

AZARKETI ANCESTRY

WEB SUPPLEMENT

The following pages are an excerpt from *Absalom, City of Lost Omens*, presenting rules for a new ancestry: azarketis. Azarketis are a group of amphibious humanoids with ties to ancient Azlant. These new rules allow you to play an azarketi right away, but if you want more information on azarketis, new heritages, and more ancestry feats, make sure to check out the additional content in the *Lost Omens Ancestry Guide*!

AZARKETI WEAPONS

Azarketis originally developed the following weapons for use underwater and while boarding nearby ships. These weapons have since spread out and are particularly widespread throughout Absalom. The following weapons are common on the Isle of Kortos and within azarketi settlements. Boarding axes are also common in the High Seas region.

Uncommon Martial Melee Weapons

Weapon	Price	Damage	Bulk	Hands	Group	Weapon Traits
Boarding axe	1 gp	1d6 S	L	1	Axe	Agile, azarketi, climbing, versatile P
Gill hook	2 gp	1d10 P	2	2	Spear	Azarketi, grapple, reach

WEAPON TRAITS

Azarketi: Azarketis craft and use these weapons.

Climbing: The hand holding this weapon is freely available to Climb.

WEAPON DESCRIPTIONS

Details for the weapons in the table above are described below.

Boarding Axe: This small axe sports a spike opposite the blade that aids in climbing and is useful in clearing obstacles, such as fallen rigging.

Gill Hook: This spear has a specialized hook just before the tip that can catch on the gills of large fish. Azarketis primarily use this to hunt sharks, but it can also be used to hook flesh or armor.



AZARKETI ADVENTURERS

With their affinity to water, nautical navigation skills, and athletic capabilities, azarketis make ideal rangers. Azarketis' versatility both on land and in water make them particularly formidable fighters, while their direct connection to the sea leads many others to become druids. As many azarketis have a connection to alghollthus' occult magic, it's not uncommon for azarketis to be sorcerers, though studious individuals sometimes become bards or wizards instead.



AZARKETI

Uncommon

Azarketis, inheritors of a shattered empire's legacy, hold their proud traditions close but still surface to interact with the rest of the world.

The aquatic humanoids of the Inner Sea share a somber and burdened history. Most refer to these aquatic peoples as gillmen or sometimes Low Azlanti, though they typically refer to themselves as azarketi, an Azlanti word that translates roughly to "people of the seas." After Earthfall, these proud humans were mutated into aquatic servants by their alghollthu foes. Feeling like they don't fully belong with their human brethren nor with the sea that binds them, many azarketis struggle for a sense of identity and purpose. Though they remain distrusted by the surface dwellers, azarketis celebrate their unique lineage and their descent from the venerated Azlanti culture.

YOU MIGHT...

- Ambitiously seek to defy negative perceptions and prejudice laid against you.
- Be reclusive and skeptical of strangers.
- Regard the water as your home, but be intrigued by societies along the shore.

OTHERS PROBABLY...

- Assume you are an ambassador to the sea and ask for your advice on nautical matters.
- Misunderstand your gentle gestures and mild expressions.
- Treat you with distrust or suspicion and anticipate betrayal from you.

PHYSICAL DESCRIPTION

Azarketis appear as regal, athletic humans. Their soft, hydrophilic skin ranges in tones from pearlescent white to pinkish, greenish, or brown tones reminiscent of coral. Azarketis with hair are somewhat rare; many sport fins or scaled ridges on their heads instead. Like the Azlanti people from which they descend, they often have violet eyes. Their aquatic lineage is obvious thanks to the sets of three gills on either side of their necks, as well as their webbed hands and feet. Azarketis have been known to live longer than humans, although they mature at about the same rate.

SOCIETY

Azarketis lack the center for combined culture that helps other groups maintain a cohesive identity. The vastness of the oceans and waterways spread these swift-swimming people across the Inner Sea and beyond. Many azarketis rely only on the small familial groups in their immediate community and prefer smaller populations with comrades they trust and know intimately.

Some azarketis prefer to foster connections with their surface-dwelling brethren. Living in ports, river towns and along the shore allows azarketis a greater scope of opportunities not afforded to exclusively land or sea peoples. Although integrating with land society can be difficult, azarketis manage by forming bonded communities. Members will often have fond familial names for one another, regardless of actual relation.

If they have the means, some azarketis dress in attire reflecting their Azlanti heritage. More commonly, azarketis do their best to remain inconspicuous when they emerge from the water. Many will wear shemaghs or other head wrappings, which both hide their gills and provide a few extra comfortable hours out of water if soaked before donning.



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ALIGNMENT AND RELIGION

As they are typically outsiders to the domains of surface life, azarketis tend toward deities with an affinity for the ocean or other forms of water, the most popular being Gozreh. They are also likely to give reverence to other deities of nature or navigation, such as Desna.

Some azarketis are tempted toward the call of the deep and serve their old alghollthu masters as gods. These individuals are enticed by eldritch entities such as the mysterious veiled masters—powerful beings of the deep ocean responsible for both uplifting and destroying the Azlanti people.

Azarketis vary wildly in beliefs and values, as evidenced by their broad divergence in allegiance; thus, azarketis can be of any alignment.

NAMES

Azarketis often take the names of nautical, weather, or geographical features important to the azarketi's family. Other azarketi groups will choose human names in order to encourage conformity with surface cultures. Some azarketi names have been passed down through so many generations that they still use ancient Azlanti roots or refer to bodies of water that no longer exist.

SAMPLE NAMES

Aft, Aliz, Cascade, Delta, Harbor, Ilani, Inkua, Jib, Lagoon, Lobay, Marine, Tidal, Windward, Zarket

AZARKETI HERITAGES

An azarketi's heritage represents the waters they call home, and how the individual combines their human and aquatic origins. Choose one of the following azarketi heritages at 1st level.

ANCIENT SCALE AZARKETI

Your lineage stems from azarketis who remain dedicated to their deep-sea roots. Divorced from land society, you're a foreigner to any world above a thousand fathoms deep. You gain darkvision. Your body is dotted with phosphorescent spots that emit a guiding light and help you communicate. The spots—located primarily on your face, arms, and hands—illuminate a 10-foot radius around you with dim light. You can activate, deactivate, or change the arrangement of lights as an action, which has the concentration trait.

BENTHIC AZARKETI

Your heritage traces to azarketis living deep beneath the sea, and you can handle the chilling depths more easily than most. You gain resistance to cold equal to half your level, and you don't treat environmental cold as one degree more severe when you are wet. You adapt to pressure changes from being deep underwater automatically without ill effect.

MISTBREATH AZARKETI

You descend from azarketis who migrated to land environments that could support their need for water. Over time, your people adapted to life on land culturally and physically, even resulting in azarketis born with human hair like their Azlanti ancestors. You no longer need to be immersed in water every 24 hours to maintain your skin and can instead mist or wipe your skin with water to live comfortably. Your land Speed is 25 feet, but your swim Speed is only 15 feet.

RIVER AZARKETI

You come from azarketis who abandoned the oceans for the fresh water of inland life. The varied geography of rivers required you to develop advanced physical skills to swim against rapids, leap through cascading waters, and deftly navigate shallow and narrow channels. When you succeed at an Athletics check to Swim, you get a critical success instead.

Hit Points

8

Size

Medium

Speed

20 feet

Swim 30 feet

Ability Boosts

Constitution

Charisma

Free

Ability Flaw

Wisdom

Languages

Common

Alghollthu

Additional languages equal to your Intelligence modifier (if it's positive).

Choose from Aklo, Aquan, Azlanti, Draconic, Elven, and Undercommon and any other languages to which you have access (such as the languages prevalent in your region).

Traits

Amphibious

Azarketi

Humanoid

Low-Light Vision

You can see in dim light as though it were bright light and you ignore the concealed condition due to dim light.

Hydration

While you are an amphibious being equally as capable on land as in the water, your body requires you to return to aquatic environments at least once in a 24-hour period. You must submerge in water in order to rehydrate your water-acclimated skin. If you fail to do this, your skin begins to crack and your gills become painful. After the first 24 hours outside of water, you take a -1 status penalty to Fortitude saves. After 48 hours, you struggle to breathe air and begin to suffocate until returned to water.



AZARKETI ENCLAVES

Azarketis are mostly concentrated around the Inner Sea region. The Isle of Kortos hosts several pockets of azarketi settlements, helped by the presence of the azarketi city Kienek-Li to the north of Starstone Isle. Gilltown is the largest azarketi community in Absalom, but azarketis are also prevalent in the city's seaside districts.



THALASSIC AZARKETI

You trace your lineage from azarketis who lived their lives among the great oceans and seas of the world. You know how to use the currents and the primal magic of water to guide your attacks. You gain the Underwater Marauder skill feat, and your piercing ranged attacks don't have their range increments halved when fighting underwater targets.

ANCESTRY FEATS

At 1st level, you gain one ancestry feat, and you gain an additional ancestry feat every 4 levels thereafter (at 5th, 9th, 13th, and 17th levels). As an azarketi, you select from among the following ancestry feats.

1ST LEVEL

ALGHOLLTHU BOUND

FEAT 1

AZARKETI

Although you may not even be aware, the alghollthus your ancestors once served maintain a stranglehold on the deepest, tethered parts of your mind. You receive a +2 circumstance bonus to Will saves against mental effects that would make you controlled, and if you roll a success against such an effect, you get a critical success instead. However, you gain none of these benefits against effects originating from alghollthus and instead take a -2 circumstance penalty against mental effects from alghollthus.

AZARKETI LORE

FEAT 1

AZARKETI

You have learned the history and origins of your people and how to connect to both your land and sea heritage. You become trained in Athletics and Nature. If you would automatically become trained in one of those skills (from your background or class, for example), you instead become trained in a skill of your choice. You also become trained in Azarketi Lore.

AZARKETI WEAPON FAMILIARITY

FEAT 1

AZARKETI

You are familiar with weapons that excel underwater. You are trained with crossbows, hand crossbows, longspears, spears, and tridents.

In addition, you gain access to all uncommon azarketi weapons. For the purpose of determining your proficiency, martial azarketi weapons are simple weapons and advanced azarketi weapons are martial weapons.

CYNICAL

FEAT 1

AZARKETI

You've been approached with suspicion and distrust throughout your life and return these sentiments back to the strangers you encounter.

As a result, you are difficult to deceive. You gain a +1 circumstance bonus to your Perception DC against Lies and Impersonations.

PERFECT DIVE

FEAT 1

AZARKETI

You dive into the water with exceptional skill and connection to the waves, urging the water itself to cushion your fall. You intentionally

Leap or otherwise fall into the water, taking no falling damage regardless of the distance.

SURFACE SKIMMER

FEAT 1

AZARKETI

By sinking gently beneath the waves, you obscure your presence and utilize the water as a barrier between you and land combatants. While you are submerged

just below the water's surface, you have cover from attacks made by creatures out of the water.

5TH LEVEL

AZARKETI WEAPON APTITUDE

FEAT 5

AZARKETI

Prerequisites Azarketi Weapon Familiarity

You become familiar with using your weapons both in and out of water. Whenever you critically hit using an azarketi weapon or one of the weapons listed in Azarketi Weapon Familiarity, you apply the weapon's critical specialization effect.

DRAG DOWN

FEAT 5

AZARKETI

While swimming in water at least 10 feet deep, you grab an adjacent creature (on nearby land or in the water) and pull it below the surface. Attempt an Athletics check to Grapple the creature. On a success, if the creature is on land, in addition to the normal effects of Grapple, you pull the creature into the water in a space adjacent to you. If the creature is already in the water, on a success, in addition to the normal effects of Grapple, you drag the creature 10 feet deeper into the water, moving 10 feet with the creature. Moving a creature into water or deeper into water using Drag Down is forced movement for the creature but not for you.

9TH LEVEL

ABOLETH TRANSMUTATION

FEAT 9

AZARKETI

You have tapped into the ancient magic used by alghollthu masters (also known as aboleths) to mold the flesh of your ancestors. You can use this magic to transfigure other beings. You gain 3rd-level *feet to fins* and 2nd-level *water breathing* as arcane innate spells. You can cast each of these arcane innate spells once per day.

REPLENISHING HYDRATION

FEAT 9

AZARKETI

You draw life from the water around you. If you submerge in water and rest for 10 minutes, you regain Hit Points equal to your Constitution modifier × half your level.

RIPTIDE

FEAT 9

AZARKETI

Prerequisites Drag Down, expert in Athletics

Requirements You are within 10 feet of water at least 10 feet deep, and your Speed is sufficient to reach the water in one Stride.

Trigger You successfully Grapple a creature of the same size as you or smaller.

You Stride up to 10 feet to enter the water, bringing the grabbed creature with you into the water.

13TH LEVEL

AZARKETI WEAPON EXPERTISE

FEAT 13

AZARKETI

Prerequisites Azarketi Weapon Familiarity

Your mastery with weapons both above and below water is unmatched. Whenever you gain a class feature that grants you expert or greater proficiency in certain weapons, you also gain that proficiency in crossbows, hand crossbows, longspears, spears, tridents, and all azarketi weapons in which you are trained.



AZARKETI ENGLAVES

Some azarketis live near the ruins of Old Azlant or in the deepest trenches of the ocean and lead isolated and mysterious lives.

River azarketis settle at the bases of waterfalls, or hidden away in the caves behind them. Small nomadic azarketi groups have taken to land in rainy or marshy locations, though such groups are rare.



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