

SCHOOL—SCROLL **Level 1**

Feather Token (Ladder) **Item 1**

*CONJURATION *CONSUMABLE *MAGICAL

Price: 3 gp

Usage: held in 1 hand **Bulk:** -

Activate: [one-action] Interact

Each feather token appears to be a simple feather from some exotic bird. The feather's shaft, dipped in gold, bears a single arcane rune. Activating a feather token causes it to transform into another object, which can then be used as normal for that object.

Each feather can only be used once, with most of them permanently becoming the item they transform into.

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

SCHOOL—SCROLL **Level 1**

Eagle-Eye Elixir (Lesser) **Item 1**

*ALCHEMICAL *CONSUMABLE *ELIXIR

Price: 3 gp

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

Activate: [one-action] Interact

After you drink this elixir, you notice subtle visual details. For the next hour, you gain a +1 bonus to Perception checks, gaining a +2 bonus when attempting to find secret doors and traps.

SCHOOL—SCROLL **Level 1**

Owlbear Claw **Item 1**

*CONSUMABLE *EVOCATION *MAGICAL *TALISMAN

Price: 3 gp

Usage: Affixed to a weapon **Bulk:** -

Activate: [free-action] 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.

SCHOOL—SCROLL **Level 1**

Sunrod **Item 1**

*ALCHEMICAL *CONSUMABLE *LIGHT

Price: 3 gp

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

Activate: [one-action] Strike

This 1-foot long, gold-tipped rod glows after it is struck on a hard surface. For the next 6 hours, it sheds light in a 20-foot radius (and dim light to the next 40 feet).

SCHOOL—SCROLL **Level 1**

Wolf Fang **Item 1**

*CONSUMABLE *EVOCATION *MAGICAL *TALISMAN

Price: 4 gp

Usage: Affixed to armor **Bulk:** -

Activate: [free-action] envision

Trigger: You successfully Trip a foe; requires the character to be 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.

SCHOOL—SCROLL **Level 3**

Cat's Eye Elixir **Item 2**

*ALCHEMICAL *CONSUMABLE *ELIXIR

Price: 7 gp

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

Activate: [one-action] Interact

After you consume this elixir, your vision sharpens and you become sensitive to even the most minute movements. For the next minute, you reduce the flat check to target hidden creatures to 5, and you don't need a flat check to target concealed creatures. These benefits apply only against creatures within 30 feet of you.

SCHOOL—SCROLL **Level 3**

Crying Angel Pendant **Item 2**

*CONSUMABLE *DIVINE *NECROMANCY *TALISMAN

Price: 7 gp

Usage: Affixed to armor **Bulk:** -

Activate: (reaction) Envision

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

SCHOOL—SCROLL **Level 3**

Feather Token (Bird) **Item 3**

*CONJURATION *CONSUMABLE *MAGICAL

Price: 8 gp

Usage: held in 1 hand **Bulk:** -

Activate: [one-action] Interact

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 one 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 at 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.

SCHOOL—SCROLL **Level 3**

Feather Token (Chest) **Item 3**

*CONJURATION *CONSUMABLE *MAGICAL

Price: 10 gp

Usage: held in 1 hand **Bulk:** -

Activate: [one-action] Interact

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 the stored items with it. You can activate this key by spending an Interact action to turn it back into a chest with all the items still inside. Once it has been turned into a chest a second time, it forever remains a wooden chest.

SCHOOL—SCROLL **Level 3****Feather Token (Holly Bush) Item 2**

*CONJURATION *CONSUMABLE *MAGICAL

Price: 6 gp**Usage:** held in 1 hand**Bulk:** -**Activate:** [one-action] Interact

When this feather is activated, it immediately transforms into a holly bush, filling a single square. This bush can provide standard cover. In addition, that 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, the berry becomes non-magical after a few seconds, so it doesn't heal you if you don't eat it within the span of the Interact action.

If activated on soil, the plant continues to grow and thrive (although it doesn't produce any more healing berries). See page 571, CRB for more.

SCHOOL—SCROLL **Level 3****Hunter's Bane Item 2**

*CONSUMABLE *DIVINATION *MAGICAL *TALISMAN

Price: 6 gp**Usage:** affixed to armor**Bulk:** -**Activate:** [reaction] Envision

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.

SCHOOL—SCROLL **Level 3****Comprehension Elixir (Lesser) Item 2**

*ALCHEMICAL *CONSUMABLE *ELIXIR *MENTAL

Price: 7 gp**Usage:** held in 1 hand**Bulk:** L**Activate:** [one-action] Interact

This bitter draught opens your mind to the potential of the written word. For 1 minute after drinking this elixir, you can understand any words you read, so long as they are written in a common language. This elixir doesn't automatically allow you to understand codes or extremely esoteric passages—you still need to attempt a skill check to Decipher Writing.

SCHOOL—SCROLL **Level 3****Darkvision Elixir (Lesser) Item 2**

*ALCHEMICAL *CONSUMABLE *ELIXIR

Price: 6 gp**Usage:** held in 1 hand**Bulk:** L**Activate:** [one-action] Interact

After you drink this elixir, your sight becomes sharper in darkness. You gain darkvision for 10 minutes.

SCHOOL—SCROLL **Level 3****Mesmerizing Opal Item 2**

*CONJURATION *CONSUMABLE *MAGICAL

Price: 7 gp**Usage:** affixed to armor**Bulk:** -**Activate:** [reaction] Envision

Trigger: You attempt a deception check to feint, but 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).

SCHOOL—SCROLL **Level 5****Feather Token (Fan) Item 5**

*CONJURATION *CONSUMABLE *MAGICAL

Price: 15 gp**Usage:** held in 1 hand**Bulk:** -**Activate:** [one-action] Interact

Each feather token appears to be a simple feather from some exotic bird. The feather's shaft, dipped in gold, bears a single arcane rune. Activating a feather token causes it to transform into another object, which can then be used as normal for that object.

Activating this feather requires you to fan it in any 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 bonus 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).

SCHOOL—SCROLL **Level 5****Invisibility Potion Item 5**

*UNCOMMON *CONSUMABLE *ILLUSION *MAGICAL *POTION

Price: 20 gp**Usage:** held in 1 hand**Bulk:** L**Activate:** [one-action] Interact

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

Cloaked in illusion, the target becomes invisible. This makes it undetected to all creatures, though creatures can attempt to find the target, making them hidden instead (CRB, 466). If the target takes a hostile action, the spell ends after the hostile action is completed.

SCHOOL—SCROLL **Level 5****Sneaky Key Item 5**

*CONSUMABLE *EVOCATION *MAGICAL *TALISMAN

Price: 22 gp**Usage:** affixed to armor**Bulk:** -**Activate:** [one-action] 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 of your attempts to Pick a Lock is a critical failure, you get a failure instead.

SCHOOL—SCROLL **Level 7****Dust of Appearance Item 5**

*CONSUMABLE *DIVINATION *MAGICAL

Price: 50 gp**Usage:** held in 1 hand**Bulk:** -**Activate:** [one-action] Interact

Stored in a small reed, this powder looks like 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 illusionary duplicates. Any illusions in the area of 3rd level or lower are revealed as such, although this does not end their effects.

SCHOOL—SCROLL **Level 7****Feather Token (Anchor) Item 7**

*CONJURATION *CONSUMABLE *MAGICAL

Price: 55 gp**Usage:** held in 1 hand**Bulk:** -**Activate:** [one-action] Interact

This feather can only be activated 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).

SCHOOL—SCROLL **Level 7****Feather Token (Tree) Item 6**

*CONJURATION *CONSUMABLE *MAGICAL

Price: 38 gp**Usage:** held in 1 hand**Bulk:** -**Activate:** [one-action] Interact

Each feather token appears to be a simple feather from some exotic bird. The feather's shaft, dipped in gold, bears a single arcane rune. Activating a feather token causes it to transform into another object, which can then be used as normal for that object.

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 the conditions are favorable.

SCHOOL—SCROLL **Level 7****Comprehension Elixir (Greater) Item 2**

*ALCHEMICAL *CONSUMABLE *ELIXIR *MENTAL

Price: 7 gp**Usage:** held in 1 hand**Bulk:** L**Activate:** [one-action] Interact

This bitter draught opens your mind to the potential of the written word. For 10 minutes after drinking this elixir, you can understand any words you read, so long as they are written in a common language. This elixir doesn't automatically allow you to understand codes or extremely esoteric passages—you still need to attempt a skill check with Decipher Writing.

SCHOOL—SCROLL **Level 7****Iron Cube Item 6**

*CONSUMABLE *EVOCATION *MAGICAL *TALISMAN

Price: 50 gp**Usage:** affixed to a weapon**Bulk:** -**Activate:** [two-action] Knockdown

Requirements: You are an Expert in 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 (CRB 146).

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

SCHOOL—ALL **Level 9****Candle of Truth Item 8**

*UNCOMMON *CONSUMABLE *ENCHANTMENT *MAGICAL *MENTAL

Price: 75 gp**Usage:** held in 1 hand**Bulk:** L**Activate:** [one-action] 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 -54 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 within 10 feet of the lit candle. This lasts as long as the candle is lit. Once lit, the candle burns for 10 minutes, and it cannot be extinguished.

SCHOOL—SCROLL **Level 9****Feather Token (Swan Boat) Item 8**

*CONJURATION *CONSUMABLE *MAGICAL

Price: 76 gp**Usage:** held in 1 hand**Bulk:** -**Activate:** [one-action] Interact

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.

SCHOOL—SCROLL **Level 9****Feather Token (Whip) Item 9**

*CONJURATION *CONSUMABLE *MAGICAL

Price: 130 gp**Usage:** held in 1 hand**Bulk:** -**Activate:** [one-action] Interact

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 and Tripping is +18 instead of the normal bonus for a *dancing* weapon.

SCHOOL—SCROLL **Level 9****Jade Bauble Item 8**

*CONSUMABLE *ENCHANTMENT *MAGICAL *MENTAL *TALISMAN

Price: 100 gp**Usage:** affixed to a weapon**Bulk:** -**Activate:** [one-action] Command

Requirements: You are a Master with the affixed weapon.

This bit of jade is usually carved in the shape of a duelist, or 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.

SCHOOL—SCROLL **Level 11****Eagle Eye Elixir (Greater) Item 10**

*ALCHEMICAL *CONSUMABLE *ELIXIR

Price: 200 gp**Usage:** held in 1 hand**Bulk:** L**Activate:** [one-action] Interact

After you drink this elixir, you notice subtle visual details. For the next hour, you gain a +3 bonus to Perception checks, gaining a +4 bonus when attempting to find secret doors and traps.

SCHOOL—SCROLL **Level 11****Iron Medallion** **Item 10**

*ABJURATION *CONSUMABLE *MAGICAL
*TALISMAN

Price: 175 gp

Usage: affixed to armor **Bulk:** -

Activate: [reaction] Envision

Trigger: You attempt a Will save against a fear effect but haven't rolled yet.

Requirements: You are a Master in Will saves or have the Bravery class feature. the affixed weapon.

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 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.

SCHOOL—SCROLL **Level 11****Mummified Bat** **Item 10**

*CONSUMABLE *DIVINATION *MAGICAL
*TALISMAN

Price: 175 gp

Usage: affixed to a weapon **Bulk:** -

Activate: [one-action] 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 (CRB 149) for 1 minute.

If you have the Blind-Fight feat, you gain impressive echolocation within a range of 30 feet for 1 minute. This makes creatures that would be Undetected by you because you cannot see them Hidden instead.

SCHOOL—SCROLL **Level 13****Eyes of Apprehension** **Item 12**

*CONSUMABLE *DIVINATION *FORTUNE
*TALISMAN

Price: 400 gp

Usage: affixed to armor **Bulk:** -

Activate: [reaction] 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.

SCHOOL—SCROLL **Level 13****Mending Lattice** **Item 13**

*UNCOMMON *ABJURATION *CONSUMABLE
*MAGICAL *TALISMAN

Price: 525 gp

Usage: affixed to a shield or weapon **Bulk:** -

Activate: [one-action] 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 instantly and completely repairs the affixed item.

SCHOOL—SCROLL **Level 13****Potion of Tongues** **Item 12**

*UNCOMMON *CONSUMABLE *DIVINATION
*MAGICAL *POTION

Price: 320 gp

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

Activate: [one-action] 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. It doesn't allow you to read these languages in their written form.

SCHOOL—SCROLL **Level 15****Iron Cudgel** **Item 14**

*CONSUMABLE *EVOCATION *MAGICAL
*TALISMAN

Price: 900 gp

Usage: affixed to a weapon **Bulk:** -

Activate: [one-action] Brutal Finish

Requirements: You are a Master with the affixed weapon.

This miniature iron cudgel is typically affixed to the weapon by an iron chain. When you activate the cudgel, you use Brutal Finish, as the Fighter feat (CRB 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.