

PATHFINDER CHRONICLES: GODS AND MAGIC

and *virtue*—enough to usually ensure that a mother and newborn both live through a difficult birth.

If Pharsma is your patron, you may use the icon to cast *augury* once per day. At will as a standard action, you can touch a pregnant woman and know if she is carrying a boy or girl and whether it will be a single birth or multiple. Once per day, you may consecrate a corpse so if it is buried within 24 hours it cannot be reanimated as an undead.

CONSTRUCTION

Requirements Craft Wondrous Item, *augury*, *consecrate*, *cure minor wounds*, *resistance*, *virtue*; **Cost** 1,750 gp, 120 XP

INHERITOR'S GAUNTLET

Aura faint evocation; **CL** 5th

Slot hand; **Price** 2,700 gp; **Weight** 1 lb.

DESCRIPTION

This metal gauntlet is the sort appropriate for wearing with chainmail, though versions for leather or full plate exist. Affixed to the wrist is a white cloth with a longsword embroidered in gold thread. Once per day, you can speak a command word to give the weapon you hold in that hand (or the gauntlet itself) a +1 enhancement bonus on attack and damage rolls for 1 minute.

If Iomedae is your patron, the gauntlet lets you count any sword you hold in that hand as your holy symbol. Once per day, you may speak a command word and give any sword you hold the powers of an *evil outsider bane* weapon for 1 minute; this effect ends if you drop the sword or remove the gauntlet. If you use your finger to draw Iomedae's symbol on any solid surface, the symbol glows as brightly as a candle for 1 hour or until you draw the symbol elsewhere (whichever comes first).

CONSTRUCTION

Requirements Craft Wondrous Item, *light*, *magic weapon*, *summon monster I*; **Cost** 1,350 gp, 108 XP

KEY OF THE SECOND VAULT

Aura faint transmutation and conjuration (lawful); **CL** 5th

Slot none; **Price** 3,000 gp; **Weight** —

DESCRIPTION

This elaborate key on a fine gold chain is always glinting even in the dimmest light. You may use it to lock (but not unlock) any nonmagical lock as if it were the proper key. Once per day, you may turn it clockwise once to activate a *shield of faith* upon yourself (though if you are chaotic it only provides a +1 deflection bonus).

If Abadar is your patron, the key counts as a holy symbol. Once per day, you may speak a command word and summon a two-headed eagle as if using *summon monster II* (its extra head does not give it an extra attack). This eagle obeys your commands as if you shared a common language. While the key is worn as a pendant or held in hand, you can mentally add, subtract, multiply, or divide numbers with perfect accuracy, such as for distributing treasure or other resources, calculating interest on a loan, and so on.

CONSTRUCTION

Requirements Craft Wondrous Item, *fox's cunning*, *shield of faith*, *summon monster II*; **Cost** 1,500 gp, 120 XP

MASK OF CUTTING FLESH

Aura faint abjuration; **CL** 3rd

Slot mask; **Price** 3,000 gp; **Weight** 1 lb.

DESCRIPTION

This black leather mask is studded with bits of bone and metal, with smooth-sewn holes for eyes, mouth, and nostrils; it laces in the back with long straps and covers the entire face, leaving only the ears and back of the head exposed. When worn, you gain a +2 resistance bonus on Fortitude saving throws.

If Zon-Kuthon is your patron, once per day you can whisper a command word to lash out at a target within 100 feet, slashing them with an invisible blade of force for $2d4+2$ points of force damage. As a free action, you can will the mask to unlace, reshape itself into a leather cap on top of your head, or hide itself within your shirt or helm.

CONSTRUCTION

Requirements Craft Wondrous Item, *animate rope*, *magic missile*, *resistance*; **Cost** 1,500 gp, 120 XP

NIGHTSTONE OF SORROW

Aura faint abjuration (evil); **CL** 3rd

Slot neck; **Price** 3,300 gp; **Weight** 5 lb.

DESCRIPTION

This black rock looks pitted and partially charred and melted; it is usually worn on a heavy chain. It gives the impression of reckless evil, more a dangerous scent than any other kind of feeling. You gain fire resistance 1 and a +1 resistance bonus on Will saves against fear. If exposed to 10 or more points of fire damage in a single round, a claw-shaped pattern faintly glows on the surface of the stone, similar to an *arcane mark*.

If Dahak is your patron, you may use *shatter* once per day. At will, you can cause the claw-symbol to glow; good and evil dragons recognize the symbol as an icon of Dahak.

CONSTRUCTION

Requirements Craft Wondrous Item, *arcane mark*, *remove fear*, *resist energy*, *shatter*; **Cost** 1,650 gp, 132 XP

ORB OF THE WAYBRINGER

Aura faint evocation; **CL** 3rd

Slot neck; **Price** 3,900 gp; **Weight** 1 lb.

DESCRIPTION

This giant pearl is carved with entwined flying dragons and strung on a fine silver chain; it changes size according to the size of the wearer so that its diameter is no greater than your thumb. Once per day, you may use a breath weapon equivalent to *burning hands* except it deals electricity damage instead of fire.