

# CHILD OF THE SEA



Children of the sea are members of a rare and mysterious race of aquatic faerie folk who rely on surface dwellers to reproduce. They tend to be more numerous along the coastlines of Taladas, though their kind can be found anywhere there are seaside settlements of humans and other land-dwelling races.

Sages have suggested that perhaps the children of the sea merely represent an aquatic bloodline that has its roots in interbreeding between merfolk and humans. Certainly the children of the sea have distinctly oceanic traits like other aquatic races: pale blue or green-tinted hair, webbed fingers, and large eyes. These traits are not consistent and not as obvious, so the origin of this reclusive folk remains a mystery.

Children of the sea cannot produce children with each other, only with humans or other land-dwelling races. They prefer humans, although kender and elven children have been reported, the latter usually ending up in communities of Dimernesti. The child of the sea parent will leave the baby with a land-dwelling family, trusting in the infant's instincts and the parent's ability to care for it. As it matures, the child develops its various aquatic traits and abilities until it matures and leaves its surface family for the ocean. Rarely, a child of the sea will return to the land, either out of loneliness or a sense of obligation to their original families.

Children of the sea who are abused or abandoned by their surface family sometimes become *accantus*. An *accantus* is a child of the sea twisted with anger and resentment and is a danger to all life. Other children of the sea who learn of the existence of an *accantus* will seek it out in the vain hope that it can be rehabilitated, or at the very least taken to where it cannot harm others.

## SAMPLE CHILD OF THE SEA

*This is a human female with large blue-green eyes, pale skin with faintly bluish undertones, somewhat webbed fingers, and a thin mouth. She is dressed in a sleeveless fish-scale tunic, green leggings, and has her hair bound in a net. She is barefoot.*

Marencetta grew up along the shores of the New Sea, in a fishing village near Crossing. Her mother was a fisherman's wife whose husband died in a storm. In her loneliness Marencetta's mother turned to a mysterious sailor with wide sea-green eyes, and fell in love. Soon after Marencetta was conceived, however, the sailor vanished, leaving Marencetta's mother alone to take care of the child.

During the years before the War of Souls, Marencetta matured and felt the pull of the sea. She resisted, hoping to take care of her ailing mother. A seagoing mystic from a passenger vessel recognized potential in Marencetta, teaching her to draw upon the spark within her that resonated with the waves. Thanking him for his gift, she spent the remaining years of her mother's life helping the people of Crossing against the threats of the Dark Knights and the Dragon Overlords.

Marencetta's mother died shortly after the return of the gods, and Marencetta left Crossing with a heavy heart. She returned to the waves and now travels in search of others like herself, hoping one day to encounter her father.

## MARENCETTA

3RD-LEVEL HUMAN MYSTIC, MEDIUM FEY  
Marencetta is a beautiful yet shy individual blessed with remarkable abilities and a deep, compassionate love of the sea. Her aquatic heritage is visible—though not so distinctive that she cannot pass among humans. Marencetta aids those in need whenever possible.

## COMBAT

Marencetta isn't much of a fighter. In battle, she relies on her protective and defensive spells, and avoids getting into a situation where she is out of her depth, so to speak.

**Spells:** As 3rd-Level mystic.

**Mystic Spells Known (6/6; save DC 12 + spell level):** 0—*create water, cure minor wounds, detect poison, purify food and drink, virtue*. 1st—*bless water, cure light wounds, obscuring mist\**, *sanctuary*.

\*Domain spell. Domain: Water.

**Spell-Like Abilities (Sp):** 3/day—*calm animals* (aquatic creatures only), *summon nature's ally I* (aquatic creatures only); 1/day—*control water, summon nature's ally II* (aquatic creatures only). Caster level 3rd.

**Skills:** Marencetta has a +8 racial bonus on any Swim check to perform some special action

## MARENCETTA, CHILD OF THE SEA, (AQUATIC, AUGMENTED HUMANOID [HUMAN])

Hit Dice	3d8+6 (23 hp)
Initiative	+6
Speed	30 ft. (6 squares), swim 40 ft.
Armor Class	14 (+1 Dex, +3 scale shirt), touch 11, flat-footed 13
Base Attack/Grapple	+2/+1
Attack	Dagger +1 melee (1d4-1/19-20)
Full Attack	Dagger +1 melee (1d4-1/19-20)
Space/Reach	5 ft. /5 ft.
Special Attacks	Spells
Special Qualities	Amphibious, low-light vision, spell-like abilities
Saves	Fort +5, Ref +2, Will +5

Abilities	Str 8, Dex 13, Con 14, Int 10, Wis 15, Cha 12
Skills	Concentration +6, Heal +6, Knowledge (nature) +2, Swim +10, *Survival +6
Feats	Improved Initiative, Self-Sufficient, Spell Focus (enchantment)
Environment	Aquatic
Organization	Solitary
Challenge Rating	4
Treasure	Standard
Alignment	Neutral good
Advancement	By character class
Level Adjustment	+2

or avoid a hazard. She can always take 10 on a Swim check, even if distracted or endangered. She can use the run action while swimming, provided she swims in a straight line.

\* Marenceffa has a +10 racial bonus on Survival checks when predicting the weather

### CHILDREN OF THE SEA SOCIETY

Children of the sea have no true society, raised among land-dwellers and leaving for a life of solitude upon reaching maturity. Those few children of the sea who return to the land for a short time find themselves outsiders even among the communities of their land-dwelling parent, despite their ability to blend in. When children of the sea encounter others of their kind, they are sometimes overcome with great happiness, yet they are also painfully aware that they have little else in common. Truly, they are a lonely race.

### CREATING A CHILD OF THE SEA

“Child of the Sea” is an inherited template that can be added to any non-aquatic humanoid creature (referred to hereafter as the base creature).

A child of the sea uses all the base creature’s statistics and special abilities except as noted here.

**Size and Type:** The creature’s type changes to fey (aquatic). Do not recalculate the creature’s Hit Dice, base attack bonus, or saves. Size is unchanged.

**Speed:** The child of the sea gains a swim speed equal to its land speed +10.

**Armor Class:** As base creature.

**Special Qualities:** A child of the sea retains all the special qualities of the base creature and gains the following special qualities:

~ **Amphibious (Ex):** A child of the sea can breathe both air and water.

~ **Low-Light Vision (Ex):** A child of the sea can see four times as far as a human in starlight, moonlight, torchlight and similar conditions of shadowy illumination.

**Spell-Like Abilities:** 3/day—*calm animals* (aquatic creatures only), *summon nature’s ally I* (aquatic creatures only); 1/day—*control water*, *summon nature’s ally II* (aquatic creatures only). Caster level is equal to character level.

**Abilities:** Increase from the base creature as follows: Con +2, Cha -2.

**Skills:** A child of the sea gains skill points as a fey and has skill points equal to (6 + Int modifier) x (HD +3). Do not include Hit Dice from class levels in this calculation—the child of the sea gains fey skill points only for its racial Hit Dice, and gains the normal amount of skill points for its class levels. Treat skills from the base creature’s list as class skills, and other skills as cross-class.

A child of the sea has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

\* A child of the sea has a +10 racial bonus on Survival checks when trying to predict the weather.

**Environment:** Change to aquatic.

**Challenge Rating:** As base creature +1

**Alignment:** As base creature.

**Level Adjustment:** As base creature +2.





# BESTIARY OF KRYNN

BY CAM BANKS & ANDRÉ LA ROCHE

## ONLINE PREVIEW

This is an online preview of the *Bestiary of Krynn* from Sovereign Press.  
Its contents may not match the final product upon release.

This d20 System® game accessory utilizes mechanics developed for the new DUNGEONS & DRAGONS® game by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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