

Scions of Adnauk

Level	Class	HP	BAB	Fort Save	Ref Save	Will Save	Skill points	Feats	Special
1st	Ranger 1	8	1	+2	+2	+0	-	Point Blank Shot, Exotic Weapon Proficiency (Aquatic Crossbow), Track (b)	1st favored environment (warm deserts), Track , wild empathy
2nd	Ranger 2	12	2	+3	+3	+0	-	Rapid Shot (b)	Combat style
3rd	Paladin 1	17	3	+5	+3	+0	-	Rapid Reload (Light/Aquatic)	Aura of good , detect evil , smite evil 1/day
4th	Paladin 2	22	4	+6	+3	+0	-		Divine grace , lay on hands
5th	Paladin 3	27	5	+6	+4	+1	-		Aura of courage , divine health
6th	Scion 1	32	6	+8	+4	+3	1	Ranged Smite Evil	Buoyancy , river mastery
7th	Scion 2	37	7	+9	+4	+4	2		River's vigor 1/day
8th	Scion 3	42	8	+9	+5	+4	3		River walk 1/day, the river's life is mine
9th	Scion 4	47	9	+10	+5	+5	4	Weapon Focus (Aquatic Crossbow)	Smite evil 2/day
10th	Scion 5	52	10	+10	+5	+5	5		Divine power 1/day
11th	Scion 6	57	11	+11	+6	+6	6		Control water 3/day, river's vigor 2/day, river walk 2/day
12th	Scion 7	62	12	+11	+6	+6	7	Aquatic Shot	Restoring immersion
13th	Scion 8	67	13	+12	+6	+7	8		Smite evil 3/day
14th	Scion 9	72	14	+12	+7	+7	9		Divert river , river walk 3/day
15th	Scion 10	77	15	+13	+7	+8	10	?	Divine Power 2/day

Size/Type: Medium Humanoid (Human)

Hit Dice: per chart, HP per chart + (2 x level)

Initiative: +1

Speed: 30 ft

Armor Class: 11 (+1 dex), touch 11, flat-footed 10

Base Attack/Grapple: per chart/BAB-1

Attack: Handaxe BAB-1 melee (1d6-1/x3) or sling BAB+1 ranged (1d4-1, 50ft) or aquatic crossbow BAB+1 ranged (1d8/19-20 x2, 40 ft)

Full Attack: Handaxe BAB-1 melee (1d6-1/x3) or sling BAB+1 ranged (1d4-1, 50ft) or aquatic crossbow BAB+1 ranged (1d8/19-20 x2, 40 ft)

Space/Reach: 5 ft/5 ft

Special Attacks: per chart

Special Qualities: per chart

Spells per day: per chart

Spell DC: 12 + spell level

Saves: Fort per chart +2, Ref per chart +1, Will per chart +2

Abilities: Str 9, Dex 13, Con 14, Int 10, Wis 14, Cha 12

Skills:

Lv1 Ranger skills - Heal +6, Profession (sailor or farmer) +6, Spot +6, Survival +6, Handle Animal +4, Swim +3, Knowledge (Religion) +2, Knowledge (Nature) +1

Lv2 Ranger skills - Heal +7, Profession (sailor or farmer) +7, Spot +7, Survival +7, Handle Animal +5, Swim +4, Knowledge (Religion) +2, Knowledge (Nature) +2

Lv1 Paladin skills: Heal +7, Profession (sailor or farmer) +7, Spot +7, Survival +7, Handle Animal +5, Swim +4, Sense Motive +3, Diplomacy +2, Knowledge (Religion) +2, Knowledge (Nature) +2

Lv2 Paladin skills: Heal +7, Profession (sailor or farmer) +7, Spot +7, Survival +7, Handle Animal +5, Swim +5, Diplomacy +3, Knowledge (Religion) +3, Sense Motive +3, Knowledge (Nature) +2

Lv3 Paladin skills: Heal +7, Profession (sailor or farmer) +7, Spot +7, Survival +7, Handle Animal +5, Swim +5, Diplomacy +4, Knowledge (Religion) +4, Sense Motive +4, Knowledge (Nature) +2

Scion skills - points per chart: Survival, Swim; Diplomacy 1/2, Gather Information 1/2

Skill Bonuses: +2 bonus on Hide, Listen, Move Silently, Spot, and Survival checks in deserts; +2 bonus on knowledge (nature) checks about deserts (ranger)

Feats: per chart

Gear: per chart below

Alignment: Lawful Good

Languages: Common

Favored Environment

At 1st level, a ranger may select a natural environment from among those given on Table: Ranger Favored Environments. Due to the ranger's experience in that environment, he gains a +2 bonus on Hide, Listen, Move Silently, Spot, and Survival checks when using these skills in that environment. He also gains the same bonus on Knowledge (nature) checks made in association with that environment (or on Knowledge (dungeoneering) checks made in association with underground environments, if the ranger has selected underground as a favored environment).

Track

A ranger gains Track as a bonus feat.

Wild Empathy (Ex)

A ranger can improve the attitude of an animal. This ability functions just like a Diplomacy check to improve the attitude of a person. The ranger rolls 1d20 and adds his ranger level and his Charisma modifier to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the ranger and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal visibility conditions. Generally, influencing an animal in this way takes 1 minute, but, as with influencing people, it might take more or less time.

The ranger can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but he takes a -4 penalty on the check.

Combat Style (Ex)

At 2nd level, a ranger must select one of two combat styles to pursue: archery or two-weapon combat. This choice affects the character's class features but does not restrict his selection of feats or special abilities in any way.

If the ranger selects archery, he is treated as having the Rapid Shot feat, even if he does not have the normal prerequisites for that feat.

If the ranger selects two-weapon combat, he is treated as having the Two-Weapon Fighting feat, even if he does not have the normal prerequisites for that feat.

The benefits of the ranger's chosen style apply only when he wears light or no armor. He loses all benefits of his combat style when wearing medium or heavy armor.

Aura of Good (Ex)

The power of a paladin's aura of good (see the detect good spell) is equal to her paladin level.

Detect Evil (Sp)

At will, a paladin can use detect evil, as the spell.

Smite Evil (Su)

Once per day, a paladin may attempt to smite evil with one normal melee attack. She adds her Charisma bonus (if any) to her attack roll and deals 1 extra point of damage per paladin level. If the paladin accidentally smites a creature that is not evil, the smite has no effect, but the ability is still used up for that day.

At 5th level, and at every five levels thereafter, the paladin may smite evil one additional time per day, as indicated on Table: The Paladin, to a maximum of five times per day at 20th level.

Divine Grace (Su)

At 2nd level, a paladin gains a bonus equal to her Charisma bonus (if any) on all saving throws.

Lay on Hands (Su)

Beginning at 2nd level, a paladin with a Charisma score of 12 or higher can heal wounds (her own or those of others) by touch. Each day she can heal a total number of hit points of damage equal to her paladin level × her Charisma bonus. A paladin may choose to divide her healing among multiple recipients, and she doesn't have to use it all at once. Using lay on hands is a standard action.

Alternatively, a paladin can use any or all of this healing power to deal damage to undead creatures. Using lay on hands in this way requires a successful melee touch attack and doesn't provoke an attack of opportunity. The paladin decides how many of her daily allotment of points to use as damage after successfully touching an undead creature.

Aura of Courage (Su)

Beginning at 3rd level, a paladin is immune to fear (magical or otherwise). Each ally within 10 feet of her gains a +4 morale bonus on saving throws against fear effects.

This ability functions while the paladin is conscious, but not if she is unconscious or dead.

Divine Health (Ex)

At 3rd level, a paladin gains immunity to all diseases, including supernatural and magical diseases.

Spells

Beginning at 4th level, a paladin gains the ability to cast a small number of divine spells, which are drawn from the paladin spell list. A paladin must choose and prepare her spells in advance.

To prepare or cast a spell, a paladin must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a paladin's spell is 10 + the spell level + the paladin's Wisdom modifier.

Like other spellcasters, a paladin can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table: The Paladin. In addition, she receives bonus spells per day if she has a high Wisdom score. When Table: The Paladin indicates that the paladin gets 0 spells per day of a given spell level, she gains only the bonus spells she would be entitled to based on her Wisdom score for that spell level. The paladin does not have access to any domain spells or granted powers, as a cleric does.

A paladin prepares and casts spells the way a cleric does, though she cannot lose a prepared spell to spontaneously cast a cure spell in its place. A paladin may prepare and cast any spell on the paladin spell list, provided that she can cast spells of that level, but she must choose which spells to prepare during her daily meditation.

Through 3rd level, a paladin has no caster level. At 4th level and higher, her caster level is one-half her paladin level.

Buoyancy (Ex)

You become buoyant in water, giving you a +4 circumstance bonus on Swim checks. Additionally, your armor has been blessed by a cleric of Adnauk, which means the armor check penalty for your armor is not doubled for the purposes of Swim checks. If you ever lose your armor, or if you want a new suit blessed, a cleric of Adnauk can perform the ceremony to bless your armor at any temple devoted to your patron deity. The blessing is free of charge for scions.

River Mastery (Ex)

As a Scion of Adnauk, you gain a +1 insight bonus on attack rolls and damage rolls against river-dwelling aquatic creatures.

Spellcasting

At each even-numbered level, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in a spellcasting class to which you belonged before adding the prestige class level. You do not, however, gain any other benefit a character of that class would have gained. If you had more than one spellcasting class before becoming a scion of Adnauk, you must decide to which class to add each level for the purpose of determining spells per day, caster level, and spells known.

River's Vigor (Su)

Beginning at 2nd level, you can emulate the vigor and unstoppable power of the river during a spring flood, gaining 5 temporary hit points per scion class level for 1 minute per scion class level once per day. From 6th level on, you can use river's vigor two times per day (the temporary hit points gained with each use of this ability do not stack).

River Walk (Sp)

At 3rd level and higher, you can tread on river water as though you were affected by a [water walk](#) spell. You can use this ability once per day for every three scion of Adnauk levels. Your caster level for this ability is equal to your class level.

The River's Life Is Mine (Su)

At 3rd level and higher, you gain fast healing 5 whenever you begin your turn in or adjacent to a square containing a river.

Smite Evil (Su)

Beginning at 4th level, once per day you can attempt to smite evil with one normal melee attack. You add your Charisma bonus (if any) to your attack roll and deal an extra 1 point of damage per class level. If you accidentally smite a creature that is not evil, the smite has no effect, but the ability is still used up for the day. You must declare the use of

the smite before making the attack roll. Starting at 8th level, you can smite twice per day. If you have levels in a class that grant a smite evil ability (such as paladin), you gain extra uses of that ability, and the levels of that class stack with your scion of Adnauk class levels to determine the power of your smite evil ability.

Divine Power (Sp)

At 5th level, you gain the benefit of [divine power](#), as the spell, once per day. Your caster level is equal to your class level. If you activate this ability while submerged up to your waist (or deeper) in a river, the amount of time you benefit from the ability does not count toward the duration of the effect until you move out of water of this depth. Once the duration begins to count down, however, it does not stop even if you proceed to immerse yourself in waist-deep water. At 10th level, you can use this ability twice per day.

Control Water (Sp)

Beginning at 6th level, you can use [control water](#), as the spell, three times per day. Your caster level is equal to your class level.

Restoring Immersion (Sp)

When you attain 7th level, you become able to draw upon the power of Adnauk once per day to benefit from a restoration effect if you immerse yourself completely in water for a short time. Restoring negative levels requires that you be immersed for 1 minute per negative level. Curing ability score damage requires 5 rounds per point, and restoring drained ability score points requires 1 minute per point. You can receive more than one benefit during each period of immersion you undergo. For example, you could restore three negative levels and four drained ability points by remaining immersed for 7 consecutive minutes. Your caster level for this ability is equal to your class level.

Divert River (Sp)

At 9th level, you become capable of changing the course of a river for a short time. With slow-moving rivers, this is the equivalent of casting both versions of [control water](#) simultaneously: lower water downstream of your location, and raise water aimed at where you divert the river. Water overflows the river's bank where you specify, rather than following the natural contours of the river. With fast-moving rivers, the effect is more dramatic: The river downstream is affected as though the lower water version of control water had been cast, and a flash flood effect, as the spell (see below), originates at the point on the river that you specify. Regardless of the speed of the river, the effect lasts for 2 hours unless you choose to end it sooner.

FLASHFLOOD

Conjuration (Creation) [Water]

Level: Cleric 8, druid 8

Components: V, S, DF

Casting Time: 1 standard action

Range: 120 ft. Area: Cone-shaped spread

Duration: 1 round

Saving Throw: See text

Spell Resistance: No

You create a roaring, frothing wall of water 10 feet high that erupts from where you stand and surges forward, sweeping away or smashing down nearly everything in its path. The effect lasts for 1 round, although the water created by the spell does not disappear after 1 round, during which time creatures on the ground within the area cannot move or attack. A spellcaster on the ground must make a Concentration check (DC 20 + spell level) to successfully cast a spell.

The force of the water and debris deals those caught in the area 1d6 points of nonlethal damage plus another 1d6 points per five caster levels (maximum 4d6). Any creature or object that is not soundly secured is pushed violently to the outer edge of the area. If this forces the creature or object into a solid surface, it takes 8d6 points of damage. A creature holding onto a sturdy object can make a DC 20 Strength check to avoid being moved. A creature not already holding

onto such an object can make a DC 20 Reflex save or Swim check to grab one. A creature of Huge size or larger can make a DC 30 Strength check to dig in its feet and simply withstand the oncoming wave. A creature that fails any of these checks falls prone in addition to being swept away.

The specific effect and aftereffects of a flashflood spell on the environment depend on the nature of the terrain where it is cast. When the spell is completed, a total volume of 100,000 cubic feet of water (400 5-foot squares, in a 120-ft. cone, 10 feet deep) is left behind. This water behaves like ordinary water—draining away and leaving puddles in most cases, or perhaps forming a shallow lake or pond. Unless the caster has taken care to create the flashflood in a cleared area, however, the water left behind is full of debris, dirt, and perhaps a few corpses. Such water is unfit to drink.

Cave, Cavern, or Tunnel: The sudden surge of water knocks down support beams, but otherwise has no real effect, aside from filling the tunnel with water to a depth of 10 feet. If the area is insufficient to support 100,000 cubic feet of water, the water level rises above 10 feet until the entire volume is filled, or it spills outward from the confines of the original 400 squares. What happens is based on the layout of the area. In the case of level terrain, the water simply drains away over the course of a minute or so, leaving pools in depressions from which it cannot drain. When the ground in a tunnel is not level, the water might flood sections of the tunnel. In such cases, determine whether the flooded area is sufficient to contain the entire volume of water created—and, if not, how deeply the water floods the next level up. Any creatures caught in water over their heads might drown. For example, Miyish casts flashflood in the dungeon of a ruined castle. The dungeon's total volume is only 40,000 cubic feet (160 squares, with a 10 -foot ceiling). The remaining 60,000 cubic feet of water has to go somewhere, so it rushes up and out the entrance to the dungeon. Since the terrain above the dungeon is another level of the castle, and is basically watertight, the water collects up here. The total volume of this level is 80,000 cubic feet (320 squares, with a 10-foot ceiling), leaving 20,000 cubic feet of air. Since the water has nowhere to go but up, and it has gone as high as it can, the water on this level is 7-1/2 feet deep (60,000 cubic feet divided by 8,000—the square footage of 320 5-foot squares). If Miyish can't swim or breathe water, he has made a grave tactical error by casting flashflood in an area too small to contain it.

Cliffs: Casting flashflood at the base of a cliff has no effect on the cliff. Casting flashflood from the top of a cliff can force creatures and objects over the edge, so that they take falling damage.

Open Ground: Creatures on open ground are safest from the worst effects of flashflood. They might be knocked prone by the force of the water, or even swept 120 feet (24 squares) away, but they are not in any particular danger of drowning or being crushed.

Structure(s): Any structure standing on open ground takes 60 points of damage, enough to collapse a typical wooden building, but not a structure built of stone, masonry, or reinforced masonry. Hardness reduces this damage, but it isn't halved as damage dealt to objects normally is. Any creature caught inside a collapsing structure takes 8d6 points of bludgeoning damage (Reflex DC 15 half). The debris is swept away by the flashflood.

River, Lake, or Marsh: The river, lake, or marsh overflows its banks, though with rivers the effect is transitory. In the case of lakes and marshes, determine how much the body of water overflows, given the 100,000 cubic feet of water added to it. Only calculate this amount if the total surface area of the lake or marsh is less than 40,000 square feet—and even then, it's only academic unless it is important to determine whether something on the shore gets wet.

Multiclass Note

A paladin who becomes a scion of Adnauk may continue advancing as a paladin.

Scion of Adnauk Gear

Key:

- Normal
-
- ~~Removed from previous level~~
- Upgraded

Lvl	Weapons	Armor	Consumables	Reusables	Ongoing Effects	Weight:
1	Mwk handaxe Sling & 10 bullets	Mwk light wooden shield	Deep Draught Healer's Kit Oil, 3 pt Potion: Cure Light, 3 Potion: Mage Armor, 3 18.5 gp	Backpack Bedroll Flint and Steel Grappling hook Holy symbol (reed) Hooded lantern Mirror (small) Signal whistle Silk rope 50' Waterskin	Filter mask Sun lenses	Worn: 13 Pack: 27.5 Remain: 19.5
2	Mwk handaxe Sling & 10 bullets	+1 light wooden shield	Deep Draught Healer's Kit Oil, 3 pt Potion: Cure Light, 3 Potion: Mage Armor, 3 118.5 gp	Backpack Bedroll Flint and Steel Grappling hook Holy symbol (reed) Hooded lantern Mirror (small) Signal whistle Silk rope 50' Waterskin	Filter mask Sun lenses	Worn: 13 Pack: 27.5 Remain: 19.5
3	Mwk handaxe	+1 light wooden shield	Deep Draught Healer's Kit Oil, 3 pt Potion: Cure Light, 3 Potion: Mage Armor, 3 67.6 gp	Backpack Bedroll Flint and Steel Grappling hook Holy symbol (reed) Hooded lantern Mirror (small) Signal whistle Silk rope 50' Waterskin	Filter mask Sun lenses	Worn: 13 Pack: 27.5 Remain: 19.5
4	Mwk aquatic crossbow & 10 bolts Mwk handaxe	+1 light wooden shield	Deep Draught Healer's Kit Oil, 3 pt Potion: Mage Armor, 3 12.6 gp Potion: Cure Light, 3	Backpack Bedroll Flint and Steel Grappling hook Holy symbol (reed) Hooded lantern Mirror (small) Signal whistle Silk rope 50' Waterskin	Filter mask Sun lenses	Worn: 13 Pack: 27.5 Remain: 19.5
5	Mwk aquatic crossbow & 10 bolts Mwk handaxe	+1 light wooden shield	Deep Draught Feather Token: Bird Healer's Kit Oil, 3 pt Potion: Mage Armor, 3 Wand: Cure Light (47) 12.6 gp	Backpack Bedroll Flint and Steel Grappling hook Holy symbol (reed) Hooded lantern Mirror (small) Signal whistle Silk rope 50' Waterskin	Filter mask Sun lenses	Worn: 14 Pack: 27.5 Remain: 18.5
6	Mwk aquatic crossbow & 10 bolts Mwk handaxe	+1 light wooden shield Bracers of Armor +1	Deep Draught Feather Token: Bird Healer's Kit Oil, 3 pt Potion: Mage	Backpack Bedroll Flint and Steel Grappling hook Holy symbol (mother of pearl)	Filter mask Sun lenses	Worn: 14.5 Pack: 30.5 Remain: 15

			Armor, 3 Wand: Cure Light 43.6 gp	Hooded lantern Mirror (small) Signal whistle Silk rope 50' Waterskin		
7	Mwk aquatic crossbow & 10 bolts Mwk handaxe	+1 light wooden shield Bracers of Armor +1	Air plant (3) Deep Draught Feather Token: Bird Healer's Kit Oil, 3 pt Potion: Mage Armor, 3 Wand: Cure Light 194 gp	Backpack Bedroll Flint and Steel Float Bladder Grappling hook Holy symbol (mother of pearl) Hooded lantern Mirror (small) Signal whistle Silk rope 50' Waterskin	Filter mask Medal of Gallantry Sun lenses Swim Goggles	Worn: 15.5 Pack: 30.5 Remain: 14
8	Mwk aquatic crossbow & 10 bolts Mwk handaxe	+1 light wooden shield Bracers of Armor +1	Air plant (3) Deep Draught Feather Token: Bird (2) Feather Token: Swan Boat Healer's Kit Oil, 3 pt Potion: Mage Armor, 3 Wand: Cure Light 95.6 gp	Bedroll Flint and Steel Float Bladder Grappling hook Holy symbol (mother of pearl) Hooded lantern Mirror (small) Signal whistle Silk rope 50' Waterskin Backpack	Cloak of Resistance +1 Filter mask Medal of Gallantry Sun lenses Swim Goggles	Worn: 20.5 Remain: 9.5
9	Mwk aquatic crossbow & 10 bolts Mwk handaxe	+1 light wooden shield Bracers of Armor +1	Air plant (3) Deep Draught Feather Token: Bird (2) Feather Token: Swan Boat Healer's Kit Oil, 3 pt Potion: Mage Armor, 3 Wand: Cure Light 695.6 gp	Bedroll Flint and Steel Float Bladder Grappling hook Handy Haversack Holy symbol (mother of pearl) Hooded lantern Mirror (small) Signal whistle Silk rope 50' Waterskin	Cloak of Resistance +1 Filter mask Medal of Gallantry Sun lenses Swim Goggles	Worn: 20.5 Remain: 9.5
10	Mwk aquatic crossbow & 10 bolts Mwk handaxe	+1 light wooden shield Amulet of Natural Armor +1 Bracers of Armor +1	Air plant (3) Deep Draught Feather Token: Bird (2) Feather Token: Swan Boat Healer's Kit Oil, 3 pt Potion: Mage Armor, 3 Wand: Cure Light 695.6 gp	Bedroll Flint and Steel Float Bladder Grappling hook Handy Haversack Holy symbol (mother of pearl) Hooded lantern Mirror (small) Signal whistle Silk rope 50' Waterskin	Cloak of Resistance +1 Filter mask Medal of Gallantry Sun lenses Swim Goggles	Worn: 24.5 Remain: 13.5
11	+1 pearlsteel handaxe Mwk aquatic crossbow & 10 bolts	+1 light wooden shield Amulet of Natural Armor +1 Bracers of Armor +1	Air plant (3) Deep Draught Feather Token: Bird (2) Feather Token: Swan Boat Healer's Kit Oil, 3 pt Wand: Cure Light (35)	Bedroll Flint and Steel Float Bladder Grappling hook Handy Haversack Holy symbol (mother of pearl) Hooded lantern Mirror (small) Signal whistle	Cloak of Resistance +1 Filter mask Gauntlets of Ogre Power Medal of Gallantry Sun lenses Swim Goggles	Worn: 37.75 Remain: 0.25

			10.6 gp Potion: Mage Armor, 3	Silk rope 50' Waterskin		
12	+1 aquatic crossbow & 10 bolts +1 pearlsteel handaxe	+1 cool leather armor +1 light wooden shield Amulet of Natural Armor +1	Air plant (3) Deep Draught Feather Token: Bird (2) Feather Token: Swan Boat Healer's Kit Oil, 3 pt Wand: Cure Light 1160.6 gp	Bedroll Flint and Steel Float Bladder Grappling hook Handy Haversack Holy symbol (mother of pearl) Hooded lantern Mirror (small) Signal whistle Silk rope 50' Waterskin	Cloak of Resistance +1 Filter mask Gauntlets of Ogre Power Medal of Gallantry Sun lenses Swim Goggles	Worn: 37.25 Remain: 0.75
13	+1 aquatic crossbow & 10 bolts +1 pearlsteel handaxe	+1 cool leather armor +1 light wooden shield Amulet of Natural Armor +1	Deep Draught Feather Token: Bird (2) Feather Token: Swan Boat Healer's Kit Oil, 3 pt Wand: Cure Light 40.6 gp Air plant (3)	Bedroll Flint and Steel Float Bladder Grappling hook Handy Haversack Holy symbol (mother of pearl) Hooded lantern Mirror (small) Signal whistle Silk rope 50' Waterskin	Filter mask Gauntlets of Ogre Power Medal of Gallantry Versatile Eyes of the Eagle Cloak of Resistance +1	Worn: 37.25 Remain: 0.75
14	+2 aquatic crossbow & 10 bolts +1 pearlsteel handaxe	+1 light wooden shield +2 cool leather armor Amulet of Natural Armor +1	Deep Draught Feather Token: Bird (2) Feather Token: Swan Boat Healer's Kit Oil, 3 pt Wand: Cure Light 1040.6 gp	Bedroll Flint and Steel Float Bladder Grappling hook Handy Haversack Holy symbol (mother of pearl) Hooded lantern Mirror (small) Signal whistle Silk rope 50' Waterskin	Cloak of the Porpoise Filter mask Gauntlets of Ogre Power Medal of Gallantry Permanent Resistance +1 Versatile Eyes of the Eagle	Worn: 32.25 Remain: 5.75
15	+2 aquatic crossbow & 10 bolts +1 pearlsteel handaxe	+1 light wooden shield +2 cool leather armor Amulet of Natural Armor +1	Deep Draught Feather Token: Bird (2) Feather Token: Swan Boat Healer's Kit Oil, 3 pt Wand: Cure Light 40.6 gp	Bedroll Flint and Steel Float Bladder Grappling hook Handy Haversack Holy symbol (mother of pearl) Hooded lantern Mirror (small) Signal whistle Silk rope 50' Waterskin	Cloak of the Porpoise Filter mask Gauntlets of Ogre Power Medal of Gallantry Permanent Resistance +1 Versatile Eyes of the Eagle	Worn: 32.25 Remain: 5.75

Deep Draught

This powder is a mixture of salt, dried herbs, and extracts of desert plants. Adding it to water increases your body's retention of fluid and helps counteract the effects of dehydration. One packet of deep draught is enough for 1 gallon of solution, which grants a +5 bonus on the Heal check to treat dehydration.

Filter mask

A filter mask is a fine cloth mesh, usually of silk or cotton, that covers your mouth and nose. Cords or straps fasten the cloth around the back of your head to provide a good seal. A filter mask grants a +2 bonus on saves against gas-based effects. It negates the effects of suffocation from dust and sand, as well as the effects of supernatural or magic dust (such as slumber sand) for up to 4 hours. After this time, the mesh is clogged with grit and can no longer allow air to pass through freely. A clogged filter mask requires thorough laundering before it can be reused, but most travelers simply replace it with fresh fabric.

Sun lenses

This item, made of thin slabs of mica or volcanic glass affixed to curved frames, can protect your eyes from being dazzled by bright light, such as glare (see page 18). If you are already dazzled when you don the lenses, you are treated as if you had entered an area of shade; you recover from the dazzled condition 1 hour if you continue to wear the lenses.

Crossbow, Aquatic

This special version of a light crossbow is strung especially tautly with thicker wire and reinforced so as not to snap under the increased tension. The aquatic crossbow is not subject to the normal -2 penalty on ranged attack rolls for every five feet of distance (see Ranged Attacks Underwater, page 93 of the *Dungeon Master's Guide*), and uses its normal range increment of 40 feet both in and out of the water.

Float Bladder

This is an emergency flotation device for those who find themselves cast overboard. It can also be used to support a non-swimmer being assisted through water. A float bladder is a sack of oiled hide that can be filled with air. It has a long neck that is knotted shut after filling and ropes or straps to fasten it to the wearer. A float bladder can keep afloat one Medium creature. Treat this as a leather object (hardness 2); if it takes 5 or more points of damage, the skin is punctured. The round after puncturing, the user must begin making Swim checks to remain afloat. A punctured or deflated float bladder is a burden to a swimmer, imposing a -2 penalty on Swim checks if it is not removed.

Air Plant

The air plant is a bizarre form of pond vegetation whose spongy structure produces and stores air, keeping the plant at the surface so it can receive adequate light. This mass remains alive and continues to produce air even after being cut from the plant, provided it is kept moist and well lit. When placed in the mouth, a fist-sized piece of this material can provide enough air to sustain a Medium air-breathing creature for 5 minutes. After that time, the submerged creature must begin holding its breath and risks drowning. The air plant dies after use and can't be recharged—another portion must be procured.

Medal of Gallantry

This silver sun-shaped brooch grants its wearer a +2 bonus on Diplomacy checks but imposes a -2 penalty on Bluff checks. This penalty remains for 24 hours after the medal is removed.

Three times per day the wearer can use sanctuary on himself as a swift action. If the wearer attacks while protected by this effect, he takes a -1 morale penalty on that attack and all subsequent attacks for 1 hour afterward.

Faint abjuration; CL 3rd; Craft Wondrous Item, sanctuary; Price 1,100 gp.

Swimming Goggles

This is a leather frame containing a clear piece of glass (sometimes two) made to fit tightly over the eyes. Wearing a set of swimming goggles improves visibility underwater. In clear water, the wearer's vision extends to 6d8×10 feet. Swimming goggles don't make it any easier to see through murky or fast-moving water.

Cool (Armor Enchantment)

This special ability can be placed only on a suit of armor. The suit's wearer does not take the normal -4 penalty on Fortitude saves to resist the effects of hot environments.

Faint abjuration; CL 3rd; Craft Magic Arms and Armor, endure elements; Price +2,400 gp.

Pearlsteel (Material)

A strange metal crafted by secretive aventi metallurgists working near volcanic vents in the ocean floor, pearlsteel is gleaming, shining steel covered with a blue-white sheen like mother of pearl. Created from fine steel and rare silvery pearls found only in the ocean depths where the pressures alone would kill a land walker, pearlsteel is highly prized by all undersea races and constitutes a major trade item for the aventi. Pearlsteel is very light, especially in water. Pearlsteel items weigh 25% less than their normal equivalents. Pearlsteel also slices more smoothly through the resistance that water presents. When a slashing weapon made of pearlsteel is used in the water, its damage is reduced by -1 rather than the normal -2 for fighting in the water with a slashing weapon, and its damage is reduced by -2 instead of half. Likewise, damage dealt underwater by a bludgeoning weapon made of pearlsteel is reduced by -2 rather than reduced by half.

Versatile Eyes of the Eagle

This variation on the standard [Eyes of the Eagle](#) incorporates the effects of both sun lenses and swimming goggles. Due to the extra complexity of its construction, it costs 2,650 gold rather than 2,500.

Cloak of the Porpoise

This cloak appears to be made of leather until the wearer enters fresh water. At that time the cloak of the porpoise adheres to the individual, and they appear nearly identical to a porpoise (as the polymorph spell, except that it allows only manta ray form). They gain a +2 natural armor bonus, the ability to hold their breath, blindsight, and a swim speed of 80 feet, like a real porpoise.

The wearer also gains a porpoise's slam attack, which deals 2d4 damage. This attack can be used in addition to any other attack the character has, using their highest melee attack bonus. The wearer can release their arms from the cloak without sacrificing underwater movement if so desired.

Blindsight (Ex)

Porpoises can "see" by emitting high-frequency sounds, inaudible to most other creatures, that allow them to locate objects and creatures within 120 feet. A silence spell negates this.

Hold Breath (Ex)

A porpoise can hold its breath for a number of rounds equal to $6 \times$ its Constitution score before it risks drowning.

Moderate transmutation; CL 9th; Craft Wondrous Item, polymorph, water breathing; Price 7,200 gp; Weight 1 lb.

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