



CLOCKWORK
GOLEM
WORKSHOP

MASTERWORK CHARACTERS OUT OF THE DEEP



Requires the use of the Dungeons & Dragons Player's Handbook, Third Edition,
published by Wizards of the Coast, Inc.



Masterwork Characters: Out of the Deep

Humanity has always seen the ocean as a place of great power and danger. Many creation myths begin land rising out of the ocean depths and numerous stories speak of great floods that covered the Earth or cast down mighty civilizations such as Atlantis.

Despite its dangers, the ocean is also a place of freedom and romance. Those who ply the waves to make their living have often been envied or romanticized, be they great explorers or dastardly pirates. In fantasy literature it is a place of magic and wonder, often presented as a barrier between this world and the next.

For players and GMs looking for an interesting theme to attach to their next character or NPC, the ocean can be an excellent choice. Folk lore, mythology and fiction are all filled with characters who ply their living on the sea, or have strange and wondrous experiences when they embark upon the waves. Using the ocean as a theme can create a unique and interesting character, a goal that everyone strives for regardless of which side of the GM's screen they sit.

From the crude but dangerous humanoids known as Mako to the witch pirate, who lives free and wild wherever he roams; from the exotic great shell shield to the sudden blast of the *blinding spray* spell, *Out of the Deep* offers all the tools you need to create a memorable and exciting water-themed character for your next game.



A Henchman Production for Clockwork Golem Workshop

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Requires the use of the Dungeons & Dragons, Third Edition Core Books, published by Wizards of the Coast, Inc.

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Design Assumptions

The material presented here reflects the following assumptions about shore and ocean-themed characters:

- The ocean has been associated with both creation and destruction in mythology. These dual roles have been reinforced throughout history: the ocean provides food and nurture for many cultures, but also the threat of floods and tsunamis.
- The ocean has often been associated with mystery and secret knowledge. Many sea deities in the real world were believed to possess the gift of prophecy.
- The ocean was the world's first major route of travel and trade. Three thousand years ago, Phoenician merchants were trading as far afield as the British Isles.
- This book should offer material that reflects all facets of the ocean, mythological and historical.
- Finally, characters with an ocean-based theme must still be usable and effective in other environments.

People of the Deep: Mako

Found on isolated island chains far from the bustle of major civilizations, the Mako are a little-seen but often conjectured race of shark-like humanoids. Sailors who visit their distant islands have brought back many colorful and embellished tales of the Mako and their strange customs.

The origin of the Mako is unknown. According to their own legends, they were once indistinguishable from the sharks that swim in the waters around their islands. These tales speak of a time many centuries ago when a terrible disease swept the ocean, decimating the supplies of fish and causing massive starvation among their people. But then the wisest Mako leaders discovered a powerful enchantment that would offer them a new hunting ground: the land. So it was that the Mako left the ocean, never to return, though to this day they still live upon its shores.

In human lands, a more common tale is that the earliest Mako were originally normal sharks *awakened* by druids, who in turn became druids themselves and used their wild shape ability to come onto the land. Any human who repeats this story to the Mako had best hope their audience has a sense of humor.

Personality: Mako tend to be brusque and to the point. They have little patience for subtlety or deception, preferring to act directly and immediately. This isn't a case of honor or nobility: a Mako will seize any advantage they can, including attacking an opponent from surprise. It is simply that a Mako with an objective in mind usually employs the quickest and most direct route in getting there.

Most Mako are pragmatic and practical to the point of ruthlessness. They spare little time for emotion or sensitivity. Many still exhibit a predatory instinct, and will quickly identify and attack any sign of weakness from their opponents. In some cases this behavior extends even to signs of weakness in their friends and

allies, but such individuals are seen as aberrant by the majority of the other Mako.

Physical Description: Mako are squat, barrel-chested humanoids with short, thick legs and smooth gray skin. They have shark-like heads with wide, sharp-toothed jaws and small black eyes. Their hands and feet are slightly webbed, which makes them strong swimmers but prone to clumsiness.

Mako are hairless. Other than their reproductive organs, the only way most non-Mako can judge a Mako's gender is by the fact that females tend to be larger than males. The Mako themselves distinguish gender by scent.

Relations: Most Mako have limited contact with other races due to their isolated homes. They are most likely to have met aquatic humanoids such as sahuagin, merfolk or locathah. There are sometimes squabbles over fishing zones with the merfolk and locathah, and the Mako bear the sahuagin the ill-will common to most creatures not of that race.

The Mako's knowledge of land-dwelling races is limited to those whose ships have reached the Mako's islands. The Mako are usually cautious of outsiders, but willing to trade with those who seem honest. Those who identify themselves as foes of the sahuagin receive a warmer welcome than others.

Alignment: The pragmatism exhibited by Mako means that they tend toward neutrality with respect to good and evil. Most Mako see value in helping others for reasons of self-interest, rather than out of altruism or self-sacrifice. However, they *do* see it as having value.

Attitudes toward law and chaos are more widely varied, with some Mako favoring tradition and authority and others favoring freedom and independence.

Mako Lands: Mako communities are found on isolated islands or archipelagoes, most often in tropical or sub-tropical climates. The government of Mako lands rarely extends beyond individual settlements, with each village or tribe ruled by a single chieftain. The role of chieftain is not hereditary, and the position is filled by a candidate who has the most support amongst the able-bodied adults in the community. This method of rule should not be interpreted as any kind of democratic notions amongst the Mako: in their own words they simply "refuse to follow a fool just because of who her mother was."



Religion: The Mako have no gods of their own, and most of them find the whole concept of deities a little strange. Why would mighty beings such as gods bother with the affairs of mortals? Mako religious beliefs center on the natural world and the struggle for survival. Their religious leaders are commonly druids, though some clerics who do exist. Mako clerics often choose to follow philosophical ideals rather than specific gods.

Language: Mako speak Aquan. Only those Mako who regularly interact with peoples of other races bother to learn other languages such as Common.

Names: Mako given names tend to consist of two simple syllables, much like the name of the race itself. Unlike other races, the Mako use the same names for both male and female members of their people.

Living in small communities, the Mako do not commonly use family names. Instead they identify themselves by their clan or village. Such names are usually descriptive of the settlement's location, or a supposed virtue held by the members of that clan. Mako use these names interchangeably. For example, a Mako might refer to himself as "Tarko of Whitewater" or "Tarko of the Longtooth clan".

Mako Given Names: Bycher, Gandok, Naxxit, Sorlash, Tarko, Waygan

Mako Clan Names: Broadback, Eelbiter, Grimjaw, Longtooth, Racewater, Seahunter.

Race	Adulthood	Barbarian, Rogue, Sorcerer	Bard, Fighter, Paladin, Ranger	Cleric, Druid, Monk, Wizard
Mako	12 years	+1d4	+1d6	+2d6

Race	Middle Age	Old	Venerable	Maximum Age
Mako	30 years	45 years	60 years	+2d10 years

Gender	Base Height	Height Modifier	Base Weight	Weight Modifier
Male	3' 9"	+2d6	130 lb.	× (2d6) lb.
Female	4'	+2d6	150 lb.	× (2d6) lb.

Mako Settlement Names: Cavecliff, Foambank, Pinefloat, Reefside, Sandsedge, Whitewater.

Adventurers: The arrival of ships from faraway lands sometimes prompts individual Mako to take up the wandering life themselves. Many who take passage on such vessels drift into the profession of adventurer because such folk are less inclined to be intimidated by their appearance, and because it allows them to indulge the wanderlust that usually sparked their departure in the first place.

Mako Racial Traits

- +2 bonus to Constitution and a -2 penalty Intelligence. Mako are tough and robust, but have limited scholastic opportunities.
- Medium-sized: As Medium creatures, Mako have no special bonuses or penalties due to their size.
- Mako have short, thick legs. Their base land speed is 20 feet.
- -2 racial penalty to Spot and Search checks. Mako have weak eyesight.
- -2 racial penalty to Open Lock, Ride and Sleight of Hand checks, and -1 racial penalty to attack rolls with bows (including crossbows). Mako have thick, webbed fingers that make fine motor control difficult, and their short legs are ill-suited to riding.
- Scent: Mako make up for their substandard vision with extremely acute olfactory senses. They have the Scent extraordinary ability.
- +4 racial bonus to Swim checks. Mako are nearly as comfortable in the water as they are on land.
- +1 natural armor bonus. Mako have thick, tough gray skin.
- Jaws: Mako have powerful jaws with large, sharp teeth. They possess a natural bite attack that inflicts 1d4 points of damage.
- Strong Lungs: Mako can hold their breath for a number of rounds equal to three times their Constitution score before needing to make Constitution checks in order to continue holding their breath.
- Automatic Languages: Aquan. Bonus Languages: Common, Auran, Draconic, Elf, Sahuagin. Mako speak the language of the sea but do sometimes learn other tongues in order to communicate with visiting sailors or sea-going creatures. Note that Mako PCs are *not* automatically able to speak Common.
- Favored Class: Ranger. A multiclass Mako's ranger class does not count when determining whether they take an experience point penalty. Most Mako rangers take a shark as their animal companion.
- Level Adjustment: +0

Secrets of the Deep: Feats

The sea can be a dangerous place, and those who make their living on or near it must often develop new techniques and abilities to prosper and survive. Many of these abilities can also serve them well in other environments, as they produce a new trick their land-locked opponents have never encountered.

Some of the most successful of these techniques and abilities are described below.

Blood Rage

Like a shark, the scent of blood drives you into a frenzied attack.

Pre-requisites: Rage class ability

Effects: When you enter a rage, you may choose to make it a blood rage. A blood rage grants the same bonuses and penalties (including fatigue when it ends) as a standard rage. A blood rage lasts a number of rounds equal to your rage-improved Constitution modifier (minimum 1 round). While in a blood rage, if you inflict at least 3 points of damage on a living creature (after all damage reduction is taken into account) during a round, that round does not count toward the blood rage's duration. Thus, provided the character continues to spill blood every round, the rage could continue for an extended period.

Special: A character in a blood rage can deliberately harm themselves in order to prolong the rage. This requires a standard action and costs the character 3 hit points each round it is used.

Born to the Water

You are able to move in the water as naturally as on the land.

Pre-requisites: Strong Swimmer, Swim 10 ranks

Effects: You gain a swim speed equal to one half your normal speed. You can always choose to take 10 on a Swim check, even if distracted or endangered. You can use the run action while swimming, provided you swim in a straight line.

Special: If you have a racial bonus to Swim checks, you may reduce the required number of Swim ranks to gain this feat by the amount of your racial bonus. For example, a Mako (+4 racial bonus to Swim) would need only 6 ranks (10-4) in Swim in order to qualify for this feat.

Hydromancer

You have a magical connection to the elemental power of water.

Pre-requisites: Spellcaster level 1st+

Effects: Whenever you cast a spell with the Water descriptor (including summoning spells used to summon a creature with the water subtype) your caster level is treated as one level higher than normal.

Iron Lungs

You have trained yourself to hold your breath for a very long time.

Pre-requisites: Constitution 11+

Effects: You can hold your breath for twice as long as a typical member of your race before you need to make Constitution checks to continue holding your breath. Additionally, you gain a +1 bonus to saving throws against any inhaled or vapor-based attacks, such as inhaled poisons or *stinking cloud*.

Mariner

You have served for an extended period on a large ocean-going vessel.

Effects: The following three skills are always class skills for you: Climb, Profession (sailor), and Use Rope.

Special: This feat can only be taken at 1st level. GM's may wish to allow access to the Mariner feat at higher levels if characters have spent a significant amount of time on sailing vessels.

Net Mastery

Years of casting your net for fishing have left you a master of the net as a weapon.

Pre-requisites: Exotic Weapon Proficiency (net), Weapon Focus (net)

Effects: On a successful attack with your net, you may choose to initiate a grapple rather than entangling your opponent. You gain a +2 bonus on your grapple check due to your opponents constraints.

Normal: A target you hit with your net is entangled.

Special: If you are in your opponent's threatened area, you provoke an attack of opportunity as normal for initiating the grapple (unless you have the improved grapple feat). Once the grapple begins, your opponent cannot attack you, but can try to damage the net in order to get free.

Shore Folk

You have spent a long fending for yourself on the shores of a large body of water.

Effects: The following three skills are always class skills for you: Knowledge (nature), Survival, and Swim.

Special: This feat can only be taken at 1st level. GM's may wish to allow access to the Shore Folk feat at higher levels if characters have spent a significant amount of time living on the ocean shore.

Sirensong

Your song is as enchanting as the sirens who coax sailors into a watery grave.

Pre-requisites: Perform (sing) 10 ranks

Effects: To use this feat you must first sing for at least one full round. You may then choose a single character within earshot. This creature must make a Will save (DC 10 + 1/2 your number of ranks in the Perform (sing) skill) or walks toward you, taking the most direct route available. If the path leads into a dangerous area (into a ocean, through flame, off a cliff, or the like), that creature gets a second saving throw. Affected creatures can take no other actions other than to defend themselves. (Thus, a character cannot run away or attack but takes no defensive penalties.) Every time the creature is attacked, they gain a new saving throw against

the effect. A victim within 5 feet of you simply stands in place. The effect continues for as long as you sing and for 1 round thereafter. A bard's countersong ability allows the victim to attempt a new Will save.

You may use this ability once per day.

Special: Sirensong is a sonic, supernatural, mind-affecting ability. It has no effect on creatures that cannot hear, but it is not language-dependent.

You may take this feat multiple times. Each time you take it, you may use this ability an additional time per day.

Spear Fisher

Your people are taught to spear fish from the time they are children.

Pre-requisites: Proficiency with the shortspear, longspear, spear or javelin.

Effects: You are adept at striking downwards with a spear. You gain a +1 bonus to melee attack and damage rolls when you attack from higher ground while using a spear, shortspear, longspear or trident. You also gain this bonus when attacking prone opponents.

Strong Swimmer

You swim with unusual strength and speed.

Pre-requisites: Swim 5 ranks

Effects: You can move half your speed as move action when swimming, or your full speed as a full action.

Normal: You move one quarter your speed as a move action when swimming, or half your speed as a full action.



Up the Rigging

Your numerous trips up and down the rigging have made you a fast and agile climber.

Pre-requisites: Climb 10 ranks

Effects: You can climb at half your base movement rate without taking a penalty to the check. Additionally, you retain your Dexterity bonus to Armor Class while climbing.

Normal: You must take a -5 penalty to your check in order to climb at half your base movement rate, and you lose your Dexterity bonus to Armor Class while climbing.

Voyager

You have traveled to many distant ports on long sea voyages.

Effects: The following three skills are always class skills for you: Gather Information, Knowledge (geography), and Speak Language.

Special: This feat can only be taken at 1st level. GM's may wish to allow access to the Voyager feat at higher levels if characters have spent a significant amount of time traveling from port to port.

Weathered

A lifetime in the outdoors has left you with tough, leathery skin.

Pre-requisites: Base Fortitude Save +2, either Endurance *or* Toughness

Effects: You gain a +1 natural armor bonus to Armor Class. If you already have a natural armor bonus, this bonus increases by one.

Secrets of the Deep: Prestige Classes

Some characters have a connection with the ocean that goes beyond a few techniques they have learned in their time at sea. Instead, they forge entire careers based on the skills and abilities they have uncovered. Some of these careers are described below.

Coral Sage

The ocean has long had an association with both mystery and knowledge. Few surface dwellers can know what lies beneath its waves, while news of far-off lands and new discoveries often comes on far-ranging trading ships.

The coral sages are a loose organization of scholars who employ divination magic and first hand observations to uncover the secrets of the ocean.

Often looking more like life-long mariners than scholars, coral sages are avid pursuers of knowledge and lore. They seek out strange new places and environments, attempt to contact new and unknown races, and employ a wide variety

of divinatory spells in order to learn all that they can of everything they encounter.

Although coral sages are usually experienced ocean-going travelers, their thirst for knowledge is by no means limited to the sea, and many of them also travel widely on land. Wherever they go, a coral sage seeks to learn as much as they can.

Abilities: The coral sage's most important ability will always be their spellcasting ability score, but both Intelligence and Wisdom are important for their class skills. Even a Charisma-based caster who enters this class tends to have above-average intellect and mental discipline.

All coral sages are spellcasters of some kind, but druids and wizards are the most likely to pursue this profession. Sea or shore-dwelling druids are naturally drawn to the kind of studies practiced by a coral sage, while wizards of all stripes are used to seeking out knowledge and power.

Coral Sage (CSg) Level Progression

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per day
1 st	+0	+0	+0	+2	Coral Skin +1, <i>Scrying</i> Mastery	
2 nd	+1	+0	+0	+3	Prescient Action 1/day	+1 level of existing class
3 rd	+1	+1	+1	+3	Darkvision 60 ft.	+1 level of existing class
4 th	+2	+1	+1	+4	<i>Spellsight (Clairvoyance)</i>	+1 level of existing class
5 th	+2	+1	+1	+4	Coral Skin +1	+1 level of existing class
6 th	+3	+2	+2	+5	Prescient Action 2/day, <i>Spellsight (Scrying)</i>	
7 th	+3	+2	+2	+5	Combat Awareness	+1 level of existing class
8 th	+4	+2	+2	+6	<i>Spellsight (Prying Eyes)</i>	+1 level of existing class
9 th	+4	+3	+3	+6	Perceive Illusion	+1 level of existing class
10 th	+5	+3	+3	+7	Coral Skin +1, Prescient Action 3/day	+1 level of existing class

Most coral sages are human or half-elven, as these races have the inquisitive nature and ocean-going cultures necessary to produce coral sages, but halflings and gnomes also make gifted members of the class. Dwarves, with their affinity for earth rather than water, are rarely coral sages.

Training and Culture: All coral sages share a passion for knowledge and travel, although the motive behind these passions varies widely. Many coral sages simply have an endless curiosity and interest in the world around them, but there are others who pursue their knowledge with an ulterior motive. Some hope to make new discoveries that will be of benefit to the world, while others seek power and fame through their travels. Personal and professional rivalries are common between coral sages, especially when they have vastly different motivations.

Prospective coral sages are almost always self-taught. Members of this class travel widely and endlessly, and few are willing to divert time from their own quest for knowledge to teach another. When asked for such training, most will reply that "the best teacher is experience".

Hit Die: d4

Requirements

To qualify to become a coral sage, a character must fulfill all the following criteria:

Knowledge (arcana): 4 ranks

Knowledge (nature): 4 ranks

Spot: 4 ranks

Survival: 2 ranks

Feats: Spell Focus (divination), Weathered

Spells: able to cast *scrying*

Class Skills

The coral sage's class skills (and the key ability modifier for each) are Concentration (Con), Craft (Int), Decipher Script (Int), Gather Information (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (all skills, taken individually) (Int), Profession (Wis), Ride (Dex), Spellcraft (Int), Survival (Wis) and Swim (Str).

Psionic Coral Sage

If your campaign uses psionics, you can easily make the Coral Sage a psionic class as follows.

Requirements: To qualify to become a psionic coral sage, a character must fulfill the following criteria:

Knowledge (psionics): 4 ranks

Knowledge (nature): 4 ranks

Spot: 4 ranks

Survival: 2 ranks

Feats: Psionic Endowment, Weathered

Spells: able to manifest *remote viewing*.

Class Skills: Add Autohypnosis.

Class Abilities: Replace all references to "caster levels" with "manifest levels" and all references to "spells" to "powers". Change all spell-like abilities to psi-like abilities. Replace all references to *scrying* with *remote viewing*. Psionic coral sages do not have to pay an XP cost to manifest *remote viewing*. When using the spellsight ability, a psionic coral sage must pay 5 power points to manifest *clairvoyance*, 7 power points to manifest *remote viewing*, or 9 power points to manifest *prying eyes*.

Skill points per level: 4 + Int bonus

Class Features

All of the following are Class Features of the coral sage prestige class.

Weapon and Armor Proficiency: The coral sage gains no new weapon, armor or shield proficiencies.

Coral Skin: A coral sage's already tough and leathery skin becomes even more resilient, growing rough and almost stone-like in texture. Her natural armor bonus increases by +1. She gains this bonus again at 5th and 10th level, for a total bonus of +3.

Scrying Mastery (Su): A coral sage is an expert in the use of *scrying* techniques. When she casts a spell from the scrying subschool, the DC to resist her spell is increased by +1 (this bonus stacks with similar bonuses, such as that from spell focus). Additionally, a coral sage does not require material or focus components in order to cast *scrying*. The images from her spell simply appear in the air in front of her.

Prescient Action (Su): From 2nd level, a coral sage's skill with mystical divination and prediction has become so advanced that she can occasionally predict the actions of her opponents. Once per day, as a reaction to an opponent's action, the coral sage may give up her next turn in order to take a standard action. This action is resolved in the same way as if the coral sage had readied her action to respond to the opponent's action. The coral sage's initiative immediately changes to match the initiative at which she took her prescient action.

From 6th level, the coral sage can use this ability twice per day. At 10th level, she can use it three times per day.

A coral sage cannot use this ability while flat-footed.

Darkvision (Ex): At 3rd level, the coral sage's divinatory skills allow her to penetrate the darkness with ease. She gains darkvision with a range of 60 feet. If she already had darkvision, the range of her darkvision increases by 60 feet.

Spellsight (Sp): A coral sage of 4th level or higher can channel stored spell energy into divination spells that they haven't prepared ahead of time. She must "lose" a prepared spell of 3rd level or higher (or an unused spell slot of 3rd level or higher, if a spontaneous caster) in order to cast *clairvoyance*. From 6th level, she can "lose" a prepared spell of 4th level or higher (or an unused spell slot of 4th level or higher, if a spontaneous caster) in order to cast *scrying*. From 8th level, she can "lose" a prepared spell of 5th level or higher (or an unused spell slot of 5th level or higher, if a spontaneous caster) in order to cast *prying eyes*. All spells cast through this ability have a caster level equal to the coral sage's class level.

The coral sage does not need to know *clairvoyance* or *prying eyes* in order to use this ability: in fact, those spells do not even need to be on her class spell list.

Combat Awareness (Su): By 7th level, a coral sage's supernatural powers of perception allow her to keep track of her opponents, regardless of their position. Opponents who flank the coral sage do not gain the normal +2 bonus to their attack rolls. They do gain all other advantages of flanking, such as the ability to inflict sneak attack damage. Additionally, the coral sage ignores the Armor Class bonus granted to targets by anything less than total cover, and the miss chance granted to targets by anything less than total concealment. Targets with total cover or total concealment against the coral sage continue to receive the full benefits of these conditions.

Perceive Illusion (Su): A coral sage's exceptional perception sometimes allows her to penetrate an illusion as soon as she encounters it. Whenever a coral sage encounters an illusion that permits a Will save to disbelieve it, she may immediately make her saving throw without the need to study the illusion carefully or interact with it in some fashion. If the save fails, and the coral sage subsequently studies the illusion carefully or interacts with it, she gains a second saving throw.

Krakenslayer

The oceans are home to creatures of immense size and power: beasts that can tear a ship to pieces in a matter of seconds. Humanoids who travel upon the seas must either accept these dangers, or find some means of fighting them.

As their name suggests, krakenslayers have chosen the latter option. They are humanoid warriors who specialize in fighting and defeating creatures of much greater in size than themselves. They train in techniques that help them slip out of grasping tentacles, escape from gaping maws, and find the weakest spots in massive creature's body.

Originally the skills of the krakenslayer were taught only in ocean-going cultures, but it was soon discovered that their techniques are equally

effective against the great beasts of the land and air as well, and today there are some krakenslayers (though they often adopt a different title such as giantslayer or dragonslayer) who have never set foot on a ship at all.

Abilities: Krakenslayers need to be physically powerful and robust in order to contend with the giant creatures they face in combat. Strength, Dexterity and Constitution are all important ability scores for members of this class. The mental attributes are less important, and more than one wit has suggested that a lack of good sense might actually be a defining characteristic of most krakenslayers.

Fighters, barbarians and paladins are the most likely characters to become krakenslayers, though almost any class with a modicum of martial training is a suitable possibility: monks, rangers and rogues are all capable of becoming successful members of this class.

Krakenslayers can come from almost any small or medium-sized humanoid race that is regularly threatened by much larger creatures, but the robust physicality of half-orcs and dwarves makes them particularly well suited for the class.

Training and Culture: Most krakenslayers learn their skills from an existing master of the techniques, due to the extreme dangers of

learning them 'in the field', but there are few warriors in every generation who become krakenslayers by their own devices. Such individuals are deeply respected by other members of this profession.

Some powerful maritime nations maintain full-scale academies to train krakenslayers, and certain dwarven kingdoms are known to have similar schools for the training of specialized giantslayers, a profession for which they are very well-suited.

As individuals, most krakenslayers are 'larger than life': boisterous, loud and always ready for a challenge. Many are brave to the point of recklessness, a trait that sometimes causes conflicts with those around them.

Hit Die: d10

Requirements

To qualify to become a krakenslayer, a character must fulfill all the following criteria:

Base Attack Bonus: +5

Feats: Dodge, Improved Unarmed Strike, Improved Grapple, Mobility

Size: Small or Medium-sized humanoid

Special: Must have defeated a creature of huge size or larger (alone or as part of a group)

Class Skills

The krakenslayer's class skills (and the key ability modifier for each) are Climb (Str), Craft

Krakenslayer (Krn) Level Progression

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+2	+2	+0	Slippery Catch (grapple)
2 nd	+2	+3	+3	+0	Hard to Swallow I
3 rd	+3	+3	+3	+1	Vital Strike +1
4 th	+4	+4	+4	+1	Close Quarters (improved light weapons)
5 th	+5	+4	+4	+1	Hard to Swallow II, Slippery Catch (attacks of opportunity)
6 th	+6	+5	+5	+2	Vital Strike +2
7 th	+7	+5	+5	+2	Close Quarters (one handed weapons)
8 th	+8	+6	+6	+2	Hard to Swallow III
9 th	+9	+6	+6	+3	Vital Strike +3
10 th	+10	+7	+7	+3	Close Quarters (improved one handed weapons)

(Int), Escape Artist (Dex), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Listen (Wis), Ride (Dex), Survival (Wis), and Swim (Str).

Skill points per level: 2 + Int bonus

Class Features

All of the following are Class Features of the krakenslayer prestige class.

Weapon and Armor Proficiency: The krakenslayer gains no new weapon, armor or shield proficiencies.

Slippery Catch (Ex): A krakenslayer is adept at slipping out of the grasp of his enemies. He gains a +1 bonus per class level to any grapple check made to resist a grapple attempt, as well as on grapple checks or Escape Artist checks made to escape a grapple or a pin.

From 5th level, the krakenslayer also gains a dodge bonus on his Armor Class against attacks of opportunity caused when he moves out of or within a threatened area. This dodge bonus is equal to half his class level (rounded down).

A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses. Also, dodge bonuses stack with each other, unlike most other types of bonuses.

Hard to Swallow (Ex): Many huge creatures have the ability to swallow creatures whole. Krakenslayers learn techniques to help prevent this unpleasant fate. From 2nd level, they are treated as one size category larger than they really when determining whether a creature's Swallow Whole ability works against them. From 5th level, they are treated as two size categories larger, and from 8th level they are treated as three size categories larger.

Vital Strike (Ex): Krakenslayers learn to use their smaller size to allow them to get in close and strike at the vitals. From 3rd level, they gain a +1 bonus to their critical threat range when attacking a creature that is at least one size category larger than they are. For example, a krakenslayer wielding a longsword would threaten a critical hit on an 18-20, instead of the normal 19-20. The bonus to his threat range increases to +2 at 6th level, and +3 at 9th level.

Vital Strike stacks with either the improved critical feat or the *keen* weapon enhancement. The increase for vital strike is applied after the feat or enchantment. Thus a 9th level krakenslayer wielding a longsword would threaten a critical against larger creatures on a 14 or better (19-20, doubled to 17-20 for the feat or *keen* weapon, +3 for vital strike).

Close Quarters (Ex): Krakenslayers have a great deal of experience in fighting for their lives while being grappled. From 4th level, the krakenslayer is able to use a light weapon in grapple without suffering the normal -4 penalty to attack rolls. From 7th level, he has become so adept that he can use one-handed weapons while grappled, albeit with a -4 penalty to his attack rolls. At 10th level, his abilities improve still further, and he becomes able to use one-handed weapons without penalty while grappling.

Witch Pirate

Flamboyant, dashing and more than a little smug about their own abilities, witch pirates are the most feared - and idolized - sea and airborne raiders in the world. No opponent is too powerful, no target too well-guarded, and no act too audacious for a witch pirate to try it.

Gifted with powers over the wind and waves, not to mention an infinite confidence in her own abilities, the witch pirate is a daring renegade who lives her life free and wild. She brings that freedom and wildness to her combat skills, all but dancing past opponents' attacks to find the weak spots in their defenses.

Although no witch pirate ever has much regard for rules and regulations, they are by no means all black-hearted villains. Some rob from the rich to give to the poor; while others fight against tyrannical kings. Those that are evil, however, conduct their villainy with the same extravagance as they do everything else, and are among the most dangerous and bloodthirsty foes a hero can face.

Abilities: Charisma is vital to a witch pirate, as she needs it for her spellcasting. Dexterity (for protection in combat) and Intelligence (for skill

points) are also important, and all three of these abilities are useful for many of her skills.

Bards and rogues are the most likely classes to become witch pirates, though rangers, fighters and sorcerers are not uncommon candidates for the class.

Dwarves and half-orcs rarely have the carefree style and panache necessary to be a witch pirate. Halflings and humans are the most likely to join this class, with half-elves also having some affinity for witch piracy.

Training and Culture: Notorious for their daring escapades and devil-may-care attitude, the typical witch pirate is never happier than in the midst of a madcap chase through crowded city streets, in the thick of an acrobatic melee across her ship's rigging, or charming her way past the jailer of her prison cell as part of another daring escape. They love the thrill of danger, the notoriety and fame that come with it, and the rewards it brings.

Witch pirates are born, not trained: the wildness of spirit and risk-taking personality needed to excel in this class cannot be taught. There are usually fireworks whenever two witch pirates meet: either because they try to outdo each other in their exploits, or because they join forces to try and pull off an even more outrageous scheme than even they would normally attempt.

Hit Die: d6

Requirements

To qualify to become a witch pirate, a character must fulfill all the following criteria:

Alignment: non-lawful

Feats: Dodge, Mobility, Spring Attack

Knowledge (arcana): 2 ranks

Profession (sailor): 8 ranks

Special: must own a sea-going or airborne vessel intended for a crew of at least twenty

Class Skills

The witch pirate's class skills (and the key ability modifier for each) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Decipher Script (Int), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (arcana) (Int), Knowledge (geography) (Int), Knowledge (local) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Perform (Cha), Profession (Wis), Search (Int), Speak Language (n/a), Spellcraft (Int), Spot (Wis), Survival (Wis), Swim (Str), Tumble (Dex), Use Magic Device (Cha), and Use Rope (Dex).

Skill points per level: 6 + Int bonus

Witch Pirate (WPr) Level Progression

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per day			
						1st	2nd	3rd	4th
1 st	+0	+0	+2	+2	Summon Familiar, Crew	0	—	—	—
2 nd	+1	+0	+3	+3	Old Salt, Uncanny Dodge	1	—	—	—
3 rd	+2	+1	+3	+3	Sneak Attack +1d6	2	0	—	—
4 th	+3	+1	+4	+4	Scourge of the Seas	3	1	—	—
5 th	+3	+1	+4	+4	Pirate's Jig	3	2	0	—
6 th	+4	+2	+5	+5	Sneak Attack +2d6	3	3	1	—
7 th	+5	+2	+5	+5	Opportunist	3	3	2	0
8 th	+6	+2	+6	+6	Improved Uncanny Dodge	3	3	3	1
9 th	+6	+3	+6	+6	Sneak Attack +3d6	3	3	3	2
10 th	+7	+3	+7	+7	Witch's Jig, Slippery Mind	3	3	3	3

Class Features

All of the following are Class Features of the witch pirate prestige class.

Weapon and Armor Proficiency: The witch pirate is proficient with all simple and martial weapons, and with light armor but no shields.

Because the somatic components required for witch pirate spells are relatively simple, the witch pirate can cast witch pirate spells while wearing light armor without incurring the normal arcane spell failure chance. However, like any other arcane caster, a witch pirate wearing medium or heavy armor or using a shield incurs a chance of arcane spell failure if the spell in question has a somatic component. A multi-class witch pirate still incurs the normal arcane spell failure chance for arcane spells received from other classes.

Spells: Beginning at 1st level, a witch pirate gains the ability to cast a number of arcane spells. To cast a spell, a witch pirate must have a Charisma score of at least 10 + the spell's level, so a witch pirate with a Charisma of 10 or lower cannot cast these spells. Witch pirate bonus spells are based on Charisma, and saving throws against these spells have a DC of 10 + spell level + the witch pirate's Charisma bonus. When the witch pirate gets 0 spells per day of a given spell level she gains only the bonus spells she would be entitled to based on her Charisma score for that spell level.

The witch pirate's spell list appears below. A witch pirate casts spells just as a bard does.

Upon reaching 6th level, and at every even-numbered level after that (8th and 10th), a witch pirate can choose to learn a new spell in place of one she already knows. The new spell's level must be the same as that of the spell being exchanged, and it must be at least two levels lower than the highest-level witch pirate spell the witch pirate can cast. A witch pirate may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that she gains new spells known for that level.

Witch Pirate Spells Known

Level	Spells Known			
	1st	2nd	3rd	4th
1st	2 ¹	—	—	—
2nd	3	—	—	—
3rd	3	2 ¹	—	—
4th	4	3	—	—
5th	4	3	2 ¹	—
6th	4	4	3	—
7th	4	4	3	2 ¹
8th	4	4	4	3
9th	4	4	4	3
10th	4	4	4	4

1. Provided the witch pirate has sufficient Charisma to have a bonus spell of this level.

Summon Familiar: A witch pirate can call a familiar, just as a sorcerer or wizard can, except that they gain two additional options for the kind of familiar:

Familiar Special

Monkey	Master gains a +3 bonus on Climb checks.
Parrot ¹	Master gains a +3 bonus on Balance checks

¹ A parrot familiar can speak one language of its master's choice as a supernatural ability. Parrots have the same game statistics as a raven.

If the witch pirate has the ability to summon a familiar from another class, the levels of these classes stack for the purposes of determining the familiar's abilities.

Crew: the witch pirate is considered to have the leadership feat, but only for the purposes of attracting followers. She does not receive a cohort.

If the witch pirate ceases to own a sea-going or airborne vessel intended for a crew of at least twenty, she loses the Crew class ability until such time as she again owns an appropriate vessel.

If the witch pirate takes the leadership feat, she loses the Crew class ability, but gains a +4 bonus on her leadership score for the purposes of determining how many followers she receives

(she does not get any additional bonus for determining her cohort).

Sneak Attack: This is exactly like the rogue ability of the same name. The extra damage dealt increases by +1d6 every third level (3rd, 6th and 9th). If a witch pirate gets a sneak attack bonus from another source the bonuses on damage stack.

Old Salt: By 2nd level, the witch pirate has spent a great deal of time practicing the skills required by her profession. The witch pirate gains the Skill Focus feat in the class skill of her choice.

Uncanny Dodge (Ex): Starting at 2nd level, a witch pirate can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilized.

If a witch pirate already has uncanny dodge from a different class she automatically gains improved uncanny dodge (see below) instead.

Scourge of the Seas: A witch pirate's profession inevitably leads to trouble with the authorities. Wanted posters with her name on them might be flattering, but they also cause unwanted attention. From 4th level onwards, the witch pirate suffers a -2 circumstance penalty to any Disguise checks made in a country where she is wanted by the authorities.

All this unwelcome attention has its benefits, however. Her frequent brushes with the law grant the witch pirate a +2 bonus to all Escape Artist checks.

Opportunist (Ex): Once per round, a witch pirate of 7th level or higher can make an attack of opportunity against an opponent who has just been struck for damage in melee by another

character. This attack counts as the character's attack of opportunity for that round. Even a character with the Combat Reflexes feat can't use the opportunist ability more than once per round.

Pirate's Jig (Ex): Witch pirates are used to the chaotic, rapidly moving melee of shipboard combat. Commencing from 5th level, when performing a Spring Attack, the witch pirate's movement does not attract attacks of opportunity from any character.

Improved Uncanny Dodge (Ex): A witch pirate of 8th level or higher can no longer be flanked. This defense denies a rogue the ability to sneak attack the character by flanking her, unless the attacker has at least four more rogue levels than the target has witch pirate class levels.

If a character already has uncanny dodge (see above) from a second class, the character automatically gains improved uncanny dodge instead, and the levels from the classes that grant uncanny dodge stack to determine the minimum rogue level required to flank the character.

Slippery Mind (Ex): A 10th level witch pirate has the ability to wriggle free from magical effects that would otherwise control or compel her. If a witch pirate with slippery mind is affected by an enchantment spell or effect and fails her saving throw, she can attempt it again 1 round later at the same DC. She gets only this one extra chance to succeed on her saving throw.

Witch's Jig (Ex): At 10th level, the witch pirate who executes a Spring Attack may make a full attack action against the target of this spring attack.

Secrets of the Deep: Magic

The sea has long had an association with mystery, knowledge and power, and many scholars of the magical arts have turned their attention to the endless power of the ocean, seeking to harness it for their own ends.

Some of the lore discovered by these searchers of the deep is described below.

Witch Pirate Spell List

1st level: *animate rope*, *blinding spray**, *charm person*, *disguise self*, *jump*, *obscuring mist*, *warp wood*

2nd level: *cat's grace*, *fog cloud*, *gust of wind*, *landlubber's curse**, *quench*, *tongues*, *water wave**

3rd level: *alter self*, *control water*, *control winds*, *sleet storm*, *water breathing*, *water walking*, *waterspouts**

4th level: *air walk*, *commune with nature*, *control weather*, *crushing despair*, *fate's flow**, *legend lore*, *solid fog*

* new spells in this book

New Spells

Arms of the Kraken

Transmutation

Level: Drd 2, Sor/Wiz 3

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

Your arms transform into long, gray-black tentacles studded with bony, sucker-like plates. You gain two natural slam attacks with your tentacles, dealing 1d4 points of damage (1d6 if you are Large, or 1d3 if you are small) plus your Strength bonus. Your tentacles also give you a +10 foot bonus to your natural reach, and your tentacles can be used to make melee attacks

against any creature within your extended reach (including adjacent foes).

Your tentacles are natural weapons, so you are considered armed when attacking with them, and powers, spells and effects that enhance or improve natural weapons can affect them.

Your tentacles work just like the slam attack of many monsters. You can make an attack with one tentacle or a full attack with both tentacles at your normal attack bonus, replacing your normal attack routine. You take no penalties for two weapon fighting, and neither attack is a secondary attack. If your base attack bonus is +6 or higher, you do not gain any additional attacks—you simply have two slam attacks at your normal attack bonus.

You cannot cast any spell requiring a somatic component while under the effects of *arms of the kraken*.

Blinding Spray

Conjuration (Creation) [Water]

Level: Drd 1, Sor/Wiz 1, Witch Pirate 1

Components: V, S, M/DF

Casting Time: 1 standard action

Range: 15 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: Reflex partial (see text)

Spell Resistance: No

You conjure a wide spray of saltwater in a cone in front of you. Any creature in the area of the spray must make a Reflex save or be blinded for one round from the stinging salt in their eyes.

A creature that successfully makes the Reflex save is merely dazzled for one round.

Sightless creatures are not affected by *blinding spray*, nor is any creature with the aquatic subtype or water subtype.

Arcane Material Component: A drop of salt water.

Drowning Curse

Conjuration (Creation) [Water]

Level: Sor/Wiz 3**Components:** V, S**Casting Time:** 1 standard action**Range:** Close (25 ft. + 5 ft./2 levels)**Area:** 1 creature**Duration:** 3 rounds**Saving Throw:** Will negates, then Fortitude partial**Spell Resistance:** No

You attempt to conjure water directly into a creature's lungs. The creature gets a Will save to prevent this from occurring. If this save fails, the creature is must immediately make a Fortitude save. On a success, they are nauseated for one round, as they cough up the water in their lungs.

If the Fortitude save fails, the creature is immediately considered to be drowning. She falls unconscious (0 hp) immediately. In the following round, she drops to -1 hit points and is dying. In the third round, she drowns.

At any time while the creature is drowning, another character can try to assist them. The assisting character makes a Heal check as a standard action against the same DC as the saving throws. If the check succeeds, the spell's victim coughs up the water. She stabilizes at her current hit points and is no longer dying.

Creatures that do not need to breathe are not affected by *drowning curse*, nor are any creature with the aquatic subtype or water subtype.

Fate's Flow

Divination

Level: Drd 5, Witch Pirate 4**Components:** V, S, M, F**Casting Time:** 1 minute**Range:** Personal**Target:** You**Duration:** 1 round / 3 levels**Saving Throw:** None**Spell Resistance:** No

As you cast this spell, you pour a quantity of colored liquid into a free-flowing source of

water. You may then ask a series of questions that can be answered by a simple yes or no, to a limit of one question per three caster levels. You may ask one question per round. If you fail to ask a question in a round, the spell ends.

If the colored liquid flows with the current, the answer is 'yes'. If it flows against the current, the answer is 'no'. If you ask a question which cannot be answered by a simple yes or no, or where a yes or no answer would be misleading, you get an answer of 'no'.

Material Component: A pint of colored liquid, such as blood, wine or dyed water.

Focus Component: A natural source of water with a current, such as a stream, river or ocean.

Flame Ward

Abjuration

Level: Sor/Wiz 4**Components:** V, S, M**Casting Time:** 1 minute**Range:** Close (25 ft. + 5 ft./2 levels)**Area:** One 20-ft. square/level (S)**Duration:** 1 day/level**Saving Throw:** None or Will negates (see text)**Spell Resistance:** Yes

Flame ward protects an area from fire. It is commonly used on the decks and sides of war ships to protect them from incendiary attacks. For the duration of this spell, nonmagical fire does not damage the protected area, and any protected material cannot catch fire.

The protected area also gains spell resistance equal to 10 + your caster level against spells that have the fire descriptor.

Any elemental (fire) creature attempting to touch an area protected by *flame ward* must make a Will save. Failure indicates that they cannot touch the area for the duration of the spell. Note that as this protection relies on actual contact, a flying elemental could simply fly a few inches above the protected surface, if it wished to do so.

Material Component: A pint of water, which is splashed over the area to be protected.

Landlubbers' Curse

Illusion (Phantasm)

Level: Sor/Wiz 4, Witch Pirate 2**Components:** V, S, M**Casting Time:** 1 standard action**Range:** Close (25 ft. + 5 ft./2 levels)**Target:** 1 living creature**Duration:** 1 round/level**Saving Throw:** Will disbelief, then Fortitude negates**Spell Resistance:** Yes

You create the sensation of the ground lurching beneath the target's feet, rolling back and forth like it was the deck of a ship in the midst of a storm-tossed sea. They must make a Balance check (DC 15) every round or fall prone, and they suffer a -2 circumstance penalty to their Attack rolls and Armor Class. Spellcasters trying to cast a spell must make a Concentration check (DC 15 + spell level).

If the character fails the first Will save, they must then make a Fortitude save every round or be nauseated in addition to the penalties listed above.

Material Component: A pinch of salt and sand.

Soak

Conjuration (creation) [water]

Level: Drd 1, Sor/Wiz 1**Components:** V, S**Casting Time:** 1 standard action**Range:** Close (25 ft. + 5 ft./2 levels)**Area:** One 5 ft. square or one creature**Duration:** 1 minute/level (D)**Saving Throw:** None or Fortitude negates (see text)**Spell Resistance:** No

You can project an arcing stream of water from your hands. You can direct this stream at any square within range of the spell. If you douse a square as a standard action, any nonmagical fire in that square is automatically doused. Magical fire is not affected.

You may also choose to target a creature with the stream of water. If the target is unwilling, you must make a successful ranged touch attack to hit them.

The stream of water created by this spell does not have sufficient volume or pressure to harm most creatures, but will extinguish any nonmagical flames on them. Additionally, if you successfully *soak* a creature with the fire subtype, that creature must make a Fortitude save or suffer 1d3 points of damage.

You can turn the stream of water on or off as a free action on your turn.

Water Wave

Conjuration (Creation) [Water]

Level: Drd 2, Sor/Wiz 2, Witch Pirate 2**Components:** V, S**Casting Time:** 1 standard action**Range:** Close (25 ft. + 5 ft./2 levels)**Effect:** Wall of water up to 10 ft. long/level and 20 ft. high**Duration:** Instantaneous**Saving Throw:** Reflex negates**Spell Resistance:** No

This spell creates a towering wall of water in the area you specify. A *water wave* spell cast to materialize in a space occupied by a creature is disrupted, and the spell is wasted. The water appears where designated and immediately falls onto the 20 ft. area directly in front of it (falling away from the caster like a giant wave breaking on the beach). Any creature of up to Large size in the area that fails its Reflex save is knocked prone.

Creatures with more than two legs gain a +2 stability bonus to this save.

Against creatures with the fire subtype, this wave also deals 4d4 damage. A successful Reflex save reduces this damage by half.

This spell can also be used to put out fires that are totally within its area (automatic unless the fire is permanent or magical); or to lessen the effects of a larger fire by creating a very temporary "drench" zone. Creatures in the drench zone are protected from catching on fire

for one round per three caster levels. Creatures that were on fire in the area when the spell appeared are automatically put out. After this temporary reprieve, the fire continues as normal in the drench zone and elsewhere.

If the *water wave* suffers 30 points of cold damage in 1 round, the water freezes solid, becoming a *wall of ice* effect that is ½ inch thick per caster (of the *water wave* spell) level and has a Break DC of 8 + caster level; but otherwise conforms to the *wall of ice* spell (ice plane version). If the frozen *water wave* is broken, the frigid air dissipates in 1 round.



Waterspouts

Conjuration (Creation) [Water]

Level: Drd 3, Sor/Wiz 4, Witch Pirate 3

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: One or more 30-ft.-long vertical lines of water

Duration: 1 round/level

Saving Throw: Reflex negates, see text

Spell Resistance: No

Immediately upon completion of the spell, and once per round thereafter, you may call up a 5-foot-wide, 30-foot-long, vertical blast of water. The blast of water bursts up from the ground in a vertical stroke at whatever target point you choose within the spell's range (measured from your position at the time). Any creature in the target square or in the path of the blast must make a Reflex save or be caught in the blast and suffer 1d6 bludgeoning damage. Additionally, the creature must make a Strength check at the same DC as the Reflex save, or be lifted to the top of the blast and then dropped back to the ground, suffering normal falling damage.

A creature with a fly movement may opt to remain at the height of the blast, rather than falling back to the ground.

You need not call a blast of water immediately; other actions, even spellcasting, can be performed. However, each round after the first you may use a standard action (concentrating on the spell) to call a blast. You may call a total number of blasts equal to your caster level (maximum 10 blasts).

If you summon the blasts from a large body of water, such as the ocean or a large lake, each blast of water rises 50 feet into the air rather than 30 feet.

Incorporeal creatures and creatures with the water subtype are not affected by *waterspouts*.

Artifacts of the Deep

The demands and opportunities of life on and near the sea have led to the development of several new items of equipment, both magical and mundane. Some of the best known of these items are described below.

New Magic Arms & Armor

Aquatic Enhancement ('Driftwood')

A weapon with the *aquatic* enhancement grants its wielder a swim movement rate of 20 feet. The wielder can move through water at its swim speed without making Swim checks, and gains a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. The wielder can always choose to take 10 on a Swim check, even if distracted or endangered, and can use the run action while swimming, provided they swim in a straight line.

The *aquatic* enhancement does not grant any ability to breathe underwater.

Any wooden or mostly wooden melee weapon (such as a club, a bow, or a spear) can be given the *aquatic* enhancement. Weapons not normally made of wood or only partially of wood (such as a battleaxe or a mace) cannot receive this enhancement. This has led some to disparagingly dub it the 'driftwood' enhancement.

Aura: Moderate transmutation; *Caster Level:* 7th; *Prerequisites:* Craft Magic Arms and Armor, creator must have 8 ranks in Swim; *Market Price:* +7,000 gp

Crabshell Armor

This +2 *wild hide armor* is constructed of pieces taken from the shell of a giant crab, right down to the heavy pincers that cover each hand. These pincers help the character grip their weapon, granting a +10 bonus to any roll made to avoid being disarmed in combat. The pincers operate separately to the characters hands and do not interfere with the wearer's ability to cast spells or use skills.

A character wearing this armor can choose to deal lethal damage rather than nonlethal damage with unarmed strikes. These attacks are otherwise considered an unarmed attack.

Moderate transmutation; CL 9th; Craft Magic Arms and Armor, *baleful polymorph*, *summon nature's ally I*; Price 29,181 gp; Cost 14,681 gp + 1,160 XP.

Trident of Tides

This +1 *trident* acts as a *bane* weapon against all creatures with the fire subtype. It has tines of a strange green metal that is impervious to the effects of magical and natural rust. Even the attacks of a rust monster or a *rusting grasp* spell have no effect upon it. The tines and shaft constantly exude a small trickle of salt water.

The possessor of this weapon can rebuke, command or bolster water creatures as an 8th level cleric rebukes undead. This ability functions up to three times per day.

Additionally, the trident can be used to summon forth a torrential blast of water on command. The blast is a line with a range of 30 feet. Any creature in the area of effect must make a Reflex save (DC 13) or suffer 1d4 points of bludgeoning damage and be knocked prone. Those who make the save suffer no ill effects. Creatures with the fire subtype suffer double damage from this effect. There is no limit to the number of torrential blasts the trident can generate in a single day.

Moderate conjuration; CL 8th; Craft Magic Arms and Armor, *summon monster I* or *summon nature's ally I*, *control water*, *water wave*; Price: 57,195 gp; Cost 28,755 gp + 2,275 xp.

New Wondrous Items

Freshwater Flask

Most *freshwater flasks* take the form of a plain metal flask, although some have been known to look like leather waterskins, crystal decanters or

even an iron kettle. Whatever the form, the flask is capable of holding one pint of liquid.

Upon command, any liquid placed in the *freshwater flask* is converted into clean, pure fresh water. These devices are very popular with explorers and mariners, for whom a reliable supply of fresh water is absolutely vital.

Weak transmutation; CL 1st; Craft Wondrous Item, *purify food and drink*; Price 900 gp; Weight 1 lb.

Narawal's Horn

This great conch shell was the horn of the merfolk hero Narawal. When sounded as a standard action, the horn grants all allies of the owner a +1 morale bonus to attack and damage rolls for 5 rounds. This bonus increases to +2 if the character sounding the horn has at least 5 ranks in Perform (wind instruments). This ability can be used as often as desired.

Once per day, the owner of the horn can sound it as a call for aid. She may pick a number of creatures equal to the number of ranks she has in Perform (wind instruments), with a minimum of one character. Each of these creatures immediately becomes aware that the owner requires aid, as well as of her current position. Only creatures on the same plane of existence as the horn's owner can be contacted in this manner. The horn's owner must have met the characters to be contacted. Activating this power is a standard action.

Moderate evocation; CL 7th; Craft Wondrous Item, *sending*, creator must have 8 ranks in perform (wind instruments); Price 3,600 gp; Weight 2 lbs.

New Mundane Items

Hook

A hook is a tool used aboard ships, often for punching holes in canvas for ropes, or for getting a firm grip on heavy, slippery cargo. It

consists of a curved metal hook set at a perpendicular to a crosspiece grip.

A hook can also be used as a weapon. Usually the crosspiece is held in the fist, with the hook projecting between the wielder's fingers. Some sailors who have lost hands in accidents have been known to get hooks permanently attached to their stumps. In these cases, the character cannot be disarmed of the hook.

Great Shell Shield

These tower shields are constructed from a single, whole shell of a giant turtle. When made for a medium-sized creature, one of these shields is close to six feet long and three feet wide. While most tower shields are only slightly concave, a great shell shield has a much more pronounced curve, and is usually about half as deep as it is wide.

In addition to being tougher than the wood of a typical tower shield, the great shell shield can also be used as a makeshift coracle or canoe, capable of carrying one character of the same size category as the shield, plus an amount of gear equal to the weight of the shield itself. Thus a great shell shield sized for a medium sized character could carry that same character and up to 50 lb. of her gear, if used as a canoe. The coracle can be paddled at approximately one mile per hour.

Use of the great shell shield is covered by the tower shield proficiency. A druid with the tower shield proficiency can use a great shell shield without consequences to her class abilities, as it is not a metal shield.

Harpoon

A harpoon is a spear like weapon that can be used in melee combat or thrown. It has barbs on the head that allow it to hook into a creature's flesh.

New Armor

Shield	Cost	Armor/Shield Bonus	Maximum Dex Bonus	Armor Check Penalty	Arcane Spell Failure Chance	Weight
Great Shell Shield	90 gp	+4	+2	-10	50%	50 lb.

Most harpoons are tied to a length thick, strong rope (DC 20 Strength check to break) used to draw the shaft back should it miss its intended target. Most harpoons sized for small or medium creatures come with a 50 ft. long trailing rope, and the weapon cannot be throw further than this if the trailing rope is secured.

If you deal damage to an opponent with a harpoon, the shaft may lodge in the victim if the victim fails a Reflex saving throw against a DC equal to 10 + the damage dealt. Creatures of the same size as the harpoon and smaller move at only half speed and cannot charge or run while a harpoon is lodged in their body. If you control the trailing rope by succeeding at an opposed Strength check while holding it, the harpooned creature can only move within the limits that the rope allows. If the harpooned creature attempts to cast a spell, it must succeed at a Concentration check (DC 15) or the spell fails.

You can fasten the rope to a large object with a standard action. If you do this, the wounded creature is anchored to that point unless it has sufficient strength to drag the object or to break the rope (break DC depends on the type of rope).

The harpooned creature can pull the shaft from its wound if it takes a full-round action, but in so doing it deals 2d6 points of damage to itself.

Kraken Lance

A kraken lance has a long, slender shaft topped with a needle-like blade several feet in length. A kraken lance has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe.

As the name suggests, kraken lances are commonly used to engage krakens and other large sea creatures. Their long shafts help the wielder attack without coming too close to the monster's dangerous jaws.

A kraken lance is a two-handed martial weapon. If you use a ready action to set a kraken lance against a charge, you deal double damage on a successful hit against a charging character.

Sextant

A sextant is a navigational tool used to measure the angle of elevation of celestial objects above the horizon. They operate by merging two views. One view is of the sky, through the sextant's mirrors. The other view is of the horizon. The operator adjusts the arm until the lower edge of an image of a celestial body touches the horizon. The angle of elevation is then read from the scale, and this reading together with the time at which it was taken is used to determine the user's location.

A sextant grants a +2 bonus to Survival checks to avoid getting lost, provided you can see the sky in order to take your bearings.

New Adventuring Gear

Item	Cost	Weight
Sextant	15 gp	1 lb.

New Weapons

Simple Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight	Type
<i>Light Melee Weapons</i>							
Hook	3 sp	1d2	1d3	x2	—	1 lb.	Piercing
Martial Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight	Type
<i>Two-Handed Melee Weapons</i>							
Kraken Lance	10 gp	1d6	2d4	x3	—	12 lb.	Piercing or Slashing
<i>Ranged Weapons</i>							
Harpoon	3 gp	1d6	1d8	x3	10 ft.	6 lb.	Piercing

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