

RUINS OF AZLANT 2E PLAYER'S GUIDE

GM NOTES

- * indicates a homebrew/houserule element.
- ** indicates a limited option, subject to GM approval.

ANCESTRIES

AZARKETI**

- **All Azarketi** Amphibious; Swim Speed 30 feet
- **Inured** You can survive outside of water for 72 hours before you begin to suffocate.
- **Mistbreath** You do not need to be immersed in water every 24 hours, unlike other Azarketi.
- **River** Swim Success => Critical Success
- **Tactile** Wavesense (imprecise) 30 feet
- **Thalassic** When you make an Athletics check to Swim, you can choose to get an automatic success instead of rolling.*

KASHRISHI

- **Lethoci** +2 circumstance bonus to Athletics to Swim; Swim Critical Failure => Failure

KOBOLD

- **Tunnelflood** Swim Speed 15 feet

LIZARDFOLK

- **Wetlander** Swim Speed 15 feet

LESHY

- **Lotus** Walk on Water
- **Seaweed** Swim Speed 20 feet

ORC

- **Rainfall** +2 circumstance bonus to Athletics to Swim

SHOONY

- **Paddler** Swim Success => Critical Success

STRIX

- **Shoreline** Underwater Marauder Feat

TENGU

- **Wavediver** Swim Speed 15 feet

NOT ALLOWED

- **Poppet**
- **Skeleton**
- **Sprite**

VERSATILE HERITAGES

CHANGELING

- **Brine May** Swim Success => Critical Success; If you end your turn in water without having succeeded at a Swim action that round, you don't sink.

UNDINE**

- Amphibious; Swim Speed 10 feet

NOT ALLOWED

- **Beastkin**
- **Dhampir**
- **Reflection**

BACKGROUNDS

ADVENTURE PATH BACKGROUNDS

- **Athletic** Choose two ability boosts. One must be to Strength or Constitution, and one is a free ability boost. You're trained in the Athletics skill, and the Farming or Labor Lore skill. You gain the Hefty Hauler skill feat.
- **Azlanti Scholar** Choose two ability boosts. One must be to Intelligence or Wisdom, and one is a free ability boost. You're trained in the Occultism skill, and the Azlant Lore skill. You gain the Multilingual skill feat and learn Azlanti as one of the languages granted by this feat.
- **Eagle Knight Recruit** Choose two ability boosts. One must be to Strength or Charisma, and one is a free ability boost. You're trained in the Intimidation skill, and the Underworld or Warfare Lore skill. You gain the Intimidating Glare skill feat.
- **Employee** Choose two ability boosts. One must be to Dexterity or Charisma, and one is a free ability boost. You're trained in the Diplomacy skill, and the Legal or Mercantile Lore skill. You gain the No Cause for Alarm skill feat.
- **Expert Explorer** Choose two ability boosts. One must be to Dexterity or Constitution, and one is a free ability boost. You're trained in the Survival skill, and the Sailing or Scouting Lore skill. You gain the Experienced Tracker skill feat.
- **Following in the Footsteps** Choose two ability boosts. One must be to Wisdom or Charisma, and one is a free ability boost. You're trained in the Society skill, and the Genealogy or Heraldry Lore skill. You gain the Hobnobber skill feat.
- **Healthy** Choose two ability boosts. One must be to Strength or Constitution, and one is a free ability boost. You're trained in the Medicine skill, and the Herbalism or Mining Lore skill. You gain the Battle Medicine skill feat.
- **Pathfinder Recruit** Choose two ability boosts. One must be to Intelligence or Charisma, and one is a free ability boost. You're trained in the Deception skill, and the Guild or Legal Lore skill. You gain the Lengthy Diversion skill feat.

- **Resourceful** Choose two ability boosts. One must be to Intelligence or Wisdom, and one is a free ability boost. You're trained in the Crafting skill, and the Art or Scribing Lore skill. You gain the Quick Repair skill feat.
- **Seasoned Hunter** Choose two ability boosts. One must be to Strength or Dexterity, and one is a free ability boost. You're trained in the Nature skill, and the Fishing or Hunting Lore skill. You gain the Natural Medicine skill feat.
- **Set Mind** Choose two ability boosts. One must be to Constitution or Wisdom, and one is a free ability boost. You're trained in the Arcana skill, and the Academia or Games Lore skill. You gain the Arcane Sense skill feat.
- **Skillful** Choose two ability boosts. One must be to Dexterity or Intelligence, and one is a free ability boost. You're trained in the Acrobatics skill, and the Architecture or Engineering Lore skill. You gain the Steady Balance skill feat.

OTHER BACKGROUNDS

- **Bonuwat Wavetouched** Ocean Lore; Underwater Marauder
- **Deep-Sea Diver** Plane of Water Lore; Underwater Marauder
- **Sailor** Sailing Lore; Underwater Marauder
- **Undersea Enthusiast** Ocean Lore; Underwater Marauder
- Rare or adventure-specific backgrounds are subject to GM approval.

ANIMAL COMPANIONS

- **Capybara** Swim Speed 15
- **Crocodile** Swim Speed 25
- **Snake** Swim Speed 20
- **Ulgrem-Lurann** Swim Speed 25
- **Water Elemental** Swim Speed 35
- **Water Wraith** Swim Speed 25

NOT RECOMMENDED

- **Fire Elemental** Unusable underwater.
- **Shark** Unusable on land without investing in one or more alternative movement options.

FAMILIAR ABILITIES

- **Amphibious** Underwater Breathing; Land and Swim Speeds
- **Wavesense** Wavesense (imprecise) 30 feet

DEITIES AND DOMAINS

COLONY REPRESENTED DEITIES

- Abadar
- Erastil

OTHER RECOMMENDED DEITIES

- Cayden Cailean
- Desna
- Gozreh
- Pharasma
- Any "non-evil" deities or domains that encourage knowledge, nature, travel, etc.

NOT RECOMMENDED

- "Evil" deities, or those that have anathema or edicts that would conflict with a fledgling colony's survival.

WEAPONS

- Bow
- Crossbow
- Dart
- Pick
- Polearm
- Spear
- Piercing weapons are more effective than bludgeoning and slashing weapons when underwater.

SPELLS

- Spells that aid in movement, provide alternate Speeds (burrow, fly, swim, etc.), and provide the ability to breathe underwater or in airless environments.
- Spells that deal acid damage are less recommended, as creatures underwater have 5 acid resistance.
- Spells with the fire trait are less recommended, as they are unusable underwater, and creatures underwater have 5 fire resistance.

TERRAINS

- Aquatic
- Forest
- Mountain
- Swamp
- Underground

ARCANE SCHOOLS (WIZARD)

- School of Ars Grammatica
- School of Civic Wizardry
- School of Protean Form

BLOODLINES (SORCERER)

- Elemental
- Genie (Especially Janni and Marid)
- Imperial

CAUSES (CHAMPION)

- All "non-evil" causes are well-suited.

CONCIOUS MINDS (PSYCHIC)

- The Infinite Eye
- The Tangible Dream
- The Unbound Step

NOT RECOMMENDED

- The Oscillating Wave is not recommended due to the fire half of its theme.

DOCTRINES (CLERIC)

- All doctrines are well-suited.

EIDOLONS (SUMMONER)

- Elemental (Especially Water)
- Fey
- Plant
- *GM Note/Opinion* The Alacritous Action and Amphibious Form evolution feats, available at level 2, are very useful.

ELEMENTS (KINETICIST)

- Air
- Water
- Wood

FAVORED PREY (RANGER)

- Animals
- Beasts
- Fungi and Plants

HUNTER'S EDGE (RANGER)

- All hunter's edges are well-suited
- *GM Note/Opinion* Outwit hunter's edge is undertuned.

HYBRID STUDIES (MAGUS)

- Laughing Shadow
- Sparking Targe
- Starlit Span

INSTINCTS (BARBARIAN)

- Animal
- Elemental (Especially Water)
- Giant

INNOVATIONS (INVENTOR)

- All innovations are well-suited.

IMPLEMENTS (THAUMATURGE)

- All implements are well-suited.

MUSES (BARD)

- All muses are well-suited, but especially Enigma.

MYSTERIES (ORACLE)

- Battle
- Life
- Tempest

ORDERS (DRUID)

- All orders are well-suited, except Flame.

PATRONS (WITCH)

- Spinner of Threads
- The Inscribed One
- Wilding Steward

RESEARCH FIELDS (ALCHEMIST)

- All research fields are well-suited.
- *GM Note/Opinion* Due to ongoing issues with Alchemist (at least until Player Core 2 in August, 2024), it is a class best left to Pathfinder 2E veterans willing to work with its limitations.

RACKETS (ROGUE)

- Mastermind
- Ruffian
- Thief
- *GM Note/Opinion* Mastermind rogues can use recall knowledge multiple times on a creature without an increased DC. This provides no additional information, but a success still makes the creature off-guard as usual.*

STANCES (MONK)

- All stances are well-suited, but especially those that deal piercing damage.

STYLES (SWASHBUCKLER)

- All styles are well-suited; however, Wit may have trouble utilizing Bon Mot, as there are less humanoid enemies in this adventure path (and thus less chance you share a language with an opponent).

WAYS (GUNSLINGER)

- All ways are well-suited
- *GM Note/Opinion* Guns and ammunition are likely nearly non-existent in this adventure path, except for what you bring with you, order from home (potential long delays), or craft.

LORES

- Engineering
- Ocean
- Sailing
- Scouting
- Warfare
- Profession lores (Carpentry, Farming, Fishing, etc.)

LANGUAGES

- Aklo
- Azlanti
- Elven
- Fey
- Goblin
- Thalassic
- Undercommon

SKILLS

- **Acrobatics** Always useful for balancing on slippery surfaces, tumbling through enemies, and escaping a sticky situation.
- **Athletics** Highly recommended for all characters due to the frequent need to climb and swim.
- **Crafting** Very useful in this adventure path due to the frontier setting and lack of access to merchants with high level equipment.
- **Deception, Diplomacy, and Intimidation** All are extremely useful, especially when dealing with colonists.
- **Nature** Highly useful in identifying wildlife and other natural phenomenon in the unexplored lands this adventure path takes place in.
- **Survival** Strongly encouraged for characters that want to be prepared to live off the land, blaze trails, and track other creatures.
- **Stealth and Thievery** Always a boon to any adventuring party, particularly when scouting in the wilds and in ancient ruins.
- All of the “knowledge” skills (**Arcana, Occultism, Religion, and Society**) will always be helpful in understanding the myriad mysteries awaiting discovery.

AQUATIC COMBAT

- You're off-guard unless you have a swim Speed.
- You gain resistance 5 to acid and fire.
- You take a -2 circumstance penalty to melee slashing or bludgeoning attacks that pass through water.
- Ranged attacks that deal bludgeoning or slashing damage automatically miss if the attacker or target is underwater, and piercing ranged attacks made by an underwater creature or against an underwater target have their range increments halved.

- You can't cast fire spells or use actions with the fire trait underwater. As normal for how traits work, any part of the effect that's unrelated to fire still works. For example, an attack with a flaming battleaxe could still deal its physical damage, just not its fire damage.
- At the GM's discretion, some ground-based actions might not work underwater or while floating.

HOME BREW/HOUSE RULES

These rules are subject to change.

HERO POINTS

- You can spend your Hero Points when you reroll a check to get the following outcome, depending on how many points you spent:
 - **1 Point** As usual for spending 1 point, and you cannot get a worse result.
 - **2 Points** Increase the result by one step.
 - **3 Points** Increase the result by two steps.
- When you spend all your Hero Points to avoid death, you get the following outcome, depending on how many points you spent:
 - **1 Point:** As usual for spending 1 point.
 - **2 Points:** As above for spending 1 point, but you stabilize with 1 Hit Point and you are not rendered unconscious. Due to your weakened state, you still become Prone.
 - **3 Points:** As above for spending 2 points, and you can either remove any persistent bleed damage affecting you (unless it has special circumstances required to remove it beyond making a flat check), or you can spend your reaction on your next turn to Stand; if you can Stand using a free action (such as from the Kip Up feat) or a reaction (from some other feat or ability), you can instead use your reaction to Step after standing.
- You can spend 1 Hero Point as a free action to Recall Knowledge about a creature or an object observed by you with a precise sense (such as vision) using a skill you are trained in. A critical failure for this check is treated as a failure for the purposes of recalled information. You can reroll this check as usual by spending any remaining Hero Points, as above.

COUNTERACTING

See the following flowchart:

<https://storage.googleapis.com/shadris.com/pf2e-counteracting.pdf>

CRAFTING

This adventure path will be using the 3rd-party Heroic Crafting rules, found here:

<https://storage.googleapis.com/shadris.com/pf2e-heroic-crafting.pdf>