

Abandoned Arts Presents:

# Spell Power

## hydraulic Push



Feats and plot hooks for the *hydraulic push* spell.

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## SPELL POWER: HYDAULIC PUSH

Presented below are several feats and exciting plot hooks centered around a unifying theme: the [hydraulic push](#) spell. This spell was first featured in the *Pathfinder® Roleplaying Game: Advanced Players Guide* and is referenced [here](#) for your convenience.

### SPELL POWER FEATS

Spell power feats interact with specific spells or groups of closely-related spells, modifying the way those spells function for characters that possess them. Spells modified by a spell power feat are harder to identify with the Spellcraft skill. The DC of such a check is increased by +1 for every spell power feat that modifies the spell. A successful check reveals the names and effects of each of the spell power feats modifying the identified spell.

### HYDRAULIC CURRENT [SPELL POWER]

*Your hydraulic push capitalizes on natural currents.*

**Prerequisites:** ability to cast *hydraulic push*

**Benefit:** You gain a +2 bonus on CMB checks made as a part of a *hydraulic push* spell targeting a creature in rough or fast-moving water.

### HYDRAULIC SLAM [SPELL POWER]

*Your hydraulic push batters foes with riptide force.*

**Prerequisites:** ability to cast *hydraulic push*, caster level 3rd

**Benefit:** At your option, you may inflict damage on creatures or objects bull rushed into a wall or solid surface by a *hydraulic push* spell that you cast. Targets battered into such a surface receive 1d4 points of damage for every two caster levels (minimum 1d4) unless they succeed on a Reflex saving throw. Alternately, a target battered into another creature receives half as much damage on a failed saving throw, and inflicts an equal amount on the creature they are bull rushed into.

### HYDRAULIC UNDERTOW [SPELL POWER]

*Your hydraulic push spell constitutes a drowning hazard.*

**Prerequisites:** ability to cast *hydraulic push*, caster level 3rd

**Benefit:** At your option, a waterborne creature moved by your *hydraulic push* spell is immediately drawn underwater (or deeper into the body of water

that they occupy) a distance equal to the distance pushed. Note that if you use a *hydraulic push* spell to bull rush such a creature straight down, this ability effectively doubles that distance.

### MIGHTY PUSH [SPELL POWER]

*With a grand sweep of your arms, you add your own might to that of your hydraulic bull rush.*

**Prerequisites:** Str 13, ability to cast *hydraulic push*

**Benefit:** You may add your Strength modifier to your CMB check when attempting a bull rush with a *hydraulic push* spell. If you do, you must include a somatic component; you may not gain the benefits of Still Spell when casting *hydraulic push* in such a way.

### QUENCHING PUSH [SPELL POWER]

*Your hydraulic push soaks the area between yourself and your foe.*

**Prerequisites:** ability to cast *hydraulic push*

**Benefit:** When you target a creature at least 5 feet away from yourself with a *hydraulic push* spell, you may choose to extinguish every normal, non-magical fire between yourself and the target automatically. Magical fires may be dispelled as though affected by a *dispel magic* effect with a caster level equal to 2 minus the CL of your *hydraulic push* spell (minimum 1).



## RUSHING PUSH [SPELL POWER]

*Your combat savvy makes you particularly effective at bull rushing foes with hydraulic magic.*

**Prerequisites:** ability to cast *hydraulic push*, Improved Bull Rush

**Benefit:** You can apply bonuses granted by the Improved Bull Rush feat, and those granted by any feat listing Improved Bull Rush as a prerequisite, to *hydraulic push* spells that you cast. In addition to the numeric CMB bonuses granted by such a feat, you may apply special effects to a *hydraulic push* as well (such as the benefits of the Greater Bull Rush feat, which cause affected creatures to provoke attacks of opportunity for movement produced by a bull rush maneuver).

### HYDRAULIC PUSH PLOT HOOKS

The following plot hooks and concepts are intended to inspire you with clever and memorable ways to implement the *hydraulic push* spell into your campaign, or simply to bring to mind new and interesting ideas for adventures and quests.

- Merfolk raiders climb aboard sailing ships under cover of night, using wands of *hydraulic push* to force sailors overboard, where tamed sharks wait to devour them.
- A fifteen-foot chasm overlooking dangerously sharp rocks and rough rapids bars the way into a coastal dungeon. A geyser "trap" produces a *hydraulic push* spell at high tide with enough force to lift lightly-encumbered adventurers across the chasm. Heroes must brave the geyser with a minimum of armor and equipment, or risk falling short of the cliff-side gap.
- An eccentric artificer works to develop a waterborne vessel powered by a hydraulic engine, a wondrous object of her own design which uses rear-facing *hydraulic push* spell effects to propel the ship forward at great speeds.
- A gauntlet of whirring, spinning, slashing traps is made all the more difficult to navigate by the presence of erratically-firing *hydraulic push* valves oriented to blast trespassers straight into the deadly pits and hazards.

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