

Crowe's Additional Information

Alchemist Fire - You can throw a flask of alchemist's fire as a splash weapon with a range increment of 10 feet.

A direct hit deals 1d6 points of fire damage. Every creature within 5 feet of the point where the flask hits takes 1 point of fire damage from the splash. On the round following a direct hit, the target takes an additional 1d6 points of damage. If desired, the target can use a full-round action to attempt to extinguish the flames before taking this additional damage. Extinguishing the flames requires a DC 15 Reflex save. Rolling on the ground provides the target a +2 bonus on the save. Leaping into a lake or magically extinguishing the flames automatically smothers the fire.

Potion of *cure light wounds* – Drink as a standard action to heal 1d8+1 hit points.

Thunderstone - You can throw this stone as a ranged attack with a range increment of 20 feet. When it strikes a hard surface (or is struck hard), it creates a deafening bang that is treated as a sonic attack. Each creature within a 10-foot-radius spread must make a DC 15 Fortitude save or be deafened for 1 hour. A deafened creature, in addition to the obvious effects, takes a –4 penalty on initiative and has a 20% chance to miscast and lose any spell with a verbal component that it tries to cast. Since you don't need to hit a specific target, you can simply aim at a particular 5-foot square. Treat the target square as AC 5.

Quinn's Additional Information

Extracts

Cure Light Wounds – Heal 1d8+3 hit points

Shock Shield - +2 shield bonus to AC, negates *magic missiles*, dismiss as a free action to deal 1d6 electricity to everyone in 5 feet, Reflex for half. Lasts 3 minutes.

Stone Fist – Your unarmed attacks deal 1d6 lethal damage and ignore hardness less than 8. Lasts 3 minutes.

True Strike – Your next attack gains a +20 bonus. Lasts 1 round.

Oil of *magic weapon* – When applied to a weapon as a standard action, the weapon gains +1 to hit and damage for 1 minute.

Potion of *sanctuary* – For 1 round, anyone who tries to attack you must make a DC 11 will save or lose the attack.

Acid Flask - You can throw a flask of acid as a splash weapon with a range increment of 10 feet. A direct hit deals 1d6 points of acid damage. Every creature within 5 feet of the point where the acid hits takes 1 point of acid damage from the splash.

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Antitoxin - If you drink a vial of antitoxin, you get a +5 alchemical bonus on Fortitude saving throws against poison for 1 hour.

Smokestick - This alchemically treated wooden stick instantly creates thick, opaque smoke when burned. The smoke fills a 10-foot cube (treat the effect as a *fog cloud* spell, except that a moderate or stronger wind dissipates the smoke in 1 round). The stick is consumed after 1 round, and the smoke dissipates naturally after 1 minute.

Jirelle's Additional Information

Potion of good hope –For 7 minutes, you get a +2 moral bonus on saving throws, attack rolls, ability checks, skill checks and weapon damage rolls.

Potion of jump – For 1 minute, you get a +10 enhancement bonus on acrobatics checks to jump.

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Holy Water - Holy water damages undead creatures and evil outsiders almost as if it were acid. A flask of holy water can be thrown as a splash weapon.

Treat this attack as a ranged touch attack with a range increment of 10 feet. A flask breaks if thrown against the body of a corporeal creature, but to use it against an incorporeal creature, you must open the flask and pour the holy water out onto the target. Thus, you can douse an incorporeal creature with holy water only if you are adjacent to it. Doing so is a ranged touch attack that does not provoke attacks of opportunity.

A direct hit by a flask of holy water deals 2d4 points of damage to an undead creature or an evil outsider. Each such creature within 5 feet of the point where the flask hits takes 1 point of damage from the splash.

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Oloch's Additional Information

Spells

Bless – All allies within 50ft. of you gain a +1 morale bonus to attack rolls and a +1 morale bonus vs. fear saves for 3 minutes

Divine Favor – You gain a +1 luck bonus to attack and damage for 1 minute.

Magic Weapon – Your weapon gains a +1 enhancement bonus to attack and damage for 3 minutes.

Shield of Faith – You gain a +2 deflection bonus to AC for 3 minutes.

Remember, any spell can be traded out to give you or someone adjacent 1d8+3 hp.

Scroll of *cure moderate wounds* – Target touched heals 2d8+3

Scroll of *hide from undead* – For 10 minutes, undead creatures can't detect the target. Intelligent undead get a DC11 Will save to see the target. Attacking breaks the spell.

Scroll of *remove fear* – For 10 minutes, one creature gets +4 morale bonus vs. fear effects and suppresses any fear effects already on them.

Wand of *cure light wounds* – Each charge heals for 1d8+1.

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A direct hit by a flask of holy water deals 2d4 points of damage to an undead creature or an evil outsider. Each such creature within 5 feet of the point where the flask hits takes 1 point of damage from the splash.

Pearl of Power I – Use this to recharge one 1st level spell as if you hadn't cast it yet.