

another weapon to cast *magic weapon* on its target. You gain a +2 competence bonus on all smithing (weaponsmithing, armorsmithing, blacksmithing, and so on) checks made with the *forgehammer*.

If Torag is your patron, once per day you may strike the *forgehammer* against another character's shield or set of armor to cast a *shield other* spell. If you can craft magic weapons or armor and you use the *forgehammer* during the crafting, the total time to craft the item decreases by 25% (minimum 1 day crafting). This does not reduce the cost to create the item. A particular *forgehammer* can only aid in one item's crafting at a time.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, Wondrous Item, *magic weapon*, *shield other*, creator must have at least 5 ranks in a smithing Craft skill; **Cost** 2,400 gp, 192 XP

FLASK OF THE REAPER

Aura faint transmutation; **CL** 3rd

Slot none; **Price** 3,800 gp; **Weight** —

DESCRIPTION

This metal container looks like a hip flask for carrying alcoholic drinks except it is barely larger than a potion vial. The side of the flask may be blank or have a personalized decoration, but the screw-on stopper usually bears a mark like a shield or perhaps a featureless mask. Once per day, you can drink from it and gain a +5 alchemical bonus on Fortitude saving throws against poison and a +5 competence bonus on Hide checks for 1 hour.

If Norgorber is your patron, in addition to the above ability, once per day you may drink from the flask to gain a +5 competence bonus on Move Silently, Search, or Sleight of Hand checks. Once per day, you can pour acid from the flask (equivalent in volume to a standard acid flask).

CONSTRUCTION

Requirements Craft Wondrous Item, *acid splash*, *resistance*, creator must have at least 5 ranks in Hide, Move Silently, Search, and Sleight of Hand; **Cost** 1,900 gp, 152 XP

GOSSAMER AMBERSTONE

Aura faint conjuration; **CL** 3rd

Slot neck; **Price** 2,700 gp; **Weight** —

DESCRIPTION

This coin-sized piece of cracked amber is glued to a leather strap and contains a preserved bloodsucking insect of unnatural size. Once per day, you can use *cure light wounds*.

If Ghlauder is your patron, once per day you may use *summon swarm*. The swarm can be spiders or mosquitoes; a mosquito swarm has the same statistics as a locust swarm except its attack deals 1d6 damage and transmits filth fever.

CONSTRUCTION

Requirements Craft Wondrous Item, *cure light wounds*, *summon swarm*; **Cost** 1,350 gp, 108 XP

GREAT BARGHEST HERO CLOAK

Aura faint transmutation; **CL** 7th

Slot cloak; **Price** 2,800 gp; **Weight** 5 lb.

DESCRIPTION

This cloak looks like a gray wolf's pelt, including legs and tail; the clasp is a wolf's tooth. You gain a +2 competence bonus on Intimidate checks.

If your patron is Lamashtu or one of the goblin barghest heroes (Hadregash, Venkelvore, Zarongel, or Zogmugot), once per day you can polymorph into a wolf or a wolf-goblin hybrid for up to 7 minutes (the hybrid form resembles a barghest's natural form but has the same statistics as a wolf).

CONSTRUCTION

Requirements Craft Wondrous Item, *polymorph*, creator must have at least 5 ranks in Intimidate; **Cost** 1,400 gp, 112 XP

HAG'S SHABBLE

Aura faint transmutation; **CL** 3rd

Slot robe; **Price** 3,400 gp; **Weight** 3 lb.

DESCRIPTION

This unkempt black smock is loose-fitting and stained from travel. In the River Kingdoms you are likely to be mistaken for a follower of Gyronna. You gain a +2 bonus on Diplomacy and Intimidate checks.

If Gyronna is your patron, once per day you may use *detect thoughts*.

CONSTRUCTION

Requirements Craft Wondrous Item, *detect thoughts*, creator must have at least 5 ranks in Diplomacy and Intimidate; **Cost** 1,700 gp, 136 XP

HOLY MASK OF THE LIVING GOD

Aura moderate illusion (shadow); **CL** 1st

Slot mask; **Price** 2,100 gp; **Weight** 1 lb.

DESCRIPTION

This iron mask models the stoic face of the Living God Razmir; its forehead bears a diamond-shaped ivory ornament said to come from the Living God's own mask.

If Razmir is your patron, gain a +2 competence bonus on Heal and Intimidate checks. You may use *cause fear* and *cure light wounds* once per day.

CONSTRUCTION

Requirements Craft Wondrous Item, *cause fear*, *shadow conjuration*, creator must have at least 5 ranks in Heal and Intimidate; **Cost** 1,050 gp, 84 XP

ICON OF THE MIDWIFE

Aura faint divination; **CL** 3rd

Slot none; **Price** 3,500 gp; **Weight** 2 lb.

DESCRIPTION

This gray stone carving of a gaunt older woman is usually painted with black hair and black clothing with red trim. Once per day, you can use it to cast *cure minor wounds*, *resistance*,