

Radiant Oath Champion (Faction Boon)

Swords 3:

Pick one of these:

holy water – 1d6 good damage vs fiends and undead, 1 splash
lesser bomb acid flask - 1d6 persistent acid, 1 acid splash
lesser bomb alchemist's fire – 1d8 fire, 1 persistent fire, 1 fire splash
lesser bomb bottled lightning – 1d6 electricity, 1 electricity splash
lesser bomb frost vial – 1d6 cold damage, -5 foot move penalty, 1 cold splash
lesser bomb tanglefoot bag – 10' move penalty, DC 17 escape
lesser bomb thunderstone – 1d4 sonic damage, 1 sonic splash, 17 DC or deafened 10'
lesser antidote - +2 Fort save poisons 6 hours
lesser antiplague - +2 Fort save disease 24 hours
minor healing potion – 1d8 hit points
Lesser Leaper's Elixir – 1 minutes high or long jump as single action w no initial stride
Potency Crystal – Reaction weapon becomes +1 striking weapon for next blow
Shining Ammunition – Glows bright 20' and dim additional 20' on striking

Pick one of these:

holy water – 1d6 good damage vs fiends and undead, 1 splash
lesser bomb acid flask - 1d6 persistent acid, 1 acid splash
lesser bomb alchemist's fire – 1d8 fire, 1 persistent fire, 1 fire splash
lesser bomb bottled lightning – 1d6 electricity, 1 electricity splash
lesser bomb frost vial – 1d6 cold damage, -5 foot move penalty, 1 cold splash
lesser bomb tanglefoot bag – 10' move penalty, DC 17 escape
lesser bomb thunderstone – 1d4 sonic damage, 1 sonic splash, 17 DC or deafened 10'
lesser antidote - +2 Fort save poisons 6 hours
lesser antiplague - +2 Fort save disease 24 hours
minor healing potion – 1d8 hit points
Lesser Leaper's Elixir – 1 minutes high or long jump as single action w no initial stride
Potency Crystal – Reaction weapon becomes +1 striking weapon for next blow
Shining Ammunition – Glows bright 20' and dim additional 20' on striking