

Grand Archive Champion (Faction Boon)

Swords 3:

Pick one of these:

holy water – 1d6 good damage vs fiends and undead, 1 splash
lesser bomb acid flask - 1d6 persistent acid, 1 acid splash
lesser bomb alchemist's fire – 1d8 fire, 1 persistent fire, 1 fire splash
lesser bomb bottled lightning – 1d6 electricity, 1 electricity splash
lesser bomb frost vial – 1d6 cold damage, -5 foot move penalty, 1 cold splash
lesser bomb tanglefoot bag – 10' move penalty, DC 17 escape
lesser bomb thunderstone – 1d4 sonic damage, 1 sonic splash, 17 DC or deafened 10'
lesser antidote - +2 Fort save poisons 6 hours
lesser antiplague - +2 Fort save disease 24 hours
minor healing potion – 1d8 hit points
lesser leaper's elixir - 1 minute, high jump or long jump as single action instead of 2, no running start
potency crystal - +1 to hit +1 damage die
shining ammunition - ammunition glows for 10 minutes, bright 20' dim 20'

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