

# Pathfinder Player Companion Blood Of The Sea

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Sargava, the Lost Colony J. D. Wiker 2010-06-16 Learn this history of this desperate Chelish colony and the ancient traditions it upholds more strongly even than in the fallen homeland. Explore Eleder, the capital city of Sargava, and the many intrigues that keep it balanced on a knife's edge of extinction. Choose a campaign trait suitable to the Serpent's Skull or a host of jungle adventures, learn the secrets of the tribal beliefs of the Mwangi, and join one of several pirate clans prowling the colony's western shores in this invaluable player reference for the Pathfinder Roleplaying Game. Each volume of the Pathfinder Companion contains several player-focused articles exploring the volume's theme as well as short articles with innovative new rules for social, magic, religious, and combat-focused characters, as well as a persona section detailing helpful NPCs and traits to better anchor the player to the campaign.

Pathfinder Player Companion 2017-04

Pathfinder Player Companion Paizo Inc. Staff 2018-08 Dwarves, elves, gnomes, halflings, and other non-human peoples are staples of Golarion's population, and these groups are not monoliths. From Ekujae elves of the Mwangi Expanse to Pahmet dwarves of Osirion to bleaching gnomes, who exist in an emotional void, the non-human ethnicities of Golarion have cultivated rich traditions, specialized equipment, and adventuring skills. Delve deeper into your character's background with the many options in Pathfinder Player Companion: Heroes from the Fringe!

Blood of Fiends Hal MacLean 2012-04 They have been shunned and feared by society forever. Born of tainted bloodlines and raised in shameful secrecy, the tieflings of Golarion count among their ancestors some of the greatest evils of the Great Beyond. Yet not all tieflings succumb to the sinister compulsions of their evil blood - some strive to rise above the stereotype and become heroes in their own right. This Pathfinder sourcebook explores all that it is to be a tiefling, including not only an extensive discussion of tiefling culture and society, but also presenting numerous variations on the standard tiefling character. Rules for tieflings of specific fiendish heritages, new feats and magic, variant tiefling abilities and tiefling appearances, and new options for inquisitors, summoners, sorcerers, clerics and more await discovery in this Pathfinder Player Companion.

Pathfinder Campaign Setting Amber Scott 2013-02 Just as the Book of the Damned series documented the blasphemous denizens of Hell, Abaddon, and the Abyss, 'Chronicle of the Righteous' reveals the inhabitants of the goodly realms of Heaven, Elysium, and Nirvana, along with their demigod leaders, the Empyrean Lords. Discover the powers and agendas of some of the greatest forces of good in existence and join them in their endless struggle against evil.

Merchant's Manifest Paizo Publishing 2018-04 Some say that money makes the world go 'round, and it's Golarion's merchants who make this a reality. This player-focused volume examines commerce in the setting through the lens of important trade hubs such as Absalom, Goka, and Katapesh, where smart shoppers can secure myriad fine wares (presented here for players to purchase for their heroes). Want a piece of the profits? You'll also find information about the most successful trading companies that have developed specialized tools and techniques to make the biggest profits and outwit their competitors. Whether you're aiming to secure up a rare item, hire on with these organizations, or make your own fortune, Pathfinder Player Companion: Merchant's Manifest is your key to success.

Pathfinder Companion Steve Kenson 2010-08-18 The vile, hated orcs are the most common evil humanoid race of the Pathfinder world, the sword-fodder of countless celebrated heroes and daring adventurers. But they're also among the most populous civilized creatures on the planet, and their centuries-spanning conflicts with dwarves, elves, and humans form the pages upon which the history of mankind is written in blood. Pathfinder Companion: Orcs of Golarion provides Pathfinder RPG players everything they need to fight-or play-orc and half-orc characters, bringing this shadowy race to the savage forefront! Learn the secret history of this brutish race, from their first emergence from the Darklands into the sunlit world to the latest reports from the orcish realm of Belkzen and other important orc strongholds. Discover the physical and mental qualities of orcs and their half-breed kin, explore their unusual culture, and choose an appropriate campaign trait for your orc or orc-slaying player character. With extensive notes on orc religion and worship practices, orc tribal magic, and orc weapons, combat tactics, and rage powers, this Pathfinder Companion is an absolute necessity for any who would battle orcish evil-or revel in it! Each volume of the Pathfinder Companion contains several player-focused articles exploring the volume's theme as well as short articles with innovative new rules for social, magic, religious, and combat-focused characters, as well as a persona section detailing helpful NPCs and traits to better anchor the player to the campaign.

Pathfinder Campaign Setting Sean K. Reynolds 2011-08 Magic has suffused the Inner Sea region for thousands of years. This Pathfinder sourcebook takes a detailed look at the magical traditions of the Inner Sea, including rules for magic variants (from hideous fleshwarping rituals to the wild and unpredictable surges of primal magic), examinations of how magic is taught (be it in schools, temples, guilds, or secret societies), and how the spellcasters of the region have chosen to specialize in various forms of magic. Additionally, this book presents two, new oracle mysteries, 18 new archetypes for spellcasting classes, a pair of prestige classes (the cypher mage and the divine scion), and a wide selection of unique, unusual, and exciting new spells for all who would seek to master the art of magic.

Aquatic Adventures Paizo Staff 2017-07-11 There's plenty of adventure hidden under the gently lapping waves and crashing seas of Golarion. Many land-dwellers don't realize that a rich society and ecology exists in the briny depths of Golarion's oceans and seas. In this book you can learn more about merfolk nations and the dangerous sahuagin and other aquatic terrors that wage war with them and other peaceful aquatic humanoids. Find lost treasures and explore strange underwater cities within these pages. Furthermore, this book provides a wealth of rules for underwater combat and ways for terrestrial adventurers to adapt to an underwater environment, including new archetypes, feats, and magic items. Dive in to underwater adventure!

Pathfinder Adventure Path Mikko Kallio 2017-10-31 As the adventurers work to track down the missing colonists, the trail leads to a nearby island. There, the adventurers discover the submerged ruins of a cathedral dedicated to a now-dead god that has become a lair of an ichthyic monster and its cunning minions. The adventurers must fight their way through flooded chambers and vicious monsters to find the kidnapped colonists and learn the greater threat to the region and to humanity as a whole. "The Flooded Cathedral" is a Pathfinder Roleplaying Game adventure for 7th-level characters. The adventure continues the Ruins of Azlant Adventure Path, a delve into the lost past of humanity's first empire. Several new monsters, a look into the gods of ancient Azlant, and more information about the complicated construction of clockworks round out this volume of the Pathfinder Adventure Path. Each monthly full-color softcover Pathfinder Adventure Path volume contains an in-depth adventure scenario, stats for several new monsters, and support articles meant to give Game Masters additional material to expand their campaign. Pathfinder Adventure Path volumes use the Open Game License and work with both the Pathfinder RPG and the world's oldest fantasy RPG.

Halflings of Golarion Hal MacLean 2011-02 From the beginning of history, halflings have lived side-by-side with humanity, living in human cities, adopting human customs, and seeing to the common needs of humans as cooks, entertainers, and menials. At once hard working and lackadaisical, comfortable at home but willing to leave in an instant if the right opportunity comes along, halflings are a study in contrasts. They're also loyal, good-natured, and among the best companions an adventurer can have. And now, at long last, their secrets, culture, beliefs, and lore can be revealed! Pathfinder Player Companion: Halflings of Golarion provides Pathfinder RPG players everything they need to play halfling characters, bringing a race that all too often slips into the background front and center!

Pathfinder Player Companion Tork Shaw 2013-01-22

Pathfinder Player Companion Dennis Baker (Fantasy gamer) 2013-09 Seize the mythic might of the Pathfinder world with Pathfinder Player Companion: Mythic Origins! Expanding upon the incredible powers and world-shaking magic of the Pathfinder Roleplaying Game's newest hardcover, Mythic Adventures, this player-focused guide brings that arsenal of options into the Pathfinder world. Grant your characters a host of new abilities for every mythic path, feats, spells, magic

items, and more drawn from the Pathfinder campaign setting's wildest legends, forgotten histories, and otherworldly planes. Learn what it means to be a mythic hero in the Pathfinder world and, even if you don't have mythic power, how you can still benefit from (or even claim) such epic forces.

Faiths of Balance Colin McComb 2011-06-28 Between good and evil dwell some of the most interesting and involved gods of the Pathfinder world, from stern Abadar, god of cities, to vengeful Calistria, goddess of lust and revenge. This player-focused guide provides details on the history, dogma, and religious practices of those who follow deities who walk between darkness and light. Faiths of Balance includes key information on: Abadar, god of cities, wealth, merchants and law Calistria, goddess of trickery, lust and revenge Gorum, god of strength, battle and weapons Gozreh, god/goddess of nature, weather and the sea Irori, god of history, knowledge and self-perfection Nethys, god of magic Pharasma, goddess of fate, death, prophecy and birth Each volume of the Pathfinder Player Companion contains several player-focused articles exploring the volume's theme as well as short articles with innovative new rules for social, magic, religious, and combat-focused characters.

Dragon Empires Primer Tim Hitchcock 2012-02 Enter the mystical land of Tian Xia - the Dragon Empires - a new realm for players to explore. Player-friendly descriptions of more than two-dozen nations, new traits for each, details on five new character races (the birdlike tengu, the shapechanging foxlike kitsune, the shadow-wreathed wayang, the reptilian nagaji, and the spirit-bound samsaran), notes on local religions, new Asia-inspired archetypes, feats and martial arts styles, magic items, spells, and a system to track honor and dishonor provide numerous exciting character options. Each bimonthly Pathfinder Companion contains several player-focused articles exploring the volume's theme as well as short articles with innovative new rules for social, magic, religious, and combat-focused characters, as well as traits to better anchor the player to the campaign.

Pathfinder Player Companion: Familiar Folio Paizo Staff 2015-02-17 It's time to make your familiar more fearsome! Whether you're looking to give your familiar an archetype to make it a brutish battle companion, hoping to gain a familiar option for an unusual class like the paladin or barbarian, or just scouting for an expanded selection of familiars and improved familiars, the Familiar Folio has you covered. Featuring all-new items, spells, archetypes, and - of course - tons of familiars, this Pathfinder Player Companion is the perfect accessory for spellcasters as well as any Pathfinder player who fancies a fantastic, travel-sized friend for their character.

Pathfinder Player Companion Paizo Staff 2015-10-13 Unlock your inner potential with Pathfinder Player Companion: Occult Origins! Featuring brand-new rules and options for the six new occult character classes from the Pathfinder Roleplaying Game: Occult Adventures, this volume outlines ways to fit psychic characters into the Pathfinder campaign setting. Discover secrets of the mind from across the Pathfinder world, including archetypes tied to secret traditions, new occult rituals, psychic spells, magic items, and much more.

Pathfinder Player Companion Amber E. Scott 2012-02 Details on pirate strongholds, from the tropical isles of the Shackles to the Varisian city of Riddleport and beyond, present a wide range of options for freebooters, corsairs, scallywags, and even government-sponsored privateers throughout the Inner Sea region. Pirate-themed archetypes, new spells and magic, feats, piratical character traits, a pirate slang primer, and more await plunder in this player-friendly book!

Knights of the Inner Sea Gareth Hanrahan 2012-10-23 Answer the call to arms with the Pathfinder Player Companion: Knights of the Inner Sea! Join the fray as a noble Knight of Ozem, crush the servants of anarchy as a merciless Hellknight, slay the demons of the Worldwound as a veteran Mendevian Crusader, or take up the banner of any of Golarion's most esteemed knighthoods. Knights of the Inner Sea reveals the most stalwart martial orders of the Pathfinder Campaign Setting, with details supporting crusaders of any class and new options for all manner of knights - be their armor shining or jet black. Recruit a squire customized to your individual quest, make your steed more than just a horse with new mounts and equine breeds, adopt a knightly code of conduct to give your quest a cause, or take up a diverse array of spells and magic items designed empower knights - or destroy them! Whether you're an armored champion, a militant magic-user, or a slayer from the shadows, launch your character's crusade with the Pathfinder Player Companion: Knights of the Inner Sea!

War for the Crown Thurston Hillman 2018-02 As the entire capital city gathers to celebrate, conspiracy and stagnation rot the old empire of Taldor to its core! When a high-minded cabal of Senators and nobles try to steer their nation away from disaster, Emperor Stavian III himself orders a bloodbath in the Senate halls, trapping neophyte spies inside layer upon layer of magical security. As tensions rise and the emperor falls, can the heroes escape the forgotten halls beneath the Senate and save the heir to Taldor from an assassin's blade? And even then, can anyone prevent a civil war that will tear the Inner Sea's oldest nation apart at its rotting seams? "Crownfall" is a Pathfinder Roleplaying Game adventure for 1st-level characters. The adventure kicks off the War for the Crown Adventure Path, as players drag a once-grand nation kicking and screaming into the modern day, becoming legendary politicians, spymasters, and nobles in their own right. A selection of new monsters, a city gazetteer of Taldor's capital Oppara, a look at magical relics and the power they conceal, and an overview of the campaign round out this volume of the Pathfinder Adventure Path. Each monthly full-color softcover Pathfinder Adventure Path volume contains an in-depth adventure scenario, stats for several new monsters, and support articles meant to give Game Masters additional material to expand their campaign. Pathfinder Adventure Path volumes use the Open Game License and work with both the Pathfinder RPG and the world's oldest fantasy RPG.

Ruins of Azlant Amber E. Scott 2017-11-28 Death in the Depths On the trail of an ancient enemy, the heroes seek more information in a merfolk city teeming with intrigue just beneath the waves. They arrive to find a group of deep merfolk claiming that the city is in the path of a destructive sea monster. But this warning is nothing more than a ruse for the campaign's villain to uncover the location to a secret Azlanti military laboratory. The adventurers must carefully maneuver the social currents of the underwater city and unravel dangerous intrigue to get to the bottom of the merfolk's plot and discover where the ancient enemy is headed so they can stop it. This volume of Pathfinder Adventure Path continues the Ruins of Azlant Adventure Path and includes: -"City in the Deep," a Pathfinder RPG adventure for 10th-level characters, by Amber E. Scott. -A gazetteer of Talasanti, an underwater city populated by aquatic elves, merfolk, and other aquatic humanoids on the floor of the Arcadian Ocean, by Amber E. Scott. -An ecology of the graceful and mysterious merfolk, by Amber E. Scott. -An investigation into the reclusive elves of the Mordant Spire and a look at some of the tools they use when patrolling lost Azlant, by Mikko Kallio. -A collection of dangerous monsters, by Alex Greenshields, Mark Moreland, Tim Nightengale, and Amber E. Scott. the world's oldest fantasy RPG.

Qadira, Gateway to the East Brian Cortijo 2009-06-17 Dominating the southeastern reaches of the Inner Sea, the nation of Qadira is among the richest and most powerful of the region. Along its roads travel countless caravans and traders of exotic wares, infusing the regional markets with strange spices, unusual weapons, and exotic magic from the east. This Pathfinder Companion explores the nation of Qadira and its shining cities, and presents numerous options for player characters from the region, including new spells, new character traits, new magic items, and a new prestige class.

Well of Worlds Colin McComb 1994-09-01

Pathfinder Player Companion James Jacobs 2011-04 Humans guide the destiny of the Pathfinder world as adventurers, politicians, criminals, and kings. Now, for the first time, the Pathfinder Player Companion delves into the history, culture, and ambitions of Golarion's humans, from the near-extinct Azlanti and the decadent Taldans to the proud, primitive Kellids and Mwangi. New human-focused character traits and rules for near-human gillmen and half-breeds round out this definitive guide. Each volume of the Pathfinder Companion contains several player-focused articles exploring the volume's theme, as well as short articles with innovative new rules for social, magic, religious, and combat-focused characters.

Blood of the Coven Paizo Publishing 2017-10-31 Discover the mysteries of witchcraft and natural magic inside Pathfinder Player Companion: Blood of the Coven. Whether you've tapped into the magic of the wilds or you're a changeling who's inherited the blood of hags, now's your chance to indulge in some of the Pathfinder world's most enigmatic mystical secrets. New curses, hexes, and patrons further explore the witching world, while hosts of new archetypes, spells, magic items, rituals, and stranger practices unleash a cauldron of supernatural potential. Unlock the power inside your character and make the might of the coven yours to command!

People of the North Matthew Goodall 2013-03-05 Rugged lands and merciless cold breeds hard, cunning people who do what they must to survive. Such are the ways of the northlands of the Inner Sea region, and the fierce people of the deadly nations of Irrisen, the Lands of the Linnorm Kings, and the Realm of the Mammoth Lords. Learn the secrets of these brutal frontiers, whether as a master of icy magic, a hunter who tracks through the fiercest polar blizzards, or as one of the region's cunning natives, like the Ulfen vikings, savage Kellids, Erutaki hunters, or mysterious Snowcaster elves. The lands, people, magic, and secrets of this brutal frontier are yours to discover with Pathfinder Player Companion: People of the North.

Pathfinder Player Companion Alexander Augunas 2015-07-14 Call upon otherworldly powers and summon beings from beyond with Pathfinder Player Companion: Monster Summoner's Handbook! Featuring dozens of new feats, magic items, archetypes, and character options designed to grant you control over fantastic beasts or enhance your summoning prowess, this player-friendly volume contains everything you need to transform your adventurer into a herald of forces benign or malevolent, divine, or alien. Call upon never-before-seen creatures and claim all the tools you need to make yourself a true master of monsters!

Inner Sea Primer Colin McComb 2010-10-20 This beautiful, affordable volume of the Pathfinder Player Companion provides everything a player needs to know about the world of the Pathfinder Roleplaying Game. Short overviews of more than 40 nations of Golarion's Inner Sea region will help players choose a homeland for their character, with plenty of character traits to reward players for immersing themselves in the campaign world. Brief descriptions of the gods and religions of the Inner Sea expand the list of deities from the Pathfinder Core Rulebook and offer tips to help players pick an appropriate patron deity. Easy color reference maps on the book's inside covers give players an "at a glance" look at their world, allowing them to better chart their destinies. The Inner Sea Primer makes a perfect hand-out for GMs who need to get players up to speed on the campaign world and a perfect introduction to the world of the Pathfinder RPG!

Dragonkeeper Carole Wilkinson 2008-02 Ping is in hiding on the mountain slopes of Tai Shan, carrying out her promise to look after the baby purple dragon, Kai. But her peaceful life comes to an end when the imperial guards catch her, and

take her back to Ming Yang lodge. Does she have the strength to fulfil her destiny as the Dragonkeeper - and find sanctuary for Kai?

#### Elemental Masters Handbook

**Blood of Angels** Amber E. Scott 2012-08-14 Idolized and adored, but also regarded with jealousy and envy, the aasimars of Golarion count among their ancestors the greatest forces of good throughout the Great Beyond. They are the descendants of majestic angels, beatific celestials, and mysterious but kindly outsiders who have long sought to guide and protect the mortal realm. Yet merely having the blood of angels in your veins does not guarantee security in life, nor does it ensure a kindly soul - few villains are more despised than those who have wandered so far from grace as the fallen aasimar. A companion volume to *Blood of Fiends*, *Blood of Angels* explores all that it is to be an aasimar, including an extensive discussion of aasimar culture and society, but also presenting numerous variations on the standard aasimar character. Rules for aasimars of specific celestial heritages (angels, archons, agathions, azatas, garudas, and peris), new feats and magic, variant aasimar abilities and features, new options for bards, clerics, inquisitors, oracles, sorcerers, summoners, and more await revelation in this *Pathfinder Player Companion*!

**Pathfinder Player Companion** Paizo Staff 2019-06-11 The story's not over yet! The *Pathfinder Chronicles* detail exploits and discoveries from members of the *Pathfinder Society* from all over Golarion. These include tales of great heroes capable of fabulous feats of might, magical relics that grow in strength alongside the heroes that wield them, and forgotten magic locked away due its dangerous power. *Pathfinder Player Companion: Chronicle of Legends* is your chance to make these tales a reality with powerful new options for your character! This player-focused volume provides new class options, capstones, spells, and magic items to help you make the most of your character.

**Our Blood** Andrea Dworkin 1976

**Potions and Poisons** Paizo Publishing 2018-01-02 Good For What Ails You! Whether they're used to bolster heroes'abilities or take enemies out of the game, potions and poisons are key parts of many adventurers' arsenals. Far more options than simple healing draughts or strength-sapping toxins are available to savvy heroes, though, especially those ingenious enough to craft their own concoctions. *Pathfinder Player Companion: Potions & Poisons* offers a sea of new potions, elixirs, and stranger alchemical wonders for the discerning adventurer, plus heinous designer poisons. Class and character options for those who brew or regularly imbibe consumables round out these offerings. Inside this book you'll find: ? Feats and archetypes for races with an affinity for poisons, including gripplis, nagaji, and vishkanyas, plus the scorpion sorcerer bloodline for those with a toxic heritage. ? Archetypes for a variety of classes known for brewing or poisoning, including alchemists, rogues, and witches. ? Spells and feats specialized for potion brewing, plus drugs, elixirs, gear, poisons, and tinctures-alchemical remedies that produce potent effects but impair the user. This *Pathfinder Player Companion* is intended for use with the *Pathfinder Roleplaying Game* and the *Pathfinder* campaign setting, but it can be easily incorporated into any fantasy world.

**Varisia, Birthplace of Legends** F. Wesley Schneider 2012-09-04

**Pathfinder Player Companion: Blood of the Beast** Paizo Staff 2016-11-08 There are far more fantasy races than just elves and dwarves! *Pathfinder Player Companion: Blood of Beasts* delves into individual details about seven races: the feline catfolk, froglike grippli, fox-tailed trickster kitsune, snakelike nagaji, cunning ratfolk, raven-headed tengu, and monkeylike vanara. Information for each race includes an examination of their place in the world of Golarion, expansions of their racial options, and new player options that can be used by characters of many races such as the luck magic created by catfolk, and the ki powers perfected by vanaras. Each monthly 32-page *Pathfinder Player Companion* contains several player-focused articles exploring the volume's theme as well as short articles with innovative new rules for all types of characters, as well as traits to better anchor the player to the campaign. "

**Pathfinder Player Companion** Paizo Inc. Staff 2018-05 Though long vanished from Golarion, shreds of the world's greatest ancient civilizations live on in their descendants. This player-focused volume delves into the backgrounds of such scions, from humans who trace their lineage meticulously to ancient times to heroes whose connection to such civilizations manifest in surprising ways. From the mighty mechanical aptitude of the Jistka Imperium to the God-Kings of Ancient Osirion to the earliest days of more recently fallen empires, *Pathfinder Player Companion: Blood of the Ancients* provides racial traits, class options, spells, and wondrous items for those who draw their power from the past.

**Pathfinder Player Companion** 2018-10 Player characters who venture beyond the Material Plane face great danger--but also can draw great power from these fantastic locales. *Pathfinder Player Companion: Plane-Hopper's Handbook* offers player-facing tools for characters who adventure across the multiverse, from the gloom of the Shadow Plane to the fires of Hell to even stranger destinations. Plus, find options for characters whose ancestry traces to another plane, such as tieflings, aasimars, scions of the elemental planes, and more. Discover the wonders that await beyond with the *Plane-Hopper's Handbook*!

**The Inner Sea** James Jacobs 2011-04 The exciting world of the *Pathfinder Roleplaying Game* comes alive in this giant 320-page full-color hardcover campaign setting! Fully revised to match the new *Pathfinder RPG* rules, this definitive volume contains expanded coverage of the 40+ nations in the world of Golarion's Inner Sea region, from ruin-strewn Varisia in the north to the sweltering jungles of the Mwangi Expanse in the south to crashed sky cities, savage frontier kingdoms, powerful city-states and everything in between. A broad overview of Golarion's gods and religions, new character abilities, magic items, and monsters flesh out the world for both players and Game Masters. A beautiful poster map reveals the lands of the Inner Sea in all their treacherous glory. The two-time ENnie Award-winning *Pathfinder* world provides classic adventuring style and cutting-edge game design perfectly suitable for any fantasy roleplaying game!

**Pathfinder Player Companion** Amber E. Scott 2017-08-08 It Came from the Sea Whether from the dark depths of the ocean or azure tropical seas, heroes rise from beneath the waves. *Pathfinder Player Companion: Blood of the Sea* explores the mystical paths and strange abilities of sea-born adventurers. Discover the secrets of aquatic elves, gillmen, merfolk, tritons, and more. New magic items and spells aid aquatic characters and land-dwelling characters alike. A host of new archetypes, feats, and other options allow you to infuse your character with the power of the sea. Dive into *Blood of the Sea* and discover oceans of possibility! Inside this book you'll find: \* Archetypes for a variety of classes, such as the coral witch and the kraken slayer paladin, as well as a new cavalier order and bardic masterpieces, useful for characters in aquatic campaigns. \* Rules for playing nonstandard races like cecaelias, locathahs, and tritons, along with a collection of gear both magical and mundane that can help your heroes in the world beneath the waves. \* Advice on what to consider when your land-dwelling character must explore the depths, and tips on how aquatic characters can overcome the daunting challenges of adventuring on land. This *Pathfinder Player Companion* is intended for use with the *Pathfinder Roleplaying Game* and the *Pathfinder* campaign setting but can easily be incorporated into any fantasy world.