme states: swiftly sinking and swiftly rising. If a creature is swiftly sinking, it and its gear are so dense that it can walk on the bottom of the body of water, but it also needs to succeed at a DC 20 Swim check to swim towards the surface or to stay off the bottom. A creature carrying plenty of dense stone or metal items gains this buoyancy state. If a creature is swiftly rising, it needs to succeed at a DC 20 Swim check to submerge itself and stay submerged; a sizable air tank or other flotation device, or the help of magic, is needed to achieve this state. Several spells starting on page 59 can help adjust buoyancy to the desired state.

Aquatic and Water Creatures: Most naturally aquatic creatures (those with the aquatic subtype) have some form of air bladder or other organ that allows them to adjust their buoyancy on the fly, enabling them to maintain neutral buoyancy as a free action on their turn (unless they are carrying something large with particularly high or low density), and creatures with the water subtype naturally have the same buoyancy as water.

Buoyancy Speed: A creature begins to sink or rise at the end of its turn the first time it badly fails (or does not attempt) a Swim check, moving up or down as appropriate at a speed of 10 feet; this speed increases by 10 feet each subsequent round unless the creature is stopped, to a maximum speed of 30 feet after 3 rounds. This movement provokes attacks of opportunity as normal. While sinking or rising because of its buoyancy, creatures are considered off-balance (see Off-Balance and Prone Underwater on page 45). Once per round, a creature sinking or rising because of its buoyancy can stop its momentum by succeeding at a Swim check as a move action. A creature that chooses to continue moving in the direction of its buoyancy under its own power, rather than through uncontrolled rising or sinking, can do so with a successful Swim check without needing to stop first. If a creature's buoyancy changes instantly while sinking or rising from buoyancy (such as via jettisoning something it's holding or using magic), its buoyancy speed adjusts by 10 feet in the new direction each round. A creature that fails the DC 20 Swim check to move against its buoyancy while swiftly sinking or swiftly rising moves 30 feet in the appropriate direction immediately.

Moving Against Buoyancy: Much like flying upwards uses up twice as much of a flying creature's movement, each square of movement swimming in the opposite direction of a creature's buoyancy costs twice as much

AQUATIC ADVENTURES
INTRO
ANTARKOS COEAN
ARCADIAN OCEAN
EMBARAL OCEAN
OBARI OCEAN
OKAIYO OCEAN
GOLARION'S SEAS
AQUATIC RULES



movement as normal (see Thinking in Three Dimensions below for more details). Creatures with a neutral buoyancy ignore this hindrance.

Drag: Sometimes, because a PC might want to alter her buoyancy (or simply because she wants to drag a particularly large piece of treasure back home), she might swim with an item that has significant surface area, like a giant treasure chest. In these cases, her speed is reduced by half (or more, at the GM's discretion). If the object is narrower in one dimension, like a pole, she can avoid drag by turning it so the narrow side faces the direction she wants to move; however, this adjustment requires a move action, so it slows her down if she needs to turn often.

THINKING IN THREE DIMENSIONS

While flying creatures can add a third dimension to land-based combat, such creatures are an exception rather than the rule. The main challenge three-dimensional adventuring presents is representing a creature's vertical position during combat. This challenge is tougher than usual because most flying in adventures still involves encounters relatively close to the ground, rather than in the open sky, but plenty of encounters in an underwater adventure may occur in open water, nowhere near the surface or bottom. Typical solutions for flying creatures like using stackable tokens or transparent dice boxes to elevate the flying creature all depend on the main map being a consistent bottom altitude, but in an underwater fight, the combatants could just as easily move farther down. One way to avoid physically representing the third dimension is to use your imagination instead of a battlemap, but given that's it's even harder to keep track of all three dimensions in your head, it becomes difficult to keep accurate relative distances that way. Another simple way to handle it is to mark a creature's depth relative to its starting depth, either on a small token you move along with the creature or directly on the *Pathfinder Flip-Mat*. This solution doesn't involve as much work as creating a complicated three-dimensional representation of the battle, but it isn't always easy to judge the relative vertical position without looking at the numbers and thinking about them. In the end, use the solution that works best for you whether that's judging distances in your head or crafting elaborate physical representations.

Flanking: All the usual rules for flanking still apply in three dimensions, but now there are far more ways for a target to potentially be flanked. It also means a larger number of weaker creatures can gang up on a stronger creature, since there are 26 valid spaces adjacent to a given square, rather than 8.

Flexible Movement: In a normal adventure, particularly before magical flight becomes easily accessible, it's easier to predict a character's exact path. For instance, on land, to get to a cave in the woods, the characters have to walk

through the woods, and they are likely to use a forest trail that allows them to move quickly, rather than heading off into the deep foliage. Particularly in a dungeon, denizens can place traps with the expectation that characters will step in very particular places, and in all likelihood, a character will do so. However, underwater, all bets are off. If the PCs need to get to a cave in a kelp forest, they can just swim over the kelp forest until they are directly above the cave and then swim down, barely spending any time in the kelp forest at all. Even in an underwater dungeon, unless both the ceiling and walls narrow to 5 feet (which could be a giveaway that the characters are being channeled into a trap), the characters have significant more leeway in where they move, which means that dungeon denizens should set proximity traps covering a wider radius, rather than depending on a particular square. The third dimension also makes it harder to blockade or patrol a perimeter, since there are so many more ways to slip past; essentially, defenders are patrolling along the surface of a sphere instead of the perimeter of a circle.

FIGHTING UNDERWATER

Combat underwater is more complex than on land, both because of the three-dimensional nature of the environment, and because being underwater changes how many actions work. This section contains rules advice and adjudication for major factors that change because of the water.

PHYSICAL ATTACKS

One of the most immediately noticeable differences when fighting underwater is that slashing and bludgeoning attacks are made with a -2 penalty and deal half damage, making piercing weapons the best bet for an underwater adventure. If you're off-balance (see Off-Balance and Prone Underwater on page 45), your attacks with piercing weapons also take a -2 penalty and deal half damage. *Freedom of movement* can negate these penalties entirely and has a variety of other effects (see Freedom of Movement on page 45). Additionally, Aquadynamic Focus (page 57) can specifically assist with this situation. Creatures with a natural swim speed from the aquatic or water subtype don't take these penalties with their inherent natural attacks. For instance, a kraken's bludgeoning tentacle attacks don't take penalties, but if it took the ectoplasmatist spiritualist archetype from *Pathfinder RPG Occult Adventures* and gained two slashing ectoplasmic lash attacks, those would still take the penalties. Attacks that deal bludgeoning damage by pushing water, such as a kineticist's water blast, also take no penalty and deal full damage underwater.

Ranged Attacks: Traditional physical ranged weapon attacks underwater are much more challenging due to the increased drag from the water compared to air. Ranged attacks normally take a -2 penalty for every 5 feet of water,

in addition to the normal penalty for range increments. The exceptions are the underwater light crossbow and underwater heavy crossbow from *Pathfinder RPG Advanced Race Guide*, which ignore the penalty for ranged attacks underwater but have a significantly reduced range increment underwater. Thrown attacks don't usually work underwater at all, but if you can move directly above your opponent, you can throw a properly prepared piercing weapon (one made of stone, metal, or another particularly dense material) straight down, counting on its sinking buoyancy to propel it to its target. Hypothetically, you could do the reverse with a weapon of extremely low density, but achieving such a low density while still having a shape that allows for throwing and enough mass to damage would generally require an unusual material or magical assistance. At the end of a downward-thrown object's maximum range, it continues to sink, but its trajectory is far too unpredictable to hit anything with its dangerous end.

Combat Maneuvers: Most combat maneuvers work underwater, although you take a -2 penalty on grapple combat maneuver checks if you don't have a Swim speed (a successful damage action taken as part of a maintained grapple deals full damage, even if your unarmed strike deals bludgeoning damage). Even tripping is possible underwater with special rules (see Tripping Underwater below).

Cover from the Surface: Due to water's surface tension, creatures attempting to attack through water's surface count its surface as total cover (if a creature is partially submerged, it gains proportionally less cover); this applies even to spells that require attack rolls. The exception to this rule is attacks that deal piercing damage—these can penetrate the water's surface but take a -2 penalty to do so. This is a change from the rule on cover from the water's surface in the *Core Rulebook*, but it allows actions like spearfishing and firing harpoons from whaling ships.

OFF-BALANCE AND PRONE UNDERWATER

"Off-balance" is a special state (though not technically a condition) that is listed in the Combat Adjustments Underwater table on page 433 of the *Core Rulebook*. A creature off-balance in the water loses its Dexterity bonus to AC, its opponents gain a +2 bonus on attack rolls against it, and attacks it makes with piercing weapons are made at a -2 penalty and deal half damage. A creature typically becomes off-balance by failing a Swim check, which makes it off-balance for a round, even if it has a neutral buoyancy and doesn't sink or rise.



Tripping Underwater: While flying creatures specifically can't be tripped, the *Core Rulebook* doesn't specify whether the same is true of swimming creatures. Being prone doesn't mean much for a swimming creature, so instead, a successful trip against a swimming creature forces that creature to attempt a Swim check at a DC equal to the result of the combat maneuver check to trip; failing the Swim check causes the creature to become off-balance. Many aquatic creatures can't be tripped or have a high

Swim bonus and thus can always take 10, so this tactic isn't always effective, but when it is, it can make dexterous foes much easier to hit. However, being off-balance doesn't affect most of the target's attack rolls, and the target can regain its balance simply by succeeding at a Swim check to move on its next turn as normal.

FREEDOM OF MOVEMENT

In addition to preventing a character from being grappled and several other nasty conditions, *freedom of movement* enables the target to move and attack normally while underwater. Thus, a creature benefitting from *freedom of movement* can swing weapons without penalties (though objects that leave its possession, like thrown weapons or ammo from ranged weapons, lose this benefit), lift objects without drag, and walk along the bottom at full speed. The creature automatically succeeds at all Swim checks as the water offers no significant resistance to its movement. If the creature has the ability to do so, it can fly or use spells like *air walk* to freely move around as if it were in air. Creatures who need just the movement benefits from *freedom of movement* without the benefits against grapple, paralysis, and magic effects that hinder movement should consider the lower-level spell *free swim* on page 59.

SPELLS

While various spells have different effects underwater, the most fundamental hindrance to spellcasting, at least at low levels, is the fact that a creature holding its breath must succeed at a concentration check (DC = 15 + spell level) to cast a spell at all, whether or not the spell has a verbal component. If the spell has a verbal component, expelling the air needed to incant the spell reduces the creature's remaining number of rounds of breath by 3 (which stacks with the reduction from performing a standard or full-round action; see the Drowning section of Underwater Hazards and Features on page 47), and a creature can't finish the spell if it doesn't have enough

AQUATIC ADVENTURES	
INTRO	
ANTARKOS COEAN	
ARCADIAN OCEAN	
EMBARAL OCEAN	
OBARI OCEAN	
OKAIYO OCEAN	
GOLARION'S SEAS	
AQUATIC RULES	



breath left. Spells that have verbal components and casting times of swift or immediate actions instead decrease the caster's remaining number of rounds of breath by 1. Mundane spell components generally work fine underwater as long as they're stored in watertight containers, and aquatic-appropriate substitutions exist for any mundane component that would be inherently impossible to use underwater. The *Core Rulebook* describes the effect of fire spells underwater; some other spells that function differently.

Acid Spells: Conjunction (creation) spells that conjure nonmagical acid, like *acid arrow*, don't work properly underwater, as the water dilutes the acid harmlessly. Evocation spells that deal magical acid damage, like a *fireball* affected by the Elemental Spell metamagic feat from *Pathfinder RPG Advanced Player's Guide*, work normally underwater.

Cloud and Weather Spells: Cloud spells such as *fog cloud* and *obscuring mist* specifically say that they don't work underwater, though the Murky Spell metamagic feat (page 58) can create equivalent mist spells underwater. Other spells that create weather that would be appropriate only on land, like *ice storm* and *sleet storm*, do not function underwater at all. *Twilight haze* from the *Advanced Class Guide*, however, is an illusion and thus works underwater.

Cold Spells: Spells that deal cold damage but don't normally conjure ice, like *cone of cold*, instead deal half cold damage and half piercing damage, as the cold creates jagged ice shards underwater. This has no effect on spells that already create ice, rather than just cold damage.

Electricity Spells: While normal electricity, such as that from a natural thunderstorm, tends to disperse in all directions underwater, magical electricity spells hold their integrity enough to have normal effects underwater, with one exception: visible and audible lightning bolts and sparks are the result of combusted air, and they don't happen underwater. Because of this, creatures that fail to identify an electricity spell that requires a ranged touch attack are flat-footed against the first such ranged touch attack during a fight, as they don't realize they need to dodge the invisible projectile (unless they otherwise have reason to expect it, like a spellcaster who can cast such spells). This doesn't apply to melee touch spells like *shocking grasp*, since the creature can still see the spellcaster's hand moving towards it.

Fire Spells: While normal fire (including alchemist's fire) and most supernatural fire can't burn underwater at all, fire spells have a chance to transform into steam instead. Whenever you cast a fire spell underwater, you must succeed at a caster level check ($DC = 20 +$ the spell's level) in order to channel the heat into the water and create steam, dealing the same amount of fire damage as normal but without secondary effects of fire, like igniting combustibles. A fire spell must be either entirely steam

or entirely fire, which means that if it covers an area that would normally extend beyond the water's surface, you must choose whether to affect the region above the water or below, and the surface blocks line of effect for the rest of the spell. A spell or spell-like ability with the fire descriptor that already creates steam (like a kineticist's steam blast) doesn't require the caster level check to create steam; only spells that would normally create an actual fire require the check. The Steam Spell metamagic feat (see page 59) makes it easier to cast fire spells underwater.

Invisibility: Underwater, an invisible creature still displaces water, making it possible to spot and target it as if it had only concealment, as per the description of invisibility on page 563 of the *Core Rulebook*. The *invisibility bubble* spells on page 60 hide the displaced water and thus allow effective invisibility underwater.

Sonic Spells: While sound travels four times faster and farther in water than air, it also takes more energy to do so, so in the end sonic spells have the same results underwater as they do on land. At the GM's discretion, a spellcaster can choose to instead double the range or area, halve the damage, and decrease the DC by 2 for sonic attacks.

PERCEPTION AND SURVIVAL

While most skills work the same underwater, Perception and Survival work somewhat differently.

Perception: Even in clear water, the way light travels underwater makes it harder to see underwater than on land, and water sometimes contains particulates that further obscure vision. Perception checks to see something are always made at a minimum -2 penalty underwater, and often a greater penalty when the water is murky (flowing water, such as in a current or river, is always at least somewhat murky). The maximum distance most creatures can see underwater varies from 40 to 320 feet in clear water ($4d8 \times 10$) and from 10 to 80 feet in murky water ($1d8 \times 10$). Generally the only way to gain the concealment necessary to use Stealth in open water is to swim at least that distance away from an opponent.

Most naturally aquatic creatures either have eyes that are evolved to be exposed to water or have protective transparent eyelids, as do beavers. Surface creatures can use goggles to protect their eyes from water and its particulates; otherwise, they take a -4 penalty on Perception checks to see underwater and risk eye damage or blinding, depending on the water source.

Many undersea denizens, particularly those in deep areas, use scent or tremorsense instead of sight. Scent usually works normally underwater for aquatic creatures (though terrestrial creatures that rely on scent can't follow a trail in the water), but water is more conducive to carrying scents from afar, allowing creatures like sharks to detect blood up to a mile away with their keen scent ability.



Aquatic tremorsense detects disturbances in the water nearby, even without touching the same solid surface.

Sound travels farther and faster underwater, but that benefit is usually mitigated by the ambient noise of moving water. In situations with particularly little ambient noise (for instance, an area where all wildlife has been killed by a necromantic blight, or a flooded chamber or tank), Perception checks to hear something underwater are made with a +2 bonus.

Survival: Creatures with keen scent, like sharks, can track blood trails from an incredible distance, making it easier to track wounded targets in tandem with such a creature. Otherwise, it's much harder to track a creature underwater with Survival unless the target is moving along the bottom or through something that might leave signs, like a coral reef or sargassum. Even then, the water quickly washes away signs of passage. The Survival DC to track in such a situation starts at 10, and increases by 1 for every 10 minutes after the target has passed through (or by 1 for every minute in areas with a current).

UNDERWATER HAZARDS AND FEATURES

In addition to the ways in which being underwater affects normal actions, an underwater environment presents a variety of special dangers and features that can prove hazardous to surface-dwellers and aquatic creatures alike.

DROWNING

Drowning is one of the most obvious dangers of underwater adventuring. As creature can typically hold its breath for a number of rounds equal to twice its Constitution score. Whenever a creature takes a standard or full-round action, it expends 1 additional round of breath, so practically speaking, if a creature wants to fight or double move each round, it can do so only for a number of rounds equal to its Constitution score. Intentionally exhaling breath expends 1 to 3 rounds for each exhaling action—generally 1 round for a small exhalation, and 3 rounds for an extended exhalation like singing a song or casting a spell. Certain magic, like the *suffocation* spell from the *Advanced Player's Guide*, can expel all of a creature's held breath.

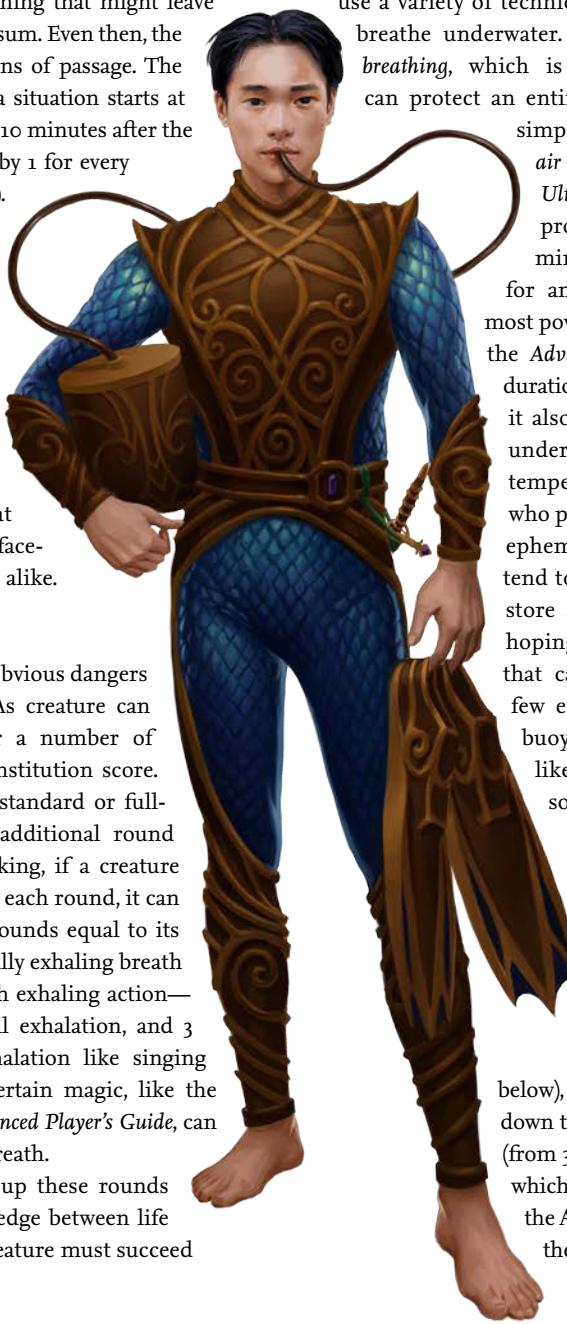
Once a creature has used up these rounds of safety, it lives on a knife's edge between life and death. Each round, the creature must succeed

at a Constitution check, with a DC starting at 10 and increasing by 1 each round after the first. Once it fails this check, the creature begins to drown, falling unconscious (and dropping to 0 hit points if it currently had more), dropping to -1 hit points on the next round, and dying on the round after that. At any point, if the creature becomes able to breathe (perhaps because someone dragged it out of the water or cast a spell to assist it), it ceases drowning but doesn't regain any lost hit points. Note that if a creature holds its breath in a situation where it could normally breathe, it won't fall unconscious if it fails its Constitution check.

Because of the prohibitive limitations of holding one's breath, underwater explorers from the surface use a variety of techniques to extend their ability to breathe underwater. The most common is *water breathing*, which is extremely long-lasting and can protect an entire group with one casting. A simpler, short-term solution is *air bubble* from *Pathfinder RPG Ultimate Combat*, which can protect a single creature for a few minutes—but not usually enough for an underwater adventure. The most powerful option is *life bubble* from the *Advanced Player's Guide*; while its duration is half that of *water breathing*, it also protects against many other underwater hazards such as extreme temperature and pressure. Those who prefer a mundane alternative to ephemeral (and dispellable) magic tend to use air tanks (see page 56) to store additional air, but characters hoping to stay underwater find that carrying around more than a few extra breaths of air sets their buoyancy to swiftly rising, almost like wearing a giant life preserver, so this solution is effective only for a strong swimmer or someone with access to magic to alter buoyancy.

OCEANIC ZONES

The ocean is divided into four zones: the sunlight zone (from the surface to 600 feet below), the twilight zone (from 600 feet down to 3,300 feet), the midnight zone (from 3,300 feet down to 13,000 feet—which often reaches the bottom), and the Abyssal zone (from 13,000 feet to the bottom in depths greater than



AQUATIC ADVENTURES	
INTRO	
ANTARKOS COEAN	
ARCADIAN OCEAN	
EMBARAL OCEAN	
OBARI OCEAN	
OKAIYO OCEAN	
GOLARION'S SEAS	
AQUATIC RULES	

13,000 feet). Some oceanographers on Golarion add a fifth zone, the Abaddonian zone, which describes areas 20,000 feet and below in the deepest ocean trenches.

Pressure: Most aquatic creatures have adapted to depths corresponding roughly to one or more of these zones in particular, and ignore pressure damage while within their native depth range unless they instantaneously transport from one depth to another, as with *dimension door*. Pressure damage rules appear on page 445 of the *Core Rulebook*. Surface creatures, on the other hand, treat depths of 0 to 100 feet as their native zone. For every minute spent below their native zone, a creature must succeed at a Fortitude save or take 1d6 points of damage, plus an additional 1d6 points of damage for every additional 100 feet beyond the first. The DC is initially 15, and it increases by 1 for every minute after the first. After five successful Fortitude saves (consecutive or not), the creature adapts to the pressure. If a creature is within its native depth range but experiencing pressure dangers due to instantaneous travel, this adaptation

to the new pressure happens all at once, as per page 214 of the *Pathfinder RPG GameMastery Guide*. If the creature is outside its native range, this adaptation adjusts its native range down or up by 100 feet, as appropriate. A surface dweller swimming downward may adapt to the new depth, but will then experience pressure hazards when it ascends back to the surface.

For instance, if Valeros swims down 220 feet, he is 120 feet outside his native range of 0 to 100 feet, so he needs to attempt a Fortitude save every minute to avoid taking 2d6 points of damage. If he succeeds at five Fortitude saves, his native range shifts to 100–200 feet, and he must attempt Fortitude saves to avoid taking 1d6 points of damage each minute. After five more successful Fortitude saves, his native range is now 200–300 feet, and he takes no further damage from pressure, but if he ascends back to the surface, he must resume attempting Fortitude saves to avoid taking 2d6 points of damage from the reversing pressure. Because of the dangers of changing pressure, aquatic explorers find it safest to adjust their depth gradually unless they have special means of avoiding pressure hazards. Spells like *freedom of movement* and *life bubble^{APG}* prevent pressure damage. *Pressure adaptation* and *stabilize pressure* on page 61 are more focused and lower-level options.

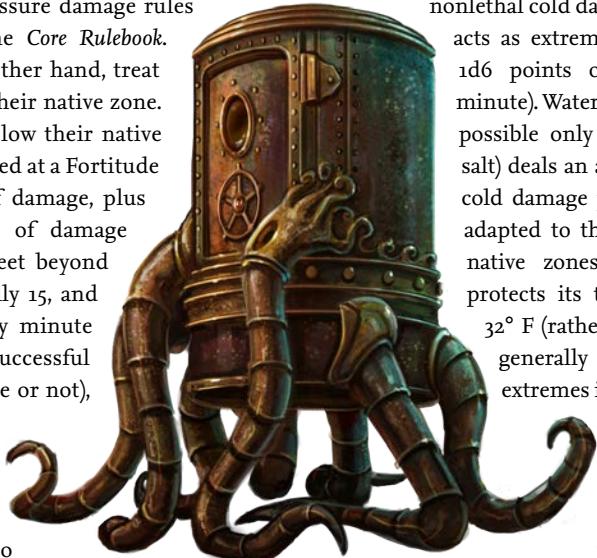
Temperature: Immersion in water can cause hypothermia in land-dwelling creatures at temperatures that would normally be perfectly safe on land. Generally,

creatures in water that is 80° F or higher are safe from hypothermia. Water from 60° to 80° F is equivalent to cold weather (a creature must succeed at a Fortitude save each hour to avoid taking 1d6 points of nonlethal cold damage; see page 442 of the *Core Rulebook* for information on determining the DC). Water from 40° to 60° F functions like severe cold (a creature must succeed at a Fortitude save every 10 minutes to avoid taking 1d6 points of nonlethal cold damage). Water from 32° to 40° F acts as extreme cold (dealing an automatic 1d6 points of lethal cold damage each minute). Water below 32° F (which is generally possible only in areas with high levels of salt) deals an automatic 2d6 points of lethal cold damage per minute. Sea creatures are adapted to the water temperature in their native zones. The *endure elements* spell protects its target from water as cold as 32° F (rather than –50° F in air), which is generally enough to cover temperature extremes in the ocean. By contrast, water rarely becomes warm enough to provide heat dangers except in the presence of a hazard like a hydrothermal vent, as even the most extreme temperatures in the sunlight zone tend to cap at around 104° F.

Sunlight Zone: The sunlight zone contains all aquatic plants that require light for photosynthesis, so it's home to both phytoplankton and seaweed. It's also the home of most marine mammals, many sharks, some jellyfish, and most of the fish familiar to fisherfolk. The visibility estimates in the Perception section on page 46 assume sufficient light levels (or a means of seeing in the dark), which are typically present only in the sunlight zone. The water temperature in the sunlight zone varies based on the surface conditions, anywhere from over 100° F to below 30° F.

Twilight Zone: In the twilight zone, only about 1% of the light from the surface remains—not enough for photosynthesis. This also isn't enough light for a creature with normal vision to see, but creatures with low-light vision can still see to a distance of around 60 feet as though in dim light. Many creatures living in this zone either have darkvision or rely on precise senses other than sight to guide them, while others are bioluminescent. Roughly 90% of Golarion's fish live in this zone. The temperature in the twilight zone ranges from about 68° F at the top to around 39° F at the bottom, with very few variations at any given depth.

Midnight Zone: The midnight zone has no light whatsoever from the surface, requiring darkvision or nonvisual senses for any creature that doesn't have its own source of light. Fueled by the detritus that sinks from





above, many types of squids and octopuses and some krakens live in this zone, along with some large whales and other creatures of the deep, but it's harder for fish to survive here. The temperature in the midnight zone is generally 39° F throughout. The midnight zone usually extends to the bottom.

Abyssal Zone: In regions where the ocean floor is more than 13,000 feet below the surface, the Abyssal zone lurks beneath the midnight zone, a region that's dark and cold even compared to the midnight zone, and devoid of even the falling detritus scavenged by midnight zone denizens. Named for the Abyss, this zone contains unnatural and horrific creatures mixed in with other fauna. Giant squids, krakens, and other tentacled horrors thrive in this zone, despite the 35° to 39° F temperature. Other creatures congregate around the warmth of the zone's hydrothermal vents, gaining nourishment from the vents' expulsions.

Abaddonian Zone: Some scholars, particularly among deep-sea races, utter dark whispers of a fifth and final zone that exists only in the depths of the deepest ocean trenches, over 20,000 feet below the water's surface. Supposedly, pressures over 1,000 times that of the surface world, combined with low temperatures and ambient magic, create within these trenches a nightmarish tableau that hardly seems it could exist on the Material Plane. Amorphous creatures like jellyfish, sea cucumbers, and tube worms cling to life in this inhospitable environment, eking out a life amidst beings of unfathomable malevolence. While scholars have funded expeditions to gather information on the Abaddonian zone, there are few, if any, survivors to give their accounts of those expeditions, and certainly none who remained sane.

CURRENTS AND RUNNING WATER

Currents in the ocean (or a similarly large body of water) work similarly to rivers. Each current has a particular speed (measured in feet per round), width, and direction, and at the beginning of a creature's turn, the current pushes it that distance. This movement provokes attacks of opportunity to creatures not in the same current. A creature can try to swim against the current's flow on its turn to stay in place, but it's usually a better idea to swim perpendicular to the current to reach the edge and exit the current. Fortunately, while rivers can reach speeds up to 90 feet per round, the fastest natural ocean currents are usually not much faster than 50 feet per round in the sunlight zone, and are slower the deeper one travels. This is because currents are mainly influenced by the weather near the surface and tiny discrepancies in temperature far below the surface, and the effects of the latter are not as strong. Currents always count as at least rough water (Swim DC 15), and faster currents count as at least stormy water (Swim DC 20).

The majority of the ocean does not count as running water, but currents do. Thus while the spell *locate creature* functions underwater, it rarely extends to its full range, since even an extremely slow current blocks the spell. Likewise, vampires tempt fate in the ocean by exposing themselves to the risk of an unexpected current.

WHIRLPOOLS

When currents flowing in opposite directions meet, they create a whirlpool. Most whirlpools are harmless, but some mighty maelstroms formed by powerful tides are capable of great destruction. The most powerful whirlpools can reach a maximum current speed of around 200 feet per round, spinning in a circle and generating a centripetal force to pull nearby creatures and objects into the whirlpool and prevent those caught in the whirlpool from leaving. Whirlpool movement doesn't normally provoke attacks of opportunity, because no one caught in the current is in a position to make one. Conditions are so rough in maelstroms that Swim checks reach DC 40 or higher. Creatures caught in a whirlpool take 1d6 points of bludgeoning damage per round for every 50 feet of the whirlpool's speed. Sometimes the only way to survive a whirlpool is to reach the center, since—unlike when a water elemental creates and controls a whirlpool with mischief in mind—a natural whirlpool eventually drags its captives to the bottom and out.

AQUATIC ARCHETYPES AND CLASS OPTIONS

The following archetypes and class options are perfect for aquatic campaigns. In addition, check out the aquatic druid and sea singer bard archetypes from the *Advanced Player's Guide*; the witch's sea witch archetype from *Pathfinder RPG Ultimate Magic*; and the merfolk wave warden ranger, undine adept druid, and undine watersinger bard archetypes from the *Advanced Race Guide*.

AQUACHYMIST (ALCHEMIST ARCHETYPE)

The principles of alchemy work equally well underwater and on land, but mixing solutions and keeping them pure is a tougher task beneath the waves. Aquachymists are those rare few alchemists of land-dwelling and aquatic races alike who strive to unlock new and fantastic secrets of alchemy that can be discovered only in the water's depths.

Class Skills: An aquachymist has Swim as a class skill instead of Fly.

This alters the alchemist's class skills.

Sureseal Alchemy (Su): An aquachymist's extracts and mutagens self-generate a flexible outer shell of sureseal, similar to sureseal bladders (see page 57), allowing the aquachymist to craft a waterproof supply without expending a plethora of sureseal bladders.

This ability alters alchemy.

AQUATIC ADVENTURES
INTRO
ANTARKOS COEAN
ARCADIAN OCEAN
EMBARAL OCEAN
OBAKI OCEAN
OKAIYO OCEAN
GOLARION'S SEAS
AQUATIC RULES



Underwater Bombs (Su): An aquachymist's fire bombs deal steam damage, allowing them to deal damage underwater or on land. Since thrown weapons don't work well underwater, when the aquachymist creates a bomb, he either weights it or includes excess air as part of the action of creating the bomb, granting the bomb his choice of swiftly rising or swiftly sinking buoyancy and allowing him to target foes directly above or below him. If the attack misses, the bomb doesn't deal splash damage, but instead continues to travel up or down until it loses potency at the end of the alchemist's turn; the exception is when the aquachymist throws a swiftly sinking bomb close to the bottom, in which case it might reach the bottom and explode there. Because of the strange aquodynamic features of the aquachymist's underwater bombs, they have a range increment of only 5 feet above the water.

This ability alters bombs.

Amphibious Mutagen (Su): At 2nd level, an aquachymist's mutagen allows him to breathe both air and water for its duration, in addition to its other effects.

This ability replaces the discovery at 2nd level.

AQUAKINETICIST (KINETICIST ARCHETYPE)

While all hydrokineticists have the ability to control water, aquakineticists' powers are tied to their determination to explore the world beneath the waves.

Aquatic Focus: An aquakineticist must choose water as her primary element and for both expanded elements, and must choose water blast as her first simple blast.

This ability alters expanded element.

Basis Aquakinesis (Sp): An aquakineticist can create mild currents, as per basic hydrokinesis. Additionally, she can adjust her buoyancy (see page 43) to whatever level she wishes as a standard action, lasting until she uses basic aquakinesis again.

This ability replaces basic hydrokinesis as her basic utility talent, and alters elemental focus.

Call of the Deep: At 2nd level, an aquakineticist gains waterdancer as a bonus utility wild talent. At 6th level, she gains watersense as a bonus utility wild talent, and she can choose to ignore the effects of currents with speeds up to 60 feet while her waterdancer ability is active.

This replaces the 2nd and 6th level utility wild talents.

Ocean's Caress (Su): At 2nd level, an aquakineticist can breathe underwater as easily as she breathes air, and she gains cold adaptation as a bonus utility wild talent, adding half her kineticist level to her cold resistance from cold adaptation. By accepting 1 point of burn, she can increase her cold resistance by an additional 3, stacking with the resistance she gains from cold adaptation. If her total cold resistance from this ability would ever be 40 or higher, she gains cold immunity instead. All cold resistance and immunity from this ability also applies to

pressure damage, and she adjusts to a new pressure all at once after making five Fortitude saves, rather than 100 feet at a time (see Pressure on page 48). Whenever she accepts burn while using a water wild talent, the water coalescing around her doubles her cold resistance for 1 round (which might trigger cold immunity).

She can dismiss or restore this effect as an immediate action.

This ability replaces the defense wild talent from elemental defense.

Ice Propagation (Su): At 7th level, an aquakineticist's connection to the water around her allows her greater control over the ice formed by her cold attacks. When using her cold blast underwater (which freezes water into ice and deals half piercing damage; see cold spells on page 46), she can make the cold blast a physical blast and apply any form or substance infusions that she could apply to an ice composite blast. This still deals damage as per a simple physical blast, not a composite blast.

This ability alters her cold simple blast.

AQUANAUT (FIGHTER ARCHETYPE)

Aquanaut fighters master the movement of water, using its flow to their advantage in combat.

Armor Proficiency: An aquanaut is proficient with light and medium armor, but not with shields.

This alters the fighter's armor proficiency.

Piercing Focus: If an aquanaut takes a fighter bonus feat that normally requires selecting a single weapon (except weapon proficiency feats), he can instead apply the feat to all melee piercing weapons with which he is already proficient and that meet all other prerequisites for that feat. This ability counts as having the feat for each such individual weapon for the purpose of meeting prerequisites. This ability also applies to the weapon mastery class feature.

This alters bonus feats and weapon mastery.

Tidal Celerity: At 2nd level, an aquanaut gains a +1 bonus on Reflex saves and saving throws against effects that would immobilize or paralyze him. This bonus increases by 1 for every 4 levels beyond 2nd.

This ability replaces bravery.

Aquadynamic Paragon: At 3rd level, an aquanaut gains a swim speed equal to his unmodified base land speed (if he has a racial swim speed, he instead increases it by 10 feet) and can choose to have a neutral buoyancy once per turn as a free action. At 7th level, he can choose any of the five states of buoyancy once per turn as a free action, and can take his buoyancy movement as part of that free action instead of at the end of his turn without becoming off-balance and without requiring a Swim check; additionally, he can choose to double or halve how far a current moves him. At 11th level, whenever he takes a move, double move, withdraw, or run action underwater, he can leave a current behind him in the squares along his path; this current has a speed of 10 feet in the direction of his movement (if his movement was circuitous, so is the current) and lasts until the beginning of his next turn. At 15th level, as a full round action, an aquanaut can spin ferociously underwater, creating a whirlpool around himself with a spinning force that drags all creatures within 120 feet of him 30 feet closer to him. Creatures closer than 30 feet spend the 30 feet of movement circling around the aquanaut in a single direction of his choice. The whirlpool isn't fast enough to deal damage, but the aquanaut is unaffected by his own whirlpool, allowing him to make attacks of opportunity against creatures moving in it. At 19th level, the aquanaut learns to use the water around him to soften blows, gaining DR 5—while underwater.

This ability replaces armor training and armor mastery.

Underwater Training: At 5th level, an aquanaut chooses bludgeoning, slashing, or piercing melee weapons. If he chooses piercing melee weapons, he gains a +1 bonus on attack and damage rolls with those weapons when attacking underwater. If he chooses bludgeoning

or slashing melee weapons, he can ignore the usual underwater penalties for attacking with those weapons (see page 44). At 9th and 13th levels, he can choose another type of melee weapon, applying this ability's initial benefit to his new choice and gaining an additional +1 bonus on attack and damage rolls to his previously chosen weapon types. At 17th level, he gains an additional +1 bonus on attack and damage rolls with all three types.

This ability replaces weapon training.

AQUATIC (BLOODRAGER BLOODLINE)

The anger in your blood rises from the ocean depths, seeded by descent from undersea empires, creeping ichthyic infiltrators into remote seaside villages, or something deeper still.

Bonus Feats: Aquadynamic Focus, Dodge, Lightning Reflexes, Mobility, Skill Focus (Fly), Steam Spell, and Toughness.

Bonus Spells: *Hydraulic push*^{APG} (7th), *slipstream*^{APG} (10th), *hydraulic torrent*^{APG} (13th), *control water* (16th).

Underwater Attacks (Su): At 1st level, your bludgeoning and slashing melee attacks underwater ignore the usual underwater penalties (see page 44).

Aquatic Adaptation (Ex): At 4th level, you gain a swim speed of 30 feet and the ability to breathe both underwater and in air. At 8th level, you gain cold resistance 5. At 12th level, your swim speed increases to 60 feet, and you have the 4th-level benefits of aquatic adaptation constantly, even when not in bloodrage (but not the 8th- and 12th-level benefits).

Watersense (Ex): At 8th level, you gain tremorsense with a range of 30 feet in water. At 12th level, you instead gain tremorsense with a range of 60 feet when in water.

Wavedarter (Sp, Su): At 12th level, your bloodrage directs the flow of water to assist you in battle. While underwater, your reach increases by 5 feet and you gain the effects of *haste*.

Currentcaller (Su): At 16th level, as a swift action up to three times per day when underwater, at the start of your turn you can call up a current with a speed up to 20 feet in the direction of your choice in your space (moving with you) that lasts until the end of your turn.

Deep Fury (Su): At 20th level, you gain tremorsense 120 feet in water, as well as evasion and immunity to cold and pressure damage. You have these benefits constantly, even when not in bloodrage.

DEEP SHAMAN (SHAMAN ARCHETYPE)

While most shamans of the waves spirit have powers associated with surface waters, deep shamans are tied to spirits from the depths. Some say that the first deep shamans served Besmara back when she was a water spirit, before she achieved full godhood.

Deep Spirit: A deep shaman must choose the waves spirit. The deep shaman must choose a spirit animal with

AQUATIC ADVENTURES
INTRO
ANTARKOS COEAN
ARCADIAN OCEAN
EMBARAL OCEAN
OBAKI OCEAN
OKAIYO OCEAN
GOLARION'S SEAS
AQUATIC RULES



the aquatic subtype, and it gains the amphibious special quality instead of gaining the ability to breathe in water. A deep shaman gains *Swim* as a class skill.

This alters spirit, spirit animal, and the shaman's class skills.

Aquatic Hexes (Su): When a deep shaman uses beckoning chill on a creature in the water, that creature becomes fatigued due to hypothermia for the duration, and it also becomes entangled if the creature takes damage from the deep shaman's spirit abilities and from spells and abilities with the water descriptor. Her crashing waves hex applies to her spirit abilities that deal damage as if they were spells with the water descriptor, raising her effective shaman level for those abilities. Instead of mist's shroud and watersight, she can select the two hexes below.

This alters hexes.

Buoyancy Control (Sp): The deep shaman touches a willing creature and changes its buoyancy (see page 43) to whichever of the five states she wishes for 1 minute. A creature affected by this hex can't be affected by it again for 24 hours. The deep shaman has neutral buoyancy, regardless of what her normal buoyancy would be, though she can end or resume the effect as a standard action.

Deep Heart (Su): The deep shaman gains the ability to breathe underwater and gains a swim speed equal to her unmodified base land speed. At 8th level, she takes only half the normal amount of pressure damage and she adjusts to a new pressure all at once after succeeding at five Fortitude saves, rather than 100 feet at a time (see Pressure on page 48).

Aquatic Spirit Abilities (Su): When used underwater, a deep shaman's wave strike deals lethal bludgeoning damage and pushes the target away 5 feet + an additional 5 feet for every 6 shaman levels she has. At 11th level, whenever the deep shaman is underwater, all weapons she holds are treated as if they had the *impact* special ability instead of *quenching*. Instead of a swim speed and the ability to breathe underwater, fluid mastery provides tremorsense with a range of 30 feet while in the water, and when underwater, fluid mastery's torrent deals 1d6 points of damage per shaman level in a 30-foot cone. This alters spirit ability and greater spirit ability.

Brine Dragon Form (Su): When a deep shaman gains access to the true version of the waves spirit, she can assume the form of a Large (or smaller) brine dragon as per *form of the dragon II*, with a line of acid breath weapon, acid resistance 20, and a swim speed of 60 feet. She can use this ability for 1 hour per shaman level each day, divided any way she chooses in 1 hour increments, though the spell's breath weapon limit applies across the whole day. Time she spends underwater doesn't count against this limit, but every minute (or fraction thereof) that she spends flying expends 1 hour of her daily uses. At 18th level, she can assume the form of a Huge or smaller brine dragon as per *form of the dragon III* instead.

This ability replaces the elemental form of the true spirit ability.

DROWNED CHANNELER (SPIRITUALIST ARCHETYPE)

When a drowned spirit doomed to a watery grave descends toward the evil of undeath and seeks refuge in a mortal shell, the result is an unusual spiritualist with powers that resonate with the drowned spirit's demise.

Class Skills: A drowned channeler has *Swim* as a class skill instead of *Fly*.

This alters the spiritualist's class skills.

Drowned Phantom: A drowned channeler has a drowned phantom. A drowned phantom's ectoplasmic body drips with water and seems to bleed off watery droplets even its incorporeal form. A drowned phantom gains a swim speed of 30 feet in both forms and gains the water subtype in addition to the phantom subtype, meaning that it can use its natural slam attacks underwater without taking the penalty for bludgeoning attacks underwater. The drowned channeler's etheric tether extends twice as far underwater, but only half as far above water. Additionally, the drowned phantom doesn't grant any of the usual benefits while confined in the drowned channeler's consciousness unless the drowned channeler is within 25 feet of an ocean, sea, lake, or other large body of water. Both forms of bonded manifestation grant the drowned phantom's swim speed of 30 feet to the drowned channeler, and attacks from the ectoplasmic bonded manifestation's tendrils don't take the typical penalties for bludgeoning attacks underwater, as if the phantom itself made them.

This ability alters phantom, shared consciousness, etheric tether, and bonded manifestation.

Drowned Spells: At 2nd level, a drowned channeler adds *control water*, *fluid form^{APG}*, *hydraulic push^{APG}*, *hydraulic torrent^{APG}*, *life current**, *pressure adaptation**, *ride the waves^{UM}*, *slipstream^{APG}*, *stabilize pressure**, *unlife current**, *water breathing*, and *wave form** to the spiritualist spell list at the same spell level as they appear on the cleric list or sorcerer/wizard list, whichever is lower. Spells marked with an asterisk (*) appear in the Aquatic Spells section of this book (see page 59). The drowned channeler must still select them as spells known as normal.

This ability replaces bonded senses.

Drowned Powers (Sp): At 5th level, a drowned channeler can use *hydraulic push^{APG}* as a spell-like ability once per day, with an additional use each day at 9th level and every 4 levels thereafter. At 7th level, she can use *slipstream^{APG}* once per day as a spell-like ability, with an additional use each day at 11th level and every 4 levels thereafter. At 9th level, she can use *ride the waves^{UM}* once per day as a spell-like ability. Finally, at 16th level, she can use *fluid form^{APG}* once per day as a spell-like ability.

This ability replaces *detect undead*, *calm spirit*, *see invisibility*, and *call spirit*.



OCEANRIDER (CAVALIER ARCHETYPE)

Oceanriders are underwater cavaliers who ride dolphins, orcas, or seahorses.

Armor Proficiency: An oceanrider is proficient with light and medium armor, and with shields (but not tower shields).

This alters armor proficiency.

Aquatic Mount: A Medium oceanrider can ride either a seahorse (*Pathfinder RPG Bestiary 4* 234) or an orca (unlike most orcas, this one starts at size Large with none of the other level 7 abilities until level 7) instead of the normal options, while a Small oceanrider can ride a dolphin.

This alters mount and replaces expert trainer.

ORDER OF THE WAVES (CAVALIER ORDER)

Cavaliers of the order of the waves explore the secrets under the sea.

Edicts: The cavalier must perpetually seek out and explore new places and secrets under the sea, stopping only to fight to protect his newfound treasures and his people from undersea threats (typically evil undersea races like sahuagin, but alternatively goodly or neutral enemy races for cavaliers from evil races).

Challenge: Whenever a cavalier of the order of the waves issues a challenge, he receives a +1 morale bonus on his saving throws as long as he is underwater. This bonus increases by 1 for every 4 class levels the cavalier has.

Skills: A cavalier belonging to the order of the waves adds Knowledge (geography) and Perception to his class skills. He can attempt Knowledge (geography) checks untrained, but if he has ranks in the skill, he adds half his cavalier level (minimum 1) to all Knowledge (geography) checks that involve finding an underwater location.

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

Waverider (Ex): At 2nd level, the cavalier gains a swim speed equal to his unmodified base land speed. If he already has a swim speed, his swim speed increases by 10 feet, and if he and his mount both have a swim speed, the mount's swim speed also increases by 10 feet. He gains a +1 morale bonus on damage rolls when underwater.

Current's Rush (Ex): At 8th level, the cavalier gains a +2 bonus on attack rolls when charging in the same direction as a current that's currently pushing him, as well as a +1 bonus on damage rolls for every 10 feet of the current's speed (maximum +6 points of damage).

Explore the Seas (Ex): At 15th level, the cavalier gains Pressure Adept (see page 58) as a bonus feat and adds two oceanic zones to his native range instead of one. When exploring a new location underwater, he gains a +2 morale bonus on initiative checks and Perception checks, and can always act in the surprise round.

PEARL SEEKER (PALADIN ARCHETYPE)

Some paladins are called to their faith by strange empathic visions and dreams that beckon them to the oceans and beyond, to right aquatic injustice and search for a glorious gasping and whispering pearl they don't understand. Their contact with the strange but benevolent entity sending the dreams grants them unusual powers compared to other paladins.

Armor Proficiency and Class Skills: A pearl seeker is proficient with light and medium armor but not with shields, and gains Swim as a class skill.

This alters the paladin's armor proficiency and class skills.

Seek Impressions (Ex, Sp): Pearl seekers gain their power from a rare resonant sensitivity to the vision-granting entity. A pearl seeker gains Psychic Sensitivity^{OA} as a bonus feat and can use *detect psychic significance*^{OA} at will as a spell-like ability.



AQUATIC ADVENTURES	
INTRO	
ANTARKOS COEAN	
ARCADIAN OCEAN	
EMBARAL OCEAN	
OBARI OCEAN	
OKAIYO OCEAN	
GOLARION'S SEAS	
AQUATIC RULES	



This ability replaces *detect evil*.

Aquatic Domain (Su): At 3rd level, a pearl seeker gains the 1st-level domain power of the Aquatic terrain domain (see page 33 of *Ultimate Magic*), using her paladin level as her effective druid level. At 8th level, she gains the 6th-level domain power of the Aquatic terrain domain.

This ability replaces *aura of courage* and *aura of resolve*.

Vision Magic: A pearl seeker casts divine spells spontaneously, using the spells known and spells per day from the bloodrager^{ACG} progression table. At 7th level, she gains *slipstream*^{APG} as a bonus 1st-level spell known; at 10th level, she gains *ride the waves*^{UM} as a bonus 2nd-level spell known; at 13th level, she gains *fluid form*^{APG} as a bonus 3rd-level spell known; and at 16th level, she gains *seamantle*^{APG} as a bonus 4th-level spell known. She also adds *hydraulic push*^{APG} and *hydraulic torrent*^{APG} (as a 1st and 3rd level spells, respectively) to her paladin spell list (but must learn these spells as normal).



This ability alters the paladin's spells.

Divine Hippocampus: At 5th level, a pearl seeker must choose a mount as her divine bond, gaining a hippocampus mount with the following companion statistics.

Size Large; **Speed** 5 ft., swim 80 ft.; **AC** +4 natural armor; **Attack** bite (1d6), tail slap (1d4; secondary attack); **Ability Scores** Str 18, Dex 13, Con 15, Int 2, Wis 12, Cha 11; **Special Qualities** darkvision 60 ft., low-light vision, scent, water dependency.

This ability alters divine bond and replaces channel positive energy.

PELAGIC HUNTER (HUNTER ARCHETYPE)

Pelagic hunters form strong bonds that extend deep beneath the sea, reaching out to whatever heeds their call, whether it be mundane animals or something far more sinister.

Pelagic Companion: A pelagic hunter must select an aquatic animal companion.

This alters animal companion.

Pelagic Focus (Su): Unlike with a normal hunter's animal focus, pelagic focus allows the hunter to contact magical deep sea creatures instead of animals, using the options below instead of the normal hunter options.

This alters animal focus.

Boleoth: The creature gains a +1 morale bonus on saves against divine spells and spell-like abilities. This bonus increases to +2 at 8th level and +3 at 15th level.

Cetus: The creature gains Lunge as a bonus feat. At 12th level, instead of gaining Lunge, the creature increases its reach by 5 feet.

Charybdis: The creature's attacks ignore the first 5 points of hardness. This improves to ignore the first 7 points of hardness at 8th level and the first 10 points of hardness at 15th level.

Deep One: The creature reduces pressure damage it takes (see page 48) by 10. At 12th level, the creature is immune to damage from changing pressure.

Hippocampus: The creature gains a +4 competence bonus on Swim checks. This bonus increases to +6 at 8th level and +8 at 15th level.

Kraken: The creature gains the jet ability (*Pathfinder RPG Bestiary 2* 298) with a speed equal to its unmodified base land speed or four times its swim speed (if it has one), whichever is higher. If it has a swim speed, at 8th level, the jet ability's speed increases to five times its swim speed, and at 15th level, the speed increases to seven times its swim speed.

Reefclaw: The creature gains Diehard as a bonus feat. At 12th level, instead of gaining Diehard, the creature gains the ferocity ability (*Pathfinder RPG Bestiary 300*).



Scylla: The creature's attacks deal 1 point of bleed damage in addition to their normal damage. At 8th level, the bleed damage increases to 1d3, and at 15th level, it increases to 1d6.

Sea Serpent: The creature is considered to be under a *nondetection* spell it cast on itself, with a caster level equal to the pelagic hunter's class level.

Selkie: The creature gains a +4 competence bonus on Bluff checks. This bonus increases to +6 at 8th level and +8 at 15th level.

Shoggoth: The creature gains a +2 competence bonus on Perception checks and reduces the flanking bonuses of creatures flanking it by 1. This Perception bonus increases to +3 at 8th level and +4 at 15th level. At 12th level, the creature can't be flanked.

Siyokoy: The creature's attacks deal 1 additional point of electricity damage. At 8th level, the electricity damage increases to 1d3, and at 15th level, it increases to 1d6.

Blood to Water (Su): At 5th level, when a pelagic hunter or her animal companion bleeds underwater into the surrounding water (whether from piercing or slashing damage, a bleed effect, or another effect that causes blood to spill), the blood transmutes into ordinary water within 1 round. This prevents sharks and other predators with keen scent from being drawn to the pelagic hunter's position by the blood and makes it harder for such creatures to track her.

This ability replaces woodland stride.

TIDAL TRICKSTER (ROGUE ARCHETYPE)

Tidal tricksters roam the seas, using their skillful mastery of the currents to move across aquatic battlefields and throw their enemies off-balance.

Wisdom of the Waves (Ex): A tidal trickster gains a swim speed equal to her unmodified base land speed (or increases her swim speed by 10 feet, if she has a racial swim speed). Instead of the +8 bonus granted by a swim speed, she gains a racial bonus on Swim checks equal to 4 + half her rogue level (if she has a racial swim speed, she uses the better bonus). She gains a bonus on Bluff checks equal to half her rogue level. At 3rd level, she gains a +1 bonus on Will saves whenever she is underwater; this bonus increases by 1 at 6th level and every 3 levels thereafter.

This ability replaces trapfinding and trap sense.

Liquid Disruption (Ex): At 4th level, a tidal trickster can use her knowledge of the cohesion of liquids to disrupt certain foes. She can deal sneak attack damage to oozes and creatures with the water subtype that are normally immune to precision damage (such as water elementals), and she ignores a hydrokineticist's chance to negate precision damage from elemental overflow.

This ability alters sneak attack and replaces uncanny dodge and the 4th-level rogue talent.

Tidal Distortion (Ex): At 8th level, while making a full attack underwater, a tidal trickster can give up one

attack to create a tidal distortion. When she creates a tidal distortion, the tidal trickster moves up to 10 feet. If any part of her movement includes a square adjacent to one or more foes, she can choose one of those foes and attempt a Bluff check with a DC of 11 + either the enemy's Sense Motive or Swim modifier, whichever is higher. Her Bluff check is subject to any penalties the attack roll she sacrificed would have taken, and if she trades an iterative attack gained from having a high base attack bonus, she also takes a penalty based on that attack's lower base attack bonus (a -5 penalty for the second iterative attack, a -10 penalty for the third iterative attack, and a -15 penalty for the fourth iterative attack, if she manages to gain one). If she succeeds at the Bluff check, the movement doesn't provoke an attack of opportunity from that foe and the foe becomes off-balance (see page 45) until its next turn. A tidal trickster can give up any number of her attacks in a given full attack to create tidal distortions, but she can't give up two consecutive attacks.

This ability replaces improved uncanny dodge and the 8th-level rogue talent.

UNDERWATER (RANGER COMBAT STYLE)

If the ranger selects underwater style, he can choose from the following list whenever he gains a combat style feat: Aquodynamic Focus, Aquodynamic Shot, Dolphin Style, and Shark Style. At 6th level, he adds Dolphin Dart* and Shark Tear* to the list, and at 10th level, he adds Dolphin Circle* and Shark Leap* to the list. Feats with an asterisk (*) still require the corresponding style feat, but the ranger ignores all other prerequisites.

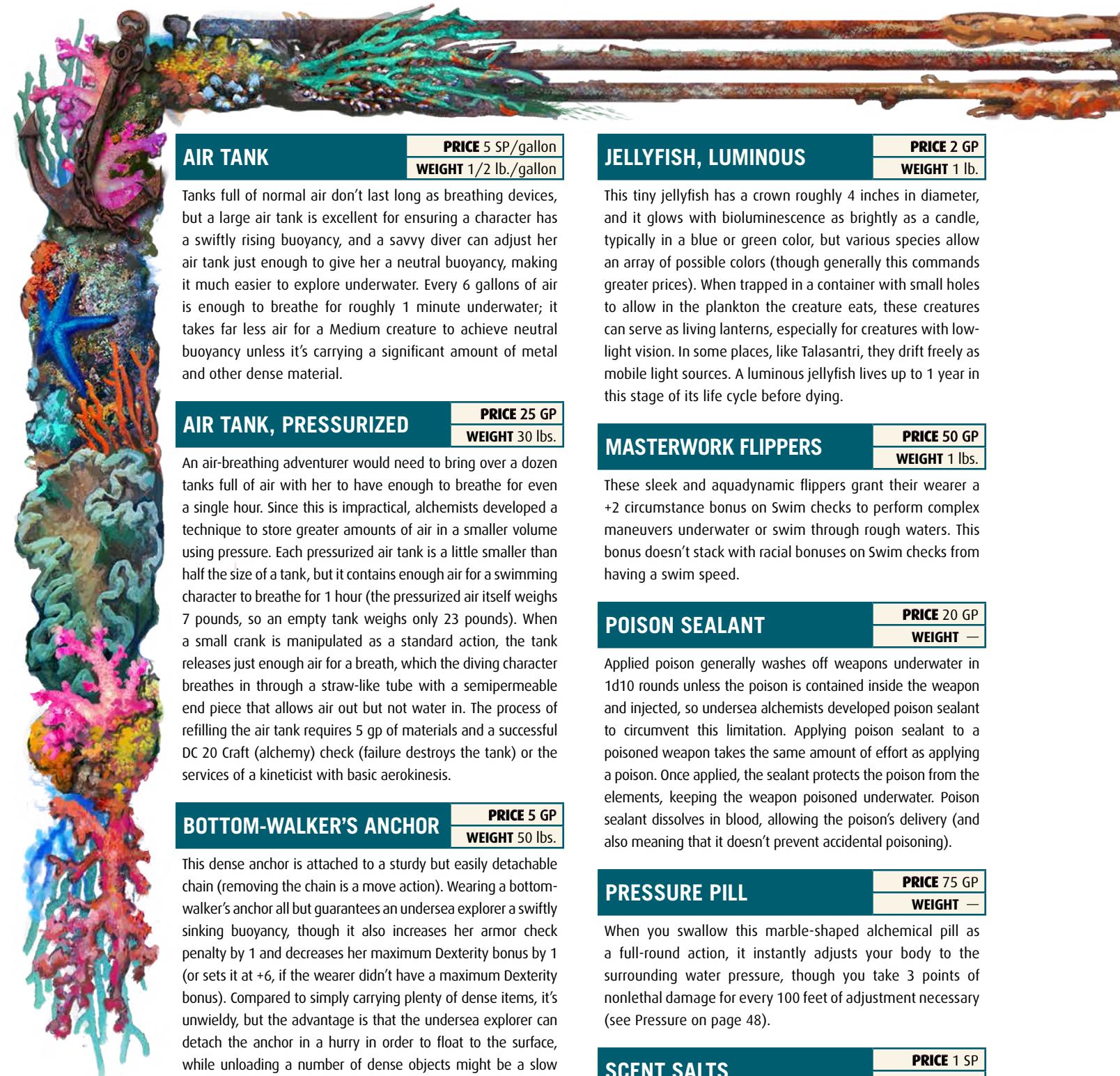
Living Underwater

Underwater creatures and surface folk exploring the depths both rely on a variety of unusual gear to handle life under the sea.

UNDERWATER GEAR

Item	Price	Weight	Craft DC
Air tank (gallon)	5 gp	1/2 lb.	—
Air tank, pressurized	25 gp	30 lbs.	—
Bottom-walker's anchor	5 gp	50 lbs.	—
Hippocampus, combat-trained	750 gp	1,300 lbs.	—
Hippocampus, common	500 gp	1,000 lbs.	—
Jellyfish, luminous	2 gp	1 lb.	—
Masterwork flippers	50 gp	1 lb.	—
Poison sealant	20 gp	—	20
Pressure pill	75 gp	—	25
Scent salts	1 sp	—	—
Sureseal bladder, mundane	1 sp	1 lb.	—
Sureseal bladder, potion	8 gp	—	—
Underwater goggles	5 gp	—	—
Wet suit	8 gp	4 lbs.	—

AQUATIC ADVENTURES
INTRO
ANTARKOS COEAN
ARCADIAN OCEAN
EMBARAL OCEAN
OBAKI OCEAN
OKAIYO OCEAN
GOLARION'S SEAS
AQUATIC RULES



AIR TANK

PRICE	5 SP/gallon
WEIGHT	1/2 lb./gallon

Tanks full of normal air don't last long as breathing devices, but a large air tank is excellent for ensuring a character has a swiftly rising buoyancy, and a savvy diver can adjust her air tank just enough to give her a neutral buoyancy, making it much easier to explore underwater. Every 6 gallons of air is enough to breathe for roughly 1 minute underwater; it takes far less air for a Medium creature to achieve neutral buoyancy unless it's carrying a significant amount of metal and other dense material.

AIR TANK, PRESSURIZED

PRICE	25 GP
WEIGHT	30 lbs.

An air-breathing adventurer would need to bring over a dozen tanks full of air with her to have enough to breathe for even a single hour. Since this is impractical, alchemists developed a technique to store greater amounts of air in a smaller volume using pressure. Each pressurized air tank is a little smaller than half the size of a tank, but it contains enough air for a swimming character to breathe for 1 hour (the pressurized air itself weighs 7 pounds, so an empty tank weighs only 23 pounds). When a small crank is manipulated as a standard action, the tank releases just enough air for a breath, which the diving character breathes in through a straw-like tube with a semipermeable end piece that allows air out but not water in. The process of refilling the air tank requires 5 gp of materials and a successful DC 20 Craft (alchemy) check (failure destroys the tank) or the services of a kineticist with basic aerokinesis.

BOTTOM-WALKER'S ANCHOR

PRICE	5 GP
WEIGHT	50 lbs.

This dense anchor is attached to a sturdy but easily detachable chain (removing the chain is a move action). Wearing a bottom-walker's anchor all but guarantees an undersea explorer a swiftly sinking buoyancy, though it also increases her armor check penalty by 1 and decreases her maximum Dexterity bonus by 1 (or sets it at +6, if the wearer didn't have a maximum Dexterity bonus). Compared to simply carrying plenty of dense items, it's unwieldy, but the advantage is that the undersea explorer can detach the anchor in a hurry in order to float to the surface, while unloading a number of dense objects might be a slow process (and could deprive the explorer of valuable gear).

HIPPOCAMPUS

PRICE	VARIES
WEIGHT	VARIES

Common	500 GP	1,000 lbs.
Combat-trained	750 GP	1,300 lbs.

Though somewhat rarer than horses on the surface world, hippocampi are roughly as easy to train as horses, despite being magical beasts. Even combat-trained hippocampi rarely wear bardings, and even then nothing heavier than leather, as it interferes with their swimming.

JELLYFISH, LUMINOUS

PRICE	2 GP
WEIGHT	1 lb.

This tiny jellyfish has a crown roughly 4 inches in diameter, and it glows with bioluminescence as brightly as a candle, typically in a blue or green color, but various species allow an array of possible colors (though generally this commands greater prices). When trapped in a container with small holes to allow in the plankton the creature eats, these creatures can serve as living lanterns, especially for creatures with low-light vision. In some places, like Talasantri, they drift freely as mobile light sources. A luminous jellyfish lives up to 1 year in this stage of its life cycle before dying.

MASTERWORK FLIPPERS

PRICE	50 GP
WEIGHT	1 lbs.

These sleek and aquadynamic flippers grant their wearer a +2 circumstance bonus on Swim checks to perform complex maneuvers underwater or swim through rough waters. This bonus doesn't stack with racial bonuses on Swim checks from having a swim speed.

POISON SEALANT

PRICE	20 GP
WEIGHT	—

Applied poison generally washes off weapons underwater in 1d10 rounds unless the poison is contained inside the weapon and injected, so undersea alchemists developed poison sealant to circumvent this limitation. Applying poison sealant to a poisoned weapon takes the same amount of effort as applying a poison. Once applied, the sealant protects the poison from the elements, keeping the weapon poisoned underwater. Poison sealant dissolves in blood, allowing the poison's delivery (and also meaning that it doesn't prevent accidental poisoning).

PRESSURE PILL

PRICE	75 GP
WEIGHT	—

When you swallow this marble-shaped alchemical pill as a full-round action, it instantly adjusts your body to the surrounding water pressure, though you take 3 points of nonlethal damage for every 100 feet of adjustment necessary (see Pressure on page 48).

SCENT SALTS

PRICE	1 SP
WEIGHT	—

Stored in a waterproof pouch, these salt crystals dissolve slowly in water, producing a pleasing scent in the nearby water for roughly 1 hour.

SURESEAL BLADDER

PRICE	VARIES
WEIGHT	VARIES

Mundane	1 SP	1 lb.
Potion	8 GP	—

While potion sponges (*Advanced Race Guide* 177) are a reasonable enough method for air-breathers like undines to



prepare to bring a potion underwater, aquatic creatures prefer a solution that allows them to prepare potions, beverages, and other liquids underwater to begin with. A sureseal bladder is made of a thin membrane that won't allow liquid through. By passing a solid spout or tube through the membrane, you can fill the bladder without allowing in any ambient seawater, and the membrane seals behind the spout. Once the bladder is full, the drinker can nip on the end of the membrane in order to sip the drink at her leisure, slowly crumpling the bladder for eventual disposal. The cheaper mundane sureseal bladders hold about 2 cups of liquid and work best for enjoying a favorite drink; the listed weight assumes the mundane sureseal bladder is full. Potions rely on drinking the entire dose, so potion sureseal bladders, while much smaller (just large enough for a potion), are pressurized in order to expel the entire potion at once without losing any of it, allowing the drinker to drink them as a standard action just like drinking a potion above the waves. Either type of sureseal bladder can be used only once.

UNDERWATER GOGGLES

PRICE 5 GP

WEIGHT —

These inexpensive, watertight goggles are essential protection for land-dwellers' eyes, particularly in salt water or water high in particulates. Any land-dweller wearing goggles can use visual Perception like an aquatic native (see page 46).

WET SUIT

PRICE 8 GP

WEIGHT 4 lbs.

This relatively aquodynamic wet suit is designed for surface-dwellers exploring the deeps, with waterproof pockets to help keep important items dry.

AQUATIC FEATS

Land-bound organizations interested in the bounties of the deep train to survive the depths, while the aquatic elves of the Mordant Spire jealously guard secret techniques, and gillmen follow traditions that extend back to their ancient forebears.

AQUADYNAMIC FOCUS (COMBAT)

Your skill with your chosen weapons is so great that you can use them underwater without impediment.

Prerequisites: Weapon Focus, base attack bonus +1.

Benefit: You don't take additional penalties on attack and damage rolls for fighting underwater with bludgeoning and slashing melee weapons for which you have taken the Weapon Focus feat.

Normal: When using bludgeoning and slashing melee weapons underwater, you take a -2 penalty on attack rolls and deal half damage.

AQUADYNAMIC SHOT (COMBAT)

You use projectiles and special trick shots that lose less accuracy when underwater.

Prerequisites: Far Shot, Point-Blank Shot, base attack bonus +4.

Benefit: Your projectile attacks take a -1 penalty per 5 feet of water between you and the target. You still can't use thrown weapons effectively underwater except in special circumstances (see page 44).

Normal: Projectile attacks underwater take a -2 penalty per 5 feet of water between the shooter and the target.

CHILD OF TWO WORLDS (STORY)

You are the child of a land-dwelling creature and an aquatic creature, struggling to reconcile your dual heritage.

Prerequisites: Whether through an *elixir of two worlds* (see page 62) or other means, one of your parents was aquatic and the other was a land-dweller. You are mostly a normal member of your race, except as stated in this feat. You must select this feat at 1st level, and you can't have other feats, traits, or abilities that specify your bloodline such as Racial Heritage^{APG}. Thematically appropriate backgrounds include Adopted Outside Your Race, Bastard Born, Death in the Family, One of a Kind, and The Relative. These backgrounds are found in *Pathfinder RPG Ultimate Intrigue*.

Benefit: You gain a land speed of 10 feet if you are aquatic; if you aren't aquatic, you gain a +4 racial bonus on Swim checks that doesn't stack with the bonus for having a swim speed.

Goal: You must live among your other parent's race (the aquatic parent if you are a land-dweller or the land-dwelling parent if you are aquatic), learning to adapt to their strange world and culture until others of that race truly accept you. It isn't enough to simply find a member of the appropriate race and badger or sweet-talk them until they agree to accept you; you must perform significant rites of passage and form real bonds with members of your other parent's race.

Completion Benefit: You gain the amphibious subtype (and the aquatic subtype, if you don't have it) and can breathe both water and air with equal ease. As a swift action, you can transform your feet into a tail fin (gaining a swim speed of 40 feet) or your tail fin into feet (gaining a land speed of 30 feet), changing back and forth as often as you wish.

DEEP BREATH

You can hold your breath for twice as long.

Prerequisite: Constitution 15.

Benefit: You can hold your breath for twice as long as usual (4 rounds times your Constitution score instead of 2).

DOLPHIN CIRCLE (COMBAT)

You circle your foes like dolphins, forcing them to play into your attacks.

Prerequisites: Dolphin Dart, Dolphin Style, Improved Unarmed Strike, Swim 10 ranks, base attack bonus +10 or monk level 10th.

AQUATIC ADVENTURES	
INTRO	
ANTARKOS COEAN	
ARCADIAN OCEAN	
EMBARAL OCEAN	
OBARI OCEAN	
OKAIYO OCEAN	
GOLARION'S SEAS	
AQUATIC RULES	



Benefit: While in Dolphin Style, as a full-round action underwater you can choose a circular path starting and ending in your current space whose length is no longer than you could swim with a single move action. You circle around that path until your next turn, and this movement doesn't provoke attacks of opportunity. You are considered to be in every space along the path for the purpose of threatening squares and providing flanking for other allies (but not yourself), as well as whether you are in the area of an area effect. Other creatures can attack you (and touch you with beneficial touch spells) as if you were in every space along the path. However, you don't count as being in any of the spaces for the purpose of other creatures moving through an occupied space. At the beginning of your next turn, choose any space along the path to stop circling.

DOLPHIN DART (COMBAT)

Like a dolphin, you can quickly dart at a foe and retreat.

Prerequisites: Dolphin Style, Improved Unarmed Strike, Swim 6 ranks, base attack bonus +6 or monk level 6th.

Benefit: While in Dolphin Style, as a standard action underwater you can move up to half your swim speed, make a single melee attack against a creature within your reach, and then retreat back to your previous position. Your movement and attack don't provoke attacks of opportunity, even if your foe has an ability that allows attacks of opportunity with triggers other than moving out of a threatened area.

DOLPHIN STYLE (COMBAT, STYLE)

You fight like a dolphin, bunching your enemies up together to make it easier to pick them off.

Prerequisites: Improved Unarmed Strike, Swim 3 ranks, base attack bonus +3 or monk level 3rd.

Benefit: You gain a +1 bonus on melee attack rolls against any creature adjacent to at least two of its other allies as long as you aren't flanking that creature, and your melee attacks ignore any bonus to AC gained by use of the aid another action.

FAVOR OF THE EMPRESS OF TORRENTS

You can unleash powerful watery torrents to push back your foes underwater.

Prerequisites: Worshiper of Lysianassa or pearl seeker paladin, character level 5th.

Benefit: Once per day while underwater, you can use *hydraulic torrent*^{APG} as a spell-like ability. At 10th level and every 5 levels thereafter, you can use this ability an additional time each day.

MASTER SWIMMER

You've trained at swimming in combat and over long distances for so long that you can move through the water like a native.

Prerequisites: Skill Focus (Swim), Swim 10 ranks.

Benefit: You gain a swim speed of 30 feet or your unmodified base land speed, whichever is slower; your racial bonus on Swim checks for having a swim speed is +2, instead of +8.

MURKY SPELL (METAMAGIC)

You can call upon murky sediments in the water to transform a mist spell underwater.

Benefit: You can apply Murky Spell only to a mist or fog spell that normally doesn't work underwater, such as *cloudkill*, *fog cloud*, *mind fog*, *obscuring mist*, or *solid fog*. When cast underwater, a murky spell clouds the water with sediments, producing roughly the same effects as the normal spell would above water except as follows. Due to the dilution, a murky spell has only one-tenth of the duration of a normal spell (generally 1 minute per level, though *mind fog* lasts 3 minutes), but this reduction doesn't affect the duration of secondary effects like *mind fog*'s mental penalties. Abilities that see through mist and fog can't see through a murky spell unless they also specifically see through murky water (like the mistsight universal monster rule). Instead of wind, currents can disperse a murky spell; any current with a speed of at least 10 feet disperses a murky spell in 1 round. A murky spell has no effect above the water. A murky spell uses up a slot the same spell level as the spell's actual level.

PRESSURE ADEPT

You've spent so much time at unusual pressures that you've extended your native range beyond the norms of your species.

Prerequisite: Swim 5 ranks.

Benefit: Add one oceanic zone to your native range when calculating pressure (meaning that you don't take pressure damage in that range unless instantaneously transported up or down, and even then you adapt to the change all at once rather than 100 feet at a time). Surface-dwellers taking this feat must select the sunlight zone, and aquatic creatures can select any zone either directly above or directly below their native range.

SHARK LEAP (COMBAT)

Like a deadly predator, you bolt at unsuspecting foes from below.

Prerequisites: Improved Unarmed Strike, Shark Style, Shark Tear, Swim 10 ranks, base attack bonus +10 or monk level 10th.

Benefit: While in Shark Style, when you're underwater with neutral, rising, or swiftly rising buoyancy, you can perform a terrifying leap to attack opponents directly above you. This works similarly to the charge action, except you can move only straight up, and you make a single piercing unarmed strike or bite attack. If the attack



hits, it deals double damage; if the attack roll's result is also higher than 11 + the target's Swim modifier, the attack knocks the target off-balance until its next turn. Like with a charge, you can perform a partial version when limited to a single standard action (such as in the surprise round); in addition to moving half as far as normal for a partial charge, the attack doubles only the damage dice (as per Vital Strike) rather than the full damage roll.

SHARK STYLE (COMBAT, STYLE)

You fight like a shark, shredding your foes.

Prerequisites: Improved Unarmed Strike, Swim 3 ranks, base attack bonus +3 or monk level 3rd.

Benefit: You can deal piercing or bludgeoning damage with your unarmed strikes. Your piercing unarmed strikes and bite attacks deal an additional 1d6 points of bleed damage.

SHARK TEAR (COMBAT)

You tear into bleeding foes and can smell their blood in the water.

Prerequisites: Improved Unarmed Strike, Shark Style, Swim 6 ranks, base attack bonus +6 or monk level 6th.

Benefit: While in Shark Style, you gain scent while in water, but only against bleeding creatures. You also gain a +1 bonus on attack and damage rolls against bleeding creatures.

STEAM SPELL (METAMAGIC)

You've built off of some of the closely-guarded secrets of the undine steamcasters, allowing you to use fire magic underwater easily.

Benefit: You can apply Steam Spell only to a spell with the fire descriptor. A steam spell works underwater without a caster level check, but it requires a caster level check to function above water. A steam spell uses up a slot the same spell level as the spell's actual level.

TOUCH OF THE BRACKISH EMPEROR

Your touch can suppress spells that aid in breathing water.

Prerequisites: Character level 5th, worshiper of Kelizandri, **Benefit:** Once per day while underwater, you can touch a creature in order to suppress any spells that allow the creature to breathe underwater (*air bubble*^{UC}, *life bubble*, *water breathing*, and so on) for 5 minutes. Suppressing the spells requires you to roll 1d20 + your character level; the DC for each spell is 11 + the spell's caster level (if the spells affecting the creature have differing caster levels, you might dispel some but not the others). This is a spell-like ability. At 10th level and every 5 levels thereafter, you can use this touch an additional time each day.

AQUATIC SPELLS

Terrestrial spellcasters have developed numerous spells to make underwater adventuring easier for them to bear,

while aquatic races have ancient magical traditions all their own. When blended together, the races of land and sea can accomplish incredible things. In addition to the spells below, consider *buoyancy* from *Advanced Class Guide* as an emergency spell to grant several targets swiftly rising buoyancy.

AQUATIC TRAIL

School divination [water]; **Level** druid 3, inquisitor 3, ranger 2, shaman 3

Casting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./level)

Area circle centered on you, with a radius of 100 feet + 10 feet per level

Duration 1 hour/level

Saving Throw none; **Spell Resistance** no

You use divination magic to enhance the underwater trails in the area around you, allowing you to track creatures through the water as if across soft ground as long as they passed through the area less than 1 week ago (this lets you notice trails that are much older than normal underwater trails). The spell's area moves with you, so you can follow the trail through the water over long distances. Other creatures can also follow the trail as long as they move with you. Because of the plethora of sea creatures in the higher zones, it's possible that the trail that most interests you will be covered by the trails of other aquatic creatures, making this spell even more useful than normal in the Abyssal and Abaddonian zones.

EXTREME BUOYANCY

School evocation; **Level** alchemist 2, bard 2, druid 2, medium 2, occultist 2, psychic 2, ranger 2, shaman 2

Casting Time 1 standard action

Components V, S, M (a bag of air), DF

Range touch

Target creature touched

Duration 10 minutes/level

Saving Throw Will negates; **Spell Resistance** yes

The target's buoyancy becomes and stays swiftly rising, regardless of how dense the target and its gear are. Among other effects, the target needs to succeed at a DC 20 Swim check to submerge itself and to stay submerged (see *Buoyancy* on page 43).

FREE SWIM

School abjuration; **Level** alchemist 3, bard 3, cleric 3, druid 3, inquisitor 3, medium 3, mesmerist 3, occultist 3, psychic 3, ranger 3, spiritualist 3

Casting Time 1 standard action

Components V, S, M (a strip of kelp bound to the target), DF

Range touch

Target creature touched

AQUATIC ADVENTURES	
INTRO	
ANTARKOS COEAN	
ARCADIAN OCEAN	
EMBARAL OCEAN	
OBARI OCEAN	
OKAIYO OCEAN	
GOLARION'S SEAS	
AQUATIC RULES	

Duration 10 minutes/level

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

The target can move and attack underwater normally without the usual penalties involved with underwater combat, as if under the effects of *freedom of movement*. However, the target doesn't gain any protections against grapple, paralysis, and magical effects that impede movement (such as *solid fog*, *slow*, and *web*).

INVISIBILITY BUBBLE

School illusion (glamer); **Level** alchemist 2, antipaladin 2, bard 2, inquisitor 2, magus 2, medium 2, mesmerist 2, occultist 2, psychic 2, sorcerer/wizard 2, spiritualist 2, summoner (unchained) 2

Casting Time 1 standard action

Components V, S, M (a needle from a sea urchin)

Range touch

Area touched creature's space, up to one 5-foot-cube

Duration 1 minute/level (D)

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

A glamered bubble surrounds the target's space, rendering her completely invisible underwater by hiding both the target and any water she displaces. Because of the bubble's size limit, this spell works only on Medium or smaller targets. Other objects and creatures within the bubble's space are also invisible while they stay in the space, which could reveal the spell's existence to a canny observer who notices fish disappearing into the bubble and reappearing on the other side. Creatures inside the bubble can see each other, which allows foes who can pinpoint the bubble's location (such as dragons) to stick their heads into the bubble in order to see the target. Any creature on the inside of the bubble that takes any action that would break *invisibility* pops the bubble and ends the spell early. On land, the bubble is clearly visible, acting much as *invisibility* does in the water. Unlike with *invisibility*, the inside of the bubble blocks light from escaping the bubble, meaning that light sources inside the bubble don't illuminate past its edges, but also don't reveal a telltale glow.

INVISIBILITY BUBBLE, GIANT

School illusion (glamer); **Level** bard 3, mesmerist 3, occultist 3, psychic 3, sorcerer/wizard 3, summoner (unchained) 3

Area 10-ft.-radius emanation centered on the touched creature's space

This functions as per *invisibility bubble*, but the bubble is larger, which allows you to target a creature of up to size Gargantuan, or allows more creatures into the bubble.

INVISIBILITY BUBBLE, MASS

School illusion (glamer); **Level** mesmerist 6, psychic 7, sorcerer/wizard 7, summoner (unchained) 6

Range long (400 ft. + 40 ft./level)

Targets any number of creatures, no two of which can be more than 180 ft. apart

This functions as per *invisibility bubble*, but the spell affects the areas of each target creature, regardless of the creature's size. The effect moves with the group and is broken when anyone in the group attacks. Individuals in separate bubbles can't see each other. The spell is broken for any individual who moves more than 180 feet from the nearest member of the group. If only two individuals are affected, the one moving away from the other one loses its invisibility. If both are moving away from each other simultaneously, they both become visible when the distance between them exceeds 180 feet.

LEAD ANCHOR

School evocation; **Level** alchemist 2, bard 2, druid 2, medium 2, occultist 2, psychic 2, ranger 2, shaman 2, witch 2

Casting Time 1 standard action

Components V, S, M (a bag of air), DF

Range touch

Target creature touched

Duration 10 minutes/level

Saving Throw Will negates; **Spell Resistance** yes

The target's buoyancy becomes and stays swiftly sinking, regardless of how dense the target and its gear are. Among other effects, the target can walk on the bottom, but she also needs to succeed at a DC 20 Swim check to swim towards the surface and to stay above the bottom (see *Buoyancy* on page 43). This makes *lead anchor* a useful spell both for exploring the sea floor and for drowning an air-breathing foe in the water.

LIFE CURRENT

School conjuration (healing) [water]; **Level** cleric 3, druid 3, paladin 3, ranger 3, shaman 3

Casting Time 1 standard action

Components V, S, DF

Range medium (100 ft. + 10 ft./level)

Area current or portion of current up to 20 feet wide and 100 feet long

Duration 1 round

Saving Throw Will half; **Spell Resistance** yes

You infuse the current with positive energy. At the start of their turn when the current moves them, living creatures in the current's area heal 1d6 hit points per 10 feet of the current's speed (maximum 6d6). Undead creatures in the current instead take an equal amount of damage.

NEUTRAL BUOYANCY

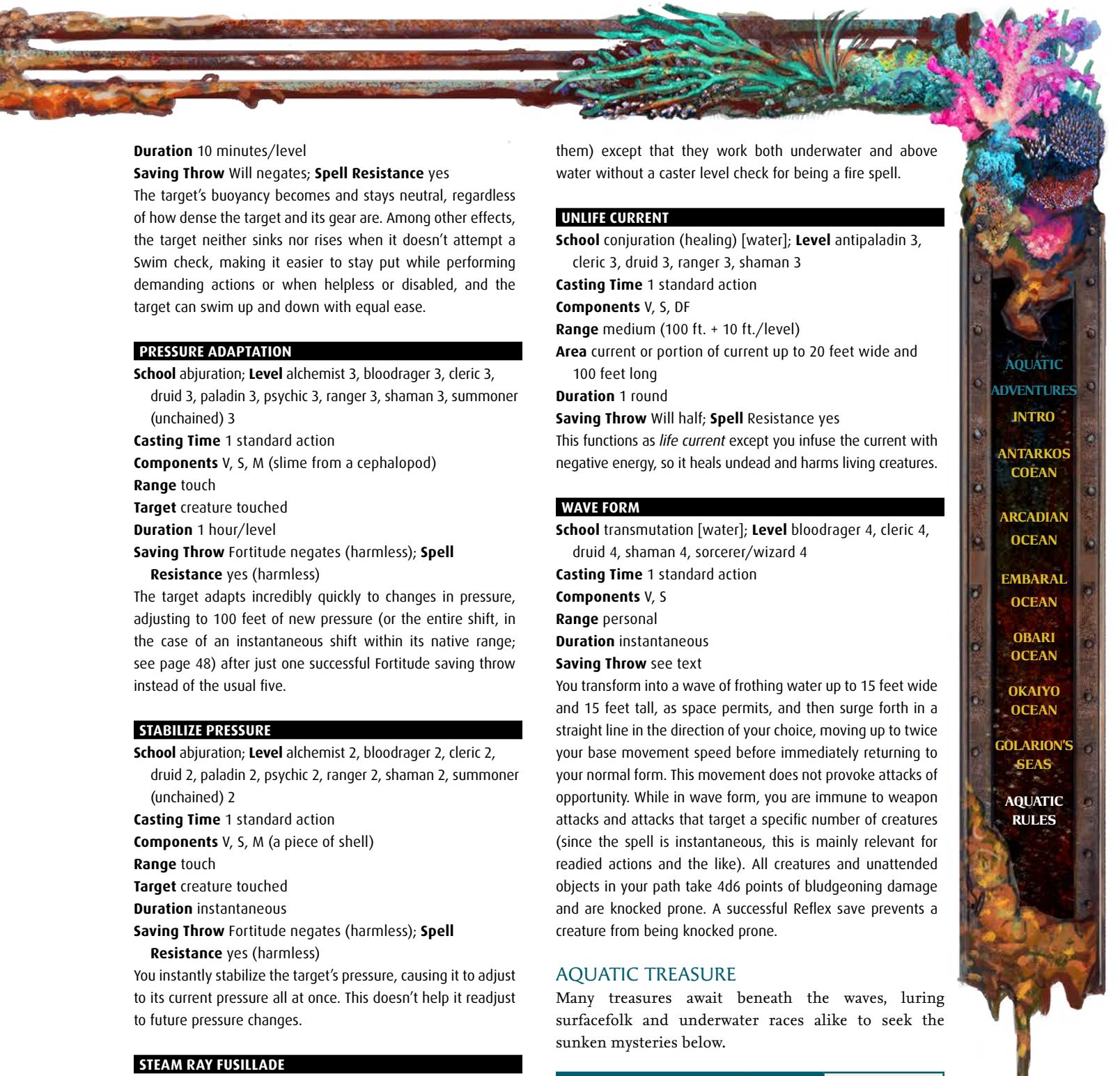
School evocation; **Level** alchemist 2, bard 2, druid 2, medium 2, occultist 2, psychic 2, ranger 2, shaman 2

Casting Time 1 standard action

Components V, S, M (a bag of air), DF

Range touch

Target creature touched



Duration 10 minutes/level

Saving Throw Will negates; **Spell Resistance** yes

The target's buoyancy becomes and stays neutral, regardless of how dense the target and its gear are. Among other effects, the target neither sinks nor rises when it doesn't attempt a Swim check, making it easier to stay put while performing demanding actions or when helpless or disabled, and the target can swim up and down with equal ease.

PRESSURE ADAPTATION

School abjuration; **Level** alchemist 3, bloodrager 3, cleric 3, druid 3, paladin 3, psychic 3, ranger 3, shaman 3, summoner (unchained) 3

Casting Time 1 standard action

Components V, S, M (slime from a cephalopod)

Range touch

Target creature touched

Duration 1 hour/level

Saving Throw Fortitude negates (harmless); **Spell**

Resistance yes (harmless)

The target adapts incredibly quickly to changes in pressure, adjusting to 100 feet of new pressure (or the entire shift, in the case of an instantaneous shift within its native range; see page 48) after just one successful Fortitude saving throw instead of the usual five.

STABILIZE PRESSURE

School abjuration; **Level** alchemist 2, bloodrager 2, cleric 2, druid 2, paladin 2, psychic 2, ranger 2, shaman 2, summoner (unchained) 2

Casting Time 1 standard action

Components V, S, M (a piece of shell)

Range touch

Target creature touched

Duration instantaneous

Saving Throw Fortitude negates (harmless); **Spell**

Resistance yes (harmless)

You instantly stabilize the target's pressure, causing it to adjust to its current pressure all at once. This doesn't help it readjust to future pressure changes.

STEAM RAY FUSILLADE

School evocation [fire, water]; **Level** sorcerer/wizard 7

Casting Time 1 standard action

Components V, S, M (a scraping from a hydrothermal vent)

Range personal

Target you

Duration 1 round/level

For the duration of the spell, you can fire three rays of steam once per round as a standard action (and you also fire three such rays as part of casting the spell). These rays function similarly to the rays from *scorching ray* (you can fire them at close range, they're ranged touch attacks, they deal 4d6 points of fire damage each, and spell resistance negates

them) except that they work both underwater and above water without a caster level check for being a fire spell.

UNLIFE CURRENT

School conjuration (healing) [water]; **Level** antipaladin 3, cleric 3, druid 3, ranger 3, shaman 3

Casting Time 1 standard action

Components V, S, DF

Range medium (100 ft. + 10 ft./level)

Area current or portion of current up to 20 feet wide and 100 feet long

Duration 1 round

Saving Throw Will half; **Spell Resistance** yes

This functions as *life current* except you infuse the current with negative energy, so it heals undead and harms living creatures.

WAVE FORM

School transmutation [water]; **Level** bloodrager 4, cleric 4, druid 4, shaman 4, sorcerer/wizard 4

Casting Time 1 standard action

Components V, S

Range personal

Duration instantaneous

Saving Throw see text

You transform into a wave of frothing water up to 15 feet wide and 15 feet tall, as space permits, and then surge forth in a straight line in the direction of your choice, moving up to twice your base movement speed before immediately returning to your normal form. This movement does not provoke attacks of opportunity. While in wave form, you are immune to weapon attacks and attacks that target a specific number of creatures (since the spell is instantaneous, this is mainly relevant for readied actions and the like). All creatures and unattended objects in your path take 4d6 points of bludgeoning damage and are knocked prone. A successful Reflex save prevents a creature from being knocked prone.

AQUATIC TREASURE

Many treasures await beneath the waves, luring surfacefolk and underwater races alike to seek the sunken mysteries below.

APPARATUS OF THE OCTOPUS

PRICE
20,000 GP

SLOT	none	CL	19th	WEIGHT	400 lbs.
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Aura strong evocation and transmutation

An inactive *apparatus of the octopus* appears to be a large, sealed iron barrel big enough to hold two Medium creatures. Closer examination (and a successful DC 20 Perception check) reveals a secret catch that opens a hatch at one end. Anyone who crawls inside finds 10 unlabeled levers and seating for two Medium or Small occupants. These levers allow those inside to activate and control the apparatus's movements and actions.

AQUATIC ADVENTURES
INTRO
ANTARKOS COEAN
ARCADIAN OCEAN
EMBARAL OCEAN
OBAKI OCEAN
OKAIYO OCEAN
GOLARION'S SEAS
AQUATIC RULES

Lever (1d10) Lever Function

1	Extend/retract legs and tail
2	Uncover/cover forward porthole
3	Uncover/cover side portholes
4	Extend/retract tentacles
5	Manipulate tentacles
6	Move forward/backward
7	Turn left/right
8	Open/close "eyes" with <i>continual flame</i> inside
9	Rise/sink in water
10	Open/close hatch

Operating one of the levers is a full-round action, and no lever may be operated more than once per round. However, since two characters can fit inside, the apparatus can perform up to two of its actions in the same round. The device can function in water up to 5,000 feet deep. It holds enough air for a crew of two to survive for $2d4+2$ hours (or twice as long for a single occupant). When activated with the tentacles extended, the apparatus looks something like a giant octopus. Using the fifth lever, the apparatus's eight tentacles can manipulate objects about as well as hands, though they can't perform any actions that require fine motor control (such as Sleight of Hand or Disable Device), nor can they make any attacks, including combat maneuvers (the apparatus's listed CMB is solely to break free from a grapple). They can grasp items, and the apparatus can hold up to a maximum of 600 pounds of weight, including the occupants and anything that it grasps.

When active, an *apparatus of the octopus* has the following characteristics: **hp** 100; **hardness** 5; **Speed** 5 ft., swim 40 ft.; **AC** 16 (+7 natural, -1 size); **CMB** +10; **CMD** 20.

CONSTRUCTION REQUIREMENTS**COST** 10,000 GP

Craft Wondrous Item, *animate objects*, *continual flame*, creator must have 8 ranks in Knowledge (engineering)

AQUADYNAMIC (ARMOR SPECIAL ABILITY)**PRICE**
varies

Aquadynamic	3,750 GP	
Improved aquadynamic	15,000 GP	
Greater aquadynamic	33,750 GP	
SLOT none	CL 5th	WEIGHT —
Aura varies		

This sleek and mobile armor is magically streamlined to assist in swimming rather than making swimming more difficult, granting the wearer a +5 competence bonus on Swim checks for *aquodynamic* armor, a +10 competence bonus on Swim checks for *improved aquodynamic* armor, and a +15 competence bonus on Swim checks for greater *aquodynamic* armor.

CONSTRUCTION REQUIREMENTS**COST** varies

Aquadynamic	1,875 GP
Claws	7,500 GP
Eyes	16,875 GP

Craft Magic Arms and Armor, *freedom of movement*

BAG OF TRICKS, AQUAMARINE**PRICE**
4,500 GP

SLOT none	CL 4th	WEIGHT 1/2 lb.
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Aura faint conjuration

This *bag of tricks* (*Core Rulebook* 501) contains the following:

d%	Animal	Source
1-30	King crab	<i>Ultimate Magic</i> 117
31-60	Seal	<i>Bestiary</i> 5 113
61-80	Dolphin	<i>Bestiary</i> 88
81-90	Octopus	<i>Bestiary</i> 219
91-100	Squid	<i>Bestiary</i> 259

CONSTRUCTION REQUIREMENTS	COST 2,250 GP
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Craft Wondrous Item, *summon nature's ally* II

CORAL HIPPOCAMPUS FIGURINE OF WONDROUS POWER**PRICE**
6,000 GP

SLOT none	CL 19th	WEIGHT 400 lbs.
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Aura strong evocation and transmutation

When animated, this *figurine of wondrous power* (*Core Rulebook* 513) acts in all ways like a normal combat-trained hippocampus (*Bestiary* 2 155). The item can be used three times per week for up to 12 hours per use. When 12 hours have passed or when the command word is spoken, the *coral hippocampus* again becomes a tiny statuette.

CONSTRUCTION REQUIREMENTS	COST 3,000 GP
----------------------------------	----------------------

Craft Wondrous Item, *animate objects*

ELIXIR OF TWO WORLDS**PRICE**
5,000 GP

SLOT none	CL 15th	WEIGHT 1/2 lb.
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Aura strong transmutation

When a drinker willingly imbibes this elixir underwater, the *elixir of two worlds* transforms either a humanoid-shaped land-dwelling creature or a merfolk-shaped sea-dwelling creature instantaneously. A land-dweller's legs transform into a tail fin (granting him a land speed of 5 feet and swim speed of 40 feet) and he gains the aquatic subtype, while a sea-dweller's tail fin transforms into legs (granting him a land speed of 30 feet and no swim speed) and he loses the aquatic subtype. Because the drinker must imbibe it underwater, he must use a potion sponge^{ARG} or a potion sureseal bladder. Further, it's impossible to use *alchemical allocation*^{ARG} with this elixir. Only *miracle*, *wish*, or similar magic, or another *elixir of two worlds*, can reverse the elixir's effects.

CONSTRUCTION REQUIREMENTS	COST 2,500 GP
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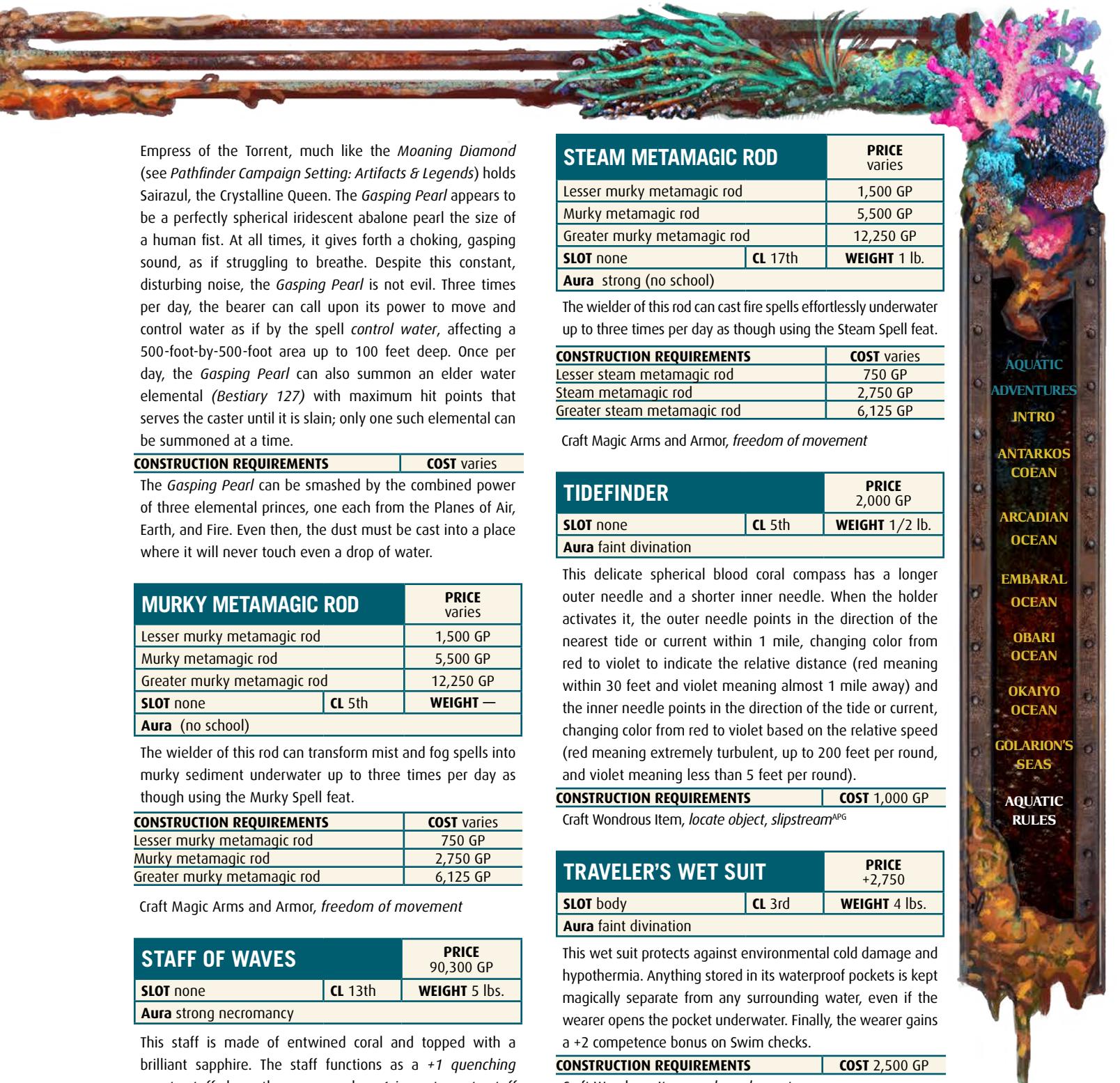
Craft Wondrous Item, *fins to feet*^{ARG}, *polymorph any object*

THE GASPING PEARL**MAJOR ARTIFACT**

SLOT none	CL 20th	WEIGHT 4 lbs.
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Aura overwhelming transmutation

Long ago, the tyrannical elemental lords waged war on their benevolent counterparts and imprisoned them in powerful, unique artifacts. This lost artifact imprisons Lysianassa,



Empress of the Torrent, much like the *Moaning Diamond* (see *Pathfinder Campaign Setting: Artifacts & Legends*) holds Sairazul, the Crystalline Queen. The *Gasping Pearl* appears to be a perfectly spherical iridescent abalone pearl the size of a human fist. At all times, it gives forth a choking, gasping sound, as if struggling to breathe. Despite this constant, disturbing noise, the *Gasping Pearl* is not evil. Three times per day, the bearer can call upon its power to move and control water as if by the spell *control water*, affecting a 500-foot-by-500-foot area up to 100 feet deep. Once per day, the *Gasping Pearl* can also summon an elder water elemental (*Bestiary* 127) with maximum hit points that serves the caster until it is slain; only one such elemental can be summoned at a time.

CONSTRUCTION REQUIREMENTS	COST varies
----------------------------------	--------------------

The *Gasping Pearl* can be smashed by the combined power of three elemental princes, one each from the Planes of Air, Earth, and Fire. Even then, the dust must be cast into a place where it will never touch even a drop of water.

MURKY METAMAGIC ROD		PRICE varies
Lesser murky metamagic rod		1,500 GP
Murky metamagic rod		5,500 GP
Greater murky metamagic rod		12,250 GP
SLOT none	CL 5th	WEIGHT —
Aura (no school)		

The wielder of this rod can transform mist and fog spells into murky sediment underwater up to three times per day as though using the Murky Spell feat.

CONSTRUCTION REQUIREMENTS	COST varies
Lesser murky metamagic rod	750 GP
Murky metamagic rod	2,750 GP
Greater murky metamagic rod	6,125 GP

Craft Magic Arms and Armor, *freedom of movement*

STAFF OF WAVES		PRICE 90,300 GP
SLOT none	CL 13th	WEIGHT 5 lbs.
Aura strong necromancy		

This staff is made of entwined coral and topped with a brilliant sapphire. The staff functions as a +1 *quenching quarterstaff* above the waves and a +1 *impact quarterstaff* below, and attacks with the staff of waves take no penalties for being bludgeoning melee attacks underwater. It allows use of the following spells:

- *Hydraulic torrent*^{APG} (1 charge)
- *Slipstream*^{APG} (1 charge)
- *Wave form* (2 charges)
- *Ride the waves*^{UM} (2 charges)
- *Vortex*^{APG} (3 charges)

CONSTRUCTION REQUIREMENTS	COST 45,300 GP
----------------------------------	-----------------------

Craft Staff, *hydraulic torrent*^{APG}, *ride the waves*^{UM}, *slipstream*^{APG}, *vortex*^{APG}, *wave form*

STEAM METAMAGIC ROD		PRICE varies
Lesser murky metamagic rod		1,500 GP
Murky metamagic rod		5,500 GP
Greater murky metamagic rod		12,250 GP
SLOT none	CL 17th	WEIGHT 1 lb.
Aura strong (no school)		

The wielder of this rod can cast fire spells effortlessly underwater up to three times per day as though using the Steam Spell feat.

CONSTRUCTION REQUIREMENTS	COST varies
Lesser steam metamagic rod	750 GP
Steam metamagic rod	2,750 GP
Greater steam metamagic rod	6,125 GP

Craft Magic Arms and Armor, *freedom of movement*

TIDEFINDER		PRICE 2,000 GP
SLOT none	CL 5th	WEIGHT 1/2 lb.
Aura faint divination		

This delicate spherical blood coral compass has a longer outer needle and a shorter inner needle. When the holder activates it, the outer needle points in the direction of the nearest tide or current within 1 mile, changing color from red to violet to indicate the relative distance (red meaning within 30 feet and violet meaning almost 1 mile away) and the inner needle points in the direction of the tide or current, changing color from red to violet based on the relative speed (red meaning extremely turbulent, up to 200 feet per round, and violet meaning less than 5 feet per round).

CONSTRUCTION REQUIREMENTS	COST 1,000 GP
Craft Wondrous Item, <i>locate object</i> , <i>slipstream</i> ^{APG}	

TRAVELER'S WET SUIT		PRICE +2,750
SLOT body	CL 3rd	WEIGHT 4 lbs.
Aura faint divination		

This wet suit protects against environmental cold damage and hypothermia. Anything stored in its waterproof pockets is kept magically separate from any surrounding water, even if the wearer opens the pocket underwater. Finally, the wearer gains a +2 competence bonus on Swim checks.

CONSTRUCTION REQUIREMENTS	COST 2,500 GP
Craft Wondrous Item, <i>endure elements</i>	

UNDERWATER (WEAPON SPECIAL ABILITY)		PRICE +1 bonus
SLOT none	CL 5th	WEIGHT —
Aura faint divination		

This ability can be placed only on a melee bludgeoning or slashing weapon. Melee attacks with the weapon don't take the usual -2 penalty for attacking underwater, and they deal full damage.

CONSTRUCTION REQUIREMENTS	COST +1 bonus
Craft Magic Arms and Armor, <i>freedom of movement</i>	

AQUATIC ADVENTURES
INTRO
ANTARKOS COEAN
ARCADIAN OCEAN
EMBARAL OCEAN
OBARI OCEAN
OKAIYO OCEAN
GOLARION'S SEAS
AQUATIC RULES

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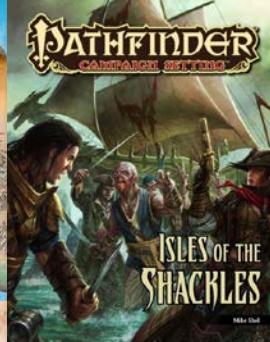


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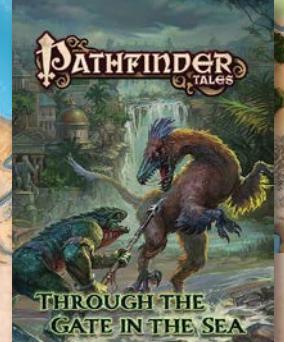
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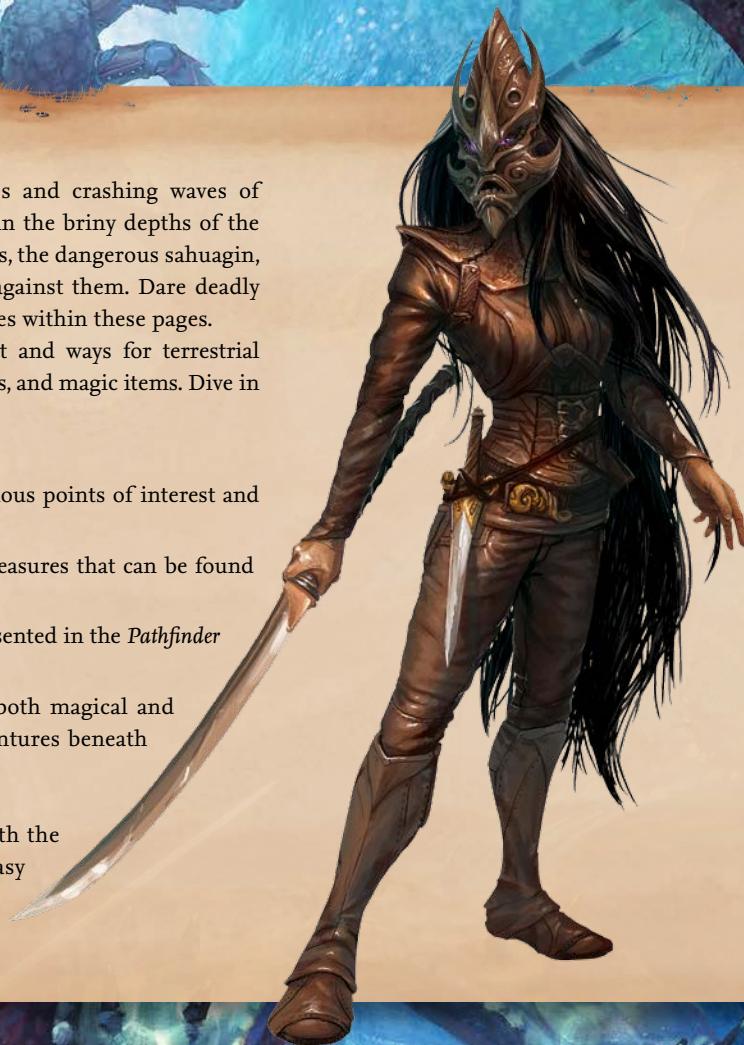
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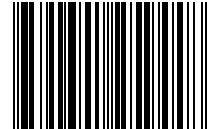
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