HEALING POTION, MINOR — ITEM 1

CONSUMABLE HEALING MAGICAL NECROMANCY POTION
Usage held in 1 hand; **Bulk** L
Activate [one-action] 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.

SILVERTONGUE MUTAGEN — ITEM 1

ALCHEMICAL CONSUMABLE ELIXIR MUTAGEN POLYMORPH
Usage held in 1 hand; **Bulk** L
Activate [one-action] Interact
Your features become striking and your voice becomes musical and commanding, though facts and figures become hazy for you and emotion clouds your ability to reason.
   Benefit You gain an item bonus to Deception, Diplomacy, Intimidation, and Performance checks. Your critical failures with any of these skill become failures instead.
   Drawback You take a –2 item penalty to Arcana, Crafting, Lore, Occultism, and Society checks. Choose one skill in which you are trained; for the duration, you become untrained in that skill. All your failures on checks to Recall Knowledge become critical failures.
Type lesser; **Level** 1; **Price** 4 gp
The bonus is +1, and the duration is 1 minute.

DISRUPTING WEAPONS — SPELL 1

NECROMANCY POSITIVE
Traditions divine
Cast [two-actions] somatic, verbal
Range touch; **Targets** up to two weapons, each of which must be wielded by you or a willing ally, or else unattended
Duration 1 minute
You infuse weapons with positive energy. Attacks with these weapons deal an extra 1d4 positive damage to undead.

HEAL — SPELL 1

HEALING NECROMANCY POSITIVE
   Traditions divine, primal
   Cast [one-action] to [three-actions]
   Range varies; **Targets** 1 willing living creature or 1 undead creature
You channel positive energy to heal the living or damage the undead. If the target is a willing living creature, you restore 1d8 Hit Points. If the target is undead, you deal that amount of positive damage to it, and it gets a basic Fortitude save. The number of actions you spend when Casting this Spell determines its targets, range, area, and other parameters.
   [one-action] **(somatic)** The spell has a range of touch.
   [two-actions] **(verbal, somatic)** The spell has a range of 30 feet. If you're healing a living creature, increase the Hit Points restored by 8.
   [three-actions] **(material, somatic, verbal)** You disperse positive energy in a 30-foot emanation. This targets all living and undead creatures in the burst.

MAGIC MISSILE — SPELL 1

EVOCATION FORCE
   Traditions arcane, occult
   Cast [one-action] to [three-actions] (somatic, verbal)
Range 120 feet; **Targets** 1 creature
You send a dart of force streaking toward a creature that you can see. It automatically hits and deals 1d4+1 force damage. For each additional action you use when Casting the Spell, increase the number of missiles you shoot by one, to a maximum of three missiles for 3 actions. You choose the target for each missile individually. If you shoot more than one missile at the same target, combine the damage before applying bonuses or penalties to damage, resistances, weaknesses, and so forth.

CRYING ANGEL PENDANT — ITEM 2

CONSUMABLE DIVINE NECROMANCY TALISMAN
Price 7 gp
Usage affixed to armor; **Bulk** —
Activate [free-action] 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.

CRYING ANGEL PENDANT — ITEM 2

CONSUMABLE DIVINE NECROMANCY TALISMAN
Price 7 gp
Usage affixed to armor; **Bulk** —
Activate [free-action] 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.

MISTFORM ELIXIR — ITEM 4

ALCHEMICAL CONSUMABLE ELIXIR ILLUSION VISUAL
Usage held in 1 hand; **Bulk** L
Activate [one-action] Interact
A faint mist emanates from your skin, making you concealed for the listed duration. As usual being concealed when your position is still obvious, you can't use this concealment to Hide or Sneak.
Type lesser; **Level** 4; **Price** 18 gp
The duration is 3 rounds.

Concealed

While you are concealed from a creature, such as in a thick fog, you are difficult for that creature to see. You can still be observed, but you're tougher to target. A creature that you're concealed from must succeed at a DC 5 flat check when targeting you with an attack, spell, or other effect. Area effects aren't subject to this flat check. If the check fails, the attack, spell, or effect doesn't affect you.

HEALING POTION, LESSER — ITEM 3

CONSUMABLE HEALING MAGICAL NECROMANCY POTION
Usage held in 1 hand; **Bulk** L
Activate [one-action] 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 lesser; **Level** 3; **Price** 12 gp
The potion restores 2d8+5 Hit Points.