

EMERALD SPIRE LEVEL 5

THE DROWNED LEVEL

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JORQUAL/DAYANA/SENETHAR**CR 4**Male undine summoner 5 (*Pathfinder RPG Advanced Player's Guide* 54, *Pathfinder RPG Bestiary* 2 275)

CN Medium outsider (aquatic, native)

Init +0; **Senses** darkvision 60 ft.; Perception +7**DEFENSE****AC** 15, touch 11, flat-footed 15 (+4 armor, +1 deflection)**hp** 31 (5d8+5)**Fort** +4, **Ref** +1, **Will** +6**Defensive Abilities** shield ally; **Resist** cold 5**OFFENSE****Speed** 30 ft., swim 40 ft.**Melee** dagger +2 (1d4–1/19–20)**Ranged** light crossbow +3 (1d8/19–20)**Spell-Like Abilities** (CL 5)1/day—*hydraulic push*^{APG}**Summoner Spell-Like Abilities** (CL 5th; concentration +8, +12 defensively):6/day—*summon monster III***Summoner Spells Known** (CL 5th; concentration +8, +12 defensively)2nd (3/day)—*glitterdust* (DC 15), *haste*, *summon monster II*1st (5/day)—*corrosive touch*^{UM}, *daze monster* (DC 14), *lesser rejuvenate eidolon*^{APG}, *mage armor*0 (at will)—*acid splash*, *detect magic*, *mage hand*, *message*, *open/close*, *read magic***TACTICS****Before Combat** Jorqual casts *mage armor* on his eidolon daily.**During Combat** Jorqual casts *haste* on himself and his eidolon; he then uses *summon monster II* to summon a giant frog or multiple poisonous frogs.**Morale** If his eidolon is defeated, Jorqual attempts to flee (using a *scroll of invisibility*, if possible), heading toward his sisters.**STATISTICS****Str** 8, **Dex** 10, **Con** 12, **Int** 14, **Wis** 15, **Cha** 16**Base Atk** +3; **CMB** +2; **CMD** 13**Feats** Aquatic Ancestry^{APG}, Combat Casting, Great Fortitude**Skills** Knowledge (arcana, nature, planes) +10, Perception +7, Spellcraft +10, Swim +5**Languages** Aklo, Aquan, Common, Draconic**SQ** amphibious, bond senses (5 rounds/day), eidolon, life link, water affinity**Combat Gear** *potion of cure moderate wounds*, *scroll of aqueous orb*^{APG}, *scroll of invisibility*; **Other Gear**chain shirt, dagger, light crossbow with 10 mwk bolts, *ring of protection +1*, antitoxin, backpack, flasks (10), glass bottles (5), hourglass (1 hour), ink, inkpen, journal^{UE}, scroll case, coral (worth 100 gp), irregular pearls (5, worth 10 gp each), pearl (worth 100 gp), 71 gp**SPECIAL ABILITIES****Bond Senses (Su)** Starting at 2nd level, a summoner can, as a standard action, share the senses of his eidolon, hearing, seeing, smelling, tasting, and touching everything the eidolon does. He can use this ability a number of rounds per day equal to his summoner level. There is no range to this effect, but the eidolon and the summoner must be on the same plane. The summoner can end this effect as a free action.**Life Link (Su)** Starting at 1st level, a summoner forms a close bond with his eidolon. Whenever the eidolon takes enough damage to send it back to its home plane, the summoner can sacrifice any

number of hit points. Each hit point sacrificed in this way prevents 1 point of damage done to the eidolon. This can prevent the eidolon from being sent back to its home plane.

In addition, the eidolon and the summoner must remain within 100 feet of one another for the eidolon to remain at full strength. If the eidolon is beyond 100 feet but closer than 1,000 feet, its current and maximum hit point totals are reduced by 50%. If the eidolon is more than 1,000 feet away but closer than 10,000 feet, its current and maximum hit point totals are reduced by 75%. If the eidolon is more than 10,000 feet away, it is immediately returned to its home plane. Current hit points lost in this way are not restored when the eidolon gets closer to its summoner, but its maximum hit point total does return to normal.

Shield Ally (Ex) At 4th level, whenever a summoner is within his eidolon's reach, the summoner receives a +2 shield bonus to his Armor Class and a +2 circumstance bonus on his saving throws. This bonus does not apply if the eidolon is grappled, helpless, paralyzed, stunned, or unconscious.

Summoner's Cheat Sheet

2nd level spells

Glitterdust (conjuration, VSM, medium, 10ft. radius, 1rd/lvl) – Creatures in area are outlined, no invis. FORT or be blinded; new save every round.

Haste (transmutation, VSM, close, one creature/lvl all w/in 30ft. of each other, 1rd/lvl, SRyes) - Make 1 extra attack on a full attack, +1 attack, +1 dodge to AC, REF, double speed up to 30ft. extra.

Summon Monster II (conjuration(summoning), VSDF, 1round, close, 1rd/lvl) – Summon a giant frog or 1d3 poisonous frogs

1st level spells

Corrosive Touch (conjuration(creation)[acid], VS, creature or object touched, SRyes) – melee touch deals 1d4 acid/lvl, maximum of 5d4.

Daze Monster (enchantment(compulsion)[mind-affecting], medium, one living creature < 6HD, 1 rd, SRyes) – Will or dazed for 1 round.

Lesser Rejuvenate Eidolon (conjuration(healing), eidolon touched) – Heal eidolon 1d10+lvl (max +5) hp.

Mage Armor (conjuration(creation)[force], creature touched, 1hr/lvl) - +4 armor bonus

Scrolls

Aqueous Orb (conjuration(creation)[water], VSM, medium, 10ft. sphere, 1rd/lvl) – Sphere moves at 30 ft. rd when you direct it as a move. Creatures it hits REF or take 2d6 nonlethal and Large or smaller REF or be engulfed by the orb. New REF every round to escape.

Invisibility (illusion[glamer], VSM, creature touched, 1min/lvl, SRyes) – Become invisible until you attack

Spell-Like Abilities

Hydraulic Push (evocation[water], VS, close, one creature or object, SRyes) – Make a bull rush attempt with a CMB = caster level + highest mental stat. This puts out mundane fires.

CRAB EIDOLON

Eidolon (quadruped base form) (*Pathfinder RPG Advanced Player's Guide* 58)

CN Medium outsider (extraplanar)

Init +3; **Senses** darkvision 60 ft.; Perception +7

DEFENSE

AC 23, touch 13, flat-footed 20 (+4 armor, +3 Dex, +6 natural)

hp 30 (4d10+8)

Fort +6, **Ref** +7, **Will** +1

Defensive Abilities evasion

OFFENSE

Speed 40 ft., swim 40 ft.

Melee 2 claws +8 (1d6+3), bite +8 (1d8+3)

Special Attacks pounce

STATISTICS

Str 16, **Dex** 16, **Con** 14, **Int** 7, **Wis** 10, **Cha** 11

Base Atk +4; **CMB** +7; **CMD** 20 (24 vs. trip)

Feats Weapon Focus (claw), Weapon Focus (bite)

Skills Intimidate +7, Perception +7, Sense Motive +7, Stealth +10, Swim +11

Languages Aquan, Common

SQ evolutions (bite, claws, gills, improved damage [bite], improved damage [claw], limbs [legs, 3], pounce, swim), link, share spells

SUMMONED GIANT FROG

CR 1

N Medium Animal

Init +1; **Senses** low-light vision, scent; Perception +3

DEFENSE

AC 12, touch 11, flat-footed 11 (+1 Dex, +1 natural)

hp 15 (2d8+6)

Fort +6, **Ref** +6, **Will** –1

OFFENSE

Speed 30 ft., swim 30 ft.

Melee bite +3 (1d6+2 plus grab) or tongue +3 touch (grab)

Space 5 ft.; **Reach** 5 ft. (15 ft. with tongue)

Special Attacks pull (tongue, 5 feet), swallow whole (1d4 bludgeoning damage, AC 10, 1 hp), tongue

STATISTICS

Str 15, **Dex** 13, **Con** 16, **Int** 1, **Wis** 8, **Cha** 6

Base Atk +1; **CMB** +3 (+7 grapple); **CMD** 14 (18 vs. trip)

Feats Lightning Reflexes

Skills Acrobatics +9 (+13 jumping), Perception +3, Stealth +5, Swim +10; **Racial Modifiers** +4 Acrobatics (+8 jumping), +4 Stealth

SPECIAL ABILITIES

Tongue (Ex) A giant frog's tongue is a primary attack with reach equal to three times the frog's normal reach (15 feet for a Medium giant frog). A giant frog's tongue deals no damage on a hit, but can be used to grab. A giant frog does not gain the grappled condition while using its tongue in this manner.

WATER MEPHIT**CR 3**

N Small outsider (water)

Init +6; **Senses** darkvision 60 ft.; Perception +6**DEFENSE****AC** 17, touch 14, flat-footed 14 (+2 Dex, +1 dodge, +3 natural, +1 size)**hp** 19 (3d10+3); fast healing 2 (only underwater)**Fort** +2, **Ref** +5, **Will** +3**DR** 5/magic**OFFENSE****Speed** 30 ft., fly 40 ft. (average), swim 30 ft.**Melee** 2 claws +5 (1d3+1)**Special Attacks** breath weapon (15-foot cone, 1d8 acid, Reflex DC 13 for half)**Spell-Like Abilities** (CL 6th)1/hour—*acid arrow*1/day—*stinking cloud* (DC 15), summon (level 2, 1 mephit of the same type 25%)**STATISTICS****Str** 13, **Dex** 15, **Con** 12, **Int** 6, **Wis** 11, **Cha** 14**Base Atk** +3; **CMB** +3; **CMD** 15**Feats** Dodge, Improved Initiative**Skills** Bluff +8, Fly +10, Perception +6, Stealth +12**Languages** Common, one appropriate elemental language (Aquan, Auran, Ignan, or Terran)**SPECIAL ABILITIES****Breath Weapon (Su)** Each type of mephit can unleash a particular breath weapon every 4 rounds as a standard action. The DC is Constitution-based and includes a +1 racial bonus.**CRAB SWARM****CR 4**

N Diminutive vermin (aquatic, swarm)

Init +2; **Senses** darkvision 60 ft.; Perception +0**DEFENSE****AC** 18, touch 16, flat-footed 16 (+2 Dex, +2 natural, +4 size)**hp** 38 (7d8+7)**Fort** +6, **Ref** +4, **Will** +2**Immune** mind-affecting effects, swarm traits, weapon damage**OFFENSE****Speed** 30 ft., swim 20 ft.**Melee** swarm (2d6)**Space** 10 ft.; **Reach** 0 ft.**Special Attacks** distraction (DC 14)**STATISTICS****Str** 1, **Dex** 14, **Con** 13, **Int** —, **Wis** 10, **Cha** 2**Base Atk** +5; **CMB** —; **CMD** —**Skills** Swim +10; **Racial Modifiers** uses Dex to modify Swim

MEDIUM WATER ELEMENTAL**CR 3**

N Medium outsider (elemental, extraplanar, water)

Init +1; **Senses** darkvision 60 ft.; Perception +5

DEFENSE

AC 17, touch 11, flat-footed 16 (+1 Dex, +6 natural)

hp 30 (4d10+8)

Fort +6, **Ref** +5, **Will** +1

Immune elemental traits

OFFENSE

Speed 20 ft., swim 90 ft.

Melee slam +7 (1d8+4)

w/ Power Attack slam +5 (1d8+10)

Special Attacks drench, vortex (DC 15), water mastery

STATISTICS

Str 16, **Dex** 12, **Con** 15, **Int** 4, **Wis** 11, **Cha** 11

Base Atk +4; **CMB** +7; **CMD** 18

Feats Cleave, Power Attack

Skills Acrobatics +6, Escape Artist +6, Knowledge (planes) +2,
Perception +5, Stealth +6, Swim +16

SPECIAL ABILITIES

Drench (Ex) The elemental's touch puts out nonmagical flames of Large size or smaller. The creature can dispel magical fire it touches as *dispel magic* (caster level equals elemental's HD).

Vortex (Su) A water elemental can create a whirlpool as a standard action, at will. This ability functions identically to the whirlwind special attack (see page 306), but can only form underwater and cannot leave the water.

Water Mastery (Ex) A water elemental gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, the elemental takes a –4 penalty on attack and damage rolls. These modifiers apply to bull rush and overrun maneuvers, whether the elemental is initiating or resisting these kinds of attacks.

LARGE WATER ELEMENTAL**CR 5**

N Large outsider (elemental, extraplanar, water)

Init +2; **Senses** darkvision 60 ft.; Perception +9

DEFENSE

AC 18, touch 12, flat-footed 15 (+2 Dex, +1 dodge, +6 natural, –1 size)

hp 68 (8d10+24)

Fort +9, **Ref** +8, **Will** +2

DR 5/—; **Immune** elemental traits

OFFENSE

Speed 20 ft., swim 90 ft.

Melee 2 slams +12 (1d8+5)

w/ Power Attack 2 slams +9 (1d8+11)

Space 10 ft.; **Reach** 10 ft.

Special Attacks drench, vortex (DC 19), water mastery

STATISTICS

Str 20, **Dex** 14, **Con** 17, **Int** 6, **Wis** 11, **Cha** 11

Base Atk +8; **CMB** +14; **CMD** 27

Feats Cleave, Dodge, Great Cleave, Power Attack

Skills Acrobatics +9, Escape Artist +11, Knowledge (planes) +5, Perception +9, Stealth +5, Swim +24

SPECIAL ABILITIES

Drench (Ex) The elemental's touch puts out nonmagical flames of Large size or smaller. The creature can dispel magical fire it touches as *dispel magic* (caster level equals elemental's HD).

Vortex (Su) A water elemental can create a whirlpool as a standard action, at will. This ability functions identically to the whirlwind special attack (see page 306), but can only form underwater and cannot leave the water.

Water Mastery (Ex) A water elemental gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, the elemental takes a –4 penalty on attack and damage rolls. These modifiers apply to bull rush and overrun maneuvers, whether the elemental is initiating or resisting these kinds of attacks.

MUDLORD**CR 6**

N Medium outsider (earth, elemental, water)

Init +7; **Senses** darkvision 60 ft., tremorsense 30 ft.; **Perception** +13

DEFENSE

AC 19, touch 13, flat-footed 16 (+3 Dex, +6 natural)

hp 67 (9d10+18)

Fort +8, **Ref** +9, **Will** +4

Defensive Abilities amorphous, **DR** 10/magic; **Immune** elemental traits; **SR** 17

Weaknesses vulnerable to magic

OFFENSE

Speed 30 ft., swim 40 ft.

Melee 2 slams +13 (2d6+3 plus grab)

Ranged mudball +12 touch (blindness)

Special Attacks engulf (DC 17, 1d6+3 bludgeoning and smother), smother

STATISTICS

Str 17, **Dex** 16, **Con** 14, **Int** 10, **Wis** 13, **Cha** 7

Base Atk +9; **CMB** +12; **CMD** 25 (can't be tripped)

Feats Combat Reflexes, Improved Initiative, Lunge, Skill Focus (Stealth), Weapon Focus (slam)

Skills Acrobatics +15, Climb +9, Escape Artist +15, Intimidate +10, Knowledge (planes) +6, Perception +13, Stealth +18, Swim +17

Languages Terran

SQ compression, freeze (mud puddle)

SPECIAL ABILITIES

Amorphous (Ex) The creature's body is malleable and shapeless. It is immune to precision damage (like sneak attacks) and critical hits.

Compression (Ex) The creature can move through an area as small as one-quarter its space without squeezing or one-eighth its space when squeezing.

Engulf (Su) A mudlord can engulf no more than one Medium or two Small or smaller creatures at a time.

Freeze (Ex) The creature can hold itself so still it appears to be an inanimate object of the appropriate shape (a statue, patch of fungus, and so on). The creature can take 20 on its Stealth check to hide in plain sight as this kind of inanimate object.

Mudball (Ex) A mudlord can throw a ball of sticky mud up to 30 feet at an opponent's face as a ranged touch attack. If it hits, the target is blinded. Each round on its turn, the target can attempt a DC 16 Reflex save as a free action; if successful, the target shakes off the mud. The target or an adjacent creature can wipe off the mud as a standard action. The save DC is Constitution-based.

Smother (Ex) If the creature's opponent is holding its breath, the creature can reduce the time until the target has to attempt suffocation checks. As a free action, the creature can attempt a grapple combat maneuver against the opponent. If it succeeds, the opponent reduces the remaining duration it can hold its breath by 1d6 rounds.

Vulnerable to Magic (Ex) A *transmute mud to rock* spell deals 1d6 points of damage per caster level to any mudlord in the area and automatically staggers it for 2d6 rounds.

SMALL WATER ELEMENTAL**CR 1**

N Small outsider (elemental, extraplanar, water)

Init +0; **Senses** darkvision 60 ft.; **Perception** +4

DEFENSE

AC 17, touch 11, flat-footed 17 (+6 natural, +1 size)

hp 13 (2d10+2)

Fort +4, **Ref** +3, **Will** +0

Immune elemental traits

OFFENSE

Speed 20 ft., swim 90 ft.

Melee slam +5 (1d6+3)

w/ Power Attack slam +5 (1d6+6)

Special Attacks drench, vortex (DC 13), water mastery

STATISTICS

Str 14, **Dex** 10, **Con** 13, **Int** 4, **Wis** 11, **Cha** 11

Base Atk +2; **CMB** +3; **CMD** 13

Feats Power Attack

Skills Acrobatics +4, Escape Artist +4, Knowledge (planes) +1, Perception +4, Stealth +8, Swim +14

SPECIAL ABILITIES

Drench (Ex) The elemental's touch puts out nonmagical flames of Large size or smaller. The creature can dispel magical fire it touches as *dispel magic* (caster level equals elemental's HD).

Vortex (Su) A water elemental can create a whirlpool as a standard action, at will. This ability functions identically to the whirlwind special attack (see page 306), but can only form underwater and cannot leave the water.

Water Mastery (Ex) A water elemental gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, the elemental takes a –4 penalty on attack and damage rolls. These modifiers apply to bull rush and overrun maneuvers, whether the elemental is initiating or resisting these kinds of attacks.

BUNYIP**CR 3**

N Medium magical beast (aquatic)

Init +3; **Senses** darkvision 60 ft., low-light vision, keen scent 180 ft.; Perception +8

DEFENSE

AC 15, touch 13, flat-footed 12 (+3 Dex, +2 natural)

hp 32 (5d10+5)

Fort +5, **Ref** +7, **Will** +1

OFFENSE

Speed 10 ft., swim 50 ft.

Melee bite +7 (1d8+1/19–20 plus bleed)

Special Attacks bleed (1d6), blood frenzy, roar

STATISTICS

Str 13, **Dex** 16, **Con** 13, **Int** 2, **Wis** 11, **Cha** 7

Base Atk +5; **CMB** +6; **CMD** 19

Feats Improved Critical (bite)^B, Skill Focus (Perception), Skill Focus (Stealth), Weapon Focus (bite)

Skills Escape Artist +5, Perception +8, Stealth +10, Swim +9

SQ amphibious

SPECIAL ABILITIES

Blood Rage (Ex) A bunyip's blood rage ability activates whenever it detects blood in the water using its keen scent, but otherwise functions as the universal monster rule of the same name.

Roar (Su) A bunyip's roar is supernaturally loud and horrifying. When a bunyip roars (a standard action the creature can perform at will), all hearing creatures with 4 or fewer HD within a 100-foot spread must succeed on a DC 13 Will save or become panicked for 2d4 rounds. Whether or not the save is successful, creatures in the area are immune to the roar of that bunyip for 24 hours. This is a sonic, mind-affecting fear effect. The save DC is Constitution-based.

GIANT MORAY EEL**CR 5**

N Large animal (aquatic)

Init +6; **Senses** low-light vision, scent; Perception +7**DEFENSE****AC** 19, touch 11, flat-footed 17 (+2 Dex, +8 natural, –1 size)**hp** 52 (7d8+21)**Fort** +8, **Ref** +9, **Will** +3**OFFENSE****Speed** swim 30 ft.**Melee** bite +11 (2d6+9 plus grab)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** gnaw**STATISTICS****Str** 22, **Dex** 14, **Con** 16, **Int** 1, **Wis** 12, **Cha** 8**Base Atk** +5; **CMB** +12 (+16 grapple); **CMD** 24 (can't be tripped)**Feats** Improved Initiative, Lightning Reflexes, Skill Focus (Stealth), Weapon Focus (bite)**Skills** Escape Artist +10, Perception +7, Stealth +8, Swim +14; **Racial Modifiers** +8 Escape Artist**SPECIAL ABILITIES**

Gnaw (Ex) If a giant moray eel begins a round with a grabbed foe, it inflicts automatic bite damage (2d6+9 points of damage). A giant moray eel possesses a second set of jaws in its throat that aid in swallowing—it can make a second bite attack (+11 attack, 1d6+3) against a foe it has already grabbed.

SHARK-TAILED EMERALD AUTOMATON**CR 4**

N Medium construct

Init +1; **Senses** darkvision 60 ft., low-light vision; Perception +0**Aura** electricity (5 ft., DC 12)

DEFENSE**AC** 17, touch 11, flat-footed 16 (+1 Dex, +6 natural)**hp** 47 (5d10+20)**Fort** +1, **Ref** +2, **Will** +1**DR** 5/adamantine; **Immune** construct traits**Weaknesses** magic dependent

OFFENSE**Speed** 5 ft.; swim 30 ft.**Melee** ranseur +10 (2d4+7/×3) or slam +7 (1d6+7)**w/ Power Attack** ranseur +8 (2d4+13/×3) or slam +5 (1d6+11)

STATISTICS**Str** 20, **Dex** 13, **Con** —, **Int** —, **Wis** 11, **Cha** 1**Base Atk** +5; **CMB** +10 (+12 sunder); **CMD** 21 (23 vs. sunder)**Feats** Improved Sunder^B, Power Attack^B**SQ** proficient

SPECIAL ABILITIES

Electricity Aura (Su) An emerald automaton reduced to half its hit points or fewer emits hazardous energy from its damaged magical battery. Any non-construct creature that ends its turn within 5 feet of a damaged emerald automaton takes 1d10 points of electricity damage (Reflex DC 12 negates). The save DC is Constitution-based.

Magic Dependent (Su) An emerald automaton is partially powered by magic. When deprived of magic, the automaton is affected as if it were exhausted. The automaton's magic can be cut off by antimagic, or suppressed by a *dispel magic* or *mage's disjunction* effect as if it were a magic item.

Proficient (Ex) An emerald automaton is proficient with all simple and martial weapons.

SWIM

You know how to swim and can do so even in stormy water.

Check: Make a Swim check once per round while you are in the water. Success means you may swim at up to half your speed (as a full-round action) or at a quarter of your speed (as a move action). If you fail by 4 or less, you make no progress. If you fail by 5 or more, you go underwater.

If you are underwater, either because you failed a Swim check or because you are swimming underwater intentionally, you must hold your breath. You can hold your breath for a number of rounds equal to twice your Constitution score, but only if you do nothing other than take move actions or free actions. If you take a standard action or a full-round action (such as making an attack), the remainder of the duration for which you can hold your breath is reduced by 1 round. (Effectively, a character in combat can hold his breath only half as long as normal.) After that period of time, you must make a DC 10 Constitution check every round to continue holding your breath. Each round, the DC for that check increases by 1. If you fail the Constitution check, you begin to drown. The DC for the Swim check depends on the water, as given on the table below.

Water	Swim DC
Calm water	10
Rough water	15
Stormy water	20*

* You can't take 10 on a Swim check in stormy water, even if you aren't otherwise being threatened or distracted.

Each hour that you swim, you must make a DC 20 Swim check or take 1d6 points of nonlethal damage from fatigue.

Action: A successful Swim check allows you to swim a quarter of your speed as a move action or half your speed as a full-round action.

Special: A creature with a swim speed can move through water at its indicated speed without making Swim checks. It gains a +8 racial bonus on any Swim check to perform a special action or avoid a hazard. The creature can always choose to take 10 on a Swim check, even if distracted or endangered when swimming. Such a creature can use the run action while swimming, provided that it swims in a straight line.

If you have the Athletic feat, you get a bonus on Swim checks (see Chapter 5).

DROWNING

Any character can hold her breath for a number of rounds equal to twice her Constitution score. If a character takes a standard or full-round action, the remaining duration that the character can hold her breath is reduced by 1 round. After this period of time, the character must make a DC 10 Constitution check every round in order to continue holding her breath. Each round, the DC increases by 1.

When the character finally fails her Constitution check, she begins to drown. In the first round, she falls unconscious (0 hp). In the following round, she drops to -1 hit points and is dying. In the third round, she drowns.

Unconscious characters must begin making Constitution checks immediately upon being submerged (or upon becoming unconscious if the character was conscious when submerged). Once she fails one of these checks, she immediately drops to -1 (or loses 1 additional hit point, if her total is below -1). On the following round, she drowns.

It is possible to drown in substances other than water, such as sand, quicksand, fine dust, and silos full of grain.

Aquatic Terrain

Aquatic terrain is the least hospitable to most PCs, because they can't breathe there. Aquatic terrain doesn't offer the variety that land terrain does. The ocean floor holds many marvels, including undersea analogues of any of the terrain elements described earlier in this section, but if characters find themselves in the water because they were bull rushed off the deck of a pirate ship, the tall kelp beds hundreds of feet below them don't matter. Accordingly, these rules simply divide aquatic terrain into two categories: flowing water (such as streams and rivers) and non-flowing water (such as lakes and oceans).

Flowing Water: Large, placid rivers move at only a few miles per hour, so they function as still water for most purposes. But some rivers and streams are swifter; anything floating in them moves downstream at a speed of 10 to 40 feet per round. The fastest rapids send swimmers bobbing downstream at 60 to 90 feet per round. Fast rivers are always at least rough water (Swim DC 15), and whitewater rapids are stormy water (Swim DC 20). If a character is in moving water, move her downstream the indicated distance at the end of her turn. A character trying to maintain her position relative to the riverbank can spend some or all of her turn swimming upstream.

Swept Away: Characters swept away by a river moving 60 feet per round or faster must make DC 20 Swim checks every round to avoid going under. If a character gets a check result of 5 or more over the minimum necessary, she arrests her motion by catching a rock, tree limb, or bottom snag—she is no longer being carried along by the flow of the water. Escaping the rapids by reaching the bank requires three DC 20 Swim checks in a row. Characters arrested by a rock, limb, or snag can't escape under their own power unless they strike out into the water and attempt to swim their way clear. Other characters can rescue them as if they were trapped in quicksand (described in Marsh Terrain).

Non-Flowing Water: Lakes and oceans simply require a swim speed or successful Swim checks to move through (DC 10 in calm water, DC 15 in rough water, DC 20 in stormy water). Characters need a way to breathe if they're underwater; failing that, they risk drowning. When underwater, characters can move in any direction.

Stealth and Detection Underwater: How far you can see underwater depends on the water's clarity. As a guideline, creatures can see 4d8 × 10 feet if the water is clear, and 1d8 × 10 feet if it's murky. Moving water is always murky, unless it's in a particularly large, slow-moving river.

It's hard to find cover or concealment to hide underwater (except along the sea floor).

Invisibility: An invisible creature displaces water and leaves a visible, body-shaped "bubble" where the water was displaced. The creature still has concealment (20% miss chance), but not total concealment (50% miss chance).

Underwater Combat

Land-based creatures can have considerable difficulty when fighting in water. Water affects a creature's attack rolls, damage, and movement. In some cases a creature's opponents might get a bonus on attacks. The effects are summarized on Table 13–7. They apply whenever a character is swimming, walking in chest-deep water, or walking along the bottom of a body of water.

Ranged Attacks Underwater: Thrown weapons are ineffective underwater, even when launched from land. Attacks with other ranged weapons take a –2 penalty on attack rolls for every 5 feet of water they pass through, in addition to the normal penalties for range.

Attacks from Land: Characters swimming, floating, or treading water on the surface, or wading in water at least chest deep, have improved cover (+8 bonus to AC, +4 bonus on Reflex saves) from opponents on land. Land-bound opponents who have *freedom of movement* effects ignore this cover when making melee attacks against targets in the water. A completely submerged creature has total

cover against opponents on land unless those opponents have *freedom of movement* effects. Magical effects are unaffected except for those that require attack rolls (which are treated like any other effects) and fire effects.

Fire: Nonmagical fire (including alchemist's fire) does not burn underwater. Spells or spell-like effects with the fire descriptor are ineffective underwater unless the caster makes a caster level check (DC 20 + spell level). If the check succeeds, the spell creates a bubble of steam instead of its usual fiery effect, but otherwise the spell works as described. A supernatural fire effect is ineffective underwater unless its description states otherwise. The surface of a body of water blocks line of effect for any fire spell. If the caster has made the caster level check to make the fire spell usable underwater, the surface still blocks the spell's line of effect.

Spellcasting Underwater: Casting spells while submerged can be difficult for those who cannot breathe underwater. A creature that cannot breathe water must make a concentration check (DC 15 + spell level) to cast a spell underwater (this is in addition to the caster level check to successfully cast a fire spell underwater). Creatures that can breathe water are unaffected and can cast spells normally. Some spells might function differently underwater, subject to GM discretion.

Table 13–7: Combat Adjustments Underwater

Attack/Damage				
Condition	Slashing or Bludgeoning	Piercing	Movement	Off Balance? ¹
<i>Freedom of movement</i>	normal/normal	normal/normal	normal	No
Has a swim speed	–2/half	normal	normal	No
Successful Swim check	–2/half ²	normal	quarter or half ³	No
Firm footing ⁴	–2/half ²	normal	half	No
None of the above	–2/half ²	–2/half	normal	Yes

¹ Creatures flailing about in the water (usually because they failed their Swim checks) have a hard time fighting effectively. An offbalance creature loses its Dexterity bonus to Armor Class, and opponents gain a +2 bonus on attacks against it.

² A creature without *freedom of movement* effects or a swim speed makes grapple checks underwater at a –2 penalty, but deals damage normally when grappling.

³ A successful Swim check lets a creature move one-quarter its speed as a move action or one-half its speed as a full-round action.

⁴ Creatures have firm footing when walking along the bottom, braced against a ship's hull, or the like. A creature can only walk along the bottom if it wears or carries enough gear to weigh itself down: at least 16 pounds for Medium creatures, twice that for each size category larger than Medium, and half that for each size category smaller than Medium.

+1 ADAMANTINE BATTLEAXE – faint transmutation, CL 3rd (Identify DC 18)

One-handed martial weapon, 1d8 damage, x3 crit, slashing

HEADBAND OF INSPIRED WISDOM +2 – moderate transmutation, CL 8th (Identify DC 23)

The headband grants the wearer an enhancement bonus to Wisdom of +2. Treat this as a temporary ability bonus for the first 24 hours the headband is worn.

POTION OF CURE MODERATE WOUNDS – faint conjuration, CL 3rd (Identify DC 18)

Drinker heals 2d8+3 hit points.

POTION OF WATER BREATHING – faint transmutation, CL 5th (Identify DC 20)

Drinker can breathe water for 24 hours.

RING OF PROTECTION +1 – faint abjuration, CL 5th (Identify DC 20)

Wearer gains a +1 deflection bonus to AC.

SCROLL OF AQUEOUS ORB – faint conjuration, CL 5th (Identify DC 20)

See Summoner stat block

SCROLL OF INVISIBILITY – faint illusion, CL 3rd (Identify DC 18)

See Summoner stat block