

A2. Mudchewer Central

HEALING POTION

ITEM 1+

Consumable
Healing
Magical
Necromancy
Potion

Method of Use held, 1 hand; **Bulk** L

Activation ◆ Operate Activation

When you drink a *healing potion*, you regain the listed number of Hit Points.

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

The potion restores 1d8 Hit Points.

OWLBEAR CLAW

ITEM 1

Consumable
Evocation
Magical
Trinket

Price 3 gp

Method of Use affixed, weapon; **Bulk** –

Activation ◆ Focus Activation; **Trigger** You critically succeed at an attack roll with the affixed weapon.

Requirements You are an expert with the affixed weapon.

This claw set in an iron clasp and chain isn't always the claw of an owlbear, but this trinket is associated with that strange beast due to its original formula. When you activate the claw, the triggering attack gains the weapon's critical specialization effect. If you already gain the critical specialization effect for the affixed weapon, this trinket has no effect.

A7. Goblin Headquarters

ALCHEMIST'S FIRE

ITEM 1

Alchemical
Bomb
Consumable
Fire
Splash

Price 3 gp

Method of Use held, 1 hand; **Bulk** L

Alchemist's fire is combination of several volatile liquids that ignite when exposed to air, typically stored in a sealed flask. Alchemist's fire deals 1d8 fire damage, 1 persistent fire damage, and 1 fire splash damage.

The target can end this persistent damage by spending an Interact action or by becoming submerged in water or otherwise entering an area deprived of air. A creature adjacent to the target can also end the persistent damage by spending an Interact action.

SMOKESTICK

ITEM 1

Alchemical
Consumable

Price 2 gp

Method of Use held, 2 hands; **Bulk** L

Activation ◆ Operate Activation, no cost

With a sharp twist of this item, you instantly create a screen of thick, opaque smoke in a 5-foot-radius burst centered on one corner of your space. All creatures within that area are concealed (see page 302). The smoke lasts for 1 minute or until dispersed by a strong wind.

IDENTIFY MAGIC

Concentrate
Secret

Once you discover that an item, location, or ongoing effect is magical, you can spend an hour to attempt to identify the particulars of its magic. If your attempt is interrupted, you must start over. The GM sets the DC for your check (see Table 4-2 on page 146). Cursed or esoteric subjects usually have higher DCs or might even be impossible to identify using Arcana alone. Heightening a spell doesn't increase the DC.

Success For an item or location, you get a sense of what it does and learn any means of activating it. For an ongoing effect, you learn the effect's name and what it does. You can't try again in hopes of getting a critical success.

Critical Success You learn all the attributes of the magic, including whether it is cursed.

Failure You fail to identify the magic and can't try again for 1 day.

Critical Failure You misidentify the magic as something else of the GM's choice.

TABLE 4-2: IDENTIFYING OR LEARNING A SPELL

Spell Level	Price*	Typical DC*
1st or cantrip	20 sp	13
2nd	60 sp	16
3rd	160 sp	19
4th	360 sp	22
5th	700 sp	25
6th	1,400 sp	28
7th	3,030 sp	31
8th	6,500 sp	34
9th	15,000 sp	37
10th*	70,000 sp	40

* Rare spells of 9th level or lower typically have a Price and DC that's 1 level higher.

DETECT MAGIC

CANTRIP

Cantrip
Detection
Divination

Casting ◆ Somatic Casting, ◆ Verbal Casting

Area 30-foot aura

You send out a magical pulse that registers the presence of magic. You receive no information beyond presence or absence of magic. You can choose to ignore magic you're fully aware of, such as you and your allies' magic items and ongoing spells.

You detect illusion magic only if that magic's effect has a lower level than the level of your *detect magic* spell. However, items that have an illusion aura but aren't deceptive in appearance (such as an *invisibility potion*) typically get detected normally.

Heightened (3rd) You learn the school of magic for the highest-level magical effect within range that the spell detects. If multiple effects are equally strong, the GM determines which you learn.

Heightened (4th) As 3rd level, but you also pinpoint the source of the highest-level magic. You don't learn the exact location but can narrow down the source to within a 5-foot cube. If the source is larger than that, you identify only the cube nearest to you.

WAYFINDER**ITEM 2**Evocation
Magical**Price** 27 gp**Method of Use** held, 1 hand; **Bulk** –**Activation** ⚡ Command Activation

This compact compass features ancient technology repurposed to draw fantastic powers from the *aeon stones* the lost Azlanti empire held sacred thousands of years ago. It serves as a badge of office for agents of the Pathfinder Society and as a status symbol among adventurers of any stripe. A *wayfinder* functions as a compass, and you can activate it with a command word to cast the *light* cantrip on the *wayfinder*.

An indentation in the middle of the *wayfinder* can hold a single *aeon stone* (see page 380). Placing an *aeon stone* in this indentation provides you all the benefits of having the *aeon stone* orbiting your head, but protects the stone from being stolen or noticed as easily. You must invest the stone when you place it in the *wayfinder* in order to gain its benefits. An invested *aeon stone* slotted in a *wayfinder* also grants its resonant power. If you have more than one *wayfinder* with an invested *aeon stone* on your person at a given time, destructive interference from their resonance prevents you from gaining benefits from any of them.

SHOCKING GRASP**SPELL 1**Attack
Electricity
Evocation**Casting** ⚡ Somatic Casting, ⚡ Verbal Casting**Range** touch; **Targets** one creature

On a hit, the target takes electricity damage equal to 1d12 plus your spellcasting ability modifier. If the target is wearing metal armor or is made of metal, you gain a +1 circumstance bonus to your attack roll with *shocking grasp* and the target takes 1d4 persistent electricity damage on a hit. On a critical hit, double the damage, but not the persistent damage.

Heightened (+1) The damage increases by 1d12 and the persistent electricity damage increases by 1.

SCROLLS

A scroll contains a single spell, which you can cast without having to expend a spell slot. Scrolls are always consumable magic items with the scroll trait. The spell on a scroll can be cast only once, after which the scroll is destroyed. The spell on the scroll is cast at a particular spell level, as determined by the scroll. For instance, a *scroll of magic missile* (level 1) could be used to cast the 1st-level version of *magic missile*, but not a *magic missile* heightened to 2nd level. If no level is listed, the scroll is for the spell's lowest level.

If you find a scroll, you can spend 1 minute trying to figure out what spell is on the scroll. If the spell is on your spell list, you automatically learn what the spell is after this time. If not, you must Identify a Magic Item (see pages 154 and 156) as normal.

Casting a Spell from a Scroll

Casting a spell from a scroll requires holding the scroll in one hand and performing a Cast a Spell activity using the normal spellcasting actions for the spell. You activate the scroll as part of the first spellcasting action you use, and you must spend 1 Resonance Point at this time.

To cast a spell from a scroll, you must have the spell on your spell list and be able to use the spellcasting actions listed in the spell's entry. Because you're the one casting the spell, use your spell roll and spell DC, up to a maximum depending on the scroll's level (see Table 11-5: Scroll Statistics). The spell also gains the appropriate trait for your tradition (arcane, divine, occult, or primal).

Any physical material components and cost were already provided when the scroll was crafted, but you must spend a Somatic Casting action in place of each Material Casting action required to cast the spell. If the spell requires a focus, you must still have that focus to cast the spell from a scroll.