

Aqua Adept

An aqua adept dedicates herself to preserving the knowledge of the first lamias and ensuring her people's ancient connections to the natural world remain undisturbed. They serve as the keepers of the roots of the lamia people and as their protectors.

The aqua adept is an archetype of the cleric class, available only to lamia clerics.

Deity: Must worship a god or goddess that reveres water.

Summoning Spells: An aqua adept gains summon monster and summon nature's ally spells onto her spell list.

Domains: An aqua adept who chooses a domain must choose the Community or Water domain.

This ability modifies domains.

Amphibious (Su): At 1st level, the aqua adept gains the aquatic subtype and the amphibious universal monster ability, allowing her to breathe water or air.

This ability replaces aura of resolve.

Augment Summoning (Su): At 4th level, any creature with the water subtype the aqua adept summons with either summon monster or summon nature's ally gains the benefits of the Augment Summoning feat.

This ability replaces blessing of the faithful.

Resist Water's Call (Su): At 7th level, an aqua adept gains a +4 bonus on saving throws against the spell-like and supernatural abilities of outsiders with the aquatic or water subtype, fey with the aquatic or water subtype, and spells and effects with the [elemental: water] descriptor.

This ability replaces prayer.

Commune with Water Spirits: At 10th level, an aqua adept adds *commune* to her spell list.

This ability replaces armored mage (shield).