

Items

Players can give creatures items of their level or lower, for the cost of an upgrade per item.

PERMANENT

Level 1

Fiery Weapon: Choose a weapon. It does fire damage as well as whatever other damage it does.

Disrupting Weapon: Choose a weapon. It does force damage as well as whatever other damage it does.

Howdah: Attach to a Huge or larger creature. The howdah is a 2 square by 2 square platform (Huge creature) or 3 by 3 square platform (Gargantuan creature). One passenger becomes the creature's commander. The howdah grants cover.

CONSUMABLES

Level 1

- ☐ **Feather Token (Ladder)** ● Summon a 4-square long ladder in an adjacent, unoccupied square.
- ☐ **Holy Water** ● Ranged 4/8 strike; 5 good damage against fiends and undead
- ☐ **Unholy Water** ● Ranged 4/8 strike; 5 evil damage against celestials
- ☐ **Ablative Armor Plating** ○ Increase your maximum and current HP by 5 for this encounter. Use at the start of the encounter.
- ☐ **Explosive Mine** ●● Place a mine in an adjacent, unoccupied square. If a creature moves into that square, the mine explodes. They take 7 fire damage (Reflex save vs Power 16: half damage).
- ☐ **Healing Potion (Minor)** ● You or creature in reach heals 5 HP.
- ☐ **Alchemist's Fire (Minor)** ● Ranged 2/4 strike; 8 fire damage.
- ☐ **[Spell] Potion I** ● You or an ally in reach are affected by the spell, as if cast by a rank 1 caster. (Each of these potions is associated with a cantrip or rank 1 spell with a range of Self or Melee 1.)
- ☐ **[Spell] Scroll I** Each of these scrolls is associated with a cantrip or rank 1 spell. Only a creature capable of casting spells of that spell's tradition can use a scroll. They can cast the spell on the scroll, using their own caster rank, after which the scroll is consumed. They must spend the spell's action point cost to cast it.
- ☐ **Basic Poison** ○ Your next weapon attack makes one target sickened, if it hits.
- ☐ **Oil of Unlife (Minor)** ● You or creature in reach heals 5 damage (undead creatures only).
- ☐ **Slippery Ribbon:** Swap places with an adjacent creature (free action).
- ☐ **Thunderbird Tuft** ☹ A creature hits you with a melee strike: the attacker takes 5 lightning damage

Level 2

- ☐ **Oil of Potency (Fight)** ● Self or adjacent ally: +1 Fight and +5 damage until the end of the encounter.
- ☐ **Oil of Potency (Defense)** ● Self or adjacent ally: +1 Armor, Fortitude, Reflex and Will until the end of the encounter.

Level 3

- ☐ **[Spell] Potion II** ● You or an ally in reach are affected by the spell. (Each of these potions is associated with a rank 2 spell with a range of Self or Melee 1.)
- ☐ **[Spell] Scroll II** Each of these scrolls is associated with a rank 2 spell. Only a creature capable of casting spells of that spell's tradition can use a scroll. They can cast the spell on the scroll, after which the scroll is consumed. They must spend the spell's action point cost to cast it.
- ☐ **Healing Potion (Minor)** ● You or creature in reach heals 15 HP.

Level 5

- ☐ **[Spell] Potion III** ● You or an ally in reach are affected by the spell. (Each of these potions is associated with a rank 3 spell with a range of Self or Melee 1.)
- ☐ **[Spell] Scroll III** Each of these scrolls is associated with a rank 3 spell. Only a creature capable of casting spells of that spell's tradition can use a scroll. They can cast the spell on the scroll, after which the scroll is consumed. They must spend the spell's action point cost to cast it.
- ☐ **Shark Tooth Charm** ● You are grabbed: Take the Escape action with a +1 bonus on the check. If you fail to escape the grab, an adjacent enemy takes 10 piercing damage.
- ☐ **Potion of Leaping** ● You can take the following action until the end of the encounter.
 - You jump a number of squares equal to your Speed, up to 6.
- ☐ **Frozen Lava** ● Burst 3 within 10: 20 fire damage (Reflex half).
- ☐ **Potion of [Acid, Cold, Electricity, Fire or Sonic] Resistance (Lesser)** ● You gain resist 2d6 against that energy until the end of the encounter.