

INSTRUCTIONS



The *Pathfinder Potions & Talismans Deck* includes one card for each consumable item from the Crafting & Treasure chapter of the *Pathfinder Core Rulebook*. Multiple cards are provided for *healing potions* and scrolls, since those items appear frequently in play.

The full rules for magical items begin on page 531 of the *Core Rulebook*. Consumable items can be used only once, after which their magic is spent. Specific rules for consumable items begin on page 559 of the *Core Rulebook*. Some categories of consumables follow additional rules. All page numbers refer to the *Core Rulebook*, unless otherwise noted.

Items can be created using the Craft activity (pages 244-255). Consumables can be Crafted in batches of four.

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BEACON SHOT

ITEM 3

CONSUMABLE | EVOCATION | MAGICAL

Price 10 gp

Ammunition arrow, bolt

Activate ◆ Interact

The shaft of a *beacon shot* is studded with tiny flecks of glimmering gemstones. When an activated *beacon shot* hits a target, it embeds itself into that target and spews sparks for 1 minute. If the target is invisible, it becomes merely hidden to creatures who would otherwise be unable to see it. The sparks also negate the concealed condition if the target was otherwise concealed.

A creature can remove the arrow or bolt by using an Interact basic action and succeeding at a DC 20 Athletics check.



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CLIMBING BOLT

ITEM 4

CONJURATION CONSUMABLE MAGICAL

Price 15 gp

Ammunition bolt

The shaft of this bolt is wrapped with fine twine. When the bolt strikes a solid surface, the twine unwinds and enlarges into a 50-foot-long rope, securely fastened to the surface the bolt struck. The rope can be pulled free with an Interact action and a successful DC 20 Athletics check.



DISINTEGRATION BOLT

ITEM 15

UNCOMMON CONSUMABLE EVOCATION MAGICAL

Price 1,300 gp

Ammunition bolt

Activate ◆ Interact

The shaft of this bolt is scorched and blackened, and handling it coats your fingers with a fine black powder. When an activated *disintegration bolt* hits a target, it is subject to a *disintegrate* spell requiring a DC 34 Fortitude save. As with the spell, a critical hit on the attack roll causes the target's saving throw outcome to be one degree worse.

Craft Requirements Supply one casting of *disintegrate*.



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EXPLOSIVE AMMUNITION

ITEM 9+

CONSUMABLE | EVOCATION | FIRE | MAGICAL

Ammunition any

Activate ◆ Interact

This piece of ammunition is coated in gritty black soot. When activated *explosive ammunition* hits a target, the missile explodes in a 10-foot burst, dealing 6d6 fire damage to each creature in the area (including the target). Each creature must attempt a DC 25 basic Reflex save.

Type *explosive ammunition*; **Level** 9; **Price** 130 gp

Type *greater explosive ammunition*; **Level** 13; **Price** 520 gp

The damage is 10d6 and the save DC is 30.



GHOST AMMUNITION

ITEM 14

MAGICAL TRANSMUTATION

Ammunition any

Price 900 gp

Ghost ammunition is cool to the touch. This ammunition has the benefits of the *ghost touch* property rune and can fly through any obstacle except those that can block incorporeal creatures or effects. Though the ammunition penetrates barriers and ignores all cover, the target still benefits from the flat check from being concealed or hidden. You still can't target an undetected creature without guessing.

After it is launched, the ammunition vanishes into mist. However, in the dead of the night 1d4 days later, it reappears in the last quiver or other container it was taken from.



PENETRATING AMMUNITION

ITEM 14

CONSUMABLE MAGICAL TRANSMUTATION

Price 400 gp

Ammunition arrow, bolt

Activate ◆ Interact

This ammunition has a slender shape and a viciously pointed tip. When you activate and shoot *penetrating ammunition*, the Strike takes the shape of a 60-foot line originating from you. Roll one attack roll and compare the result to the AC of each target in the line. The ammunition ignores up to 10 of a target's resistance, and it can penetrate walls up to 1 foot thick with Hardness 10 or less. Each target that takes damage from this ammunition also takes 1d6 persistent bleed damage.

If your attack roll result is a natural 20, you improve your degree of success only against the first target in the line, but you can still score a critical hit on other targets if your result exceeds their AC by 10 or more. If you have access to your bow's critical specialization effect, *penetrating ammunition* applies that effect only against a target in the last square of the line.



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SHINING AMMUNITION

ITEM 1

CONSUMABLE | EVOCATION | LIGHT | MAGICAL

Price 3 gp

Ammunition any

Shining ammunition gives off a faint glow. When shot, it sheds bright light in a 20-foot radius (and dim light to the next 20 feet) for 10 minutes. If it hits a target, it sticks, causing the target to shed light in the same radius. A creature can remove the ammunition with an Interact action, but the ammunition itself continues to glow for the rest of the duration or until destroyed.



SLEEP ARROW

ITEM 3

CONSUMABLE ENCHANTMENT MAGICAL MENTAL SLEEP

Price 11 gp

Ammunition arrow

Activate ◆ Interact

Sleep arrows often have shafts of deep blue or black, and their fletching is exceptionally soft and downy. An activated *sleep arrow* deals no damage, but a living creature hit by it is subject to the effects of a *sleep* spell (DC 17).

Craft Requirements Supply one casting of *sleep*.



SPELLSTRIKE AMMUNITION

ITEM 3+

CONSUMABLE **MAGICAL** **TRANSMUTATION**

Ammunition any

Activate   Cast a Spell

You activate *spellstrike ammunition* by Casting a Spell into it. The spell must be of a spell level the ammunition can hold, and must be able to target a creature. A creature hit by the ammunition is targeted by the spell. The ammunition affects only the target hit. If the spell requires a spell attack roll, use the result of your ranged attack roll to determine the degree of success of the spell. If the spell requires a saving throw, the target attempts the save against your spell DC. The maximum level of spell the ammunition can hold determines its item level and Price.

Type I; Level 3; Price 12 gp; Spell Level 1st

Type II; Level 5; Price 30 gp; Spell Level 2nd

Type III; Level 7; Price 70 gp; Spell Level 3rd

Type IV; Level 9; Price 150 gp; Spell Level 4th

Type V; Level 11; Price 300 gp; Spell Level 5th

Type VI; Level 13; Price 600 gp; Spell Level 6th

Type VII; Level 15; Price 1,300 gp; Spell Level 7th

Type VIII; Level 17; Price 3,000 gp; Spell Level 8th

Type IX; Level 19; Price 8,000 gp; Spell Level 9th



STONE BULLET

ITEM 15

CONSUMABLE **MAGICAL** **TRANSMUTATION**

Price 1,300 gp

Ammunition sling bullet

Activate ◆ Interact

This sling bullet looks like a petrified serpent's eye. A creature hit by an activated *stone bullet* is subject to the effects of a 6th-level *flesh to stone* spell (DC 34).

Craft Requirements Supply one casting of *flesh to stone*.



STORM ARROW

ITEM 9

AIR **CONSUMABLE** **ELECTRICITY** **EVOCATION** **MAGICAL**

Price 130 gp

Ammunition arrow

Activate  Interact

The head of this arrow is made from gleaming copper. When an activated *storm arrow* hits a target, it is buffeted by raging winds and struck by a bolt of lightning that deals 3d12 electricity damage and the target must attempt a DC 25 Reflex saving throw. If this arrow is shot from a weapon with a *shock* property rune, the save DC increases to 27, though the attack doesn't benefit from the *shock* property rune itself.

Critical Success The foe is unaffected.

Success The foe takes half damage and isn't affected by the wind.

Failure The foe takes full damage and is buffeted by winds for 1 round, taking a -2 circumstance penalty to ranged attack rolls and a -10-foot circumstance penalty to its fly Speed.

Critical Failure As failure, but the foe takes double damage.



VINE ARROW

ITEM 3

CONJURATION CONSUMABLE MAGICAL

Price 10 gp

Ammunition arrow

Activate ◆ command

Leafy stalks protrude from the shaft of this rustic arrow. When an activated *vine arrow* hits a target, the arrow's shaft splits and grows, wrapping the target in vines. The target takes a -10-foot circumstance penalty to its Speeds for 2d4 rounds, or until it Escapes against a DC of 19. On a critical hit, the target is also immobilized until it Escapes.



VIPER ARROW

ITEM 4

CONJURATION CONSUMABLE MAGICAL

Price 17 gp

Ammunition arrow

Activate ◆ command

The shaft of this arrow is covered in fine green scales, and its iron head comes to a pair of points almost like fangs. After an activated *viper arrow* hits a target, the arrow transforms into a viper (*Pathfinder Bestiary* 302). The target is affected by the viper's poison, as if it had been bitten. The viper then lands in an open space adjacent to the target.

The viper has the summoned trait and acts at the end of your turn, even though you didn't use the Sustain a Spell action. It is under the GM's control, but it generally attacks the creature the arrow struck. The viper vanishes after 1 minute or when slain.

Craft Requirements Supply one casting of *summon animal*.



ANTIMAGIC OIL

ITEM 20

RARE **ABJURATION** **CONSUMABLE** **MAGICAL** **OIL**

Price 13,000 gp

Usage held in 2 hands; **Bulk** L

Activate ◆ Interact

This oil contains energy that repels nearly all types of magic. When you apply this oil to armor, the creature wearing the armor becomes immune to all spells, effects of magic items (the wearer's and those of others), and effects with the magical trait for 1 minute. The oil affects neither the magic of the armor nor the fundamental runes of weapons attacking the wearer. Magical effects from a source of 20th level or higher, such as a deity, still function on the armor's wearer.



ALIGNED OIL

ITEM 9

CONSUMABLE | DIVINE | EVOCATION | OIL

Price 140 gp

Usage held in 2 hands; **Bulk** L

Activate ◆ Interact

This oil fills a weapon with cosmic power of an alignment. Each *aligned oil* is crafted to one alignment: chaos, evil, good, or law (such as a *good-aligned oil*). A weapon anointed with this oil gains the effects of the property rune matching its alignment: *anarchic* (chaos), *axiomatic* (law), *holy* (good), or *unholy* (evil). This lasts for 1 minute.



NECTAR OF PURIFICATION

ITEM 1

CONSUMABLE | MAGICAL | NECROMANCY | OIL

Price 3 gp

Usage held in 1 hand; **Bulk** L

Activate ◆ Interact

A shimmering liquid, *nectar of purification* is often stored in bottles similar to those used for vinegar. This oil casts a 1st-level *purify food and drink* spell over any food or drink onto which it's poured. The nectar evaporates as it takes effect, leaving the taste and texture of the food or drink unaltered.



OBFUSCATION OIL

ITEM 15

CONSUMABLE ILLUSION MAGICAL OIL

Price 1,200 gp

Usage held in 2 hands; **Bulk** L

Activate ◆ Interact

You can spread this blue-gray gel on a single item with a Bulk of 3 or less to ward it against magical detection. It becomes immune to divination magic of 8th level or lower (such as *locate*). This oil is permanent, but it can be removed with acid. Removing the oil in this way usually takes 1 minute for objects with Bulk of 1 or less, or a number of minutes equal to the item's Bulk.



OIL OF ANIMATION

ITEM 12

UNCOMMON CONSUMABLE MAGICAL OIL TRANSMUTATION

Price 330 gp

Usage held in 2 hands; **Bulk** L

Activate ◆ Interact

You can rub this bronze-colored oil onto a melee weapon to grant it the benefits of the *dancing* rune (page 583). Once you fail a flat check for the weapon, causing it to fall, this effect ends.



OIL OF KEEN EDGES

ITEM 11

UNCOMMON CONSUMABLE MAGICAL OIL TRANSMUTATION

Price 250 gp

Usage held in 2 hands; **Bulk** L

Activate ◆ Interact

When this silvery salve is applied to a melee weapon that deals piercing or slashing damage, the weapon grows sharper and more dangerous for 1 minute, granting it the benefits of the *keen* rune.



OIL OF MENDING

ITEM 3

CONSUMABLE | MAGICAL | OIL | TRANSMUTATION

Price 9 gp

Usage held in 2 hands; **Bulk** L

Activate 1 minute (Interact)

A vial of *oil of mending* appears to have countless translucent threads swirling within. Applying this oil to an item casts a 2nd-level *mending* spell to repair the item.



OIL OF POTENCY

ITEM 2

CONSUMABLE | MAGICAL | OIL | TRANSMUTATION

Price 7 gp

Usage held in 2 hands; **Bulk** L

Activate ◆ Interact

When you apply this thick, viscous oil to a non-magical weapon or suit of armor, that item immediately becomes magically potent. If the item is a weapon, it temporarily becomes a *+1 striking weapon*, or, if it's armor, it temporarily becomes *+1 resilient armor*. This lasts for 1 minute.



OIL OF REPULSION

ITEM 11

ABJURATION CONSUMABLE MAGICAL OIL

Price 175 gp

Usage held in 2 hands; **Bulk** L

Activate ◆ Interact

This oil contains magnetically charged iron filings repelled into opposite ends of the vial. For 1 minute after you apply this oil to armor, any creature that hits you with a melee Strike must attempt a DC 28 Fortitude save with the following effects.

Success The creature is unaffected.

Failure The creature is pushed up to 10 feet away from you (the GM determines the direction).

Critical Failure As failure, and the creature is also knocked prone.



OIL OF WEIGHTLESSNESS

ITEM 2+

CONSUMABLE **MAGICAL** **OIL** **TRANSMUTATION**

Usage held in 2 hands; **Bulk** L

Activate  Interact

You can spread this shimmering oil on an item of 1 Bulk or less to make it feel weightless. It has negligible Bulk for 1 hour.

Type *oil of weightlessness*; **Level** 2; **Price** 6 gp

Type *greater oil of weightlessness*; **Level** 6; **Price** 36 gp

This oil can affect an item of 2 Bulk or less and lasts 8 hours.



SALVE OF ANTIPARALYSIS

ITEM 6+

CONSUMABLE HEALING MAGICAL NECROMANCY OIL

Usage held in 2 hands; **Bulk** L

Activate ◆ Interact

Applying this filmy salve to a creature helps it overcome magical paralysis. The creature recovers as if it were the target of a 3rd-level *remove paralysis* spell.

Type *salve of antiparalysis*; **Level** 6; **Price** 40 gp

Type *greater salve of antiparalysis*; **Level** 12; **Price** 325 gp

A *greater salve of antiparalysis* can potentially remove petrification. The creature recovers as if it were the target of both a 6th-level *remove paralysis* spell and a *stone to flesh* spell.



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SALVE OF SLIPPERINESS

ITEM 5

CONSUMABLE **MAGICAL** **OIL** **TRANSMUTATION**

Price 25 gp **Usage** held in 2 hands; **Bulk** L

Activate ◆ Interact

This greenish, persistent grease can be applied to armor to make it extremely slippery for 8 hours, granting the wearer a +2 item bonus to Acrobatics checks to Escape or to Squeeze.



BARKSKIN POTION

ITEM 4

ABJURATION | CONSUMABLE | POTION | PRIMAL

Price 15 gp

Usage held in 1 hand; **Bulk** L

Activate ◆ Interact

After you drink this bitter draft, your skin thickens like bark. You gain the effects of a 2nd-level *barkskin* spell for 10 minutes.



DRAGON'S BREATH POTION

ITEM 7+

CONSUMABLE **EVOCATION** **MAGICAL** **POTION**

Usage held in 1 hand; **Bulk** L

Activate  Interact

For 1 hour after you imbibe the concoction, you can unleash a breath weapon used by a particular type of dragon. This potion has the trait matching the damage type of this breath weapon.

Exhaling dragon breath uses a single action. The damage type and area depend on the type of dragon blood in the potion. The breath weapon deals 4d6 damage, and each creature in the area must attempt a DC 23 basic save of a type determined by the type of the dragon. After you use the breath weapon, you can't do so again for 1d4 rounds.

Black/copper 30-foot line of acid (Reflex); **Blue/bronze** 30-foot line of electricity (Reflex); **Brass** 30-foot line of fire (Reflex); **Green** 15-foot cone of poison (Fortitude); **Gold/red** 15-foot cone of fire (Reflex); **Silver/white** 15-foot cone of cold (Reflex)

Type young; **Level** 7; **Price** 70 gp

Type adult; **Level** 12; **Price** 400 gp

The damage is 6d6 and the save DC is 29.

Type wyrm; **Level** 17; **Price** 3,000 gp

The damage is 10d6 and the save DC is 37.



HEALING POTION

ITEM 1+

CONSUMABLE HEALING MAGICAL NECROMANCY POSITIVE
POTION

Usage held in 1 hand; **Bulk** L

Activate ♦ Interact

A *healing potion* is a vial of a ruby-red liquid that imparts a tingling sensation as the drinker's wounds heal rapidly. When you drink a *healing potion*, you regain the listed number of Hit Points.

Type minor; **Level** 1; **Price** 4 gp

The potion restores 1d8 Hit Points.

Type lesser; **Level** 3; **Price** 12 gp

The potion restores 2d8+5 Hit Points.

Type moderate; **Level** 6; **Price** 50 gp

The potion restores 3d8+10 Hit Points.

Type greater; **Level** 12; **Price** 400 gp

The potion restores 6d8+20 Hit Points.

Type major; **Level** 18; **Price** 5,000 gp

The potion restores 8d8+30 Hit Points.



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The potion restores 6d8+20 Hit Points.

Type major; **Level** 18; **Price** 5,000 gp

The potion restores 8d8+30 Hit Points.



INVISIBILITY POTION

ITEM 4

UNCOMMON CONSUMABLE ILLUSION MAGICAL POTION

Price 20 gp

Usage held in 1 hand; Bulk L

Activate ◆ Interact

An *invisibility potion* is colorless and oddly lightweight. Upon drinking it, you gain the effects of a 2nd-level *invisibility* spell.



PANACEA

ITEM 13

UNCOMMON

CONSUMABLE

HEALING

MAGICAL

NECROMANCY

POTION

Price 450 gp

Usage held in 1 hand; **Bulk** L

Activate ◆ Interact

This potion appears to shift colors, and no two observers describe it in the same way. When consumed, it attempts to counteract all curses and diseases affecting you, as well as the blinded and deafened conditions from spells affecting you. The potion has a counteract level of 7 and a +20 modifier for the roll.



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POTION OF FLYING

ITEM 8+

CONSUMABLE **MAGICAL** **POTION** **TRANSMUTATION**

Usage held in 1 hand; **Bulk** L

Activate ◆ Interact

Upon drinking this effervescent concoction, you gain a fly Speed of 40 feet for 1 minute.

Type *potion of flying*; **Level** 8; **Price** 100 gp

Type *greater potion of flying*; **Level** 15; **Price** 1,000 gp

The fly Speed lasts for 1 hour.



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POTION OF LEAPING

ITEM 5

CONSUMABLE **MAGICAL** **POTION** **TRANSMUTATION**

Price 21 gp

Usage held in 1 hand; **Bulk** L

Activate ◆ Interact

For 1 minute after you drink this fizzy potion, whenever you Leap, you gain the effect of the 1st-level *jump* spell.



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POTION OF QUICKNESS

ITEM 8

CONSUMABLE **MAGICAL** **POTION** **TRANSMUTATION**

Price 90 gp

Usage held in 1 hand; **Bulk** L

Activate ◆ Interact

Drinking this silver potion grants you the effects of *haste* for 1 minute.



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POTION OF RESISTANCE

ITEM 6+

ABJURATION CONSUMABLE MAGICAL POTION

Usage held in 1 hand; **Bulk** L

Activate ◆ Interact

Drinking this thick, fortifying potion grants resistance against a single damage type for 1 hour. Each *potion of resistance* is created to defend against acid, cold, electricity, fire, or sonic damage (and is called a *lesser potion of fire resistance* or the like).

Type lesser; **Level** 6; **Price** 45 gp

You gain resistance 5 to the appropriate energy type.

Type moderate; **Level** 10; **Price** 180 gp

You gain resistance 10 to the appropriate energy type.

Type greater; **Level** 14; **Price** 850 gp

You gain resistance 15 to the appropriate energy type.



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POTION OF SWIMMING

ITEM 6+

CONSUMABLE **MAGICAL** **POTION** **TRANSMUTATION**

Usage held in 1 hand; **Bulk** L

Activate  Interact

This potion tastes like salt water, and sandy grit settles to the bottom of its container. When you drink it, you gain a swim Speed equal to your land Speed for 10 minutes.

Type *potion of swimming*; **Level** 6; **Price** 50 gp

Type *greater potion of swimming*; **Level** 11; **Price** 250 gp

The swim Speed lasts for 1 hour.



POTION OF TONGUES

ITEM 12

UNCOMMON CONSUMABLE DIVINATION MAGICAL POTION

Price 320 gp

Usage held in 1 hand; **Bulk** L

Activate ◆ Interact

This sour potion enlivens your tongue with unusual flavors and uncommon eloquence, allowing you to speak and understand all languages for 4 hours after you drink it. This doesn't allow you to read these languages in their written form.



POTION OF UNDETECTABILITY

ITEM 18

CONSUMABLE ILLUSION MAGICAL POTION

Price 4,400 gp

Usage held in 1 hand; **Bulk** L

Activate ◆ Interact

Drinking this dull-black liquid makes you undetectable to divinations. This grants the same effects as *mind blank*, but without the bonus against mental effects. You also gain the effects of a 4th-level *invisibility* spell, which protects against *see invisibility* spells of 8th level and lower and has a DC of 36 against *true seeing*. The potion's effects last for 10 minutes.



#36459383, Kevin Athey <drizztdn@gmail.com>, Sep
POTION OF WATER BREATHING

ITEM 3

CONSUMABLE **MAGICAL** **POTION** **TRANSMUTATION**

Price 11 gp

Usage held in 1 hand; **Bulk** L

Activate ◆ Interact

This filmy, gray potion smells of an old fish midden and tastes even worse. After drinking this potion, you gain the effects of a 2nd-level *water breathing* spell for 1 hour.



SHRINKING POTION

ITEM 4+

CONSUMABLE MAGICAL POTION TRANSMUTATION

Usage held in 1 hand; **Bulk** L

Activate ♦ Interact; **Onset** 1 minute

This fungus-flavored potion conveys the effects of the *shrink* spell to make you and all your gear smaller. After the onset, you remain small for 10 minutes.

Type *shrinking potion*; **Level** 4; **Price** 15 gp

Type *greater shrinking potion*; **Level** 8; **Price** 90 gp

This potion has no onset, lasts for 1 hour, and grants the effects of a 4th-level *shrink* spell. In addition, you gain a +2 item bonus to Stealth checks while shrunken.



SERUM OF SEX SHIFT

ITEM 7

CONSUMABLE MAGICAL POTION TRANSMUTATION

Price 60 gp

Usage held in 1 hand; **Bulk** L

Activate ◆ Interact

Upon drinking this potion, your biology instantly transforms to take on a set of sexual characteristics of your choice, changing your appearance and physiology accordingly. You have mild control over the details of this change, but you retain a strong “family resemblance” to your former appearance.

The magic functions instantaneously and can't be counteracted. Your new anatomy is as healthy and functional as your previous body's, potentially allowing you to procreate (depending on your ancestry's biology). Drinking a subsequent *serum of sex shift* allows you to either revert back to your original form or adopt other sexual characteristics, as you choose. The elixir has no effect if you are pregnant or from an ancestry with no sexual differentiation. Most ancestries have a wide spectrum of sexual differentiation, some common, others more rare.



TRUESIGHT POTION

ITEM 16

CONSUMABLE DIVINATION MAGICAL POTION

Price 1,500 gp

Usage held in 1 hand; **Bulk** L

Activate ◆ Interact

Upon drinking this clear, refreshing potion, you can see things as they actually are. You gain the benefits of a 7th-level *true seeing* spell that has a counteract modifier of +25.



TRUTH POTION

ITEM 6

UNCOMMON

CONSUMABLE

ENCHANTMENT

MAGICAL

MENTAL

POTION

Price 46 gp

Usage held in 1 hand; **Bulk** L

Activate ◆ Interact

For 10 minutes after drinking this astringent potion, you can't intentionally lie and may be compelled to tell the truth. Upon drinking the potion, attempt a DC 19 Will save. You can voluntarily fail or critically fail.

Success The potion does not affect you.

Failure When you speak, you must tell the truth.

Critical Failure As failure, and when someone asks you a question, you must attempt another DC 19 Will saving throw. If you fail this saving throw, you must answer the question truthfully if you are able to do so; if you succeed, you are temporarily immune to further attempts to ask the same question within the potion's duration.



SCROLL

ITEM 1+

CONSUMABLE **MAGICAL** **SCROLL**

Usage held in 1 hand; **Bulk** L

Activate Cast a Spell

This scroll can be used to cast a specific spell stored in the scroll. The level of the spell determines the level and Price of the scroll. You must have the spell on your spell list to cast it from a scroll, spending the normal number of actions to cast the spell and using your own spell attack roll or spell DC. It gains the traits of the spell and your tradition. The spell can't be heightened—it can be cast only at the level of the spell within the scroll. Full rules for scrolls are on page 564.

Type 1st-level spell; **Level** 1; **Price** 4 gp

Type 2nd-level spell; **Level** 3; **Price** 12 gp

Type 3rd-level spell; **Level** 5; **Price** 30 gp

Type 4th-level spell; **Level** 7; **Price** 70 gp

Type 5th-level spell; **Level** 9; **Price** 150 gp

Type 6th-level spell; **Level** 11; **Price** 300 gp

Type 7th-level spell; **Level** 13; **Price** 600 gp

Type 8th-level spell; **Level** 15; **Price** 1,300 gp

Type 9th-level spell; **Level** 17; **Price** 3,000 gp

Type 10th-level spell; **Level** 19; **Price** 8,000 gp

Craft Requirements Supply one casting of the spell.



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Type 3rd-level spell; **Level** 5; **Price** 30 gp

Type 4th-level spell; **Level** 7; **Price** 70 gp

Type 5th-level spell; **Level** 9; **Price** 150 gp

Type 6th-level spell; **Level** 11; **Price** 300 gp

Type 7th-level spell; **Level** 13; **Price** 600 gp

Type 8th-level spell; **Level** 15; **Price** 1,300 gp

Type 9th-level spell; **Level** 17; **Price** 3,000 gp

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Type 4th-level spell; **Level** 7; **Price** 70 gp

Type 5th-level spell; **Level** 9; **Price** 150 gp

Type 6th-level spell; **Level** 11; **Price** 300 gp

Type 7th-level spell; **Level** 13; **Price** 600 gp

Type 8th-level spell; **Level** 15; **Price** 1,300 gp

Type 9th-level spell; **Level** 17; **Price** 3,000 gp

Type 10th-level spell; **Level** 19; **Price** 8,000 gp

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Type 5th-level spell; **Level** 9; **Price** 150 gp

Type 6th-level spell; **Level** 11; **Price** 300 gp

Type 7th-level spell; **Level** 13; **Price** 600 gp

Type 8th-level spell; **Level** 15; **Price** 1,300 gp

Type 9th-level spell; **Level** 17; **Price** 3,000 gp

Type 10th-level spell; **Level** 19; **Price** 8,000 gp

Craft Requirements Supply one casting of the spell.



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Type 5th-level spell; **Level** 9; **Price** 150 gp

Type 6th-level spell; **Level** 11; **Price** 300 gp

Type 7th-level spell; **Level** 13; **Price** 600 gp

Type 8th-level spell; **Level** 15; **Price** 1,300 gp

Type 9th-level spell; **Level** 17; **Price** 3,000 gp

Type 10th-level spell; **Level** 19; **Price** 8,000 gp

Craft Requirements Supply one casting of the spell.

BLOODSEEKER BEAK

ITEM 4

CONSUMABLE | MAGICAL | NECROMANCY | TALISMAN

Price 20 gp

Usage affixed to a weapon; **Bulk** –

Activate ◆ envision; **Trigger** You hit a flat-footed creature with the affixed weapon.

This long, hollow proboscis is harvested from the notorious bloodseeker beast and drips a trickle of blood. When you activate the beak, you deal an extra 1d4 precision damage on your damage roll. If you deal sneak attack damage to the creature, you also deal 1d4 persistent bleed damage.




BRONZE BULL PENDANT

ITEM 2

CONSUMABLE | EVOCATION | MAGICAL | TALISMAN

Price 7 gp

Usage affixed to armor; **Bulk** –

Activate  envision; **Trigger** You attempt an Athletics check to Shove, but you haven't rolled yet; **Requirements** You are trained in Athletics.

This pendant is forged from grainy steel and depicts a snorting bull's face. The pendant must be attached to the chest area or on a shoulder guard. When you activate the pendant, you gain a +2 status bonus to the Athletics check to Shove, and if you roll a critical failure on the check, you get a failure instead.




CRYING ANGEL PENDANT

ITEM 2

CONSUMABLE | DIVINE | NECROMANCY | TALISMAN

Price 7 gp

Usage affixed to armor; **Bulk** –

Activate  envision; **Trigger** You critically fail to Administer First Aid; **Requirements** You are trained in Medicine.

When you activate this alabaster pendant, your critical failure becomes a normal failure instead.




DAZING COIL

ITEM 14

CONSUMABLE ENCHANTMENT MAGICAL TALISMAN

Price 900 gp

Usage affixed to a weapon; **Bulk** –

Activate  envision; **Trigger** You deal damage to a flat-footed creature with the affixed weapon.

This knot of copper wire reshapes itself in a new pattern every time its affixed weapon deals damage. When you activate the coil, the damaged creature must succeed at a DC 31 Will save or be stunned 1. If it critically fails, it instead becomes stunned 2.




DISPELLING SLIVER

ITEM 17

ABJURATION CONSUMABLE MAGICAL TALISMAN

Price 2,400 gp

Usage affixed to a weapon; **Bulk** –

Activate  envision; **Trigger** Your Strike damages a target; **Requirements** You're a master with the affixed weapon.

Made from a treated sliver of cold iron, this talisman allows you to counteract magical effects. When you activate the *dispelling sliver*, it attempts to counteract a single spell active on the target (counteract modifier +29), with the effects of an 8th-level *dispel magic* spell.

If you activate the talisman on a successful *Dispelling Slice*, the talisman attempts to counteract all spells active on the target.



DRAGON TURTLE SCALE

ITEM 4

CONSUMABLE | MAGICAL | TALISMAN | TRANSMUTATION

Price 13 gp

Usage affixed to armor; **Bulk** –

Activate ◆ envision; **Requirements** You're an expert in Athletics.

This shimmering green scale is usually attached to a golden clasp or chain. When you activate the scale, for 1 minute you gain a swim Speed equal to half your land Speed.



EFFERVESCENT AMPOULE

ITEM 2

CONSUMABLE | MAGICAL | TALISMAN | TRANSMUTATION

Price 7 gp

Usage affixed to armor; **Bulk** –

Activate ◆ Interact; **Requirements** You're an expert in Acrobatics.

Light spring water fizzes and bubbles within this small glass globe, spilling onto the affixed armor when activated. Until the end of your turn, the armor lets you move across water and other liquids as if they were solid ground. If you Stride or Step over a weight-sensitive pressure plate, you don't cause the plate to depress, which prevents you from triggering any device or hazard attached to the pressure plate. When the ampoule's effect ends, you sink, fall, break through flimsy ground, or land on pressure plates as normal for your current location.




EMERALD GRASSHOPPER

ITEM 5

CONSUMABLE MAGICAL TALISMAN TRANSMUTATION

Price 30 gp

Usage affixed to armor; **Bulk** –

Activate  envision; **Trigger** You attempt a High Jump but haven't rolled yet; **Requirements** You are an expert in Athletics.

This metal grasshopper studded with emeralds is usually clasped to the legs of a suit of armor. When you activate it, if you succeed at the Athletics check, you Leap up to 50 feet vertically and up to 10 feet horizontally. If you critically succeed, you can Leap up to 75 feet vertically and 20 feet horizontally. If you don't end your jump on solid ground, you flutter in the air until the end of your turn, then fall harmlessly at a rate of 60 feet per round until you reach the ground.




EYE OF APPREHENSION

ITEM 12

CONSUMABLE DIVINATION FORTUNE TALISMAN

Price 400 gp

Usage affixed to armor; **Bulk** –

Activate  envision; **Trigger** You are about to roll Perception for initiative but haven't rolled yet;

Requirements You are a master in Perception.

This round piece of cymophane's silky inclusion makes it look like a cat's eye. While affixed, it makes you jittery. When you activate it, roll Perception twice and use the higher result.



FADE BAND

ITEM 12

CONSUMABLE | ILLUSION | MAGICAL | TALISMAN

Price 320 gp

Usage affixed to armor; **Bulk** –

Activate  envision; **Trigger** An attack misses you;

Requirements You are a master in Stealth.

This thin, silvery wire wraps around your armor. When you activate the band, it casts a 2nd-level *invisibility* spell on you.



FEAR GEM

ITEM 4

CONSUMABLE | ENCHANTMENT | FEAR | MAGICAL | MENTAL
TALISMAN

Price 20 gp

Usage affixed to a weapon; **Bulk** –

Activate ◆◆ Intimidating Strike

Dark smoke seems to writhe within this obsidian gem. When you activate the gem, you make an Intimidating Strike, as the fighter feat (page 146).

If you have the Intimidating Strike feat, increase the frightened condition value from this Intimidating Strike to frightened 2, or frightened 3 on a critical hit.



FEATHER STEP STONE

ITEM 3

CONSUMABLE | MAGICAL | TALISMAN | TRANSMUTATION

Price 8 gp

Usage affixed to armor; **Bulk** –

Activate ◆ envision; **Trigger** You Stride or Step;

Requirements You are an expert in Acrobatics.

This stone, usually shaped as a cabochon, is a small chunk of amber with a bit of feather or a flying insect caught within it. When you activate the stone, you ignore the effects of any difficult terrain and greater difficult terrain you move through until the end of your turn.



FLAME NAVETTE

ITEM 16

ABJURATION CONSUMABLE MAGICAL TALISMAN

Price 1,800 gp

Usage affixed to armor; **Bulk** –

Activate ◆ envision; **Requirements** You're an expert in Will saves.

This piece of bronzite is shaped like an oval with points at both ends. It has a carved flame at its center and is traditionally worn over the heart. You can activate only one *flame navette* per day. When you activate the navette, you gain the benefit of the fighter's Determination class feat, with a counteract modifier of +22. If you have the Determination feat, you can use your own modifier if it's better.




GALLOWS TOOTH

ITEM 8

CONSUMABLE DIVINATION MAGICAL TALISMAN

Price 100 gp

Usage affixed to a weapon; **Bulk** –

Activate  Interact; **Trigger** You attack an adjacent creature and haven't rolled your attack roll;

Requirements You're a master in Intimidation.

This grisly molar hangs from a cord threaded through a tiny hole just above its dried, exposed root. When you activate this talisman, the creature you're attacking becomes flat-footed until the end of the current turn.




GHOST DUST

ITEM 16

CONSUMABLE | ILLUSION | OCCULT | TALISMAN

Price 1,800 gp

Usage affixed to armor; **Bulk** –

Activate  envision; **Trigger** You use an action with the move trait; **Requirements** You are legendary in Stealth.

This small vial is filled with a grayish-green dust rendered from dried ectoplasm. When you activate the dust, it casts a 4th-level *invisibility* spell on you. This comes into effect before you move during the triggering action.




GRIM TROPHY

ITEM 7

CONSUMABLE ENCHANTMENT MAGICAL TALISMAN

Price 55 gp

Usage affixed to armor; **Bulk** –

Activate  envision; **Trigger** You attempt an Intimidation check to Coerce or Demoralize, but you haven't rolled yet; **Requirements** You are an expert in Intimidation.

This talisman comes in many forms, most often a severed piece of a humanoid creature displayed in some gruesome manner. When you activate the trophy, select two targets and compare your Intimidation check result to both of their DCs.




HUNTER'S BANE

ITEM 2

CONSUMABLE | DIVINATION | MAGICAL | TALISMAN

Price 6 gp

Usage affixed to armor; **Bulk** –

Activate  envision; **Trigger** An undetected enemy hits you with an attack; **Requirements** You are trained in Survival.

This talisman is a ring of dried, interwoven leaves. When you activate the *hunter's bane*, you sense the exact location of the attacker, making it hidden from you instead of undetected. If the attacker is behind lead, the *hunter's bane* fails and is wasted.



IRON CUBE

ITEM 6

CONSUMABLE | EVOCATION | MAGICAL | TALISMAN

Price 50 gp

Usage affixed to a weapon; **Bulk** –

Activate ◆◆ Knockdown; **Requirements** You are an expert with the affixed weapon.

This cube of blackened iron is affixed to a weapon with an iron chain. When you activate the cube, you use Knockdown, as the fighter feat (page 146).

If you have the Knockdown feat, ignore its normal size restrictions.



IRON CUDGEL

ITEM 14

CONSUMABLE | EVOCATION | MAGICAL | TALISMAN

Price 900 gp

Usage affixed to a weapon; **Bulk** –

Activate ◆ Brutal Finish; **Requirements** You are a master with the affixed weapon.

This miniature club is typically affixed to a weapon by an iron chain. When you activate the cudgel, you use Brutal Finish, as the fighter feat (page 151). You must meet the normal requirements, including those of the press trait.

If you have the Brutal Finish feat, add two additional weapon damage dice on a success or a failure.



IRON EQUALIZER

ITEM 12

CONSUMABLE | EVOCATION | MAGICAL | TALISMAN

Price 400 gp

Usage affixed to a weapon; **Bulk** –

Activate ◆ Certain Strike; **Requirements** You are a master with the affixed weapon.

This small iron band has a shifting weight that helps equalize the affixed weapon's balance. When you activate it, you use Certain Strike, as the fighter feat (page 150). You must meet the normal requirements, including those of the press trait.

If you have the Certain Strike feat, the failure effect increases to deal the weapon's normal damage.




IRON MEDALLION

ITEM 10

ABJURATION CONSUMABLE MAGICAL TALISMAN

Price 175 gp

Usage affixed to armor; **Bulk** –

Activate  envision; **Trigger** You attempt a Will save against a fear effect but haven't rolled yet;

Requirements You have master proficiency in Will saves or have the bravery class feature.

This small medallion is shaped like a shield. When you activate it, you gain a +2 status bonus to saves against fear for 1 minute. On the triggering save, if the outcome of your roll is a failure, you get a success instead or if the outcome is a critical failure, you get a failure instead.



JADE BAUBLE

ITEM 8

CONSUMABLE ENCHANTMENT MAGICAL MENTAL TALISMAN

Price 100 gp

Usage affixed to a melee weapon; **Bulk** –

Activate ◆ command; **Requirements** You are a master with the affixed weapon.

This bit of jade is usually carved in the shape of a duelist, or sometimes a multi-armed creature. When you activate the bauble, it magically draws the attention of foes. Until the start of your next turn, enemies within the reach of the weapon the talisman is affixed to are flat-footed.




JADE CAT

ITEM 2

ABJURATION CONSUMABLE MAGICAL TALISMAN

Price 6 gp

Usage affixed to armor; **Bulk** –

Activate  command; **Trigger** You fall or attempt an Acrobatics check to Balance; **Requirements** You are trained in Acrobatics.

A thumb-sized feline carved of rare stone, the *jade cat* is typically worn as a pendant upon a suit of armor. For 1 minute after you activate the cat, you treat all falls as 20 feet shorter, you are not flat-footed when you Balance, and narrow surfaces and uneven ground are not difficult terrain for you.




MENDING LATTICE

ITEM 13

UNCOMMON ABJURATION CONSUMABLE MAGICAL TALISMAN

Price 525 gp

Usage affixed to a shield or weapon; **Bulk** –

Activate  command; **Trigger** The affixed item would take damage; **Requirements** You are a master in Crafting.

This lattice of reinforced iron is shaped into a perfect octagon. When you activate it, it negates the damage and instantly and completely repairs the affixed item.




MESMERIZING OPAL

ITEM 2

CONSUMABLE ENCHANTMENT MAGICAL TALISMAN

Price 7 gp

Usage affixed to armor; **Bulk** –

Activate  envision; **Trigger** You attempt a Deception check to Feint, but you haven't rolled yet.

This silver-bound opal pendant is afire with iridescence. When you activate it, if the outcome of your triggering Deception check is a critical failure, you get a failure instead (or if the outcome is a success, you get a critical success instead).



MONKEY PIN

ITEM 2

CONSUMABLE | MAGICAL | TALISMAN | TRANSMUTATION

Price 6 gp

Usage affixed to armor; **Bulk** –

Activate ◆ Climb; **Requirements** You are trained in Athletics.

This small brass pin is in the shape of a monkey climbing a tree. When you activate this talisman, use a Climb action. If you succeed, you move your full Speed during the Climb. If you roll a critical failure, you get a failure instead.



MUMMIFIED BAT

ITEM 10

CONSUMABLE DIVINATION MAGICAL TALISMAN

Price 175 gp

Usage affixed to a weapon; **Bulk** –

Activate ◆ command; **Requirements** You are a master in Perception.

This talisman is the magically treated corpse of a tiny bat bound in papyrus. When you activate the bat, the affixed weapon detects vibrations around you and guides your perception. You gain the benefits of the fighter Blind-Fight class feat (page 149) for 1 minute.

If you have the Blind-Fight feat, you gain imprecise echolocation with a range of 30 feet for 1 minute. This makes creatures that would be undetected by you because you can't see them hidden instead.




MURDERER'S KNOT

ITEM 7

CONSUMABLE | EVOCATION | MAGICAL | TALISMAN

Price 66 gp

Usage affixed to a weapon; **Bulk** –

Activate  command; **Trigger** You damage a flat-footed creature with a Strike using the affixed weapon; **Requirements** You are an expert with the affixed weapon.

This black strand of leather is tied to look like a peace knot when the weapon is worn, but it doesn't hamper drawing the weapon. When you activate the knot, the creature you damaged takes 1d6 persistent bleed damage.

If you have the Twist the Knife feat, the talisman instead deals persistent bleed damage equal to your sneak attack damage.




ONYX PANTHER

ITEM 2

CONSUMABLE | MAGICAL | TALISMAN | TRANSMUTATION

Price 7 gp

Usage affixed to armor; **Bulk** –

Activate  envision; **Trigger** You use a Sneak action; **Requirements** You are trained in Stealth.

This small stone is a stylized panther shape. When you activate it, you can move your full Speed (instead of half) during the triggering Sneak and any other time you Sneak this turn.




OWLBEAR CLAW

ITEM 1

CONSUMABLE | EVOCATION | MAGICAL | TALISMAN

Price 3 gp

Usage affixed to a weapon; **Bulk** –

Activate  envision; **Trigger** You critically succeed at an attack roll with the affixed weapon.

This claw set in an iron clasp and chain isn't always the claw of an owlbear. When you activate the claw, the triggering attack gains the weapon's critical specialization effect.




POTENCY CRYSTAL

ITEM 1

CONSUMABLE | EVOCATION | MAGICAL | TALISMAN

Price 4 gp

Usage affixed to a weapon; **Bulk** –

Activate  envision; **Trigger** You make an attack with the affixed weapon, but you haven't rolled yet.

This fluorite crystal glows with a strange phosphorescence. When you activate the crystal, the weapon becomes a *+1 striking weapon* for the rest of the turn, gaining a +1 item bonus to the attack roll and increasing the damage on a hit to two weapon damage dice.




SAVIOR SPIKE

ITEM 2

ABJURATION CONSUMABLE FORCE MAGICAL TALISMAN

Price 7 gp

Usage affixed to armor; **Bulk** –

Activate  command; **Trigger** You attempt to Grab an Edge but haven't rolled; **Requirements** You're an expert in Reflex.

This pyramid-shaped spike is attached to an armor's chest piece. When you activate the spike, it shoots a strand of force to help you gain purchase. If you roll a success on the triggering attempt, you get a critical success instead (if you roll a critical failure, you get a failure instead).




SHARK TOOTH CHARM

ITEM 5

ABJURATION CONSUMABLE MAGICAL TALISMAN

Price 23 gp

Usage affixed to armor; **Bulk** –

Activate  command; **Trigger** You attempt to Escape using Acrobatics for your roll, but you haven't rolled yet; **Requirements** You are an expert in Acrobatics.

This dried-seaweed bracelet is lined with charms shaped like small shark teeth. When you activate the bracelet, if you roll a success on the triggering check, you get a critical success instead (if you roll a critical failure, you get a failure instead). If you fail the Acrobatics check against a grabbing creature, the creature must either release you as a free action or take 2d8 piercing damage as shark's teeth momentarily emerge from your skin.



SNEAKY KEY

ITEM 5

CONSUMABLE | EVOCATION | MAGICAL | TALISMAN

Price 22 gp

Usage affixed to armor; **Bulk** –

Activate ◆ Interact; **Requirements** You are an expert in Thievery.

This small silver skeleton key can be pinned to armor or a sleeve. When you turn the key to activate it, for the next minute, if the outcome of any your attempts to Pick a Lock is a critical failure, you get a failure instead.




SWIFT BLOCK CABOCHON

ITEM 7

UNCOMMON ABJURATION CONSUMABLE MAGICAL
TALISMAN

Price 70 gp

Usage affixed to a shield; **Bulk** –

Activate  envision; **Trigger** You take damage from a physical attack while you don't have the affixed shield raised.

This clear quartz cabochon attaches to the center of your shield. When you activate the cabochon, you use the Shield Block reaction even if you hadn't raised the affixed shield (and even if you don't normally have that reaction).




TIGER MENUKI

ITEM 5

CONSUMABLE | MAGICAL | TALISMAN | TRANSMUTATION

Price 30 gp

Usage affixed to a weapon; **Bulk** –

Activate  envision; **Trigger** You Strike with the affixed weapon.

This tiger formed of pewter snarls viciously from your weapon's grip. When you activate the tiger, the affixed weapon gains the sweep trait for the triggering attack and all other attacks for 1 minute.




VANISHING COIN

ITEM 10

CONSUMABLE ILLUSION MAGICAL TALISMAN

Price 160 gp

Usage affixed to armor; **Bulk** –

Activate  envision; **Trigger** You attempt a Stealth check for initiative, but you haven't rolled yet;

Requirements You are a master in Stealth.

This copper coin dangles from a leather strip strung through a hole drilled in the center. Until activated, the coin becomes invisible for a few seconds at random intervals every few minutes. When you activate the coin, it casts a 2nd-level *invisibility* spell on you, lasting until the end of your next turn.




VIPER'S FANG

ITEM 14

CONSUMABLE | EVOCATION | MAGICAL | TALISMAN

Price 850 gp

Usage affixed to a weapon; **Bulk** –

Activate  envision; **Trigger** A creature within your reach uses a manipulate or move action, makes a ranged attack, or leaves a square during a move action it's using; **Requirements** You are a master with the affixed weapon.

When you activate this resin-strengthened viper skull, you make an Attack of Opportunity against the triggering creature.

If you have Attack of Opportunity, you can activate the *viper's fang* as a free action.




WOLF FANG

ITEM 1

CONSUMABLE | EVOCATION | MAGICAL | TALISMAN

Price 4 gp

Usage affixed to armor; **Bulk** –

Activate  envision; **Trigger** You successfully Trip a foe; **Requirements** You are trained in Athletics.

This wolf canine is bound in a strip of leather and tied to a buckle or strap of a suit of armor. When you activate the fang, you deal bludgeoning damage equal to your Strength modifier to the target of your Trip. If your Trip would already deal physical damage that doesn't include an ability modifier, add your Strength modifier to that damage.



CANDLE OF TRUTH

ITEM 8

UNCOMMON

CONSUMABLE

ENCHANTMENT

MAGICAL

MENTAL

Price 75 gp

Usage held in 1 hand; **Bulk** –

Activate ◆ Interact

This tapered candle has a golden wick that burns with white fire. You activate the candle by lighting it, which causes creatures within 10 feet of the candle to find it difficult to tell falsehoods. Creatures in the area receive a –4 status penalty to Lie.

In addition, when first entering the affected area, each creature (including you) must succeed at a DC 26 Will save or be unable to tell any deliberate lies while within 10 feet of the lit candle. This lasts for as long as the candle is lit. Once lit, the candle burns for 10 minutes, and it cannot be extinguished.



DUST OF APPEARANCE

ITEM 6

CONSUMABLE DIVINATION MAGICAL

Price 50 gp

Usage held in 1 hand; **Bulk** –

Activate ◆ Interact

Stored in a small reed, this powder looks like a fine metallic dust. When you fling it in the air, it coats all creatures in a 10-foot burst centered on a point within 5 feet of you. For 1 minute, the coated creatures can't be concealed or invisible, nor can they benefit from *mirror image* or similar abilities that create illusory duplicates. Any illusions in the area of 3rd level or lower are revealed as such, although this does not end their effect.



DUST OF DISAPPEARANCE

ITEM 9

CONSUMABLE ILLUSION MAGICAL

Price 135 gp

Usage held in 1 hand; **Bulk** –

Activate ◆ Interact

This powder shimmers like a thousand tiny motes of light. Activating the dust by sprinkling it on yourself or a creature within reach casts a 4th-level *invisibility* spell with a duration of 1 minute on that creature. This invisibility can't be negated or seen through by any spell of 3rd level or lower or any item of 5th level or lower.




ELEMENTAL GEM

ITEM 10

CONJURATION CONSUMABLE MAGICAL

Price 200 gp

Usage held in 1 hand; Bulk –

Activate  command, Interact

You shout the name of an elemental lord and dash this glassy gem against a hard surface to activate it. It cracks open, casting a 5th-level *summon elemental* spell to summon forth an elemental you control as long as you spend an action each round to Sustain the Activation.

This gem comes in four varieties: transparent for a living whirlwind, light brown for a living landslide, reddish orange for a living wildfire, and blue-green for a living waterfall.



FEATHER TOKEN, ANCHOR

ITEM 7

CONJURATION **CONSUMABLE** **MAGICAL**

Price 55 gp

Usage held in 1 hand; **Bulk** –

Activate ◆ Interact

This appears to be a simple feather from some exotic bird. The feather's shaft, dipped in gold, bears a single arcane rune.

This feather can be activated only on a boat. When activated, this feather transforms into a massive anchor that causes the boat to immediately stop. After 1 day, the anchor vanishes and the boat can move as normal. The anchor is attached to the boat by a magical chain of force, but the chain can be removed by *dispel magic* or destroyed (Hardness 30, HP 40).



FEATHER TOKEN, BIRD

ITEM 3

CONJURATION **CONSUMABLE** **MAGICAL**

Price 8 gp

Usage held in 1 hand; **Bulk** –

Activate ◆ Interact

This appears to be a simple feather from some exotic bird. The feather's shaft, dipped in gold, bears a single arcane rune.

When activated, this token transforms into a small sparrow that waits on your finger for you to relay a message up to 1 minute in length, along with the name and rough location of a recipient. The recipient must be someone you have met, and the location must be somewhere you have visited. After receiving the message, the bird flies off to deliver it, traveling at 30 miles per hour and then searching for the target in the location you provided. If the bird finds the target, it moves adjacent to them, your words emanate from the bird, and the bird then flies off and vanishes. The bird also vanishes if it fails to find your target after 10 hours of searching the location you specified.



FEATHER TOKEN, CHEST

ITEM 3

CONJURATION **CONSUMABLE** **MAGICAL**

Price 10 gp

Usage held in 1 hand; **Bulk** –

Activate ◆ Interact

This appears to be a simple feather from some exotic bird. The feather's shaft, dipped in gold, bears a single arcane rune.

When you use this token, a small wooden chest appears and immediately opens. This chest can hold up to 10 Bulk worth of items. Once the chest is closed, it transforms again—this time into a key—taking all of the stored items with it. You can activate this key by spending an Interact action to turn it in an imaginary lock, which causes it to transform back into a chest with all of the items still inside. Once it has turned into a chest a second time, it forever remains a wooden chest.



FEATHER TOKEN, FAN

ITEM 4

CONJURATION CONSUMABLE MAGICAL

Price 15 gp

Usage held in 1 hand; **Bulk** –

Activate ◆ Interact

This appears to be a simple feather from some exotic bird. The feather's shaft, dipped in gold, bears a single arcane rune.

Activating this feather requires you to fan it in a given direction. If this direction is toward the sail of a vessel, the feather flutters up toward the sail and fans continuously, filling the sail with air and granting the vessel a +10-foot circumstance bonus to its Speed for 8 hours. If fanned in any other direction, it instead produces a single casting of *gust of wind* (DC 20).



FEATHER TOKEN, HOLLY BUSH

ITEM 2

CONJURATION **CONSUMABLE** **MAGICAL**

Price 6 gp

Usage held in 1 hand; **Bulk** –

Activate ◆ Interact

This appears to be a simple feather from some exotic bird. The feather's shaft, dipped in gold, bears a single arcane rune.

When this feather is activated, it immediately transforms into a living holly bush, filling a single square. This bush can provide standard cover. In addition, the bush has 2d4 bright-red berries. While holly berries are usually poisonous, these berries are infused with beneficial magic. You can pick and eat a berry as an Interact action to recover 1 Hit Point. Once plucked from the bush, a berry becomes non-magical after a few seconds, so it doesn't heal you if you don't eat it within the span of your Interact action.

If activated on soil, the plant continues to grow and thrive (although it doesn't produce any more healing berries). If activated elsewhere, it withers and dies within 1d4 days.



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FEATHER TOKEN, LADDER

ITEM 1

CONJURATION **CONSUMABLE** **MAGICAL**

Price 3 gp

Usage held in 1 hand; **Bulk** –

Activate ◆ Interact

This appears to be a simple feather from some exotic bird. The feather's shaft, dipped in gold, bears a single arcane rune.

When activated, this feather transforms permanently into a 20-foot-long wooden ladder.



FEATHER TOKEN, BOAT

ITEM 8

CONJURATION **CONSUMABLE** **MAGICAL**

Price 76 gp

Usage held in 1 hand; **Bulk** –

Activate ◆ Interact

This appears to be a simple feather from some exotic bird. The feather's shaft, dipped in gold, bears a single arcane rune.

This feather can be activated only when tossed into a large body of water, such as a lake or broad river. It transforms into a swan-shaped boat capable of carrying up to 32 Medium creatures, 8 Large creatures, or 2 Huge creatures. The boat moves on the water at a Speed of 50 feet, and lasts 1 day.



FEATHER TOKEN, TREE

ITEM 6

CONJURATION **CONSUMABLE** **MAGICAL**

Price 38 gp

Usage held in 1 hand; **Bulk** –

Activate ◆ Interact

This appears to be a simple feather from some exotic bird. The feather's shaft, dipped in gold, bears a single arcane rune.

This token can be activated only on an unoccupied patch of earth or soil. When activated, this token transforms into an oak tree, 60 feet tall with a 5-foot-wide trunk. The tree continues to live and grow if conditions are favorable.



FEATHER TOKEN, WHIP

ITEM 9

CONJURATION CONSUMABLE MAGICAL

Price 130 gp

Usage held in 1 hand; **Bulk** –

Activate ◆ Interact

This appears to be a simple feather from some exotic bird. The feather's shaft, dipped in gold, bears a single arcane rune.

This feather transforms into a *+1 striking dancing whip* when activated. The whip immediately jumps from your grasp and proceeds to attack your enemies until 1 minute has passed or it fails its flat check for *dancing*, at which point it vanishes. If the whip's target isn't prone, the whip uses its actions to attempt to Trip that creature instead of making a Strike. The whip's total attack modifier for Striking or Tripping is +18 instead of the normal bonus for a *dancing* weapon.



HOLY WATER

ITEM 1

CONSUMABLE DIVINE GOOD

Price 3 gp

Usage held in 1 hand; Bulk L

Activate ◆ Strike

This vial contains water blessed by a good deity. You activate a vial of *holy water* by throwing it as a Strike. It's a simple thrown weapon with a range increment of 20 feet. Unlike an alchemical bomb, it doesn't add the manipulate trait to the attack made with it.

Holy water deals 1d6 good damage and 1 good splash damage. It damages only fiends, undead, and creatures that have a weakness to good damage.





JAVELIN OF LIGHTNING

ITEM 9

CONSUMABLE | ELECTRICITY | EVOCATION | MAGICAL

Price 110 gp

Usage held in 1 hand; **Bulk** L

Activate   command, Interact

This item looks like a normal javelin carved with lightning-bolt motifs. If thrown without being activated, it wobbles in the air and fails to strike true. When you Activate the javelin, your command makes the carvings crackle with electricity. You then hurl the javelin. It shatters immediately after leaving your hand and unleashes its magic as a 4th-level *lightning bolt* originating from your space. The bolt deals 5d12 electricity damage and has a Reflex save DC of 25.

Craft Requirements Supply a casting of *lightning bolt* (4th level).



RUNESTONE

ITEM 1

CONSUMABLE **MAGICAL**

Price 3 gp

Usage held in 1 hand; **Bulk** L

This flat piece of hard stone is specially prepared for etching a magical fundamental rune or property rune. You can etch only one rune upon a stone. Once the stone is etched, it gains the magic school trait of the rune etched upon it. When a rune is transferred from the *runestone* to another object, the *runestone* cracks and is destroyed. The Price listed is for an empty stone; a stone holding a rune adds the Price of the rune.



UNHOLY WATER

ITEM 1

CONSUMABLE DIVINE EVIL

Price 3 gp

Usage held in 1 hand; **Bulk** L

Activate ◆ Strike

An evil deity's malice lies within this vial of water. You activate a vial of *unholy water* by throwing it as a Strike. It's a simple thrown weapon with a range increment of 20 feet. Unlike an alchemical bomb, it doesn't add the manipulate trait to the attack made with it.

Unholy water deals 1d6 evil damage and 1 evil splash damage. It damages only celestials and creatures that have a weakness to evil damage.

