

## Forged in Flames Pt 2

### Magic Items

Compiled by Heather Vigil

**Gray Bag of Tricks** (Spell Craft DC 18 to identify)

**Aura** faint conjuration

#### Description

This small sack appears empty. Anyone reaching into the bag feels a small, fuzzy ball. If the ball is removed and tossed up to 20 feet away, it turns into an animal. The animal serves the character who drew it from the bag for 10 minutes (or until slain or ordered back into the bag), at which point it disappears. It can follow any of the commands described in the Handle Animal skill.

Each of the three kinds of bags of tricks produces a different set of animals. Use the following table to determine what animals can be drawn out of each.

Gray Bag	
d%	Animal
01–30	Bat
31–60	Rat
61–75	Cat
76–90	Weasel
91–100	Riding dog

Animals produced are always random, and only one may exist at a time. Up to 10 Animals can be drawn from the bag each week, but no more than two per day.

#### Bat

N Diminutive animal

**Init** +2; **Senses** blindsense 20 ft., low-light vision; Perception +6

#### DEFENSE

**AC** 16, touch 16, flat-footed 14 (+2 Dex, +4 size)

**hp** 2 (1d8–2)

**Fort** +0, **Ref** +4, **Will** +2

#### OFFENSE

**Speed** 5 ft., fly 40 ft. (good)

**Melee** bite +6 (1d3–4)\*

**Space** 1 ft.; **Reach** 0 ft.

#### STATISTICS

**Str** 1, **Dex** 15, **Con** 6, **Int** 2, **Wis** 14, **Cha** 5

**Base Atk** +0; **CMB** –2; **CMD** 3

**Feats** Weapon Finesse

**Skills** Fly +16, Perception +6; **Racial**

**Modifier** +4 Perception

#### Rat

N Tiny animal

**Init** +2; **Senses** low-light vision, scent; Perception +1

#### DEFENSE

**AC** 14, touch 14, flat-footed 12 (+2 Dex, +2 size)

**hp** 4 (1d8)

**Fort** +2, **Ref** +4, **Will** +1

#### OFFENSE

**Speed** 15 ft., climb 15 ft., swim 15 ft.

**Melee** bite +4 (1d3–4)

**Space** 2-1/2 ft.; **Reach** 0 ft.

#### STATISTICS

**Str** 2, **Dex** 15, **Con** 11, **Int** 2, **Wis** 13, **Cha** 2

**Base Atk** +0; **CMB** +0; **CMD** 6 (10 vs. trip)

**Feats** Weapon Finesse

**Skills** Climb +10, Stealth +18, Swim +10;

**Racial Modifiers** +4 Stealth

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#### Cat

N Tiny animal

**Init** +2; **Senses** low-light vision, scent; Perception +5

#### DEFENSE

**AC** 14, touch 14, flat-footed 12 (+2 Dex, +2 size)

**hp** 3 (1d8–1)

**Fort** +1, **Ref** +4, **Will** +1

#### OFFENSE

**Speed** 30 ft.

**Melee** 2 claws +4 (1d2–4), bite +4 (1d3–4)

**Space** 2-1/2 ft.; **Reach** 0 ft.

#### STATISTICS

**Str** 3, **Dex** 15, **Con** 8, **Int** 2, **Wis** 12, **Cha** 7

**Base Atk** +0; **CMB** +0; **CMD** 6 (10 vs. trip)

**Feats** Weapon Finesse

**Skills** Climb +6, Perception +5, Stealth +14;

**Racial Modifiers** +4 Climb, +4 Stealth

#### Weasel

N Tiny animal

**Init** +2; **Senses** low-light vision, scent; Perception +1

#### DEFENSE

**AC** 15, touch 14, flat-footed 13 (+2 Dex, +1 natural, +2 size)

**hp** 4 (1d8)

**Fort** +2, **Ref** +4, **Will** +1

#### OFFENSE

**Speed** 20 ft., climb 20 ft.

**Melee** bite +4 (1d3–4 plus attach)

**Space** 2-1/2 ft.; **Reach** 0 ft.

#### STATISTICS

**Str** 3, **Dex** 15, **Con** 10, **Int** 2, **Wis** 12, **Cha** 5

**Base Atk** +0; **CMB** +0; **CMD** 6 (10 vs. trip)

**Feats** Weapon Finesse

**Skills** Acrobatics +10, Climb +10, Escape Artist +3, Stealth +14; **Racial Modifiers** +4

Stealth, +8 Acrobatics

#### SPECIAL ABILITIES

**Attach (Ex)** When a weasel hits with a bite attack, it automatically grapples its foe, inflicting automatic bite damage each round.

#### Riding Dog

N Medium animal

**Init** +2; **Senses** low-light vision, scent; Perception +8

#### DEFENSE

**AC** 13, touch 12, flat-footed 11 (+2 Dex, +1 natural)

**hp** 13 (2d8+4)

**Fort** +5, **Ref** +5, **Will** +1

#### OFFENSE

**Speed** 40 ft.

**Melee** bite +3 (1d6+3 plus trip)

#### STATISTICS

**Str** 15, **Dex** 15, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6

**Base Atk** +1; **CMB** +3; **CMD** 15 (19 vs. trip)

**Feats** Skill Focus (Perception)

**Skills** Acrobatics +6 (+14 jumping), Perception +8, Survival +1 (+5 scent tracking); **Racial Modifiers** +4 Acrobatics when jumping, +4 Survival when tracking by scent

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#### **Balm of Impish Grace** (Spellcraft DC 22)

**Aura** moderate transmutation

When rubbed vigorously into the skin, this potent red liniment enhances a Tiny or smaller creature's ability to make full use of its size and mobility. Applying a dose of liniment is a standard action that provokes an attack of opportunity (similar to applying an oil). A creature under the effects of the liniment no longer provokes attacks of opportunity for moving through threatened squares or for entering a larger creature's square. The balm lasts for 5 minutes before its effects wear off. A newly created bottle of balm holds 5 doses.

#### **Lens of Detection** (Spellcraft DC 24)

**Aura** Moderate Divination

These circular prisms let their wearer detect minute details, gaining a +5 competence bonus on Perception checks. It also aids in tracking, adding a +5 competence bonus on Survival checks when tracking.

#### **Elixir of Hiding** (Spellcraft DC 20)

**Aura** faint illusion

A character drinking this liquid gains an intuitive ability to sneak and hide (+10 competence bonus on Stealth checks for 1 hour).

#### **Frost-Forged Steel Breastplate**

Frost-forged steel channels heat in one direction to protect its wearer or wielder. When it is crafted into armor, heat is channeled towards the wearer, offering some limited protection. Armor crafted from

frost-forged steel grants the wearer cold resistance 2.

**Scroll of Heroism** (*Tier 8-9: CL 8*)

**School** enchantment (compulsion)

[mind-affecting]; **Level** alchemist 3, bard 2, bloodrager 3, inquisitor 3, sorcerer/wizard 3, summoner/unchained summoner 3, witch 3;

**Domain** charm 4; **Subdomain** heroism 3

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Target** creature touched

**Duration** 10 min./level

**Saving Throw** Will negates (harmless);

**Spell Resistance** yes (harmless)

This spell imbues a single creature with great bravery and morale in battle. The target gains a +2 morale bonus on attack rolls, saves, and skill checks.

#### **Bonebreaker Bracers** (Spellcraft DC 20)

**Aura** faint necromancy; **Slot:** Hands

These thick brass and leather bracers allow the wearer to tear through bone and muscle like paper.

Once per day, as part of a melee attack, the wearer can activate the bracers to inflict a horrific injury on an opponent. If the attack hits, the target must make a DC 14 Will save. If the save fails, the bracers reduce the target's Strength, Dexterity, or Constitution (wearer's choice) by -6. This penalty cannot reduce the target's ability score below 1. The injury heals over time, reducing the penalty by 1 for each day that passes since the time of the injury, and is immediately removed by *heal*, *regenerate*, *restoration*, or any magic that can break a curse.

**+1 Shield Cloak** (Spellcraft DC 19)

**Aura** faint abjuration; **Slot** shoulders

The wearer of this rough, gray cloak can, as a move action, grasp the garment's edge and cause it to harden. The wearer can use the hardened edge it as if it were a masterwork light wooden shield. Using the cloak in this fashion imposes no armor check penalty, but does impose a 5% arcane spell failure chance. The edge of the cloak can be dropped and made pliant again as a free action. Shield enhancement bonuses and special abilities can be added to the cloak as if it were a masterwork shield.

This imparts a +2 Shield bonus to AC when used.

**+1 Dragon-Defiant Shield Cloak**

(Spellcraft DC 27)

**Aura** faint abjuration & moderate conjuration; **Slot** shoulders

The wearer of this rough, gray cloak can, as a move action, grasp the garment's edge and cause it to harden. The wearer can use the hardened edge it as if it were a masterwork light wooden shield. Using the cloak in this fashion imposes no armor check penalty, but does impose a 5% arcane spell failure chance. The edge of the cloak can be dropped and made pliant again as a free action. Shield enhancement bonuses and special abilities can be added to the cloak as if it were a masterwork shield.

Armor and shields with this special ability excel at blocking the attacks of certain types of creatures, similar to a *bane* weapon's excelling against certain foes. Against the designated foe, the item's enhancement bonus to AC is +2 better than its actual bonus and provides DR 2/— against attacks from that foe. This increase in enhancement bonus applies only to the armor or shield's enhancement bonus, not to temporary bonuses (such as the *magic vestment* spell).

This imparts a +2 Shield bonus to AC when used.

Against Dragons, the bonus is a +4 Shield bonus to AC and DR 2/--.