

Wave Warden

The wave warden patrols beneath the sea, preserving the safety and secrets of Sahagin communities. Though he fares best beneath the water, dry land is no haven to his quarry.

The wave warden is an archetype of the geomancer class, available only to sahagin geomancers.

Deep Sentinel (Ex): At 1st level, a wave warden adds half his level (minimum +1) on Perception checks made to notice creatures underwater.

This ability replaces nature sense.

Aquatic Prowess Feat (Ex): At 2nd level and every four levels thereafter, a wave warden selects a bonus feat that improves his prowess in aquatic environments. He can choose these feats even if he does not meet the prerequisites. Initially, he may choose from the following feats: Dodge, Mobility, Net Adept, Net and Trident, Net Maneuvering, Precise Shot, Rapid Reload, Sea Hunter, and Two-Weapon Fighting.

At 6th level, he adds Improved Two-Weapon Fighting, Net Trickery, and Spring Attack to the list.

At 10th level, he adds Greater Two-Weapon Fighting and Improved Precise Shot to the list.

This ability replaces leylines.

Favored Terrain (Ex): At 3rd level, a wave warden gains water as a favored terrain. At 8th level and every five levels thereafter, his bonus in aquatic terrain increases by +2. He does not gain additional favored terrains.

This ability otherwise functions like the standard geomancer's favored terrain ability and replaces that ability.

Seaborn (Ex): At 5th level, a wave warden may move through any sort of aquatic growth (such as coral or seaweed) or across a wet surface at his normal speed and without taking damage or suffering any other impairment. Obstacles that are enchanted or magically manipulated to impede motion still affect him.

This ability replaces endure elements.

Watery Summons (Sp): At 9th level, a wave warden can summon allies once per day as a full-round action. This functions as *summon nature's ally III*, except it can only be used to summon creatures with the aquatic or water subtypes. At 11th level, this ability improves to *summon nature's ally IV*, with this progression continuing every three levels thereafter.

This ability replaces the earth speaks.