HEALING POTION   ITEM 1+

CONSUMABLE   HEALING   MAGICAL   POTION   VITALITY

Usage held in 1 hand; **Bulk** L
Activate ❖ (manipulate)

A *healing potion* is a vial of 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.

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BUBBLING SCALE   ITEM 2

UNCOMMON   CONSUMABLE   MAGICAL   MORPH

Price 5 gp
Usage held in 1 hand; **Bulk** —
Duration 1 hour
Activate ❖ Interact

This dark, iridescent scale is about the size of a small coin.
   When you swallow the scale, you immediately grow a
   patch of scales that cover the majority of your body.
For the duration, you can hold your breath for 15 rounds
   plus your Constitution modifier (instead of 5 rounds + your
   Constitution modifier) before drowning. It has no effect in
   non-aquatic environments that require you to hold your
   breath. After this time, the scales wither and fall off your
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Lion Badge — Item 4

Uncommon | Consumable | Magical | Talisman

Price 15 gp
Usage affixed to armor; **Bulk** —
Activate ◈ (concentrate); **Trigger** You gain the frightened condition as a result of a Will save; **Requirement** You're an Expert in Will saves

This plain wooden badge has the face of a roaring lion etched onto its surface. When you activate this talisman, reduce the value of your frightened condition by 1 (to a minimum of 0). When this talisman is used, the image of the lion fades and the item becomes a plain, non-magical wooden badge

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Elixir of Life — Item 1+

Alchemical | Consumable | Elixir | Healing

Usage held in 1 hand; **Bulk** L
Duration 10 minutes
Activate ❖ (manipulate)

Elixirs of life accelerate a living creature's natural healing processes and immune system. Upon drinking this elixir, you regain the listed number of Hit Points, and gain an item bonus to saving throws against diseases and poisons for the duration.

Type minor; **Level** 1
Price 3 gp
The elixir restores 1d6 Hit Points, and the bonus ia +1.

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Scroll of Runic Weapon — Item 1

Consumable | Magical | Scroll

Traditions arcane, divine, occult, primal
Price 4 gp
Usage held in 1 hand; **Bulk** L
Range touch; **Targets** 1 weapon that is unattended or wielded by a willing creature
Duration 1 minute
Activate ❖❖ Cast a Spell (concentrate, manipulate);
Requirement You must have the spell on your spell list

The weapon glimmers with magic as temporary runes carve down its length. The target becomes a *+1 striking weapon*, gaining a +1 item bonus to attack rolls and increasing the number of weapon damage dice to two.

Alchemist's Fire — Item 1+

Alchemical | Bomb | Consumable | Fire | Splash

Usage held in 1 hand; **Bulk** L
Activate ❖ Strike

Alchemist's fire is a combination of volatile liquids that ignite when exposed to air. Alchemist's fire deals the listed fire damage, persistent fire damage, and splash damage. Many types grant an item bonus to the attack roll made with it.

Bombs are a martial thrown weapon with a range increment of 20 feet. When you Strike with this bomb, you use the following results:

Critical Success: The target takes double initial and persistent damage. The target and creatures adjacent to it take the splash damage.
Success: The target takes the initial and persistent damage. The target and creatures adjacent to it take the splash damage.
Failure: The target takes the splash damage.

Type lesser; **Level** 1
Price 3 gp
The bomb deals 1d8 fire damage, 1 persistent fire damage, and 1 fire splash damage.

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Alchemical | Bomb | Consumable | Fire | Splash

Usage held in 1 hand; **Bulk** L
Activate ❖ Strike

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Bombs are a martial thrown weapon with a range increment of 20 feet. When you Strike with this bomb, you use the following results:

Critical Success: The target takes double initial and persistent damage. The target and creatures adjacent to it take the splash damage.
Success: The target takes full initial and persistent damage. The target and creatures adjacent to it take the splash damage.
Failure: The target takes the splash damage.

Type lesser; **Level** 1
Price 3 gp
The bomb deals 1d8 fire damage, 1 persistent fire damage, and 1 fire splash damage.

BOTTLED LIGHTNING   ITEM 1+

ALCHEMICAL BOMB CONSUMABLE ELECTRICITY SPLASH

Usage held in 1 hand; **Bulk** L
Activate ❖ Strike

Bottled lightning is packed with volatile reagents that create a blast of electricity when they're exposed to air. The bomb deals the listed electricity damage and electricity splash damage. On a hit, the target becomes off-guard until the start of your next turn.

Bombs are a martial thrown weapon with a range increment of 20 feet. When you Strike with this bomb, you use the following results:

Critical Success: The target takes double damage. The target and creatures adjacent to it take the splash damage.

Success: The target takes full damage. The target and creatures adjacent to it take the splash damage.

Failure: The target takes the splash damage.

Type lesser; **Level** 1
Price 3 gp

The bomb deals 1d6 electricity damage, and 1 electricity splash damage.

WORDREAPER   ITEM 3

UNCOMMON MAGICAL

Price 55 gp
Usage held in hand; **Bulk** L

The blade of this *+1 sickle* is engraved to look like the curving feather of a particularly elaborate quill. The wooden handle has a pen nib at the base. You can use *wordreaper's* handle as an ink pen and it never runs out of ink.

Activate—Skim ❖❖ Interact; **Frequency** once per day;

Effect You use *wordreaper* to inscribe the words "read by" and your name inside a non-magical literary work (such as a non-magical book, scroll, or play). You immediately gain cursory knowledge of the literary work as though you had skimmed it for 5 minutes.