

SCHOOL—SWORDS **Level 1****Leaper's Elixir (Lesser)** **Item 1**

*ALCHEMICAL *CONSUMABLE *ELIXIR

Price: 3gp**Usage:** held in 1 hand**Bulk:** L**Activate:** [one-action] Interact

This tingly solution increases the elasticity and contraction of your leg muscles. For 1 minute after drinking the elixir, you can High Jump or Long Jump as a single action instead of 2 actions. If you do, you don't perform the initial Stride (nor do you fall if you don't Stride 10 feet).

SCHOOL—SWORDS **Level 1****Potency Crystal** **Item 1**

*CONSUMABLE *EVOCATION *MAGICAL *TALISMAN

Price: 4 gp**Usage:** Affixed to a weapon**Bulk:-****Activate:** [free-action] envision**Trigger:** You make an attack with the affixed weapon, but 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.

SCHOOL—SWORDS **Level 1****Shining Ammunition** **Item 1**

*CONSUMABLE *EVOCATION *LIGHT *MAGICAL

Price: 3 gp**Ammunition:** any

A piece of *shining ammunition* gives off a faint glow. When shot, this ammunition sheds bright light in a 20-foot radius (and dim light to eh next 20 feet) for the next 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.

SCHOOL—SWORDS **Level 3****Beacon Shot** **Item 3**

*CONSUMABLE *EVOCATION *MAGICAL

Price: 10 gp**Ammunition:** arrow, bolt**Activate:** [one-action] Interact

The shaft of a beacon shot is studded with tiny flecks of glimmering gemstones. When activated, beacon shot hits a target, it embeds itself in the target and spews sparks for 1 minute. If the target is invisible, it becomes merely hidden to the 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.

SCHOOL—SWORDS **Level 3****Bronze Bull Pendant** **Item 3**

*CONSUMABLE *EVOCATION *MAGICAL *TALISMAN

Price: 7 gp**Usage:** affixed to armor**Bulk:** -**Activate:** [reaction] Envision**Trigger:** You attempt an Athletics check to Shove, but haven't rolled yet.**Requirements:** You must be 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.

SCHOOL—SWORDS **Level 3****Effervescent Ampoule** **Item 2**

*CONSUMABLE *MAGICAL *TRANSMUTATION *TALISMAN

Price: 7 gp**Usage:** affixed to armor**Bulk:** -**Activate:** [one-action] Interact**Requirements:** You must be Expert in Acrobatics

Light spring water fizzes and bubbles within this small glass globe, pilling 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, or break through the flimsy ground, or land on pressure plates as normal for your current location.

SCHOOL—SWORDS **Level 3****Feather Step Stone** **Item 3**

*CONSUMABLE *MAGICAL *TALISMAN *TRANSMUTATION

Price: 8 gp**Usage:** affixed to armor**Bulk:** -**Activate:** [reaction] Envision**Trigger:** You Stride or Step**Requirements:** You must be 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 can ignore the effects of any difficult terrain you move through until the end of your turn.

SCHOOL—SWORDS **Level 3****Jade Cat** **Item 2**

*ABJURATION *CONSUMABLE *MAGICAL *TALISMAN

Price: 6 gp**Usage:** affixed to armor**Bulk:** -**Activate:** [reaction] Command**Trigger:** You fall or attempt an Acrobatics check to Balance**Requirements:** You must be 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.

SCHOOL—SWORDS **Level 3****Bravo's Brew (Lesser)** **Item 2**

*ALCHEMICAL *CONSUMABLE *ELIXIR *MENTAL

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

This flask of foaming beer grants courage. For the next hour after drinking this elixir, you gain a +1 item bonus to Will saves, or a +2 against fear.

SCHOOL—SWORDS **Level 3****Mistform Elixir (Lesser)** **Item 4***ALCHEMICAL *CONSUMABLE *ELIXIR
*VISUAL**Price:** 18 gp**Usage:** held in 1 hand **Bulk:** L**Activate:** [one-action] Interact

A faint mist emanates from your skin, making you concealed for 3 rounds. As usual being concealed when your position is obvious, you can't use this concealment to Hide or Sneak.

SCHOOL—SWORDS **Level 3****Oil of Mending** **Item 3***CONSUMABLE *MAGICAL *OIL
*TRANSMUTATION**Price:** 9 gp**Usage:** held in 2 hands **Bulk:** L**Activate:** [one-action] 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* to repair this item.

SCHOOL—SWORDS **Level 3****Onyx Panther** **Item 2***CONSUMABLE *MAGICAL *TRANSMUTATION
*TALISMAN**Price:** 7 gp**Usage:** affixed to armor **Bulk:** -**Activate:** [reaction] Envision**Trigger:** You use a Sneak action**Requirements:** You are Trained in Stealth

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

SCHOOL—SWORDS **Level 3****Savior Spike** **Item 2***ABJURATION *CONSUMABLE *FORCE
*MAGICAL *TALISMAN**Price:** 7 gp**Usage:** affixed to armor **Bulk:** -**Activate:** [reaction] Command**Trigger:** You attempt to Grab an Edge, but haven't rolled yet.**Requirements:** You are 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 get a critical failure, you get a failure instead).

SCHOOL—SWORDS **Level 3****Silversheen** **Item 2**

*ALCHEMICAL *CONSUMABLE

Price: 6 gp**Usage:** held in 2 hands **Bulk:** L**Activate:** [one-action] Interact

You can slather this silvery paste on one melee weapon, one thrown weapon, or 10 pieces of ammunition. Silversheen spoils quickly, so once you open a vial, you must use it all at once, rather than saving it. For the next hour, the weapon or ammunition counts as silver instead of its normal precious material (such as cold iron) for any physical damage it deals.

SCHOOL—SWORDS **Level 5****Barkskin Potion** **Item 4***ABJURATION *CONSUMABLE *POTION
*PRIMAL**Price:** 18 gp**Usage:** held in 1 hand **Bulk:** L**Activate:** [one-action] 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.

SCHOOL—SWORDS **Level 5****Bloodseeker's Beak** **Item 4***CONSUMABLE *MAGICAL *NECROMANCY
*TALISMAN**Price:** 20 gp**Usage:** held in 1 hand **Bulk:** -**Activate:** [reaction] 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.

SCHOOL—SWORDS **Level 5****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.

SCHOOL—SWORDS **Level 5****Dragon Turtle Scale** **Item 4***CONSUMABLE *MAGICAL *TRANSMUTATION
*TALISMAN**Price:** 13 gp**Usage:** affixed to armor **Bulk:** -**Activate:** [reaction] Envision**Trigger:** You hit a flat-footed creature with the affixed weapon.**Requirements:** You are 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.

SCHOOL—SWORDS **Level 5****Emerald Grasshopper** **Item 5***CONSUMABLE *MAGICAL *TRANSMUTATION
*TALISMAN**Price:** 30 gp**Usage:** affixed to armor **Bulk:** -**Activate:** [reaction] 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, 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.

SCHOOL—SWORDS **Level 5****Shark Tooth Charm** **Item 5***ABJURATION *CONSUMABLE *MAGICAL
*TALISMAN**Price:** 18 gp**Usage:** affixed to armor **Bulk:** -**Activate:** [reaction] 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 release you as a free action or take 2d8 piercing damage as the shark's teeth momentarily emerge from your skin.

SCHOOL—SWORDS **Level 7****Leaper's Elixir (Greater)** **Item 7**

*ALCHEMICAL *CONSUMABLE *ELIXIR

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

This tingly solution increases the elasticity and contraction of your leg muscles. For 1 minute after drinking the elixir, you can High Jump or Long Jump as a single action instead of 2 actions. If you do, you don't perform the initial Stride (nor do you fall if you don't Stride 10 feet).

SCHOOL—SWORDS **Level 7****Swift Block Cabochon** **Item 7***UNCOMMON *ABJURATION *CONSUMABLE
*MAGICAL *TALISMAN**Price:** 70 gp**Usage:** affixed to a shield **Bulk:** -**Activate:** [reaction] 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 can use the Shield Block reaction even if you hadn't raised the affixed shield (and even if you don't normally have that reaction).

SCHOOL—SWORDS **Level 9****Aligned Oil** **Item 9**

*CONSUMABLE *DIVINE *EVOCATION *OIL

Price: 140 gp**Usage:** held in 1 hand **Bulk:** L**Activate:** [one-action] 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.

SCHOOL—SWORDS **Level 9****Cheetah's Elixir (Greater)** **Item 9**

*ALCHEMICAL *CONSUMABLE *ELIXIR

Price: 110 gp**Usage:** held in 1 hand **Bulk:** L**Activate:** [one-action] Interact

Enzymatic compounds in this elixir strengthen and excite the muscles in your legs. You gain a +10 status bonus to your Speed for the duration of 1 hour.

SCHOOL—SWORDS **Level 9****Potion of Quickness** **Item 8***CONSUMABLE *MAGICAL *POTION
*TRANSMUTATION**Price:** 90 gp**Usage:** held in 1 hand **Bulk:** L**Activate:** [one-action] Interact**Trigger:** Drinking this silver potion grants you the effects of *haste* for 1 round.**SCHOOL—SWORDS** **Level 9****Storm Arrow** **Item 9***AIR *CONSUMABLE *ELECTRICITY
*EVOCATION *MAGICAL**Price:** 130 gp**Ammunition:** arrow**Activate:** [one-action] Interact

The head of this arrow is made of 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. See CRB 560 for the effects of a critical success-critical failure.

SCHOOL—SWORDS **Level 11****Bravo's Brew (Moderate)** **Item 10***ALCHEMICAL *CONSUMABLE *ELIXIR
*MENTAL**Price:** 150 gp**Usage:** held in 1 hand **Bulk:** L**Activate:** [one-action] Interact

This flask of foaming beer grants courage. For the next hour after drinking this elixir, you gain a +2 item bonus to Will saves, or a +3 against fear.

SCHOOL—SWORDS **Level 11****Oil of Keen Edges** **Item 11**

*UNCOMMON *MAGICAL *OIL
*TRANSMUTATION

Price: 250 gp

Usage: held in 2 hand **Bulk:** L

Activate: [one-action] 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.

SCHOOL—SWORDS **Level 15****Dazing Coil** **Item 14**

*CONSUMABLE *ENCHANTMENT *MAGICAL
*TALISMAN

Price: 900 gp

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

Activate: [reaction] Envision

Trigger: You deal damage to a flat-footed creature with the affixed weapon.

This know 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 as a DC 31 Will save or be Stunned 1. If it critically fails, it instead becomes Stunned 2.

SCHOOL—SWORDS **Level 15****Bravo's Brew (Greater)** **Item 2**

*ALCHEMICAL *CONSUMABLE *ELIXIR
*MENTAL

Price: 700 gp

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

Activate: [one-action] Interact

This flask of foaming beer grants courage. For the next hour after drinking this elixir, you gain a +3 item bonus to Will saves, or a +4 against fear. If you roll a success on a save against fear, you get a critical success instead.