

Sahagin

These amphibious beastmen reside mainly on the western coastline of the island of Elshimo. They spend the majority of their time practicing primitive fishing techniques to provide an ample supply of shellfish for their survival. Other than to protect their territory, the sahagins rarely interact with other races. Before the Great War, they adamantly refused invitations by the Shadow Lord to join the beastmen armies--until he convinced them that the steamships of Bastok would eventually destroy their environment. During the war, the sahagins used their sea maneuvering abilities to attack even the strongest ships in the allied fleet, and were feared by all seafaring soldiers. After the flames of battle had been extinguished, the sahagins cut off all ties to the other beastmen and returned to their secluded way of life. Apart from limited trading with Norg--they often trade shellfish for metal trinkets salvaged by the pirates--the sahagins have little contact with the outside world. Finally, many of the sahagins worship the elements, and have made deities out of sea serpents and oddly shaped stones within their grotto.

Sahagin Racial Traits

- **Ability Score Racial Traits:** While sahagins are powerful and cunning, they are repulsive creatures. They gain +2 Strength, +2 Wisdom, and -2 Charisma.
- **Size:** Sahagins are Medium creatures and have no bonuses or penalties due to their size.
- **Type:** Sahagins are Humanoids with the aquatic subtype.
- **Base Speed:** Sahagins have a base speed of 30 feet and a 30 foot swim speed.
- **Languages:** Sahagins begin play speaking Sahagin and Common. They can only learn any of the other beastmen languages.

Defense Racial Traits

- **Bond to the Depths:** Sahagins gain a +2 dodge bonus to AC when in shallows and deep water terrain.
- **Mist Child:** Deriving from the oceans and fog, whenever a sahagin has concealment or total concealment, the miss chance of attacks against her increases by 5%.

Feat and Skill Racial Traits

- **Amphibious:** Sahagins have been blessed by their god, allowing them to breathe both in and out of the water making it ideal to fish and gather materials off of the sea floor for trading purposes.
- **Martial Weapon Proficiency (Trident):** Sahagins have been trained at birth to use tridents in hand to hand combat. They have been known to track and board trading ships throughout the generations and some have formed pirate crews to attack said ships.

Offense Racial Traits

- **Bite:** Sahagins have a natural bite attack that deals 1d4 points of damage. This bite is a primary attack, or a secondary attack if the creature is wielding manufactured weapons.
- **Claws:** Sahagins have two claw attacks that deal 1d4 points of damage. These are primary natural attacks.
- **Water Gun:** Once per day, sahagins are able to cast Water Gun using their Intelligence modifier for the saving throw and their level as the caster level.

Senses Racial Traits

- **Low-Light Vision:** Only diving down to the shallows for trinkets and food, they can see twice as far as a hume with normal vision in conditions of dim light.

Alternate Racial Traits

The following alternate racial traits may be selected in place of one or more of the standard racial traits above. Consult your GM before selecting any of these new options.

- **Aquatic Summoner:** It is forbidden to summon when the elder is not present but its even more of a crime to summon non-aquatic creatures. When summoning a creature with the water subtype with a summon spell, increase the duration of that spell by 2 rounds. This racial trait replaces bond to the depths.
- **Darkvision:** Some sahagins favor the lightless depths of caverns and shallow waters. Sahagins with this racial trait gain darkvision with a range of 60 feet and light sensitivity. This racial trait replaces low-light vision.
- **Deepsight:** Sahagins are specially adapted to the lightless depths of the oceans, but not to air-filled environments. They can see in the dark up to 120 feet while underwater, but do not gain this benefit out of water. This racial trait replaces low-light vision.
- **Hydrated Vitality:** When a sahagin is damaged and is close to water, it can say a short prayer to its deity and gain fast healing 2 for 1 round anytime they submerge completely within a body of natural salt water, fresh water, or brackish water. Stagnant, poisoned, or trapped water (such as water within an artificial pit or a bag of holding) does not activate this ability. Sahagins can heal up to 2 hit points per level per day with this ability, after which it ceases to function. This racial trait replaces exotic weapon proficiency (trident) and mist child.
- **Tempered:** Those who are followers of their false God gain 5 water or ice resistance. This racial trait replaces bond to the depths and mist child.

Variant Sahagin Heritages

Although many sahagins follow the general model of the standard sahagin, many more do not. Those of different lineages may evince dramatically different manifestations of their heritage, both in appearance and in ability. Here are 2 different potential heritages for sahagin PCs. If you choose to use a specific bloodline instead of the general rules for creating a sahagin, you should work with your GM to ensure that your character's appearance reflects that bloodline.

- **Alternate Spell-like Ability:** While most sahagins are able to use Water Gun as a spell-like ability, those of the variant heritages listed below gain a different spell-like ability.

Table: Variant Sahagin Heritages

Heritage	Ability Modifiers	Alternate Ability	Description
Desert Sahagin	+2 Str, +2 Int, -2 Con	A desert sahagin gains Mud Gun as a spell-like ability, once per day.	Unlike most of their kin, those from Conde Petie hold forests and sunlight sacred, and tend to live above the ground.
Swamp Sahagin	+2 Str, +2 Wis, -2 Int	A swamp sahagin gains Blood Drain as a spell-like ability, once per day.	This sahagin tribe lives in the lowlands, preferring shallow and non-sea water over the deep-sea waters.

Racial Feats

The following feats are available to a sahagin character who meets the prerequisites.

- Waterbonded

Racial Archetypes

The following racial archetypes are available to sahadins:

- [Sahagin Adept](#) (Druid; Sahagin)
- [Wave Warden](#) (Geomancer; Sahagin)

Favored Class Options

The following favored class options are available to all characters of this race who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

- **Beastmaster:** Add +1 hit point or +1 skill rank to the beastmaster's aquatic animal companion. If the beastmaster ever replaces his aquatic companion, the new aquatic companion gains these bonus hit points or skill ranks.
- **Berserker:** Add +2 temporary hit points while raging in or near the water.
- **Black Mage:** Add +1/2 point of water damage to spells that deal water damage cast by the black mage.
- **Dragoon:** Add +1/6 to reduce armor check penalty and increase maximum Dexterity bonus when wearing armor.
- **Druid:** Add a +1 bonus on wild empathy checks to influence animals and magical beasts with the aquatic subtype.
- **Geomancer:** Add +1/2 to the bonus on initiative checks the geomancer gains based on favored terrain.
- **Summoner:** Add 10 feet to the range of the avatar's life link ability while in the water. If the avatar's base form is aquatic, this bonus is applied when out of the water also.