

Arms & Armor v3.5

BY JIM BUTLER, STEVE CREECH, AND KEVIN RUESCH

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INTRODUCTION

Back in the 'Classic Age' of slaying dragons and saving the world, all it took was a sturdy +5 sword and a suit of *full plate* +5 to outfit the traditional adventurer in the latest fashion. These days, however, it takes foresight, careful planning, and a full coin purse to make sure that one is prepared for the challenges that lie ahead. Charging into battle against a red dragon? Better get that suit of full plate with *ignan* properties back from the cleaners. Looking to take out the medusa? Better polish up that tower shield with *gaze protection* and bring along a bright light. Today's adventurer has an entire closet full of the latest fashions and state-of-the-art defenses.

But a great defense does not save the day unless coupled with a strong offense. Weapons of power are a necessity for the world's greatest heroes. That dragon deserves to taste the heavy head of a *wyrm hammer*, and that medusa could use a few chops from a trusted *jagged* weapon. Such are the tales sung by bards and penned by historians through the ages.

In 2001, Bastion Press gave you *Arms & Armor* for the third edition rules. Now, we present you with *Arms and Armor v3.5* for the revised rules and with that comes a wealth of readily useful content. Containing hundreds of new types of weapons, armor, and materials drawn from the open content of a multitude of sources along with original and never-before-seen material, this book offers longtime players new tools for adventure. Treasure troves never had it so good with the addition of scores of new magic items, ranging from useful tricks and gadgets to powerful constructs and artifacts. Game Masters seeking a surprise can turn to over a hundred new magical qualities for weapons and armor or consult a number of optional rules, each with the ability to add a new twist to long-standing games.

We remember the excitement of our first adventures, when every new magic item or device was something strange and new, something that both character and player had never seen before. We hope to rekindle that spirit of discovery within these pages.

How to use this book

A*rms and Armor v3.5* is divided into eleven distinct chapters designed to make it easier for quick reference purposes.

- **Chapter 1: Weapons** provides a complete listing of weapons. These represent the building blocks that can lead to great and powerful enchantments.
- **Chapter 2: Weapon Qualities** provides a comprehensive listing of magical weapon properties. Add these to your favored weapon to become truly fearsome in combat!
- **Chapter 3: Weapons of Valor** contains premade magical weapons ready for any campaign (including epic and artifact-level items). *GM Note:* Make sure to give some of these to the villains in the campaign as well!



- **Chapter 4: Armor** forms the heart of any defensive qualities and reinforcements. Heroes would be wise to invest in a strong defense (assuming they haven't spent all their gold on their new weapon).
- **Chapter 5: Armor Qualities** presents a comprehensive listing of magical armor and shield qualities. Defend yourself from attack by infusing your armor with unique powers and abilities.
- **Chapter 6: Armor of Gallantry** provides a listing of premade magical armors suitable for any campaign (including epic and artifact-level items).
- **Chapter 7: New Materials** gives new substances that can be added into the creation of magical weapons and armor.
- **Chapter 8: Artifacts & Legends** details items of power and legend, divine weapons, and some unique prestige classes that go along with them.
- **Chapter 9: Cursed Items** shows the darker side of magic creation.
- **Chapter 10: Martial Constructs** provides both players and game masters with constructs that are useful in any campaign world.

Everything within these pages is designed with a single purpose, to add more depth and character to your personal campaign world. Enjoy!

HONORABLE MENTION

Products mentioned in *Arms & Armor v3.5* are produced by Bastion Press. All of them are available at your favorite local gaming store or as a PDF download at www.rpgnow.com. None of the products referenced are required to use this book.

CHAPTER 1: WEAPONS



Weapons are the iconic signature of many stalwart warriors, sneaky rogues, and battle-hardened barbarians. Even the most spell-dependent wizard keeps some kind of martial weapon nearby to defend herself when spells fail and the call to arms is sounded. Holy clerics wield weapons favored by their gods, and many unique holy weapons, from *holy avengers* to *maces of disruption*, are highly sought after by the faithful of many religions.

Clever players looking for more weapons for their heroes might seek other weapons not listed in the standard resources. From brass knuckles to the wind and fire wheel, these weapons represent additional options for heroes looking to add some flair and personality to the mystique surrounding their adventuring exploits.

Categories



Weapons are grouped into several interlocking sets of categories. These categories pertain to what training is needed to become proficient in a weapon's use (simple, martial, or exotic), the weapon's usefulness either in close combat (melee) or at a distance (ranged, which includes both thrown and projectile weapons), its relative encumbrance (light, one-handed, or two-handed), and its size (Small, Medium, or Large).

Simple, Martial, and Exotic Weapons: Anybody but a druid, monk, rogue, or wizard is proficient with all simple weapons. Barbarians, fighters, paladins, and rangers are proficient with all simple and all martial weapons. Characters of other classes are proficient with an assortment of mainly simple weapons and possibly also some martial or even exotic weapons. A character that uses a weapon with which he or she is not proficient takes a -4 penalty on attack rolls.

Melee and Ranged Weapons: Melee weapons are used for making melee attacks, though some of them can be thrown as well. Ranged weapons are thrown weapons or projectile weapons that are not effective in melee.

Reach Weapons: Glaives, guisarmes, lances, longspears, ranseurs, spiked chains, and whips are reach weapons. A reach weapon is a melee weapon that allows its wielder to strike at targets that aren't adjacent to him or her. Most reach weapons double the wielder's natural reach, meaning that a typical Small or Medium wielder of such a weapon can attack a creature 10 feet away, but not a creature in an adjacent square. A typical Large character wielding a reach weapon of the appropriate size can attack a creature 15 or 20 feet away, but not adjacent creatures or creatures up to 10 feet away.

Double Weapons: Dire flails, dwarven urgroshes, gnome hooked hammers, orc double axes, quarterstaves, and two-bladed swords are double weapons. A character can fight with both ends of a double weapon as if fighting with two weapons, but he or

she incurs all the normal attack penalties associated with two-weapon combat, just as though the character were wielding a one-handed weapon and a light weapon.

The character can also choose to use a double weapon two handed, attacking with only one end of it. A creature wielding a double weapon in one hand can't use it as a double weapon—only one end of the weapon can be used in any given round.

Thrown Weapons: Daggers, clubs, short spears, spears, darts, javelins, throwing axes, light hammers, tridents, shuriken, and nets are thrown weapons. The wielder applies his or her Strength modifier to damage dealt by thrown weapons (except for splash weapons). It is possible to throw a weapon that isn't designed to be thrown (that is, a melee weapon that doesn't have a numeric entry in the Range Increment column on Table: Weapons), but a character that does so takes a -4 penalty on the attack roll. Throwing a light or one-handed weapon is a standard action, while throwing a two-handed weapon is a full-round action. Regardless of the type of weapon, such an attack scores a threat only on a natural roll of 20 and deals double damage on a critical hit. Such a weapon has a range increment of 10 feet.

Projectile Weapons: Light crossbows, slings, heavy crossbows, shortbows, composite shortbows, longbows, composite longbows, hand crossbows, and repeating crossbows are projectile weapons. Most projectile weapons require two hands to use (see specific weapon descriptions). A character gets no Strength bonus on damage rolls with a projectile weapon unless it's a specially built composite shortbow, specially built composite longbow, or sling. If the character has a penalty for low Strength, apply it to damage rolls when he or she uses a bow or a sling.

Ammunition: Projectile weapons use ammunition: arrows (for bows), bolts (for crossbows), or sling bullets (for slings). When using a bow, a character can draw ammunition as a free action; crossbows and slings require an action for reloading. Generally speaking, ammunition that hits its target is destroyed or rendered useless, while normal ammunition that misses has a 50% chance of being destroyed or lost.

Although they are thrown weapons, shuriken are treated as ammunition for the purposes of drawing them, crafting masterwork or otherwise special versions of them (see Masterwork Weapons), and what happens to them after they are thrown.

Light, One-Handed, and Two-Handed Melee Weapons: This designation is a measure of how much effort it takes to wield a weapon in combat. It indicates whether a melee weapon, when wielded by a character of the weapon's size category, is considered a light weapon, a one-handed weapon, or a two-handed weapon.

Light: A light weapon is easier to use in one's off hand than a one-handed weapon is, and it can be used while grappling. A light weapon is used in one hand. Add the wielder's Strength bonus (if any) to damage rolls for melee attacks with a light weap-



CHAPTER 2: WEAPON QUALITIES



While the best medicine against a fearsome beast is the sharp edge of a trusted weapon, there are times when additional magic is required to save the day. From swords that absorb a *lightning bolt* spell to staves imbued with the power to bring forth undead servants, prepared adventurers (and truly wicked villains) wield much more than a simple enchanted weapon of destruction. Compiled here are number of the most popular magical additions to weapons.

Table Notes: Tables 2.1, 2.2, 2.4, and 2.5 contain a listing of all available weapon qualities. They're sorted by market price adjustment, allowing the GM to roll quickly to give out a weapon that has a unique magical quality to it.

Absorption, Spell: Adventurers worlds over covet weapons that possess this enchantment. *Spell absorption* weapons can absorb spells that are cast directly at the wielder. The weapon converts absorbed spells into pure magical energy that can be channeled by the wielder to either boost attacks or to heal.

When targeted by a spell, the wielder is entitled to make a Spellcraft check to determine the spell being cast. If successful, the wielder can choose whether to absorb the spell effect or not. If the Spellcraft check fails, the spell is automatically absorbed.

Once absorbing energy, the weapon must be discharged in one round. A charged weapon deals 1d4 points of additional damage per spell level absorbed on a successful attack. Alternatively, a charged weapon can be used to heal the wielder for 1d4 hit points per spell level absorbed. Use of the healing power is a move-equivalent action.

If the wielder does not use the absorbed magical energy within one round, or if she attacks a creature but fails to hit with the spell-charged weapon, she immediately suffers 1d4 points of damage per spell level (Fortitude save; DC 22 for half) as the weapon discharges the energy contained within it. A spell absorption weapon can absorb up to 10 spell levels per day.

Strong abjuration; *Caster Level:* 15th; *Prerequisites:* Craft Magic Arms and Armor, *spell turning*; *Market Price:* +3 bonus.

Acidic: Upon command, an acidic weapon becomes coated in a thick, sticky acid. This acid does

not run or drip down onto the hands of the wielder. A successful hit with this weapon deals +1d6 points of acid damage. This magical acid does not damage inanimate objects. Missile weapons with this enchantment bestow the acid upon their ammunition.

Moderate conjuration; *Caster Level:* 8th; *Prerequisites:* Craft Magic Arms and Armor, *acid arrow*; *Market Price:* +1 bonus.

Acid Burst: Weapons with this quality function as acidic weapons that also splash their targets with acid on a successful critical hit. This magical acid does not damage inanimate objects. On a critical hit an acidic burst weapon with a x2 critical multiplier deals +1d10 points of acid damage, a x3 weapon deals +2d10, and a x4 weapon deals +3d10. Missile weapons with this enchantment bestow the acid burst quality upon their ammunition.

Moderate conjuration; *Caster Level:* 10th; *Prerequisites:* Craft Magic Arms and Armor, *acid arrow*; *Market Price:* +2 bonus.

Acidic Blast: On command, an acidic blast weapon drips acid (though this deals no damage to the wielder). On any hit, this acid splashes the creature struck, dealing +3d6 points of bonus acid damage. On a successful critical hit it instead deals +6d6 points of acid damage (or +9d6 if the critical multiplier is x3, or +12d6 if the critical multiplier is x4). Bows, crossbows, and slings with this special ability bestow the bonus acid damage upon their ammunition.

Strong abjuration; *Caster Level:* 21st; *Prerequisites:* Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *acid fog*; *Market Price:* +6 bonus.

Alterable, Minor: Weapons that possess the *alterable* enchantment are literally able to change their form and type upon command. After undergoing this enchantment, a weapon's form becomes blurred and indistinct, possessing a hazy or occasionally wavering quality. *Alterable* weapons can change from one weapon type to another at the command of the wielder, to a maximum of up to three distinct weapons, preselected by the crafter. For example, a weapon with the *minor alterable* enchantment could change from a longsword to a warhammer to a spear upon command. Weapons do not necessarily need to be held to change form, but they must be in physical contact with the wielder.

All the weapon types must be in the same size category in order for the change to occur. *Minor alterable* weapons cannot change from melee types to ranged types and visa versa. These weapons retain all magical enchantments and enhancements in all their forms, although qualities that apply only to specific weapon types (such as *crushing*, *keen*, or *vorpal*) do not function when the weapon is not of the required type.

Strong transmutation; *Caster Level:* 15th; *Prerequisites:* Craft Magic Arms and Armor, *polymorph any object*; *Market Price:* +1 bonus.

TABLE 2.1: BASE ENCHANTMENTS

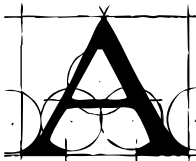
%	Special Ability	Cost
1-35	Serrations	+50
36-50	Weeping	+80
51-65	Burning	+90
66-75	Laced, Substance	+1,000
76-80	Iconic	+2,000
81-86	Imprinted	+2,000
87-92	Signal Flare	+2,000
93-94	Gadlings, Bracing	+10,880
95-96	Gadlings, Cheetah	+10,880
97-98	Gadlings, Mirrored	+10,880
99-00	Gadlings, Resistance	+10,880



TABLE 2.2: MINOR WEAPON QUALITIES

%	Special Ability	Base Price Modifier	%	Special Ability	Base Price Modifier
1	Acidic	+1	1-2	Acid Burst	+2
2	Alterable, Minor	+1	3-4	Anarchic	+2
3	Aquatic	+1	5-6	Axiomatic	+2
4-7	Bane	+1	7-8	Balance	+2
5	Bleeding	+1	9-10	Blinding	+2
6	Burst, Dark	+1	11-12	Breaking	+2
7-9	Burst, Sun	+1	13-14	Class Bane	+2
10-11	Cascading	+1	15-16	Conjoined	+2
12	Clamping	+1	17-18	Consecrated	+2
13-15	Concealed	+1	19-20	Corruption	+2
16	Death Oath	+1	21-22	Darklight	+2
17-19	Defending	+1	23-24	Death Oath	+2
20-22	Distance	+1	25-26	Deathchill	+2
23-24	Echotrapping	+1	27-28	Deflecting	+2
25	Elongating	+1	29-30	Disruption	+2
26	Feybrand	+1	31-32	Drinking	+2
27-33	Flaming	+1	33-34	Echotrapping	+2
34-35	Folding	+1	35-36	Ferocity	+2
36	Forceful	+1	37-38	Flaming Burst	+2
37-40	Frost	+1	39-40	Force Bubble	+2
41-43	Ghost Touch	+1	41-42	Holy	+2
44	Impact	+1	43-44	Icy Burst	+2
45	Inspiration	+1	45-46	Interfering	+2
46	Intense	+1	47-48	Jagged	+2
47-48	Invisible	+1	49-50	Kinetic, Improved	+2
49-52	Keen	+1	51-52	Mire	+2
53	Ki Focus	+1	53-54	Muse	+2
54	Kinetic	+1	55-56	Pestilence	+2
55	Lunar	+1	57-58	Quickened	+2
56	Merciful	+1	59-60	Reflection, Spell	+2
57-58	Mighty Cleaving	+1	61-62	Repelling	+2
59-60	Mighty Sundering	+1	63-64	Sacrificing	+2
61	Nature's Bane	+1	65-66	Serpent	+2
62-63	Penetrating	+1	67-68	Shocking Burst	+2
64	Precision	+1	69-70	Shrieking	+2
65-66	Puncturing	+1	71-72	Solace	+2
67-68	Quick Draw	+1	73-74	Solace, Dark	+2
69	Reforming	+1	75-76	Soul Burner	+2
70	Rending	+1	77-78	Sundering	+2
71-72	Retribution	+1	79-80	Threnody	+2
73-75	Returning	+1	81-82	Totem	+2
76	Rust Protection	+1	83-84	Tracking	+2
77	Seeking	+1	85-86	Tripping	+2
78	Sensing	+1	87-88	Truthcutter	+2
79-80	Shock	+1	89-90	Unholy	+2
81	Silent	+1	91-94	Weightless	+2
82-83	Sneak Attack	+1	95-96	Will Sapping	+2
84-85	Spell Storing	+1	97-98	Wounding	+2
86	Spelltouch	+1	99-00	WyrdWeave	+2
87	Spiritual	+1			
88	Splintering	+1			
89	Stoneblessed	+1			
90-91	Storing	+1			
92	Stout	+1			
93	Stunning	+1			
94	Sympathetic	+1			
95	Thorny	+1			
96	Throwing	+1			
97	Thundering	+1			
98	Tracer	+1			
99	Undetectable	+1			
00	Vicious	+1			

CHAPTER 3: WEAPONS OF VALOR



Alchemists, weaponsmiths, and spellcasters of all persuasions have worked together for countless eons to craft weapons that have become known throughout the multiverse. While that *dagger of venom* was originally a unique item, it's become so popular that assassins of all races know to ask for one by name at their guildhall.

There are also points in a game where a GM wants to quickly hand out a cool new weapon but doesn't want to spend 20 minutes making one up by hand. The weapons in this chapter are for just such occasions—unique weapons with all the math and casting levels done so they can be quickly introduced into a game. Make sure to give one to your favorite monster (who will gleefully use it on the PCs before they succumb to being the heroes' loot).

Class-Oriented Weapons: Many of the most useful magical weapons are designed to help their users excel in their chosen fields. A list of some of the more popular weapons, by class, is available in **Table 3.2: Class-Oriented Weapons**.

Assorted Weapons

Some of the most effective, useful, and strange of all magical weapons defy categorization. This section describes the wealth of axes, clubs, daggers, spears, staves and other miscellaneous magical arms found throughout the known worlds.

Acidic Tar: This thin glass flask contains a quantity of sticky acidic tar from the fabled tar beast (from *Complete Minions*). If hurled at a target, the flask breaks open, and the acid tar inflicts 1d6 points of damage per round, remaining effective for 1d4 rounds or until washed off. If struck characters are wearing armor, the armor must also make a Reflex saving throw (DC 12) or be destroyed.

Creatures not directly struck within five feet of the point of impact take 1d4 points of damage from splashes. These creatures are in no danger of losing equipment to the acid. *Market Price:* 50 gp.

Adamantine Battleaxe: This nonmagical axe is made out of adamantine. As a masterwork weapon, it has a +1 enhancement bonus on attack rolls. *Market Price:* 3,010 gp.

Adamantine Dagger: This nonmagical dagger is made out of adamantine. As a masterwork weapon, it has a +1 enhancement bonus on attack rolls. *Market Price:* 3,002 gp.

TABLE 3.1: SPECIFIC WEAPONS

Minor	Medium	Major	Specific Weapon	Market Price
01–15	—	—	<i>Sleep arrow</i>	132 gp
16–25	—	—	<i>Screaming bolt</i>	267 gp
26–45	—	—	Silver dagger, masterwork	322 gp
46–65	—	—	Cold iron longsword, masterwork	330 gp
66–75	01–09	—	<i>Javelin of lightning</i>	1,500 gp
76–80	10–15	—	<i>Slaying arrow</i>	2,282 gp
81–90	16–24	—	Adamantine dagger	3,002 gp
91–100	25–33	—	Adamantine battleaxe	3,010 gp
—	34–37	—	<i>Slaying arrow (greater)</i>	4,057 gp
—	38–40	—	<i>Shatterspike</i>	4,315 gp
—	41–46	—	<i>Dagger of venom</i>	8,302 gp
—	47–51	—	<i>Trident of warning</i>	10,115 gp
—	52–57	01–04	<i>Assassin's dagger</i>	10,302 gp
—	58–62	05–07	<i>Shifter's sorrow</i>	12,780 gp
—	63–66	08–09	<i>Trident of fish command</i>	18,650 gp
—	67–74	10–13	<i>Flame tongue</i>	20,715 gp
—	75–79	14–17	<i>Luck blade (0 wishes)</i>	22,060 gp
—	80–86	18–24	<i>Sword of subtlety</i>	22,310 gp
—	87–91	25–31	<i>Sword of the planes</i>	22,315 gp
—	92–95	32–37	<i>Nine lives stealer</i>	23,057 gp
—	96–98	38–42	<i>Sword of life stealing</i>	25,715 gp
—	99–100	43–46	<i>Oathbow</i>	25,600 gp
—	—	47–51	<i>Mace of terror</i>	38,552 gp
—	—	52–57	<i>Life-drinker</i>	40,320 gp
—	—	58–62	<i>Sylvan scimitar</i>	47,315 gp
—	—	63–67	<i>Rapier of puncturing</i>	50,320 gp
—	—	68–73	<i>Sun blade</i>	50,335 gp
—	—	74–79	<i>Frost brand</i>	54,475 gp
—	—	80–84	<i>Dwarven thrower</i>	60,312 gp
—	—	85–91	<i>Luck blade (1 wish)</i>	62,360 gp
—	—	92–95	<i>Mace of smiting</i>	75,312 gp
—	—	96–97	<i>Luck blade (2 wishes)</i>	102,660 gp
—	—	98–99	<i>Holy avenger</i>	120,630 gp
—	—	100	<i>Luck blade (3 wishes)</i>	142,960 gp



TABLE 3.2: CLASS-ORIENTED WEAPONS

Assassins	<i>Assassin's Dagger</i>	<i>Dagger of Venom</i>	<i>Shadow Dagger</i>	<i>Silent Dagger</i>
Barbarians	<i>Axe of the Berserker</i>	<i>Chaosbringer</i>		
Bards	<i>Flute Sword</i>	<i>Harp Bow</i>	<i>Requiem Flute</i>	<i>Slapstick</i>
Blackguards	<i>Unholy Despoiler</i>	<i>Unholy Vindicator</i>		
Clerics	<i>Death Blade</i>	<i>Domain Rods</i>	<i>Finaldeath</i>	<i>Scabrous Mace</i>
Druids	<i>Elemental Fork</i>	<i>Staff of the Summoner</i>	<i>Stormcaller</i>	<i>Sylvan Scimitar</i>
Fighters	<i>Shatterspike</i>	<i>Sword of Power</i>		
Monks	<i>Gauntlets of the Master</i>	<i>Martial Gloves</i>		
Paladins	<i>Hammer of the Sun</i>	<i>Holy Avenger</i>	<i>Holy Devastator</i>	<i>Soulcleanser</i>
Rangers	<i>Razor of Flensing</i>	<i>Trickle Sword</i>		
Rogues	<i>Backstabber Sword</i>	<i>Dagger of Venom</i>	<i>Picker Picker</i>	<i>Sword of Subtlety</i>
Sorcerers/Wizards	<i>Dagger of Souls</i>	<i>School Staves</i>		

Antler Spear: This weapon is crafted from the antler of a dire elk. Normally, it is a +2 *shortspear*. In the hands of a druid, the spear gains an additional +1 enhancement bonus (for a total enhancement bonus of +3) and gains the *returning* and *distance* special abilities.

Moderate divination and transmutation; *Caster Level:* 7th; *Prerequisites:* Craft Magic Arms and Armor, creator must be a druid of at least 10th level; *Market Price:* 32,302 gp; *Cost to Create:* 16,151 gp + 1,292 XP.

Arrow, Arcane Eye: When fired at a creature, this nondescript arrow is simply a +1 *arrow*. But if fired into an object, an *arcane eye arrow* can be activated later for remote surveillance. At any time within 24 hours after it has been lodged into an object, the archer can choose to activate it, seeing from the perspective of the arrow as though the spell *arcane eye* (except that the arrow cannot be moved). This gives a 180-degree view centered on the arrow, including up and down, although normal obstructions can limit this view. Darkvision and low-light vision function normally. The archer must concentrate to maintain this effect.

If the arrow is lodged in an object in motion, the archer can see everything the arrow passes that is visible in that arc. This effect lasts for up to 10 minutes, although the archer may end it at any time. Once the effect has ended, the arrow crumbles to dust and the ability no longer functions. An *arcane eye arrow* must be fired from a bow to function in its intended capacity. It cannot be simply placed or thrust into an object.

Moderate divination; *Caster Level:* 10th; *Prerequisites:* Craft Magic Arms and Armor, *arcane eye*; *Market Price:* 346 gp; *Cost to Create:* 176 gp + 13 XP.

Arrow, Eagle: When fired, this arrow transforms itself into a celestial eagle which attacks the intended target. The celestial eagle has one additional Hit Die and a +1 competence bonus to attack rolls. The eagle remains until the target is dead, destroyed, dispelled, or five rounds have passed. After each use, the eagle and the arrow disappear.

Faint conjuration; *Caster Level:* 3rd; *Prerequisites:* Craft Magic Arms and Armor, *summon monster II*; *Market Price:* 263 gp; *Cost to Create:* 132 gp + 11 XP.

Arrow, Fear: When one of these black +1 *arrows* strikes its target, it explodes in a shower of black motes. The target takes nonlethal damage only and must make a Will save (DC 16) to avoid becoming *panicked* for 7 rounds. On a successful save, the target is only *shaken* for 1 round.

Moderate necromancy; *Caster Level:* 7th; *Prerequisites:* Craft Magic Arms and Armor, *fear*; *Market Price:* 746 gp; *Cost to Create:* 376 gp + 29 XP.

Arrow, Greaser: These useful +1 *arrows* serve two roles, both dealing damage to and hindering their targets. The point of first impact for a greaser arrow is immediately the center of a *grease* spell. This effect activates regardless of whether or not the first thing struck by the arrow is the intended target. If this projectile is deflected or otherwise blocked, the arcane energies are still released at the point of deflection, often giving a nasty surprise to creatures relying on the Deflect Arrows feat to defend themselves. Arrows of this nature are consumed upon the release of the *grease* effect.

Faint conjuration; *Caster Level:* 3rd; *Prerequisites:* Craft Magic Arms and Armor, *grease*; *Market Price:* 155 gp; *Cost to Create:* 78 gp + 6 XP.

Arrow, Gremmin: The sharpened teeth extracted from the covetous gremmin form the tips of these disorienting +1 *arrows*. Creatures struck by the arrows must make a Will save (DC 14) or lose sense of direction and move in a randomly determined heading during that round. (Use the grenade like weapon chart from the *PHB* to determine the creature's exact heading.) The creature receives a new saving throw every round to shrug off the effect.

Moderate illusion; *Caster Level:* 7th; *Prerequisites:* Craft Magic Arms and Armor, *hallucinatory terrain*; *Market Price:* 60 gp each; *Cost to Create:* 30 gp + 1 XP.

Arrow, Grimdeath: Grimdeath arrows plague their victims by breathing life to the victim's most terrifying fears. Any creature struck by a grimdeath arrow must make a Will save (DC 16); otherwise, the creature mistakenly views his adversaries as the physical manifestations of his darkest phobias. If one of his enemies strikes him in the next 1d4 rounds, he must make a Fortitude save (DC 16) or die from fright. A successful saving throw still results in 3d6

CHAPTER 4: ARMOR

Armors are as diverse in type and style as the various races of a world. This section outlines many of the more common types of armor found throughout the inhabited lands.

Armor Qualities

To wear heavier armor effectively, a character can select the Armor Proficiency feats, but most classes are automatically proficient with the armors that work best for them. Armor and shields can take damage from some types of attacks. Here is the format for armor entries (given as column headings on **Tables 4.1** through **4.4**).

Cost: The cost of the armor for Small or Medium humanoid creatures. See **Armor Costs by Size**, for armor prices for creatures of different size categories.

Armor/Shield Bonus: Each type of armor grants an armor bonus to AC, while shields grant a shield bonus to AC. The armor bonus from a suit of armor doesn't stack with other effects or items that grant an armor bonus. Similarly, the shield bonus from a shield doesn't stack with other effects that grant a shield bonus.

Maximum Dex Bonus: This number is the maximum Dexterity bonus to AC that this type of armor allows. Heavier armors limit mobility, reducing the wearer's ability to dodge blows. This restriction doesn't affect any other Dexterity-related abilities.

Even if a character's Dexterity bonus to AC drops to 0 because of armor, this situation does not count as losing a Dexterity bonus to AC. Your character's encumbrance (the amount of gear he or she carries) may also restrict the maximum Dexterity bonus that can be applied to his or her Armor Class.

Shields: Shields do not affect a character's maximum Dexterity bonus.

Armor Check Penalty: Any armor heavier than leather hurts a character's ability to use some skills. An armor check penalty number is the penalty that applies to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble checks by a character wearing a certain kind of armor. Double the normal armor check penalty is applied to Swim checks. A character's encumbrance (the amount of gear carried, including armor) may also apply an armor check penalty.

Shields: If a character is wearing armor and using a shield, both armor check penalties apply.

Nonproficient with Armor Worn: A character that wears armor and/or uses a shield with which he or she is not proficient takes the armor's (and/or shield's) armor check penalty on attack rolls and on all Strength-based and Dexterity-based ability and skill checks. The penalty for nonproficiency with armor stacks with the penalty for nonproficiency with shields.

Sleeping in Armor: A character that sleeps in medium or heavy armor is automatically fatigued the

next day. He or she takes a -2 penalty on Strength and Dexterity and can't charge or run. Sleeping in light armor does not cause fatigue.

Arcane Spell Failure: Armor interferes with the gestures that a spellcaster must make to cast an arcane spell that has a somatic component. Arcane spellcasters face the possibility of arcane spell failure if they're wearing armor. Bards can wear light armor without incurring any arcane spell failure chance for their bard spells.

Casting an Arcane Spell in Armor: A character that casts an arcane spell while wearing armor must usually make an arcane spell failure roll. The number in the Arcane Spell Failure Chance column on **Table: Armor and Shields** is the chance that the spell fails and is ruined. If the spell lacks a somatic component, however, it can be cast with no chance of arcane spell failure.

Shields: If a character is wearing armor and using a shield, add the two numbers together to get a single arcane spell failure chance.

Speed: Medium or heavy armor slows the wearer down. The number on the tables is the character's speed while wearing the armor. Humans, elves, half-elves, and half-orcs have an unencumbered speed of 30 feet. They use the first column. Dwarves, gnomes, and halflings have an unencumbered speed of 20 feet. They use the second column. Remember, however, that a dwarf's land speed remains 20 feet even in medium or heavy armor or when carrying a medium or heavy load.

Shields: Shields do not affect a character's speed.

Weight: This column gives the weight of the armor sized for a Medium wearer. Armor fitted for Small characters weighs half as much, and armor for Large characters weighs twice as much.

ARMOR DESCRIPTIONS

Any special benefits or accessories to the types of armor found on **Tables 4.1** through **Table 4.4** are described below.

Aeroglass Plate: This fragile looking creation is actually quite stalwart. It is basically just ordinary plate armor crafted from aeroglass (see **Chapter 11: New Materials**). The silvery, transparent nature of the armor gives it a rather unusual look, and many members of the nobility wear this armor simply as a fashion statement. Aeroglass floats in water, and this armor has saved many a brave warrior from a watery grave. The armor provides no bonus to Swim checks; it just keeps the wearer on the surface. It is still possible, though, to weigh oneself down with heavy stones in order to dive.

Aketon, Quilled: Sometimes called an arming doublet, this is a heavy, quilted garment is usually worn as protective cushioning beneath a full suit of plate armor. A standard aketon is really nothing more than unembellished padded armor, often with hooks and eyelets embedded in it for securing pieces of plate. Occasionally, one has strips of chain mail

TABLE 4.1: LIGHT ARMOR AND SHIELDS

Light Armor	Cost	Armor Bonus	Max Dex Bonus	Armor Check Penalty	Arcane Spell Failure	-- Speed --		Weight ¹
						(30 ft.)	(20 ft.)	
Fetish	25 gp	+0	+8	0	—	30 ft.	20 ft.	5 lb.
Silken web	100 gp	+0	+12	0	—	30 ft.	20 ft.	10 lb.
Armored robe	2 gp	+1	+8	0	3%	30 ft.	20 ft.	5 lb.
Soft leather half armor	5 gp	+1	+8	0	7%	30 ft.	20 ft.	5 lb.
Padded	5 gp	+1	+8	0	5%	30 ft.	20 ft.	10 lb.
Aketon, quilled	10 gp	+1	+8	0	9%	30 ft.	20 ft.	15 lb.
Cleric's vest	10 gp	+1	+8	0	10%	30 ft.	20 ft.	10 lb.
Woven cord	10 gp	+1	+7	-1	5%	30 ft.	20 ft.	10 lb.
Holy vestments	15 gp	+1	+8	-1	5%	30 ft.	20 ft.	5 lb.
Doublet, reversible bardic	20 gp	+1	+10	0	7%	30 ft.	20 ft.	10 lb.
Chainmail corset	50 gp	+1	+6	-1	10%	30 ft.	20 ft.	20 lb.
Doublet, shadow	50 gp	+1	+8	-1	12%	30 ft.	20 ft.	10 lb.
Bishop's mantle	100 gp	+1	+8	-1	10%	30 ft.	20 ft.	15 lb.
Leather	10 gp	+2	+6	0	10%	30 ft.	20 ft.	15 lb.
Barkskin	20 gp	+2	+6	-1	12%	30 ft.	20 ft.	15 lb.
Bardic	25 gp	+2	+8	0	10%	30 ft.	20 ft.	15 lb.
Beaded	25 gp	+2	+6	-1	15%	30 ft.	20 ft.	15 lb.
Cleric's robe, reinforced	30 gp	+2	+6	-1	10%	30 ft.	20 ft.	5 lb.
Robe of yew leaves	50 gp	+2	+6	0	10%	30 ft.	20 ft.	5 lb.
Fine leather	100 gp	+2	+8	0	10%	30 ft.	20 ft.	5 lb.
Web	100 gp	+2	+8	0	7%	30 ft.	20 ft.	5 lb.
Elven leafweave ⁵	1,350 gp	+2	+6	-2	10%	30 ft.	20 ft.	10 lb.
Buckskin	15 gp	+3	+6	0	10%	30 ft.	20 ft.	15 lb.
Double leather	20 gp	+3	+4	-3	20%	30 ft.	20 ft.	20 lb.
Studded leather	25 gp	+3	+5	-1	15%	30 ft.	20 ft.	20 lb.
Studded web	200 gp	+3	+7	-1	10%	30 ft.	20 ft.	10 lb.
Bone exoskeleton	1,300 gp	+3	+6	-2	15%	30 ft.	20 ft.	15 lb.
Elven chain	4,150 gp	+3	+4	-2	20%	30 ft.	20 ft.	20 lb.
Chain shirt	100 gp	+4	+4	-2	20%	30 ft.	20 ft.	25 lb.
Plated leather	200 gp	+4	+5	-1	15%	30 ft.	20 ft.	25 lb.
Sap hide	450 gp	+4	+6	-1	10%	30 ft.	20 ft.	15 lb.
Spiderweave, silver	1,500 gp	+4	+4	-2	25%	30 ft.	20 ft.	15 lb.
Heartwood shirt ⁵	4,500 gp	+4	+4	-3	25%	30 ft.	20 ft.	25 lb.

attached to the parts that typically remain exposed by overlaying armor and equipment.

A quilled aketon has razor sharp bone quills sewn into it and is intended to be worn unaccompanied by other pieces. Any opponent that grapples with the quilled warrior must make a Dexterity check (DC 25) each round or take 1d4 points of damage. Some coat the quills with a poisonous gel that causes additional damage if the wounded opponent fails a save, but this is an exceptionally risky tactic for the wearer.

Armor of the Beetle: This armor is similar to full plate, except that it is even heavier and special care has been taken to reinforcing the weak points in armor such as joints and midpoints. The downside is that this limits the range of movement of the wearer slightly. Many adventurers who brave the underground prefer this armor due to the fact that it increases the chances of surviving any sort of cave-in. While wearing this armor, a character caught in the bury zone of a structural collapse sustains only 1d6 points of damage rather than the standard 3d6, and takes only 1d4 points of damage per round if pinned.

Armor Spikes: You can have spikes added to your armor, which allow you to deal extra piercing damage (see **Table 1.1: Weapons**) on a successful grapple attack. The spikes count as a martial weapon. If you are not proficient with them, you take a

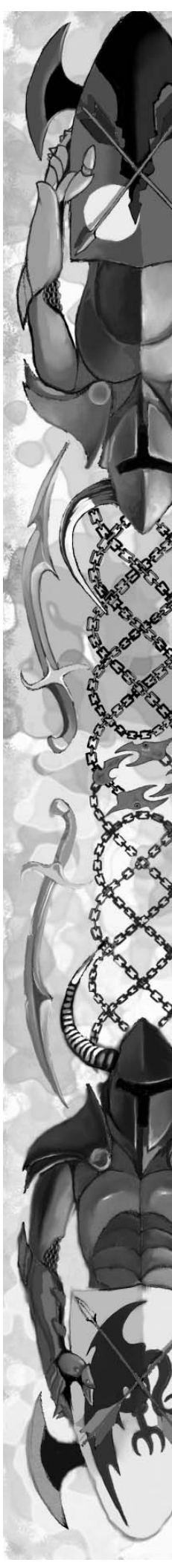
-4 penalty on grapple checks when you try to use them. You can also make a regular melee attack (or off-hand attack) with the spikes, and they count as a light weapon in this case. (You can't also make an attack with armor spikes if you have already made an attack with another off-hand weapon, and vice versa.)

An enhancement bonus to a suit of armor does not improve the spikes' effectiveness, but the spikes can be made into magic weapons in their own right.

Armored Robe: This nonmagical robe is designed to provide arcane spellcasters slight protection against harm without interfering too much in their spellcasting. It is essentially an ordinary wizard's robe with leather strips sewn within the lining of the fabric. The arms of the robe are unarmored, leaving the arms of the wearer free for somatic gestures.

Articulated Half-Plate: Although as restrictive as normal half-plate for most types of movement, articulated half-plate allows a greater freedom to run than other heavy armor. Half-plate does not restrict you to running at only triple your normal speed. Wearing articulate plate requires special training because it allows much freer movement when taking simple steps forward than it does when attempting other kinds of movement, such as jumping or climbing.

Banded Mail: The suit includes gauntlets.



CHAPTER 5: ARMOR QUALITIES

While most enchanters spend their time bolstering the effectiveness of defensive items, the best artificers imbue them with customized and extraordinary magics. Listed here are dozens of the best enchantments.

Absorption, Spell: Adventurers everywhere covet armor and shields with this enchantment. *Spell absorption* items can absorb spells that are cast directly at the wearer (or wielder). These absorbed spells convert to pure magical energy and can be channeled to aid the wielder, either in attacking or in healing others.

When targeted by a spell, the wielder is entitled to make a Spellcraft check to determine the spell being cast. If successful, the wielder can then choose whether to absorb the spell effect or not. If the Spellcraft check fails, the spell is automatically absorbed.

Once absorbing energy, the item must be discharged in one round. The wearer can use the charge to damage an opponent by making a melee touch attack. A hit deals 1d4 points of additional damage per spell level absorbed. Alternatively, charged armor can be used to heal the wielder for 1d4 hit points per spell level absorbed. Use of the healing power is a standard action.

If the wielder does not use the absorbed magical energy within one round, or if she attacks a creature but fails to hit, she immediately suffers 1d4 points of damage per spell level (Fortitude save; DC 22 for half) as the armor discharges the energy contained within it. *Spell absorption* armor can absorb up to 10 spell levels per day.

Strong abjuration; *Caster Level:* 15th; *Prerequisites:* Craft Magic Arms and Armor, *spell turning*; *Market Price:* +4 bonus.

Acid Resistance: A suit of armor or a shield with this property normally has a dull gray appearance. The armor absorbs the first 10 points of acid damage per attack (similar to the *resist energy* spell).

Faint abjuration; *Caster Level:* 3rd; *Prerequisites:* Craft Magic Arms and Armor, *resist energy*; *Market Price:* +18,000 gp.

Acid Resistance, Improved: As acid resistance,

except it absorbs the first 20 points of acid damage per attack.

Moderate abjuration; *Caster Level:* 7th; *Prerequisites:* Craft Magic Arms and Armor, *resist energy*; *Market Price:* +42,000 gp.

Acid Resistance, Greater: As acid resistance, except it absorbs the first 30 points of acid damage per attack.

Moderate abjuration; *Caster Level:* 11th; *Prerequisites:* Craft Magic Arms and Armor, *resist energy*; *Market Price:* +66,000 gp.

Acid Warding: The armor absorbs the first 50 points of acid damage per round (similar to the *resist energy* spell).

Strong abjuration; *Caster Level:* 21st; *Prerequisites:* Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *protection from energy*; *Market Price:* +6 bonus.

Acrobat: This armor is normally gaudy in coloration and allows the wearer to flip and tumble like a court jester, granting a +5 competence bonus on

TABLE 5.1: BASE ENCHANTMENTS

%	Special Ability	Base Price Modifier
1-4	Aspected	250
5-7	Resistant Armor (light)	500
8-10	Emergency Reservoirs	540
11-12	Fluid (light)	1,000
13-14	Resistant Armor (medium)	1,000
15-16	Imprinted	2,000
17-18	Resistant Armor (heavy)	2,000
19-20	Fluid (medium)	2,500
21-22	Glamered	2,700
23-24	Reshaping	2,700
25-26	Acrobat	3,750
27-28	Shadow	3,750
29-30	Silent Moves	3,750
31-32	Slick	3,750
33-34	Fluid (heavy)	5,000
35-36	Shadow, Improved	15,000
37-38	Silent Moves, Improved	15,000
39-40	Slick, Improved	15,000
41-43	Acid Resistance	18,000
44-46	Cold Resistance	18,000
47-50	Electricity Resistance	18,000
51-53	Fire Resistance	18,000
54-56	Negative Energy Resistance	18,000
57-60	Positive Energy Resistance	18,000
61-64	Sonic Resistance	18,000
65-69	Shadow, Greater	33,750
70-73	Silent Moves, Greater	33,750
74-77	Slick, Greater	33,750
78-80	Acid Resistance, Improved	42,000
81-83	Cold Resistance, Improved	42,000
84-86	Electricity Resistance, Improved	42,000
87-89	Fire Resistance, Improved	42,000
90-92	Sonic Resistance, Improved	42,000
93-94	Etherealness	49,000
95	Acid Resistance, Greater	66,000
96	Auran	66,000
97	Cold Resistance, Greater	66,000
98	Electricity Resistance, Greater	66,000
99	Fire Resistance, Greater	66,000
00	Sonic Resistance, Greater	66,000

Tumble checks. (The armor's armor check penalty still applies normally).

Faint transmutation; *Caster Level:* 5th; *Prerequisites:* Craft Magic Arms and Armor, *cat's grace*; *Market Price:* +3,750 gp.

Animated: Upon command, an *animated* shield floats within 2 feet of the wielder, protecting her as if she were using it herself but freeing up both her hands. Only one shield can protect a character at a time. A character with an *animated* shield still takes any penalties associated with shield use, such as armor check penalty, arcane spell failure chance, and nonproficiency.

Strong transmutation; *Caster Level:* 12th; *Prerequisites:* Craft Magic Arms and Armor, *animate objects*; *Market Price:* +2 bonus.

Aquan: Armors that possess the *aquan* enchantment are extremely rare, but are prized above all others by mariners and undersea races. These items are generally adorned with wave or fish motifs, and are always very fluted and seem somewhat flimsy. However, these items are coated with a slick, transparent film that allows movement underwater without penalty. They also negate all penalties to swim checks due to armor. Non water-breathing creatures that craft this type of armor typically imbue their

creations with the *water breathing* and *buoyant* qualities.

Moderate abjuration; *Caster Level:* 7th; *Prerequisites:* Craft Magic Arms and Armor, *freedom of movement*, *feather fall*; *Market Price:* +2 bonus.

Arcane: *Arcane* armor is enchanted in a way so as not to interfere as greatly with arcane spell casting. For every plus of armor enhancement, the chance for arcane spell failure is reduced by 10%. This ability may only be used on light or medium armor.

Moderate abjuration: *Caster Level:* 10th; *Prerequisites:* Elf, Craft Magic Arms and Armor, *freedom of movement*; *Market Price:* +3 bonus.

Arrow Catching: A shield with this ability attracts ranged weapons to it. It has a deflection bonus of +1 against ranged weapons, causing projectiles and thrown weapons to veer toward it. Any projectile or thrown weapon aimed at a target within 5 feet of the shield's wearer diverts from its original target and targets the shield's bearer instead. (If the wielder has total cover relative to the attacker, the projectile or thrown weapon is not diverted.)

Projectiles and thrown weapons that have an enhancement bonus higher than the shield's enhancement bonus are not diverted to the wearer (but the shield's increased AC bonus still applies against

TABLE 5.2: MINOR ARMOR QUALITIES

%	Special Ability	Base Price Modifier			
1-4	Arrow Catching	+1	9-11	Bull's Armor (+2)	+2
5-7	Bashing	+1	12-14	Cat's Armor (+2)	+2
8-10	Blinding	+1	15-17	Dark	+2
11-13	Bludgeoning Resistance	+1	18-20	Deflecting (+1)	+2
14-16	Buoyant	+1	21-23	Desert	+2
17-19	Clamping	+1	24-25	Divine Conduit	+2
20-22	Confidence	+1	26-28	Dopple	+2
23-25	Echotrapping	+1	29-31	Dread	+2
26-28	Floating	+1	32-34	Echotrapping	+2
29-31	Fortification, light	+1	35-37	Glimmer	+2
32-34	Gaze Protection	+1	38-40	Grasping	+2
35-37	Grace	+1	41-43	Grotesque	+2
38-40	Hardened	+1	44-46	Healing, Greater	+2
41-43	Healing	+1	47-49	Leadership	+2
44-46	Impact Resistance	+1	50-52	Magnetic	+2
47-50	Inspiration	+1	53-55	Morphic	+2
51-53	Photosynthetic	+1	56-57	Muse	+2
54-56	Picker	+1	58-60	Raven's Armor (+2)	+2
57-60	Piercing Resistance	+1	61-63	Reflection, Spell	+2
61-64	Plant	+1	64-65	Ritual Combat	+2
65-69	Purging	+1	66-68	Sacrificial	+2
70-72	Quick Don	+1	69-71	Seeming	+2
73-75	Quick Release	+1	72-73	Shifting	+2
76-78	Reduction	+1	74-75	Smoking	+2
79-81	Rust Proof	+1	76	Solace	+2
82-84	Slashing Resistance	+1	77	Solace, Dark	+2
85-87	Spell Storing	+1	78-79	Spell Resistance (13)	+2
88-90	Spellcasting (light)	+1	80-82	Spellcasting (medium)	+2
91-93	Storing	+1	83-84	Stowing	+2
94-96	Water Breathing	+1	85-87	Terran	+2
97-00	Wild	+1	88-89	Totem	+2
1-3	Animated	+2	90-92	Virtue	+2
4-5	Aquan	+2	93-95	Weightless	+2
6-8	Arrow Deflection	+2	96-97	Wolverine (+2)	+2
			98-00	Wyrdweave	+2



CHAPTER 6: ARMOR OF GALLANTRY

There are times when a simple suit of *chain mail* +3 just isn't enough. A villain might want a defense versus a particular attack form favored by the heroes, a rogue might need a few extra pockets to store things, or a wizard might want more than just a magical ring to shield him from harm.

Some of the most effective, useful, and strange of all magical armors defy categorization. This section describes the wealth of miscellaneous magical armors, along with magic items that grant armor class, movement, mobility, and other defenses.

Aegis of the Stalwart Defender: This heavy +2 adamantine mountain kite shield provides excellent protection to any warrior, in the form of its (total) +5 shield bonus to AC. When carried in conjunction with the mantle of the stalwart defender, it also grants damage reduction 2/-, increasing the total granted by the two to 5/- in normal situations, and 10/- when in a defensive stance.

Faint Abjuration; CL: 7th; Craft Magic Arms and Armor, *stoneskin*; Price 16,250 gp.

Amulet of Epic Natural Armor: This amulet toughens the wearer's body and flesh, giving him or her an enhancement bonus to his or her natural armor of +6 or higher, depending on the type of amulet.

Strong transmutation; Caster Level: 20th; Prerequisites: Craft Wondrous Item, Craft Epic Wondrous Item, *barkskin*, creator's caster level must be three times the amulet's bonus; Market Price: 720,000 gp

(+6), 980,000 gp (+7), 1,280,000 gp (+8), 1,620,000 gp (+9), 2,000,000 gp (+10); Weight: —.

Amulet of Mighty Fists: This amulet grants an enhancement bonus of +1 to +5 on attack and damage rolls with unarmed attacks and natural weapons.

Faint evocation; Caster Level: 5th; Prerequisites: Craft Wondrous Item, *greater magic fang*, creator's caster level must be at least three times the amulet's bonus; Market Price: 6,000 gp (+1), 24,000 gp (+2), 54,000 gp (+3), 96,000 gp (+4), 150,000 gp (+5).

Amulet of Natural Armor: This amulet, usually crafted from bone or beast scales, toughens the wearer's body and flesh, giving him an enhancement bonus to his natural armor of from +1 to +5, depending on the kind of amulet.

Faint transmutation; Caster Level: 5th; Prerequisites: Craft Wondrous Item, *barkskin*, creator's caster level must be at least three times the amulet's bonus; Market Price: 2,000 gp (+1), 8,000 gp (+2), 18,000 gp (+3), 32,000 gp (+4), or 50,000 gp (+5).

Arcane Weave: This item is a +1 *mithral chain shirt* with pockets that hold four arcane scrolls. The wearer may activate the armor to invoke one of these scrolls as a move-equivalent action (this does not provoke an attack of opportunity). When activated, a deep, resonant voice reads the scroll (a *silence* spell negates the scroll's activation). The entire contents of the scroll are consumed upon casting, even if a single scroll holds multiple spells.

The armor can invoke spells flawlessly that are equal or less than its caster level, and all scrolls are cast at the armor's caster level regardless of the level

TABLE 6.1: MINOR WONDROUS ARMOR

%	Item	Market Price
1-4	Aspected Aketon	300
5-7	Backplate of Blurring	500
9-11	Breastplate of Blinding	600
12-16	Penelope's Oil of Rust Protection	750
17-20	Quiver, Plentiful	800
21-25	Bracers of Armor (+1)	1,000
26-30	Helm of Buoyancy	1,100
31-35	Bracers of Bashing	1,200
36-40	Quiver of Khonshu	1,200
41	Beaded Armor of Odor	1,500
42-44	Amulet of Natural Armor (+1)	2,000
45-48	Ring of Protection (+1)	2,000
49-52	Bracers of Armor (+2)	4,000
53-57	Gloves of Arrow Snaring	4,000
58-60	Mask of the Hunter	4,000
61-62	Scabbard of Return	4,000
64-65	Thief's Bandolier	4,000
66	Doublet of Distinction	4,170
67-71	Bracers of Archery, Lesser	5,000
72-73	Magnetic Aketon	5,000
74-76	Sycophant (+1)	5,000
77-80	Helm of Comprehending Languages and Reading Magic	5,200
81-85	Amulet of Mighty Fists (+1)	6,000
86-90	Boots of Striding and Springing (+10)	6,000
91-95	Horseshoes of Speed (+10)	6,000
96-00	Leggings of Speed (+10)	6,000

of the scroll's creator. To determine the success or failure of *sorcerer's weave* on more powerful magic, treat the armor as a 6th-level caster and roll for failure as detailed in the **Scrolls** section of **Chapter 7** of the *DMG*.

Strong evocation; *Caster Level*: 6th; *Prerequisites*: Craft Magic Arms and Armor, *read magic*, *magic mouth*, creator must have the Combat Casting feat; *Market Price*: 23,850 gp; *Cost to Create*: 11,925 gp + 954 xp.

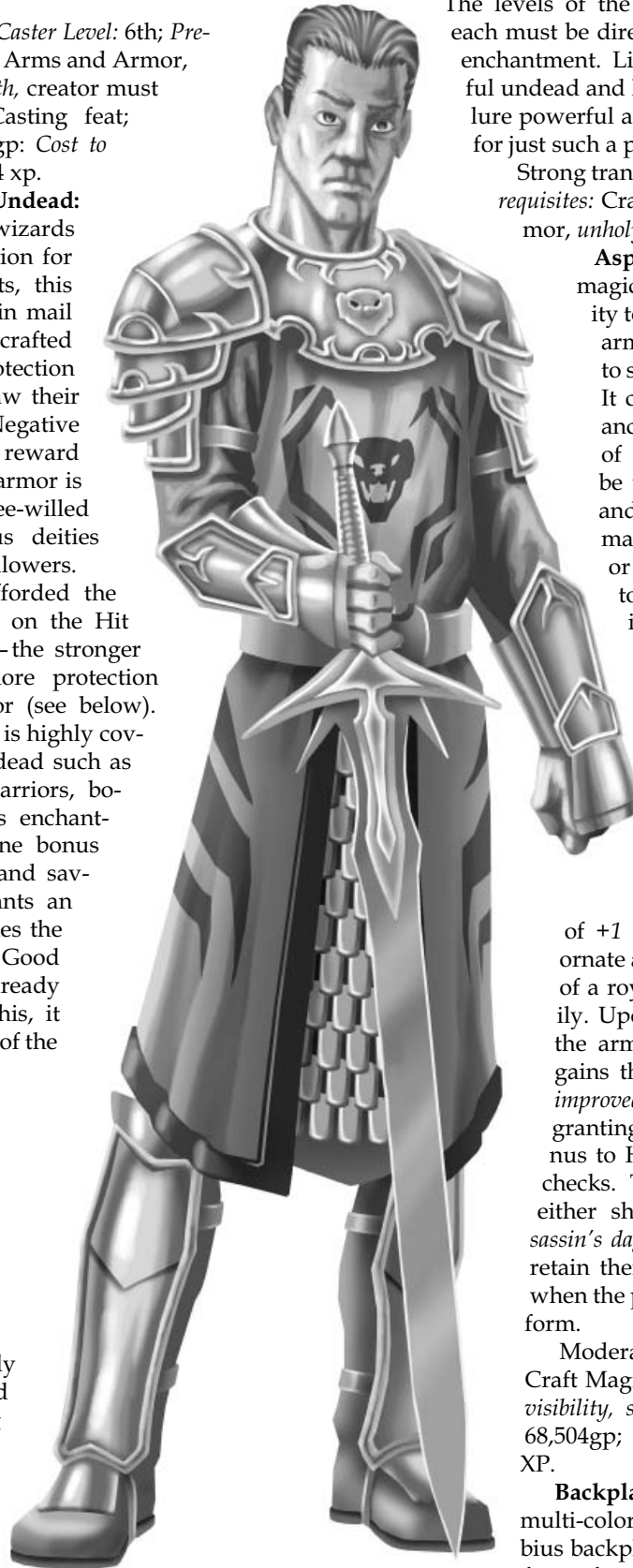
Armor of the Undead:

Created by evil wizards and clerics as protection for their undead servants, this enchanted suit of chain mail armor is specially crafted to offer superior protection for creatures that draw their strength from the Negative Material Plane. As reward for loyal service this armor is often given to such free-willed undead by malicious deities and their powerful followers.

The protection afforded the wearer is dependant on the Hit Dice of the sacrifice—the stronger the creature, the more protection granted by the armor (see below). As a result this armor is highly coveted by powerful undead such as vampires, skeletal warriors, bodak, and liches. This enchantment grants a profane bonus to both armor class and saving throws, plus grants an SR equal to the 5 times the enchantment against Good spells. If a creature already has SR better than this, it gets a bonus on its SR of the base enchantment.

Hit Die	Profane Bonus
1-4	+1
5-7	+2
8-10	+3
11-13	+4
14+	+5

This armor can only be worn by undead creatures. Living creatures that wear the armor suffer 2 negative levels. These levels cannot be restored by any means, though they return once the armor is removed.



Armor of Valor
Illustrated by James Byrd

Sacrifice: In addition to the monetary requirements, undead creatures must sacrifice the living to their dark gods. The level of the creature serves as the baseline profane bonus granted to the armor.

The levels of the sacrifice do not stack; each must be directed toward a different enchantment. Liches and other powerful undead and have sometimes tried to lure powerful adventurers to their lairs for just such a purpose.

Strong transmutation; CL 15th; *prerequisites*: Craft Magic Arms and Armor, *unholy aura*; *Price*: 20,000 gp

Aspected Aketon: This magical aketon gives the ability to modify the look of any armor worn but is limited to surface appearance only. It cannot alter the appearance of the type or amount of armor. The aketon can be used to cover scratches and dents when trying to make a good impression or it can make the armor to appear more used than it actually is when attempting to intimidate someone.

Faint transmutation; CL 3rd; *Prerequisites*: Craft Magic Arms and Armor, *alter self*; *Market Price*: 300 gp

Assassin's Polished Plate: This suit of +1 *daggered plate* is highly ornate and often bears the crest of a royal house or noble family. Upon the users command, the armor turns jet black and gains the *improved shadow* and *improved silent moves* properties, granting a +10 competence bonus to Hide and Move Silently checks. The daggers locked to either shoulder function as *assassin's daggers*, though they only retain their wicked, curved edge when the plate is in its clandestine form.

Moderate Illusion; CL 10th; Craft Magic Arms and Armor, *invisibility*, *silence*, *slay living*; *Price* 68,504gp; *Cost* 34,252gp + 2,740 XP.

Backplate of Blurring: This multi-colored, multi-faceted morbid backplate offers no protection from frontal assaults. However when the wearer is flanked this



CHAPTER 9: CURSED ITEMS

Cursed items are magic items with some sort of potentially negative impact. Sometimes they're directly bad for the user; sometimes they're just inconvenient. Occasionally they mix the bad with the good, forcing characters to make difficult choices. **Table 9.1: Common Curses** provides a quick method for adding curses to traditional magic items.

TABLE 9.1: COMMON CURSES

d%	Curse
01-15	Delusion
16-35	Opposite effect or target
36-45	Intermittent functioning
46-60	Requirement
61-75	Drawback
76-90	Completely different effect
91-100	Substitute specific cursed item

Delusion: The user believes the item is what it appears to be, yet it actually has no magical power other than to deceive. The user is mentally fooled into thinking the item is functioning and cannot be convinced otherwise without the help of a *remove curse* spell.

Opposite Effect or Target: These cursed items malfunction so that either they do the opposite of what the creator intended, or they target the user instead of someone else. These items aren't always bad to have, though they are hard to rely on in the heat of battle. Opposite-effect items include weapons that impose penalties on attack and damage rolls rather than bonuses. Just as a character shouldn't necessarily immediately know what the enhancement bonus of a noncursed magic item is, she shouldn't immediately know that a weapon is cursed. Once she knows, however, the item can be discarded unless some sort of compulsion is placed upon it that compels the wielder to keep and use it. In such cases, a *remove curse* spell is generally needed to get rid of the item.

Intermittent Functioning: The three varieties of intermittent functioning items all function perfectly as described—at least some of the time. The three varieties are unreliable, dependent, and uncontrolled items.

Unreliable: Each time the item is activated, there is a 5% chance (1 on a d20) that it does not function.

Dependent: The item only functions in certain situations. To determine what the situation is, either select a situation or roll on the following table.

d%	Situation
01-03	Temperature below freezing
04-05	Temperature above freezing
06-10	During the day
11-15	During the night
16-20	In direct sunlight
21-25	Out of direct sunlight
26-34	Underwater
35-37	Out of water
38-45	Underground
46-55	Aboveground
56-60	Within 10 feet of a random creature type
61-64	Within 10 feet of a random race or kind of creature
65-72	Within 10 feet of an arcane spellcaster
73-80	Within 10 feet of a divine spellcaster
81-85	In the hands of a nonspellcaster
86-90	In the hands of a spellcaster
91-95	In the hands of a creature of a particular alignment
96	In the hands of a creature of particular gender
97-99	On nonholy days or during particular astrological events
100	More than 100 miles from a particular site

Uncontrolled: An uncontrolled item occasionally activates at random times. Roll d% every day. On a result of 01-05 the item activates at some random point during that day.

Requirement: In a sense, a command word is a requirement. Nevertheless, some items have much more stringent requirements that must be met for them to be usable. To keep an item with this kind of curse functioning, one or more of the following conditions must be met.

- Character must eat twice as much as normal.
- Character must sleep twice as much as normal.
- Character must undergo a specific quest (one time only, and then item functions normally thereafter).
- Character must sacrifice (destroy) 100 gp worth of valuables per day.
- Character must sacrifice (destroy) 2,000 gp worth of magic items each week.
 - Character must swear fealty to a particular noble or his family.
- Character must discard all other magic items.
- Character must worship a particular deity.



A blessing or a curse?
Illustrated by Todd Morasch



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