

VEHICLES <ul style="list-style-type: none"> • Cart: 15 gp • Sled: 20 gp • Wagon: 35 gp • Carriage: 100 gp • Chariot: 250 gp • Rowboat: 50 gp, 1 ½ mph • Keelboat: 3,000 gp, 1 mph • Longship: 10,000 gp, 3 mph • Sailing: 10,000 gp, 2 mph • Warship: 25,000gp, 2.5 mph • Galley: 30,000 gp, 4 mph • Airship: 40,000 gp, 8 mph 	ANIMALS (<i>cost, move</i>) <ul style="list-style-type: none"> • Sheep: 2 gp, 30 ft • Pig: 3 gp, 30 ft. • Mule: 8 gp, 420, 40 ft • Ox: 15 gp, 30 ft. • Mastiff: 25 gp, 40 ft • Pony: 30 gp, 40 ft • Camel: 50 gp, 50 ft • Horse, draft: 50 gp, 40 ft • Horse, riding: 75 gp, 60 ft • Horse, war: 400 gp, 60 ft • Elephant: 200 gp, 40 ft 	ANIMAL HANDLING <ul style="list-style-type: none"> • Stabling (per day): 5 sp • Horse armor (barding): 4x equivalent normal cost • Bit & bridle: 2 gp • Feed (per day): 5 cp • Saddlebags: 4 gp • Saddles <ul style="list-style-type: none"> ◦ Riding: 10 gp - <i>standard saddle</i> ◦ Exotic: 60 gp - <i>flying, non-standard</i> ◦ Military: 20 gp - <i>ADV on saves to stay mounted</i> ◦ Pack: 5 gp - <i>carry items only, no riding</i> 		ALCHEMY & HERBALISM <ul style="list-style-type: none"> • Acid vial: 25 gp - <i>throw 20 ft., DEX 8 + your DEX mod + prof. or 2d6 acid</i> • Alchemist's fire: 50 gp - <i>throw 20 ft., DEX 8 + your DEX mod + prof.</i> <ul style="list-style-type: none"> ◦ <i>Fail: 1d4 fire damage & start Burning</i> • Antitoxin: 50 gp - <i>B.A. to drink, ADV on saves against Poisoned for 1 hour</i> • Healing potions - <i>Bonus Action to drink</i> <ul style="list-style-type: none"> ◦ Basic: 50 gp, <i>2d4+2</i> ◦ Greater: 400 gp, <i>4d4 + 4</i> ◦ Superior: 4,000 gp, <i>8d4 + 8</i> ◦ Supreme: 40,000 gp, <i>10d4 + 20</i> • Alchemist's supplies / Poisoner's kit: 50 gp • Healer's kit / Herbalism kit: 5 gp
SERVICES <ul style="list-style-type: none"> • Coach b/w towns: 3 cp / mile • Coach w/i a city: 1 cp / mile • Hireling, untrained: 2 sp / day • Hireling, skilled: 2+ gp / day • Messenger: 2 cp / mile • Road or gate toll: 1 cp • Ship's passage: 1 sp / mile • Spellcasting (varies) 	DRINKS & FOOD <ul style="list-style-type: none"> • Ale (mug): 4 cp • Wine (bottle, common): 2 sp • Wine (bottle, fine): 10 gp • Bread loaf: 2 cp • Cheese wedge: 1 sp 	INSTRUMENTS <ul style="list-style-type: none"> • Bagpipes: 30 gp • Drum: 6 gp • Dulcimer: 25 gp • Flute/Shawm: 2 gp • Horn: 3 gp • Lute: 35 gp • Lyre/Viol: 30 gp • Pan flute: 12 gp 	SPELLCASTING SERVICES <ul style="list-style-type: none"> • Cantrip: 30 gp • Level 1: 50 gp • Level 2: 200 gp • Level 3 (town/city): 300 gp • Level 4-5 (town/city): 2,000 gp • Level 6-8 (city): 20,000 gp • Level 9 (city): 100,000 gp 	POISONS <ul style="list-style-type: none"> • Poison, basic: 100 gp - <i>Injury</i> <ul style="list-style-type: none"> ◦ <i>1d4 poison damage. Dries up in 1 min.</i> • Assassin's Blood: 150 gp - <i>Ingested</i> <ul style="list-style-type: none"> ◦ <i>CON 10: F = 1d12 poison, poisoned 24 hr, S = ½ damage + not poisoned</i> • Truth Serum: 150 gp - <i>Ingested</i> <ul style="list-style-type: none"> ◦ <i>CON 11: poisoned, under the effects of Zone of Truth for 1 hour</i> • Blinding Weed: 200 gp - <i>Ingested</i> <ul style="list-style-type: none"> ◦ <i>CON 15: poisoned & blind for 10 minutes</i> • Giant Slug Mucus: 200 gp - <i>Contact</i> <ul style="list-style-type: none"> ◦ <i>CON 15: under the effect of the Slow spell for 1 minute</i> • Carrion Crawler Mucus: 200 gp - <i>Contact</i> <ul style="list-style-type: none"> ◦ <i>CON 13: paralyzed+poisoned for 1 min, repeat throw end of each turn</i> • Drow Poison: 200 gp - <i>Injury</i> <ul style="list-style-type: none"> ◦ <i>CON 13: F = poisoned 1 hr, F > 5 = uncon, wake on dmg / other's action</i> • Giant Spider Venom: 200 gp - <i>Injury</i> <ul style="list-style-type: none"> ◦ <i>CON 11: F = 2d8, S = ½ dmg. If HP = 0, poisoned/paralyzed for 1 hour</i> • Serpent Venom: 200 gp - <i>Injury</i> <ul style="list-style-type: none"> ◦ <i>CON 11: F = 3d6 poison damage, S = ½ damage</i> • Malice: 250 gp - <i>Inhaled</i> <ul style="list-style-type: none"> ◦ <i>CON 15: poisoned and blind 1 hour</i> • Pale Tincture: 250 gp - <i>Ingested</i> <ul style="list-style-type: none"> ◦ <i>CON 16: 1d6 poison dmg, poisoned 24 hrs, repeat every 24 hrs, F = 1d6</i> ◦ <i>Unhealable, ends on 7 successes</i> • Essence of Ether: 300 gp - <i>Inhaled</i> <ul style="list-style-type: none"> ◦ <i>CON 15: poisoned & unconscious 8 hrs, wake on dmg or other's action</i> • Myconid Spores: 300 gp - <i>Inhaled</i> <ul style="list-style-type: none"> ◦ <i>CON 15: under the effect of Confusion, repeat save end of each turn</i> • Oil of Taggit: 400 gp - <i>Contact</i> <ul style="list-style-type: none"> ◦ <i>CON 13: poisoned & unconscious 24 hours, wake on damage only</i> • Burnt Othur Fumes: 500 gp - <i>Inhaled</i> <ul style="list-style-type: none"> ◦ <i>CON 13: 3d6 poison dmg, repeat save until 3 successes, 1d6 poison/fail</i> • Ghoul Saliva: 600 gp - <i>Contact</i> <ul style="list-style-type: none"> ◦ <i>CON 13, F = paralyze lower limbs (restrained) for 2d6 mins, S = ½ time</i> • Torpor: 600 gp - <i>Ingested</i> <ul style="list-style-type: none"> ◦ <i>CON 15: poisoned & incapacitated for 4d6 hours</i> • Wyvern Poison: 1,200 gp - <i>Injury</i> <ul style="list-style-type: none"> ◦ <i>CON 15: F = 7d6 poison damage, S = ½ damage</i> • Midnight Tears: 1,500 gp - <i>Ingested (No effect until midnight)</i> <ul style="list-style-type: none"> ◦ <i>CON 17: F = 9d6 poison damage, S = ½ damage</i> • Purple Worm Poison: 2,000 gp - <i>Injury</i> <ul style="list-style-type: none"> ◦ <i>CON 21: F = 10d6 poison damage, S = ½ damage</i> • Green Dragon Bile: 2,500 gp - <i>Contact</i> <ul style="list-style-type: none"> ◦ <i>CON 22: F = 15d6 poison damage (8d6 for young dragon), S = ½ dmg</i>
KITS & TOOLS <ul style="list-style-type: none"> • Alchemist's supplies: 50 gp • Brewer's supplies: 20 gp • Calligrapher's tools: 10 gp • Carpenter's tools: 8 gp • Cartographer's tools: 15 gp • Climber's kit: 25 gp 	<ul style="list-style-type: none"> • Cobbler's tools: 5 gp • Cook's utensils: 1 gp • Disguise kit: 25 gp • Forgery kit: 15 gp • Glassblower's tools: 30 gp • Healer's kit: 5 gp • Herbalism kit: 5 gp 	<ul style="list-style-type: none"> • Jeweler's tools: 25 gp • Leatherworker tools: 5gp • Mason's tools: 10 gp • Navigator's tools: 25 gp • Painter's supplies: 10 gp • Poisoner's kit: 50 gp • Potter's tools: 10 gp 	<ul style="list-style-type: none"> • Smith's tools: 20 gp • Thieves' tools: 25 gp • Tinker's tools: 50 gp • Weaver's tools: 1 gp • Woodcarver tools: 1 gp 	
ADVENTURING GEAR <ul style="list-style-type: none"> • Ammo, arrows (20): 1 gp • Ammo, bolts (20): 1 gp • Ammo, blowgun (50): 1 gp • Ammo, firearm (10): 3gp • Ammo, sling (20): 4 cp • Arcane focus (crystal): 10 gp • Arcane focus (orb): 20 gp • Arcane focus (rod): 10 gp • Arcane focus (staff): 5 gp • Arcane focus (wand): 10 gp • Backpack: 2 gp (<i>1 ft², 30 lbs</i>) • Ball bearings: 1 gp (<i>prone</i>) • Barrel: 2 gp (<i>40 gal / 4 ft³</i>) • Basket: 4 sp (<i>40 lbs / 4 ft³</i>) • Bedroll: 1 gp (<i>small / medium</i>) • Bell: 1 gp (<i>heard 60 ft away</i>) • Blanket: 5 sp (<i>ADV vs cold</i>) • Block and tackle: 1 gp • Book: 25 gp (<i>+5 INT on topic</i>) • Bottle, glass: 2 gp (<i>1 ½ pints</i>) • Bucket: 5 cp (<i>½ ft³</i>) • Caltrops (bag of 20): 1 gp <ul style="list-style-type: none"> ◦ <i>DEX or 1 dmg & Speed = 0</i> • Candle: 1 cp (<i>1 hr, 5 ft + 5 ft</i>) • Case, Bolt (x20): 1 gp • Case, Map/Scroll (x10/5): 1 gp 	<ul style="list-style-type: none"> • Chain (10 ft): 5 gp (<i>Restrain</i>) • Chest: 5 gp (<i>12 ft³</i>) • Clothes (common): 5 sp • Clothes (robes): 1 gp • Clothes (traveler's): 2 gp • Clothes (costume): 5 gp • Clothes (fine): 15 gp • Component pouch: 25 gp • Crowbar: 2 gp (<i>ADV: STR</i>) • Druidic focus (sprig): 1 gp • Druidic focus (staff): 5 gp • Druidic focus (wand): 10 gp • Flask: 2 cp (<i>1 pint</i>) • Grappling hook: 2 gp • Holy symbol (any): 5 gp • Holy water: 25 gp (<i>radiant</i>) • Hunting trap: 5gp (<i>speed=0</i>) • Ink (1 oz): 10 gp (<i>500 pages</i>) • Ink pen: 2 cp • Jug: 2 cp (<i>1 gallon</i>) • Ladder (10ft): 1 sp • Lamp: 5 sp (<i>15 ft + 30 ft</i>) • Lantern, Bullseye: 10 gp <ul style="list-style-type: none"> ◦ <i>Cone: 60ft + 60ft</i> • Lantern, Hooded: 5 gp <ul style="list-style-type: none"> ◦ <i>30ft + 30ft, low: 5ft dim</i> • Lock: 10 gp (<i>Sleight 15</i>) 	<ul style="list-style-type: none"> • Magnifying glass: 100 gp <ul style="list-style-type: none"> ◦ <i>Start fire, ADV inspect</i> • Manacles: 2 gp (<i>Restrain</i>) • Map: 1 gp (<i>+5 Survival</i>) • Mirror: 5 gp • Net: 1 gp (<i>Restrain</i>) • Oil (flask): 1 sp (<i>can burn</i>) • Pack, Burglar's: 16 gp • Pack, Diplomat's: 39 gp • Pack, Dungeoneer: 12 gp • Pack, Entertainer's: 40 gp • Pack, Explorer's: 10 gp • Pack, Priest's: 33 gp • Pack, Scholar's: 40 gp • Paper (sheet): 2 sp • Parchment (sheet): 1 sp • Perfume vial: 5 gp (<i>CHA</i>) • Pole (10 ft): 5 cp • Pot, Iron: 2 gp (<i>1 gallon</i>) • Pouch: 5 sp (<i>6 lbs, ½ ft³</i>) • Quiver: 1 gp (<i>20 arrows</i>) • Ram, portable: 4 gp (<i>STR</i>) • Rations (1 day): 5 sp • Rope: 1gp (<i>climb/restrain</i>) • Sack: 1 cp (<i>30 lbs, 1 ft³</i>) • Scroll (cantrip): 30 gp • Scroll (1st level): 50 gp 	<ul style="list-style-type: none"> • Shovel: 2 gp (<i>1 hr: 5 ft</i>) • Signal whistle: 5cp • Spikes, iron (10): 1 gp • Spyglass: 1,000 gp • String (10 ft): 1 sp • Tent, two-person: 2 gp • Tinderbox: 5 sp • Torch: 1 cp (<i>20ft + 20ft</i>) • Vial: 1 gp (<i>4 oz</i>) • Waterskin: 2 sp (<i>4 pint</i>) INNS (<i>food, lodging</i>) <ul style="list-style-type: none"> • Squalid: 1 cp, 7 cp • Poor: 2 cp, 1 sp • Modest: 1 sp, 5 sp • Comfortable: 2 sp, 8 sp • Wealthy: 3 sp, 2 gp • Aristocratic: 6 sp, 4 gp LIFESTYLE COSTS (<i>1 day</i>) <ul style="list-style-type: none"> • Wretched: 1 dignity • Squalid: 1 sp • Poor: 2 sp • Modest: 1 gp • Comfortable: 2 gp • Wealthy: 4 gp • Aristocratic: 10 gp 	

MELEE WEAPONS

IMPROVISED: 1d4 any, *Thrown (20/60), no prof. bonus*

SIMPLE MELEE WEAPONS

- Club: 1 sp, 1d4 bludgeoning, SLOW - *Light*
- Dagger: 2 gp, 1d4 piercing, NICK
 - *Range 20 ft / 60 ft Thrown, Finesse, Light*
- Greatclub: 2 sp, 1d8 bludgeoning, PUSH - *2-Handed*
- Handaxe: 5 gp, 1d6 slashing, VEX
 - *Thrown (20/60), Light*
- Javelin: 5 sp, 1d6 piercing, SLOW - *Thrown (30/120)*
- Light Hammer: 2 gp, 1d4 bludgeoning, NICK
 - *Thrown (20/60), Light*
- Mace: 5 gp, 1d6 bludgeoning, SAP
- Quarterstaff: 2 sp, 1d6/1d8 bludg, TOPPLE - *Versatile*
- Sickle: 1 gp, 1d4 slashing, NICK - *Light*
- Spear: 1 gp, 1d6 / 1d8 piercing, SAP
 - *Thrown (20/60), Versatile*

MARTIAL MELEE WEAPONS

- Battleaxe: 10 gp, 1d8/1d10 slashing, TOPPLE - *Versat.*
- Flail: 10 gp, 1d8 bludgeoning, SAP
- Glaive: 20 gp, 1d10 slash, GRAZE - *Heavy, Reach, 2H*
- Greataxe: 30 gp, 1d12 slash, GRAZE - *Heavy, 2-Hand*
- Greatsword: 50 gp, 2d6 slashing, GRAZE - *Heavy, 2H*
- Halberd: 20gp, 1d10 slash, CLEAVE *Heavy/Reach/2H*
- Lance: 10 gp, 1d12 slashing, TOPPLE - *Reach*
 - *Two-Handed unless you are mounted*
- Longsword: 15 gp, 1d8/1d10 slashing, SAP - *Versatile*
- Maul: 10 gp, 2d6 bludgeoning, TOPPLE - *Heavy, 2H*
- Morningstar: 15 gp, 1d8 piercing, SAP
- Pike: 5 gp, 1d10 piercing, PUSH - *Heavy, Reach, 2H*
- Rapier: 25 gp, 1d8 piercing, VEX - *Finesse*
- Scimitar: 25 gp, 1d6 slashing, NICK - *Finesse, Light*
- Shortsword: 10 gp, 1d6 piercing, VEX - *Finesse, Light*
- Trident: 5 gp, 1d6 / 1d8 piercing, TOPPLE
 - *Thrown (20/60), Versatile*
- War Pick: 5 gp, 1d8 piercing, SAP
- Warhammer: 15 gp, 1d8/1d10 blud, PUSH - *Versatile*
- Whip: 2 gp, 1d4 slashing, SLOW - *Finesse, Reach*

WEAPON MODIFIERS

- Silvered: *Extra die on crit vs. shapeshifted creature*
- Vicious: *Extra 2d6 damage on all hits*

WEAPON MODIFICATION PRICES

- Vicious-ing weapon: 2,000 gp (*4,000 gp to purchase*)
- Silvering weapon/ammo: 50 gp (*400 gp to purchase*)

ARMOR MODIFIERS

- Adamantine armor: 200 gp (*400 gp to purchase*)
 - *No crits on you, only medium/heavy/non-hide*
- Mithril armor: 200 gp (*400 gp to purchase*)
 - *Removes stealth DISADV & STR requirement*
 - *Only medium/heavy/non-hide*

RANGED WEAPONS

SIMPLE RANGED WEAPONS

- Dart: 5 cp, 1d4 piercing, VEX
 - *Thrown (20/60), Finesse*
- Light crossbow: 25 gp, 1d8 piercing, SLOW
 - *Range (80/320, bolt), Loading, Two-Handed*
- Shortbow: 25 gp, 1d6 piercing, VEX
 - *Range (80/320, arrow), Two-Handed*
- Sling: 1 sp, 1d4 bludgeoning, SLOW
 - *Range (30/120, bullet)*

MARTIAL RANGED WEAPONS

- Blowgun: 10 gp, 1 piercing, VEX
 - *Range (25/100, needle), Loading*
- Hand crossbow: 75 gp, 1d6 piercing, VEX
 - *Range (30/120, bolt), Light, Loading*
- Heavy crossbow: 50 gp, 1d10 piercing, PUSH
 - *Range (100/400, bolt), Heavy, Loading, Two-Handed*
- Longbow: 50 gp, 1d8 piercing, SLOW
 - *Range (150/600, arrow), Heavy, Two-Handed*
- Net: 1 gp, *Restrained on hit, STR 10 to free*
 - *Thrown (15, DEX save), AC 10, HP 5 (immune bludg./poison/psychic)*

WEAPON PROPERTIES

- Finesse: *Can choose to use DEX instead of STR.*
- Heavy: Melee = DISADV if STR < 13, Ranged = DISADV if DEX < 13.
- Light: *Can use B.A. to make attack with another Light weapon (no mod if +).*
- Loading: *Only one shot per Action/BA/Reaction, regardless of multi-attack.*
- Reach: *+5 ft of melee reach, including for Opportunity Attacks.*
- Two-Handed (2H): *Must use two hands.*
- Versatile: *Can be one-handed or two-handed (2H = more damage).*
- Burst: expend 10 ammo in a 10 ft. cube in range. DEX 15 or take damage.

WEAPON MASTRIES

- CLEAVE: 1 / turn. On a hit, make a 2nd attack w/i 5 ft. Don't add mod (if +)
- GRAZE: Deal damage on a miss equal to your ability modifier
- NICK: 1 / turn. Dual-wield 2nd attack can be part of your Action (not B.A.)
- PUSH: On a hit, push back the target up to 10 feet (Large or smaller only)
- SAP: On a hit, target gets DISADV on its next attack before your next turn
- SLOW: On a hit, -10 to target's speed until your next turn. Doesn't stack.
- TOPPLE: On a hit, target makes CON save: DC 8 + mod + prof. Fail = Prone.
- VEX: On a hit+dmg, ADV on next attack on the tgt till end of your next turn.

MAGIC WEAPON PRICES

- +1 weapon: 400 gp
- +2 weapon: 4,000 gp
- +3 weapon: 40,000 gp
- +1 wand of the war mage: 400 gp
- +2 wand of the war mage: 4,000 gp
- +3 wand of the war mage: 40,000 gp

MAGIC ARMOR PRICES

- +1 armor: 4,000 gp
- +2 armor: 40,000 gp
- +3 armor: 200,000 gp
- +1 shield: 400 gp
- +2 shield: 4,000 gp
- +3 shield: 40,000 gp

FUTURISTIC RANGED WEAPONS

- Antimatter Rifle: 6d8 necrotic, SAP - *Range 120/360, Reload (2), Two-Handed*
- Laser Pistol: 3d6 radiant, VEX - *Range 40/120, Reload (50)*
- Laser Rifle: 3d8 radiant, SLOW - *Range 100/300, Reload (30), Two-Handed*

ARMOR

LIGHT ARMOR (don 1 min, doff 1 min)

- Padded: 5 gp, AC 11 + DEX mod (*Stealth DISADV*)
- Leather: 10 gp, AC 11 + DEX mod
- Studded leather: 45 gp: AC 12 + DEX mod

MEDIUM ARMOR (don 5 min, doff 1 min)

- Hide: 10 gp, AC 12 + DEX mod (max 2)
- Chain shirt: 50 gp, AC 13 + DEX mod (max 2)
- Scale mail: 50 gp, AC 14 + DEX mod (max 2) (*Stealth DISADV*)
- Breastplate: 400 gp, AC14 + DEX mod (max 2)
- Half-plate: 750 gp, AC 15 + DEX mod (max 2) (*Stealth DISADV*)

HEAVY ARMOR (don 10 min, doff 5)

- Ring mail: 30 gp, AC 14 (*Stealth DISADV*)
- Chain mail: 75 gp, AC 16 (*Stealth DISADV, requires STR >= 13*)
- Splint: 200 gp, AC 17 (*Stealth DISADV, requires STR >= 15*)
- Plate: 1,500 gp, AC 18 (*Stealth DISADV, requires STR >= 15*)

SHIELD (don/doff 1 action)

- Shield: 10 gp, AC + 2

EXPLOSIVES

- Bomb: 100 gp, Thrown (60), 5 ft radius, DEX 12: 3d6 fire or ½
- Dynamite: same as a Bomb, but force damage instead of fire
- Grenade, frag: Thrown (60), 20ft rad., DEX 15: 5d6 pierce or ½
- Grenade, smoke: 50 gp, Thrown (60), 20ft rad., smoke 1 min.
- Grenade launcher: launch a grenade up to 1,000 ft.
- Powder keg: 250gp, Ignitable, 10 ft rad., DEX 12: 7d6 fire or ½
- Powder horn: 35gp, Ignitable, 10 ft rad., DEX 12: 3d6 fire or ½

FIREARMS

- Pistol: 250 gp, 1d10 piercing, VEX - *Range 30/90, Loading*
- Musket: 500 gp, 1d12 piercing, SLOW
 - *Range (40/120, bullet), Loading, Two-Handed*
- Rifle, Auto: 2d8 pierce, SLOW - *80/240, Burst, Reload (30), 2H*
- Rifle, Hunt: 2d10 pierce, SLOW - *80/240, Reload (5), 2-Handed*
- Revolver: 2d8 piercing, SAP - *Range 40/120, Reload (6)*
- Semi-Auto Pistol: 2d6 piercing, VEX - *Range 50/150, Reload (6)*
- Shotgun: 2d8 piercing, PUSH - *30/90, Reload (2), Two-Handed*

SIEGE EQUIPMENT

- Ballista: AC 15, HP 50. +6, 120/480, 16 (3d10) piercing
- Cannon: AC 19, HP 75. +6, 600/2400, 44 (8d10) bludgeoning
- Flamethrower Coach: AC 19, HP 100. DEX 15, 60ft line.
 - 4d6 fire damage + burning, ½ damage on success
- Keg Launcher: AC 15, HP 30. CON 15 w/i 20 ft, lands 30-300 ft
 - 4d6 poison, or ½ damage on success
- Lightning Cannon: AC 19, HP 30. +6, 300/1200, 4d10 lightning
- Mangonel: AC 15, HP 100. +5, 200/800 (min 60). 5d10 bludge.
- Ram: AC 15, HP 100. +8, 5 ft., 3d10 bludgeoning.
- Siege Tower: AC 15, HP 200. 40 feet high. Grants total cover.
- Suspended Cauldron: AC 19, HP 20. DEX 15 w/i 10 ft. 3d6 or ½.
- Trebuchet: AC 15, HP 150. +5, 300/1200 (min 60). 8d10 bludge.