

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 higher-level enchantment.

CATEGORY	LEVEL
CREATION	4

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.

Alchemist's Acid 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 + 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.

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

CATEGORY	LEVEL
VOLATILE	1

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 within.

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
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.

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

CATEGORY	LEVEL
VOLATILE	1

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 freeze.

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 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. 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

CATEGORY	LEVEL
VOLATILE	1

ALCHEMY

Antivenom

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.

CATEGORY	LEVEL
CURATIVE	1

ALCHEMY

Clearsense Powder

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.

CATEGORY	LEVEL
CURATIVE	1

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 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.

CATEGORY	LEVEL
OTHER	1

ALCHEMY

Tanglefoot Bag

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

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.

CATEGORY	LEVEL
OTHER	2

ALCHEMY

Blinding Bomb

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

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.

CATEGORY	LEVEL
VOLATILE	3

ALCHEMY

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+
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.

CATEGORY	LEVEL
POISON	3

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 SKILL

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 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).

CATEGORY VOLATILE LEVEL 3

ALCHEMY

Ghoststrike Oil

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

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 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.

CATEGORY OIL LEVEL 3

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+
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.

CATEGORY CURATIVE LEVEL 3

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.

CATEGORY OIL LEVEL 3

ALCHEMY

Beastbane

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.

CATEGORY OTHER LEVEL 4

ALCHEMY

Blastpatch

These granular crystals explode when they are stepped upon.

30 minutes	See below
TIME	COMPONENT COST
120 gp	Arcana or Thievery (no check)
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.

Blastpatch Level 4+
Lvl 4: 120 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 + 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; Perception DC 30.
Level 29: +32 vs. Reflex; +2d8 damage; Perception DC 30.

CATEGORY VOLATILE LEVEL 4

ALCHEMY

Lockbust Chalk

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 check)
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 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.

CATEGORY OTHER LEVEL 4

ALCHEMY

Tracking Dust

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

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. 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.

CATEGORY OTHER LEVEL 4

ALCHEMY

Alchemical Silver

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.
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.

CATEGORY OIL LEVEL 5

ALCHEMY

Thunderstone



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

1 hour	See below
TIME	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 gp

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.

CATEGORY VOLATILE LEVEL 5

ALCHEMY

Goodnight Tincture



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

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

This liquid is dissolved into the food or drink of an unsuspecting victim to knock the subject unconscious.

Goodnight Tincture Level 6+

Lvl 6: 150 gp; Lvl 11: 700 gp; Lvl 16: 3,600 gp; Lvl 21: 18,000 gp; Lvl 26: 90,000 gp

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.

CATEGORY POISON LEVEL 6

ALCHEMY

Smokestick



This rod of alchemical clay ignites to release a haze of obscuring smoke.

1 hour	150 gp
TIME	COMPONENT COST
450 gp	Arcana or Thievery (no check)
MARKET PRICE	KEY SKILL

A smokestick contains reagents that mix and ignite when it is cracked, creating an area of smoke.

Smokestick Level 6

Power (Consumable + Zone): Standard Action. The smokestick creates smoke within an area burst 1 within 5 squares. The burst creates a zone, and all squares within the zone are considered lightly obscured. The zone lasts until the end of your next turn.

CATEGORY VOLATILE LEVEL 6

ALCHEMY

Salve of Slipperiness



This oily gel makes it easy to escape restraint.

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

This greenish-black oil allows a creature to escape from a grab or slip out of restraints.

Salve of Slipperiness Level 8+

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. 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.

CATEGORY OTHER LEVEL 8

ALCHEMY

Sovereign Glue



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

2 hours	See below
TIME	COMPONENT COST
375 gp	Arcana or Thievery
MARKET PRICE	KEY SKILL

Sovereign glue is stored in a special vial that keeps it viscous until it is exposed to air, at which point it creates an adhesive bond between two objects.

Sovereign Glue Level 8+

Lvl 8: 125 gp; Lvl 18: 3,400 gp; Lvl 28: 85,000 gp

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.

CATEGORY OTHER LEVEL 8

ALCHEMY

Jolt Flask



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

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

Specially prepared reagents create a concussive explosion when this sealed flask shatters.

Jolt Flask Level 10+

Lvl 10: 200 gp; Lvl 15: 1,000 gp; Lvl 20: 5,000 gp; Lvl 25: 25,000 gp; Lvl 30: 125,000 gp

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.

CATEGORY VOLATILE LEVEL 10

ALCHEMY

Universal Solvent



This clear solution can dissolve almost any adhesive.

30 minutes	200 gp
TIME	COMPONENT COST
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 effect on creatures immobilized by other effects (for example, a ghoul's claw attack).

CATEGORY OTHER LEVEL 10

ALCHEMY