SCHOOL—ALL   Level 1

Acid Flask (Lesser)   Item 1

*ACID *ALCHEMICAL *BOMB *SPLASH *CONSUMABLE

Price: 3gp

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

Activate: [one-action] Strike

This flask filled with corrosive acid deals 1 Acid damage, 1d6 persistent Acid damage, and I Acid splash damage.

SCHOOL—ALL   Level 1

Holy Water   Item 1

*CONSUMABLE *DIVINE *GOOD *SPLASH

Price: 3 gp

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

Activate: [one-action] Strike

This vial contains water blessed by a good deity. You activate a vial of holy water by throwing it with a Strike. It is 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.

Holy Water deals 1d6 Good damage and 1 Good splash damage. It damages only fiends, undead, and creatures that have a weakness for Good damage.

SCHOOL—ALL   Level 1

Alchemist's Fire (Lesser)   Item 1

*ALCHEMICAL *BOMB *CONSUMABLE *FIRE *SPLASH

Price: 3gp

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

Activate: [one-action] Strike

Alchemist's fire is a combination of volatile liquids that ignite when exposed to air. The bomb deals 1d8 Fire damage, 1 persistent Fire damage, and I Fire splash damage.

SCHOOL—ALL   Level 1

Bottled Lightning (Lesser) Item 1

*ALCHEMICAL *BOMB *CONSUMABLE *ELECTRCITY *SPLASH

Price: 3gp

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

Activate: [one-action] Strike

Bottled lightning is packed with volatile reagents that create a blast that deals 1d6 Electricity damage and 1 Electricity splash damage. On a hit, the target becomes Flat-footed until the start of your next turn.

SCHOOL—ALL   Level 1

Frost Vial (Lesser)   Item 1

ALCHEMICAL *BOMB *COLD *CONSUMBALE *SPLASH

Price: 3 gp

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

Activate: [one-action] Strike

The liquid reagents in this vial rapidly absorb heat when exposed to air. A frost vial deals 1d6 Cold damage and 1 Cold splash damage, and the target takes a –5 foot penalty to their Speed until the end of its next turn.

SCHOOL—ALL   Level 1

Tanglefoot Bag (Lesser)   Item 1

*ALCHEMICAL *BOMB *CONSUMABLE

Price: 3 gp

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

Activate: [one-action] Strike

A tanglefoot bag is filled with sticky substances. When you hit a creature with a tanglefoot bag, the creature takes a –10 foot penalty to its Speed for 1 minute.

On a critical hit, a creature in contact with a solid surface becomes stuck to the surface and immobilized for 1 round, and a creature flying via wings has its wings tangled, causing it to fall safely to the ground and become unable to fly again for 1 round. Tanglefoot bags are not effective when used on a creature in water.

The target can end any effects by using the Escape action (DC 17) or spending a total of 2 Interact actions to carefully remove the sticky substances. These Interact actions do not have to be consecutive, and other creatures can provide the actions as well.

SCHOOL—ALL   Level 1

Thunderstone (Lesser)   Item 1

*ALCHEMICAL *BOMB * CONSUMABLE *SONIC *SPLASH

Price: 3 gp

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

Activate: [one-action] Strike

When this stone hits a creature or a hard surface, it explodes with a deafening bang. A thunderstone deals 1d4 Sonic damage and 1 Sonic splash damage, and each creature within 10 feet of the space in which the stone exploded must succeed at a Fortitude saving throw (DC 17) or be Deafened until the end of its next turn.

SCHOOL—ALL   Level 1

Antidote (Lesser)   Item 1

*ALCHEMICAL *CONSUMABLE *ELIXIR

Price: 3 gp

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

Activate: [one-action] Strike

An antidote protects you against toxins. Upon drinking an antidote, you gain a +2 item bonus to Fortitude saving throws against poison for 6 hours.

SCHOOL—ALL   Level 1

Antiplague (Lesser)   Item 1

*ALCHEMICAL *CONSUMABLE *ELIXIR

Price: 3 gp

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

Activate: [one-action] Strike

Antiplague can fortify the body's defenses against diseases. Upon drinking an antiplague, you gain a +2 item bonus to Fortitude Saving Throws against diseases for 24 hours; this applies to your daily saves against a disease's progression as well.

SCHOOL—ALL   Level 1

Healing Potion (Minor)   Item 1

*CONSUMABLE *HEALING *MAGICAL
*NECROMANCY *POTION

Price: 4 gp

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

Activate: [one-action] Interact

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, it restores 1d8 hit points of damage.

SCHOOL—ALL   Level 3

Healing Potion (Lesser) Item 3

*CONSUMABLE *HEALING *MAGICAL
*NECROMANCY *POTION

Price: 12 gp

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

Activate: [one-action] Interact

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, it restores 1d8+5 hit points of damage.

SCHOOL—ALL   Level 3

Water Breathing Potion (Lesser) Item 3

*CONSUMABLE *MAGICAL *POTION
*TRANSMUTATION

Price: 11 gp

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

Activate: [one-action] Interact

An antidote protects you against toxins. Upon drinking an antidote, you gain a +2 item bonus to Fortitude saving throws against poison for 6 hours.

SCHOOL—ALL   Level 5

Acid Flask (Moderate)   Item 3

*ACID *ALCHEMICAL *BOMB *SPLASH
*CONSUMABLE

Price: 10 gp

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

Activate: [one-action] Strike

This flask filled with corrosive acid deals 1 Acid damage, 2d6 persistent Acid damage, and 2 Acid splash damage.

You gain a +1 item bonus to attack rolls.

SCHOOL—ALL   Level 5

Alchemist's Fire (Moderate) Item 3

*ALCHEMICAL *BOMB *CONSUMABLE *FIRE
*SPLASH

Price: 10 gp

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

Activate: [one-action] Strike

Alchemist's fire is a combination of volatile liquids that ignite when exposed to air. The bomb deals 2d8 Fire damage, 2 persistent Fire damage, and 2 Fire splash damage.

You gain a +1 item bonus to attack rolls.

SCHOOL—ALL   Level 5

Bottled Lightning (Moderate) Item 3

*ALCHEMICAL *BOMB *CONSUMABLE
*ELECTRCITY *SPLASH

Price: 10 gp

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

Activate: [one-action] Strike

Bottled lightning is packed with volatile reagents that create a blast that deals 2d6 Electricity damage and 2 Electricity splash damage. On a hit, the target becomes Flat-footed until the start of your next turn.

You gain a +1 item bonus to attack rolls.

SCHOOL—ALL   Level 5

Frost Vial (Moderate)   Item 3

ALCHEMICAL *BOMB *COLD *CONSUMBALE
*SPLASH

Price: 10 gp

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

Activate: [one-action] Strike

The liquid reagents in this vial rapidly absorb heat when exposed to air. A frost vial deals 2d6 Cold damage and 2 Cold splash damage, and the target takes a –10 foot penalty to their Speed until the end of its next turn.

You gain a +1 item bonus to attack rolls.

SCHOOL—ALL   Level 5

Tanglefoot (Moderate)   Item 3

ALCHEMICAL *BOMB *COLD *CONSUMBALE
*SPLASH

Price: 10 gp

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

Activate: [one-action] Strike

A tanglefoot bag is filled with sticky substances. When you hit a creature with a tanglefoot bag, the creature takes a –15 foot penalty to its Speed for 1 minute.

On a critical hit, a creature in contact with a solid surface becomes stuck to the surface and immobilized for 1 round, and a creature flying via wings has its wings tangled, causing it to fall safely to the ground and become unable to fly again for 1 round. Tanglefoot bags are not effective when used on a creature in water.

The target can end any effects by using the Escape action (DC 19) or spending a total of 2 Interact actions to carefully remove the sticky substances. These Interact actions do not have to be consecutive, and other creatures can provide the actions as well.

You gain a +1 item bonus to attack rolls.

SCHOOL—ALL   Level 5

Thunderstone (Moderate)   Item 3

ALCHEMICAL *BOMB *COLD *CONSUMBALE
*SPLASH

Price: 10 gp

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

Activate: [one-action] Strike

When this stone hits a creature or a hard surface, it explodes with a deafening bang. A thunderstone deals 2d4 Sonic damage and 2 Sonic splash damage, and each creature within 10 feet of the space in which the stone exploded must succeed at a Fortitude saving throw (DC 20) or be Deafened until the end of its next turn.

You gain a +1 item bonus to attack rolls.

SCHOOL—ALL   Level 7

Potion of Resistance (Lesser) Item 6

*ABJURATION *CONSUMABLE *MAGICAL *POTION

Price: 45 gp

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

Activate: [one-action] 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).

SCHOOL—ALL   Level 7

Antidote (Moderate)   Item 6

*ALCHEMICAL *CONSUMABLE *ELIXIR

Price: 35 gp

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

Activate: [one-action] Strike

An antidote protects you against toxins. Upon drinking an antidote, you gain a +3 item bonus to Fortitude saving throws against poison for 6 hours.

SCHOOL—ALL   Level 7

Antiplague (Moderate)   Item 6

*ALCHEMICAL *CONSUMABLE *ELIXIR

Price: 35 gp

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

Activate: [one-action] Interact

Antiplague can fortify the body's defenses against diseases. Upon drinking an antiplague, you gain a +3 item bonus to Fortitude Saving Throws against diseases for 24 hours; this applies to your daily saves against a disease's progression as well.

SCHOOL—ALL   Level 7

Healing Potion (Moderate) Item 6

*CONSUMABLE *HEALING *MAGICAL *NECROMANCY *POTION

Price: 50 gp

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

Activate: [one-action] Interact

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, it restores 3d8+10 hit points of damage.

SCHOOL—ALL   Level 7

Salve of Antiparalysis   Item 6

*CONSUMABLE *HEALING *MAGICAL *NECROMANCY *OIL

Price: 40 gp

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

Activate: [one-action] 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.

SCHOOL—ALL   Level 9

Potion of Flying   Item 8

*CONSUMABLE *MAGICAL *POTION *TRANSMUTATION

Price: 100 gp

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

Activate: [one-action] Interact

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

SCHOOL—ALL   Level 11

Antidote (Greater)   Item 10

*ALCHEMICAL *CONSUMABLE *ELIXIR

Price: 160 gp

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

Activate: [one-action] Interact

An antidote protects you against toxins. Upon drinking an antidote, you gain a +4 item bonus to Fortitude saving throws against poison for 6 hours.

SCHOOL—ALL   Level 11

Antiplague (Greater)   Item 10

*ALCHEMICAL *CONSUMABLE *ELIXIR

Price: 160 gp

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

Activate: [one-action] Interact

Antiplague can fortify the body's defenses against diseases. Upon drinking an antiplague, you gain a +4 item bonus to Fortitude Saving Throws against diseases for 24 hours; this applies to your daily saves against a disease's progression as well.

SCHOOL—ALL   Level 13

Acid Flask (Greater)   Item 11

*ACID *ALCHEMICAL *BOMB *SPLASH *CONSUMABLE

Price: 250 gp

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

Activate: [one-action] Strike

This flask filled with corrosive acid deals 1 Acid damage, 3d6 persistent Acid damage, and 3 Acid splash damage.

You gain a +2 item bonus to attack rolls.

SCHOOL—ALL   Level 13

Alchemist's Fire (Greater)
Item 11

*ALCHEMICAL *BOMB *CONSUMABLE *FIRE *SPLASH

Price: 250 gp

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

Activate: [one-action] Strike

Alchemist's fire is a combination of volatile liquids that ignite when exposed to air. The bomb deals 3d8 Fire damage, 3 persistent Fire damage, and 3 Fire splash damage.

You gain a +2 item bonus to attack rolls.

SCHOOL—ALL   Level 13

Bottled Lightning (Greater)
Item 11

*ALCHEMICAL *BOMB *CONSUMABLE *ELECTRCITY *SPLASH

Price: 250 gp

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

Activate: [one-action] Strike

Bottled lightning is packed with volatile reagents that create a blast that deals 3d6 Electricity damage and 3 Electricity splash damage. On a hit, the target becomes Flat-footed until the start of your next turn.

You gain a +2 item bonus to attack rolls.

SCHOOL—ALL   Level 13

Frost Vial (Greater)   Item 11

ALCHEMICAL *BOMB *COLD *CONSUMBALE *SPLASH

Price: 250 gp

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

Activate: [one-action] Strike

The liquid reagents in this vial rapidly absorb heat when exposed to air. A frost vial deals 3d6 Cold damage and 3 Cold splash damage, and the target takes a –10 foot penalty to their Speed until the end of its next turn.

You gain a +2 item bonus to attack rolls.

SCHOOL—ALL   Level 13

Tanglefoot Bag (Greater) Item 11

*ALCHEMICAL *BOMB *CONSUMABLE

Price: 250 gp

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

Activate: [one-action] Strike

A tanglefoot bag is filled with sticky substances. When you hit a creature with a tanglefoot bag, the creature takes a –15 foot penalty to its Speed for 1 minute.

On a critical hit, a creature in contact with a solid surface becomes stuck to the surface and immobilized for 1 round, and a creature flying via wings has its wings tangled, causing it to fall safely to the ground and become unable to fly again for 1 round. Tanglefoot bags are not effective when used on a creature in water.

The target can end any effects by using the Escape action (DC 28) or spending a total of 2 Interact actions to carefully remove the sticky substances. These Interact actions do not have to be consecutive, and other creatures can provide the actions as well.

SCHOOL—ALL   Level 13

Thunderstone (Greater)   Item 11

*ALCHEMICAL *BOMB * CONSUMABLE *SONIC *SPLASH

Price: 250 gp

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

Activate: [one-action] Strike

When this stone hits a creature or a hard surface, it explodes with a deafening bang. A thunderstone deals 3d4 Sonic damage and 3 Sonic splash damage, and each creature within 10 feet of the space in which the stone exploded must succeed at a Fortitude saving throw (DC 28) or be Deafened until the end of its next turn.

You gain a +2 item bonus to attack rolls.

SCHOOL—ALL   Level 13

Healing Potion (Greater)   Item 12

*CONSUMABLE *HEALING *MAGICAL *NECROMANCY *POTION

Price: 400 gp

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

Activate: [one-action] Interact

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, it restores 6d8+20 hit points of damage.

SCHOOL—ALL   Level 15

Antidote (Major)   Item 14

*ALCHEMICAL *CONSUMABLE *ELIXIR

Price: 675 gp

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

Activate: [one-action] Strike

An antidote protects you against toxins. Upon drinking an antidote, you gain a +4 item bonus to Fortitude saving throws against poison for 6 hours.

SCHOOL—ALL   Level 15

Antiplague (Major)   Item 14

*ALCHEMICAL *CONSUMABLE *ELIXIR

Price: 675 gp

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

Activate: [one-action] Strike

Antiplague can fortify the body's defenses against diseases. Upon drinking an antiplague, you gain a +4 item bonus to Fortitude Saving Throws against diseases for 24 hours; this applies to your daily saves against a disease's progression as well.

SCHOOL—ALL   Level 19

Healing Potion (Major)   Item 18

*CONSUMABLE *HEALING *MAGICAL *NECROMANCY *POTION

Price: 5,000 gp

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

Activate: [one-action] Interact

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, it restores 8d8+30 hit points of damage.