



"A massive sea serpent that effortlessly controls water and rules all who dwell in the oceans. The raging swell of his "Tidal Wave" is enough to consume even the fiercest of foes."

Table: Leviathan	
Class Level	Special
1 st	Limit Break
2 nd	Spinning Dive
3 rd	—
4 th	Water II
5 th	—
6 th	Tail Whip
7 th	—
8 th	Grand Fall
9 th	—
10 th	Waterga
11 th	—
12 th	Spring Water
13 th	—
14 th	Slowga
15 th	—
16 th	Whirlpool
17 th	—
18 th	Tidal Roar
19 th	—
20 th	Barracuda Dive

Limit Break (Su): At 1st level, Leviathan receives the Limit Break (Tidal Wave).

Tidal Wave (Su): Leviathan brings up a massive tsunami, washing away nearby foes. Enemies within 30 feet of the avatar take 1d6 points of water damage per summoner level, with a Reflex save (DC 10 + half of the summoner's level + Leviathan's Constitution modifier) for half damage.

Spinning Dive (Ex): At 2nd level, as a standard action, Leviathan adds a spin to its slam attack. It makes a slam attack at a -5 penalty that deals triple damage.

Water II (Sp): At 4th level, Leviathan is able to cast *Water II* like the spell. This is a spell-like ability and consumes 2 MP from the summoner.

Tail Whip (Ex): At 6th level, as a standard action, Leviathan launches a powerful tail slap. If the attack is successful, the attack deals double damage and the target must make a Fortitude save (DC 10 + half of the summoner's level + Leviathan's Charisma modifier) or be stunned for 1 round.

Grand Fall (Su): At 8th level, as a standard action, Leviathan can launch a blast of water as a ranged touch attack roll against a target within 30 feet. If the attack is successful, the target takes 7d6 points of water damage and must make a successful Constitution save (DC 10 + half of the summoner's level + Leviathan's Strength modifier) or be knocked prone.

Waterga (Sp): At 10th level, Leviathan is able to cast *Waterga* like the spell. This is a spell-like ability and consumes 5 MP from the summoner.

Spring Water (Su): At 12th level, Leviathan cleanses nearby allies with healing water as a standard action. All allies within 30 feet are healed for 10d6 points of damage and are cured of all negative status effects. This consumes 5 MP from the summoner. Blue mages may learn this ability as a 5th level spell (Knowledge: Planes DC 25).

Slowga (Sp): At 14th level, Leviathan is able to cast *Slowga* like the spell. This is a spell-like ability and consumes 6 MP from the summoner.

Whirlpool (Su): At 16th level, Leviathan awakens a pool of water that roots his target in place within 50 ft. Any creatures within 15 feet-radius of the target take 10d6 points of water damage and are inflicted with Immobilize status effect. All creatures within the area of effect must make a Will save (DC 10 + half of the summoner's level + Leviathan's Dexterity modifier) to half the damage and negate the status effect. This consumes 6 MP from the summoner. Blue mages may learn this ability as a 6th level spell (Knowledge: Planes DC 27).

Tidal Roar (Su): At 18th level, Leviathan sends out an echoing roar lowering all nearby creatures' combat prowess within a 30-ft.-radius. Creatures within the area of effect are shaken and inflicted with a penalty to Attack rolls equal to 1d4 + Leviathan's Dexterity modifier for 1d4+1 rounds unless they succeed a Will save (DC 10 + half of the summoner's level + Leviathan's Charisma modifier) to negate it. This consumes 6 MP from the summoner. Blue mages may learn this ability as a 6th level spell (Knowledge: Planes DC 27).

Barracuda Dive (Su): At 20th level, as a full-round action, Leviathan leaps up into a spinning dive that makes a whirling water splash, dealing 15d8 points of water damage in 50-ft.-radius around himself. Creatures within the area of effect must make a Reflex save (DC 10 + half of the summoner's level + Leviathan's Dexterity modifier) for half damage.