

AV 1

Equipment

Masterwork Armor

Mindweave Armor

Masterwork Cloth (Light) Armor

+0



Armor Bonus: +0

Minimum Enhancement Bonus: +4

Price: Special **Weight:** 2 lb.

Check: - **Speed:** -

Special: +2 Will

Description: Patterns taken from captured mind flayer garments led to mindweave and mindpatterned armour. All these armors infuse some form of crystal into textiles, channelling mind energy to fortify the body.

+ 2 Will

Efreetweave Armor

Masterwork Cloth (Light) Armor

+1



Armor Bonus: +1

Minimum Enhancement Bonus: +5

Price: Special **Weight:** 2 lb.

Check: - **Speed:** -

Special: +2 Will

Description: Efreetweave seems to be similar to Mindweave, but uses rare reagents and metallic threads from the Elemental Chaos.

+1 Will

Mindpatterned Armor

Masterwork Cloth (Light) Armor

+1



Armor Bonus: +1

Minimum Enhancement Bonus: +6

Price: Special **Weight:** 2 lb.

Check: - **Speed:** -

Special: +2 Will

Description: Patterns taken from captured mind flayer garments led to mindweave and mindpatterned armour.

+2 Will

Drowmesh Armor

Masterwork Leather (Light) Armor

+2



Armor Bonus: +2

Minimum Enhancement Bonus: +3

Price: Special **Weight:** 10 lb.

Check: - **Speed:** -

Special: +1 Reflex

Description: Drowmesh uses strands of leather woven together in a fine lattice for maximum flexibility.

+1 Reflex

Snakeskin Armor

Masterwork Leather (Light) Armor

+2



Armor Bonus: +2

Minimum Enhancement Bonus: +4

Price: Special **Weight:** 10 lb.

Check: - **Speed:** -

Special: +2 Reflex

Description: Yuan-ti overlap fine "scales" of leather to produce the incredibly supple snakeskin armour.

+2 Reflex

Anathema Armor

Masterwork Leather (Light) Armor

+3



Armor Bonus: +3

Minimum Enhancement Bonus: +5

Price: Special **Weight:** 10 lb.

Check: - **Speed:** -

Special: +1 Reflex

Description: Yuan-ti overlap fine "scales" of leather to produce the incredibly supple snakeskin armour, and they weave stands of this with shadow magic to produce anathema armour.

+1 Reflex

Swordwing Armor

Masterwork Leather (Light) Armor

+3



Armor Bonus: +3

Minimum Enhancement Bonus: +6

Price: Special **Weight:** 10 lb.

Check: - **Speed:** -

Special: +2 Reflex

Description: Swordwing leather mimics the way swordwings make their paper spires, creating a light, flexible, and hard leather.

+2 Reflex

Earthhide Armor

Masterwork Hide (Light) Armor

+3



Armor Bonus: +3

Minimum Enhancement Bonus: +3

Price: Special **Weight:** 25 lb.

Check: -1 **Speed:** -

Special: +1 Fortitude

Description: Dwarves use earth energy to fortify earthhide, mimicking the strange living-earth skin of creatures such as the galeb duhr and the earth titan.

+1 Fort

Feyhide Armor

Masterwork Hide (Light) Armor

+3



Armor Bonus: +3

Minimum Enhancement Bonus: +4

Price: Special **Weight:** 25 lb.

Check: -1 **Speed:** -

Special: +2 Fortitude

Description: Feyhide armour is treated with an elven process that gives resilience akin to the hide of tough fey beasts.

+2 Fort

Stalkerhide Armor

Masterwork Hide (Light) Armor

+4



Armor Bonus: +4

Minimum Enhancement Bonus: +5

Price: Special **Weight:** 25 lb.

Check: -1 **Speed:** -

Special: +1 Fortitude

Description: Astral stalker preservation techniques yield stalkerhide.

+1 Fort

Voidhide Armor

Masterwork Hide (Light) Armor

+4



Armor Bonus: +4

Minimum Enhancement Bonus: +6

Price: Special **Weight:** 25 lb.

Check: -1 **Speed:** -

Special: +2 Fortitude

Description: Voidhide armour comes from similar methods used by the sorrowsworn to preserve their grisly trophies.

+2 Fort

Finemail Armor

Masterwork Chainmail (Heavy) Armor

+7



Armor Bonus: +7

Minimum Enhancement Bonus: +2

Price: Special **Weight:** 40 lb.

Check: -1 **Speed:** -1

Special: -

Description: Weavemail is an exquisite armour made according to an advanced technique perfected in the eladrin courts of the Feywild, consisting of closely linked chains that provide few openings for enemy attacks. Finemail is a more common eladrin derivative of this method, while braidmail is a similar armour made according to elven tradition.



Braidmail Armor

Masterwork Chainmail (Heavy) Armor

+8



Armor Bonus: +8

Minimum Enhancement Bonus: +3

Price: Special **Weight:** 40 lb.

Check: -1 **Speed:** -1

Special: -

Description: Weavemail is an exquisite armour made according to an advanced technique perfected in the eladrin courts of the Feywild, consisting of closely linked chains that provide few openings for enemy attacks. Finemail is a more common eladrin derivative of this method, while braidmail is a similar armour made according to elven tradition.



Crysteel Armor

Masterwork Chainmail (Heavy) Armor

+8



Armor Bonus: +8

Minimum Enhancement Bonus: +4

Price: Special **Weight:** 40 lb.

Check: -1 **Speed:** -1

Special: +2 Will

Description: Genasi mix steel with magic volcanic glass to create resilient crysteel armour.

+2 Will

Weavemail Armor

Masterwork Chainmail (Heavy) Armor

+10



Armor Bonus: +10

Minimum Enhancement Bonus: +5

Price: Special **Weight:** 40 lb.

Check: -1 **Speed:** -1

Special: +1 Will

Description: Weavemail is an exquisite armour made according to an advanced technique perfected in the eladrin courts of the Feywild, consisting of closely linked chains that provide few openings for enemy attacks. Finemail is a more common eladrin derivative of this method, while braidmail is a similar armour made according to elven tradition.

+1 Will

Pitmail Armor

Masterwork Chainmail (Heavy) Armor

+11



Armor Bonus: +11

Minimum Enhancement Bonus: +6

Price: Special **Weight:** 40 lb.

Check: -1 **Speed:** -1

Special: +2 Will

Description: Pitmail is derived from an infernal technique used to armour great commanders in the days of the tiefling empire of Bael Turath.

+2 Will

Drakescale Armor

Masterwork Scale (Heavy) Armor

+8



Armor Bonus: +8

Minimum Enhancement Bonus: +2

Price: Special **Weight:** 45 lb.

Check: - **Speed:** -1

Special: -

Description: Drakescale armour mimics the small, close scales of rage drakes to stave off attacks.



Wyvernscale Armor

Masterwork Scale (Heavy) Armor

+9



Armor Bonus: +9

Minimum Enhancement Bonus: +3

Price: Special **Weight:** 45 lb.

Check: - **Speed:** -1

Special: -

Description: Drake-scale armour mimics the small, close scales of rage drakes to stave off attacks, while Wyvernscale uses larger scales in a similar pattern.



Stormscale Armor

Masterwork Scale (Heavy) Armor

+9



Armor Bonus: +9

Minimum Enhancement Bonus: +4

Price: Special **Weight:** 45 lb.

Check: - **Speed:** -1

Special: +2 Fortitude

Description: Stormscale armour resembles the storm gorgon's hardened plating and incorporates elemental magic.

+2 Fort

Nagascale Armor

Masterwork Scale (Heavy) Armor

+11



Armor Bonus: +11

Minimum Enhancement Bonus: +5

Price: Special **Weight:** 45 lb.

Check: - **Speed:** -1

Special: +1 Fortitude

Description: Ancient yuan-ti crafting techniques infuse metal plates with elemental power to produce nagascale armour.

+1 Fort

Titanscale Armor

Masterwork Scale (Heavy) Armor

+12



Armor Bonus: +12

Minimum Enhancement Bonus: +6

Price: Special **Weight:** 45 lb.

Check: - **Speed:** -1

Special: +2 Fortitude

Description: Dwarves took the primordial methods of producing titanscale armour from the titans and giants.

+2 Fort

Rimefire Plate Armor

Masterwork Plate (Heavy) Armor

+8



Armor Bonus: +8

Minimum Enhancement Bonus: +2

Price: Special **Weight:** 50 lb.

Check: -2 **Speed:** -1

Special: Resist 1 All

Description: Rimefire plate is bathed in elemental frost and fire to infuse it with hardness.

Resist

Layered Plate Armor

Masterwork Plate (Heavy) Armor

+9



Armor Bonus: +9

Minimum Enhancement Bonus: +2

Price: Special **Weight:** 50 lb.

Check: -2 **Speed:** -1

Special: -

Description: Humans developed the process of layering steel several dozen times to create layered plate.



Gith Plate Armor

Masterwork Plate (Heavy) Armor

+10



Armor Bonus: +10

Minimum Enhancement Bonus: +3

Price: Special

Weight: 50 lb.

Check: -2

Speed: -1

Special: -

Description: Gith plate is hardened with psionic techniques originating with either the mind flayers or the first generation of escaped githyanki slaves.



Specter Plate Armor

Masterwork Plate (Heavy) Armor

+10



Armor Bonus: +10

Minimum Enhancement Bonus: +4

Price: Special **Weight:** 50 lb.

Check: -2 **Speed:** -1

Special: Resist 2 All

Description: Specter plate is infused with energy from the Shadowfell.

Resist

Legion Plate Armor

Masterwork Plate (Heavy) Armor

+12



Armor Bonus: +12

Minimum Enhancement Bonus: +5

Price: Special **Weight:** 50 lb.

Check: -2 **Speed:** -1

Special: -

Description: Legion plate mimics the forging techniques used in the Nine Hells to armour legion devils.



Tarrasque Plate Armor

Masterwork Plate (Heavy) Armor

+12



Armor Bonus: +12

Minimum Enhancement Bonus: +6

Price: Special **Weight:** 50 lb.

Check: -2 **Speed:** -1

Special: Resist 5 All

Description: Tarrasque plate, designed to emulate the tarrasque's impenetrable hide, has hundreds of nodules packed between very thin metal layers, each treated with a different process.

Resist

Weapons

1H

Simple

Melee

Weapons

Spiked Gauntlet

One-Handed Simple Melee Unarmed



Proficiency Bonus: +2

Damage: d6

Price: 5 gp **Weight:** 1 lb.

Properties: Off-hand

Off-Hand: An off-hand weapon is light enough that you can hold it and attack effectively with it while holding a weapon in your main hand. You can't attack with both weapons in the same turn, unless you have a power that lets you do so, but you can attack with either weapon.

Note: Unlike other weapons the spiked gauntlet occupies your magic item hands slot while enchanted.

Str vs. AC

Dmg (Str)

1H & 2H Military Melee Weapons

Broadsword

One-Handed Military Melee Heavy Blade



Proficiency Bonus: +2

Damage: d10

Price: 20 gp **Weight:** 5 lb.

Properties: Versatile

Versatile: Versatile weapons are one-handed, but you can use them two-handed. If you do, you deal an extra 1 point of damage when you roll damage for the weapon.

A small character such as a halfling must use a versatile weapon two-handed and doesn't deal extra damage.

Increase damage to $2[W] +$ Strength modifier at 21st level.

Str vs. AC

Dmg (Str)

Khopesh

One-Handed Military Melee Heavy Blade, Axe



Proficiency Bonus: +2

Damage: d8

Price: 20 gp

Weight: 5 lb.

Properties: Versatile, Brutal 1

Brutal: A brutal weapon's minimum damage is higher than that of a normal weapon. When rolling the weapon's damage, reroll any die that displays a value equal to or lower than the brutal value given for the weapon. Reroll the die until the value shown exceeds the weapon's brutal value, and then use the new value.

For example, the execution axe has a property of brutal 2. If a fighter wielding this weapon hits with

steel serpent strike (a 2[W] power), the player rolls 2d12 for the weapon damage, rerolling a die result of 1 or 2 until the die shows 3 or higher.

Versatile: Versatile weapons are one-handed, but you can use them two-handed. If you do, you deal an extra 1 point of damage when you roll damage for the weapon.

A small character such as a halfling must use a versatile weapon two-handed and doesn't deal extra damage. Increase damage to 2[W] + Strength modifier at 21st level.

Str vs. AC

Dmg (Str)

Light War Pick

One-Handed Military Melee Pick



Proficiency Bonus: +2

Damage: d6

Price: 10 gp **Weight:** 4 lb.

Properties: High crit, off-hand

High Crit: A high crit weapon deals more damage when you score a critical hit with it. A critical hit deals maximum weapon damage and an extra 1[W] at 1st–10th levels, an extra 2[W] at 11th–20th levels, and an extra 3[W] at 21st–30th levels. This extra damage is in addition to any critical damage the weapon supplies if it is a magic weapon.

Off-Hand: An off-hand weapon is light enough that you can hold it and attack effectively with it while holding a weapon in your main hand. You can't attack with both weapons in the same turn, unless you have a power that lets you do so, but you can attack with either weapon.

Str vs. AC

Dmg (Str)

Scourge

One-Handed Military Melee Flail



Proficiency Bonus: +2

Damage: d8

Price: 3 gp **Weight:** 2 lb.

Properties: Off-hand

Off-Hand: An off-hand weapon is light enough that you can hold it and attack effectively with it while holding a weapon in your main hand. You can't attack with both weapons in the same turn, unless you have a power that lets you do so, but you can attack with either weapon.

Str vs. AC

Dmg (Str)

Trident

One-Handed Military Melee Spear



3/6



Proficiency Bonus: +2

Damage: d8

Range: 3/6

Price: 10 gp

Weight: 4 lb.

Properties: Versatile, Heavy Thrown

Heavy Thrown: You hurl a thrown weapon from your hand, rather than using it to loose a projectile. A ranged basic attack with a heavy thrown weapon uses your Strength instead of your Dexterity for the attack and damage rolls.

Str vs. AC

Versatile: Versatile weapons are one-handed, but you can use them two-handed. If you do, you deal an extra 1 point of damage when you roll damage for the weapon.

A small character such as a halfling must use a versatile weapon two-handed and doesn't deal extra damage. Increase damage to 2[W] + Strength modifier at 21st level.

Dmg (Str)

Heavy War Pick

Two-Handed Military Melee Pick



Proficiency Bonus: +2

Damage: d12

Price: 20 gp **Weight:** 8 lb.

Properties: High Crit

High Crit: A high crit weapon deals more damage when you score a critical hit with it. A critical hit deals maximum weapon damage and an extra 1[W] at 1st–10th levels, an extra 2[W] at 11th–20th levels, and an extra 3[W] at 21st–30th levels. This extra damage is in addition to any critical damage the weapon supplies if it is a magic weapon.

Str vs. AC

Dmg (Str)

Superior Melee Weapons

Craghammer

One-Handed Superior Melee Hammer



Proficiency Bonus: +2

Damage: d10

Price: 20 gp **Weight:** 6 lb.

Properties: Brutal 2, Versatile

Brutal: A brutal weapon's minimum damage is higher than that of a normal weapon. When rolling the weapon's damage, reroll any die that displays a value equal to or lower than the brutal value given for the weapon. Reroll the die until the value shown exceeds the weapon's brutal value, and then use the new value.

For example, the execution axe has a property of brutal 2. If a fighter wielding this weapon hits with *steel serpent strike* (a 2[W] power), the player rolls 2d12 for the weapon damage, rerolling a die result of 1 or 2 until the die shows 3 or higher.

Versatile: Versatile weapons are one-handed, but you can use them two-handed. If you do, you deal an extra 1 point of damage when you roll damage for the weapon.

A small character such as a halfling must use a versatile weapon two-handed and doesn't deal extra damage. Increase damage to 2[W] + Strength modifier at 21st level.

Str vs. AC

Dmg (Str)

Kukri

One-Handed Superior Melee Light Blade



Proficiency Bonus: +2

Damage: d6

Price: 10 gp **Weight:** 2 lb.

Properties: Brutal 1, Off-hand

Brutal: A brutal weapon's minimum damage is higher than that of a normal weapon. When rolling the weapon's damage, reroll any die that displays a value equal to or lower than the brutal value given for the weapon. Reroll the die until the value shown exceeds the weapon's brutal value, and then use the new value.

For example, the execution axe has a property of brutal 2. If a fighter wielding this weapon hits with

steel serpent strike (a 2[W] power), the player rolls 2d12 for the weapon damage, rerolling a die result of 1 or 2 until the die shows 3 or higher.

Off-Hand: An off-hand weapon is light enough that you can hold it and attack effectively with it while holding a weapon in your main hand. You can't attack with both weapons in the same turn, unless you have a power that lets you do so, but you can attack with either weapon.

Str vs. AC

Dmg (Str)

Parrying Dagger

One-Handed Superior Melee Light Blade



Proficiency Bonus: +2

Damage: d4

Price: 5 gp **Weight:** 1 lb.

Properties: Defensive, Off-hand

Defensive: A defensive weapon grants you a +1 bonus to AC while you wield the defensive weapon in one hand and wield another melee weapon in your other hand. Wielding more than one defensive weapon does not increase the bonus. To gain this benefit you need not attack with the defensive weapon but you must be proficient with it.

Off-Hand: An off-hand weapon is light enough that you can hold it and attack effectively with it while holding a weapon in your main hand. You can't attack with both weapons in the same turn, unless you have a power that lets you do so, but you can attack with either weapon.

Note: A rogue proficient with this weapon can treat it as a dagger for the purpose of the Rogue Weapon Talent class feature.

Str vs. AC

Dmg (Str)

Spiked Shield

One-Handed Superior Melee Light Blade



Proficiency Bonus: +2

Damage: d6

Price: 10 gp **Weight:** 7 lb.

Properties: Off-hand

Off-Hand: An off-hand weapon is light enough that you can hold it and attack effectively with it while holding a weapon in your main hand. You can't attack with both weapons in the same turn, unless you have a power that lets you do so, but you can attack with either weapon.

Note: This light shield is constructed with a sharpened spike at its center. A spiked shield can be enchanted as a magic shield or a magic weapon but not both. A spiked shield enchanted as a magic weapon does not occupy a character's magic item slot. Although a character cannot use two shields at the same time, a character wielding a spiked shield enchanted as a weapon can employ arms slot items such as bracers.

Str vs. AC

Dmg (Str)

Tratnyr

One-Handed Superior Melee Spear



10/20



Proficiency Bonus: +2

Damage: d8

Range: 3/6

Price: 10 gp

Weight: 5 lb.

Properties: Versatile, Heavy Thrown

Heavy Thrown: You hurl a thrown weapon from your hand, rather than using it to loose a projectile. A ranged basic attack with a heavy thrown weapon uses your Strength instead of your Dexterity for the attack and damage rolls.

Str vs. AC

Versatile: Versatile weapons are one-handed, but you can use them two-handed. If you do, you deal an extra 1 point of damage when you roll damage for the weapon.

A small character such as a halfling must use a versatile weapon two-handed and doesn't deal extra damage. Increase damage to 2[W] + Strength modifier at 21st level.

Dmg (Str)

Triple-Headed Flail

One-Handed Superior Melee Flail



Proficiency Bonus: +3

Damage: d10

Price: 15 gp **Weight:** 6 lb.

Properties: Versatile

Versatile: Versatile weapons are one-handed, but you can use them two-handed. If you do, you deal an extra 1 point of damage when you roll damage for the weapon.

A small character such as a halfling must use a versatile weapon two-handed and doesn't deal extra damage.

Increase damage to $2[W] +$ Strength modifier at 21st level.

Str vs. AC

Dmg (Str)

Waraxe

Two-Handed Superior Melee Axe



Proficiency Bonus: +2

Damage: d12

Price: 30 gp **Weight:** 10 lb.

Properties: Versatile

Versatile: Versatile weapons are one-handed, but you can use them two-handed. If you do, you deal an extra 1 point of damage when you roll damage for the weapon.

A small character such as a halfling must use a versatile weapon two-handed and doesn't deal extra damage.

Increase damage to $2[W] +$ Strength modifier at 21st level.

Str vs. AC

Dmg (Str)

Execution Axe

Two-Handed Superior Melee Axe



Proficiency Bonus: +2

Damage: d12

Price: 30 gp **Weight:** 14 lb.

Properties: Brutal 2, High Crit

Brutal: A brutal weapon's minimum damage is higher than that of a normal weapon. When rolling the weapon's damage, reroll any die that displays a value equal to or lower than the brutal value given for the weapon. Reroll the die until the value shown exceeds the weapon's brutal value, and then use the new value.

For example, the execution axe has a property of brutal 2. If a fighter wielding this weapon hits with *steel serpent strike* (a 2[W] power), the player rolls 2d12 for the weapon damage, rerolling a die result of 1 or 2 until the die shows 3 or higher.

High Crit: A high crit weapon deals more damage when you score a critical hit with it. A critical hit deals maximum weapon damage and an extra 1[W] at 1st–10th levels, an extra 2[W] at 11th–20th levels, and an extra 3[W] at 21st–30th levels. This extra damage is in addition to any critical damage the weapon supplies if it is a magic weapon.

Str vs. AC

Dmg (Str)

Fullblade

Two-Handed Superior Melee Heavy Blade



Proficiency Bonus: +3

Damage: d12

Price: 30 gp **Weight:** 10 lb.

Properties: High Crit

High Crit: A high crit weapon deals more damage when you score a critical hit with it. A critical hit deals maximum weapon damage and an extra 1[W] at 1st–10th levels, an extra 2[W] at 11th–20th levels, and an extra 3[W] at 21st–30th levels. This extra damage is in addition to any critical damage the weapon supplies if it is a magic weapon.

Str vs. AC

Dmg (Str)

Greatspear

Two-Handed Superior Melee Polearm, Spear



Proficiency Bonus: +3

Damage: d10

Price: 25 gp **Weight:** 8 lb.

Properties: Reach

Reach: With a reach weapon, you can attack enemies that are 2 squares away from you as well as adjacent enemies, with no attack penalty. You can still make opportunity attacks only against adjacent enemies. Likewise, you can flank only an adjacent enemy.

Str vs. AC

Dmg (Str)

Mordenkrad



Two-Handed Superior Melee Hammer

Proficiency Bonus: +2

Damage: 2d6

Price: 30 gp **Weight:** 12 lb.

Properties: Brutal 1

Brutal: A brutal weapon's minimum damage is higher than that of a normal weapon. When rolling the weapon's damage, reroll any die that displays a value equal to or lower than the brutal value given for the weapon. Reroll the die until the value shown exceeds the weapon's brutal value, and then use the new value.

For example, the execution axe has a property of brutal 2. If a fighter wielding this weapon hits with *steel serpent strike* (a 2[W] power), the player rolls 2d12 for the weapon damage, rerolling a die result of 1 or 2 until the die shows 3 or higher.

Str vs. AC

Dmg (Str)

Double Axe

Double Weapon Superior Melee Axe



Proficiency Bonus: +2

Damage: d10/d10

Price: 40 gp

Weight: 15 lb.

Properties: Defensive, Offhand

Defensive: A defensive weapon grants you a +1 bonus to AC while you wield the defensive weapon in one hand and wield another melee weapon in your other hand. Wielding more than one defensive weapon does not increase the bonus. To gain this benefit you need not attack with the defensive weapon but you must be proficient with it.

Off-Hand: An off-hand weapon is light enough that you can hold it and attack effectively with it while holding a weapon in your main hand. You can't attack with both weapons in the same turn, unless you have a power that lets you do so, but you can attack with either weapon.

Double Weapon: Wielding a double weapon is like wielding a weapon in each hand. The first die damage is for the primary (or main) end of the weapon; the second damage die is for the secondary (off-hand) end. You can use either end of a double weapon to deliver an attack unless a power specifies a main or off-hand weapon attack. An enchanted double weapon receives an enchantment bonus on both ends, but weapon properties or powers conferred by the enchantment affect only the primary end of the weapon. Like 2-handed weapons, double weapons cannot normally be wielded by Small creatures unless the weapon has the small property.

Str vs. AC

Dmg (Str)

Double Flail



Double Weapon Superior Melee Flail

Proficiency Bonus: +2

Damage: d10/d10

Price: 30 gp

Weight: 11 lb.

Properties: Defensive, Offhand

Defensive: A defensive weapon grants you a +1 bonus to AC while you wield the defensive weapon in one hand and wield another melee weapon in your other hand. Wielding more than one defensive weapon does not increase the bonus. To gain this benefit you need not attack with the defensive weapon but you must be proficient with it.

Off-Hand: An off-hand weapon is light enough that you can hold it and attack effectively with it while holding a weapon in your main hand. You can't attack with both weapons in the same turn, unless you have a power that lets you do so, but you can attack with either weapon.

Double Weapon: Wielding a double weapon is like wielding a weapon in each hand. The first die damage is for the primary (or main) end of the weapon; the second damage die is for the secondary (off-hand) end. You can use either end of a double weapon to deliver an attack unless a power specifies a main or off-hand weapon attack. An enchanted double weapon receives an enchantment bonus on both ends, but weapon properties or powers conferred by the enchantment affect only the primary end of the weapon. Like 2-handed weapons, double weapons cannot normally be wielded by Small creatures unless the weapon has the small property.

Str vs. AC

Dmg (Str)

Double Sword

Double Weapon Superior Melee Heavy Blade,
Light Blade



Proficiency Bonus: +3

Damage: d8/d8

Price: 40 gp

Weight: 9 lb.

Properties: Defensive, Offhand

Defensive: A defensive weapon grants you a +1 bonus to AC while you wield the defensive weapon in one hand and wield another melee weapon in your other hand. Wielding more than one defensive weapon does not increase the bonus. To gain this benefit you need not attack with the defensive weapon but you must be proficient with it.

Str vs. AC

Off-Hand: An off-hand weapon is light enough that you can hold it and attack effectively with it while holding a weapon in your main hand. You can't attack with both weapons in the same turn, unless you have a power that lets you do so, but you can attack with either weapon.

Double Weapon: Wielding a double weapon is like wielding a weapon in each hand. The first die damage is for the primary (or main) end of the weapon; the second damage die is for the secondary (off-hand) end. You can use either end of a double weapon to deliver an attack unless a power specifies a main or off-hand weapon attack. An enchanted double weapon receives an enchantment bonus on both ends, but weapon properties or powers conferred by the enchantment affect only the primary end of the weapon. Like 2-handed weapons, double weapons cannot normally be wielded by Small creatures unless the weapon has the small property.

Dmg (Str)

Urgrosh

Double Weapon Superior Melee Axe, Spear



Proficiency Bonus: +2

Damage: d12/d8

Price: 30 gp

Weight: 12 lb.

Properties: Defensive, Offhand

Defensive: A defensive weapon grants you a +1 bonus to AC while you wield the defensive weapon in one hand and wield another melee weapon in your other hand. Wielding more than one defensive weapon does not increase the bonus. To gain this benefit you need not attack with the defensive weapon but you must be proficient with it.

Off-Hand: An off-hand weapon is light enough that you can hold it and attack effectively with it while holding a weapon in your main hand. You can't attack with both weapons in the same turn, unless you have a power that lets you do so, but you can attack with either weapon.

Double Weapon: Wielding a double weapon is like wielding a weapon in each hand. The first die damage is for the primary (or main) end of the weapon; the second damage die is for the secondary (off-hand) end. You can use either end of a double weapon to deliver an attack unless a power specifies a main or off-hand weapon attack. An enchanted double weapon receives an enchantment bonus on both ends, but weapon properties or powers conferred by the enchantment affect only the primary end of the weapon. Like 2-handed weapons, double weapons cannot normally be wielded by Small creatures unless the weapon has the small property.

Str vs. AC

Dmg (Str)

Magazine

Repeating Crossbow Ammunition



Price: 1 gp

Weight: 1 lb

Count: 10

Note: A rectangular magazine attaches to the top of the repeating crossbow. A double action lever drops a bolt into place as a free action, then fires as a standard action. A repeating crossbow does not need to be reloaded as long as it has ammunition in its magazine. A magazine costs 1 gp and holds 10 bolts. It takes a standard action to remove an empty magazine and load a new one.



Count

Ranged Weapons

Repeating Crossbow

Two-handed Simple Ranged Crossbow



10/20



Proficiency Bonus: +2

Damage: d8 **Range:** 10/20

Price: 35 gp **Weight:** 6 lb.

Properties: Load free

Load free: You draw and load ammunition as a free action. This weapon requires two hands to load. If a power allow you to hit multiple targets, the additional load time is accounted for in the power.

Note: See 'Magazine' for Rules on ammunition.

Dex vs. AC

Dmg (Dex)

Greatbow

Two-handed Superior Ranged Bow



25/50



Proficiency Bonus: +2

Damage: d12 **Range:** 25/50

Price: 30 gp **Weight:** 5 lb.

Properties: Load free

Load free: You draw and load ammunition as a free action. This weapon requires two hands to load. If a power allow you to hit multiple targets, the additional load time is accounted for in the power.

Dex vs. AC

Dmg (Dex)

Superior Crossbow

Two-handed Superior Ranged Crossbow



20/40



Proficiency Bonus: +3

Damage: d10 **Range:** 20/40

Price: 30 gp **Weight:** 6 lb.

Properties: Load Minor

Load minor: You draw and load ammunition as a minor action. This weapon requires two hands to load. If a power allows you to hit multiple targets, the additional load time is accounted for in the power.

Dex vs. AC

Dmg (Dex)

Mounts

Blade Spider

Mount, Large natural beast (spider)



Price (gp): 13,000 **Speed¹:** 6

Per Hour¹: 3 miles **Per Day¹:** 30 miles

Normal/Heavy/ Push/Drag(lb): 250/500/1,250

Initiative: +9 **Senses:** Perception +7; tremorsense 10

HP: 130 **Bloodied:** 65

AC: 22 **Fortitude:** 21 **Reflex:** 20 **Will:** 18

Speed: 6, climb 6 (spider climb)

Claw (standard; at-will) ◆ Poison

+13 vs. AC; 1d8 + 5 damage, and the target takes ongoing 5 poison damage and is weakened (save ends both).

Double Attack (standard; at-will) ◆ Poison

The blade spider makes two claw attacks.

Combined Attack (while mounted by a friendly rider of 10th level or higher; at-will) ◆ **Mount, Poison**

When the blade spider's rider makes a melee attack, the blade spider makes a claw attack as a free action against the same target.

Alignment: Unaligned

Skills: Stealth +14

Str: 20 (+10) **Dex:** 18 (+9) **Wis:** 15 (+7)

Con: 20 (+10) **Int:** 1 (+0) **Cha:** 10 (+5)

¹ A flying mount ignores distance multipliers for difficult terrain. Distances for an aquatic mount assume it is traveling in water. Stats from *Monster Manual 4th Edition*

Camel

Mount, Large Natural Beast



Price (gp): 75

Speed¹: 9

Per Hour¹: 4 1/2 miles

Per Day¹: 45 miles

Normal/Heavy/ Push/Drag(lb): 237/475/1,187

Statistics

Initiative: +1

Senses: Perception +0

HP: 38

Bloodied: 19

AC: 13 **Fortitude:** 13 **Reflex:** 10 **Will:** 9

Speed: 9

Kick (standard; at-will)

+4 vs. AC; 1d10 + 4 damage.

Alignment: Unaligned

Skills: Endurance +9

Str: 19 (+4) **Dex:** 13 (+1) **Wis:** 11 (+0)

Con: 18 (+4) **Int:** 2 (−4) **Cha:** 8 (−1)

1:A flying mount ignores distance multipliers for difficult terrain. Distances for an aquatic mount assume it is traveling in water.

Dire Boar

Mount, Large Natural Beast



Price (gp): 1,800 **Speed¹:** 8

Per Hour¹: 4 miles **Per Day¹:** 40 miles

Normal/Heavy/ Push/Drag(lb): 237/475/1,870

Initiative: +3 **Senses:** Perception +2

HP: 85 **Bloodied:** 42 see also *death strike*

AC: 17 **Fortitude:** 21 **Reflex:** 17 **Will:** 16

Speed: 8

Gore (standard; at-will)

+9 vs. AC; 1d10 + 4 damage, or 1d10 + 9 damage against a prone target.

Death Strike (when reduced to 0 hit points)

The dire boar makes a gore attack.

M Rabid Charger (while mounted by a friendly rider of 6th level or higher; at-will) ◆ **Mount**

When it charges, the dire boar makes a gore attack in addition to its rider's charge attack; see also furious charge.

Furious Charge

When a dire boar charges, its gore deals an extra 5 damage, pushes.

Alignment: Unaligned

Str: 19 (+7)

Dex: 10 (+3)

Wis: 9 (+2)

Con: 15 (+5)

Int: 2 (-1)

Cha: 8 (+2)

A flying mount ignores distance multipliers for difficult terrain. Distances for an aquatic mount assume it is traveling in water.

Stats from *Monster Manual 4th Edition*

Elephant

Mount, Huge Natural Beast



Price (gp): 3,400

Speed¹: 8

Per Hour¹: 4 miles

Per Day¹: 40 miles

Normal/Heavy/ Push/ Drag(lb): 312/625/1,562

Statistics

Initiative: +4

Senses: Perception +7

HP: 111

Bloodied: 55

AC: 20

Fortitude: 22

Reflex: 15

Will: 8

Speed: 9

Tusk Slam (standard; at-will)

Reach 2; +11 vs. AC; 2d6 + 7 damage.

Stamp (standard; at-will)

+11 vs. AC; 1d10 + 7 damage, and the target is knocked prone.

Trampling Charge (while mounted by a friendly rider of 8th level or higher; at-will) ♦ **Mount**

When charging, the elephant can move through one Medium or smaller creature's space and make a stamp attack against that creature. The elephant must end its move in an unoccupied space. The rider still attacks at the end of the mount's movement.

Alignment: Unaligned

Str: 25 (+11) **Dex:** 11 (+4) **Wis:** 11 (+7)

Con: 21 (+9) **Int:** 2 (+0) **Cha:** 9 (+3)

1:A flying mount ignores distance multipliers for difficult terrain. Distances for an aquatic mount assume it is traveling in water.

Giant Ant

Mount, Large Natural Beast



Price (gp): 1,800

Speed¹: 9

Per Hour¹: 4 1/2 miles

Per Day¹: 45 miles

Normal/Heavy/ Push/Drag(lb): 237/475/1,187

Statistics

Initiative: +8

Senses: Perception +8

HP: 54

Bloodied: 27

AC: 18 **Fortitude:** 17 **Reflex:** 17 **Will:** 14

Speed: 9

Bite(standard; at-will)

+9 vs. AC; 1d10 + 4 damage, and target is knocked prone.

Skitter (while mounted by a friendly rider of 4th level or higher; at-will) ♦ **Mount**

The ant shifts 2 squares instead of 1 square when it shifts.

Alignment: Unaligned

Str: 19 (+6) **Dex:** 19 (+6) **Wis:** 12 (+3)

Con: 14 (+4) **Int:** 1 (-3) **Cha:** 7 (+0)

1:A flying mount ignores distance multipliers for difficult terrain. Distances for an aquatic mount assume it is traveling in water.

Giant Lizard, Draft

Mount, Large Natural Beast



Price (gp): 200

Speed¹: 7

Per Hour¹: 3 1/2 miles

Per Day¹: 35 miles

Normal/Heavy/ Push/Drag(lb): 237/475/1,187

Statistics

Initiative: +4

Senses: Perception +1

HP: 69

Bloodied: 34

AC: 16 **Fortitude:** 18 **Reflex:** 16 **Will:** 13

Speed: 7 (swamp walk) climb 2

Bite(standard; at-will)

+7 vs. AC; 2d6 + 4 damage

Alignment: Unaligned

Str: 19 (+6) **Dex:** 14 (+4) **Wis:** 9 (+1)

Con: 19 (+6) **Int:** 2 (-2) **Cha:** 7 (+0)

1:A flying mount ignores distance multipliers for difficult terrain. Distances for an aquatic mount assume it is traveling in water.

Giant Lizard, Draft

Mount, Large Natural Beast



Price (gp): 1,800

Speed¹: 9

Per Hour¹: 4 1/2 miles

Per Day¹: 45 miles

Normal/Heavy/ Push/Drag(lb): 250/500/1,250

Statistics

Initiative: +6

Senses: Perception +2

HP: 90

Bloodied: 45

AC: 18 **Fortitude:** 20 **Reflex:** 18 **Will:** 14

Speed: 9 (swamp walk) climb 4

Bite(standard; at-will)

+9 vs. AC; 2d8 + 5 damage

Claw (standard; at-will)

+10 vs. AC; 2d6 + 5 damage

Combined Attack (while mounted by a friendly rider of 6th level or higher; at-will) ♦ **Mount**

When the giant lizard's rider makes a melee attack against a target, the lizard can make a claw attack against the same target.

Alignment: Unaligned

Str: 20 (+8) **Dex:** 17 (+6) **Wis:** 9 (+2)

Con: 20 (+8) **Int:** 2 (-1) **Cha:** 7 (+1)

1:A flying mount ignores distance multipliers for difficult terrain. Distances for an aquatic mount assume it is traveling in water.

Griffon

Mount, Large Natural Beast



Price (gp): 9,000

Speed¹: fly 10

Per Hour¹: 5 miles

Per Day¹: 50 miles

Normal/Heavy/ Push/Drag(lb): 250/500/1,250

Initiative: +6

Senses: Perception +9

HP: 98

Bloodied: 49; see also *blood frenzy*

AC: 18

Fortitude: 19

Reflex: 15

Will: 14; see also *blood frenzy*

Immune fear (while bloodied only)

Speed: 6, fly 10, overland flight 15

Claws (standard; at-will)

+10 vs. AC; 2d6 + 7 damage.

Rabid Charger (while mounted by a friendly rider of 7th level or higher; at-will) ◆ Mount

When it charges, the griffon makes two claws attacks in addition to its rider's charge attack.

Blood Frenzy (only while bloodied)

The griffon can take an extra move action each turn. It also gains a +2 bonus to attack rolls and takes a -2 penalty to all defenses.

Thunder Charge (standard; only while flying; at-will)

When the griffon charges, it gains a +4 bonus to its attack roll instead of the normal +1 bonus.

Alignment: Unaligned

Str: 20 (+8)

Dex: 16 (+6)

Wis: 12 (+4)

Con: 18 (+7)

Int: 2 (-1)

Cha: 6 (+1)

1:A flying mount ignores distance multipliers for difficult terrain. Distances for an aquatic mount assume it is traveling in water. It is traveling in water. Stats from *Monster Manual 4th Edition*

Griffon, Rimefire

Mount, Large Natural Beast (Cold)



Price (gp): 525,000 **Speed¹:** fly 10

Per Hour¹: 5 miles **Per Day¹:** 50 miles

Normal/Heavy/ Push/Drag(lb): 300/600/1,500

Initiative: +17 **Senses:** Perception +14

HP: 186 **Bloodied:** 93

AC: 35 **Fortitude:** 37 **Reflex:** 33 **Will:** 32

Resist: 10 cold, 10 fire

Speed: 5, fly 10, overland flight 15; see also *flyby attack*

Bite (standard; at-will) ♦ Cold

+25 vs. AC; 1d8 + 7 damage plus 1d10 cold damage.

Flyby Attack (standard; at-will)

The rimefire griffon flies up to 10 squares and makes one melee basic attack at any point during that movement. The rimefire griffon doesn't provoke opportunity attacks when moving away from the target of the attack.

Rimefire Blast (standard; starts uncharged; recharges after hitting twice with a bite attack) ♦ Fire

Close blast 5; +23 vs. Reflex; 2d10 + 5 fire damage.

Rider Resistance (while mounted by a friendly rider of 20th level or higher; at will) ♦ Mount

The rimefire griffon grants its rider resist 10 cold and 10 fire.

Alignment: Unaligned

Str: 24 (+17) **Dex:** 20 (+15) **Wis:** 18 (+14)

Con: 18 (+14) **Int:** 4 (+7) **Cha:** 10 (+10)

1: A flying mount ignores distance multipliers for difficult terrain. Distances for an aquatic mount assume it is traveling in water.
Stats from *Monster Manual 4th Edition*

Hippogriff

Mount, Large Natural Beast



Price (gp): 4,200

Speed¹: fly 10

Per Hour¹: 5 miles

Per Day¹: 50 miles

Normal/Heavy/ Push/Drag(lb): 237/475/1,187

Initiative: +7

Senses: Perception +8

HP: 64

Bloodied: 32

AC: 18 **Fortitude:** 17 **Reflex:** 15 **Will:** 13

Speed: 4, fly 10, overland flight 15; see also *flyby attack*

Bite (standard; at-will)

+8 vs. AC; 2d6 + 5 damage.

Diving Overrun (standard, only while flying; at-will)

The hippogriff charges a Medium or smaller enemy: +9 vs. AC; 2d8 + 5 damage, and the target is knocked prone. After attacking, the hippogriff lands in an unoccupied space adjacent to the target.

Flyby Attack (standard; at-will)

The hippogriff flies up to 10 squares and makes one melee basic attack at any point during that movement. The hippogriff doesn't provoke opportunity attacks when moving away from the target of the attack.

Aerial Agility +1 (while mounted by a friendly rider of 5th level or higher; at-will) ◆ **Mount**

While flying, a hippogriff grants its rider a +1 bonus to all defenses.

Alignment: Unaligned

Str: 19 (+6)

Dex: 17 (+5)

Wis: 12 (+3)

Con: 16 (+5)

Int: 2 (-2)

Cha: 6 (+0)

1: A flying mount ignores distance multipliers for difficult terrain. Distances for an aquatic mount assume it is traveling in water.

Stats from *Monster Manual 4th Edition*

Hippogriff, Dreadmount

Mount, Large Natural Beast



Price (gp): 4,200 **Speed¹:** fly 10
Per Hour¹: 5 miles **Per Day¹:** 50 miles
Normal/Heavy/ Push/Drag(lb): 262/525/1,312
Initiative: +7 **Senses:** Perception +8
HP: 66 **Bloodied:** 33
AC: 21 **Fortitude:** 21 **Reflex:** 19 **Will:** 17
Speed: 4, fly 10, overland flight 12

Bite (standard; at-will)

+10 vs. AC; 2d6 + 5 damage.

Wing Slam (immediate interrupt, when an adjacent enemy shifts or moves into a nonadjacent square; at-will)

+8 vs. Reflex; 1d6 + 5 damage, and the target is knocked prone. The hippogriff dreadmount cannot use this power while flying.

Sturdy Mount (while mounted by a friendly rider of 5th level or higher; at-will) ◆ Mount

When an attack forces the dreadmount to move, it moves 1 less square than the attack specifies. When an attack would knock it or its rider prone, the dreadmount can roll an immediate saving throw to prevent it or its rider from falling prone.

Alignment: Unaligned

Str: 21 (+7) **Dex:** 17 (+5) **Wis:** 12 (+3)
Con: 18 (+6) **Int:** 2 (-2) **Cha:** 6 (+0)

1:A flying mount ignores distance multipliers for difficult terrain. Distances for an aquatic mount assume it is traveling in water.
Stats from *Monster Manual 4th Edition*

Horse, Celestial Charger

Mount, Large Immortal Beast



Price (gp): 13,200 **Speed¹:** 8
Per Hour¹: 4 miles **Per Day¹:** 40 miles
Normal/Heavy/Push/Drag(lb): 287/575/1,437
Initiative: +10 **Senses:** Perception +12; low-light vision
HP: 111 **Bloodied:** 55
AC: 26 **Fortitude:** 24 **Reflex:** 22 **Will:** 21
Saving Throws: +5 against fear effects
Speed: 8; see also zephyr footing

Kick (standard; at-will)

+16 vs. AC; 1d8 + 6 damage.

Trample (standard; at-will)

The celestial charger can move up to its speed and enter enemies' spaces. This movement provokes opportunity attacks, and the celestial charger must end its move in an unoccupied space. When it enters an enemy's space, the charger makes a trample attack: +14 vs. Reflex; 1d8 + 6 damage, and the target is knocked prone.

Celestial Charge (while mounted by a friendly rider of 10th level or higher; at-will) ◆ **Mount, Radiant**

On charge attacks, a celestial charger's rider deals an extra 2d6 radiant damage.

Zephyr Footing

The celestial charger ignores difficult terrain and can move across any solid or liquid surface.

Alignment: Lawful good

Skills: Endurance +16

Str: 23 (+11) **Dex:** 17(+8) **Wis:** 15 (+7)

Con: 23 (+11) **Int:** 3 (+1) **Cha:** 15 (+7)

1:A flying mount ignores distance multipliers for difficult terrain. Distances for an aquatic mount assume it is traveling in water.

Stats from *Monster Manual 4th Edition*

Horse, Riding

Mount, Large Natural Beast



Price (gp): 75

Speed¹: 8

Per Hour¹: 4 miles

Per Day¹: 40 miles

Normal/Heavy/ Push/Drag(lb): 237/475/1,187

Initiative: +1

Senses: Perception +5; low-light vision

HP: 36

Bloodied: 18

AC: 14

Fortitude: 15

Reflex: 13

Will: 10

Speed: 10

Kick (standard; at-will)

+4 vs. AC; 1d6 + 4 damage.

Alignment: Unaligned

Str: 19 (+4)

Dex: 13 (+1)

Wis: 11 (+0)

Con: 16 (+3)

Int: 2 (-4)

Cha: 9 (-1)

1:A flying mount ignores distance multipliers for difficult terrain. Distances for an aquatic mount assume it is traveling in water. Stats from *Monster Manual 4th Edition*

Horse, Sea

Mount, Large Natural Beast (aquatic)



Price (gp): 1,800 **Speed¹:** swim 10
Per Hour¹: 5 miles **Per Day¹:** 50 miles
Normal/Heavy/ Push/Drag(lb): 225/450/1,125

Statistics

Initiative: +4 **Senses:** Perception +2
HP: 80 **Bloodied:** 40
AC: 17 **Fortitude:** 29 **Reflex:** 17 **Will:** 15

Speed: swim 10

Tail Slap(standard; at-will)

Reach 2; +8 vs. AC; 2d8 + 4 damage; see also waterborn

Waterborn

While in water, the sea horse gains a +2 bonus to attack rolls against creatures without a swim speed.

Aquatic Charge(while mounted by a friendly rider of 5th level or higher; at-will) ♦ **Mount**

The sea horse's rider deals an extra 1d10 damage when he or she attacks after the sea horse charges. While in water, the rider also gains a +2 bonus to attack rolls against creatures without a swim speed.

Alignment: Unaligned

Str: 18 (+6) **Dex:** 15 (+4) **Wis:** 10 (+2)

Con: 20 (+7) **Int:** 2 (-2) **Cha:** 9 (+1)

1:A flying mount ignores distance multipliers for difficult terrain. Distances for an aquatic mount assume it is traveling in water.

Horse, Skeletal

Mount, Large Natural Animate (undead)



Price (gp): 17,000 **Speed¹:** 10
Per Hour¹: 5 miles **Per Day¹:** 50 miles
Normal/Heavy/ Push/Drag(lb): 250/500/1,250

Statistics

Initiative: +9 **Senses:** Perception +6

HP: 143 **Bloodied:** 71

AC: 23 **Fortitude:** 24 **Reflex:** 23 **Will:** 20

Immune: poison; **Resist:** 20 necrotic

Speed: 10

Kick(standard; at-will)

+14 vs. AC; 3d6 + 5 damage

Shadow Symbiosis(while mounted by a friendly rider of 11th level or higher; at-will) ♦ **Mount**

The horse's rider gains resist 20 necrotic

Alignment: Unaligned

Str: 20 (+10) **Dex:** 18 (+9) **Wis:** 13 (+6)

Con: 23 (+11) **Int:** 2 (+1) **Cha:** 7 (+3)

1:A flying mount ignores distance multipliers for difficult terrain. Distances for an aquatic mount assume it is traveling in water.

Manticore

Mount, Large Natural Magical Beast



Price (gp): 45,000 **Speed¹:** fly 8
Per Hour¹: 4 miles **Per Day¹:** 40 miles
Normal/Heavy/ Push/Drag(lb): 262/525/1,312
Initiative: +12 **Senses:** Perception +13
HP: 210 **Bloodied:** 105
AC: 26 **Fortitude:** 24 **Reflex:** 24 **Will:** 22
Saving Throws: +2
Speed: 6, fly 8, overland flight 10
Action Points: 1

Claw (standard; at-will)

+15 vs. AC; 2d6 + 5 damage.

Spike (standard; at-will)

Ranged 10; +15 vs. AC (see also guided sniper); 1d8 + 5 damage.
Hit or Miss: The manticore shifts 3 squares after making the attack.

Manticore's Fury (standard; at-will)

The manticore makes a claw attack and a spike attack (in any order) and shift 1 square between the two attacks.

Spike Volley (standard; recharge 3,4,5,6)

Area burst 1 within 10; +15 vs. AC (see also guided sniper); 1d8 + 5 damage.

Guided Sniper (while mounted by a friendly rider of 10th level or higher; at-will) ♦ **Mount**

A manticore with a rider gains a +2 bonus to attack rolls with its spike attack and spike volley power.

Alignment: Chaotic evil

Languages: Common

Skills: Stealth +15

Str: 21 (+10)

Dex: 20 (+10)

Wis: 17 (+8)

Con: 17 (+8)

Int: 4 (+2)

Cha: 12 (+6)

1: A flying mount ignores distance multipliers for difficult terrain. Distances for an aquatic mount assume it is traveling in water.
Stats from *Monster Manual 4th Edition*.

Nightmare

Mount, Large Shadow Magical Beast



Price (gp): 25,000 **Speed¹:** fly 10

Per Hour¹: 5 miles **Per Day¹:** 50 miles

Normal/Heavy/ Push/Drag(lb): 287/575/1,437

Initiative: +12 **Senses:** Perception +12; darkvision

HP: 138 **Bloodied:** 69

AC: 27 (29 against opportunity attacks)

Fortitude: 26 **Reflex:** 25 **Will:** 24

Resist: 20 fire; see also *hell's ride*

Speed: 10, teleport 10

Hooves (standard; at-will) ♦ Fire

+18 vs. AC; 1d8 + 6 damage, and ongoing 5 fire damage (save ends).

Hell's Ride (while mounted by a friendly rider of 13th level or higher; at-will) ♦ **Fire, Mount**

The nightmare's rider gains resist 20 fire.

Hooves of Hell (standard; recharge 5,6) ♦ Fire

The nightmare moves up to 10 squares. Each square the nightmare leaves is filled with fire to a height of 10 feet until the end of the nightmare's next turn. Any creature that hits the nightmare with a melee attack during this move, or that enters one of the flaming squares, takes 10 fire damage.

Alignment: Evil

Skills: Endurance +19

Str: 23 (+12)

Dex: 19 (+10)

Wis: 12 (+7)

Con: 26 (+14)

Int: 5 (+3)

Cha: 15 (+8)

1:A flying mount ignores distance multipliers for difficult terrain. Distances for an aquatic mount assume it is traveling in water. Stats from *Monster Manual 4th Edition*.

Rage Drake

Mount, Large Natural Beast (Reptile)



Price (gp): 2,600 **Speed¹:** 8

Per Hour¹: 4 miles **Per Day¹:** 40 miles

Normal/Heavy/ Push/ Drag(lb): 237/475/1,187

Initiative: +3 **Senses:** Perception +3

HP: 77 **Bloodied:** 38; see also *bloodied rage*

AC: 17 **Fortitude:** 17 **Reflex:** 15 **Will:** 15

Immune: fear (while bloodied only)

Speed 8

Bite (standard; at-will)

+9 vs. AC; 1d10 + 4 damage; see also bloodied rage.

Claw (standard; at-will)

+8 vs. AC; 1d6 + 4 damage; see also bloodied rage.

Raking Charge (standard; at-will)

When the rage drake charges, it makes two claw attacks against a single target.

Bloodied Rage (while bloodied)

The rage drake gains a +2 bonus to attack rolls and deals an extra 5 damage per attack.

Raging Mount (while bloodied and mounted by a friendly rider of 5th level or higher; at-will) ◆ **Mount**

The rage drake grants its rider a +2 bonus to attack rolls and damage rolls with melee attacks.

Alignment: Unaligned

Str: 19 (+6) **Dex:** 13 (+3) **Wis:** 13 (+3)

Con: 17 (+5) **Int:** 3 (-2) **Cha:** 12 (+3)

1:A flying mount ignores distance multipliers for difficult terrain. Distances for an aquatic mount assume it is traveling in water. Stats from *Monster Manual 4th Edition*.

Rhinoceros

Mount, Large Natural Beast



Price (gp): 2,600 **Speed¹:** 6
Per Hour¹: 3 miles **Per Day¹:** 30 miles
Normal/Heavy/ Push/Drag(lb): 262/525/1,312

Statistics

Initiative: +8 **Senses:** Perception +3
HP: 83 **Bloodied:** 41
AC: 23 **Fortitude:** 23 **Reflex:** 21 **Will:** 18
Speed: 10

Gore(standard; at-will)

+13 vs. AC; 2d6 + 5 damage

Crushing Charge(while mounted by a friendly rider of 7th level or higher; at-will) ♦ **Mount**

When charging, the rhinoceros can make a gore attack in addition to its rider's charge attack.

Alignment: Unaligned

Str: 21 (+8) **Dex:** 16 (+6) **Wis:** 11 (+3)
Con: 19 (+7) **Int:** 2 (-1) **Cha:** 8 (+2)

1:A flying mount ignores distance multipliers for difficult terrain. Distances for an aquatic mount assume it is traveling in water.

Shark, dire

Mount, Huge Natural Beast (aquatic)



Price (gp): 21,000 **Speed¹:** swim 11
Per Hour¹: 5 1/2 miles **Per Day¹:** 55 miles
Normal/Heavy/Push/Drag(lb): 210/420/1,050

Statistics

Initiative: +16 **Senses:** Perception +9
HP: 139 **Bloodied:** 69
AC: 28 **Fortitude:** 26 **Reflex:** 28 **Will:** 23

Speed: swim 11

Bite(standard; at-will)

+17 vs. AC; 3d6 + 5 damage also see waterborn

Deft Swimmer(while mounted by a friendly rider of 14th level or higher; at-will) ◆ **Mount**

The dire shark's rider gains a +2 bonus to AC against opportunity attacks. While in water, the rider also gains a +2 bonus to attack rolls against creatures without a swim speed.

Waterborn

While in water, the dire shark gains a +2 bonus to attack rolls against creatures without a swim speed.

Alignment: Unaligned

Str: 21 (+12) **Dex:** 24 (+14) **Wis:** 14 (+9)

Con: 19 (+11) **Int:** 2 (+3) **Cha:** 9 (+6)

1:A flying mount ignores distance multipliers for difficult terrain. Distances for an aquatic mount assume it is traveling in water.

Shark, Riding

Mount, Large Natural Beast (aquatic)



Price (gp): 3,400 **Speed¹:** swim 11
Per Hour¹: 5 1/2 miles **Per Day¹:** 55 miles
Normal/Heavy/Push/Drag(lb): 190/380/950

Statistics

Initiative: +11 **Senses:** Perception +4

HP: 88 **Bloodied:** 44

AC: 22 **Fortitude:** 21 **Reflex:** 22 **Will:** 17

Speed: swim 11

Bite(standard; at-will)

+13 vs. AC; 2d6 + 4 damage also see waterborn

Deft Swimmer(while mounted by a friendly rider of 14th level or higher; at-will) ◆ **Mount**

The dire shark's rider gains a +2 bonus to AC against opportunity attacks. While in water, the rider also gains a +2 bonus to attack rolls against creatures without a swim speed.

Waterborn

While in water, the dire shark gains a +2 bonus to attack rolls against creatures without a swim speed.

Alignment: Unaligned

Str: 19 (+8) **Dex:** 21 (+9) **Wis:** 11 (+3)

Con: 16 (+7) **Int:** 2 (+0) **Cha:** 7 (+2)

1:A flying mount ignores distance multipliers for difficult terrain. Distances for an aquatic mount assume it is traveling in water.

Trihorn Behemoth

Mount, Huge Natural Beast



Price (gp): 21,000 **Speed¹:** 6
Per Hour¹: 3 miles **Per Day¹:** 30 miles
Normal/Heavy/Push/Drag(lb): 325/650/1,625

Statistics

Initiative: +12 **Senses:** Perception +7
HP: 127 **Bloodied:** 63
AC: 28 **Fortitude:** 30 **Reflex:** 26 **Will:** 23
Speed: 6

Gore(standard; at-will)

+17 vs. AC; 2d8 + 8 damage

Protective Crest(while mounted by a friendly rider of 12th level or higher; at-will) ◆ **Mount**

The trihorn behemoth's rider gains a +1 shield bonus to AC and Reflex defense.

Alignment: Unaligned

Str: 26 (+14) **Dex:** 18 (+10) **Wis:** 13 (+7)
Con: 23 (+12) **Int:** 2 (+2) **Cha:** 10 (+6)

1:A flying mount ignores distance multipliers for difficult terrain. Distances for an aquatic mount assume it is traveling in water.

Wolf, Dire

Mount, Large Natural Beast



Price (gp): 1,000 **Speed¹:** 8
Per Hour¹: 4 miles **Per Day¹:** 40 miles
Normal/Heavy/Push/Drag(lb): 237/475/1,187
Initiative: +7 **Senses:** Perception +9; low-light vision
HP: 67 **Bloodied:** 33
AC: 19 **Fortitude:** 18 **Reflex:** 17 **Will:** 16
Speed: 8

Bite (standard; at-will)

+10 vs. AC; 1d8 + 4 damage, or 2d8 + 4 damage against a prone target.

Combat Advantage

The dire wolf gains combat advantage against a target that has one or more of the dire wolf's allies adjacent to it. If the dire wolf has combat advantage against the target, the target is also knocked prone on a hit.

Pack Hunter (while mounted by a friendly rider of 5th level or higher; at-will) ♦ **Mount**

The dire wolf's rider gains combat advantage against an enemy if it has at least one ally other than its mount adjacent to the target.

Alignment: Unaligned

Str: 19 (+6) **Dex:** 16 (+5) **Wis:** 14 (+4)
Con: 19 (+6) **Int:** 5 (-1) **Cha:** 11 (+2)

1: A flying mount ignores distance multipliers for difficult terrain. Distances for an aquatic mount assume it is traveling in water. Stats from *Monster Manual 4th Edition*.

Wyvern

Mount



Price (gp): 21,000 **Speed¹:** fly 8
Per Hour¹: 4 miles **Per Day¹:** 40 miles
Normal/Heavy/ Push/ Drag(lb): 300/600/1,500
Initiative: +10 **Senses:** Perception +12; low-light vision
HP: 106 **Bloodied:** 53
AC: 24 **Fortitude:** 24 **Reflex:** 20 **Will:** 19

Speed: 4, fly 8 (hover); see also *flyby attack*

Bite (standard; at-will)

Reach 2; +15 vs. AC; 1d8 + 7 damage.

Claws (standard; at-will)

The wyvern can attack with its claws only while flying; +15 vs. AC; 1d6 + 7 damage, and the target is knocked prone.

Sting (standard; at-will) ◆ Poison

Reach 2; +15 vs. AC; 1d6 + 4 damage, and the wyvern makes a secondary attack against the same target. *Secondary Attack:* +13 vs. Fortitude; ongoing 10 poison damage (save ends).

Flyby Attack (standard; at-will)

The wyvern flies up to 8 squares and makes one melee basic attack at any point during that movement. The wyvern doesn't provoke opportunity attacks when moving away from the target of the attack.

Aerial Agility +2 (while mounted by a rider of 10th level or higher; at-will) ◆ **Mount**

While flying, the wyvern grants its rider a +2 bonus to all defenses.

Alignment: Unaligned

Str: 24 (+12) **Dex:** 17 (+8) **Wis:** 15 (+7)

Con: 18 (+9) **Int:** 2 (+1) **Cha:** 8 (+4)

1:A flying mount ignores distance multipliers for difficult terrain. Distances for an aquatic mount assume it is traveling in water. Stats from *Monster Manual 4th Edition*.

Barding

Mount Equipment, Adventuring Equipment



Barding is armour for your mount. It adds to a mount's Armor Class just as armour does to a character's. Barding also has similar check penalties and speed penalties. The barding's armour bonus is added to a creature's existing AC. Unlike heavy armour, heavy barding does not negate a mount's Dexterity or Intelligence bonus to AC. Creatures that fill the soldier role already have additional armour (natural or otherwise) factored into their AC. As such, barding is less effective for them (as shown in the accompanying table).

Type	Armor Bonus*	Check	Speed	Price	Weight
Light Barding	+1	-	-	75gp	40 lb
-Huge Creature	+1	-	-	75gp	60 lb
Heavy Barding	+2	-2	-1	150gp	80 lb
.Huge Creature	+2	-2	-1	150gp	120 lb

Magic barding can be crafted with its own unique properties. These items enhance a mount's abilities in combat, generally by augmenting its speed, increasing its defences, or allowing the mount to bypass certain terrain features. However, magic barding cannot be enchanted with an enhancement bonus like normal armour.

* Reduce the armor bonus by 1 for creatures with the soldier role.

Vehicles

Vehicles, Basics

Adventuring Equipment



Vehicles have statistics, some of which are similar to a creature's and others of which are not. Vehicles are considered objects, so the rules in Chapter 4 of the *Dungeon Master's Guide* apply to them unless otherwise noted.

Driver or Pilot: This entry describes the position a vehicle's driver or pilot occupies and any requirements of the vehicle's driver or pilot. Vehicles larger than Medium size usually require a driver or pilot to direct the vehicle from the front or rear. Thus, when placing a vehicle on the battle grid, you should decide which side is the front and which side is the rear.

Crew: This entry describes any crew needed to control a vehicle, and describes the effect on a vehicle's movement if the crew members are not present.

Out of Control: If a driver or pilot loses control of a vehicle, this entry describes what happens.

Special Features: If a vehicle has any attacks or special features, they are noted at the bottom of its statistics block.

Initiative: Vehicles never roll for initiative. A vehicle acts on the initiative of the creature controlling it. If you need to know when an out-of-control vehicle acts (for example, to determine when a driverless wagon moves across the battle grid), the vehicle has an initiative check result of 1 lower than the last creature in the initiative order. If the encounter involves multiple out-of-control vehicles, the vehicles act in order of which has been out of control longest, with the most recently out-of-control vehicle acting last.

Vehicles, Basics

Adventuring Equipment



Vehicles have statistics, some of which are similar to a creature's and others of which are not. Vehicles are considered objects, so the rules in Chapter 4 of the *Dungeon Master's Guide* apply to them unless otherwise noted.

Size: Vehicles have a size just like creatures.

Hit Points: A vehicle's hit points indicate the amount of punishment it can take. A vehicle reduced to 0 hit points or fewer is destroyed, and creatures on board the destroyed vehicle are knocked prone in their current squares. The vehicle's wreckage occupies its space, making it difficult terrain.

Space: Unlike creatures, which can move around within a space and squeeze into smaller spaces, vehicles occupy all the space within its dimensions. As a result, vehicles cannot squeeze. For example, a wagon takes up a full 2 squares by 3 squares, meaning it can't fit through a narrow chasm that is only 1 square wide.

Vehicles pulled by creatures indicate only the vehicle's space. The creatures pulling it occupy their normal space on the battle grid.

Defenses: Like all objects, vehicles have an Armor Class, a Fortitude defense, and a Reflex defense. They do not have a Will defense.

Speed: A vehicle's speed (given in squares) determines how far it travels when a driver or pilot uses a move action. A driver or pilot who uses two move actions can move a vehicle twice its speed. The speed of a creature-drawn vehicle is determined by the speed of the creature(s) moving it.

Load: A vehicle's load is expressed as the number of Medium creatures (both crew and passengers) that can ride within it, plus the amount of cargo it carries (in pounds or tons). In general, one Large creature is equivalent to four Medium creatures, a Huge creature equals nine Medium creatures, and a Gargantuan creature equals sixteen Medium creatures.

Vehicles & Mount Speeds



Speed	Per Hour	10h Day	24h Day
2 squares	1 mile	10 miles	24 miles
3 squares	1-1/2 miles	15 miles	36 miles
4 squares	2 miles	20 miles	48 miles
5 squares	2-1/2 miles	25 miles	60 miles
6 squares	3 miles	30 miles	72 miles
7 squares	3-1/2 miles	35 miles	84 miles
8 squares	4 miles	40 miles	96 miles
9 squares	4-1/2 miles	45 miles	108 miles
10 squares	5 miles	50 miles	120 miles
20 squares	10 miles	100 miles	240 miles

Apparatus of Kwalish

Large Vehicle



HP: 200 **Space:** 2 squares by 2 squares

Cost: 5,000 gp

AC: 22 **Fortitude:** 20 **Reflex:** 4

Speed: 6, swim 6

Pilot

The pilot must occupy the front seat in the apparatus and have both hands free to manipulate its ten control levers.

Load

Two medium creatures, 200 lb. of gear

Out of Control

An out of control apparatus of *Kwalish* comes to stop at the beginning of its turn. At the DM's discretion, it might move in the direction of a strong current at half speed.

Rending Claws (standard; at-will)

The pilot can use the apparatus' to attack a single creature: Reach 2; +5 vs. AC; 2d6 + 5 damage. Then pilot adds half his or her level as a bonus to the claw's attack rolls.

Sealed

Creatures inside the *apparatus of Kwalish* cannot gain line of effect to those outside (and vice versa), though they have line of sight to each other through portholes.

Submersible

An *apparatus of Kwalish* can travel underwater. It holds enough air to support two creatures for five hours or one creature for ten hours.

Airship

Gargantuan Vehicle



HP: 400 **Space:** 4 squares by 8 squares

Cost: 85,000 gp

AC: 4 **Fortitude:** 20 **Reflex:** 2

Speed: 0, fly 12 (hover), overland flight 15

Pilot

The pilot must stand at the control wheel, typically at the front of the top most deck of the airship cabin.

Crew

In addition to the pilot, an airship requires a crew of five, all of whom use a standard action each round to help control the vessel. Reduce the ship's speed by 4 for each missing crew member. At fly speed 0, the ship is unable to travel and flies out of control.

Load

Thirty medium creatures, twenty tons of cargo.

Out of Control

An out-of-control airship moves forward at half speed. Each round, it has a 50% chance of descending. It descends 5 squares for the first 10 rounds it is out of control. After 10 rounds, it descends 10 squares per round. An out-of-control airship that hits the ground after descending more than 20 squares is destroyed.

Deck

The airship's cabin has four decks; an exterior observation platform, the topmost crewdeck, a middle deck for passengers and a lower cargo hold.

Fragile Propulsion

For every 50 damage the airship takes, its speed is reduced by 2 squares. At fly speed 0, the ship is unable to travel and floats out of control.

Chariot, Heavy

Large Vehicle



HP: 60 **Space:** 2 squares by 2 squares

Cost: 840 gp

AC: 4 **Fortitude:** 12 **Reflex:** 4

Speed: creature's speed -2

Creature-Drawn

A heavy chariot is pulled by two Large creatures or one Huge creature. A heavy chariot takes -2 penalty to its speed if only one Large creature pulls it.

Driver

A heavy chariot's driver stands at the front of the chariot. He or she must hold the reins in at least one hand or else the chariot goes out of control.

Load

Four medium creatures, 400 lb. of gear.

Out of Control

An out-of-control chariot comes to a stop at the beginning of its turn. At the DM's discretion, the chariot might move in a random direction if the creatures that pull it are panicked or attacked.

Cover

A heavy chariot provides cover to its driver and passengers.

Chariot, Light

Medium Vehicle



HP: 30 **Space:** 1 square

Cost: 520 gp

AC: 5 **Fortitude:** 10 **Reflex:** 5

Speed: creature's speed -2

Creature-Drawn

A light chariot is pulled by one large creature.

Driver

A light chariot's driver must hold the reins in at least one hand or else the chariot goes out of control.

Load

One medium creatures, 100 lb. of gear.

Out of Control

An out-of-control chariot comes to a stop at the beginning of its turn. At the DM's discretion, the chariot might move in a random direction if the creatures that pull it are panicked or attacked.

Cover

A heavy chariot provides cover to its driver and passengers.

Greatship

Gargantuan Vehicle



HP: 400 **Space:** 8 squares by 20 squares

Cost: 13,000 gp

AC: 4 **Fortitude:** 20 **Reflex:** 2

Speed: swim 6

Pilot

The pilot must stand at the ship's wheel, typically at the rear of the top most deck.

Crew

In addition to the pilot, an greatship requires a crew of twenty, all of whom use a standard action each round to help control the ship. Reduce the ship's speed by 2 for every 5 missing crew members. At swim speed 0, the ship sails out of control.

Load

Two hundred medium creatures, five hundred tons of cargo.

Out of Control

An out-of-control greatship moves forward at half speed. At the DM's discretion, it can move in the same direction as a strong wind at up to full speed.

Deck

The greatship cabin has four decks; the topmost open deck (which includes the upper deck and quarter deck), two middle decks for crew and passenger, and a cargo hold.

Sails

At the DM's discretion, a greatship can take a penalty or bonus to its speed of -4 to +4 depending on the strength and direction of the wind.

Longship

Gargantuan Vehicle



HP: 300 **Space:** 4 squares by 14 squares

Cost: 5,000 gp

AC: 3 **Fortitude:** 20 **Reflex:** 2

Speed: swim 5

Pilot

The pilot must stand at the stern ship of the longship and operate the rudder.

Crew

In addition to the pilot, an longship requires a crew of three, all of whom use a standard action each round to control the ship. Reduce the ship's speed by 2 for every missing crew member. At swim speed 0, the ship sails out of control.

Load

Fifty medium creatures, three tons of cargo.

Out of Control

An out-of-control longship moves forward at half speed. At the DM's discretion, it can move in the same direction as a strong wind at up to full speed.

Sails

At the DM's discretion, a longship can take a penalty or bonus to its speed of -4 to +4 depending on the strength and direction of the wind.

Ornithopter

Large Vehicle



HP: 40 **Space:** 2 squares by 2 squares

Cost: 3,400 gp

AC: 4 **Fortitude:** 12 **Reflex:** 4

Speed: fly 5

Pilot

The pilot must work the ornithopter's control stick with both hands.

Load

One medium creatures, 100 pounds of cargo.

Out of Control

An out-of-control ornithopter comes to a stop at the beginning of its turn. This ends its horizontal movement, but its wings initially prevent it from falling until the end of its next turn. Its pilot can attempt a DC 20 Strength check as a move action to regain control. If the pilot fails, the ornithopter falls to the ground.

An ornithopter falling from a height of more than 100 squares does not impact the ground until the end of its second turn, granting the pilot a second turn to attempt to regain control.

Pinnacle

Gargantuan Vehicle



HP: 250 **Space:** 2 squares by 6 squares

Cost: 1,800 gp

AC: 2 **Fortitude:** 20 **Reflex:** 2

Speed: swim 8

Pilot

The pilot must stand at the ship at the ship's wheel, typically at the rear of the topmost deck.

Crew

In addition to the pilot, an pinnacle requires a crew of four, all of whom use a standard action each round to control the ship. Reduce the ship's speed by 2 for every missing crew member. At swim speed 0, the ship sails out of control.

Load

Twenty medium creatures, thirty tons of cargo.

Out of Control

An out-of-control longship moves forward at half speed. At the DM's discretion, it can move in the same direction as a strong wind at up to full speed.

Decks

The pinnacle has three decks: the topmost open deck, a middle deck for crew and passengers, and a cargo hold.

Sails

At the DM's discretion, a longship can take a penalty or bonus to its speed of -4 to +4 depending on the strength and direction of the wind.

Wagon

Large Vehicle



HP: 100 **Space:** 2 squares by 2 squares

Cost: 20 gp

AC: 3 **Fortitude:** 10 **Reflex:** 3

Speed: creature's speed -4

Creature-Drawn

A wagon is pulled by two Large creatures or one Huge creature. A heavy chariot takes -2 penalty to its speed if only one Large creature pulls it. A wagon built to accommodate a team of four large creatures gains an additional 2 squares of movement when drawn by all four creatures.

Driver

A wagon's driver sits at the front of the wagon. The rider must hold the reins in at least one hand or else the chariot goes out of control.

Load

Four medium creatures, 4 tons of gear.

Out of Control

An out-of-control wagon comes to a stop at the beginning of its turn. At the DM's discretion, the chariot might move in a random direction if the creatures that pull it are panicked or attacked.

Cover

An uncovered wagon provides cover to its driver and passengers. A covered wagon or carriage provides superior cover to passengers inside it.

Vehicles

Combat Moves

Drive

Combat Action



Vehicles are designed to move in one direction only. You direct a vehicle forward, pushing it ahead. However, vehicles typically lack the manoeuvrability of a walking creature, and turning them can be slow and difficult.

◆ **Action:** Move.

◆ **Movement:** Move the vehicle a distance up to its speed.

◆ **Direction:** When you move the vehicle, it must move in the direction of its heading marker. The vehicle can move directly forward or it can move along either forward diagonal adjacent to its heading marker (a 45-degree adjustment). It cannot move in other directions without making a turn.

◆ **Opportunity Attacks:** A vehicle's movement does not provoke opportunity attacks against the vehicle or the creatures on it.

◆ **Terrain:** Terrain affects a vehicle in the way it affects creatures. If a terrain feature requires a skill or ability check, the driver or pilot must make that check for any vehicle that is not drawn by creatures.

In the case of a creature-drawn vehicle, the creature pulling or pushing the vehicle makes the appropriate check(s). For vehicles pulled by multiple creatures, choose one creature to make the check and have the other creatures use the aid another action. If a vehicle does not have the appropriate mode of movement to traverse a terrain, then it cannot move on that terrain.



Turn

Combat Action



You turn a vehicle to speed around corners, avoid obstacles, or make a sudden change in its current heading.

◆ **Action:** Move

◆ **Movement:** Move the vehicle a distance equal to half its speed.

◆ **Direction:** When you move the vehicle, it must move in the direction of its heading marker. The vehicle can move directly forward or it can move along either forward diagonal adjacent to its heading marker (a 45-degree adjustment).

◆ **Heading Marker:** At any point during the vehicle's movement, move its heading marker from its current position to either side of the vehicle (a 90-degree turn). Reorient the vehicle's counter or miniature accordingly at the end of the move.

◆ **Opportunity Attacks:** A vehicle's movement does not provoke opportunity attacks against the vehicle or the creatures on it.

◆ **Terrain:** Terrain affects a vehicle in the way it affects creatures. If a terrain feature requires a skill or ability check, the driver or pilot must make that check for any vehicle that is not drawn by creatures.

In the case of a creature-drawn vehicle, the creature pulling or pushing the vehicle makes the appropriate check(s). In the case of vehicles pulled by multiple creatures, choose one creature to make the check and have the other creatures use the aid another action. If a vehicle does not have the appropriate mode of movement to traverse a terrain, then it cannot move on that terrain.



Stop

Combat Action



When a vehicle is moving, it takes effort to stop it.

◆ **Action:** Move

◆ **Movement:** Move the vehicle forward a number of squares equal to the distance it moved in the previous round. At the end of the move, the vehicle is motionless. A vehicle begins moving again when its driver or pilot uses the drive action. A stopped vehicle does not go out of control while motionless unless otherwise noted in its description.

◆ **Direction:** The vehicle's heading marker remains in place. If and when the vehicle moves again, it must initially move in this direction.



Alchemy

Alchemy



The process of creating alchemical items is similar to the process of casting rituals (see Chapter 10 of the *Player's Handbook*). Alchemist feat needs to be taken before Alchemy can be used.

Applying an alchemical substance or administering an alchemical item is a standard action. Imbibing an alchemical substance or drawing an alchemical item out of your pack is a minor action.

Alchemical formulas are like rituals; they are usually written down in a book or on a scroll. Unlike rituals, though, formulas are nonmagical and recorded with normal materials. As a result, alchemical formulas are generally less expensive than rituals. They also cannot be performed from a scroll like rituals. A character wishing to use a formula must buy the formula and learn it or else pay someone to teach it to him or her (the same market price).

Alchemical formulas have a cost and creation time that the character creating an alchemical item must spend. The components used in alchemical formulas are the same as those used for rituals (*PH 300*). Like potions and elixirs, alchemical items are consumable items.

Each alchemical formula has a category that defines the type of item it creates.

Oil: Oils are applied to items (typically weapons), granting them temporary properties or powers.

Volatile: An item of this type explodes or expands when shattered or broken, often dealing damage by the creation of a specific type of energy, such as acid, cold, fire, or lightning.

Curative: These items aid in healing or in overcoming adverse and debilitating effects.

Poison: A poison is a toxin that hampers or harms a creature.

Other: Some items create miscellaneous effects that don't fall into the other alchemical categories.

Modifications: Some alchemical items can be modified to change some aspect of the item's function, such as turning an item that is normally thrown into ammunition. Changing an item's function typically increases the item's level and cost.

Alchemist

Heroic Tier Feat



Benefit: You can make alchemical items of your level or lower. You must have the correct formula and an appropriate skill.

Special: If you receive the Ritual Caster feat as a class feature, you can take the Alchemist feat instead.

Alchemy

Alchemical Formulae

Name	Market Price (gp)	Key Skills
Alchemical silver	200	Nature, Religion, Thievery
Alchemist's acid	70	Arcana, Thievery
Alchemist's fire	70	Arcana, Thievery
Alchemist's frost	70	Arcana, Thievery
Antivenom	70	Heal, Nature
Beastbane	160	Heal, Nature
Blastpatch	120	Arcana, Thievery
Blinding bomb	120	Arcana, Thievery
Bloodstinger poison	120	Nature, Thievery
Clearsense powder	80	Heal, Nature
Clearwater solution	100	Arcana, Nature, Religion
Dragonfire tar	120	Nature, Thievery
Ghoststrike oil	500	Nature, Religion, Thievery
Goodnight tincture	150	Nature, Thievery
Herbal poultice	90	Nature
Jolt flask	800	Arcana, Thievery
Lockbust chalk	160	Arcana, Thievery
Salve of slipperiness	375	Nature, Thievery
Slow-step oil	120	Arcana, Nature, Thievery
Smokestick	450	Arcana, Thievery
Sovereign glue	375	Arcana, Thievery
Tanglefoot bag	100	Arcana, Thievery
Thunderstone	200	Arcana, Nature, Thievery
Tracking dust	160	Nature, Thievery
Universal solvent	600	Arcana, Thievery

Alchemical Silver



Level 5+

This shimmering liquid clings to a weapon giving it the appearance of brightly polished silver.

Category: Oil **Time:** 15 minutes

Market Price: 200 gp

Component Cost (Lvl 5/15/25): 50/1000/25000

Key Skill: Nature, Religion, Thievery (No check)

Alchemical Item

Power (Consumable): Standard Action. Your weapon or one group of ammunition (30 arrows, 10 crossbow bolts, 20 sling bullets, or 5 shuriken) attacks as a silvered weapon until the end of the encounter or for the next 5 minutes. Alchemical silver can be applied to nonmagical weapons and to magic weapons of 14th level or lower.

Level 15: The weapon deals an extra 1d6 damage against creatures that are vulnerable to silvered weapons or to creatures that suffer other detrimental effects from silvered weapons, such as a werewolf's inability to regenerate.

Alchemical silver can be applied to nonmagical weapons and to magic weapons of 24th level or lower.

Level 25: The weapon deals an extra 2d6 damage against creatures that are vulnerable to silvered weapons or to creatures that suffer other detrimental effects from silvered weapons, such as a werewolf's inability to regenerate.

Alchemical silver can be applied to nonmagical weapons and to magic weapons of 34th level or lower.



Alchemical Acid



Level 1+

When shattered, this glass vial releases a spray of acid.

Level: 1

Category: Volatile **Time:** 30 minutes **Market Price:** 70 gp

Component Cost

Lvl 1: 20 gp

Lvl 6: 75 gp

Lvl 11: 350 gp

Lvl 16: 1,800 gp

Lvl 21: 9,000 gp

Lvl 26: 45,000 gp

Key Skill: Arcana or Thievery (no check)

Alchemical Item

Power (Consumable ♦ Acid): Standard Action. Make an attack: Ranged 5/10; +4 vs. Reflex; on a hit, the attack deals 1d10 acid damage and ongoing 5 acid damage (save ends); on miss, half damage and no ongoing acid damage.

Level 6: +9 vs. Reflex; 1d10 acid damage and ongoing 5 acid damage (save ends).

Level 11: +14 vs. Reflex; 2d10 acid damage and ongoing 5 acid damage (save ends).

Level 16: +19 vs. Reflex; 2d10 acid damage and ongoing 10 acid damage (save ends).

Level 21: +24 vs. Reflex; 3d10 acid damage and ongoing 10 acid damage (save ends).

Level 26: +29 vs. Reflex; 3d10 acid damage and ongoing 15 acid damage (save ends).

Modification: Ammunition (level + 1). You create this item for use with a ranged weapon such as a bow, a crossbow, or a sling. Item's range becomes the range of the weapon but continues to use the indicated attack modifier. You do not include a weapon's proficiency bonus or enhancement bonus in the attack.

The item's component cost corresponds to the table below.

Level (Component Cost (gp))

2 (25 gp) 7 (100 gp) 12 (500 gp) 17 (2,600 gp)

22 (13,000 gp) 27 (65,000 gp)

Alchemical Fire



Level 1+

When shattered, this flask fills the area with alchemical flame.

Level: 1 **Category:** Volatile
Time: 30 minutes **Market Price:** 70 gp

Component Cost

Lvl 1: 20 gp **Lvl 6:** 75 gp **Lvl 11:** 350 gp
Lvl 16: 1,800 gp **Lvl 21:** 9,000 gp
Lvl 26: 45,000

Key skill: Arcana or Thievery (no check)

Alchemical Item

Power (Consumable ♦ Fire): Standard Action. Make an attack: Area burst 1 within 10; +4 vs. Reflex; on a hit, deal 1d6 fire damage; on miss, deal half damage.

Level 6: +9 vs. Reflex; 2d6 fire damage.

Level 11: +14 vs. Reflex; 3d6 fire damage.

Level 16: +19 vs. Reflex; 3d6 fire damage.

Level 21: +24 vs. Reflex; 4d6 fire damage.

Level 26: +29 vs. Reflex; 4d6 fire damage.

Modification: Ammunition (level + 1). You create this item for use with a ranged weapon such as a bow, a crossbow, or a sling. Item's range becomes the range of the weapon but continues to use the indicated attack modifier. The burst area remains unchanged. You do not include a weapon's proficiency bonus or enhancement bonus in the attack. The item's component cost corresponds to the table below.

Level (Component Cost (gp))

2 (25 gp)	7 (100 gp)	12 (500 gp)
17 (2,600 gp)	22 (13,000 gp)	27 (65,000 gp)

Alchemical Frost



Level 1+

This ceramic flask explodes in an icy haze when it hits, crippling it's target with numbing cold.

Level: 1 **Category:** Volatile **Time:** 30 minutes

Market Price: 70 gp

Component Cost

Lvl 1: 20 gp **Lvl 6:** 75 gp **Lvl 11:** 350 gp

Lvl 16: 1,800 gp **Lvl 21:** 9,000 gp

Lvl 26: 45,000

Key Skill: Arcana or Thievery (no check)

Alchemical Item

Power (Consumable ♦ Cold): Standard Action. Make an attack: Ranged 5/10; +4 vs. Reflex; on a hit, the target takes 1d10 cold damage and is slowed until the end of your next turn; on miss, the target takes half damage and is not slowed.

Level 6: +9 vs. Reflex; 1d10 cold damage.

Level 11: +14 vs. Reflex; 2d10 cold damage.

Level 16: +19 vs. Reflex; 2d10 cold damage.

Level 21: +24 vs. Reflex; 3d10 cold damage.

Level 26: +29 vs. Reflex; 3d10 cold damage.

Modification: Ammunition (level + 1). You create this item for use with a ranged weapon such as a bow, a crossbow, or a sling. Item's range becomes the range of the weapon but continues to use the indicated attack modifier. The burst area remains unchanged. You do not include a weapon's proficiency bonus or enhancement bonus in the attack. The item's component cost corresponds to the table below.

Level (Component Cost (gp))

2 (25 gp)	7 (100 gp)	12 (500 gp)
17 (2,600 gp)	22 (13,000 gp)	27 (65,000 gp)

Antivenom



Level 1+

This thick tonic can help counter the effects of most poisons.

Level: 1 **Category:** Curative

Time: 15 minutes **Market Price:** 70 hp

Component Price

Lvl 1: 20 gp **Lvl 11:** 350 gp

Lvl 21: 9,000 gp

Key Skill: Heal or Nature (no check)

Alchemical Item

Power (Consumable): Minor Action.
Gain a +2 bonus to saving throws against poisons from a source of 10th level or lower. This effect lasts until the end of the encounter or for the next 5 minutes.

Level 11: Poisons of 20th level or lower.

Level 21: Poisons of 30th level or lower.



Beastbane



Level 4+

This rod of fast-burning incense creates a haze of smoke that holds beasts at bay.

Level: 4

Category: Other

Time: 30 minutes **Market Price:** 160 gp

Component Cost

Lvl 4: 160 gp

Lvl 9: 320 gp

Lvl 14: 1,600 gp

Lvl 19: 9,400 gp

Lvl 24: 42,000gp

Lvl 29: 210,000gp

Key Skill: Heal or Nature (no check)

Alchemical Item

Power (Consumable ♦ Zone): Standard Action. Make an attack: Close burst 1; targets beasts only; +10 vs. Fortitude; the burst creates a zone, and targets that are hit slide to the closest square outside the zone. The zone lasts until the end of the encounter, and beasts that move into an affected square or begin their turn in an affected square are subject to the same attack from the beastbane.

Level 9: +15 vs. Fortitude.

Level 14: +20 vs. Fortitude.

Level 19: +25 vs. Fortitude.

Level 24: +30 vs. Fortitude.

Level 29: +35 vs. Fortitude.

Blastpatch

Level 4+



These crystals explode when they are stepped upon.

Level: 4

Category: Volatile

Time: 30 minutes

Market Price: 120 gp

Component Cost

Lvl 4: 120 gp

Lvl 9: 160 gp

Lvl 14: 800 gp

Lvl 19: 4,200 gp

Lvl 24: 21,000gp

Lvl 29: 105,000gp

Key Skill: Arcana or Thievery (no check)

Alchemical Item

Power (Consumable ♦ Cold, Fire, or Lightning): Standard Action. You apply blastpatch to an adjacent unoccupied square. When a creature moves into that square, the blastpatch makes an attack against the creature as an immediate reaction: +7 vs.

Reflex; on a hit, the target takes damage and suffers effects depending on the blastpatch:

Firepatch—2d8 fire damage, and the target is immobilized until the beginning of its next turn.

Icepatch—1d8 cold damage, and the target is immobilized until the end of its next turn.

Shockpatch—1d8 lightning damage, the target is immobilized until the beginning of its next turn, and the target grants combat advantage until the end of its next turn.

Blastpatch can be detected with a DC 20 Perception check. A creature that flies or jumps over the square does not trigger the blastpatch.

Level 9: +12 vs. Reflex.

Level 14: +17 vs. Reflex; +1d8 damage; Perception DC 25.

Level 19: +22 vs. Reflex; +1d8 damage; Perception DC 25.

Level 24: +27 vs. Reflex; +2d8 damage;

Blinding Bomb



Level 3+

When thrown, this fist-sized ceramic sphere explodes in a blinding flash.

Level: 3 **Category:** Volatile
Time: 30 minutes **Market Price:** 120 gp
Component Cost

Lvl 4: 30 gp **Lvl 9:** 125 gp
Lvl 14: 650 gp **Lvl 19:** 3,400 gp
Lvl 24: 17,000 gp **Lvl 29:** 85,000 gp

Key Skill: Arcana or Thievery (no check)

Alchemical Item

Power (Consumable): Standard Action. Make an attack: Area burst 1 within 10; +6 vs. Fortitude; on a hit, the target treats all nonadjacent creatures as having concealment until the end of your next turn. Creatures that do not rely on sight to detect other creatures are immune to this effect.

Level 8: +11 vs. Fortitude.
Level 13: +16 vs. Fortitude.
Level 18: +21 vs. Fortitude.
Level 23: +26 vs. Fortitude.
Level 28: +31 vs. Fortitude.



Bloodstinger Poison



Level 3+

This inky toxin inflicts wounds that burn long after the initial blow is struck.

Level: 3

Category: Poison

Time: 30 minutes **Market Poison:** 120 gp

Component Cost

Lvl 3: 30 gp

Lvl 8: 125 gp

Lvl 13: 650 gp

Lvl 18: 3,400 gp

Lvl 23: 17,000 gp

Lvl 28: 85,000 gp

Key Skill: Nature or Thievery (no check)

Alchemical Item

Power (Consumable ♦ Poison):

Standard Action. Apply the bloodstinger poison to your weapon or one piece of ammunition. Make a secondary attack against the next target you hit with the coated weapon or ammunition:

+6 vs. Fortitude; on a hit, the target takes ongoing 5 poison damage (save ends).

Level 8: +11 vs. Fortitude.

Level 13: +16 vs. Fortitude.

Level 18: +21 vs. Fortitude.

Level 23: +26 vs. Fortitude.

Level 28: +31 vs. Fortitude.

Clearsense Powder



Level 1+

This fine, silvery powder can restore lost senses.

Level: 1 **Category:** Curative
Time: 30 minutes **Market Price:** 80 gp
Component Cost

Lvl 1: 20 gp **Lvl 6:** 75 gp
Lvl 11: 350 gp **Lvl 16:** 1,800 gp
Lvl 21: 9,000 gp **Lvl 26:** 45,000 gp

Key Skill: Heal or Nature (no check)

Alchemical Item

Power (Consumable): Minor Action. You or an adjacent ally can make a saving throw against a blinded or deafened condition that a save can end. The source of the condition must be 5th level or lower.

Level 6: 10th level or lower.

Level 11: 15th level or lower.

Level 16: 20th level or lower.

Level 21: 25th level or lower.

Level 26: 30th level or lower.



Clearsense Solution



Level 1+

This small glob of white jelly purifies even the most toxic liquids from poisons to dwarven spirits

Level: 1

Category: Other

Time: 30 minutes **Market Price:** 100 gp

Component Cost

Alchemical Item: 20 gp

Key Skill: Arcana, Nature or Religion (no check)

Power (Consumable): Minor Action.

Apply clearwater solution to a volume of liquid filling a cube 1 square on a side (5 feet by 5 feet by 5 feet; approximately 935 gallons). The solution removes any poison or disease present in the liquid after 1 minute. Clearwater solution cannot remove poison or disease from water already in a creature's system, and it has no adverse effect on creatures with the aquatic or water keyword. If it's applied to a volume of liquid larger than the amount specified above, the clearwater solution has no effect.



Dragonfire Tar

Level 3+



This sticky substance sears the target with ongoing flames.

Level: 3 **Category:** Volatile
Time: 30 minutes **Market Price:** 120 gp
Component Cost

Lvl 3: 30 gp **Lvl 8:** 125 gp
Lvl 13: 650 gp **Lvl 18:** 3,400 gp
Lvl 23: 17,000 gp **Lvl 28:** 85,000 gp

Key Skill: Nature or Thievery (no check)

Alchemical Item

Power (Consumable ♦ Fire):

Standard Action. Make an attack:
Ranged 5/10; +6 vs. Reflex; on a hit, the target takes ongoing 5 fire damage (save ends).

Level 8: +11 vs. Reflex; ongoing 5 fire damage (save ends).

Level 13: +16 vs. Reflex; ongoing 10 fire damage (save ends).

Level 18: +21 vs. Reflex; ongoing 10 fire damage (save ends).

Level 23: +26 vs. Reflex; ongoing 15 fire damage (save ends).

Level 28: +31 vs. Reflex; ongoing 15 fire damage (save ends).



Ghoststrike Oil



Level 3+

A weapon coated with this murky oil exudes a ghostly yellow mist.

Level: 3 **Category:** Oil **Time:** 15 minutes

Market Price: 500 gp

Component Cost

Lvl 3: 30 gp

Lvl 8: 125 gp

Lvl 13: 650 gp

Lvl 18: 3,400 gp

Lvl 23: 17,000 gp

Lvl 28: 85,000 gp

Key Skill: Nature, Religion or Thievery (no check)

Alchemical Item

Power (Consumable): Standard Action.

Apply ghoststrike oil to your weapon or one piece of ammunition. Make a secondary attack against the next undead creature with resist insubstantial that you hit with the coated weapon or ammunition:

+6 vs. Fortitude; on a hit, you ignore the creature's resist insubstantial when determining damage for the attack.

Level 8: +11 vs. Fortitude.

Level 13: +16 vs. Fortitude.

Level 18: +21 vs. Fortitude.

Level 23: +26 vs. Fortitude.

Level 28: +31 vs. Fortitude.

Goodnight Tincture



Level 6+

This sweet elixir can incapacitate a foe without ever harming it.

Level: 6 **Category:** Poison **Time:** 1 hour

Market Price: 750 gp

Component Price

Lvl 6: 150 gp

Lvl 11: 700 gp

Lvl 16: 3,600 gp

Lvl 21: 18,400 gp

Lvl 26: 90,000 gp

Key Skill: Nature or Thievery (no check)

Alchemical Item

Power (Consumable ♦ Sleep): Minor Action. You apply goodnight tincture to an adjacent food or drink. A creature that consumes that food or drink is subject to an attack after 1 minute: +12 vs. Fortitude; on a hit, that creature becomes unconscious for 1 hour or until it is subject to an attack or violent motion.

Level 11: +17 vs. Fortitude.

Level 16: +22 vs. Fortitude.

Level 21: +27 vs. Fortitude.

Level 26: +32 vs. Fortitude.



Herbal Poultice



Level 3+

This pack of specially prepared medicinal herbs increases one's natural recuperative ability.

Level: 3 **Category:** Curative **Time:** 30 minutes **Market Price:** 90 gp

Component Cost

Lvl 3: 30 gp

Lvl 8: 125 gp

Lvl 13: 650 gp

Lvl 18: 3,400 gp

Lvl 23: 17,000 gp

Lvl 28: 85,000 gp

Key Skill: Nature (no check)

Alchemical Item

Power (Consumable ♦ Healing):

Standard Action. Use before you or an ally takes a short rest. The target of the herbal poultice regains an additional 2 hit points when he or she spends a healing surge at the end of the short rest.

Level 8: Regain an additional 4 hit points.

Level 13: Regain an additional 6 hit points.

Level 18: Regain an additional 8 hit points.

Level 23: Regain an additional 10 hit points.

Level 28: Regain an additional 12 hit points.



Jolt Flask



Level 10+

When it bursts, this flask creates a concussive wave that dazes your enemies.

Level: 10 **Category:** Volatile
Time: 1 hour **Market Price:** 800 gp

Component Cost

Lvl 10: 200 gp **Lvl 15:** 1000 gp
Lvl 20: 5,000 gp **Lvl 25:** 25,000 gp
Lvl 30: 125,000 gp

Key Skill: Arcana or Thievery (no check)

Alchemical Item

Power (Consumable): Standard Action.

Make an attack:

Area burst 1 within 10; +13 vs. Fortitude; on a hit, the target is dazed until the end of your next turn.

Level 15: +18 vs. Fortitude.

Level 20: +23 vs. Fortitude.

Level 25: +28 vs. Fortitude.

Level 30: +33 vs. Fortitude.



Lockbust Chalk



Level 4+

When fitted within a keyhole, this thin stick of gray chalk can force open the most complicated locks.

Level: 4 **Category:** Other
Time: 30 minutes **Market Price:** 160 gp

Component Cost

Lvl 4: 40 gp **Lvl 9:** 160 gp
Lvl 14: 800 gp **Lvl 19:** 4,200 gp
Lvl 24: 21,000 gp **Lvl 29:** 105,000 gp

Key Skill: Arcana or Thievery (no check)

Alchemical Item

Power (Consumable): Standard Action.

Make a Thievery check on an adjacent locked object or a locked object you are holding, gaining a +7 bonus to the check instead of your normal check modifiers. A successful check destroys the lock; a failed check does not damage it.

Level 9: +9 bonus.

Level 14: +12 bonus.

Level 19: +14 bonus.

Level 24: +17 bonus.

Level 29: +19 bonus.



Salve of Slipperiness



Level 8+

This oily gel makes it easy to escape restraint.

Level: 8 **Category:** Other

Time: 1 hour **Market Price:** 375 gp

Component Cost

Lvl 8: 125 gp **Lvl 13:** 650 gp

Lvl 18: 3,400 gp **Lvl 23:** 17,000 gp

Lvl 28: 85,000 gp

Key Skill: Nature or Thievery (no check)

Alchemical Item

Power (Consumable): Standard Action.

You or an adjacent ally gains a +14 bonus on Acrobatics checks against the DC of a restraint or the Reflex defense of a grabbing creature for 5 minutes or until the end of the encounter; use this modifier instead of your normal check modifiers.

Level 13: +16 bonus.

Level 18: +19 bonus.

Level 23: +21 bonus.

Level 28: +24 bonus.



Slow-Step Oil



Level 3+

A weapon coated with this white oil has the power to slow the movement of a foe.

Level: 3 **Category:** Oil
Time: 1 hour **Market Price:** 120 gp

Component Cost:

Lvl 3: 30 gp **Lvl 8:** 125 gp
Lvl 13: 650 gp **Lvl 18:** 3,400 gp
Lvl 23: 17,000 gp **Lvl 28:** 85,000 gp

Key Skill: Arcana, Nature or Thievery
(No check)

Alchemical Item

Power (Consumable): Standard Action.
Apply slow-step oil to your weapon or one piece of ammunition. Make a secondary attack against the next creature you hit with the coated weapon or ammunition:
+6 vs. Fortitude; on a hit, the target is slowed (save ends).

Level 8: +11 vs. Fortitude.
Level 13: +16 vs. Fortitude.
Level 18: +21 vs. Fortitude.
Level 23: +26 vs. Fortitude.
Level 28: +31 vs. Fortitude.



Slow-Step Oil

Level 3+



A weapon coated with this white oil has the power to slow the movement of a foe.

Level: 6 **Category:** Volatile

Time: 1 Hour **Market Price:** 450 gp

Component Cost

Lvl 3: 30 gp

Lvl 8: 125 gp

Lvl 13: 650 gp

Lvl 18: 3,400 gp

Lvl 23: 17,000 gp

Lvl 28: 85,000 gp

Key Skill: Arcana or Thievery (no check)

Alchemical Item

Power (Consumable): Standard Action.

Apply slow-step oil to your weapon or one piece of ammunition. Make a secondary attack against the next creature you hit with the coated weapon or ammunition:

+6 vs. Fortitude; on a hit, the target is slowed (save ends).

Level 8: +11 vs. Fortitude.

Level 13: +16 vs. Fortitude.

Level 18: +21 vs. Fortitude.

Level 23: +26 vs. Fortitude.

Level 28: +31 vs. Fortitude.

Soverign Glue

Level 8+



This gray paste creates a virtually unbreakable bond between the objects it glues together

Level: 8 **Category:** Other
Time: 2 Hours **Market Price:** 375 gp

Component Cost

Lvl 8: 125 gp **Lvl 18:** 3,400 gp

Lvl 28: 85,000 gp

Key Skill: Arcana or Thievery

Alchemical Item

Power (Consumable): Standard Action.

Apply this glue to an object, and affix that object to another object in reach.

The two objects must remain affixed to one another until the end of your next turn. After the end of your next turn, the items are adhered, and separating them requires a DC 29 Strength check. A successful Strength check deals 2d10 damage to each adhered object.

Level 18: DC 35 Strength check.

Level 28: DC 42 Strength check.



Soverign Glue

Level 8+



This gray paste creates a virtually unbreakable bond between the objects it glues together

Level: 8 **Category:** Other
Time: 2 Hours **Market Price:** 375 gp

Component Cost

Lvl 8: 125 gp **Lvl 18:** 3,400 gp

Lvl 28: 85,000 gp

Key Skill: Arcana or Thievery

Alchemical Item

Power (Consumable): Standard Action.

Apply this glue to an object, and affix that object to another object in reach.

The two objects must remain affixed to one another until the end of your next turn. After the end of your next turn, the items are adhered, and separating them requires a DC 29 Strength check. A successful Strength check deals 2d10 damage to each adhered object.

Level 18: DC 35 Strength check.

Level 28: DC 42 Strength check.



Tanglefoot Bag

Level 2+



This small leather bag or satchel contains a sticky gel that can immobilize foes.

Level: 2 **Category:** Other
Time: 1 Hour **Market Price:** 100 gp

Component Cost

Lvl 2: 25 gp **Lvl 7:** 100 gp
Lvl 12: 500 gp **Lvl 17:** 2,600 gp
Lvl 22: 13,000 gp **Lvl 27:** 65,000

Key Skill: Arcana or Thievery (no check)

Alchemical Item

Power (Consumable): Standard Action.
Ranged 5/10; +5 vs. Reflex; on a hit, the target is immobilized until the end of your next turn, at which point the creature is then slowed until the end of its next turn.

Level 7: +10 vs. Reflex.

Level 12: +15 vs. Reflex.

Level 17: +20 vs. Reflex.

Level 22: +25 vs. Reflex.

Level 27: +30 vs. Reflex.



Thunderstone



Level 5+

On impact, this clay sphere unleashes a clap of thunder that can deafen creatures and knock them back.

Level: 5 **Category:** Volatile
Time: 1 Hour **Market Price:** 200 gp

Component Cost

Lvl 5: 50 gp **Lvl 10:** 200 gp
Lvl 15: 1000 gp **Lvl 20:** 5,000 gp
Lvl 25: 25,000 gp **Lvl 27:** 125,000 gp

Key Skill: Arcana, Nature or Thievery
(no check)

Alchemical Item

Power (Consumable ◆ Thunder):

Standard Action. Make an attack:
Area burst 1 within 10; +8 vs. Fortitude;
on a hit, the target takes 1d4 thunder
damage, is pushed 1 square from the
center of the burst, and deafened (save
ends).

Level 10: +13 vs. Fortitude.

Level 15: +18 vs. Fortitude; 2d4 thunder
damage.

Level 20: +23 vs. Fortitude; 2d4 thunder
damage.

Level 25: +28 vs. Fortitude; 3d4 thunder
damage.

Level 30: +33 vs. Fortitude; 3d4 thunder
damage.



Tracking Dust

Level 4+



The fine grains of this silvery powder can reveal the subtlest tracks.

Level: 4 **Category:** Other

Time: 1 Hour **Market Price:** 160 gp

Component Cost

Lvl 4: 40 gp **Lvl 9:** 160 gp

Lvl 14: 800 gp **Lvl 19:** 4,200 gp

Lvl 24: 21,000 gp **Lvl 29:** 105,000 gp

Key Skill: Nature or Thievery (no check)

Alchemical Item

Power (Consumable ♦ Zone): Standard Action. The tracking dust creates a zone of 5 contiguous squares. In areas where the dust is spread, Perception checks to track can be made with a total +7 bonus; use this modifier instead of your normal check modifiers. Tracking dust can be detected with a DC 20 Perception check, and its effects lasts for 1 hour.

Level 9: +9 bonus.

Level 14: +12 bonus.

Level 19: +14 bonus.

Level 24: +17 bonus.

Level 29: +19 bonus.



Universal Solvent



Level 4+

This clear solution can dissolve almost any adhesive

Level: 10

Category: Other

Time: 30 minutes **Market Price:** 600 gp

Component Cost

Key Skill: Arcana or Thievery (no check)

Alchemical Item 200 gp

Power (Consumable): Standard Action.

Apply this substance to a creature or object. Destroy any type of mundane bonding agent (including sovereign glue) affecting you, an object in your possession, or in a square adjacent to you.

Universal solvent allows a creature immobilized by mundane agents such as a kobold slinger's gluepot or an aboleth slime mage's *slime burst* power to immediately save against the effect. It does not affect the after-effects of those substances (such as *slime burst's* slow effect), nor does it have any affect on creatures immobilized by other effects (for example, a ghoul's claw attack).

