Transfer Enchantment

With great care and concentration, you carefully strip magical power from one object to imbue it in another.

| 1 hour | | Permanent |
|------------|--------|-------------------|
| TIME | | DURATION |
| 25 gp | 175 gp | Arcana (no check) |
| COMP. COST | PRICE | KEY SKILL |

You transfer the magical qualities (properties, powers, and enhancement bonus) of an enchanted item into another object. You must maintain physical contact with both items for the duration of the ritual. The receiving item must occupy the same magic item slot (head, waist, armor, and so on) and be the same type (wand, rod, weapon, and so on) as the original item. The enchantment to be moved must be valid for the receiving item, so that you cannot transfer ranged weapon properties to melee weapons, cloth-only armor properties to chainmail, and so on.

You can transfer an enchantment to an item that already contains a lower-level enchantment, but the receiving item's previous magic is lost. For example, the enhancement bonus and power of a suit of +1 barkskin hide (5th level) could be placed into a suit of +1 curseforged scale (3rd level), but the scale armor's existing power is lost in doing so. You cannot transfer an enchantment to an item that already has a higherlevel enchantment.

| CA | | RY |
|----|-----|------|
| CB | FΔT | ΓΙΟΝ |
| | | |

RITUAL

Alchemist's Acid

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

| 30 minutes | See below |
|--------------|-------------------------------|
| TIME | COMPONENT COST |
| 70 gp | Arcana or Thievery (no check) |
| MARKET PRICE | KEY SKILL |

The glass vial containing alchemist's acid can withstand the corrosive liquid but easily shatters upon impact. The volatile acid explodes when the flask is broken corroding anything in its way.

Achemist's, Acid Level 1+
Ivil 1: 20 gp; Lvil 6: 7,5 gp; Lvil 11: 350 gp; Lvil 16: 1,800 gp; Lvil 21: 9,000 gp; Lvil
26: 45,000 gp
Power (Consumable + Acid): Standard Action. Make an attack: Ranged 5/10;
4 vs. Reflex: on a hit, the attack deals 1 dil 0 acid damage and on oping 5 acid
damage (save ends): on miss, half damage and no ongoing 5 acid damage.
Level 5: 9 vs. Reflex: 1 dil 0 acid damage and opogning 5 acid damage.
Level 11: 1+14 vs. Reflex: 2d10 acid damage and ongoing 5 acid damage (save ends).
Level 16: +9 vs. Reflex: 2d10 acid damage and ongoing 10 acid damage (save ends).
Level 16: +9 vs. Reflex: 2d10 acid damage and ongoing 10 acid damage (save ends).

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).

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

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.

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 gp

VOLATILE ALCHEMY

Antivenom

D

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

| 15 minutes | See below |
|--------------|---------------------------|
| TIME | COMPONENT COST |
| 70 gp | Heal or Nature (no check) |
| MARKET PRICE | KEY SKILL |

Antivenom is contained in a small vial. Consuming the liquid provides additional resistance against poison.

Antivenom Level 1+

Lvl 1: 20 gp; Lvl 11: 350 gp; Lvl 21: 9,000 gp 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.

CURATIVE

ALCHEMY

Alchemist's Fire

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

| 30 minutes | See below |
|--------------|-------------------------------|
| TIME | COMPONENT COST |
| 70 gp | Arcana or Thievery (no check) |
| MARKET PRICE | KEY SKILL |

This explosive substance is sealed in a specially treated clay flask. A thrown flask shatters when it hits a solid object, igniting the liquid

Alchemist's Fire Level 1+
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
gp; Lvl 26: 45,000 gp; Lvl 21: 9,000
gp; Lvl 26: 45,000 gp; Lvl 21: 9,000
gp; Lvl 26: 45,000 gp; Lvl 26: 45,000
gp; Lvl 16: 47 sp; Lvl 26: 45,000
gp; Lvl 26: 47 sp; Lvl 26: 47,000
gp; Lvl 26: 47,

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.

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 gp

VOLATILE ALCHEMY

Clearsense Powder

Dan

Lan

This fine, silvery powder can restore lost senses.

| 30 minutes | See below |
|--------------|---------------------------|
| TIME | COMPONENT COST |
| 80 gp | Heal or Nature (no check) |
| MARKET PRICE | KEY SKILL |

This white powder is usually kept in a small vial that can be placed under a subject's nose. When inhaled, the powder can remove the blinded or deafened conditions.

Clearsense Powder Level 1+

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 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.

CURATIVE

D

ALCHEMY

Alchemist's Frost



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

| 30 minutes | See below |
|--------------|-------------------------------|
| TIME | COMPONENT COST |
| 70 gp | Arcana or Thievery (no check) |
| MARKET PRICE | KEY SKILL |

Alchemist's frost is sealed in an insulated ceramic vial. When it shatters, the sudden exposure to air causes the alchemist's frost to expand and

Alchemist's Frost Level 1+
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
Power (Consumable + Cold): Standard Action. Make an attack: Ranged
5710: +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 21: +24 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. 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.

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 gp

VOLATILE

ALCHEMY

Clearwater Solution



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

| 30 minutes | 20 gp |
|--------------|--|
| TIME | COMPONENT COST |
| 100 gp | Arcana, Nature, or Religion (no check) |
| MARKET PRICE | KEY SKILL |
| | |

Clearwater solution makes stagnant water drinkable and cleanses even the deadliest liquids.

Clearwater Solution Level 1

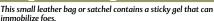
Power (Consumable): Minor Action. Apply clearwater solution to a volume of liquid filling a cube 1 square on a side (5 feet by 5 feet by 5 feet; approximately 935 gallons). The solution removes any poison or disease present in the liquid after 1

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.

OTHER

ALCHEMY

Tanglefoot Bag



| 1 hour | See below |
|--------------|-------------------------------|
| TIME | COMPONENT COST |
| 100 gp | Arcana or Thievery (no check) |
| MARKET PRICE | KEY SKILL |
| | |

A tanglefoot bag contains a sticky gel that expands and hardens when exposed to air. The bag containing the gel is specially sealed to explode on impact.

Tanglefoot Bag Level 2+ 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 gp Power (Consumable): Standard Action. Make an attack: 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.

OTHER

ALCHEMY

Blinding Bomb



| 30 minutes | See below |
|--------------|-------------------------------|
| TIME | COMPONENT COST |
| 120 gp | Arcana or Thievery (no check) |
| MARKET PRICE | KEY SKILL |
| | |

This ceramic sphere contain reagents that combine and ignite in a brilliant flash when the sphere shatters.

Blinding Bomb Level 3+ 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 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.

VOLATILE **ALCHEMY** DD

Bloodstinger Poison



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

| 30 minutes | See below |
|--------------|-------------------------------|
| TIME | COMPONENT COST |
| 120 gp | Nature or Thievery (no check) |
| MARKET PRICE | KEY SKILL |

This black poison comes from the chemically enhanced poisons of spiders, centipedes, and scorpions.

Bloodstinger Poison Level 3+

Bloodstinger Poison Level 3+ 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 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.

POISON **ALCHEMY**

Dragonfire Tar

This sticky substance sears the target with ongoing flames.

| 30 minutes | See below |
|--------------|-------------------------------|
| TIME | COMPONENT COST |
| 120 gp | Nature or Thievery (no check) |
| MARKET PRICE | KEY SKILI |

This green tar is wrapped in a protective covering that splits when it strikes a solid target. Dragonfire tar clings to a target and burns with alchemical flame.

Dragonfire Tar Level 3+ 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 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

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

Level 18: +21 vs. Reflex; ongoing 10 fire damage (save Level 23: +26 vs. Reflex; ongoing 15 fire damage (save

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

VOLATILE

ALCHEMY

Ghoststrike Oil

A weapon coated with this murky oil exudes a ghostly yellow

| 15 minutes | See below | |
|--------------|---|--|
| TIME | COMPONENT COST | |
| 500 gp | Nature, Religion, or Thievery (no check | |
| MARKET PRICE | KEY SKILL | |

This clear oil is applied to a weapon and is the bane of ghosts, wraiths, and other insubstantial creatures.

Ghoststrike Oil Level 3+

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 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

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.

ALCHEMY

Herbal Poultice

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

| - | | |
|--------------|-------------------|--|
| 30 minutes | See below | |
| TIME | COMPONENT COST | |
| 90 gp | Nature (no check) | |
| MARKET PRICE | KEY SKILL | |

This collection of medicinal herbs grants the subject extra hit points when it spends a healing surge after a short rest.

Herbal Poultice Level 3+

Herbal Poultice Level 3+ 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 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.

CURATIVE

ALCHEMY

Slow-Step Oil



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

| 1 hour | See below | |
|--------------|--|--|
| TIME | COMPONENT COST | |
| 120 gp | Arcana, Nature, or Thievery (no check) | |
| MARKET PRICE | KEY SKILL | |

This paralyzing oil is applied to a weapon to make your attacks slow your enemies' advances.

Slow-Step Oil Level 3+

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 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.

ALCHEMY

Beastbane



Lan

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

| 30 minutes | See below |
|--------------|---------------------------|
| TIME | COMPONENT COST |
| 160 gp | Heal or Nature (no check) |
| MARKET PRICE | KEY SKILL |

You can ignite this item by breaking it, which creates an area that has an aroma offensive to beasts.

Beastbane Level 4+ Lvl 4: 160 gp; Lvl 9: 320 gp; Lvl 14: 1,600 gp; Lvl 19: 9,400 gp; Lvl 24: 42,000 gp; Lvl 29: 210,000 gp 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.

ALCHEMY

Blastpatch



Day

These granular crystals explode when they are stepped upon.

| 30 minutes | See below | |
|--------------|-----------------------------|--|
| TIME | COMPONENT COST | |
| 120 gp | Arcana or Thievery (no chec | |
| MARKET PRICE | KEY SKILL | |
| | | |

A collection of small crystals comprise blastpatch, and when applied carefully to the ground, these can become a dangerous trap that explodes when tread upon. Blastpatch comes in three varieties, and the type is determined when the blastpatch is made.

UNE DIASTRACK IS MAGE.

Blastpatch Level 4+
124 172 gp. L49: 160 gp; Lvl 14: 800 gp; Lvl 19: 4,200 gp; Lvl 24: 21,000 gp; Lvl 29: 105,000 gp
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.

Shocknotch: 148 lightning damage, and the target is immobilized until the end of its next turn.

Icepatch - 1d8 cold damage, and the target is immobilized until the 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 3 + 12 vs. Reflex. + 1d8 damage: Perception DC 25.

Level 14 + 17 vs. Reflex + 1d8 damage: Perception DC 30.

Level 29 + 22 vs. Reflex + 1d8 damage: Perception DC 30.

ALCHEMY

Lockbust Chalk



LEVEI 4

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

| 30 minutes | See below | |
|--------------|-----------------------------|--|
| TIME | COMPONENT COST | |
| 160 gp | Arcana or Thievery (no chec | |
| MARKET PRICE | KEY SKILL | |

This narrow chalk rod is made of special reagents that expand when the end of the chalk is snapped off.

Lockbust Chalk Level 4+ 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 Power (Consumable): Standard Action. Make a Thievery check on an adjacent locked object or a 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.

ALCHEMY

OTHER

Tracking Dust



The fine grains of this silvery powder can reveal the subtlest

| 1 hour | See below | |
|--------------|-------------------------------|--|
| TIME | COMPONENT COST | |
| 160 gp | Nature or Thievery (no check) | |
| MARKET PRICE | KEY SKILL | |

This fine dust is typically applied in areas where you are searching for existing tracks or where you want to detect a creature passing through at a later time.

Tracking Dust Level 4+

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

Power (Consumable + Zone): Standard Action. The tracking dust creates a zone of 5 contiguous squares. thacking dust creates a zone of 3 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.

OTHER

ALCHEMY

DD

4

Alchemical S<u>ilver</u>



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

| 15 minutes | See below | |
|--------------|---|--|
| TIME | COMPONENT COST | |
| 200 gp | Nature, Religion, or Thievery (no check | |
| MARKET PRICE | KEY SKILL | |

You can apply this silver liquid to a weapon to give it the silvered property, allowing the wielder to take advantage of certain creatures' weaknesses.

Alchemical Silver Level 5+ Lvl 5: 50 gp; Lvl 15: 1,000 gp; Lvl 25: 25,000 gp 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

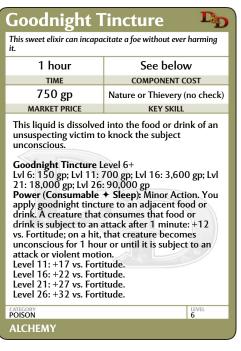
applied to nonmagical weapons and to magic weapons of 14th level or lower. Level 15: The weapon deals an extra 1d6 damage against creatures that are vulnerable to silvered weapons or to creatures that suffer other detrimental effects from silvered weapons, such as a werewolf sinability to regenerate. 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 sinability to regenerate. Alchemical silver can be applied to nonmagical weapons and to magic weapons of 34th level or lower.

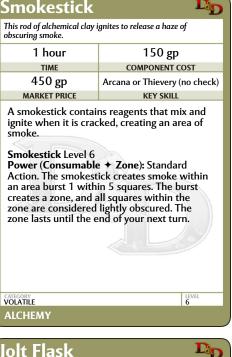
OIL

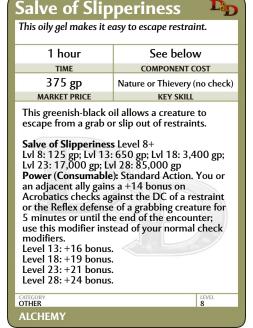
ALCHEMY

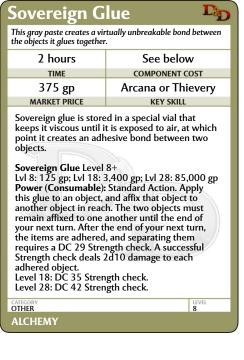
Γhunderstone On impact, this clay sphere unleashes a clap of thunder that can deafen creatures and knock them back. 1 hour See below COMPONENT COST 200 gp Arcana, Nature, or Thievery (no check) MARKET PRICE **KEY SKILL** A thunderstone splits when it is strikes a hard surface, mixing the powerful reagents to create a deafening boom. Thunderstone Level 5+ Lvl 5: 50 gp; Lvl 10: 200 gp; Lvl 15: 1,000 gp; Lvl 20: 5,000 gp; Lvl 25: 25,000 gp; Lvl 30: 125,000 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; 244 thunder damage. Level 25: +28 vs. Fortitude; 344 thunder damage. Level 30: +33 vs. Fortitude; 344 thunder damage.

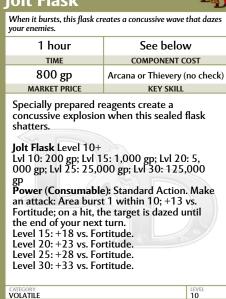
VOLATILE ALCHEMY











ALCHEMY

| Universal Solvent 🕒 | | |
|--|----------------------|-------------|
| This clear solution can dissolve almost any adhesive. | | |
| 30 minutes | 30 minutes 200 gp | |
| TIME | COMPONENT C | OST |
| 600 gp | Arcana or Thievery (| no check) |
| MARKET PRICE | KEY SKILL | |
| This transparent liquid has an odor similar to that of butterscotch. It is often stored near vials of sovereign glue (see above). Universal Solvent Level 10 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 aftereffects 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). | | |
| OTHER CATEGORY | | LEVEL 10 |

ALCHEMY