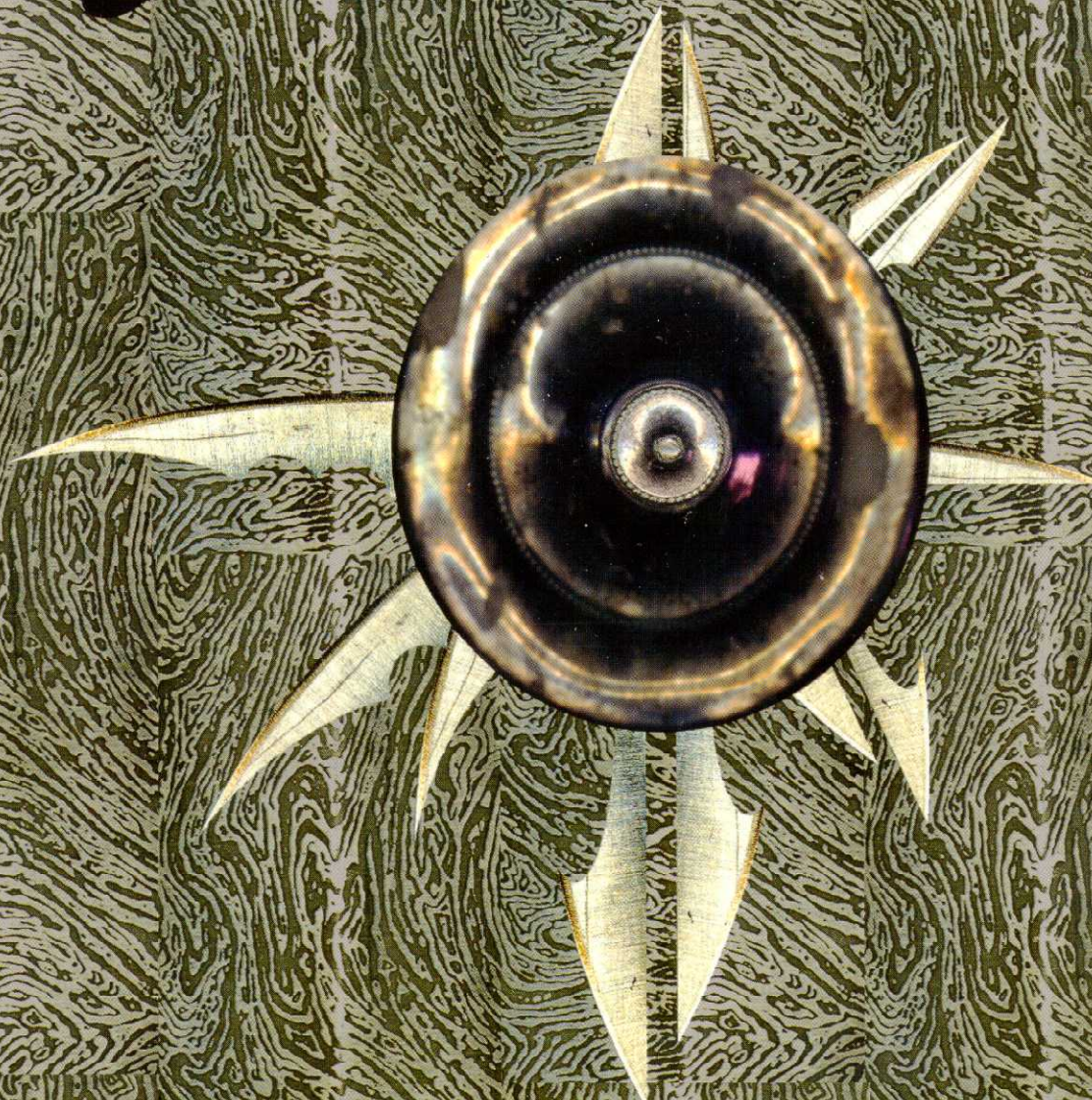


d20
system

Arms & Armor



Arms & Armor

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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 stuff that bard songs are made from...

Arms & Armor offers a wealth of readily useful content. Containing hundreds of new types of weapons, armor, and materials, this book offers longtime players new tools for adventure. Treasure troves never had it so good with the addition of scores of new magical 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.



About d20

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Arms

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 stan-

dard 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.

New Weapon Types

This section describes a variety of new types of non-magical weaponry, the basis for any set of adventuring equipment. Players should check with their DMs to determine if a particular piece of weaponry is suitable to the campaign before equipping their characters with it.

Table 1: Simple Weapons—Melee

Weapon	Cost	Damage	Critical	Range	Weight	Type	Reach	Disarm	Trip	Double
Unarmed Attacks										
Brass Knuckles*	5 sp	1d4	x2	—	1 lb.	Bl	0 ft.	—	—	—
Ladies Chain	5 gp	1d3	x2	—	¼ lb	Bl	0 ft.	—	—	—
Razor, Fixed	3 sp	1d3	x2	—	½ lb.	Sl	0 ft.	—	—	—
Push Knife	1 gp	1d3	x3	—	½ lb.	P	0 ft.	—	—	—
Tiny										
Black Knife	2 gp	1d3	19-20/x2	10 ft.	½ lb.	P	5 ft.	—	—	—
Carvet Dagger	40 gp	1d4+1	19-20/x2	10 ft.	1 lb.	P	5 ft.	—	—	—
Dirk	2 gp	1d4	19-20/x2	10 ft.	1 lb.	P	5 ft.	—	—	—
Gutblade	5 gp	1d4	18-20/x2	—	1 lb.	P	5 ft.	—	—	—
Iron brush	2 gp	1d4	x3	—	1 lb.	P	5 ft.	—	—	—
Leeching Dagger	10 gp	1d4	19-20/x2	—	1 lb.	P	5 ft.	—	—	—
Strangling Wire	2 sp	1d2	—	—	¼ lb	SL	5 ft.	—	—	—
Ta Mo Hidden Daggers	6 gp	1d4	19-20/x2	10 ft.	2 lb.	P	5 ft.	—	—	—
Small										
Club, Small	—	1d4	x2	10 ft.	2 lb.	Bl	5 ft.	—	—	—
Fighting Claw	5 gp	1d6	x3	—	2 lb.	P	5 ft.	—	—	—
Iron flute	5 gp	1d4	x2	—	1 lb.	Bl	5 ft.	—	—	—
Machete	5 gp	1d6	x2	10 ft.	2 lb.	Sl	5 ft.	—	—	—
Medium-size										
Iron pipe	5 gp	1d6	x2	—	2 lb.	Bl	5 ft.	—	—	—
Mace, Chained	75 gp	1d8	x2	—	12 lb.	Bl	5 ft.	+2	base	—
Shortstaff	—	1d4/1d4	x2	—	2 lb.	Bl	5 ft.	—	—	Yes
Golden Melon Hammer	15 gp	1d8	x3	—	14 lb.	Bl	5 ft.	—	—	—
Large										
Lashing Staff	3 gp	1d8	x2	—	5 lb.	Bl	5 ft.	—	—	—
Master's Hand	12 gp	1d8	x2	—	7 lb.	Bl	10 ft.	—	—	—
Rake	10 gp	1d8	x3	—	7 lb.	Bl, P	10 ft.	—	—	—

New Weapons

Table 2: Martial Weapons—Melee

Weapon	Cost	Damage	Critical	Range	Weight	Type	Reach	Disarm	Trip	Double
Small										
Bushknife	10 gp	1d6	19-20/x2	—	4 lb.	S	5 ft.	—	—	—
Cinqueda	15 gp	2d3	x3	—	3 lb.	P	5 ft.	—	—	—
Flail, small	8 gp	1d6	x2	—	3 lb.	Bl	5 ft.	+2	base	—
Longsword, Small	15 gp	1d6	19-20/x2	—	3 lb.	Sl	5 ft.	—	—	—
Rapier, small	20 gp	1d4	18-20/x2	—	2 lb.	P	5 ft.	—	—	—
Saber, Fencing	20 gp	1d6	18-20/x2	—	3 lb.	Sl	5 ft.	—	—	—
Medium-size										
Basket-hilted Backsword*	20 gp	1d6 or(1d4)	18-20/x2	—	6 lb.	Sl, B	5 ft.	—	—	—
Straightsword	20 gp	1d6	19-20/x2	—	2 lb.	Sl or P	5 ft.	—	—	—
Dadao	25 gp	1d6	19-20/x3	—	5 lb.	Sl	5 ft.	—	—	—
Dart Mace	65 gp	1d8 (1d4 dart)	x2	20 ft.	12 lb.	Bl or P	5 ft.	—	—	—
Fanged Blade	450 gp	1d8+1	19-20/x2	—	3 lb.	Sl	5 ft.	—	—	—
Large										
Battle Staff	10 gp	1d8/1d8	x2	—	15 lb.	Bl	5 ft.	—	—	Yes
Claymore	60 gp	1d12	19-20/x2	—	15 lb.	Sl	5 ft.	—	—	—
Claw	15 gp	1d8	x2	—	7 lb.	Sl	5 ft.	—	—	—
Dragon Whisker Fork	20 gp	2d4	x2	20 ft.	7 lb.	P	5 ft.	—	base	—
Executioner's Sword	75 gp	1d12	x4	—	18 lb.	Sl	5 ft.	—	—	—
Ghost Head Broadsword	80 gp	1d10	18-20/x2	—	17lb.	Sl	5 ft.	—	—	—
Gold Coin Spade	20 gp	1d8	x2	—	7 lb.	Bl or Sl	10 ft.	—	—	—
Hooked Spear	4 gp	1d8	x3	20 ft.	5 lb.	P	10 ft.	—	base	—
Monk's Cudgel	12 gp	2d4	x2	—	13 lb.	Bl	10 ft.	—	—	—
Nightingale Cleaver	35 gp	1d10	18-20/x2	—	20 lb.	Sl	5 ft.	—	—	—
Pike	7 gp	1d8	x3	—	13 lb.	P	10-15 ft.	—	—	—
Pike, Choke	8 gp	1d8	x3	—	14 lb.	P	10-15 ft.	—	—	—
Three-point Double Blade Sword	15 gp	2d4	x3	20 ft.	10 lb.	Sl or P	10 ft.	—	—	—
Tiger Fork	15 gp	1d10	x2	20 ft.	15 lb.	P	5 ft.	—	—	—
War Fork	20 gp	1d12	19-20/x2	—	15 lb.	P and S	5 ft.	—	—	—
Widowmaker	35 gp	1d12	19-20/x3	—	25 lb.	Sl	5 ft.	—	—	—
Wolf Spear	20 gp	1d8	x3	—	20 lb.	P	10 ft.	—	—	—
Wolf Teeth Club	8 gp	1d8	x3	—	5 lb.	Bl and P	5 ft.	—	—	—
Wolf Teeth Spiked Trident	20 gp	2d4	x2	20 ft.	7 lb.	P	5 ft.	—	—	—

Weapons
Table 2

Table 3: Exotic Weapons—Melee

Weapon	Cost	Damage	Critical	Range	Weight	Type	Reach	Disarm	Trip	Double
Tiny										
Cat Gloves	5 gp	1d4	x2	—	2 lb.	Sl	5 ft.	—	—	—
Emei Piercer	2 gp	1d3	x3	—	½ lb.	P	5 ft.	—	—	—
Hairpin, Poisoned	15 gp	1d2	x2	—	0.1 lb.	P	5 ft.	—	—	—
Ribbon Dagger	1 gp	1d3	x2	20 ft.	0.2 lb.	P	5 ft.	—	—	—
Scholar's Brush	2 gp	1d3	x2	10 ft.	½ lb.	P	5 ft.	—	—	—
Small										
Battle Gauntlet	25 gp	1d6	x2	—	5 lb.	Bl	5 ft.	—	—	—
Buckler Blade	30 gp	1d6	x3	—	4 lb.	P	5 ft.	—	—	—
<i>Buckler Blade as Shield: Armor Bonus: +1; Maximum Dex Bonus: -; Armor check penalty: -1; Arcane Spell Failure: 5%; Speed: -; Weight: 4lb.</i>										
Combat Hook	10 gp	1d6	x3	—	3 lb.	P	5 ft.	base	base	—
Duck Blade	12 gp	1d6	x3	—	2 lb.	Sl	5 ft.	—	—	—
Gauntlet, Sword	55 gp	1d6	19-20/x2	—	3 lb.	P	5 ft.	—	—	—
Hokk	10 gp	1d6	x3	—	3 lb.	Sl	5 ft.	base	—	—
Horse Halberd	5 gp	1d6	x2	—	2 lb.	P	5 ft.	—	—	—
Ring Blade	25 gp	1d6	x3	—	4 lb.	Sl	5 ft.	—	—	—
<i>Ring Blade As Shield: Armor Bonus: +1; Maximum Dex Bonus: -; Armor check penalty: -1; Arcane Spell Failure: 5%; Speed: -; Weight: 4lb.</i>										
Rooster Blade	16 gp	1d6	x3	—	2 lb.	P	5 ft.	—	—	—
Snake Ring	14 gp	1d4	19-20/x2	—	2 lb.	Sl or P	5 ft.	—	—	—
Unicorn Horn Sword	15 gp	1d6	19-20/x2	—	2 lb.	Sl	5 ft.	—	—	—
Wind and Fire Wheel	16 gp	1d6	x3	—	2 lb.	Sl	5 ft.	—	—	—
Medium-size										
Axe, Chained	15 gp	1d8	x3	—	15 lb.	Sl	5 ft.	+2	base	—
Axe, Double Chained	30 gp	1d8/1d8	x3	—	20 lb.	Sl	5 ft.	+2	base	Yes
Axe-Hammer	55 gp	1d8/1d8	x3	—	8 lb.	Bl and Sl	5 ft.	—	—	—
Double-bladed Sword	60 gp	1d10	19-20/x2	—	8 lb.	Sl	5 ft.	—	—	—
Double Flying Sword	18 gp	1d6/1d6	x2	—	4 lb.	Sl	5 ft.	+2	base	Yes
Double-Headed Sword	40 gp	1d10	x3	—	15 lb.	Sl	5 ft.	—	—	—
Dragon Head Stick	10 gp	1d4/1d4	x2	—	3 lb.	Bl or P	5 ft.	+2	base	Yes
Flying Weight Meteor Hammer	5 gp	1d6	19-20/x2	10 ft.	1 ½ lb.	Bl	5-15 ft.	+1	+1	—
Nine Teeth Hammer	8 gp	1d6/1d6	19-20/x2	—	3 lb.	Bl	5-15 ft.	+1	+1	Yes
Scarf Chain	18 gp	1d6	x3	—	3 lb.	Sl or Pi	5 ft.	base	base	—
Pole Sword	10 gp	1d8	19-20/x2	5 ft.	5 lb.	Sl	5 ft.	—	base	—
Ribbon Sword	15 gp	1d8	x3	—	3 lb.	Sl	5 ft.	+1	—	—
Scarf Chain	10 gp	1d4	x3	—	1 lb.	Sl	5 ft.	+1	+1	—

Weapon	Cost	Damage	Critical	Range	Weight	Type	Reach	Disarm	Trip	Double
Sky Lance	1060 gp	1d12	x3	—	10 lb.	P	30 ft.	—	—	—
Tiger Hook	15 gp	1d6	19-20/x2	—	3 lb.	Sl, P	5 ft. or 10 ft.	+2	+2	—
War cleaver	50 gp	2d4	19-20/x2	—	10 lb.	Sl	5 ft.	—	—	—
Water Parting Shield	12 gp	1d6	19-20/x2	—	3 lb.	Sl	5 ft.	—	—	—
Large										
Bane spear	50 gp	1d8/1d8	x3/x2	20 ft.	7 lb.	P, Bl	5 ft.	—	—	Yes
Bloodaxe	50 gp	2d8	x3	—	20 lb.	Sl	5 ft.	—	—	—
Chain, Balled	20 gp	1d8/1d8	x2	—	18 lb.	Bl, P	5-10 ft.	+2	base	Yes
Cicada Wing Sword	120 gp	1d6/1d6	19-20/x2	—	10 lb.	Sl	5 ft.	—	—	Yes
Crushing Axe	75 gp	1d8/1d8	x3/x2	—	25 lb.	Sl, Bl	5 ft.	—	—	Yes
Double-headed	5 gp	1d8/1d8	x3	20 ft.	6 lb.	P	5 ft.	—	—	Yes
Four Section Sickle	12 gp	2d4	x3	—	11 lb.	Bl, Sl	5 ft.	—	—	Yes
Heaven and Sun and Moon sword	120 gp	1d6/1d6	19-20/x2	—	10 lb.	Sl	5 ft.	—	—	Yes
Heaven Lotus Phoenix Sword	35 gp	1d8/1d8	x3	20 ft.	11 lb.	P, Sl	5 ft.	—	—	Yes
Hook Flail	15 gp	1d8	19-20/x2	—	20 lb.	Bl, Sl	5 ft.	+3	base	—
Horse Hacking Sword	30 gp	1d6/1d4	x2	—	8 lb.	Sl, Bl	5 ft.	—	—	Yes
Jump Spear	8 gp	1d8	x3	—	7 lb.	P	5 ft.	—	—	—
Mace, Double	70 gp	1d8/1d8	x2	—	22 lb.	Bl	5 ft.	—	—	Yes
Monk's spade	30 gp	1d10/2d4	x2	—	11 lb.	Sl	5 ft.	+1	—	Yes
Mother and Son Hammer	7 gp	1d8/1d8	19-20/x2	—	7 lb.	Bl	5-10 ft.	+1	+1	Yes
Pen	15 gp	1d6	18-20/x2	—	5 lb.	P	10 ft.	—	—	—
Tripbag	5 gp	1d8 (subdual)	x2	—	20 lb.	Bl	5 ft.	—	+4	—
War Maul	75 gp	2d8	x3	—	30 lb.	Bl	5 ft.	—	—	—
Wolf Teeth Hammer	12 gp	1d8	x2	—	5 lb.	Bl, P	5-15 ft.	+1	+1	—

Table 4: Simple Weapons—Ranged

Weapon	Cost	Damage	Critical	Range	Weight	Type
Tiny						
Sand Sling	2 gp	—	—	15 ft.	1 lb.	—
Throwing Knives	1 gp	1d3	x2	10 ft.	½ lb.	P
Small						
Arrow, Piercing (20)	2 gp	1d8	x3	Per Bow	3 lb.	P
Spiked bullets (10)	5 sp	1d4 +1	x2	—	5 lb.	Bl
Medium-size						
Flask Launcher	50 gp	—	19-20/x2	60 ft.	8 lb.	Sl

Table 5: Martial Weapons—Ranged

Weapon	Cost	Damage	Critical	Range	Weight	Type
Medium-size						
Barbed Arrows	2 gp	1d8	19-20/x2	Per Bow	3 lb.	P

Table 6: Exotic Weapons—Ranged

Weapon	Cost	Damage	Critical	Range	Weight	Type
Small						
Blowgun	1 gp	—	—	30 ft.	½ lb.	P
Blowgun Darts	1 sp	—	—	—	0.1 lb.	—
Flutegun	15 gp	—	—	30 ft.	3 lb.	P
Net, Small	20 gp	—	—	10 ft.	5 lb.	—
Slingstick	10 gp	1d4	x2	50 ft.	1 lb.	B
		(or per missile)				(or per missile)
Medium-size						
Dual Crossbow	150 gp	1d8	19-20/x2	80 ft.	9 lb.	P
Dueling Cloak	15 gp	—	—	10 ft.	3 lb.	—
Razor Disk Launcher	1 gp	1d10	19-20/x2	30 ft.	2 lb.	SI
Razor Disk	5 gp	—	—	—	1 lb.	—



Weapon Table

New Weapon Descriptions

Arrow, Barbed: While similar in size and weight to the traditional arrows used in warfare, these arrows are more likely to enact a critical hit on the target, although resulting critical hits are usually less severe.

Arrow, Piercing: The piercing arrowhead is a four-inch long, stiletto-like design, which allows the blade to pass through some types of armor far more easily than conventional broad heads. When used against padded, leather, studded leather, scale, or chainmail armor, these arrows gain a +2 circumstance bonus to hit. This bonus does not apply to damage.

Axe, Chained: The chained axe is a double-bladed axe-head attached to a haft by a length of chain. Similar to the flail, this weapon requires more precision to strike with the edges of the axe. Wielders get a +2 bonus on their opposed attack roll when attempting to disarm an enemy (including the roll to avoid being disarmed if they fail to disarm their enemy). This weapon can also be used to make trip attacks. If tripped during their own trip attempt, characters can drop the chained axe to avoid being tripped.

Axe, Double Chained: The double chained axe is a long haft with a chain axe attached to either end. It may be used as a double weapon, but the user incurs all the normal attack penalties for fighting with two weapons, as if he were using a one-handed weapon and a light weapon. The double chained axe may not be used as a double weapon if wielded in one hand.

This axe provides a +2 bonus on opposed attack rolls when attempting to disarm an enemy (including

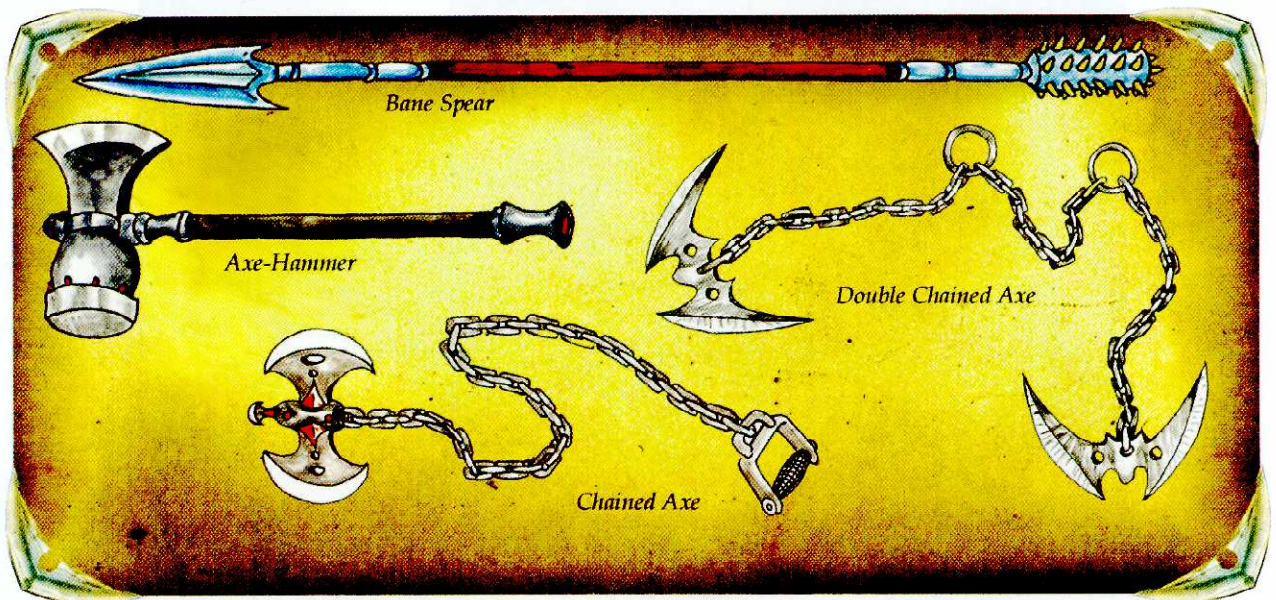
the roll to avoid being disarmed if the character fails to disarm his enemy).

This weapon can make trip attacks. If tripped during a trip attempt, the wielder can drop the chained axe to avoid being tripped.

Axe-Hammer: An exotic weapon, the axe-hammer is a long hafted weapon with an axe blade on one side of the head and a blunt hammer surface on the other. Due to the strange balance of the weapon, axe or hammer wielders cannot use it proficiently; special training is required.

Bane Spear: The bane spear is a durable shortspear, the butt end of which is set with long, solid, mace flanges that resemble an arrow's fletching, giving the bane spear an appearance remarkably like that of a huge arrow. A bane spear is a double weapon, and can be used both to stab like a spear, and to bludgeon with the mace flanges. Fighting with a bane spear as double weapon incurs all of the normal attack penalties associated with fighting with two weapons; a one-handed weapon and a light weapon. A creature using a double weapon in one hand cannot use it as a double weapon. A bane spear may also be thrown effectively, the mace flanges/fletching acting to stabilize and spin the spear.

Basket-hilted Backsword: The favorite weapon in many medieval lands is the basket-hilted backsword. This single-edged sword is around three feet in length, and the hilt features a hand guard, often elegantly wrought, that covers the top and front of the hand. Like a rapier, the guard protects the hand, but unlike a rapier's guard, the basket hilt guard is heavy, making the weapon more suitable for slashing than thrusting. The heavy basket is a weapon in its own right. A suc-



successful attack roll with the weapon can also be resolved as a basket punch, inflicting bludgeoning damage.

Battle Gauntlet: The battle gauntlet is a thick, heavy, oversized metal glove, heavily padded inside, and reinforced with large studs on the knuckles. In addition to providing a handy striking implement, adding weight and protection to the user's blow, it is also large and sturdy enough to effectively function as a buckler (+1 Armor Bonus, -1 Armor Check Penalty, 5% Arcane Spell Failure). Someone wearing a battle gauntlet can still hold and use a weapon, but the extra weight on the arm inflicts a -1 penalty on attack rolls and negates the battle gauntlet's use as a buckler for the rest of the round. This penalty stacks with those for fighting with an off hand weapon or two weapons, if appropriate. Opponents cannot use disarm actions to disarm wearers of a battle gauntlet. An attack with a battle gauntlet is considered an armed attack. The cost and weight given is for a single gauntlet.

Battle Staff: Often wielded by fighter/wizards and sorcerers, the battle staff is a heavily constructed staff reinforced along its length with steel. Battle staff heads are often studded to increase damage.

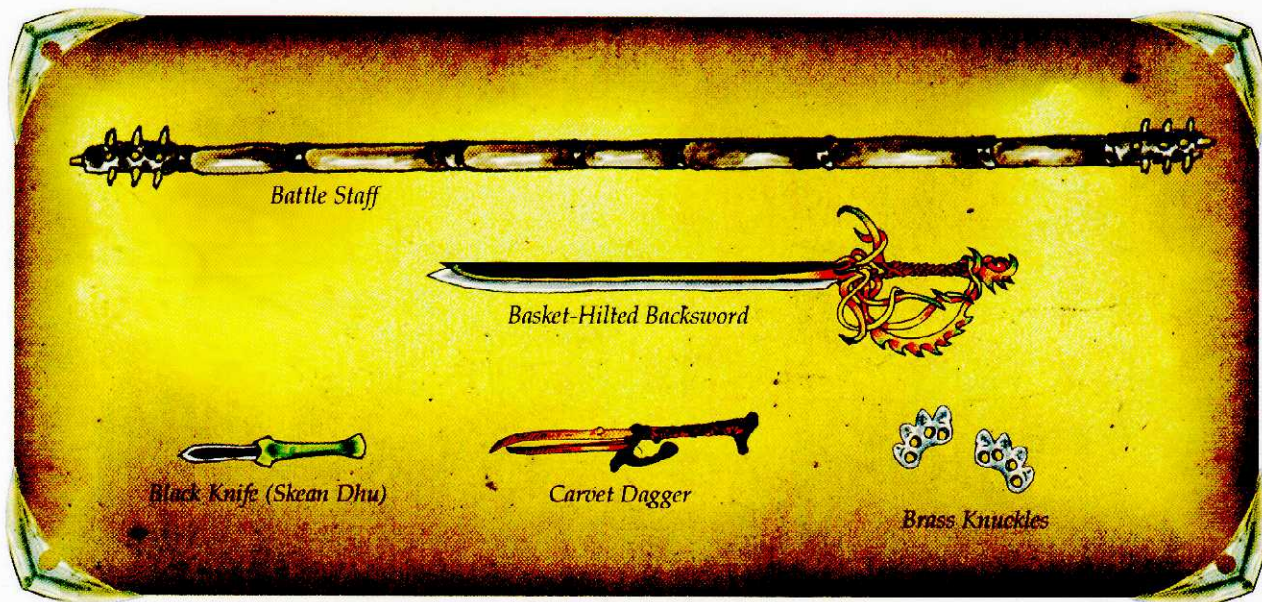
Black Knife (Skean Dhu): No honest rogue would ever be caught unarmed, and to these ends many carry a black knife (or skean dhu). This diminutive knife is usually hidden somewhere on the body as a last resort, but can be placed visibly in the top of a stocking or boot as a gesture of peace to a trusted host. The hilt is often made of common materials like wood or stag horn, but can be richly decorated with gemstones or insignia. The single-edged blade is only a few inches long, and the slim profile makes it easy to conceal, enabling deadly,

unexpected attacks. A black knife confers a +2 circumstance bonus to Disguise checks made to conceal it somewhere on a character's body.

Bloodaxe: A bloodaxe is a massive double-bladed battleaxe that is too large for a Medium-size creature to use with two hands without special training; thus, it is an exotic weapon. Medium creatures cannot use a bloodaxe one-handed at all. A large creature could use the axe with two hands as a martial weapon, or it could use the bloodaxe with one hand, but would be assessed the standard -4 non-proficiency penalty to its attack rolls. A Large creature with the Exotic Weapon Proficiency feat could use the bloodaxe in one hand without penalty. The weapon gets its name from its ability to cut most human-sized creatures in half with one swing.

Brass Knuckles: Crude but effective weapons of the street, brass knuckles increase the damage inflicted by unarmed strikes, allowing a medium-sized character to deal 1d4 points of subdual damage in combat and a small-sized character to deal 1d3 points. The Weapon Finesse feat allows users to apply their Dexterity modifiers instead of Strength modifiers to attack rolls with brass knuckles. Available in three sizes: slender for elves, halflings, and pickers; medium for humans and dover (from *Minions: Fearsome Foes*); and extra-thick for half-orcs.

Buckler-Blade: The buckler-blade consists of a buckler that is strapped to the wrist in a normal fashion, plus a retractable punching dagger of Small size. The blade can be extended past the fist and locked in place, allowing it to be used as an effective weapon. The advantage of the buckler-blade is that when using the full defense option, it provides the protection of a buckler. If



a hero wishes to attack, he has a capable weapon. Attacking with the buckler-blade negates the +1 armor bonus, but does not cause the normal -1 penalty to attack when using a buckler and a weapon with the same hand. The buckler blade functions as a buckler when not used to attack.

Bushknife: Many halflings and rangers use the bushknife as both a weapon and a tool. It has a short, chopping blade that is useful for clearing a way through heavy brush.

Cat Glove: Cat gloves are tough yet supple leather gloves, each finger tipped with a small but sharp steel claw. These weapons are used to rake an opponent with a clawing action. Their surreptitious nature makes them a favorite weapon of many assassins and rogues. Opponents cannot disarm the wearer of a cat glove. An attack with a cat glove is considered an armed attack. The cost and weight given is for a single glove. The Weapon Finesse feat may be used to apply Dexterity modifiers instead of Strength modifiers to attack rolls with a cat glove.

Carvet Dagger: This small knife is made from the beak of a carvet (from *Minions: Fearsome Foes*). Strong as normal iron, this blade is razor sharp. Primitive cultures and barbarians often employ this type of weapon.

Chain, Balled: Similar to a spiked chain, a balled chain has a large morning star head attached to each end. A balled chain has reach and can strike at opponents 10 feet away. In addition, unlike many other weapons with reach, the balled chain can be used against adjacent foes.

Balled chains may be used as double weapons, but doing so limits their reach to five feet and incurs all the

normal attack penalties associated with fighting with two weapons, as if the wielder were using a one-handed weapon and a light weapon.

Because the chain can wrap around an enemy's leg or other limb, it can make trip attacks. If tripped during his trip attempt, the wielder can drop the chain to avoid being tripped.

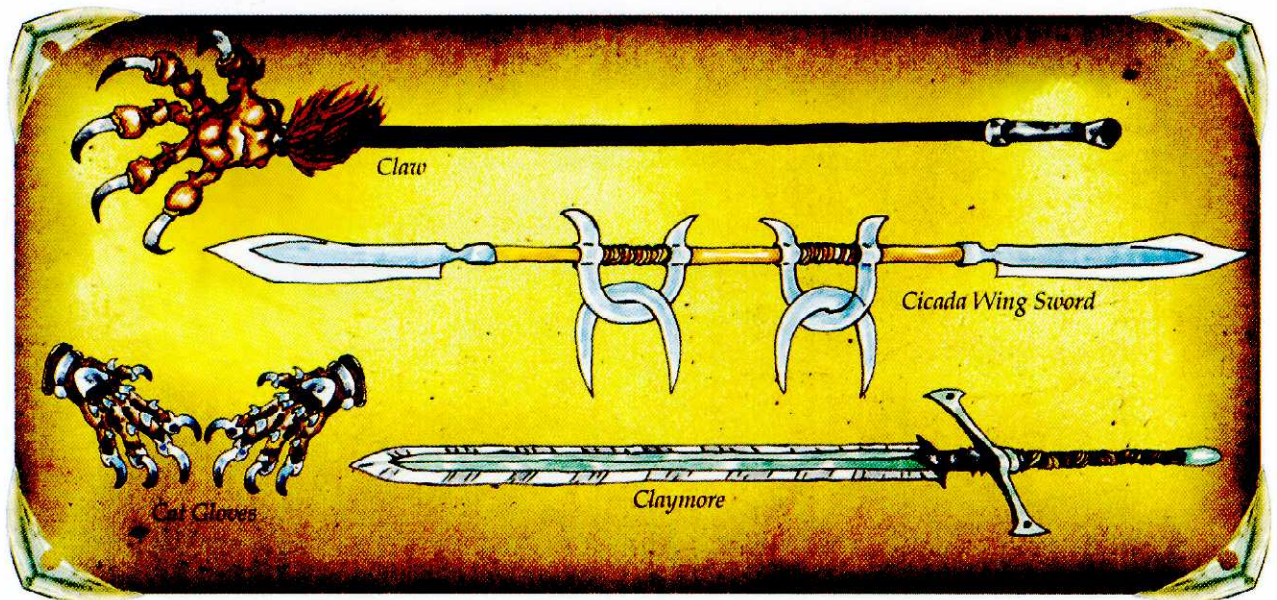
The balled chain provides a +2 bonus to opposed attack rolls when attempting to disarm an opponent (including the roll to avoid being disarmed if the disarming attempt fails).

The Weapon Finesse feat may be used to apply Dexterity modifiers instead of Strength modifiers to attack rolls with a balled chain.

Cicada Wing Sword: (Chan Zi Dao) Also called a "Butterfly Wing Sword," the cicada wing sword is a two-foot iron bar with a short, single-edged sword blade at each end, and two sharp crescent-shaped hand guards affixed to the bar. A cicada wing sword is a double weapon, and may be used as if fighting with two weapons, but doing so incurs all of the normal attack penalties associated with fighting with two weapons (although the off-hand weapon is considered light). A creature using a cicada wing sword in one hand cannot use it as a double weapon.

Cinqueda: This is the classic "five-finger" Italian shortsword. The base of its blade is as broad as a hand, tapering quickly up to a narrow point.

Claw: (Zhua) This ancient polearm is nothing more than a staff topped with a dragon-like hand with the fingers spread in a clawing posture. Each finger is tipped with a hooked metal talon. It is used to make raking slashes.



Assassins often use this weapon to disguise murders as wild beast attacks.

Claymore: The claymore is, of course, the famous Scottish greatsword. These weapons are usually between four and six feet long, with a double-edged blade and extended hilt for a two-handed grip. Some of these weapons feature drooping quillions, and most have a leather-covered ricasso, which allows the shoulder of the blade to be gripped for better control in close-quarter fighting. The claymore is a weapon that requires strength and control to wield effectively, and its weight and length gives it significant momentum that can be used to advantage when fighting multiple opponents. When used by a character with the Cleave feat, a successful Strength check (DC 15) allows one additional cleave attack in a round.

Club, Small: This small wooden club is suitable for gnomes, halflings, and other Small humanoids.

Combat Hook: An unusual and cruel weapon, the combat hook has a foot long, wickedly sharp, curved hook, much like an oversized meat hook, attached to a sturdy handle. Attacks with this weapon utilize a ripping action.

Crushing Axe: A crushing axe is a double weapon, consisting of strong shaft with a heavy battleaxe blade at one end and a heavy mace head at the other. A crushing axe can be used as a double weapon, incurring all the penalties of fighting with a one-handed weapon and light weapon. A creature using a double weapon in one hand, such as an ogre using a crushing axe cannot use it as a double weapon.

Dadao: This heavy single-bladed sword bears a long handle, and a curved, tapered blade. It can be wielded

either one or two handed to deal powerful blows in melee.

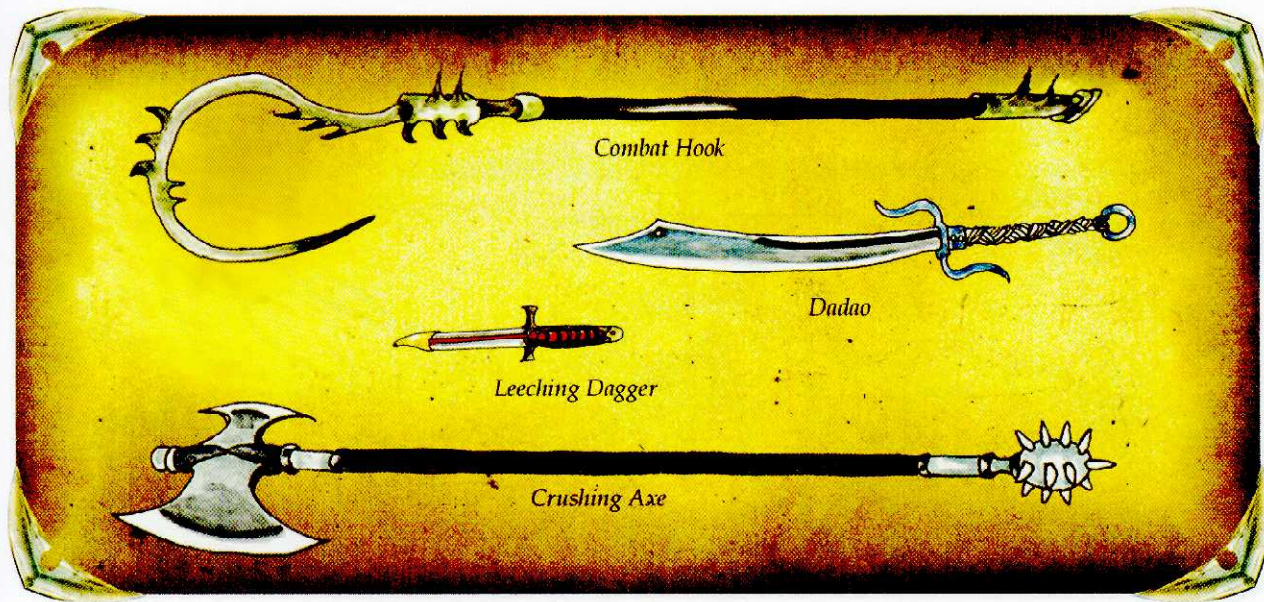
Dagger, Leeching: This dagger has a long, thin blade and a wider than normal handle, which unbalances the weapon enough to make throwing it impossible. At the base of the blade is a hollow "fang" that runs down into the dagger's handle, which is also hollow and holds a removable glass vacuum tube.

When maximum damage is rolled (4 on a d4) or on a critical strike, the "fang" pierces the victim and breaks the seal in the tube, extracting a sample of the victim's blood, ichor, or other bodily fluids. Once obtaining a sample, a leeching dagger may not sample further until its seal is restored. Fluid samples can be used to create any number of alchemical or magical creations, making these daggers a must for any traveling mage or alchemist.

Dart Mace: At the top of this ordinary looking heavy mace is a spring-loaded dart launcher, fired by pressing a button on the weapon's handle. The dart loads into a thin hollow tube running through the middle of the iron head and down the shaft. When loaded, a hook mechanism attached to a spring keeps the dart from falling out, no matter which way the mace is held.

Since it takes a full round and some sort of plunger to force the dart down the mace's shaft in order to reload, the dart mace is not very useful in missile combat. Using the dart mace as a missile weapon does not provoke an attack of opportunity.

The hidden dart offers its wielder the advantage of a surprise shot, making the mace an excellent weapon of last resort. Applying poison to the tip of the dart



enhances the weapon's effectiveness and is a rather common assassin's trick.

Dirk: One of the most utilitarian of all weapons, the dirk is the most common weapon of many impoverished areas. It has a single edged blade twelve to eighteen inches long and a carved handle with no cross guard. In combat, it is normally used in a backhanded grip. A dirk functions as a dagger, except for its size and its ability to be used in the same hand as a target shield. See the description of the target in the Shields section for special rules.

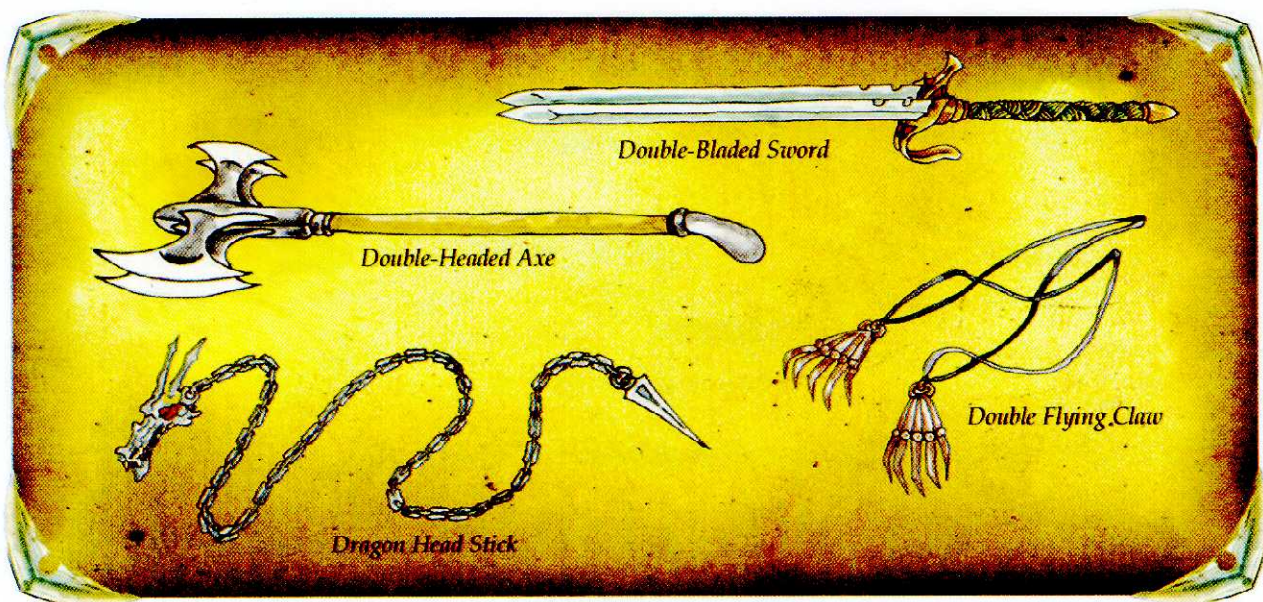
Double-Bladed Sword: The double-bladed sword resembles a longsword, save that it has two blades mounted parallel to each other, and a lengthened hilt. A double-bladed sword is too awkward to use in one hand without special training, making it an exotic weapon. A Medium sized character can use a double-bladed sword two-handed as a martial weapon, or a Large creature can use it one-handed in the same way.

Double Flying Claw: (Shuang Fei Zhua) The double flying claw consists of two metal claws, the five hooks on each spread like a clawing hand, connected by a doubled cord six feet or more in length. A double flying claw is a double weapon. When used as a double weapon, it incurs all of the normal attack penalties associated with fighting with two weapons (although the off-hand weapon is considered light). The wielder can make trip attacks with a double flying claw, and if he is tripped during the trip attempt, he can drop the weapon to avoid being tripped himself. A double flying claw can also be used to disarm an opponent, adding a +2 bonus to disarm attempts.

Double-Headed Axe: This unusual battleaxe has two axe-heads, both oriented in the same direction, so that both heads hit with a single strike. A double-headed axe is too awkward to use in one hand without special training; thus it is an exotic weapon. A Medium-size character can use a double-headed axe two-handed as a martial weapon, and a Large creature can use it one-handed in the same way.

Double-Headed Spear: (Shuang Tou Qiang) A common martial artist's weapon, the double-headed spear has a spearhead at each end of the shaft. A double-headed spear is a double weapon, and when used as such, incurs all the normal attack penalties associated with fighting with two weapons (although the off-hand weapon is considered light). A creature using a double-headed spear in one hand cannot use it as a double weapon. A double-headed spear may also be thrown effectively.

Dragon Head Stick: (Long Tao Gun Ban) A rare weapon, the dragon head stick is not a stick at all, but is a six-foot length of thin chain with a metal weight shaped like a dragon's head at one end and a barbed metal dart at the other. A dragon head stick is a double weapon, and if used as such, it incurs all of the normal attack penalties associated with fighting with two weapons (although the off-hand weapon is considered light). A dragon head stick can also be used to make trip attacks. If the wielder is tripped during her trip attempt, she can drop the weapon to avoid being tripped. The Weapon Finesse feat can be applied to add Dexterity modifiers instead of Strength modifiers to attack rolls with a dragon head stick. A dragon head stick can also



be used to disarm an opponent, adding a +2 bonus to disarm attempts.

Dragon Whisker Fork: (Long Xu Cho) A slender, two-handed trident, the dragon whisker fork's two side tines are wavy and extend horizontally from the weapon, while the central tine is typically wide and flat.

Dual-Crossbow: The dual-crossbow features the mechanisms of two light crossbows; one mounted one atop the other, attached to a single stock. Each mechanism may be fired independently like a light crossbow, or both mechanisms may be fired simultaneously at a single target (at a -1 penalty, roll damage for each bolt individually). A dual crossbow requires two hands to use, regardless of the user's size. Drawing a dual-crossbow back requires pulling a modified lever. Loading a dual-crossbow is a move-equivalent action that provokes attacks of opportunity. Two such actions are required to reload both mechanisms. Due to its unusual nature and balance, a dual-crossbow is an exotic weapon. A Small or larger character can shoot, but not load, a dual-crossbow with one hand at a -4 penalty. A Small or larger character can shoot a dual-crossbow with each hand as noted for heavy crossbows.

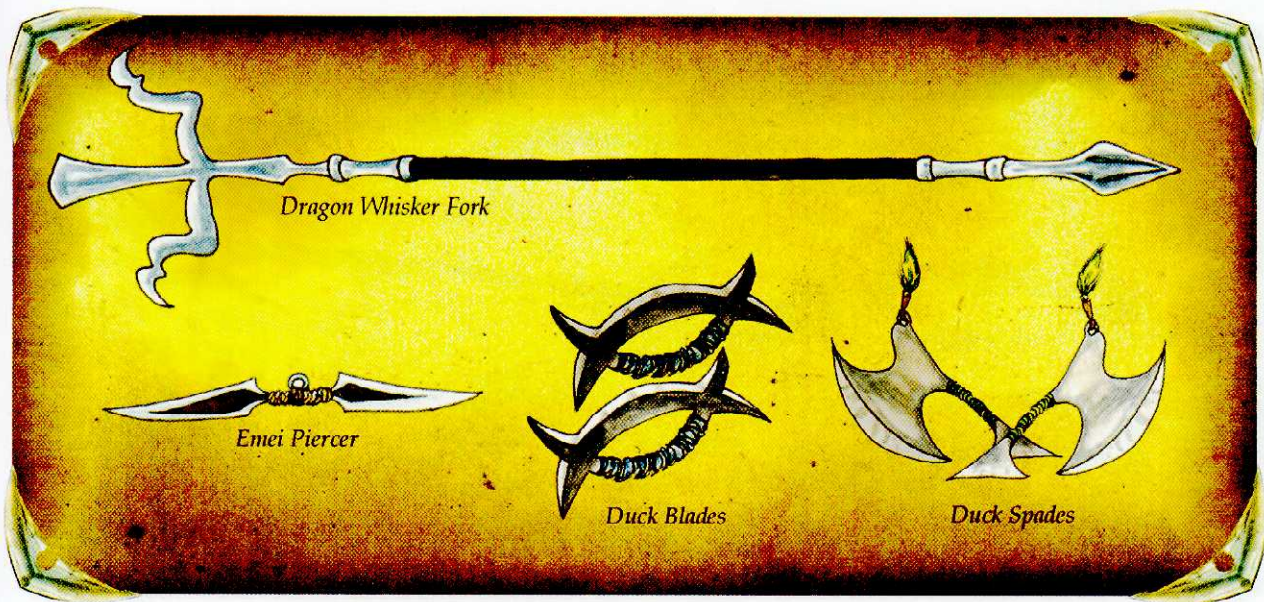
Duck Blade: (Yuen Yang Yue) Also sometimes called a "Deer Horn", the duck blade is formed from two interlocking crescent blades and is normally used in pairs.

Duck Spade: (Yuen Yang Chan) More akin to a large-bladed, all-metal handaxe than a spade, the duck spade is an effective slashing weapon, and is normally used in pairs.

Dueling Cloak: These large, heavy, often elaborate cloaks are weighted along the bottom edge with numerous small lead beads sewn into the seam. Dueling cloaks are used to parry with, and wound around a character's off-hand to act as a buckler (+1 Armor Bonus, -1 Armor Check Penalty, 5% Arcane Spell Failure), but may also be thrown like a net to entangle opponents. When thrown, a dueling cloak requires a ranged touch attack against its target. The cloak's maximum range is 10 feet, and it suffers no range penalties. Upon a successful hit, the cloak entangles its target. An entangled creature suffers a -2 penalty on attack rolls, a -4 penalty on effective Dexterity, and may not charge, run, or move at more than half speed. An entangled creature must succeed at a Concentration check (DC 15) to cast a spell. The entangled creature may attempt to escape by taking a full round action to pass an Escape Artist check (DC 10) or Strength check (DC 20; the cloak has 3 hp). A dueling cloak is only useful against creatures between Tiny and Medium size and need not be folded to be thrown effectively.

Emei Piercer: (Emei Ci) The emei piercer is a foot-long slender metal rod, sharpened at both ends with an adjustable ring affixed to its midpoint. The ring is worn on the index finger, allowing the rod to be gripped comfortably for stabbing attacks, with no chance of the weapon being dropped or disarmed. Emei piercers are nearly always used in pairs. The Weapon Finesse feat can be applied to add one's Dexterity modifier instead of one's Strength modifier to attack rolls.

Executioner's Sword: Although not very practical for combat, the executioner's sword has a long tradition of service; it is used to execute criminals by be-



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heading. These blades are never used for anything but executions by their proper wielders, but some have taken to using beheading swords for more mundane purposes. Using a beheading sword in combat incurs a -4 penalty to attack (cumulative with the penalty for not being proficient with the weapon) due to its strange balance. Executioner's swords are balanced for chopping from an overhand position, rather than completing complicated combat maneuvers. Anyone with the Martial Weapon Proficiency and a Strength score of at least 14 who takes an Exotic Weapon Proficiency in this weapon ignores the -4 penalty for using it

Fanged Blade: This blade is similar in length to a longsword, but it is constructed from a rare wood called steelwood (see the *New Materials* section) and lined with a series of razor sharp spikes. The hilt of the weapon is normally wrapped in leather, and is often decorated with hanging beadwork and feathers. Barbarians and druids favor this weapon.

Fighting Claw: A primitive weapon, a fighting claw consists of a long bone rod, sharpened at both ends, with three spikes sticking straight out from the center. It is held in a closed fist with the spikes poking out between the fingers.

Flail, Small: Flails provide a +2 bonus on attempts to disarm opponents and resist being disarmed on a failed disarm attempt. Additionally, they may make trip attacks. If tripped during a trip attempt, the wielder can drop the flail to avoid being tripped.

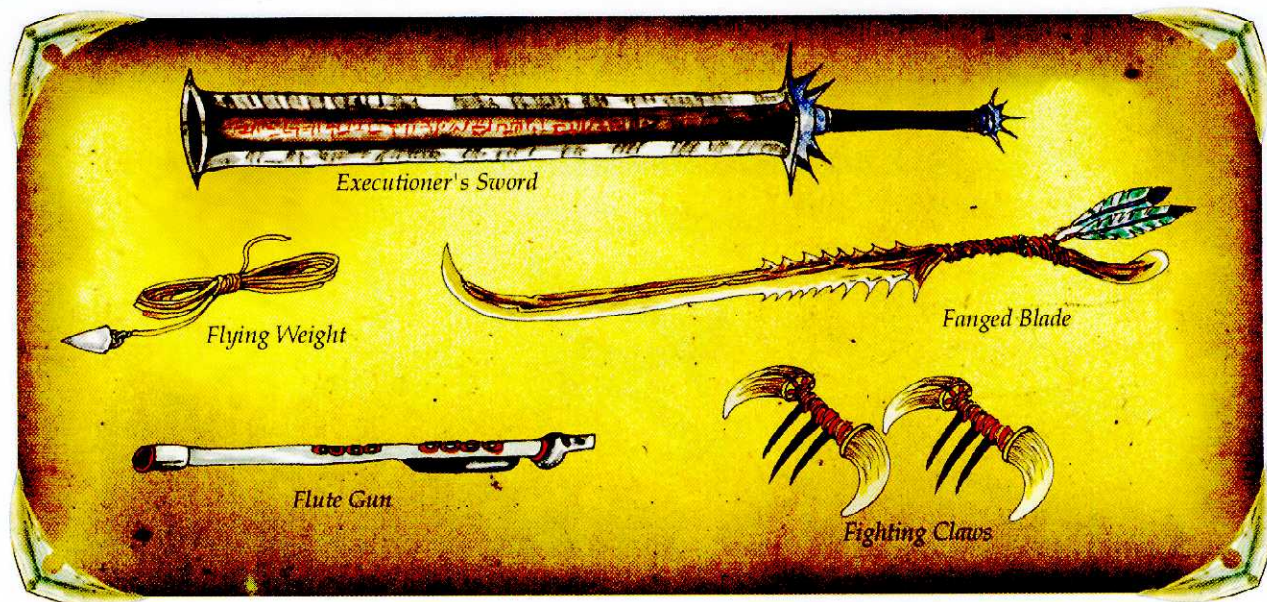
Flask Launcher: The flask launcher is a basic light crossbow design fitted with a slotted tube along the top. The tube is padded to help protect the vial ammu-

nition inside from damage and to keep it from slipping out while carried.

Flask launchers are usually sold with a padded case containing 10 empty test tube style vials. These can be filled with oil, Holy water, poison, acid, and so on. Each vial holds one dose of liquid. These vials are typical of those found in any alchemist's shop, and any local glass blower can manufacture them for 1 gp per score (20).

Flutegun: A favorite weapon of bardic assassins, this ordinary looking flute contains a hidden blowgun mechanism. This is an exotic ranged weapon that can be played as a flute and used as a missile weapon at the same time. The needles fired by the flutegun do no damage, but can deliver a potent dose of poison. The gun only holds one needle at a time, but can be reloaded while playing with a successful Perform check (DC 10). The total Perform check becomes the DC for any opposed Spot checks to notice the reloading.

Flying Weight: (Shuang Tao Fei Chui) The flying weight is an oval or conical, egg-sized metal weight attached at the end of a cord of up to 15 feet in length. The flying weight is spun in the air and twirled around various parts of the body to gain tremendous momentum. The flying weight is a reach weapon that can strike opponents up to 15 feet away. Unlike other reach weapons, the weight can also strike at adjacent foes. The wielder makes trip and disarm attacks at a +1 bonus with a flying weight, and if tripped during a trip attempt, he can drop it to avoid being tripped. Characters may use the Weapon Finesse feat to add Dexterity modifiers instead of Strength modifiers to attack rolls with a flying weight.



Wandering monks and clerics sometimes carry specially constructed aspergillums that double as flying weights. When filled with holy water, these become devastating weapons against the undead. Another variation on the flying weight is to replace the round weight with a longer, narrower pointed one. This "rope javelin" changes the weapon type to "piercing" but decreases the damage to 1d6.

A flying weight also makes a good impromptu grapple, giving its user a +1 circumstance bonus to Climb checks when used to scale walls and other structures.

Four Section Sickle: (Si Jie Tang) The four section sickle consists of four wooden rods, each connected by a short chain. The end of the last rod has a pair of wavy sickle-like blades affixed. The four section sickle requires two hands to use. A four section sickle is a double weapon. One can fight with it as if fighting with two weapons, incurring all of the normal attack penalties associated with fighting with two weapons (although the off-hand weapon is considered light). The wielder can also make trip or disarm attacks with the four section sickle, and if tripped during a trip attempt, he can drop the weapon to avoid being tripped.

Gauntlet, Sword: A sword gauntlet is a short sword blade attached to the back of a bracer and hand guard with a crosswise grip. The wielder holds the grip for leverage with the blade extending out from the back of the hand. Donning or removing this weapon is a move-equivalent action (though it is a free action if the wielder has the Quick Draw feat). Sword gauntlets may not be disarmed, but prevent anything else from being held in the hand wielding the blade.

Ghost Head Broadsword: (Gui Tao Dao) This heavy sword has a curved, tapered, single-edged blade with saw teeth on its back edge. It is typically wielded two handed and used to deal powerful, gaping wounds to its targets.

Gold Coin Spade: (Jin Qian Chan) This polearm features a large, round, flat striking head in the shape of a large coin.

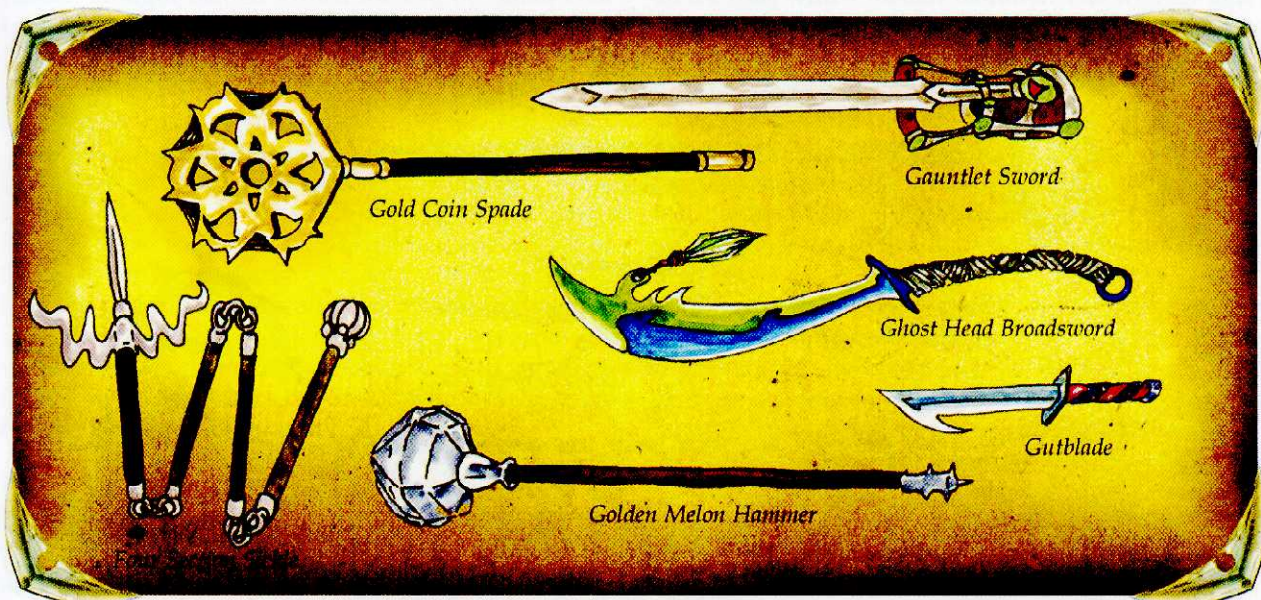
Golden Melon Hammer: This short rod bears a large faceted iron head. It is slightly heavier than a mace and deals tremendous, crushing blows to its targets.

Gutblade: A tiny weapon, the gutblade is a single-edged dagger with an arrow shaped tip and a sharp backward sweeping hook on the front of the blade. Designed by barbarian tribes for skinning and gutting, this blade often sees use as a secondary weapon in battle.

Hairpin, Poison: This six-inch hairpin appears little different from the normal variety. A poison hairpin is usually made of silver, and its end is often ornately decorated or inlaid with precious metals, shells, or rare woods. These hairpins are usually worn in pairs and are used to draw up long hair to the back or to the side. The hairpin can be used as a weapon and is equipped with a secret poison reserve. The poison can be released upon piercing an opponent by the depression of a small catch. The reserve holds enough poison for two strikes.

Not surprisingly, a great number of these weapons have found their way into many a royal court and harem.

Heaven and Earth, Sun and Moon Sword: (Qian Kun Ri Yue Dao) Symbolic of balance, the heaven and earth, sun and moon sword is much like the cicada wing sword, save that its handguards are farther apart, and its sword blades are curved. A heaven and earth,



sun and moon sword is a double weapon. One can fight with it as if fighting with two weapons, incurring all of the normal attack penalties associated with fighting with two weapons (although the off-hand weapon is considered light). A creature using a heaven and earth, sun and moon sword in one hand cannot use it as a double weapon.

Heaven Lotus Phoenix Tail: (Tian He Feng Wei Tang) An extremely elaborate and rare kung fu weapon, the heaven lotus phoenix tail has a large, sharp, and exceedingly ornate head affixed to one end of a pole, and a sharp, crescent-shaped spade head affixed to the other. A heaven lotus phoenix tail is a double weapon. When using it as a double weapon, the wielder incurs all of the normal attack penalties associated with fighting with two weapons (although the off-hand weapon is considered light). A creature using a heaven lotus phoenix tail in one hand cannot use it as a double weapon.

Hook Flail: This weapon is similar to a standard heavy flail, except that its head consists of a large bladed hook. When used to disarm an opponent, it provides a +3 bonus to the opposed attack roll. This flail can also be used to make trip attacks. If the wielder is tripped during a trip attempt with a hook flail, she can drop it to avoid being tripped.

Hooked Spear: (Lian Dao Qiang) The hooked spear is nothing more than a long spear, with the addition of a small, backward facing hook at the base of the spearhead, used for making trip attacks. If the wielder is tripped during a trip attempt with a hooked spear, she can drop it to avoid being tripped.

Hokk: The hokk is a small exotic melee weapon, consisting of a semicircular blade affixed with a cross-bar hilt. Small hooks extend from the blade where it meets the handle. The hokk can be used to disarm an opponent in melee.

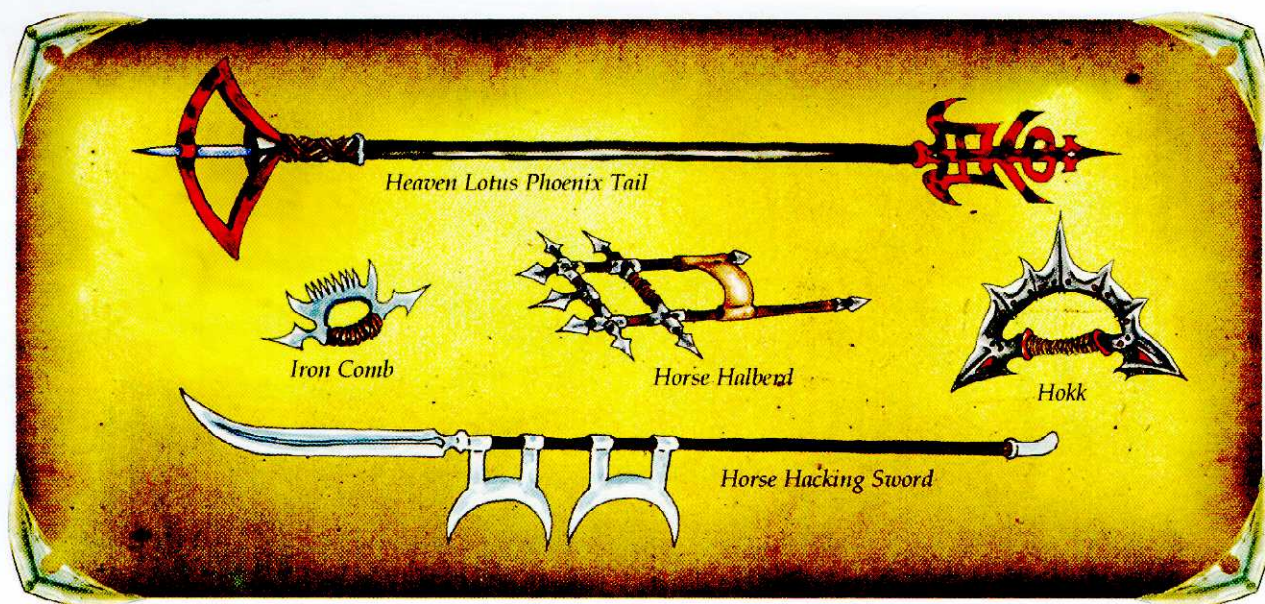
Horse Hacking Sword: (Zhan Ma Dao) Among the most peculiar of polearms, the horse hacking sword has a short, slightly curved, single edged blade, and bears two crescent-shaped bladed handguards attached to the shaft. A horse hacking sword is a double weapon. One can fight with it as if fighting with two weapons, incurring all of the normal attack penalties associated with fighting with two weapons (although the off-hand weapon is considered light). A creature using a horse hacking sword in one hand cannot use it as a double weapon.


Horse Halberd: (Ma Ji) Obscurely named, because it has connection to a horse and is far from being a halberd, the horse halberd is a strange framework of sharpened wooden rods that form a tonfa-like device that is strapped to the user's arm, and therefore cannot be disarmed. Horse halberds are always used in pairs.

Iron Comb: (Tie Su Zi) This large iron comb features sharp teeth, and although it can be worn in the hair, it is normally gripped and used to punch with, inflicting puncture wounds.

Iron Flute: (Tie Di) Nothing more than a flute made entirely of iron, the iron flute is not an obvious weapon, but can be used as a light baton in combat.

Iron Pipe: (Tie Yan Dao) Another seemingly innocuous weapon, the iron pipe is a long, slender smoking pipe constructed entirely of iron. The bowl is heavy





enough to strike clubbing blows. All monks are automatically proficient in the use of this weapon.

Jump Spear: This weapon is a normal shortspear with a crossbar set near the tip. The wielder can set his feet on the crossbar and fall for a distance, landing on the point with the full weight of his body. This is considered a standard melee attack. If this attack hits its target, an additional 1d10 points of damage per 10 feet of falling is dealt (1d6 for small creatures, 1d12 for large). This damage is multiplied on a critical hit. Anyone who makes this type of attack takes full falling damage for the distance of the fall minus 10 feet. A reflex save (DC distance fallen in feet) allows the attacker to halve this damage, but only if a successful attack is scored on an opponent. (Jumping out of a tree and missing is a painful lesson, but it must be learned.)

The jump spear is typically employed as an ambush attack. Wielders hide in trees and on low cliffs and wait for a target to walk below.

If a jump spear is used in normal melee, it functions as a shortspear.

Ladies' Chains: An understated version of the metal gauntlet, this weapon allows unarmed attacks to deal normal damage, rather than subdual damage. A fashion statement for the safety-conscious lady, ladies' chains have three rows of stylish silver chains covering the back of the hand, linked by a bracelet at the wrist and a silver ring on the forefinger. The chains, deceptively styled for looks, are set with clusters of sharp metal barbs on the outside. While ill-suited for hand-holding, this popular ladies' weapon is perfect for discouraging the unwelcome advances of any unsavory suitor.

Longsword, Small: A scaled down version of the classic, straight-bladed sword for use by Small creatures.

Lashing Staff: (Chang Xiao Bang) A staff with a single nunchaku-like flail head, the lashing staff resembles an agricultural flail.

Mace, Chained: A chained mace functions exactly like a heavy mace until its head is removed. When twisted, the mace head detaches from the haft and a length of chain slides from the hollow handle. This effectively converts the weapon into a light flail. As a flail, the weapon takes on all the properties for disarming or tripping as a regular flail. Changing from one weapon to the other is a move-equivalent action unless the wielder has the Quick Draw feat (where such a transformation is considered a free action).

Mace, Double: A double mace is a large double weapon. When used as if fighting with two weapons, it incurs all the normal attack penalties associated with two weapon fighting as if it were a one-handed weapon and a light weapon. A creature using a double weapon in one hand cannot use it as a double weapon.

Machete: Although smaller than a short sword, the machete is still an effective primary weapon for Small creatures, made all the more deadly because of its use as a ranged weapon.

Master's Hand: (Fo Shou) Originating in ancient monasteries, the master's hand is a pole topped with a metal hand extended in a gesture of meditation. All monks are automatically proficient in the use of this weapon.

Meteor Hammer: (Liu Xing Chui) A meteor hammer is similar to a flying weight. The weapon consists of 15 feet of finely woven rope that branches at the end into two shorter lengths. Attached to each end of the branch is a heavy, ovoid weight made of steel. The wielder can spin the weighted branches alone, using them as an impromptu flail, spin the entire length of rope similar to a flying weight, or use some combination of the two techniques. In battle, the wielder resembles nothing short of a deadly, flashing metal whirlwind.

A meteor hammer can be used as a double weapon, a reach weapon, and a weapon capable of making trip attacks. A meteor hammer can strike opponents up to 15 feet away, but unlike other reach weapons, can be used against adjacent foes. The meteor hammer may make trip attacks, and if tripped during a trip attempt, the wielder can drop the meteor hammer to avoid being tripped. One can also fight with it as if fighting with two weapons, incurring all of the normal attack penalties associated with fighting with two weapons (although the off-hand weapon is considered light). A creature using a meteor hammer in one hand cannot use it as a double weapon. The Weapon Finesse feat can be used to apply Dexterity modifiers instead of Strength to attack rolls with a meteor hammer. The wielder gets a +1 bonus to opposed checks when attempting either a trip or a disarm action. On a critical failure with the meteor hammer, there is a 35% chance that one of the weights hits the wielder.

Infamous bandits are known to hide in trees overhanging certain well-traveled roads and use the meteor hammer to take down a carriage's horse team in a single blow, depriving their victims of the chance to flee.

Monk's Cudgel: (Chan Zhang) Another weapon originating in monasteries, the monk's cudgel features a long, sturdy shaft, topped with a large cage-like bludgeoning head made of metal bars. All monks are automatically proficient in the use of this weapon.

Monk's Spade: (Yue Ya Chan) The monk's spade is a stout staff topped at one end with a flat, sharpened spade head, and at the other with a crescent-shaped blade. Frequently, steel rings hang from the shovel blade, jingling like bells as it strikes in battle.

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A monk's spade is a double weapon. One can fight with it as if fighting with two weapons, incurring all of the normal attack penalties associated with fighting with two weapons (although the off-hand weapon is considered light). A creature using a monk's spade in one hand cannot use it as a double weapon. A monk using a monk's spade fights with his unarmed base attack bonus and more favorable number of attacks per round, though she must take the Exotic Weapon Proficiency feat to do so.

The monk spade makes a good weapon for taking on multiple opponents or going against those on horseback. Bracing the weapon against an immobile surface, the wielder gets a +4 circumstance bonus to Armor Class against charging or mounted attacks.

The monk's spade can be used to disarm opponents by first catching their weapon, then twisting and either snapping it or propelling it some distance away. Disarm attacks made in this manner receive a +1 bonus.

Monks often favor this weapon because of its utilitarian value; they dangle bundles of clothes or equipment from one end while balancing the other end over their shoulders. The shovel blade also makes for an excellent impromptu frying pan.

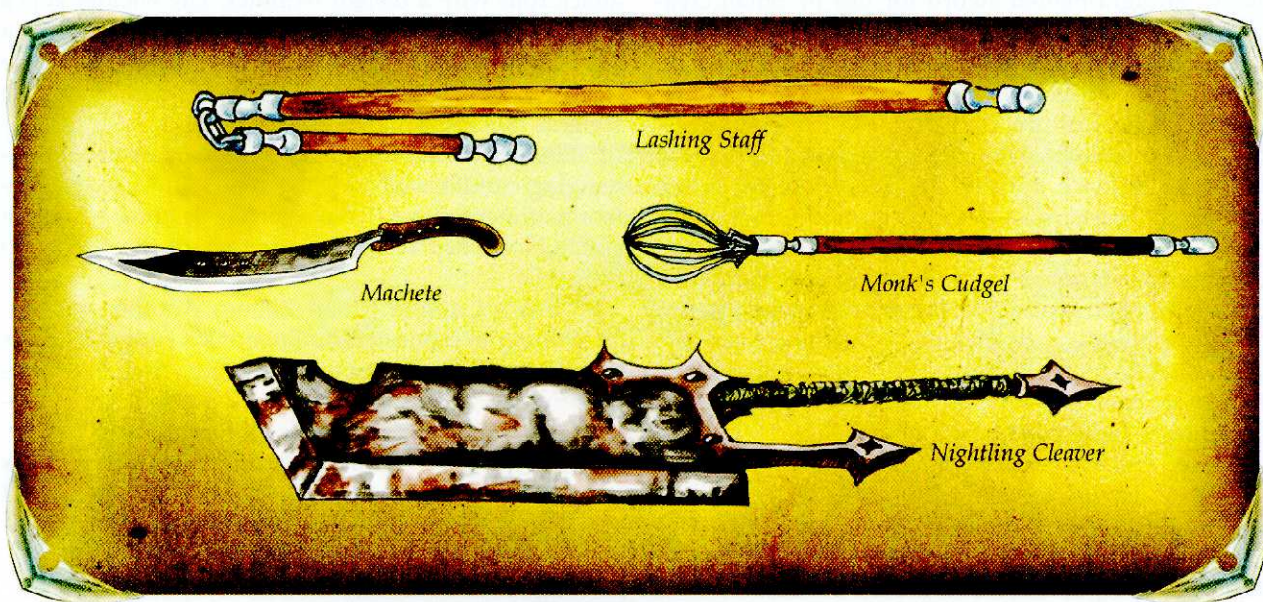
Mother and Son Hammer: (Zi Mu Chui) The mother and son hammer resembles the meteor hammer, but is much larger and heavier, each metal striking head being the size of a small melon, and the cord being replaced with a chain. This is a reach weapon, and can be used to strike opponents up to 10 feet away, but unlike other reach weapons, it can be used against adjacent foes. The wielder can also make disarm and trip attacks, and if tripped during a trip attempt, can drop

the hammer to avoid being tripped. The mother and son hammer grants its wielder a +1 bonus to all trip and disarm attacks.

A mother and son hammer is a double weapon. One can fight with it as if fighting with two weapons, incurring all of the normal attack penalties associated with fighting with two weapons (although the off-hand weapon is considered light). Unlike the meteor hammer and flying weight, the Weapon Finesse feat may not be used with the mother and son hammer.

Net, Small: This is a small fighting net intended for use by smaller characters such as gnomes and halflings. A fighting net has small barbs in the weave and a trailing rope to control netted opponents. Characters may use the net to entangle opponents by succeeding in a ranged touch attack. A net's maximum range is 10 feet, and it suffers no range penalties to throw even to its maximum range.

Once hit, the target becomes entangled. An entangled creature suffers -2 on attack rolls and a -4 penalty on effective Dexterity. The entangled creature moves at half speed and cannot charge or run. By succeeding in an opposed Strength check against the victim, the net's user may further restrict movement to the limits that the rope allows. If the entangled creature attempts to cast a spell, it must succeed at a Concentration check (DC 15) to be able to cast the spell. The entangled creature can attempt to escape by taking a full round and succeeding in an Escape Artist check (DC 20). The net has 3 hit points and can be burst with a Strength check (DC 25, also a full-round action). A small net is only useful against creatures between Tiny and Medium size. A net must be folded to be thrown effectively. If the net



is unfolded, it suffers a -4 penalty on attack rolls. It takes two rounds for a proficient user to fold a net and twice that for a nonproficient one to do so.

Nightling Cleaver: This weapon is the favorite weapon of the nightling (see *Minions: Fearsome Foes*). It consists of a long, straight, heavy, single-edged blade, and has a long hilt designed for two hands. This weapon is wielded more like an axe than a sword.

Nine Teeth Hook: (Jiu Zi Gou) Vaguely similar to the more common tiger hook, the nine teeth hook is a long metal rod with a sharpened end and features a backward pointing hook. A large metal guard, edged with nine large teeth-like serrations, protects the weapon's handle. One can also make trip and disarm attacks with a nine teeth hook, and if tripped during the trip attempt, one can drop it to avoid being tripped. Nine teeth hooks are typically used in pairs.

Pen: (Bi Guo) Not actually a pen at all, this weapon is a polearm with a metal head shaped like a hand clenching a sharpened metal brush. The middle finger and forefinger are also extended and tipped with sharp nails. As it is difficult to wield and used to strike at vital points, the pen is an Exotic weapon. The Weapon Finesse feat can be used to apply Dexterity modifiers instead of Strength to attack rolls with a pen.

Pike: The pike has the longest reach of any weapon available to Medium sized creatures, but its unwieldy nature makes it a weapon more suited to armies than adventurers.

A pike has a 15-foot reach and does double damage when readied against a charge. However, it cannot be used to make either attacks of opportunity or full-attacks. Pikes are typically used in a battle formation

where the first rank has tower shields, the second has a polearm of some type, and the third is equipped with pikes. Missile troops are usually placed behind the pikemen.

It is possible to grip the pike further up its pole than usual and use it as a longspear with a -4 circumstance penalty to attack rolls. This stacks with the -4 proficiency penalty if the character is not proficient with the longspear. When used as a longspear, the pike may be used to make full-attacks and attacks of opportunity, but has only a 10 foot reach. Changing between using a pike normally or as a longspear is an action equivalent to drawing a weapon.

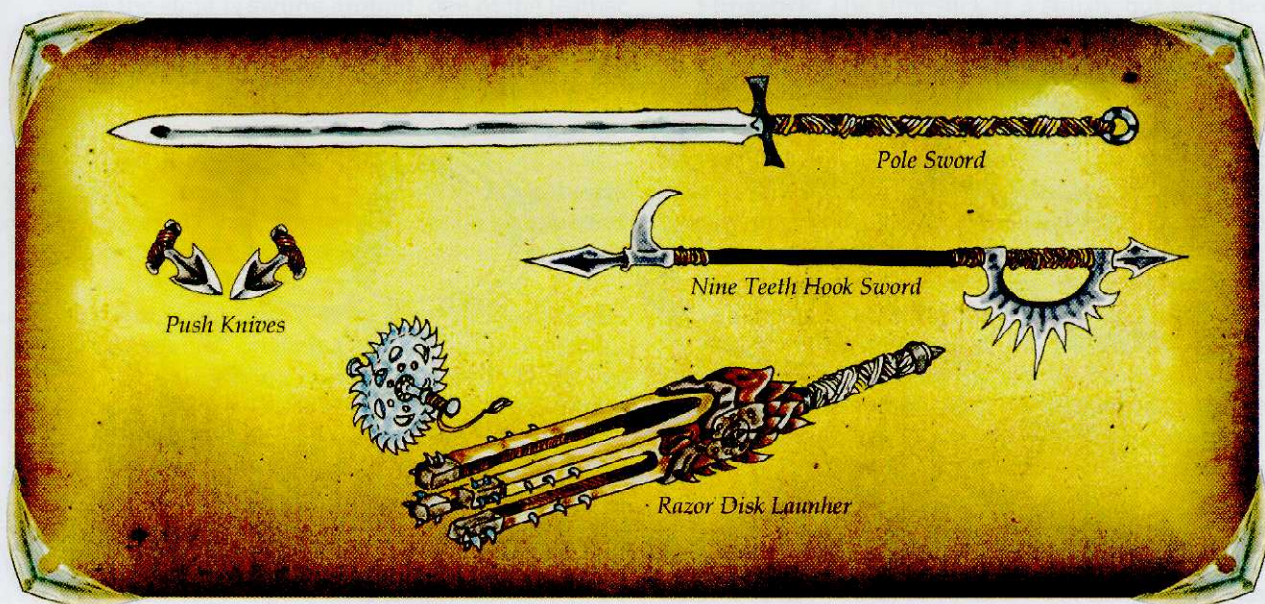
A masterwork pike cuts the circumstance penalty for using it as a longspear in half (to -2) in addition to the regular benefits of being a masterwork weapon.

Pike, Choke: A choke pike is a pike with an extra set of grips to enable it to be used more readily as a longspear, reducing the -4 circumstance penalty mentioned above to -2.

A masterwork pike cuts the circumstance penalty for using it as a longspear in half (to -1) in addition to the regular benefits of being a masterwork weapon.

Pole Sword: (Pu Dau) The pole sword is a short hafted polearm with a long, wide blade at one end and a steel ring at the other. Often used as a sword because it is easily wielded in one hand, its ring and wooden haft makes it easy to perform martial maneuvers that would be difficult using a regular sword or full-length polearm. Sometimes, colorful silk cloths or thin ropes are tied to the ring, allowing the wielder to extend the reach of the weapon by spinning it or throwing it short

New Weapons
Descriptions



distances – when used in this way, it adds a +2 bonus to Trip attacks.

Warriors and monks like to use the pole sword when mounted on horseback because it affords more flexibility than standard melee weapons. Of course, it is still no match for a lance or spear in terms of reach and impact, but in one-on-one battles, or when taking on a poorly armed mob, it does the job quite well.

Push Knife: (Chi Shou) Smaller than a punch dagger, the push knife is easily concealed, even in the palm of the hand. It is normally gripped in the palm, with the small punching blade projecting from between the user's fingers. A strike with a push knife is considered an unarmed attack.

Rake: (Pa) A quintessential martial artist's weapon, the rake is a long pole topped with a sturdy metal rake head, each tine of which is sharpened. This martial version of the rake was developed from the common agricultural tool. All monks are automatically proficient in the use of this weapon.

Rapier, Small: The Weapon Finesse feat allows for Dexterity modifiers to be applied to attack rolls rather than Strength modifiers when using a small rapier.

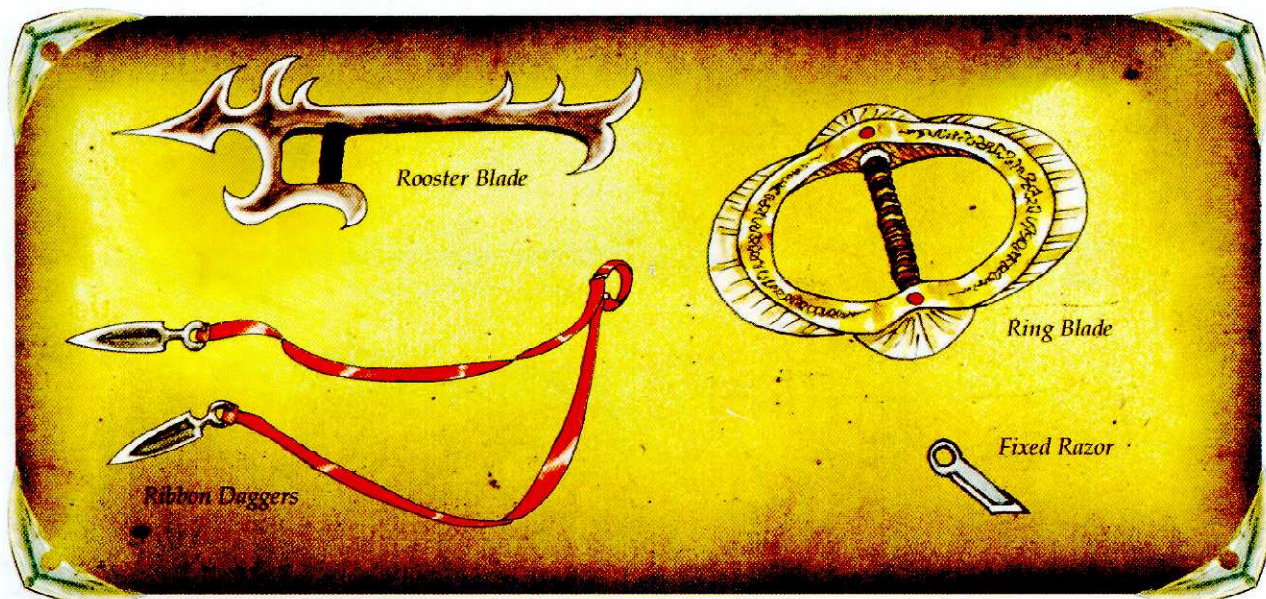
Razor Disk Launcher: A razor disk launcher is a simple length of wood divided into four prongs by two deep slits cut at a cross along its length. The power of the weapon comes from the missiles themselves: sharp, often toothed, disks with short central axles. String is wound tightly around one end of a disk's axle, and when properly loaded, a proficient wielder pulls the string away quickly, causing the disk to spin rapidly within the launcher. The wielder then snaps the launcher in the direction of a target, causing the spin-


ning disk to fly towards it. Loading a disk and unwinding the string is a move equivalent action that provokes an attack of opportunity. Winding a string onto a disk requires a full round, although disks can be wound and stored ahead of time. Launching a disk without spinning it reduces the range increment to 10 feet and damage to 1d6.

Razor, Fixed: This highly concealable weapon fits (carefully) in the palm of the hand. The razor blade affixes to a plain brass ring worn on the middle or forefinger. Though it prevents the wearer from making a fist, when pressed, the wearer can make a slashing attack with the slap of an open palm against an opponent. Attacks with fixed razors are considered unarmed.

Ribbon Daggers: Ribbon daggers consist of a small flat blade and a series of ribbons or strings for the handle. The user spins the weapon much like a sling. The benefit of these weapons is in concealment. Because the blade is so small, it can be placed on or in clothing, leaving only brightly colored ribbons showing. This weapon is used mostly by entertainers who want that extra protection, but they can also be worn in long hair.

Ribbon Sword: (Shuang Dao) A common weapon in many lands, the ribbon sword is often used in pairs. It has a single-edged blade, three-quarters of which is long and straight; the last quarter curves outward slightly and widens before tapering to a point. The hilt curves slightly and has a pair of long silk cloths attached to the pommel. Users with the Exotic Weapon proficiency use the silk cloths to their advantage in battle. As long as he wields two shuang dao and is engaged in melee, the user receives a +1 circumstance Armor Class bonus as the twirling silks mask some of





his movements and potentially distracts his opponents, making it more difficult for them to accurately strike him.

Some ribbon swords have nine large rings looped through the outside, unsharpened edge. These rings allow the wielder to "tangle" his opponent's weapon. A nine-ringed shuang dao increases the sword's weight by two pounds and allows the wielder to disarm opponents, granting a +1 circumstance bonus to such attacks.

Ring Blade: This weapon consists of a circular blade with a crossbar running across its diameter. It can either be used as an exotic melee weapon or as a shield. Its wielder can switch between functions from round to round. If enchanted, its bonus applies offensively when used as a weapon, and defensively when used as a shield.

Rooster Blade: (Xiong Dao) Resembling a flattened all-metal tonfa with elaborate protrusions and a spear-like thrusting head, the rooster blade is used to stab. Rooster blades are normally used in pairs.

Saber, Fencing: A light slashing sword, the fencing saber is a courtly weapon, used by many duelists and fencers. It is a very sharp and very fast weapon and compares favorably with the rapier. Saber fencers may use the Weapon Finesse feat to apply their Dexterity modifier instead of their Strength modifier to attack rolls with a fencing saber.

Sand Sling: The sand sling is a primitive device used to fling sand in an opponent's face, causing a temporary loss of sight. It consists of two long straps of leather attached to a cylindrical tube filled with sand. One side of the tube has a hinged lid, while the other is sealed shut.

When the sling is swung around, one of the leather straps holds the lid closed, keeping the sand in the tube. As soon as this strap is released, the lid opens and the sand shoots out, flying toward the intended target.

The sand sling was invented by desert dwelling nomadic tribes. It quickly achieved popularity as its ammunition was readily obtainable. Many adventurers have discovered other creative uses, replacing the sand with various types of ammunition such as *dust of appearance* or pepper.

A hit with sand from a sand sling dazzles the victim for 1d3 rounds, causing a -1 circumstance penalty to all attack rolls, saving throws, and skill checks unless a Fortitude save (DC 15) is successful. The weapon has no effect on sightless creatures.

Scarf Chain: A scarf chain is a thin weighted chain sewn into a silk scarf (included in the price). It used like a spiked chain, and can be used as a garotte by wrapping it about an opponent's neck. The scarf chain is an easily concealable weapon, as it simply appears to be an ordinary silk scarf.

Upon making and maintaining a successful grapple attack with a scarf chain, follow the normal rules for suffocation. Creatures grappled with this weapon are not able to speak or shout (and casting spells requiring verbal components is impossible). Also, while grappled by a scarf chain, a character takes the full weapon damage each round.

A scarf chain can also be used to make trip and disarm attacks, giving its wielder a +1 bonus to his opposed attack rolls.

Scholar's Brush: (Pan Guan Bi) The scholar's brush is an all-metal, brush-shaped thrusting weapon that is normally used in pairs. The Weapon Finesse feat can be used to apply Dexterity modifiers instead of Strength to attack rolls with a scholar's brush.

Shortstaff: A favored weapon of Small travelers, peasants, and wizards, the shortstaff strikes with either end, allowing its user to take full advantage of openings in opponents' defenses. A shortstaff is a double weapon. The wielder may fight with it as if fighting with two weapons, but incurs all the normal attack penalties associated with fighting with two weapons as if using a one-handed weapon and a light weapon. A creature using a double weapon in one hand, such as a Medium-sized creature using a shortstaff cannot use it as a double weapon.

Sky Lance: A sky lance is meant for use from the back of an aerial mount. Due to the size of such mounts, especially their wingspan, the lance is exceptionally long, typically about 30 feet. A lance made of normal material would be impossibly difficult to wield, so it is usually created from aeroglass (see the New Materials section). This type of lance inflicts double damage if charging, and triple damage if diving from a great height.

Slingstick: The slingstick is a sturdy but very flexible switch of wood about two to three feet in length that splits into a Y shape at one end. The Y has a leather pocket stretched across it to hold any standard sling bullet. Attached to the opposite end is a one-foot cord that ends in a small loop, into which the barbed back edge of any standard broad headed bolt fits. There are usually leather-wrapped grips near both ends of the slingstick.

The true advantage of the slingstick is its versatility, being able to project sling bullets and crossbow bolts. If the wielder has a sufficient number of attacks, she can easily switch between either forms of ammunition in the same combat round. Also, the whiplike action used to fire the weapon does not require a lot of space, making it a perfect ranged weapon in close quarters combat.

Snake Ring: (She Huan) A one-foot diameter sharpened ring used in melee, the snake ring is much like the wind and fire wheel, but has a wavy-shaped stabbing

New Weapon
Descriptions

blade projecting horizontally from each side of the ring's base. Snake rings are normally used in pairs.

Spiked Bullets: These sling bullets are crafted with sharp studs covering their surfaces, meaning that they inflict more damage than standard sling bullets. However, their irregular shape means that they are not quite as accurate as standard sling bullets, so attacks with them suffer a -1 penalty.

Staff-Spear: This weapon resembles a normal quarterstaff and can be used as such. However, pressing two switches on the handle causes spearheads to spring forth at each end of the staff, either simultaneously or one at a time.

Characters that coordinate the release of the spear head with a successful attack roll inflict a bonus of +1d6 damage. Retracting a spear head is a standard action that does not provoke an attack of opportunity, and users can retract both heads as a full round action. The spearstaff may be used as a double weapon. Fighting with a spearstaff as a double weapon incurs all the normal penalties associated with fighting with two weapons as if the user was wielding a one-handed weapon and a light weapon.

Straightsword: (Jian) Widely used by practitioners of the martial arts, the straight sword is a light, slender, double-edged weapon, and is considered a sword of refinement. The Weapon Finesse feat can be used to apply Dexterity modifiers instead of Strength to attack rolls with a straight sword.

Strangling Wire: Besides the use implied by its name, this sharp, skin piercing weapon is also useful for subduing opponents in combat. Upon making and maintaining a successful grapple attack with the weapon,

follow the normal rules for suffocation. Creatures grappled with this weapon are not able to speak or shout.

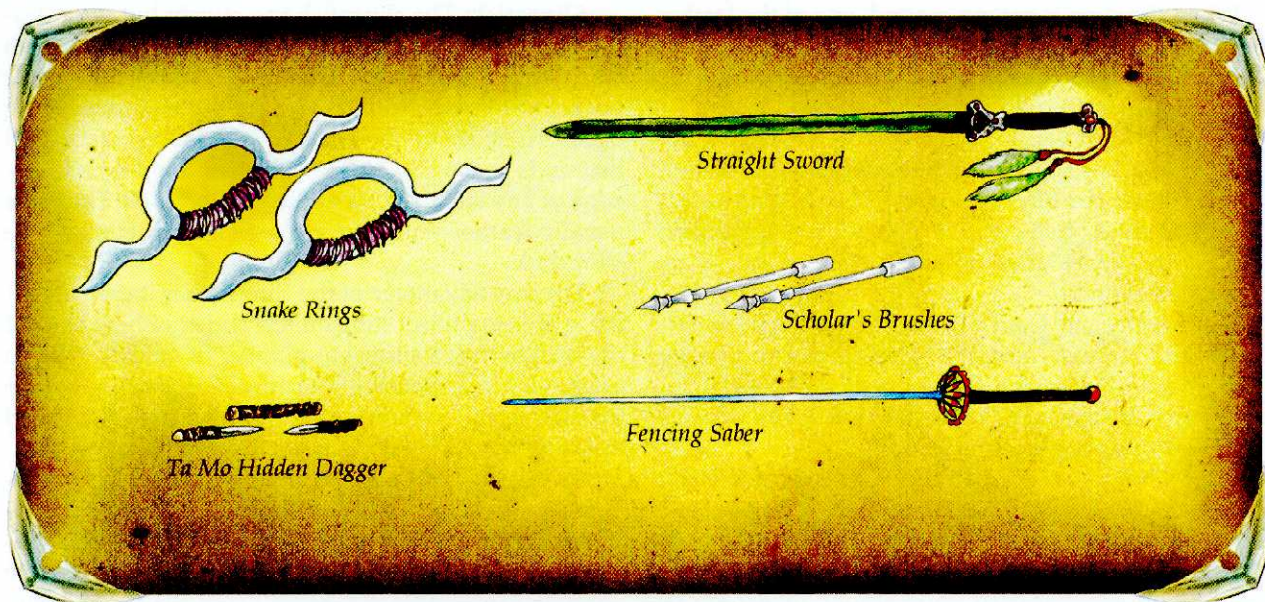
Ta Mo Hidden Daggers: (Ta Mo) Ta mo hidden daggers are two identical daggers that slot together to form an innocent-looking small baton, not more than one foot in length. The Weapon Finesse feat can be used to apply Dexterity modifiers instead of Strength to attack rolls with ta mo hidden daggers.

Telescopic Staff: Resembling nothing more than a foot long iron tube when retracted, the telescopic staff is a popular innovation that is often disguised as a scroll tube. With the touch of a button, it instantly telescopes out at both ends to form a six-foot staff of tubular iron. Pressing the button again causes the internal spring mechanism to retract the staff. A telescopic staff is a double weapon and it incurs all of the normal attack penalties associated with fighting with a one-handed weapon and a light weapon. A creature using a double weapon in one hand, such as an ogre using a telescopic staff, cannot use it as a double weapon.

Three-Point Double-Blade Sword: (San Jian Liang Ren Dao) An unusual polearm, the three-point double-blade sword has a single-blade head that splits into three points. It can be used to either slash or thrust.

Throwing Knives: Easily concealed, these needle-like blades are approximately four inches in length. The lightweight, fluid nature of these weapons allows the wielder to throw two at a time from his primary weapon hand.

Tiger Fork: (Hu Cha) Named because it was historically used to hunt tigers, the tiger fork is a Large trident with heavy tines.



Tiger Hook: (Hu Gou) In appearance, the tiger hook resembles a slender, all-metal sword with a heavily forward-hooked tip and a sharp, crescent-shaped handguard. Instead of a pommel, a tiger hook has a sharp spike. A wielder can make trip and disarm attacks with a tiger hook, receiving a +2 to opposed check rolls when doing either. If tripped during a trip attempt, the wielder can drop the weapon to avoid being tripped. The swords can also be linked together by their hooks and spun, essentially doubling their reach. A skilled martial artist typically uses tiger hooks to disarm or trip up his enemies while he uses his feet, elbows and head to inflict damage upon them.

The tiger hook is normally used in pairs, and so are built of lighter metal than most swords, making them easier to wield together. These swords are considered to be light off hand weapons.

Tripbag: The tripbag is essentially a sturdy sack filled with sand or water. The weapon inflicts subdual damage, however its great mass confers a +4 bonus to trip attempts. A character can throw a tripbag with a range increment of 10 feet as a full round action. Users are considered Small creatures for purposes of the opposed trip roll (and do not receive the +4 bonus for using a tripbag).

Unicorn Horn Sword: (Lin Jiao Dao) A short, broad-bladed sword, the unicorn horn sword has a forward-curving blade, a rear-facing hook, and a sharp crescent-shaped handguard. Unicorn horn swords are normally used in pairs.

War Cleaver: A war cleaver is a heavy-bladed, broad, curved, single-edged sword favored by the most powerful and skilled hobgoblin fighters. A war cleaver is

too awkward to use in one hand without special training; thus it is an exotic weapon. A Medium-size character can use a war cleaver two-handed as a martial weapon, or a Large creature can use it one-handed in the same way.

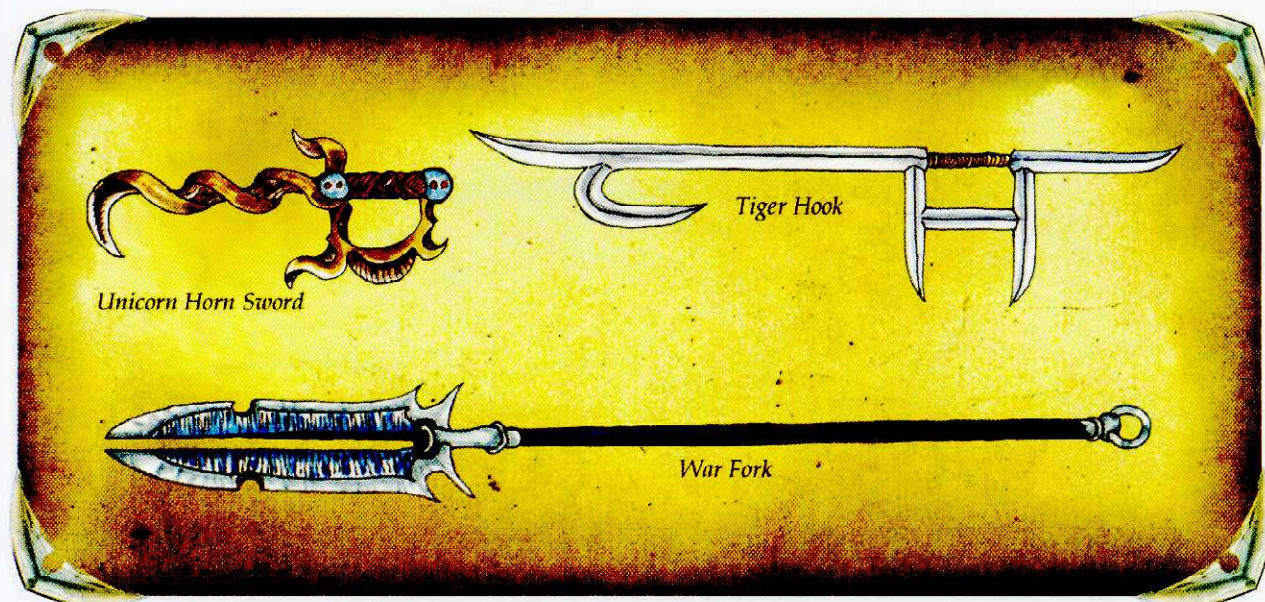
War Fork: The war fork is a short polearm with two broad parallel sword blades affixed to the end. These blades can be used for stabbing, or they can be swung like an axe. The war fork has a five-foot reach. If readied against charging opponents, it deals double damage.

War Maul: The war maul is a five-foot warhammer that is too heavy to use for an untrained Medium creature, even with two hands. A Medium creature with the Exotic Weapon Proficiency can wield the war maul with two hands suffering a -2 penalty to attack rolls. A Large creature could use the war maul with two hands as a martial weapon, or with one hand as an exotic weapon. A Large creature without the Exotic Weapon Proficiency who uses the war maul in one hand suffers the standard -4 nonproficiency penalty to its attack rolls.

Water Parting Shield: (Fen Shui Dun) Not actually a shield, but a weapon, the water parting shield is a crescent-shaped blade mounted at both ends on a short wooden rod.

Widowmaker: A widowmaker is a huge double-bladed axe crafted primarily by humanoids such as nightlings, asherakes, and hobgoblins. The top portion of each axe blade is extended and barbed, allowing the widowmaker to be used as a piercing weapon, dealing 1d8 points of damage

Wind and Fire Wheel: (Juan Huo Lun) A beautiful and elaborate weapon, the wind and fire wheel is a sharpened, one-foot diameter metal ring used in melee,



the outside edge of which often features three to five small, ornate blades. The wind and fire wheel is normally used in pairs.

Wolf Spear: (Lan Qiang) An exceedingly rare weapon, the wolf spear is a polearm of up to 15 feet in length. The spear's head is surrounded by barbed, metal, treelike branches. A wolf spear is a Reach weapon. It can be used to strike opponents up to 10 feet away, but cannot be used against an adjacent foe.

Wolf Teeth Club: (Lan Ya Ban) A large bludgeoning tool, the wolf teeth club is essentially a large, spiked head affixed to a slender five-foot pole.

Wolf Teeth Hammer: (Lan Ya Chui) The wolf teeth hammer is similar to the meteor hammer, mother and son hammer, and other such devices, but its 15-foot cord is weighted with a spiked sphere the size of a small melon. A wolf teeth hammer is a reach weapon and can strike opponents up to 15 feet away, although unlike other reach weapons, it can be used against adjacent foes. A wielder can also make disarm and trip attacks with a wolf teeth hammer, and if tripped during a trip attempt, can drop the weapon to avoid being tripped. The wolf teeth hammer grants its wielder a +1 bonus to all trip and disarm attacks.

Wolf Teeth Spiked Trident: (Lan Ya Dang) Another slender, two-handed trident, the wolf teeth spiked trident's tines are each edged with spikes, dealing deep and vicious wounds to targets.

New 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, both melee and ranged.

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.

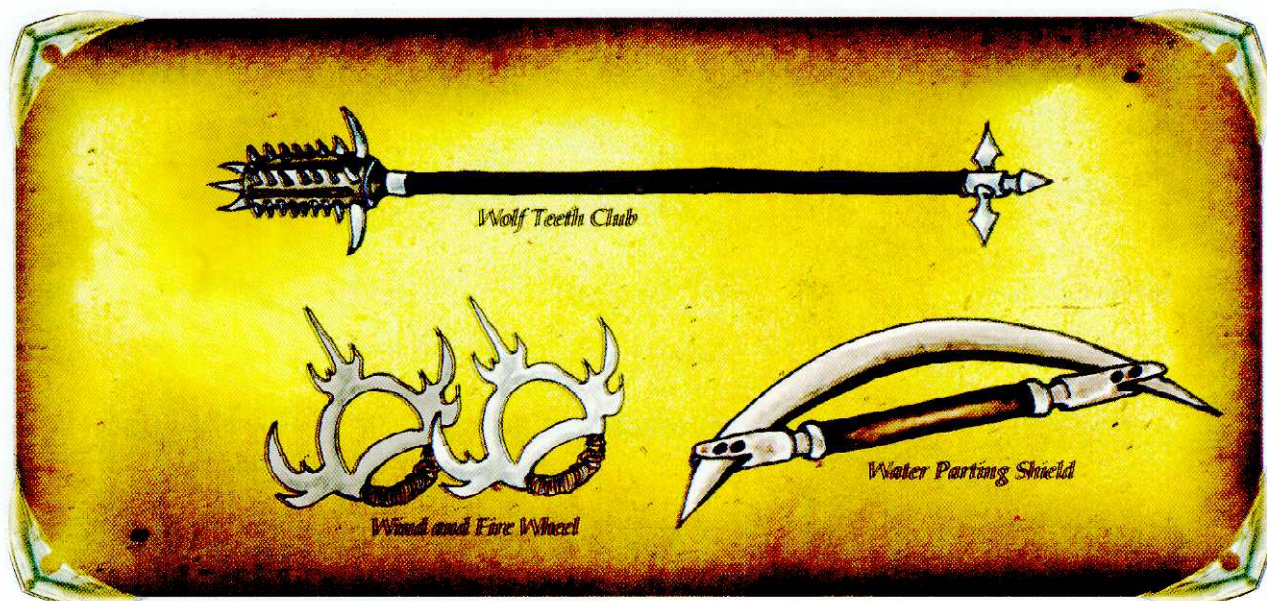


Table 7: Weapon Qualities

Minor	Medium	Major	Weapon Quality	Weapon Type	Market Price Modifier
—	—	—	Burning	Bl	+0
—	—	—	Serrations	Sl, P	+0
—	—	—	Weeping	M	+0
01-03	—	—	Acidic	Any	+1
04-06	—	—	Alterable, Minor	Any*	+1
07-08	—	—	Burst, Dark	Any	+1
09-10	—	—	Burst, Sun	Any	+1
11-13	—	—	Clamping	Any*	+1
14-15	—	—	Death Oath (1-3 in set)	Any*	+1
16-18	—	—	Defending**	M	+1
19-21	—	—	Distance**	R	+1
22-24	—	—	Flaming**	Any	+1
25-26	—	—	Folding	Any	+1
27-29	—	—	Frost**	Any	+1
30-32	—	—	Ghost Touch**	M	+1
33-35	—	—	Iconic	Any	+1
36-38	—	—	Inspiration	Any*	+1
39-41	—	—	Intense	Bl†	+1
42-44	—	—	Invisible	Any	+1
45-47	—	—	Keen**	Sl†	+1
48-50	—	—	Laced, Substance	M	+1
51-53	—	—	Mighty Cleaving**	M	+1
54-56	—	—	Mighty Sundering	Any	+1
57-58	—	—	Penetrating	P	+1
59-61	—	—	Pivoting	R	+1
62-63	—	—	Puncturing	P	+1
64-66	—	—	Returning**	R	+1
67-69	—	—	Rust Protection	Any*	+1
70-72	—	—	Sensing	Any*	+1
73-75	—	—	Shock**	Any	+1
76-78	—	—	Silent	Any	+1
79-81	—	—	Sneak Attack	Any	+1
82-83	—	—	Soul Burner (4 cap)	M	+1
84-86	—	—	Spell Storing**	M	+1
87-88	—	—	Spelltouch	Any	+1
89-90	—	—	Stunning	Any	+1
91-93	—	—	Throwing**	M	+1
94-96	—	—	Tracer	R	+1
97-99	—	—	Undetectable	Any	+1
—	01-02	—	Acid Burst	Any	+2
—	03-04	—	Balance	Any	+2
—	05-06	—	Bane**	Any	+2
—	07-08	—	Bardic Melody	Any*	+2
—	09-10	—	Chaotic**	Any	+2
—	11-12	—	Conjoin	Any*	+2
—	13	—	Corruption	Any	+2
—	14	—	Darklight	Any*	+2
—	15-16	—	Death Oath (4-6 in set)	Any*	+2
—	17-18	—	Deathchill	Any	+2
—	19-20	—	Disruption**	Bl†	+2
—	21	—	Ferocity	Any*	+2
—	22-23	—	Flaming Burst**	Any	+2

Minor	Medium	Major	Weapon Quality	Weapon Type	Market Price Modifier
—	24-25	—	Force Bubble	Ammunition	+2
—	26-27	—	Holy**	Any	+2
—	28-29	—	Icy Burst**	Any	+2
—	30	—	Imprinted	Any	+2
—	31-32	—	Ki Channel	Melee	+2
—	33-34	—	Lawful**	Any	+2
—	35-36	—	Mire	Any	+2
—	37-38	—	Muse	Any*	+2
—	39-40	—	Neutrality	Any	+2
—	41-42	—	Pestilence, Lesser	Any	+2
—	43-44	—	Reflection, Spell	Melee	+2
—	45-46	—	Shocking Burst**	Any	+2
—	47-48	—	Shrieking	Ranged	+2
—	49-50	—	Solace	Any*	+2
—	51-52	—	Solace, Dark	Any*	+2
—	53-54	—	Soul Burner (8 cap)	Melee	+2
—	55-56	—	Sundering	Any	+2
—	57-58	—	Thundering**	Melee	+2
—	59-60	—	Totem	Any*	+2
—	61-62	—	Tripping†	Melee	+2
—	63-64	—	Unholy**	Any	+2
—	65	—	Weightless	Melee	+2
—	66-67	—	Wounding**	Melee	+2
—	68-69	—	WyrdWeave	Any*	+2
—	70-71	01-03	Absorption, Spell	Any*	+3
—	72-73	04-06	Alterable, Major	Any*	+3
—	74	07-09	Balm	Any*	+3
—	75-76	10-12	Blinking	Any*	+3
—	77-78	13-15	Bone, Celestial	Any*	+3
—	79	16-18	Bone, Fiendish	Any*	+3
—	80-81	19-20	Death Oath (7-9 in set)	Any*	+3
—	82-83	21-22	Dispelling	Any	+3
—	84	23-25	Firm Faith	Any*	+3
—	85-86	26-28	Jagged	Sl†	+3
—	87-88	29-31	Pestilence, Greater	Any	+3
—	89-90	32-34	Resistance, Spell	Any*	+3
—	91	35-37	Soul Burner (12 cap)	Melee	+3
—	92	38-40	Spell Storing, Greater	Any*	+3
—	93	41-43	Totem, Dire	Any*	+3
—	94-95	44-45	Undead Creator, Minor	Any	+3
—	—	46-48	Brilliant Energy**	Any	+4
—	—	49-51	Dancing**	Melee	+4
—	—	52-53	Death Oath (10 in set)	Any*	+4
—	—	54-56	Prismatic	Any*	+4
—	—	57-59	Solace, Greater	Any*	+4
—	—	60-62	Solace, Greater Dark	Any*	+4
—	—	63-65	Speed**	Any	+4
—	—	66-69	Contingency	Any*	+5
—	—	70-72	Crushing	Bludgeoning†	+5
—	—	73-74	Reflection, Greater Spell	Melee	+5
—	—	75-77	Skewering	Piercing	+5
—	—	78-80	Undead Creator, Major	Any	+5
—	—	81-83	Vorpal**	Slashing†	+5
—	—	84-85	Sync	Melee	+6

New Upon
Quizzes

Minor	Medium	Major	Weapon Quality	Weapon Type	Market Price Modifier
100	96-100	86-100	Reroll again twice	—	—

Note: Reroll if you get a duplicate quality, or if the quality rolled is incompatible with the weapon type or with a quality already rolled.

* This quality cannot be applied to ammunition

** This quality is detailed in Core Rulebook II

† This quality may only be applied to melee weapons of the indicated type

‡ This quality may only be applied to weapon types that can be used to make trip attacks.

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.

Caster Level: 15th; *Prerequisites:* Craft Magic Arms and Armor, *spell turning*; *Market Value:* +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 bonus acid damage. This magical acid does not damage inanimate objects. Missile weapons with this enchantment bestow the acid upon their ammunition.

Caster Level: 8th; *Prerequisites:* Craft Magic Arms and Armor, *Melf's 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 of bonus 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.

Caster Level: 10th; *Prerequisites:* Craft Magic Arms and Armor, *Melf's acid arrow*; *Market Price:* +2 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.

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

Alterable, Major: *Major alterable* weapons are quite

similar to *minor alterable* ones, except that

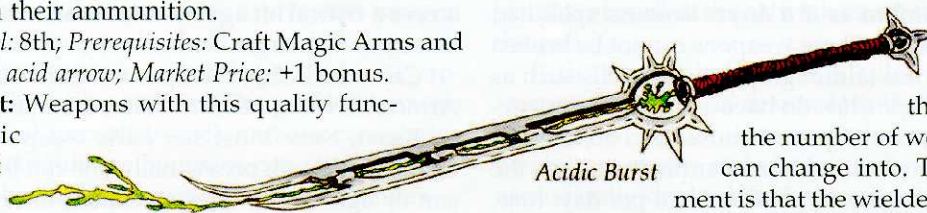
there is no limit to the number of weapon types they can change into. The only requirement is that the wielder must have seen the weapon type before. This enchantment does not allow duplication of specific weapons, only weapon types. Detail work, materials, and decorations cannot be duplicated.

A *major alterable*, for example, could change from a claymore to a dire flail to a crossbow upon command. These weapons do not necessarily need to be held to change form, but they must be in physical contact with the wielder. Changing the weapon's size category, or changing a melee weapon into a ranged weapon or visa versa, requires a successful Concentration check (DC 12).

Alterable weapons retain all magical enchantments and enhancements no matter what form they take.

Caster Level: 15th; *Prerequisites:* Craft Magic Arms and Armor, *polymorph any object*; *Market Value:* +3 bonus.

Balance: A *balanced* weapon is neutrally aligned and infused with the power of balance. It deals +1d6 points of balance damage against all creatures of lawful or chaotic alignments. It bestows one negative level on



New Weapon Qualities

anyone of lawful or chaotic alignment attempting to wield it. This negative level never results in actual level loss, and cannot be overcome in any way while the weapon is wielded, but dissipates when the weapon is put down. Missile weapons so enchanted bestow the *balance* power upon their ammunition.

Caster Level: 7th; *Prerequisites:* Craft Magic Arms and Armor, *detect law*, *detect chaos*, creator must be of neither lawful nor chaotic alignment; *Market Price:* +2 bonus.

Balm: Weapons that possess this enchantment constantly radiate an aura of soothing, positive energy that heals wounds, protects from diseases, and aids in fighting off infections and impurities. *Balm* weapons commonly appear as normal items that possess a golden sheen, occasionally displaying sigils of healing and positive energy upon their surfaces. These weapons grant *Fast Healing 2* to characters wielding them, as well as a +2 luck bonus to all Fortitude saves versus disease. *Caster Level:* 12th; *Prerequisites:* Craft Magic Arms and Armor, *gentle repose*, *planar ally*; *Market Value:* +3 bonus.

Bone, Fiendish: Weapons possessing this quality have not only their appearances altered, but their entire composition. This powerful enchantment literally changes the weapon from one of wood, metal, or stone to one of fiendish bone – the very essence of evil and darkness.

These items radiate with a profane gloom, possessing a constant umbra as if a *deeper darkness* spell had been cast upon them. These weapons cannot be broken through normal use (although powerful spells such as *disintegrate* and *disjunction* do have a chance of destroying them) and retain all prior bonuses and abilities. In addition, a weapon with this enchantment confers the following powers upon its wielder once per day: *bane*, *entropic shield*, and *unholy smite* (similar to *holy smite*). Clerics or blackguards possessing these weapons can also add the weapon's enchantment bonus to their rebuke or command undead checks

Any non-evil creature that picks up the weapon gains two negative levels that cannot be overcome in any way, although they never result in actual level loss and disappear when the weapon is set down again.

Caster Level: 12th; *Prerequisites:* Craft Magic Arms and Armor, *gentle repose*, *planar ally*; *Market Value:* +3 bonus.

Burning: A burning weapon is a cheaper, nonmagical approximation of a *flaming* weapon. Nearly any bludgeoning weapon can be crafted as a burning

weapon. In place of the ordinary weapon head, burning weapons have a heavy steel cage. Within the cage is placed an oil-soaked rag, which is then set aflame. This simple invention lets the wielder use both the weapon and a shield while also benefiting from the effect of simple torchlight.

The most popular burning weapons are maces, flails, and morningstars. Such weapons are identical to their conventional counterparts, although they must be cleaned carefully once per week of use in order to remain effective.

Like any torch, a burning weapon can be used to set things alight, helping in battles against monsters such as trolls or mummies. As a melee touch attack, the wielder may hold his burning weapon up against a foe to try to set it alight. If successful, the foe takes 1d6 points of fire damage, unless it forgoes its next action to beat the flames out, allowing it a Reflex save (DC 15) to avoid harm.

The *burning* quality reduces a weapon's hardness by 2. Also, on a natural attack roll of 1, the flame blows out.

Market Price: +90 gp.

Burst, Dark: Weapons that possess this enchantment are generally indistinguishable from those with only basic enhancements. Occasionally, one may be found with a shadowy or dark motif and is typically mistaken for an unholy item. A *dark burst* weapon that scores a critical hit against a foe immediately casts *darkness* upon the target.

Caster Level: 5th; *Prerequisites:* Craft Magic Arms and Armor, *darkness*; *Market Value:* +1 bonus.

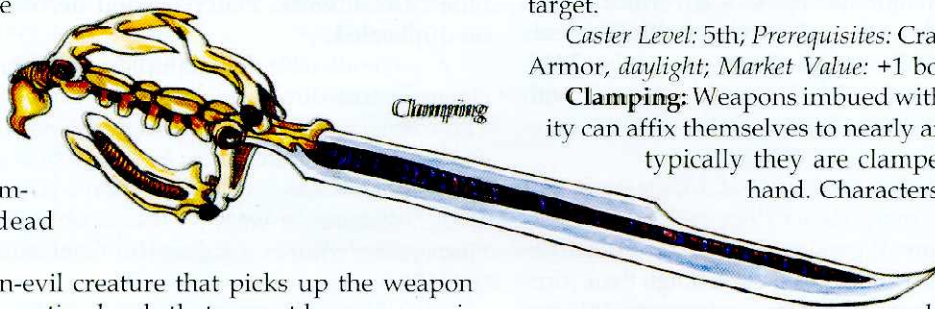
Burst, Sun: Most *sun burst* weapons are plainly crafted, although occasionally one can be found with a sun or light motif. These weapons are often mistaken for holy items. A *sun burst* weapon that scores a critical hit against a foe immediately casts *daylight* upon the target.

Caster Level: 5th; *Prerequisites:* Craft Magic Arms and Armor, *daylight*; *Market Value:* +1 bonus.


Clamping: Weapons imbued with the *clamping* quality can affix themselves to nearly any object, although typically they are clamped to the wielder's hand. Characters using such weapons cannot be disarmed, nor can they accidentally drop them. A command word must be spoken to release a weapon once clamped.

Caster Level: 6th; *Prerequisites:* Craft Magic Arms and Armor, *spider climb*; *Market Price:* +1 bonus.

Conjoin: This highly useful enchantment is typically placed upon particularly cherished weapons. *Conjoined* weapons cannot be lost or stolen. If somehow



New Weapon
Qualities



separated from its owner, a command word teleports a *conjoined* weapon back to its stowage place upon the owner's person, whether this be scabbard, boot sheath, holster, or backpack. This weapon holster is part of the enchantment, and must be equipped in order to achieve ownership of the weapon.

Caster Level: 9th; *Prerequisites:* Craft Magic Arms and Armor, *teleport*; *Market Value:* +2 bonus.

Contingency: Weapons that possess this enchantment are always elaborate, baroque affairs, often appearing to be designed more for ceremony than for actual combat. However, these weapons are powerful tools in any battle and should be heeded as such. *Contingency* weapons allow their wielders to place a number of spells into them in a certain order and have these spells, upon the execution of a particular set of circumstances, be cast in rapid succession (2 per round in the order they were added to the weapon until all spells have been cast). New spells may be cast into the weapon once per day. The contingency for their discharge must be set at this time. Refer to the spell *contingency* to determine what kinds of conditions are valid.

The total spell level of the combined spells cannot exceed twice the enchantment bonus of the weapon.

Caster Level: 15th; *Prerequisites:* Craft Magic Arms and Armor, *contingency*; *Market Value:* +5 bonus.

Corruption: This evil enhancement grants a saving throw adjustment to whomever it deals damage. Against good or neutral creatures, a *corruption* weapon bestows a -1 profane penalty to all saves. If the weapon strikes an evil creature, however, it grants it a +1 profane bonus to its saving throws. The profane bonuses from weapons of *corruption* stack and are cumulative (although the cumulative bonus or penalty cannot go above 5). The corruption effects last 1d4+1 minutes.

Caster Level: 7th; *Prerequisites:* Craft Magic Arms and Armor, *doom*; *Market Price:* +2 bonus.

Crushing: Weapons that possess the *crushing* enchantment are essentially the bludgeoning equivalents to *vorpal* weapons. Upon a successful critical hit, a weapon with this enchantment completely crushes the target's head (if it has one), into dust. As with *vorpal* weapons, many creatures such as oozes, abominations, golems, and some undead are not affected by the loss of a head, so the GM may have to make a judgment call as to the weapon's effect against such foes.

Caster Level: 18th; *Prerequisites:* Craft Magic Arms and Armor, *Bigby's forceful hand*, *finger of death*; *Market Value:* +5 bonus.

Darklight: This weapon possesses the innate ability to drain warmth and light from an area 10 feet in diameter around its wielder. Normally, this effect is only moderately noticeable, but twice per day the wielder may amplify it. This amplified effect is similar to the spell *darkness*, with the added effect that the tempera-

ture in the area affected is reduced by 10 degrees per point of Constitution bonus of the wielder.

The effects of exposure are detailed under 'Cold Dangers' in *Core Rulebook II*. Normally creatures subjected to the weapon's special power have few immediate concerns, but much is dependent on the current conditions.

Caster Level: 9th; *Prerequisites:* Craft Magic Arms and Armor, *cone of cold*, *darkness*; *Market Price:* +2 bonus.

Deathchill: This weapon does double normal damage to all incorporeal creatures struck by it. On a critical hit against an incorporeal creature, instead of doubling the damage, the deathchill quality simply increases the damage multiplier by 1. Typically this enchantment is applied to weapons that also bear the *ghost touch* quality.

Caster Level: 10th; *Prerequisites:* Craft Magic Arms and Armor, *plane shift*, *chill metal*, *heat metal*; *Market Price:* +2 bonus.

Death Oath: A set of up to ten weapons can be crafted at one time with this enchantment. Each weapon can be of a different type and each may bear various other additional enchantments. The culmination of the *death oath* requires one person for each weapon to be present for a daylong ceremony during which they vow the death of a single, named individual or entity (as per the *geas/quest* spell). It is not necessary that the original oath takers use the weapons; anyone can gain the full benefits of one but the oath takers are the ones subject to the *geas*.

If the named individual is killed by one of these weapons, his soul is drawn into the weapon. Unless the weapon is later destroyed, this prevents resurrection by any means, including *miracle* or a *wish*. After the named individual is killed by one of these weapons, all benefits and special abilities granted by the *death oath* to all weapons in the set permanently disappear (excepting that the soul remains trapped in one weapon).

Whenever the oath taker for a particular weapon is killed, that weapon permanently disappears, and all remaining weapons in the set gain a cumulative +1 luck bonus to damage. For instance, if two oath takers died, the remaining weapons would each receive a +2 bonus to damage. Death oath weapons that have disappeared do not reappear if their oath takers are resurrected. In addition, other benefits accrue after a certain number of oath takers are killed. These effects are cumulative, and initiate whenever the weapon scores a critical hit. See the table below for details.

New
Oath
takers

Oath Takers Killed

3 or more

6 or more

9

Additional Effects

Poison (Fort save DC18,
1d6 Str/1d6 Str)

Dimensional Anchor
(Will save DC 19)

Death (Fort save DC 22,
if successful still take
3d6+19 points of
additional damage)

If the last oath taker for a weapon in a set is killed, the weapon vanishes, leaving the oath forever unfulfilled. If the oath can no longer be accomplished due to the death of the targeted individual by other means, the weapons still remain and receive their full powers until all oath takers have passed away.

Caster Level: 19th; *Prerequisites:* Craft Magic Arms and Armor, *dimensional anchor*, *finger of death*, *geas/quest*, *ray of enfeeblement*, *soul bind*, an additional 1,000 gp per HD of the target of the oath must be spent in the ritual; *Market Price:* Per weapon, based on the number of weapons in the set: 1-3 (+1 bonus), 4-6 (+2 bonus), 7-9 (+3 bonus), 10 (+4 bonus).

Dispelling: Weapons with the dispelling quality dispel magical spells and effects on a successful hit. For example, striking a creature under the effects of *improved invisibility* may make it visible. On a successful hit, roll a targeted dispel check, as per the spell *dispel magic*, at the weapon's caster level vs. caster level of the effect. Only one spell or effect may be dispelled per hit. If more than one effect is in place, the weakest (in terms of caster level) is dispelled first. This weapon cannot be used to dispel effects not applied to a creature.

Caster Level: 12th; *Prerequisites:* Craft Magic Arms and Armor, *dispel magic*; *Market Price:* +3 bonus.

Ferocity: Rare in the extreme, the first *ferocious* weapons were constructed by the ith'n ya'roo (see *Minions: Fearsome Foes*) out of the remains of fallen enemies. Even the most mundane of their weapons is a source of profound pride for these barbaric warriors, causing them to imbue their favorites with the *ferocious* enchantment.

A *ferocious* weapon grants the wielder a +1 luck bonus to attack and damage rolls for every +1 of enchantment bonus imbued into the weapon. This *ferocity* ability can be called upon as a free action once per day per point of enchantment of the weapon, but calling forth the *ferocity* power must be done before an attack roll is

made. Once used, the *ferocity* power remains in effect for 1d6 rounds.

Caster Level: 6th; *Prerequisites:* Craft Magic Arms and Armor, *divine favor*; *Market Value:* +2 bonus.

Firm Faith: Weapons possessing this enchantment are not composed of wood, metal, and leather, but rather from the very essence of a priest's faith. As such, these items can only be used by characters that expressly serve a higher power and who receive spells from that divine source (such as clerics, druids, paladins, and rangers). All other creatures simply cannot pick up one of these items, as if it had no substance to it.

Generally, *firm faith* weapons take on forms that are indicative and representative of the higher power from which they come. For example, a warhammer of a

plant god might be composed of living, ever-growing bark and leaves. Wielders of *firm faith* items receive the ability to cast spells from a single one of their domains at a +1 caster level (the domain must be chosen by the creature upon first touching the weapon). Divine spellcasters without specific domains gain the caster level

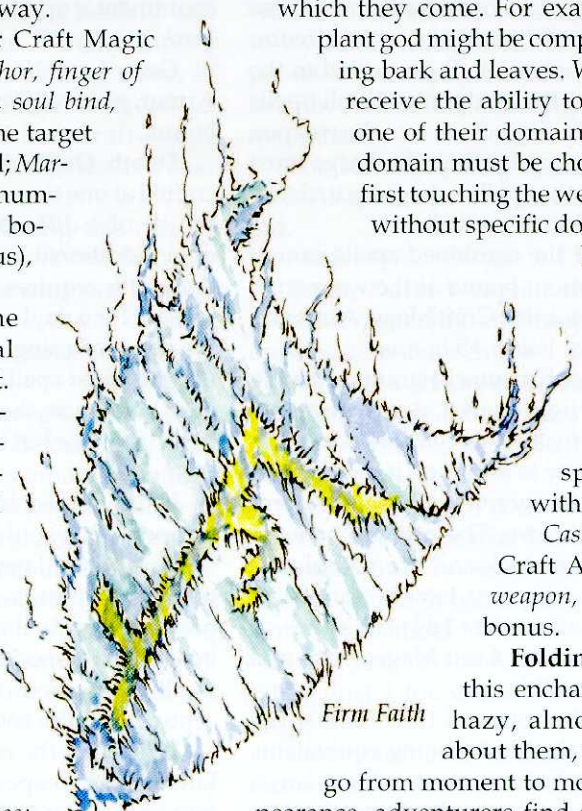
bonus to all spells of the highest spell level they can cast when first using the weapon in combat (for example, a 4th level druid would gain the bonus to all 2nd level spells). This bonus stacks with other, similar bonuses.

Caster Level: 9th; *Prerequisites:* Craft Arms and Armor, *spiritual weapon*, *prayer*; *Market Value:* +3 bonus.

Folding: Weapons that possess this enchantment usually display a hazy, almost insubstantial quality about them, which seems to come and go from moment to moment. Whatever their appearance, adventurers find these weapons extremely handy. Once the command word is spoken, the weapon folds into a small, thin square of nondescript, gray colored cloth that is easily stored. This enchantment is widely sought after by many, especially by rogues and those that wish to travel light. Unfolding these items is a standard action, usually keyed to a command phrase or sound, such as a whistle.


Caster Level: 5th; *Prerequisites:* Craft Magic Arms and Armor, *shrink item*; *Market Value:* +1 bonus.

Force Bubble: This enchantment can only be added to ammunition. Any creature hit by a *force bubble* missile must make a Reflex save (DC 17) or be surrounded by an impenetrable bubble of force for 2d4 rounds, similar to an *Otiluke's resilient sphere* spell.



Firm Faith

New Weapon Qualities



Caster Level: 8th; *Prerequisites:* Craft Magic Arms and Armor, *Otiluke's resilient sphere*; *Market Price:* +2 bonus.

Iconic: Rogues, wizards, rangers, and all who prefer to travel light hold weapons that possess this enchantment dear. Upon command, these weapons instantly change into a small cloak-pin, brooch, coin, or badge that can be worn or carried easily and effortlessly by the wielder. Only the wielder of the weapon can carry the item in this manner, as the moment it leaves his person, it reverts to its normal size and dimensions. One minor limitation of this enchantment is that the iconic form of the weapon must bear the image of the weapon in some manner. For instance, when an iconic halberd is converted to its smaller size (a coin, perhaps), it must plainly bear the likeness of a halberd somewhere upon its surface.

Caster Level: 7th; *Prerequisites:* Craft Magic Arms and Armor, *shrink item*, *minor creation*; *Market Value:* +1 bonus.

Imprinted: This weapon was made for one particular person, family, gender, group, lineage, or race, specified at its creation. Anyone other than an intended user that picks up the weapon receives 4d8 points of electrical damage each time it is held. Once discharged, the weapon can be used normally until set down again, although it functions only as an ordinary nonmagical weapon.

Caster Level: 8th; *Prerequisites:* Craft Magic Arms and Armor, *glyph of warding*, *locate creature*; *Market Price:* +2 bonus.

Inspiration: Weapons that possess this enchantment are a boon to all, but particularly to bards, who often find themselves in need of inspiration. Inspiration weapons are usually breathtakingly beautiful, ornate affairs with sumptuous inlays and filigrees, and are exceptionally flashy and impressive as a whole. However, their special abilities lie not within their appearances, but rather within their power to inspire. Once per day as a free action, the weapon can be called upon to grant its wielder +6 ranks in the Perform skill. These ranks are temporary and vanish within 1d4 hours.

Caster Level: 3rd; *Prerequisites:* Craft Arms and Armor, *enthrall*; *Market Value:* +1 bonus.

Intense: A weapon with the *intense* enchantment is essentially the bludgeoning equivalent of a *keen* weapon. The *intense* enchantment doubles the threat range of a bludgeoning weapon. For instance, a sling stone has a normal threat range of 20, but an *intense* sling stone scores a threat upon a 19–20.

Caster Level: 11th; *Prerequisites:* Craft Magic Arms and Armor, *Bigby's forceful hand*; *Market Value:* +1 bonus.

Invisible: *Invisible* weapons are just that, invisible. This enchantment is permanent, and does not dissipate when the weapon is used to attack. Anyone wielding the weapon can see it normally. This enchantment

affords its wielder a +1 circumstance bonus to attack rolls with the weapon, and allows it to be easily smuggled and concealed. This quality is a favorite amongst rogues and assassins.

Caster Level: 7th; *Prerequisites:* Craft Magic Arms and Armor, *improved invisibility*; *Market Price:* +1 bonus.

Jagged: Weapons possessing this enchantment have their appearances altered from their standard designs. The lines of their form become ragged, sprouting wicked barbs and sharp, claw-like protrusions. Often such changes to the weapons' appearance seem almost demonic, but there are no known infernal associations attributed to this enchantment.

The critical multiplier of a *jagged* weapon is increased by +1, and upon an ordinary strike the weapon deals an additional +1d6 points of damage. This enchantment can only be added to slashing weapons and does not stack with the *keen* quality.

Caster Level: 12th; *Prerequisites:* Craft Magic Arms and Armor, *inflict moderate wounds*; *Market Value:* +3 bonus.


Ki Channel: A *ki channel* weapon appears to do nothing unusual until it is in the hands of a monk. When a monk uses this weapon, it expands several of her abilities through the weapon. *Flurry of blows* and *stunning attack* can both be channeled through the weapon as if the monk were fighting unarmed.

In the hands of a high level (10th +) monk, this enchantment's true power is finally revealed. The monk's *ki strike* channels itself through the weapon, stacking with the enhancement bonus already enchanted into it. This channeling ability effectively increases the enchantment for both to hit and damage. Therefore, a +1 *ki channel* quarterstaff in the hands of a 10th level monk would be a +2 weapon, and would become a +3 weapon when the monk reaches 13th level.

Caster Level: 10th, creator be at least a 1st level monk; *Prerequisites:* Craft Magic Arms and Armor, *haste*, *greater magic weapon*; *Market Price:* +2 bonus.

Laced, Substance: Weapons that possess this enchantment are loaded with various substances that can be used by the wielder. Sometimes *substance laced* weapons bear alchemical symbols that hint at their enchantment. *Substance laced* weapons can store up to twelve doses of a variety of substances, such as poison, oil, alchemist's fire, smoke, acid, potions, and so on. These substances are released at will by the wielder. A substance can be released upon a successful strike (typically poison), poured out (as with a potion perhaps), or sprayed into the air around the wielder (as with a smoke capsule). The weapon must be held in order to release a substance. When a substance is to be released, a character must call a specific reservoir by its number from 1 to 12. Players are encouraged to keep proper track of what each location contains to prevent disastrous results.

New Weapon
Outcomes



Once depleted, the substance reservoirs must be carefully replenished, requiring 1d3 minutes per substance type to reload.

Caster Level: 7th; *Prerequisites:* Craft Magic Arms and Armor, 4 ranks in Alchemy; *Market Value:* +1 bonus.

Mighty Sundering: This enchantment increases a weapon's enhancement bonus by +1 only in regards to the magical arms and armors it can damage or be damaged by. Also, this type of weapon deals an additional +1d6 points of damage to inanimate objects (with the exception of constructs). Thus, a +3 weapon with this enchantment can damage armor and weapons with up to a +4 enchantment, doing an additional +1d6 points of damage, while in return a weapon needs at least a +4 enhancement bonus to damage the +3 *mighty sundering* weapon. This enchantment can be added up to five times to a weapon, adding an effective +1 bonus and an additional 1d6 points of damage each time.

Caster Level: 7th; *Prerequisites:* Craft Magic Arms and Armor, *stoneskin*; *Market Price:* +1 bonus.

Mire: Weapons that possess this enchantment usually appear thicker, heavier, broader, and more unbalanced than others of their type. Despite their appearance, they are no more difficult to wield than normal weapons. *Mire* weapons prove very useful in combat situations. Upon a successful critical hit, the weapon's target must succeed at a Reflex save (DC 15) or become mired, anchored to the spot upon which they stand. Mired creatures have their feet magically held to the ground for 1d4 rounds, are unable to walk, and lose any Dexterity bonuses to AC. This enchantment has no effect on creatures not in contact with the ground.

Caster Level: 7th; *Prerequisites:* Craft Magic Arms and Armor, *entangle*; *Market Value:* +2 bonus.

Muse: Muse weapons are always elaborate affairs, resplendent with etchings of famous legends and tooled inlays of precious stones and metals, which are pleasures for the eye to behold. A bard in possession of a *muse* weapon receives a +5 insight bonus to all Bardic Knowledge checks. Anyone possessing a *muse* weapon gains a +2 to all Craft checks and is able to cast *legend lore* as a standard action once per day.

Caster Level: 7th; *Prerequisites:* Craft Arms and Armor, *legend lore*, caster must have at least one level in bard; *Market Value:* +2 bonus.

Neutrality: A weapon with this quality is neutrally aligned and infused with the power of neutrality. It deals +1d6 points of neutrality damage against all creatures of good or evil alignments. It bestows one negative level on anyone of good or evil alignment attempting to wield it. This negative level never results in actual level loss, and cannot be overcome in any way while wielding the weapon, but dissipates when the weapon is put down. Missile weapons so enchanted bestow the *neutral* power upon their ammunition.

Caster Level: 7th; *Prerequisites:* Craft Magic Arms and Armor, *detect good*, *detect evil*, creator must be of neither good nor evil alignment; *Market Price:* +2 bonus.

Penetrating: A *penetrating* weapon is simply the piercing version of a *keen* weapon. Piercing weapons given this quality have their critical threat ranges doubled. A *penetrating* spear for example, scores a critical threat on a 19 or 20 instead of just on a 20.

Caster Level: 11th; *Prerequisites:* Craft Magic Arms and Armor, *keen edge*; *Market Value:* +1 bonus.

Pestilence: A *pestilence* weapon is a diseased weapon that passes on its sickness whenever it succeeds in a critical hit. A *pestilence* weapon is a carrier of one of the following diseases: blinding sickness, cackle fever, filth fever, mindfire, red ache, the shakes, or slimy doom. The disease is chosen when the item is created. No matter what the disease, if the target fails the saving throw, he contracts it immediately, with no incubation period. A creature struck with a disease cannot be further infected with the same disease while still suffering its effects.

Caster Level: 8th; *Prerequisites:* Craft Magic Arms and Armor, *contagion*; *Market Price:* +2 bonus.

Pestilence, Greater: The more powerful version of the *pestilence* enchantment, *greater pestilence* weapons carry all of the diseases of their lesser counterparts and randomly spread them upon a successful critical hit. In all other respects, *greater pestilence* weapons function identically to their lesser counterparts.

Caster Level: 10th; *Prerequisites:* Craft Magic Arms and Armor, *contagion*; *Market Price:* +3 bonus.

Puncturing: *Puncturing* weapons are able to penetrate a single substance (such as stone, iron, or gemstone) far more easily than usual weapons, granting a +2 luck bonus to attack and damage rolls when used against objects made of or opponents wearing armor made of the appropriate substance. Such weapons must have part of their structure (such as the hilt, the haft, the head, and so on) forged from the substance. This is often simply a round or oval inset of the material somewhere on the weapon's surface.

These items can be very handy for tasks such as scaling walls, fighting armored opponents, or even combating particular golem types.

Caster Level: 6th; *Prerequisites:* Craft Magic Arms and Armor, *protection from elements*; *Market Value:* +1 bonus.

Pivoting: This particular enchantment can only be placed upon ranged weapons. *Pivoting* ammunition still functions even if fired from a normal ranged weapon, and *pivoting* ranged weapons convey the quality to their missiles.

Once fired, a *pivoting* missile turns ninety degrees and then continues its flight, just as if no change in direction had occurred. The wielder can control at which point along the flight path the missile turns as

well as choosing whether it pivots left, right, up, or down, effectively allowing ranged attacks around obstacles and corners.

Caster Level: 4th; *Prerequisites:* Craft Magic Arms and Armor, *animate object*; *Market Value:* +1 bonus.

Prismatic: Wreathed in shifting colors, a *prismatic* weapon releases a spray of colors upon hitting a target. On a successful critical hit, colored rays spring from the weapon, affecting the target with a random prismatic effect. Except as noted, the effects are similar to those caused by a *prismatic spray* spell. Saving throws vs. all effects have a DC of 20.

1d10	Color (Save DC20)
1-3	Red
4-5	Orange
6	Yellow
7	Green
8	Blue
9	Indigo
10	Violet

Caster Level: 14th; *Prerequisites:* Craft Magic Arms and Armor, *prismatic spray*; *Market Price:* +4 bonus.

Reflection, Spell: Those who must do battle with spellcasters seek out weapons with the *spell reflection* enhancement. These items constantly shimmer with an aura of mirrorlike motes, their surfaces silvered and highly reflective. A *spell reflecting* weapon's enchantment takes effect when a spell of a specific school specifically targets the wielder. The wielder is allowed a Reflex save vs. the spell (even if none is normally available), and if successful, the spell's effect is reflected back upon the caster as per the *spell turning* spell. Each such weapon is attuned to only one school of magic, which must be specified at the time of creation. This quality can be used no more than three times per day, and a weapon can shield against no more than a single school of magic (*spell reflection* qualities do not stack).

Effect and area spells do not activate the *spell reflection* quality. In addition, a weapon must be wielded in order for the *spell reflection* quality to activate (it is dormant when sheathed or stored).

Caster Level: 13th; *Prerequisites:* Craft Magic Arms and Armor, *spell turning*; *Market Value:* +2 bonus.

Reflection, Greater Spell: These weapons are similar to *spell reflecting* weapons, except that they are able to reflect spells from any school.

Caster Level: 15th; *Prerequisites:* Craft Magic Arms and Armor, *spell turning*; *Market Value:* +5 bonus.

Resistance, Spell: *resisting* weapons always appear crafted out of a flat, dull, gray colored substance that seems porous, much like pumice. Such weapons bolster the innate spell resistance of the wielder by 5. If the wielder does not have spell resistance already, she gains a spell resistance of 10 + her Charisma modifier. Missiles, such as arrows, cannot receive this enchantment.

This quality can be activated three times per day as a free action that lasts for 1d4+1 minutes. The weapon itself always possesses an SR equal to its caster's level +10.

Caster Level: 15th; *Prerequisites:* Craft Magic Arms and Armor, *spell resistance*; *Market Value:* +3 bonus.

Rust Protection: Weapons protected by this enchantment are immune to all normal and magical forms of rust, including rust monster attacks and the effects of *rusting grasp*. This enchantment is typically used for melee weapons, although metallic missile weapons may find this enchantment useful as well.

Caster Level: 5th; *Prerequisites:* Craft Magic Arms and Armor, *protection from elements* or *rusting grasp*; *Market Price* +1 bonus.

Sensing: This type of weapon senses any one type of creature within 60 feet. Glowing with a color chosen by its creator, a *sensing* weapon activates upon detecting the presence of a designated type of creature. The intensity of the glow varies based on the total number of applicable creatures within range. The glow is barely visible for 1-3 creatures, faint (equivalent to a candle) for 4-6 creatures, bright (like torchlight) for 7-12 creatures, intense (as bright as daylight) for 13-20 creatures, and dazzling for more creatures. A creature of the specified type who looks at the dazzling glow (treat as a gaze attack) is dazed for one round, suffering a -1 penalty to attack rolls. This ability is frequently given to *bane* weapons, and the table given for *bane* weapons can be used to determine which creature is sensed.

Caster Level: 5th; *Prerequisites:* Craft Magic Arms and Armor, *locate creature*; *Market Price:* +1 bonus.

Serrations: Any bladed weapon can be specially created with a serrated cutting edge or edges. Strikes with such weapons produce vicious, jagged wounds, and as a result, these weapons do an extra point of damage. For example, a serrated longsword does 1d8+1 damage, a serrated falchion does 2d4+1 damage, and so on. Serrations take longer to forge than ordinary edges, and as a result such weapons are rare and expensive.

Masterwork *serrated* weapons gain the combined benefits of both properties. Adding serrations to a weapon reduces its hardness by 2.

Market Price: +50 gp.

Shrieking: This particular enchantment can only be placed upon ranged weapons. Items so enchanted are physically altered so that their surfaces are riddled with numerous carved, painted, or stitched screaming faces. This shocking appearance often causes people to think *shrieking* items bear dark magic or some type of curse. When fired or thrown the weapon lets out a deafening shriek at its point of origin that acts as a *shout* spell. *Shrieking* weapons confer this ability, and the howling face, to their missiles.

Caster Level: 9th; **Prerequisites:** Craft Magic Arms and Armor, *shout*; **Market Value:** +2 bonus.

Silent: Sought by rogues and characters that wish to increase their stealth-related abilities, these weapons are rather useful. While these weapons appear no different from their ordinary counterparts, they are not hard to identify, for they create absolutely no noise when handled.

Completely silent, these weapons create no sound whatsoever regardless of how they are used. This quality is frequently added to ranged weapons to allow rogues and assassins more than one shot when making sneak attacks.

Caster Level: 5th; **Prerequisites:** Craft Magic Arms and Armor, *silence*; **Market Price:** +1 bonus.

Skewering: This enchantment creates essentially the piercing version of a *vorpal* weapon. Upon a successful critical hit with a piercing weapon, it skewers the heart of the target, killing it immediately. Creatures without hearts or with unusual anatomies may not be affected by this quality, requiring the GM to use his best judgment in such circumstances. *Skewering* weapons must be of the piercing type.

Caster Level: 18th; **Prerequisites:** Craft Magic Arms and Armor, *keen edge*, *death spell*; **Market Price:** +5 bonus.

Sneak Attack: Once per day, a user with the *sneak attack* ability may use a weapon with this enchantment to make a sneak attack with a +20 insight bonus to the attack roll. *Sneak attack* weapons are often given as prizes to low-level members of thieves' guilds.

Caster Level: 3rd; **Prerequisites:** Craft Magic Arms and Armor, *true strike*; **Market Price:** +1 bonus.

Solace: Many may wield weapons that possess this enchantment, but only paladins can truly utilize a *solace* weapon's full abilities. These items usually appear as if completely bleached to a dull white finish. Normally, as a part of the enchantment, the wielder's holy symbol is added to the item in bas-relief. When the powers of a *solace* item are used, the symbol glows with a holy, silvered light.

A paladin in contact with a *solace* weapon gains divine assistance (an additional 1d8 points) when healing others via his lay on hands power. Also, the paladin gains a +1 sacred bonus to all saves as long as he wields the item. Lastly, a *solace* weapon also prevents its wielder, if he should perish while using it, from becoming undead.

Caster Level: 5th; **Prerequisites:** Craft Arms and Armor, *consecrate*, *cure light wounds*; **Market Value:** +2 bonus.

Solace, Greater: These weapons are similar to *solace* weapons except that they further boost a paladin's

healing abilities (adding an additional 2d8 points), add a +2 sacred bonus to all her saves, and upon her death, immediately transport her soul to her deities' realm, where she is then honored among the chosen of her god.

Caster Level: 9th; **Prerequisites:** Craft Arms and Armor, *consecrate*, *cure major wounds*; **Market Value:** +4 bonus.

Solace, Dark: Only blackguards can truly utilize the full abilities of *dark solace* weapons. These items usually appear to have been completely scorched to a flat, dull, black finish. Normally, as a part of the enchantment, the wielder's unholy symbol is added to the item in bas-relief. When the weapon's powers are used, the symbol glows with an unholy, searing, crimson light.

Blackguard using these items gain the corrupted assistance of their dark gods when harming others via their sneak attack (which adds an additional 1d6 points of damage to the attack). Also, the Blackguard herself gains a +1 profane bonus to all saves as long as she wields the item. Lastly, a *dark solace* weapon also precludes that the wielder, if she should perish while using it, immediately becomes a sentient undead in the servitude of the dark power that fueled the item.

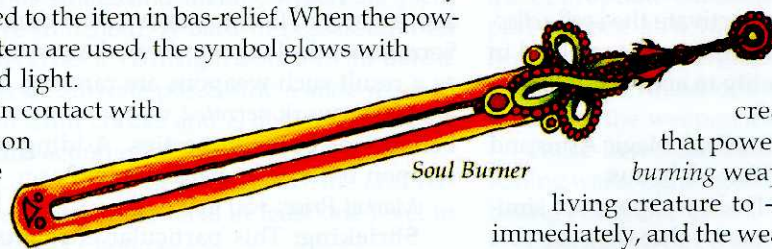
Caster Level: 5th; **Prerequisites:** Craft Arms and Armor, *desecrate*, *inflict minor wounds*; **Market Value:** +2 bonus.

Solace, Greater Dark: These weapons are similar to *dark solace* weapons except that they further boost a blackguard's sneak attack ability (adding an additional 2d6 points of damage), add a +2 profane bonus to all his saves, and upon his death, immediately transport his soul to the sinister realm of his deity, where he then becomes a lesser devil or demon.

Caster Level: 9th; **Prerequisites:** Craft Arms and Armor, *desecrate*, *inflict major wounds*; **Market Value:** +4 bonus.

Soul Burner: Fueled by dark magics, *soul burners* steal the very life energy of creatures they slay, channeling that power into their strikes. When a *soul burning* weapon reduces the hit points of a living creature to -1 or lower, the creature dies immediately, and the weapon gains a single level of life energy. A *soul burner* can store only a limited amount of life energy at any given time. When the weapon reaches its capacity for souls, no new energy may be absorbed until some is expended.

On any hit with the weapon, as a free action, the wielder may release some of this stored energy, dealing 1d6 points of additional damage per level burned up. For instance, if three levels are stored in the weapon, 3d6 damage can be added to a single attack, or 1d6



Soul Burner

damage can be added to three separate attacks. This additional damage is not multiplied on critical hits.

Soul burners absorb generic life energy, not actual individual souls. Anyone slain by one of these weapons can be raised or resurrected normally.

Caster Level: 8th; **Prerequisites:** Craft Magic Arms and Armor, *enervation*; **Market Price:** 4 soul limit (+2 bonus), 8 soul limit (+3 bonus), 12 soul limit (+4 bonus).

Spell Storing, Greater: A greater spell storing weapon is similar to a typical *spell storing* item, except that it can hold multiple spells totaling up to 6 spell levels (0 level spells count as 1/2). For example, a *greater spell storing* warhammer could store one 6th level spell or three 2nd level spells. Only one stored spell can be cast at a time. *Greater spell storing* weapons can hold either arcane or divine spells, but not both types concurrently. Casting a spell from a *greater spell storing* weapon takes a standard action.

Caster Level: 15th; **Prerequisites:** Craft Magic Arms and Armor, *imbue with spell ability*; **Market Price:** +3 bonus.

Spelltouch: Weapons that possess this enchantment are typically of ranged types favored by mages, although the enchantment can be placed upon any weapon. *Spelltouch* items are indistinguishable from ordinary weapons, except that they seem to leap into the hands of spellcasters (either arcane or divine) with an almost lifelike zeal.

A *spelltouch* weapon allows its wielder to cast touch spells through it. The spellcaster must cast the spell into the weapon, where it is stored until it touches an opponent. With a successful touch attack, the spell is cast on the target. A caster can cast a touch spell onto a *spelltouch* weapon wielded by another character, thus allowing the other person to make the attack.

Caster Level: 7th; **Prerequisites:** Craft Magic Arms and Armor, *spectral hand*; **Market Value:** +1 bonus.

Stunning: When scoring a critical hit against an opponent, a *stunning* weapon stuns him for one round, causing him to drop any held items. Creatures immune to critical hits or stunning take no effect from this enhancement.

Caster Level: 7th; **Prerequisites:** Craft Magic Arms and Armor, *shout*; **Market Price:** +1 bonus.

Sundering: Slightly unusual in appearance, *sunder* weapons appear to be more reinforced and sturdier than other weapons of their type. Using a *sunder* weapon grants the wielder the free use the *Sunder* feat. A wielder who already has the *Sunder* feat gains a +2 competence bonus on *sunder* attempts.

Caster Level: 6th; **Prerequisites:** Craft Magic Arms and Armor, creator must possess the *Sunder* Feat; **Market Price:** +2 bonus.

Sync: Extremely rare, *sync* weapons are usually only found in the possession of their deadly creators, who give these weapons their name (as detailed in *Minions:*

Fearsome Foes). Weapons with the *sync* enchantment behave like those with the *major alterable* quality in that they can change their form to match their masters' wills, however, they can only take the form of melee weapons. *Sync* weapons also display a strikingly different and far more lethal power.

Just as their creators' abilities and skills increase in each round of single, focused combat, weapons that possess the *sync* enchantment also increase their power. For each round of focused, one-on-one combat against the same individual opponent, the weapon's user gains a cumulative luck bonus of +1 (up to a max bonus of +10) to attack and damage rolls made with the weapon. Once a different opponent is targeted with the weapon, the enhancement bonus drops back to its original level.

When wielded by a *sync*, this type of weapon mimics the shape of its foe's weapon.

Caster Level: 17th; **Prerequisites:** Craft Magic Arms and Armor, *polymorph any object*, *true strike*, creator must be a *sync*; **Market Value:** +6 bonus.

Totem: Weapons that possess this enchantment only exhibit their powers when wielded by barbarians, rangers, druids, or those priests with access to the *animal* domain. These items are constructed from animal bones, fur, teeth, horns, and hide, but the quality of workmanship and level of detail used in their crafting is stunning. These details always center on a central animal theme. A spiked club could be crafted from the skull and claws of a bear, or a spear might be tipped with an eagle's beak and adorned with its feathers.

Totem items confer three powers upon the wielder. First they allow the user to speak with animals three times per day as a standard action. Secondly, they confer upon their user a +3 circumstance bonus on all reaction rolls when dealing with the animal whose themed item they bare. This bonus stacks with similar bonuses even if an individual possesses a matched set of items. For example, if a barbarian uses a pair of *totem* hand-axes that revolve around the theme of the badger, he enjoys a +6 circumstance bonus on reaction rolls upon encountering a badger. Lastly, the wielder of these items can use them to bolster his physical abilities up to once a day, as a free action. This bolstering adds a +2 enhancement bonus to the indicated ability and remains in effect for a number of minutes equal to the character's level. As to which abilities are bolstered, refer to the chart below.

Animal Totem	Bolstered Ability
Bear/Eagle	Str
Owl/Badger	Wis
Hawk/Rabbit	Int
Otter/Fox	Dex
Wolf/Elk	Con

Coyote/Deer Cha

GMs are encouraged to create new types of *totem* weapons to fit their campaign. *Totem* weapons are usually derived from normal, nonmagical creatures only, making *totem* items that derive their powers from fantastic creatures like griffons or minotaurs extremely rare.

Caster Level: 7th; *Prerequisites:* Craft Arms and Armor, animal friendship, summon nature's ally IV; *Market Value:* +2 bonus.

Totem, Dire: A *dire totem* weapon has similar properties to an ordinary *totem* weapon. The only differences are that the totem used is that of a dire animal, and the ability enhancement is increased to +4.

Caster Level: 9th; *Prerequisites:* Craft Arms and Armor, animal friendship, summon nature's ally V; *Market Value:* +3 bonus.

Tracer: This particular enchantment can only be placed upon bows and crossbows. Items with the tracer enchantment usually display a distinct but faint aura of light around them. When released from the weapon, ammunition immediately begins to glow with light of a similar quality to that produced by the *light* spell. The color of this light can be of any hue, as dictated by the wielder upon firing, although defaulting to the color of the glow displayed by the weapon. Regardless of whether it hits or not, this glowing ammunition grants a +2 competency bonus to attack roll for the next shot, if fired at the same target and as long as the target moves less than 30 feet between shots. This bonus does not stack if used repeatedly. The glowing ammunition can also illuminate the area it passes through (as a *light* spell) until it ends its flight, when it terminates.

Caster Level: 5th; *Prerequisites:* Craft Magic Arms and Armor, light; *Market Value:* +1 bonus.

Tripping: This weapon grants its wielder the Improved Trip feat. A wielder who already has the Improved Trip feat gains a +2 competence bonus on trip attempts. This bonus can only be applied to weapon types that can be used to make trip attacks.

Caster Level: 6th; *Prerequisites:* Craft Magic Arms and Armor, caster must have the Improved Trip feat; *Market Price:* +2 bonus.

Undead Creator, Minor: Any suitable creature killed by an *undead creating* weapon rises one round later as a zombie under the wielder's control. In addition, use of this type of weapon adds an additional 10 HD to the total amount of undead that the wielder can control at any one time. A wielder without the ability to command undead can control up to 10 HD worth of zombies created only through use of his weapon.

Caster Level: 6th; *Prerequisites:* Craft Magic Arms and Armor, animate dead; *Market Price:* +3 bonus.

Undead Creator, Major: This type of weapon is similar to a *minor undead creator* except that slain creatures rise again as wights instead of zombies. Also, the maxi-

imum number of undead the wielder may control rises by +15 HD. A wielder without the ability to command undead can control up to 15 HD worth of wights created only through use of his weapon.

Caster Level: 12th; *Prerequisites:* Craft Magic Arms and Armor, create undead; *Market Price:* +5 bonus.

Undetectable: Weapons enhanced with the undetectable property appear to be nonmagical creations. If subjected to a *detect magic* spell, they do not radiate any kind of aura.

Caster Level: 5th; *Prerequisites:* Craft Magic Arms and Armor, Nystul's undetectable aura; *Market Price:* +1 bonus.

Weeping: Weapons of this type are usually wielded by militant clerics or assassins. Weeping weapons contain a small hollow reservoir within their heads that can be filled with a few ounces of liquid via a corked funnel. Numerous channels run to the surface of the weapon, allowing the liquid to escape with a sharp flick of the wrist.

Liquids commonly used in weeping weapons include holy water and poisons. Acids are occasionally used, but they require the weapon to be made from resistant material.

For a small price, weeping channels can be built to almost any weapon when it is created. Small and Tiny weapons are only able to hold one dose of any liquid, Medium-size weapons can hold two doses, and Large weapons can hold up to three doses of liquid. Building in a weeping reservoir and channels adds +5 to the DC for crafting a weapon, and reduces the weapon's hardness by 2.

Market Price: +80 gp.

Weightless: Weapons with this quality are not really weightless, they just feel weightless to those wielding them. Characters wielding *weightless* weapons can swing them with more power and finesse than normal. The wielder fights with the weapon as if his Strength score is effectively 2 points higher than it really is, giving a +1 bonus to hit and to damage. Additionally, a character can wield a *weightless* weapon up to one size category larger than themselves one handed, and can apply the Weapon Finesse feat to such weapons.

Caster Level: 7th; *Prerequisites:* Craft Magic Arms and Armor, levitate; *Market Price:* +2 bonus.

WyrdWeave: Weapons possessing this enchantment are not composed of wood, metal, or leather, but rather forged from the very essence of magic itself. As such, the special properties of these items only function when they are used by arcane spellcasters.

Generally, such weapons take on forms that are representative of the character's personality, so the staff of a wizard who favors necromantic spells might appear to be composed of fused bone and rotten flesh, while the dagger of a sorcerer who focuses on conjuration

might change depending on what type of creature she last summoned. Regardless of the weapon's appearance, it still functions normally.

Wielders of *wyrdweave* enchanted items receive the ability to cast all spells of one of their available schools at a +1 caster level (the school must be chosen by the character upon first touching the weapon). This bonus stacks with other, similar bonuses. These weapons are usually, but are not limited to, those of the melee type.

Level bonuses due to *wyrdweave* items do not stack, although each such item a character uses may be applied to a different school.

Caster Level: 7th; *Prerequisites:* Craft Arms and Armor; *mage armor, greater magic weapon*; *Market Value:* +2 bonus.

Class-Oriented Weapons

Many of the most useful magical weapons are designed to help their users excel in their chosen fields. Listed here is a compilation of many of these items, all tailored to a particular character class.

Barbarians

Axe of the Berserker: This axe functions as an ordinary +2 battleaxe under most conditions. When wielded

by a barbarian while under the effects of a barbarian rage, its additional powers activate. Under such a condition, the axe increases the wielder's Strength by an additional +4 (an enhancement bonus) and provides a +2 deflection bonus to his AC. Additionally, the wielder is not fatigued when the rage ends, as long as the axe remained in his hands for the entire duration. Most Axes of these types are primitive looking and etched with brutal and violent scenes of battle. A quarter of these weapons are greataxes.

Caster Level: 11th; *Prerequisites:* Craft Magic Arms and Armor, *bull's strength*; *Market Price:* 30,310 gp; *Cost to Create:* 15,310 gp +1,200 XP.

Bards

Flute Sword: This unusual creation appears to be some kind of magical flute. If used by someone proficient with flutes, it provides a +5 enhancement bonus to the Perform skill. If a command word is spoken, two blades spring out from the sides of the flute and slide forward to form the equivalent of a +2 longsword, with the flute as its hilt. When twirled and spun around by a bard who is not engaging in combat, the musical notes generated act as a *enthrall* spell, as cast by an 8th level spellcaster. When used by any other class in combat,

Table 8: Specific Magical Arms

Medium	Major	Specific Weapon	Market Price	Page
01-04		Portable Poison Well‡	15 gp	44
05-08		Stinging Smoke‡	35 gp	45
09-12		Acidic Tar‡	50 gp	44
13-16		Chortlebomb‡	100 gp	45
17-20		Threaded Shaft‡	900 gp†	47
21-24		Martial Gloves +1	1,050 gp	42
25-28		10 Greaser Arrows	2,070 gp	47
29-32		1 Domination Bolt	3,247 gp	47
33-36		10 Doom Bullets	3,800 gp	47
37-40		10 Eagle Arrows	4,070 gp	47
41-44		Dragontooth Longspear**	4,805 gp	45
45-48		Martial Gloves +3	9,050 gp	42
49-52		Intelligent Weapon (Lvl 1)*	10,000 gp	55
53-56		Harp Bow	10,325 gp	38
57-60		20 Guided Arrows (with Ring)	10,070 gp	47
61-64		20 Seeing Arrows (with Necklace)	11,400 gp	47
65-68		Serpentine Sword	11,815 gp	49
69-72		Trickle Sword	16,315 gp	43
73-76		Deep Fey Sword +2	16,335 gp	49
77-79		Intelligent Weapon (Lvl 6)*	17,500 gp	53
80-83	01-04	Guided Arrows of Seeing	18,130 gp	48

Medium	Major	Specific Weapon	Market Price	Page
83-85	05-08	Flute Sword	21,130 gp	37
86-88	09-12	Picker Picker	22,302 gp	43
89-91	13-16	Silent Dagger	24,300 gp	44
92-94	17-20	Martial Gloves +5	25,050 gp	42
95-97	21-24	Stormcaller	27,755 gp	42
98-100	25-28	Axe of the Berserker	30,310 gp	37
	29-32	Rapier of Quickness	33,855 gp	50
	33-35	Deep Fey Sword +4	36,335 gp	49
	36-40	Dagger of Souls	45,502 gp	45
	40-42	Guardian Amulet Servitor	50,000 gp	88
	43-45	Intelligent Weapon (Lvl 13)*	55,000 gp	53
	46-48	Exterminator	57,060 gp	49
	49-51	Loremasters Aide	65,640 gp	44
	52-54	Tuning Sword	67,350 gp	50
	55-57	Icicle Bow	71,680 gp	48
	58-60	Gauntlets of the Master	72,000 gp	42
	61-63	Intelligent Weapon (Lvl 19)*	88,000 gp	53
	64-66	Elemental Fork	88,960 gp	41
	67-69	Staff of the Summoner	90,600 gp	41
	70-72	Killer Amulet Servitor, Lesser	100,000 gp	88
	73-76	Domain Rod**	119,712 gp†	38
	77-79	Hammer of the Sun	141,712 gp	42
	79-81	Soulcleanser	147,485 gp	42
	82-84	School Staff**	153,100 gp	44
	85-87	Death Blade	172,320 gp	49
	88-90	Hammer of the Wyrn***	200,000 gp†	46
	91-93	Killer Amulet Servitor, Greater	200,000 gp	89
	94-96	Silver Steed of Inarial	240,000 gp	93
	97-98	Sword of Power	323,480 gp	41
	99-100	Skysplitter	378,320 gp	46

* Roll again here or on weapon quality chart to determine base enchantment.

** Roll on subchart to determine specific item.

*** Roll on separate subtables to determine item type and enchantment bonus

† Average price of items of this type.

‡ Mundane Item - If magical item desired, roll again.

the flute makes pleasing music, but produces no magical effect. A separate command word transforms the sword back into a flute.

Caster Level: 8th; **Prerequisites:** Craft Magic Arms and Armor, *charm person*, *enthrall*; **Market Price:** 21,130 gp; **Cost to Create:** 11,180 gp +840 XP.

Harp Bow: A harp bow is a +3 mighty composite shortbow (+2 Strength bonus) with multiple strings that can be played like a harp. Anyone proficient with harps receives a +7 enhancement bonus to their Performance skill while playing this harp. A successful Performance skill check (DC 10, the +7 bonus does not count towards this roll) allows the wielder to play the harp and fire arrows from it simultaneously.

Caster Level: 11th; **Prerequisites:** Craft Magic Arms and Armor, *emotion*; **Market Price:** 10,325 gp; **Cost to Create:** 5,328 gp + 400 XP.

Clerics

Domain Rods: These sturdy rods are crafted out of the finest materials available and are designed to aid specialist spellcasters, both martially and spiritually. In addition to providing magical power, each rod can be used as a formidable weapon, and each can be imprinted with the user's holy symbol, increasing its potency. Turn attempts made with a holy symbol that is imprinted into a domain rod receive a +2 enhancement bonus. Each rod, when held, provides its user a +2 enhancement bonus to his DC for spells cast within the rod's domain and a +2 enhancement bonus to saving throws vs. spells and effects of the same domain as the rod.

Additionally, each rod allows a single spell from its domain, of any level, to be cast into it and held. This

spell can be regained by the caster without losing it from the rod. A spell stored in a domain rod can be cast at any time as if it were a prepared spell. An empty rod can be used as a counterspell to any spell of its domain. When a spell of the correct domain targets the wielder of an empty domain rod, he makes a Spellcraft check to allow the rod to absorb the magic.

Although these weapons are made for specialists, the wielder of one of these rods does not need to be a specialist, or even a spellcaster in order to take advantage of its properties.

Air Rod: This delicate shaft consists of a thin crystal tube filled with shimmering mercury. The end is pointed, and the rod is sharpened along one side, allowing it to be used as a +3 rapier. In addition to all other powers granted by the rod, the wielder can take *gaseous form* once per day.

Caster Level: 11th; **Prerequisites:** Craft Magic Arms and Armor, *gaseous form*; **Market Price:** 108,200 gp; **Cost to Create:** 54,260 gp + 4,315 XP.

Animal Rod: This rod is made of carved ivory, and in addition to the powers outlined above, can be wielded as a +3 club. This rod allows its wielder to cast the spell *polymorph self* once per day.

Caster Level: 12th; **Prerequisites:** Craft Magic Arms and Armor, *polymorph self*; **Market Price:** 113,580 gp; **Cost to Create:** 56,940 gp + 4,531 XP.

Chaos Rod: This heavy lead rod is weighted so as to function as a powerful bludgeoning tool. In addition to all other powers above, this rod serves as a +3 chaotic warhammer.

Caster Level: 12th; **Prerequisites:** Craft Magic Arms and Armor, *chaos hammer*, creator must be chaotic; **Market Price:** 113,592 gp; **Cost to Create:** 56,952 gp + 4,531 XP.

Death Rod: This gruesome bone rod is topped with a shrunken skull. It can be wielded as a +3 heavy mace, and in addition to all other powers, allows its wielder to cast the spell *slay living* once per day.

Caster Level: 13th; **Prerequisites:** Craft Magic Arms and Armor, *slay living*; **Market Price:** 119,712 gp; **Cost to Create:** 60,012 gp + 4,776 XP.

Destruction Rod: This withered shaft is made from charred wood, and can be wielded as a +3 light mace. In addition to the standard powers, this rod allows its user to cast the spell *disintegrate* once per day.

Caster Level: 14th; **Prerequisites:** Craft Magic Arms and Armor, *disintegrate*; **Market Price:** 126,645 gp; **Cost to Create:** 63,425 gp + 5,050 XP.

Earth Rod: This heavy granite cudgel serves its wielder as a +3 greatclub, as well as providing all the

standard powers above, and allowing him to cast his choice of either *flesh to stone* or *stone to flesh* once per day.

Caster Level: 14th; **Prerequisites:** Craft Magic Arms and Armor, *flesh to stone*, *stone to flesh*; **Market Price:** 126,645 gp; **Cost to Create:** 63,425 gp + 5,050 XP.

Evil Rod:

This ornate jeweled rod is crafted from pure gold. In addition to all other powers, it functions as a +3 *unholy* heavy mace.

Caster Level: 12th; **Prerequisites:** Craft Magic Arms and Armor, *unholy blight*, creator must be evil; **Market Price:** 112,312 gp; **Cost to Create:** 555,812 gp + 4,480 XP.

Fire Rod: This sturdy amber rod functions as a +3 *flaming burst* morningstar in addition to all other powers outlined above.

Caster Level: 12th; **Prerequisites:** Craft Magic Arms and Armor, *flame blade*, *flame strike*, or *fireball*; **Market Price:** 112,312 gp; **Cost to Create:** 555,812 gp + 4,480 XP.

Good Rod: This elegantly crafted platinum rod, in addition to all standard powers, functions as a +3 *holy* heavy mace.

Caster Level: 12th; **Prerequisites:** Craft Magic Arms and Armor, *holy smite*, creator must be good; **Market Price:** 112,312 gp; **Cost to Create:** 555,812 gp + 4,480 XP.

Healing Rod: This small gnarled shaft is crafted out of congealed blood. It does not function as a weapon in any way, but in addition to all standard powers, allows its user to cast all his healing spells as if they are empowered.

Caster Level: 12th; **Prerequisites:** Craft Magic Arms and Armor, *cure critical wounds*, creator must have empower spell feat; **Market Price:** 95,640 gp; **Cost to Create:** 47,820 gp + 3,826 XP.

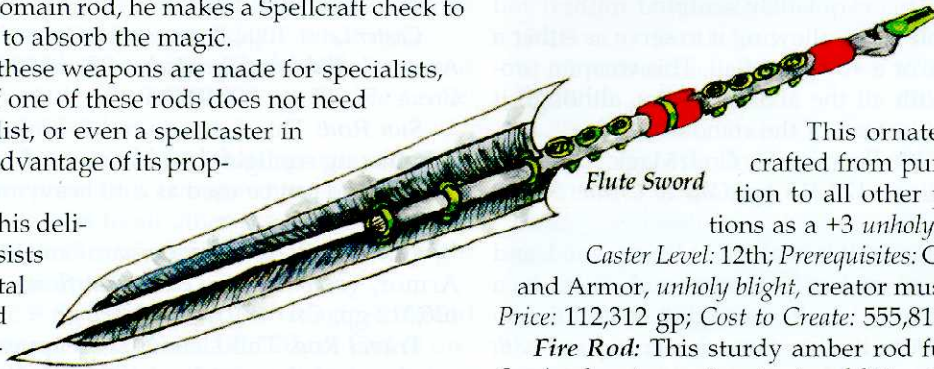
Knowledge Rod: This delicate glass rod appears fragile, but it stands up to the most intense of punishments. This rod, in addition to all standard properties, functions as a +3 heavy pick. Also, when it is held, it prevents its wielder from being caught flat-footed.

Caster Level: 11th; **Prerequisites:** Craft Magic Arms and Armor, *clairaudience/clairvoyance*; **Market Price:** 162,308 gp; **Cost to Create:** 81,308 gp + 6,480 XP.

Law Rod: This heavy gavel is crafted of solid iron. In addition to the standard powers, this rod serves as a +3 *lawful* warhammer.

Caster Level: 12th; **Prerequisites:** Craft Magic Arms and Armor, *order's wrath*, creator must be lawful; **Market Price:** 112,312 gp; **Cost to Create:** 555,812 gp + 4,480 XP.

Luck Rod: This light rod is crafted from beaten copper. Upon command, the shaft retracts, revealing a sharp blade. This blade can be wielded as a +3 longsword. In addition to all other powers, once per day, a missed



Flute Sword

attack roll with this rod can be rerolled, the second roll always counting.

Caster Level: 11th; *Prerequisites:* Craft Magic Arms and Armor, *haste*; *Market Price:* 100,275 gp; *Cost to Create:* 50,295 gp + 3,998 XP.

Magic Rod: This exquisitely sculpted mithral rod bears a retractable head, allowing it to serve as either a +3 morning star, or a +3 heavy flail. This weapon provides its user with all the above powers, although it holds two spells instead of the standard one.

Caster Level: 12th; *Prerequisites:* Craft Magic Arms and Armor; *Market Price:* 177,315 gp; *Cost to Create:* 88,812 gp + 7,080 XP.

Plant Rod: This shaft is made from living wood, and is covered with green leaves, thorns, and vines. As a weapon, this rod functions like a +3 club. In addition to all standard powers, it allows its wielder to *speak with plants* whenever it is held.

Caster Level: 11th; *Prerequisites:* Craft Magic Arms and Armor, *speak with plants*; *Market Price:* 162,300 gp; *Cost to Create:* 81,300 gp + 6,480 XP.

Protection Rod: This stark rod is crafted from pure silver, and can be wielded as a +3 morningstar. It also affords its user a +2 deflection bonus to his AC.

Caster Level: 10th; *Prerequisites:* Craft Magic Arms and Armor; *Market Price:* 104,308 gp; *Cost to Create:* 52,308 gp + 4,160 XP.

Strength Rod: This unusual rod is crafted from hundreds of individually woven strands of sinew. It functions quite effectively as a +3 greatclub. In addition to all other powers above, this rod increases its user's Strength by +4 (an enhancement bonus) when it is wielded as a club.

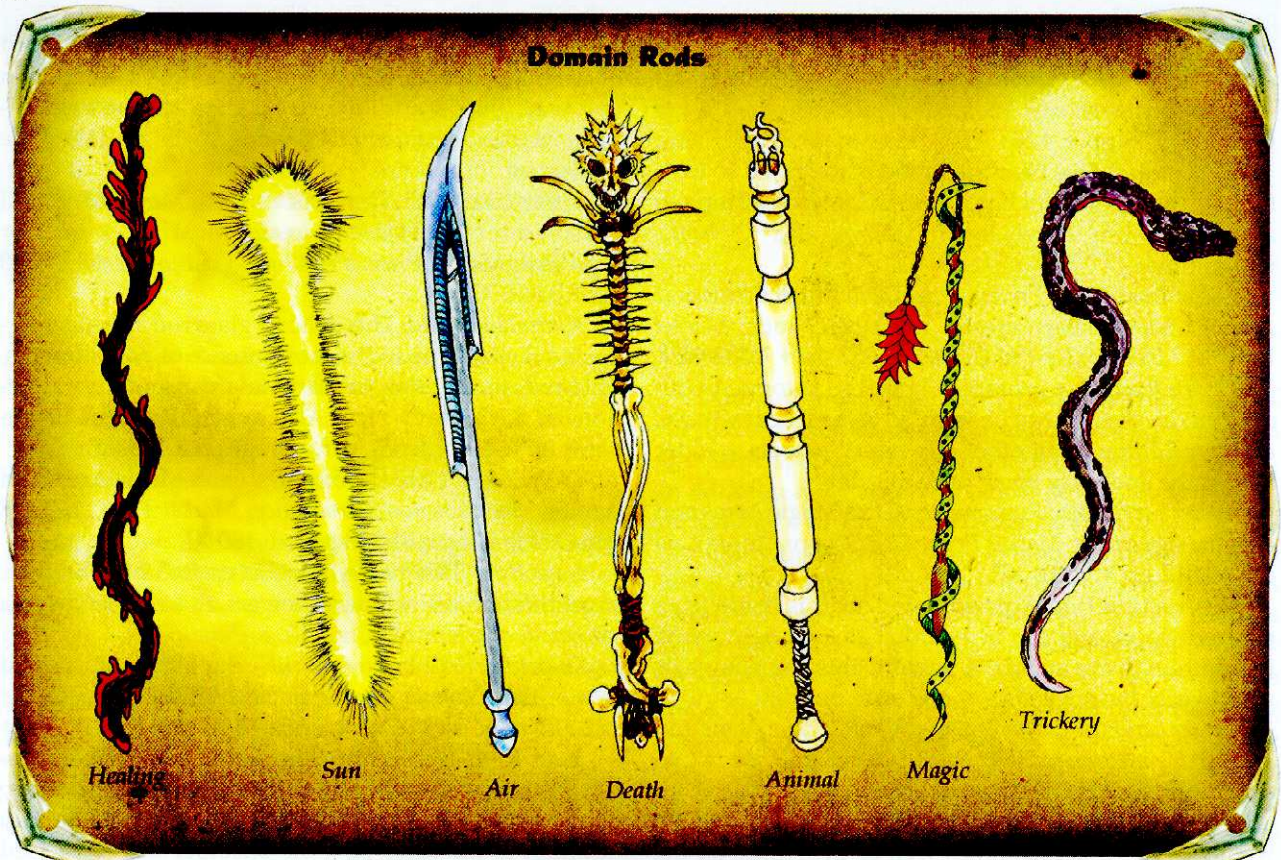
Caster Level: 10th; *Prerequisites:* Craft Magic Arms and Armor, *bull's strength*; *Market Price:* 112,305 gp; *Cost to Create:* 56,305 gp + 4,480 XP.

Sun Rod: This fantastic rod is crafted out of pure shimmering sunlight. In addition to all standard powers, this rod can be used as a +3 heavy mace of *brilliant energy*.

Caster Level: 16th; *Prerequisites:* Craft Magic Arms and Armor, *gaseous form*, *continual flame*; *Market Price:* 136,312 gp; *Cost to Create:* 68,312 gp + 5,440 XP.

Travel Rod: This slender shaft appears to be fabricated out of thousands of individually set feathers. Upon command, a hidden blade slides out of the shaft and allows the rod to be used as a +3 battleaxe. In addition to all standard powers, while wielding this rod, a creature's base movement rate is increased by 20' per round.

Caster Level: 11th; *Prerequisites:* Craft Magic Arms and Armor, *haste*; *Market Price:* 140,310 gp; *Cost to Create:* 70,310 gp + 5,600 XP.



Trickery Rod: This twisted rod is made from the petrified body of a serpent. A command word causes the head to slide out upon a chain, a second command orders the rod to fade from view, and a third initiates both effects. In addition to all other powers, this rod can be used as a +3 *invisible* light flail, and allows its wielder to cast *alter self* once per day.

Caster Level: 10th; *Prerequisites:* Craft Magic Arms and Armor, *haste*; *Market Price:* 110,508 gp; *Cost to Create:* 55,408 gp + 4,408 XP.

War Rod: This adamantine shaft sprouts two solid blades upon command, transforming it into a +3 greataxe. In addition to all other powers above, three times a day this rod can be wielded with a +20 insight bonus to a single attack roll.

Caster Level: 10th; *Prerequisites:* Craft Magic Arms and Armor, *true strike*; *Market Price:* 107,120 gp; *Cost to Create:* 53,720 gp + 4,272 XP.

Water Rod: This jagged rod appears to be made of solid ice, although it does not melt. It can be wielded as a +3 icy burst morningstar in addition to all other powers defined above.

Caster Level: 11th; *Prerequisites:* Craft Magic Arms and Armor, *chill metal* or *ice storm*; *Market Price:* 112,312 gp; *Cost to Create:* 55,812 gp + 4,480 XP.

Druids

Staff of the Summoner: This +2 quarterstaff is made from a long, sturdy, oaken branch. Living vines and leaves sprout from it and twine up and down its length. It allows its wielder to call forth the following effects:

Summon nature's ally III (1 charge)

Call lightning (1 charge, DC 15)

Insect plague (2 charges, DC 17)

Summon nature's ally VI (2 charges)

Creeping doom (3 charges)

Caster Level: 13th; *Prerequisites:* Craft Magic Arms and Armor, Craft Staff, *call lightning*, *summon nature's ally III* and *IV*, *insect plague*, and *creeping doom*; *Market Price:* 90,600 gp; *Cost to Create:* 45,600 gp + 3,600 XP.

Stormcaller: Forged by elder druids, stormcallers aid nature's warriors in the protection of the land. In the hands of any character other than a druid, a *stormcaller* functions only as a +2 scimitar. When in the hands of a druid, it can also be used to cast *call lightning* three times per day.

Caster Level: 6th; *Prerequisites:* Craft Magic Arms and Armor, *call lightning*, creator must be a druid; *Market Price:* 27,755 gp; *Cost to Create:* 14,035 + 1,098 XP.

Elemental Fork: Druids who rely on the powers of the elements in casting their spells are well advised to equip themselves with an *elemental fork*. This enchanted +3 war fork is highly tuned to elemental magic, and any elemental spell cast with the fork in hand is em-

Domain Rod Subtable

d100	Rod Type	Market Price
01-05	Air Rod	108,200gp
06-10	Animal Rod	113,580gp
11-14	Chaos Rod	113,592gp
15-18	Death Rod	119,712gp
19-22	Destruction Rod	126,645gp
23-27	Earth Rod	126,645gp
28-32	Evil Rod	112,312gp
31-35	Fire Rod	112,312gp
36-40	Good Rod	112,312gp
41-45	Healing Rod	95,640gp
46-49	Knowledge Rod	162,308gp
50-53	Law Rod	112,312gp
54-57	Luck Rod	100,275gp
58-61	Magic Rod	177,315gp
62-65	Plant Rod	162,300gp
66-70	Protection Rod	104,308gp
71-75	Strength Rod	112,305gp
76-80	Sun Rod	136,312gp
81-85	Travel Rod	140,310gp
86-90	Trickery Rod	110,508gp
91-95	War Rod	107,120gp
96-100	Water Rod	112,312gp

powered. Any spell which directly involves fire, wind, stone, earth, water, electricity, cold, or heat is considered to be an elemental spell. Additionally, the fork allows its wielder to cast *protection from elements* three times per day.

Caster Level: 11th; *Prerequisites:* Craft Magic Arms and Armor, *protection from elements*, creator must have empower spell feat; *Market Price:* 88,960 gp; *Cost to Create:* 44,640 gp + 3,546 XP.

Fighters

Sword of Power: This wondrous weapon is an elaborate affair of gaudy craftsmanship and powerful enchantments. It is the favorite weapon of many a warlord and conqueror. Most swords of this type are greatswords, although occasionally a bastard sword or a longsword holds this enchantment. The benefits of a sword of power are not evident until placed in the hands of one specialized in greatsword (or whatever the sword's actual type is). To all other wielders, it behaves as if it were simply a +1 sword.

To a qualified owner, the sword functions as a +5 *keen* weapon, and as long as it remains in his possession, his Leadership score is increased by +5. Additionally, the sword, when held, repels all spells cast at its wielder as if he were protected by *spell turning*. Once

per day, the sword enables its owner to cast the spell *mass suggestion*.

Caster Level: 17th; **Prerequisites:** Craft Magic Arms and Armor, *charm person*, *mass suggestion*, *spell turning*; **Market Price:** 323,480 gp; **Cost to Create:** 161,915 gp + 12,925 XP.

Monks

Gauntlets of the Master

These enchanted gauntlets appear to ordinary leather handgear, but they are imbued with powerful enchantments. In addition to acting as a +3 weapon, they have the qualities of *intense* and a *bane weapon against undead*. The *bludgeoning* quality doubles the critical range of an unarmed strike, while the *bane* quality increases the gauntlets to +5 and inflicts an additional +2d6 points of damage against undead creatures.

Caster Level: 12th; **Prerequisites:** Craft Magical Arms and Armor, Bigby's forceful hand; **Market Price:** 72,000; **Cost to Create:** 36,000 gp + 2,880 xp.

Martial Gloves: These masterwork leather gloves can be worn on the hands and allow characters to apply an enhancement bonus to their unarmed strike attack and damage rolls. These gloves are quite thin and light, and the wearer magically feels as if he is not wearing gloves at all.

Martial Gloves +1: **Caster Level:** 3rd; **Prerequisites:** Craft Magic Arms and Armor; **Market Price:** 1,050 gp; **Cost to Create:** 550 gp + 40 XP.

Martial Gloves +2: **Caster Level:** 6th; **Prerequisites:** Craft Magic Arms and Armor; **Market Price:** 4,050 gp; **Cost to Create:** 2,050 gp + 160 XP.

Martial Gloves +3: **Caster Level:** 9th; **Prerequisites:** Craft Magic Arms and Armor; **Market Price:** 9,050 gp; **Cost to Create:** 4,550 gp + 360 XP.

Martial Gloves +4: **Caster Level:** 12th; **Prerequisites:** Craft Magic Arms and Armor; **Market Price:** 16,050 gp; **Cost to Create:** 8,050 gp + 640 XP.

Martial Gloves +5: **Caster Level:** 15th; **Prerequisites:** Craft Magic Arms and Armor; **Market Price:** 25,050 gp; **Cost to Create:** 12,550 gp + 1,000 XP.

Paladins

Hammer of the Sun: This sturdy golden warhammer is a potent weapon against both undead and living evildoers. Anyone other than

a Paladin that picks up this hammer receives one negative level, which cannot be restored and remains until the hammer is put down again. Additionally, in such hands, the hammer functions only as an ordinary nonmagical warhammer. In the hands of a paladin, the weapon's true power manifests.

This +4 *disrupting* warhammer is *weightless* and sheds daylight, as the spell, whenever held. Once per day, the hammer allows its wielder to cast

the spell *sunburst*, with the hammer as the focus of the spell.

Caster

Level: 15th; **Prerequisites:**

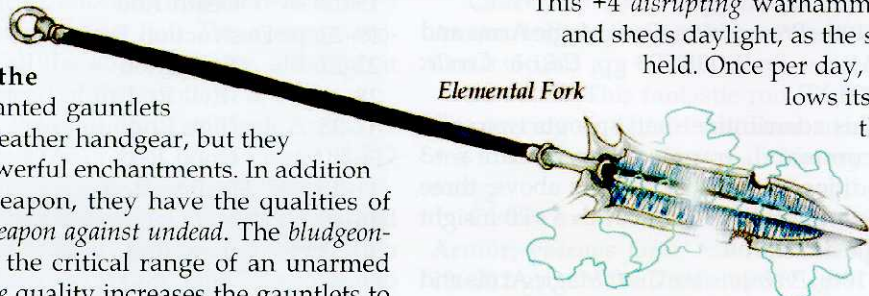
Craft Magic Arms and Armor, *sunbeam*, *heal*, *levitate*, creator must be Lawful Good; **Market Price:** 141,712 gp; **Cost to Create:** 71,012 gp + 5,656 XP.

Soulcleanser: Forged for the purpose of obliterating undead, *soulcleansers* number among the most feared and despised weapons by the legions of the night. Most *soulcleansers* are longswords, although other types of swords occasionally receive this enchantment.

A *soulcleanser* glows brightly and shrieks violently whenever it is within 30 feet of any undead creature. To most who wield one of these wondrous swords, it acts only as a +1 weapon. However, in the hands of a paladin, the sword's bonus increases to +3, and its other powers manifest.

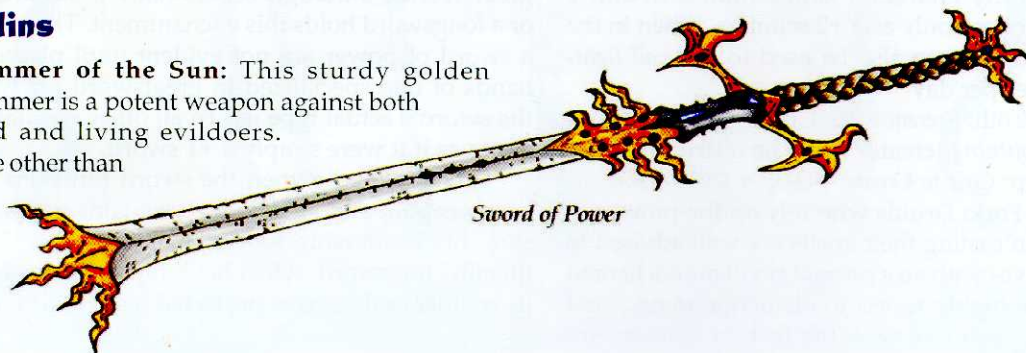
To a paladin, the sword confers a spell resistance of 20 against all hostile magical effects emanating from undead sources, including spells cast and magical devices used by undead creatures.

The following spell-like powers are also usable by the sword's wielder: *holy smite* (three times per day, save DC 17), *sunbeam* (once per day, save DC 20), and *greater restoration* (once per day). Also, once per day the sword can weave a holy aura around its wielder, granting him a +4 enhancement bonus to Strength and a +2 resistance bonus to all saving throws. This aura remains for 10 minutes.

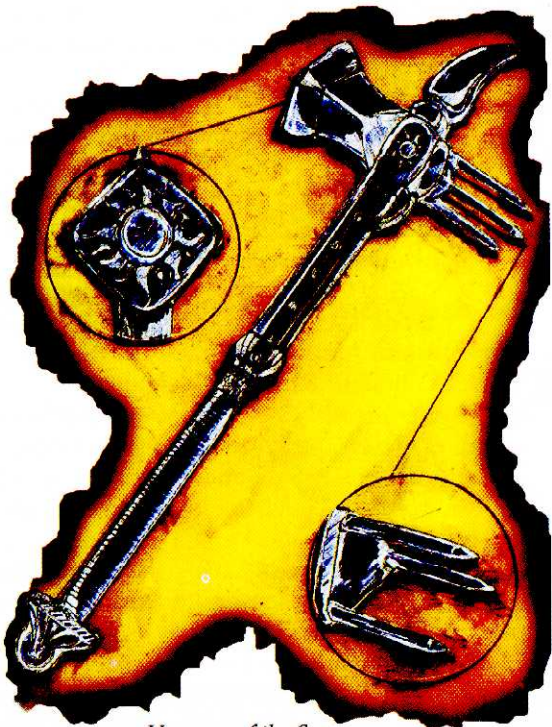


Elemental Fork

Level:



Sword of Power



Hammer of the Sun

Upon command, the sword can *polymorph* itself into an item required to destroy a specific undead creature, such as a wooden stake for a vampire. The sword has an extensive knowledge of the undead, and confers twelve ranks in Knowledge (undead) upon its owner.

In addition to all other powers of the *soulcleanser*, any non-good creature that wields one is dealt 1d6 points of sacred damage per round of contact.

Caster Level: 13th; *Prerequisites:* Craft Magic Arms and Armor, *spell resistance, sunbeam, holy smite, fly, bull's strength, polymorph self*; *Market Price:* 147,485 gp; *Cost to Create:* 73,900 gp + 5,887 XP.

Rangers

Trickle Sword: This +2 longsword of *wounding* is invaluable for tracking down fleeing opponents. Anyone struck by this sword is marked, and for 2d4 hours, a magical trail of blood is left behind as they move about. This trail is slight, but to anyone holding a trickle sword it appears to glow, allowing for easy tracking (DC 10). This trail remains for a week before fading. If the marked creature manages to close the wounds caused by the sword, the trickle effect ceases. The blood trail left by this sword cannot be wiped out by physical means, as it is magical in nature. However, it is not visible anywhere that blood would not normally adhere, such as upon the surface of a stream, or in midair. *Pass without trace* counters the trickle effect for the duration of the spell, and *dispel magic* can be used to either stop the

effect or obliterate the trail. This sword is quite useful both for tracking opponents, and for discerning the location of a creature's lair or nest.

Caster Level: 11th; *Prerequisites:* Craft Magic Arms and Armor, *locate creature*; *Market Price:* 16,315 gp; *Cost to Create:* 8,315 gp + 640 XP.

Rogues

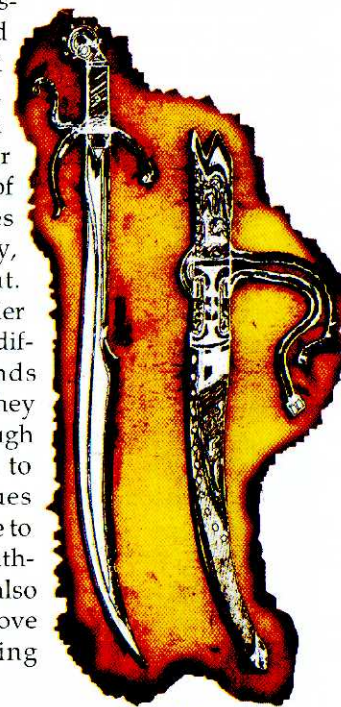
Picker Picker: The picker picker is a powerful magical device developed by picker (see *Minions: Fearsome Foes*) sorcerers to help them in their worldly pursuits. This sharp, slender +2 dagger bears a delicately crafted key at its pommel. If the wielder of the picker uses the key with his thieves' tools, he gains a +10 competence bonus to all Open Lock checks.

Caster Level: 5th; *Prerequisites:* Craft Magic Arms and Armor, *knock*; *Market Price:* 22,302 gp; *Cost to Create:* 11,302 gp + 880 XP.

Portable Poison Well: This device is a watertight, leather tube about six or seven inches in length. The tube is completely filled with a sponge with a thin slot cut down the center. The sponge can be infused with any type of poison. To use, just pop off the top, slip any dagger blade, blowgun needle, arrowhead, or dart tip into the slotted sponge, give it a slight twist, and remove the now envenomed weapon. This simple process is a partial action. The well holds four effective doses at a time.

Market Price: 15 gp.

Silent Dagger: This is a favored weapon of assassins and is often poisoned for extra effect. When drawn from its sheath, this +2 dagger creates a one-way sound barrier around it with a radius of five feet. Sound moves into the barrier normally, but does not move out. Anyone within the barrier is not able to notice any differences in the sounds around them or that they make themselves, although they are fully silenced to anyone outside. Rogues commonly use this blade to sneak attack guards without alerting others. It also allows its wielder to move around without being



Trickle Sword

heard. Most silent daggers are cruel affairs, with grotesquely exaggerated blades and razor-sharp edges. Many of these blades are magically blackened so as not to reflect any light.

Caster Level: 6th; *Prerequisites:* Craft Magic Arms and Armor, *silence*; *Market Price:* 24,300 gp; *Cost to Create:* 12,300 gp + 960 XP.

Sorcerers/Wizards

Loremasters Aide: This +1 quarterstaff is typically adorned with arcane symbols, often in the form of eye- and book-like sigils embossed near the staff's head. Its holder can cast *detect magic* at will, and can once per day cast *analyze dweomer*. The true value of this item shows only in the hands of someone with at least one level in the Loremaster prestige class. Such a wielder gains the additional benefits of a +10 bonus to his Spellcraft skill, and the ability to cast *tongues* and *legend lore* once per day.

Caster Level: 12th; *Prerequisites:* Craft Magical Arms and Armor, *detect magic*, *analyze dweomer*, *tongues*, *legend lore*, 10+ ranks in Spellcraft; *Market Price:* 65,640 gp; *Cost to Create:* 33,120 gp + 2,602 XP.

School Staves: Although usable by others, these finely crafted staves bolster specialist wizards in magic of their chosen schools.

Each staff, when held, provides its user with a +2 enhancement bonus to his DC for spells cast within the staff's school, as well as bestowing a +2 enhancement bonus to saving throws vs. spells and effects of the same school as the staff. A school staff also functions as a +2 quarterstaff if wielded in battle.

Additionally, each staff has 50 charges that may be spent to cast any spell from the staff's associated school. Each spell cast from a school staff uses up one charge per spell level. The staff cannot be recharged. Once fully discharged, the staff's other functions still operate normally.

Caster Level: 18th; *Prerequisites:* Craft Magic Arms and Armor, *wish*; *Market Price:* 153,100 gp; *Cost to Create:* 76,850 gp + 10,100 XP.

Staff of the Abjurer: This long, sturdy, straight staff is made of solid iron and bears heavy iron spheres on both ends.

Staff of the Conjurer: This thin staff is crafted out of pressed wax, and glowing runes of all sorts are carved along its length.

Staff of the Enchanter: This delicate staff consists of a single slender shard of crystal. Various shimmers of colors and lights trickle along its length.

Staff of the Evoker: This sturdy rod is crafted from a solid branch of darkwood. Simple silver bands adorn both ends of the staff.

Staff of the Diviner: This long, thin crook is woven from pure threads of platinum. A silver ball caps the base of the staff.

Staff of the Illusionist: This staff is slender, and crafted out of an invisible material that probably once was mithral.

Staff of the Necromancer: This gruesome creation is crafted out of the spine of some unfortunate and bears a shrunken skull at its head.

Staff of the Transmuter: This staff is of unusual make. Its materials and style vary greatly all along its length. From the base up, the staff is made from stone, then wood, then flesh, then bone, then lead, then gold, then mithral, and then finally adamantite.

Grenade-like Weapons

One of the most effective types of weapons is the area-effect grenade, a missile designed to spread a toxic substance or deal damage to several targets at once. The latest developments and discoveries in this line of warfare are detailed here.

Acidic Tar: This thin glass flask contains a quantity of sticky acidic tar from the fabled tar beast (from *Minions: Fearsome Foes*). 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.

Chortlebomb: These glass flasks contain a few ounces of chortler dander. When thrown or dropped, the flasks break on impact and the dander explodes into the air. Anyone within five feet of the area of impact must succeed at a Fortitude save (DC 16) or fall into painful fits of laughter and choking. Those affected are unable to perform any other actions for 1d4+1 rounds.



Silent Dagger

Market Price: 100 gp.

Stinging Smoke: This glass flask contains a light, acrid dust. When the flask breaks open, the dust flies into the air in a great cloud, looking like smoke. The dust is extremely painful to the eyes, causing all within 10 feet of the point of impact to make a Fort save (DC 14) or be forced to shut their eyes, effectively blinded. The cloud lasts 2d4 rounds before dissipating.

Market Price: 35 gp.

Miscellaneous Weapons

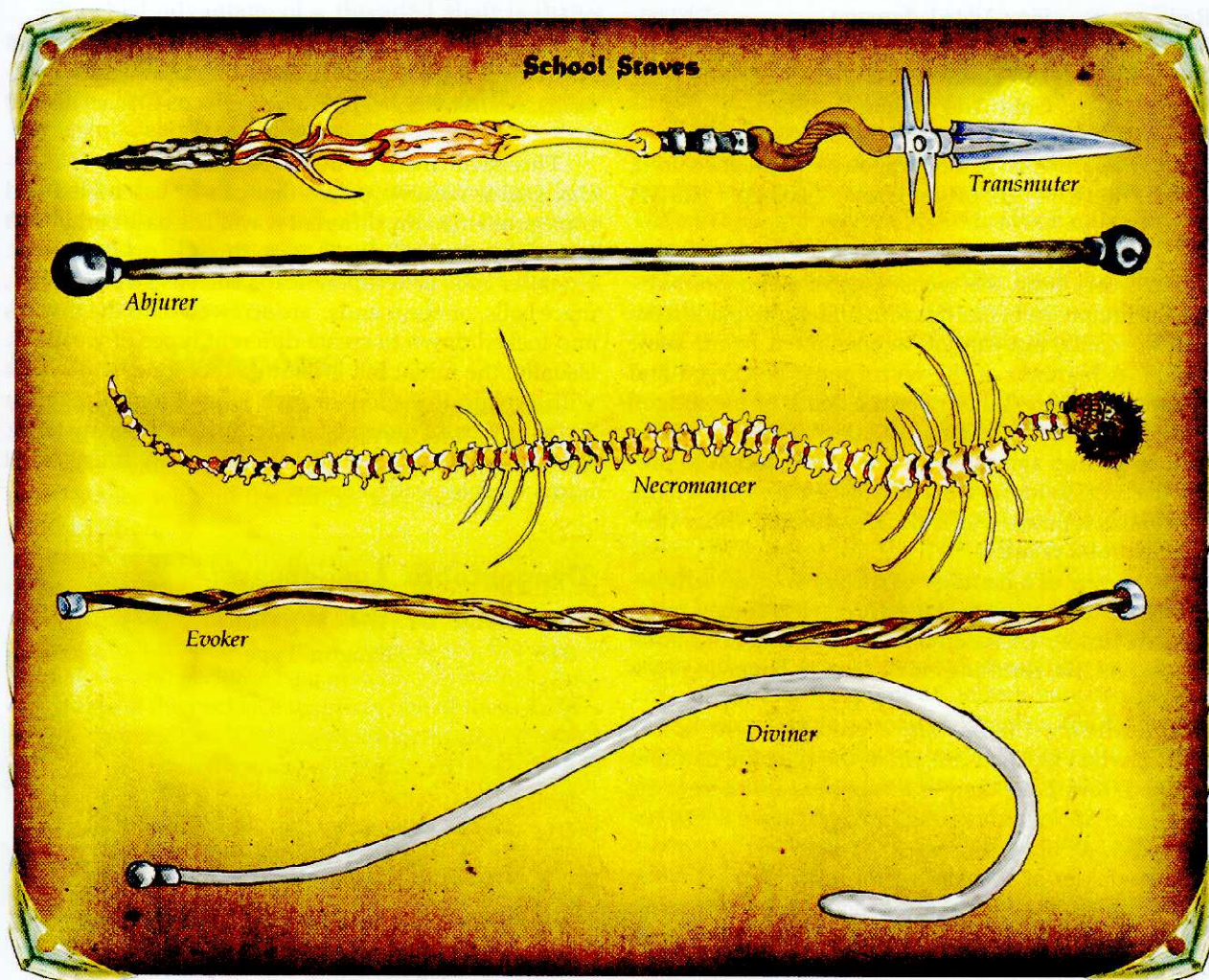
Some of the most effective, useful, and strange of all magical weapons defy categorization. This section describes the wealth of axes, spears, clubs, daggers, and other miscellaneous magical arms found throughout the known worlds.

Dagger of Souls: This murky gray +1 dagger has an uneasy presence about it, as the tormented faces of the dead seem to be etched onto the blade itself. It allows the wielder to cast a *trap the soul* spell (DC 22) against a

victim upon a successful melee attack once per day. The wielder must designate the use of the dagger's ability before he attacks (as the spell needs to be triggered), but doing so is a free action.

Caster Level: 15th; *Prerequisites:* Craft Magic Arms and Armor, *trap the soul*; *Market Price:* 45,502 gp; *Cost to Create:* 23,002 + 1,880 XP.

Dragontooth Longspear: A *dragontooth longspear* is almost identical to a regular longspear. Mounted at the head of the spear, in lieu of a metal tip, is a dragon's tooth. Dragon's teeth possess a small remnant of the power of the dragon from which they come, and if submitted to the proper enchantments this magic manifests. The force of impact releases this effect in the form of the dragon's breath weapon, albeit on a significantly reduced scale. A single tooth can only produce a minor "spark" of dragon breath. Adventurers find attaching a single tooth to most normal weapons impractical; the burst radius of a single tooth mounted on a dagger is such that it causes as much harm to the user as the victim. The awkward shape of a dragon's tooth makes



throwing it or fashioning arrows from it an exercise in futility. When handed a sack of half-decayed dragon's teeth, most smiths simply attach them to longspear hafts and then move on to more challenging work.

A *dragontooth longspear* has a +1 bonus to attack rolls and a secondary effect based on the type of dragon tooth. The tooth's particular effect and the saving throw DC for resisting the breath weapon is shown below:

Dragon Type Effect

Black	Acid: 1d4+1
Blue	Electricity: 1d4
Brass	Sleep (Will DC 20): unconscious for 1d4 rounds
Bronze	Repulsion (Will DC 20): flees for 1d4 rounds
Copper	Slow (Fort DC 20): slowed for 1d4 rounds
Gold	Weaken (Fort DC 20): -2 Str for 1d4 rounds
Green	Noxious Vapor (Fort DC 20): stunned for 1d4 rounds
Red	Fire: 1d4+1 damage
Silver	Paralyze (Fort DC 20): paralyzed for 1d4 rounds
White	Cold: 1d4 damage

Caster Level: 3rd; *Prerequisites:* Craft Magic Arms and Armor, *true strike*, an actual dragon tooth must be used; *Market Price:* 8,605 gp; *Cost to Create:* 4,605 gp + 320 XP.

Hammer of the Wyrms: A *hammer of the wyrms* is crafted solely from the breastbone of a dragon. Non-magical imitations of this item are sometimes made from teeth or skulls, but cannot be enchanted in the same fashion. A hammer of the wyrms must be carved and enchanted within 72 hours of the death of the dragon used to provide the material. Only dragons of young adult or greater age category are large enough to provide the breastbone for a *hammer of the wyrms*. Most hammers of this type are warhammers, although other varieties are quite possible.

The power of a hammer of the wyrms is directly related to the age category of the dragon it is crafted from. Once the proper enchantments have been placed upon the weapon, the resulting enhancement bonus is as follows:

In addition, the *hammer's* enhancement bonus doubles when facing a dragon of the type the hammer is crafted from. For example, a hammer carved from the bone of an ancient blue dragon would have a +14 bonus versus all blue dragons.

The wielder of a *hammer of the wyrms* also gains the following bonuses against any dragon of the same type: immunity to its *frightful presence*, a +5 resistance bonus to saves against its breath weapon, and a +5 luck bo-

nus to all spells and spell-like abilities cast by the dragon. Weaponsmiths typically fasten metal bands to these hammers with carvings indicating which type of dragon the weapon is effective against.

Any evil dragon seeing a hammer of the wyrms instantly knows what it is and usually attempts to obtain and destroy it by any means possible. Reactions to the wielder by good dragons vary depending on the possessor's alignment and what type of dragon the hammer was constructed from. Good dragons stop at nothing to acquire hammers made from the bones of other good dragons.

Caster Level: 15th; *Prerequisite:* Craft Magic Arms & Armor, *greater magic weapon*, *repulsion*; *Market Price:* 50,000 per point of enhancement bonus, *Cost to Create:* 25,000 gp + 2,000 XP per point of enhancement bonus.

Skysplitter: This powerful weapon is a +5 *jagged, shocking burst* greataxe. Three times per day, on a successful hit, the wielder can choose to unleash a powerful bolt of lightning (10d10 points of damage, Fortitude save versus DC 18 for half damage) into the target struck. The axe also grants the wielder an electricity resistance of 10.

Caster Level: 15th *Prerequisites:* Craft Magic Arms and Armor, *call lightning*, *inflict moderate wounds*, *resist elements*; *Market Price:* 217,920 gp; *Cost to Create:* 109,120 gp + 8,704 XP.

Threaded Shaft: A threaded shaft is a set of interchangeable weapon pieces that can be assembled and configured in many different ways. The base of the shaft is a cylindrical hilt fitted with threads on both ends. Extender rods or weapon heads such as sword blades, mace balls, or spear ends, are screwed onto the threads and locked down to create different types of weapons. Usually, the initial hilt is about a foot long, and comes with 4 plain threaded 15 inch long shafts, altogether forming a basic quarterstaff. Spearheads, for instance, attached to each end of this staff instantly transform it into a double-headed spear.

**Dragontooth Longspears/
Hammers of the Wyrms**

d10	Dragon Type
1	Black
2	Blue
3	Brass
4	Bronze
5	Copper
6	Gold
7	Green
8	Red
9	Silver
10	White

Weapons

Hammers of the Wyrm

d8	Age Category	Bonus	Market Price
1	Young Adult	2	100,312 gp
2	Adult	3	150,312 gp
3	Mature Adult	4	200,312 gp
4	Old	5	250,312 gp
5	Very Old	6	300,312 gp
6	Ancient	7	350,312 gp
7	Wyrm	8	400,312 gp
8	Great Wyrm	9	450,312 gp

As a drawback for this versatility, each piece of the shaft and each weapon attachment must be of masterwork quality, but does not provide a bonus to attack rolls. A threaded shaft can be enchanted through normal means, although each weapon head must be enchanted separately.

It takes roughly 1d4 rounds to rebuild a weapon, and doing so is a move equivalent action drawing an attack of opportunity. Stopping to alter one's weapon during a fight is not advised.

The chief advantage of a threaded shaft is that it allows a warrior to travel lighter than he otherwise could. It is also advantageous in allowing long weapons to be broken down into smaller pieces. This property is quite handy, as a longspear, for example, can be stowed easily in a backpack.

A threaded shaft may only be manufactured by a master smith. The base shaft costs 300 gp and weighs five pounds. Each weapon head costs an additional 300 gp, and weighs 1-5 pounds less than the full weapon of the same type.

Ranged Weapons

For those warriors not quite so stout, brave, or fast, there are a wide variety of unique magical ranged weapons available. These weapons allow a quick kill at a distance without the danger and mess of a direct confrontation.

Arrow of Seeing: Any missile can hold this enchantment, although it is most commonly found on arrows. An *arrow of seeing* is magically attuned to an enchanted necklace that must be worn in order to use the arrow. Both arrow and necklace bear matching eye runes. Anyone wearing the necklace that fires one of these arrows receives a vision, as if he were seeing through the head of the arrow, until the end of its flight. Arrows with this enchantment have double their normal range, have a +2 enhancement bonus, and are treated as if they have 60-foot darkvision.

These arrows may be used to see down a dark hallway or deep into a pit. Often they are used in sieges and

battles in order to gather intelligence on enemy positions.

Seeing Necklace: *Caster Level:* 5th; *Prerequisites:* Craft Magic Arms and Armor, *clairaudience/clairvoyance*; *Market Price:* 5,900 gp; *Cost to Create:* 3,200 gp + 216 XP.

1 Arrow of Seeing: *Caster Level:* 3rd; *Prerequisites:* Craft Magic Arms and Armor, *darkvision*; *Market Price:* 275 gp; *Cost to Create:* 141 gp + 11 XP.

Doom Bullets: An evil touch clings to these +2 enchanted sling bullets. A target struck by a *doom bullet* must succeed at a Will save (DC 15) or suffer the effects of a curse, losing 6 points from its highest ability score. The effects of a *doom bullet* may be reversed as per a *bestow curse* spell. A *doom bullet* is destroyed upon use, whether or not it hits its target.

Caster Level: 5th; *Prerequisites:* Craft Magic Arms and Armor, *bestow curse*; *Market Price:* 380 gp; *Cost to Create:* 190 gp + 15 XP.

Domination Bolts: Any creature struck by one of these powerful +3 bolts must succeed at a Will save (DC 23) or become dominated by the creature that struck them. This effect behaves exactly like the spell *dominate monster*.

Caster Level: 17th; *Prerequisites:* Craft Magic Arms and Armor, *dominate monster*; *Market Price:* 3,247 gp; *Cost to Create:* 1,627 gp + 130 XP.

Eagle Arrow: When shot at a target, this arrow transforms itself into a celestial eagle which attacks the intended target. The celestial eagle has an 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. About a third of all eagle arrows transform into fiendish eagles instead of celestial eagles.

Caster Level: 5th; *Prerequisites:* Craft Magic Arms and Armor, *summon monster II*; *Market Price:* 407 gp; *Cost to Create:* 207 gp + 16 XP.

Greaser Arrows: 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.

Caster Level: 3rd; *Prerequisites:* Craft Magic Arms and Armor, *grease*; *Market Price:* 207 gp; *Cost to Create:* 107 gp + 8 XP.

Guided Arrow: Any missile can be given this enchantment, although it is most commonly applied to arrows. A guided arrow is magically attuned to an en-

chanted ring that must be worn in order to use the arrow. Both arrow and ring bear matching multi-directional runes. Anyone wearing the ring that fires one of these arrows can guide its path with gestures of his hand, until the end of its flight. This guidance can change the arrow's trajectory, but not its speed. These arrows can shoot around obstacles and corners, as long as the archer can see the arrow's path. Attack rolls with guided arrows receive a +5 circumstance bonus to hit, and any range penalties are reduced by 4 (although cannot go above 0). Miss chances due to cover are reduced by 25%. Arrows with this enchantment have a +2 enchantment bonus, and double their normal range.

Guiding Ring: *Caster Level:* 5th; *Prerequisites:* Craft Magic Arms and Armor, *fly*; *Market Price:* 5,650 gp; *Cost to Create:* 2,950 gp + 216 XP.

1 Guided Arrow: *Caster Level:* 3rd; *Prerequisites:* Craft Magic Arms and Armor, *magic missile*; *Market Price:* 221 gp; *Cost to Create:* 114 gp + 9 XP.

Guided Arrow of Seeing: These arrows or other missiles are enchanted with both the seeing eye and the multidirectional rune. They can either be guided by an archer with a guidance ring, seen through by an archer with a seeing necklace, or may do both at once if fired by an archer with both items. If both enchantments are used, the missile can be directed like a *guided arrow*, which can continue to be guided outside of the archer's normal line of sight. Attack rolls with *guided arrows of seeing* receive a +6 circumstance bonus to hit, and any range penalties are negated. Miss chances due to cover are reduced by 30%. Arrows with this enchantment have a +2 enhancement bonus and double their normal range.

These arrows are highly prized, and can be used as swift scouts. They are able to navigate tight corridors and can easily be guided through holes and gaps of as small as one foot in diameter.

Guiding Ring: *Caster Level:* 5th; *Prerequisites:* Craft Magic Arms and Armor, *fly*; *Market Price:* 5,650 gp; *Cost to Create:* 2,950 gp + 216 XP.

Seeing Necklace: *Caster Level:* 5th; *Prerequisites:* Craft Magic Arms and Armor, *clairaudience/clairvoyance*; *Market Price:* 5,900 gp; *Cost to Create:* 3,200 gp + 216 XP.

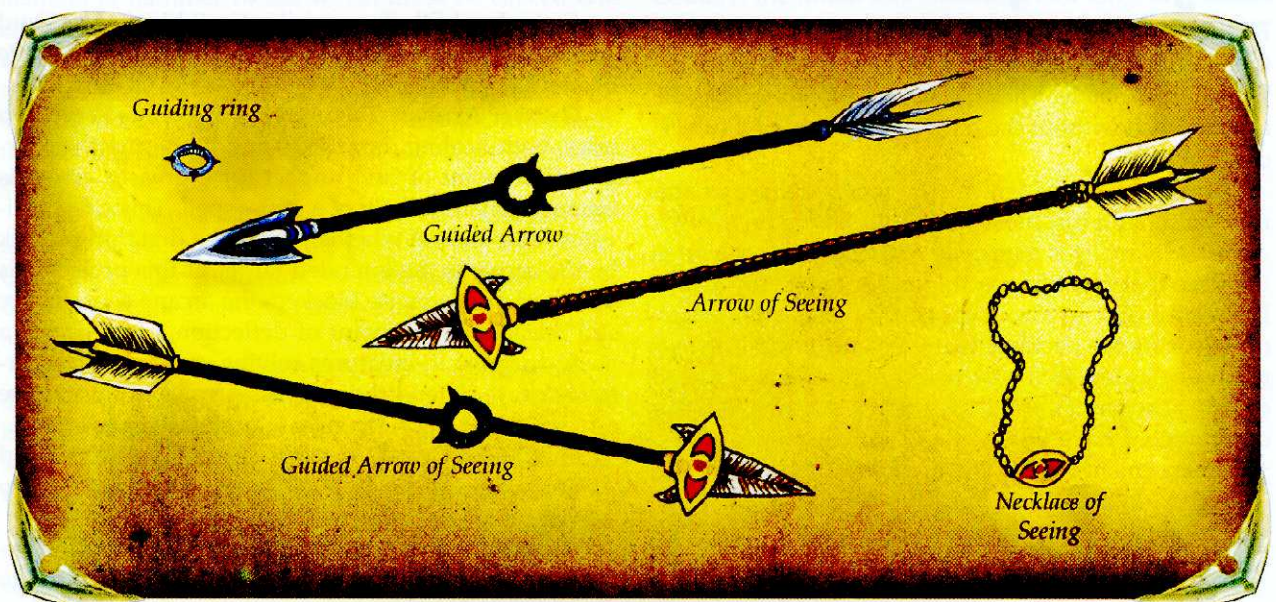
1 Guided Arrow of Seeing: *Caster Level:* 3rd; *Prerequisites:* Craft Magic Arms and Armor, *magic missile, darkvision*; *Market Price:* 329 gp; *Cost to Create:* 168 gp + 13 XP.

Icicle Bow: Crafted from pure ice and strung with hair from the mane of a corrupted unicorn, this mighty composite longbow (+4 Strength bonus) is enchanted to deal an incredible amount of damage to its targets.

Due to its powerful tension, an icicle bow cannot be pulled back by anyone with a Strength score lower than 18. However, in the hands of one who can use it, the bow is a +4 weapon, to which the Improved Critical feat can be applied.

Three times per day (but no more than once per round), the wielder can draw upon the bow's enormous power to imbue a single arrow with the power to deal an additional 10d6 points of cold damage on impact, with a Fort save (DC 17) for half damage.

Caster Level: 10th; *Prerequisites:* Craft Magic Arms and Armor, *cone of cold*; *Market Price:* 71,680 gp; *Cost to Create:* 36,240 gp + 2,835 XP.



Swords

By far the most popular weapon type of all time, the sword demands its own category. Each of the magical swords described in this section bring their own style and flair to this classic tool.

Death Blade: This finely made steel katana bears a skeleton motif and death runes carved into its hilt. This +3 sword is a *vorpal* blade, and anyone wielding it is able to command and rebuke undead as if he were an evil cleric two levels lower than his own. Evil clerics who wield this weapon can rebuke and command undead as if they were two levels higher than they are.

Caster Level: 18th; *Prerequisites:* Craft Magic Arms and Armor, *keen edge*, *death spell*, *halt undead*; *Market Price:* 172,320 gp; *Cost to Create:* 86,320 gp + 6,880 XP.

Deep Fey Sword: These ornately sculpted bastard swords are used by the deep fey in their battles. The sword is enchanted with strong glammers, making it appear to be more devastating than it really is. Anyone struck by a deep fey sword must make a Will save vs. the sword's DC or take an additional amount of illusionary damage. Anyone reduced to 0 hit points or less by this illusionary damage is subdued. This damage is subdual damage and can be healed accordingly.

Deep Fey Sword +2: Additional Damage: 1d10; *Save DC:* 15 *Caster Level:* 6th; *Prerequisites:* Craft Magic Arms and Armor, *major image*; *Market Price:* 16,335 gp; *Cost to Create:* 8,335 gp + 640 XP.

Deep Fey Sword +3: Additional Damage: 2d8; *Save DC:* 16 *Caster Level:* 9th; *Prerequisites:* Craft Magic Arms and Armor, *major image*; *Market Price:* 25,335 gp; *Cost to Create:* 12,835 gp + 1000 XP.

Deep Fey Sword +4: Additional Damage: 2d10; *Save DC:* 17 *Caster Level:* 12th; *Prerequisites:* Craft Magic Arms and Armor, *major image*; *Market Price:* 36,335 gp; *Cost to Create:* 16,335 gp + 1,280 XP.

Exterminator: These +2 vermin bane swords typically bear spider, insect, or rat motifs upon their blades. The holder of an *exterminator* is able to operate normally in webs as if under the effect of a *freedom of movement* spell, and can walk along web strands as if moving along solid ground. Additionally, the sword grants a +3 resistance bonus

to the wielder's saving throws against poison. These exceptional powers only function while the weapon is drawn.

This enchantment is most often placed upon short swords, small long swords, or other small blades. A few *exterminator* daggers are even known to exist.

Caster Level: 9th; *Prerequisites:* Craft Magic Arms and Armor, *summon monster I*, *freedom of movement*, *spider climb*, *neutralize poison*; *Market Price:* 57,060 gp; *Cost to Create:* 28,685 gp + 2,270 XP.

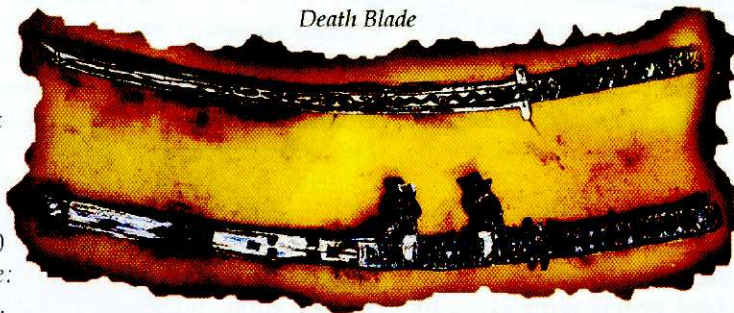
Rapier of Quickness: This +2 rapier is usually adorned with images of fast predatory animals, such as hawks or cheetahs. When attacking with the rapier, the wielder receives a +4 enhancement bonus to her initiative checks. Additionally, the rapier can *haste* its wielder once per day.

Caster Level: 7th; *Prerequisites:* Craft Magic Arms and Armor, *haste*, creator must have the Improved Initiative feat; *Market Price:* 33,855 gp; *Cost to Create:* 17,088 gp + 1,341 XP.

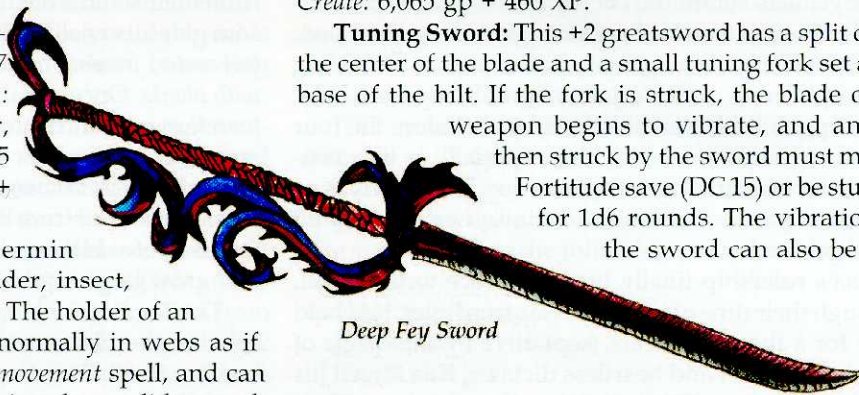
Serpentine Sword: This +2 longsword appears to have a segmented blade. When held, it grants the bearer a +5 resistance bonus to all poison saving throws. At will, the user can call upon the blade's *serpent strike* ability, causing the blade to separate at each segment and spring out up to 10 feet. A strong wire that snaps the blade back into place at the end of the strike holds the segments of the blade together. Besides gaining reach, the *serpent strike* can trip a hit opponent (if the user so desires, and succeeds in an opposed Strength check) without allowing the opponent an opportunity to trip the wielder back if the attempt fails.

Caster Level: 7th; *Prerequisites:* Craft Magic Arms and Armor, *neutralize poison*; *Market Price:* 11,815 gp; *Cost to Create:* 6,065 gp + 460 XP.

Tuning Sword: This +2 greatsword has a split down the center of the blade and a small tuning fork set at the base of the hilt. If the fork is struck, the blade of the weapon begins to vibrate, and anyone then struck by the sword must make a Fortitude save (DC 15) or be stunned for 1d6 rounds. The vibrations of the sword can also be used



Death Blade



Deep Fey Sword

to *shatter* (as the spell) objects physically struck by the sword.

Caster Level: 7th; *Prerequisites:* Craft Magic Arms and Armor, *hold person, shatter*; *Market Price:* 67,350 gp; *Cost to Create:* 33,850 gp + 2,680 XP.

Artifacts

Surfacing from the gulf of time every few centuries, artifacts have the power to change the course of histories and worlds. These items are unique, requiring those who desire their powers to seek them out.

The following section describes two such artifacts.

Major Artifacts

Talon of the Vogel: The *Talon of the Vogel* dates back to ancient times, before the Vogel society developed into a peaceful and organized union. At the time of its creation, four factions of the bird people were vying for control of the vogel lands. These were the clans of Spring, Summer, Autumn, and Winter. For thousands of years, they fought, none ever able to hold power for more than a short period of time.

It was believed that deep in the darkness of these ages a hero would arise, a hero whose prophecy declared would bring peace to the vogel. Generally believed to be the warrior Kaa, the general of the largest vogel army of the time, this clever and ambitious young bird man conceived of a scheme to wrest power from the four clans. In secret, he met with the high priests of each of the clans, pledging his allegiance to each one for the price of a powerful enchantment. The four rituals were all begun in secret on the same moonless night, and Kaa carried a bundled object from one to the next, each faction imbuing it with their greatest magics. It is still a great subject of argument as to what exactly the talon of the vogel was before the enchantments, but as to afterwards, there is no doubt. Once possessing the talon, Kaa turned his army against all the clans in a startling quadruple cross, and declared himself supreme ruler of the vogel. With Kaa bolstered by the talon, the four clans were unable to defeat him, especially as they continued to war amongst themselves. Eventually Kaa reigned supreme and crowned himself emperor of all the vogel lands.

Kaa's rulership finally brought peace to the vogel, although their time of terror was far from over. Kaa held sway for a thousand years, kept alive by the magic of the talon. A cruel and heartless dictator, Kaa forced his people to live lives little better than those of slaves, their efforts spent on glorifying him and his name. The capi-

tal island of the vogel empire was slowly built up until its surface was entirely covered by a fantastically ornate palace, the seat of Kaa's ragged empire. In the thousandth year of Kaa's reign, the clans achieved what seemed impossible. They united into a single force with the understanding that all the clans were equal, and that no single leader would ever hold sway over any of them. The united army stormed the vogel palace, and fought their way to its center, where the combined

powers of the four high priests struck Kaa and the talon at once.

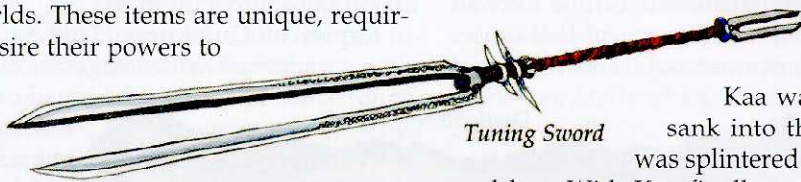
Kaa was destroyed, the palace sank into the ocean, and the talon was splintered by a temporal explosion and lost. With Kaa finally overthrown, the clans decided to put an end to the miseries of the vogel, and founded a new society, based on cooperation and equality. This society is the basis of the vogel social structure still in place today.

The talon itself, although damaged, still retained much of its power, and eventually turned up, far away in both time and space. Its history since this time is long and varied, and filled with many unknown chapters. Presently it is lost, but no one doubts it will turn up again, likely to the detriment of the world.

The talon of the vogel is temporally shattered and takes on one of four forms, as dictated by the present season of the year. If brought into a land or area without seasons, it usually selects the form most appropriate for the local conditions. The four forms of the talon are as follows:

The Blossom of Spring: At the moment of the equinox, the ice of the sword of winter begins to melt and drip away, leaving behind a single delicate rose. This bloom conveys on its bearer the powers of life and of the rain and ocean. The blossom is not an effective weapon, but contains great magics nonetheless. Any adult who holds the blossom of spring instantly becomes a youth again., their Strength and Wisdom are reduced by 1 from their standard adult scores. Additionally, the blossom gives its wielder the powers of *water breathing, control water, freedom of movement, plant growth, and speak with plants*. Once per day, the wielder can cast *true resurrection*, and three times a day, he can cast *mass heal, regenerate, and greater restoration*. The wielder can also cast *cure critical wounds* at will. Anyone holding the blossom is protected from the cruel grip of death, as if under the effect of a *death ward*. The blossom continues to bloom and grow larger and fuller throughout the season.

The Torch of Summer: In the last few days before the solstice, the blossom of spring begins to dry out and harden, finally bursting into a bright flame at the exact start of the new season, transforming into the Torch of Summer. Anyone who holds the torch of summer is



Tuning Sword

Artifacts

cast back into the prime of life, shedding any stat modifiers due to age. The torch itself functions as a +5 *flaming burst* greatclub of *disruption*, and also gifts its bearer with the powers of fire, heat, and exuberance. The torch sheds *daylight* and cannot be extinguished. Three times per day, the wielder of the torch can cast *fire storm*, *sunburst*, and *wall of fire*. He can also cast *heat metal* at will. Additionally, any living creature who gazes upon the flame of the torch is filled with joy unless it succeeds at a Will save (DC 20), and ceases all attacks, overcome with a desire to celebrate life as long as it remains within sight of the torch. This effect is dispelled if the joyous creature is attacked. The bearer of the torch is also totally immune to the effects of all fire or heat, magical or otherwise.

The Sickle of Autumn: As summer winds down, the torch slowly burns downward, until at the equinox, its flame is extinguished, leaving only a bent, wilted ash. If the ash is washed away, a curved blade is revealed, and the talon has now become the Sickle of Autumn. Anyone holding the sickle instantly is cast into middle age, losing 1 point from Strength, Dexterity, and Constitution, while gaining 1 point of Intelligence, Wisdom, and Charisma. (These changes are calculated from standard adulthood scores.) The sickle itself is a +5 *vorpal* weapon. The bearer of the sickle gains mastery over the earth and the harvest. He can *create food* at will, as well as *shape stone*. Three times per day, the wielder of the sickle can cast *earthquake*, *stoneskin*, and *wall of stone*, in addition to casting *imprisonment* once per day. The bearer of the sickle is also immune to petrification and gains a burrowing speed of 20.

The Sword of Winter: On the night of the winter solstice, the sickle begins to grow cold to the touch and water vapor begins to condense around it. The blade of the sickle straightens out, and at the first moment of the new season, the water freezes into solid ice, forming a beautifully crafted weapon. Anyone holding this sword is immediately cast into old age, losing 3 points from Strength, Constitution, and Dexterity, but gaining 2 points of Intelligence, Wisdom, and Charisma. (These changes are calculated from standard adulthood scores.) The sword of winter is a +5 *keen* weapon, and

upon a critical hit, it freezes its victim and shatters him into a thousand shards (effectively disintegrating him). The bearer of the sword also gains the power of cold and of the storm, can *fly* and take *gaseous form* at will, and is immune to damage or effects from wind, electricity, or cold. Once per day, the bearer of the sword can cast *whirlwind*, and three times per day he can cast *chain lightning*, *control winds*, and *cone of cold*.

Caster Level: 20th; *Weight:* 3lb.; DC for all spells and effects is 20.

Skill Blade: This wondrous longsword is exquisitely crafted and decorated with wild flourishes and fantastic jewels. The secret of the sword's creation is long lost, although scholars link its origin to that of the hated race of the paretiophage. The skill sword actually predates the birth of the foul race, and is said to be the first experiment in the process that eventually led the race's founder to transform himself into the first member of that accursed species. The sword is imbued with an evil intelligence, requiring anyone who possesses it who is not Chaotic Evil to fight its will in order to set it down or to sheathe it.

The sword itself is a +5 *keen clamping* longsword.

Every time the sword slays a victim, it gains a single rank in the victim's highest skill.

These skill ranks are cumulative, and add on to the skill ranks of anyone holding the sword. For example, if the

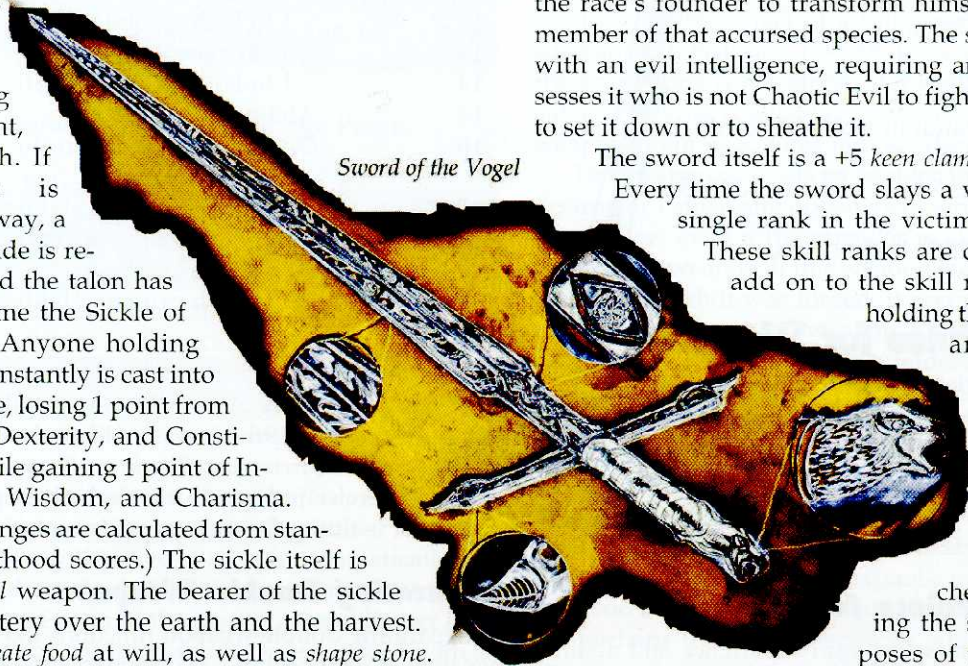
sword kills a creature whose highest skill is jump, the sword's wielder gains a +1 to all jump

checks while holding the sword. For purposes of the skill sword, killing a creature means

performing the final blow to it before its death. This can be a blow that brings it to just below 0 hp and causes it to bleed to death, or it can be a coup-de-grace performed on an already dying foe.

The sword's wielder has the option to expend the sword's skill ranks as if they were charges for the sword's special powers. Spent ranks can be taken from any of the sword's skills, as decided by the wielder. The sword can use the following powers when charges are spent:

- Alter Self* (1 charge)
- Dispel magic* (1 charge)
- Fly* (1 charge)
- Freedom of movement* (1 charge)
- Fear* (2 charges)



Sword of the Vogel

True Seeing (2 charges)
Slay living (2 charges)
Teleport (2 charges)
Iron Body (3 charges)
Prismatic Spray (3 charges)

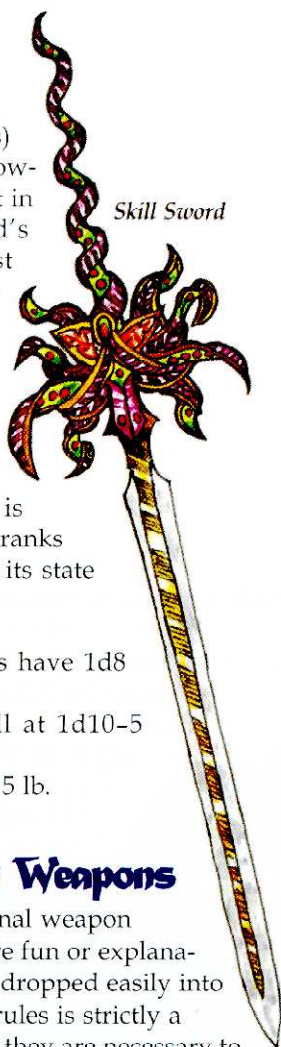
Each time any of these powers are used for purposes not in accordance with the sword's alignment, the wielder must succeed in a battle of personalities with the sword. The skill sword is telepathic, and has the following attributes:

Int: 17, Wis: 9, Cha: 19,
 Ego: 25

When first recovered, it is likely that the sword has skill ranks in it. Roll a d6 to determine its state (or GM's choice):

- 1 - No skill ranks;
- 2-5 - 1d10 random skills have 1d8 ranks;
- 6 - Every standard skill at 1d10-5 ranks.

Caster Level: 20th; *Weight:* 5 lb.



If a special purpose is generated for a weapon, feel free to use the extraordinary special purpose optional rules detailed in this book. In any case, when the special purpose develops, it should be something relevant

Extraordinary Purposes Table

Level	Benefits
2	+1 to both primary abilities
3	Empathy
4	One additional primary ability
5	+ 1 to both primary abilities
6	Speech
7	One additional primary ability
8	+ 1 to both primary abilities
9	Ability to read spoken languages
10	+ 1 to both primary abilities
11	Telepathy
12	+ 1 to both secondary ability
13	One extraordinary power
14	+ 1 to both primary abilities
15	Ability to Read Magic
16	One additional extraordinary power
17	+ 1 to both primary abilities
18	One additional primary ability
19	One special purpose
20	+ 1 to both primary abilities

Optional Rules for Weapons

These three entries are optional weapon rules, meant to add a bit more fun or explanation to the game, and can be dropped easily into any campaign. Use of these rules is strictly a matter of taste, so do not feel they are necessary to use this book.

Experience Points for Weapons

As intelligent characters gain experience and abilities throughout their adventures, so can intelligent weapons. Instead of creating a powerful and expensive, intelligent weapon, an enchanter may choose to imbue a weapon with an immature and more easily manageable spirit. Such items usually begin at the lowest level of magical sentience (2 attributes at 2d6+5, one at 3d6, semiempathy, and one primary ability, +10,000 gp to weapon price). For purposes of these rules, the weapon is considered to be first level. As the weapon is used in adventures, it gains experience. The weapon should gain the same amount of experience its wielder does for each combat encounter in which it is used. As it gains experience, it goes up in levels just as any character would.

Use the following table to determine what powers a weapon gains at each level.

to a weapon's history. A paladin who has taken a sword all the way up to 19th level is unlikely to find that its special purpose is to slay divine spellcasters. The GM should exercise judgment in selecting a special purpose that is fitting for the weapon's typical use.

Separating Double Weapons

A separating double weapon functions like a normal weapon of its type, but it is designed to be able to separate into two weapons. A quick twist of the haft can divide a separating dire flail into two light flails, one for each hand. Separating or connecting such a weapon is a move-equivalent action unless the wielder has the Quick Draw feat. Combined with this feat, the weapon can be separated or connected as a free action once per round.

Dwarven craftsmen who found that double weapons could become a hindrance in confined areas originally designed separating double weapons. By making the weapons separate, they became more versatile. The idea soon spread to other races and the weapons are becoming more common. Swordsmen find that car-

rying a two-bladed sword is easier when it can become two long swords to carry in scabbards.

A separating double weapon costs an additional 100 gold over the cost of a normal double weapon of its type. To acquire a masterwork separating double weapon, the extra cost of masterwork weapons must be added as well.

Extraordinary Special Purposes

When generating a special purpose for an intelligent weapon, there is a 20% chance of it having an extraordinary special purpose, which should be rolled on the following table. Each extraordinary purpose is described following the table, including associated powers and typical actions the weapon may attempt to force upon the wielder. Use the points listed in the table to add to the weapon's ego. This number replaces the standard ego points for a special purpose

d100 Extraordinary Purpose Ego Points

01-15	Extraplanar Hunter	4
16-30	Law Upholder	4
31-45	Defender	5
46-60	Battle Seeker	6
61-75	Fiery Destruction	6
76-90	Nature's Protector	7
91-100	Magic Killer	8

Battle Seeker: This type of weapon seeks to engage other creatures in combat for its own glorification. The wielder gains the benefits of an *iron body* spell whenever the weapon is drawn. Any other holder of a *battle seeker* weapon within line of sight is automatically recognized and attacked. A battle seeker always engages first what appears to be the most powerful fighter in an opposing group during combat. Once engaged with an opponent, a *battle seeker* does not allow its wielder to turn away until the opponent either falls or flees.

Caster Level: 16th.

Defender: These weapons are crafted to protect followers of a deity, a family, a race, or an organization. Whenever holding a *defending* weapon the wielder is protected by *resist elements*. As a free action, each round the wielder may change which element he is protected from. Anyone struck by the weapon is affected as if by a *slow* spell (Will save DC 16). Additionally, once per day, the weapon can be used to cast *repulsion* (Will save DC 19).

Additional spell-like abilities are granted, but only to protect members of the championed group. *Shield other* may be used at will (range 35 feet). *Discern location*, and *sympathy* may be each cast once per day (Will save

DC 18). The *sympathy* effect is always centered on the weapon.

The wielder of a *defending* weapon is compelled by the weapon to protect the specified group. This may include anything from donating money to seeking out and destroying their enemies. Even if the protected group no longer exists, the weapon continues its purpose. It may compel its wielder to find or resurrect a member of an annihilated family, or to refound a cult.

Caster Level: 18th.

Extraplanar Hunter: These weapons are designed to track down and destroy outsiders and outside influences to a specific plane. Any creature struck by an *extraplanar hunting* weapon is cursed unless it succeeds at a Will save (DC 17). This curse gives a 75% chance of failure when casting any divine spell or using any divine spell-like ability. Any outsider struck by the weapon is subject to the effect of a *banishment* spell unless it succeeds at a Will save (DC20). If the wielder of one of these weapons is the target of a spell cast by an outsider or divine spellcaster, even a healing spell, the weapon attempts to force him to attack the caster.

The weapon compels its wielder to hunt down and destroy or banish any outsiders of which it has certain knowledge, even if the outsider is of the same alignment as the weapon. If this weapon is ever taken off the plane on which it was forged, it becomes totally inert, acting as a nonmagical weapon. Outsiders and divine spellcasters always react to wielders of this type of weapon at one reaction category worse than normal.


Caster Level: 20th.

Fiery Destruction: Fiery destruction weapons are created to burn their enemies to cinders. These weapons' alignments are always chaotic. A chaotic good weapon attempts to seek out and destroy evil enemies, especially lawful ones, while chaotic evil weapons seek out good enemies. Chaotic neutral weapons of this type are perhaps the most dangerous, glorying in the destruction of anything, whether it is a creature, forest, or structure.

This type of weapon always has the *flaming burst* enchantment. While drawn, a constant flame aura plays about the wielder, conferring total invulnerability to fire damage, even from magical fire. Anyone within five feet of the wielder that strikes him suffers 1d6+12 points of fire damage. Any highly combustible items on the wielder's person must save every round or be consumed (Fort save vs. DC 13 – GM's option which items are affected).

As a standard action, the wielder may cast a fiery bolt, similar to the spell *flame arrow*, doing 4d6 points of fire damage (Reflex save vs. DC16 for half damage). A fiery destruction weapon is impatient. It does not wish to plan or follow long-range goals, preferring to confront its enemies immediately. It believes negotiation

Of Weapons



and diplomacy waste time and are best short-circuited by direct action. This impatience applies to the weapon's wielder unless he succeeds at a personality conflict.

In addition to all other powers, there is a 10% chance every hour that a fire spontaneously bursts into being somewhere within 30 feet of the weapon, evincing its chaotic nature.

Caster Level: 16th.

Law Upholder: *Law upholding* weapons are dedicated to enforcing and supporting local laws. These weapons' alignments are always lawful. A lawful good weapon enforces just laws and attempts to change other laws using the proper existing governmental structures. A lawful evil weapon attempts to twist laws to benefit itself and its wielder. A lawful neutral weapon ensures that all individuals are universally subjected to the same set of laws.

While drawn, a continuous *zone of truth* emanates from the weapon (Will save DC 15). The wielder also benefits from the effect of *true seeing*.

Law upholding weapons compel their wielders to always speak the truth. At any point in time, the sword may force its owner to stop and explain to it why he is following a course of action not directly and obviously flowing from an appropriate law. Arguing with the sword is a standard action, requiring an intelligence check (DC 11). If this check fails, the sword refuses to use any of its powers, even refusing to strike at enemies. The check may be repeated once per round until successful. However, a legitimate explanation must be given to even attempt a check.

Caster Level: 16th.

Magic Killer: *Magic killing* weapons desire to destroy magic. On a successful hit with one of these weapons, the target's armor, if magical, must save (DC23) or suffer the effects of *Mordenkainen's disjunction*. In addition, any spell effects centered on the target are affected as if subject to a targeted *greater dispelling*. If a *magic killing* weapon is used to damage another magic weapon, it is also subject to *Mordenkainen's disjunction*. Specific items on an opponent's body may be targeted in an attempt to destroy their magical properties. Treat this as a normal melee attack against the opponent, with an additional modifier based on the target's size. A helmet, for instance, is tiny in size, and would gain a +2 bonus to AC. A ring is fine in size and gains +8 to AC.

These weapons also grant their wielders the power to *detect magic* at will. Also, once per round, as a free action, the wielder may attempt to counterspell a spell being cast at him as if using *greater dispelling*. The wielder may do this even without preparing a ready action.

Magic killing weapons compel their users to destroy all other magic items they own. In melee, they prefer to strike at magical items on an opponent, rather than at the opponent itself. If the wielder tries to cast a spell, the weapon attempts to counterspell it, using up its counterspell action for that round. Additionally, every round the weapon automatically attempts to dispel any magic affecting its wielder, regardless of whether it is helpful or harmful (this ability does not use up its counterspell for a given round). If ever successful in destroying an artifact, a *magic killing* weapon must succeed at a saving throw (DC 25) or permanently lose all powers.

Caster Level: 20th.

Nature's Protector: These weapons are designed to protect untamed nature from any who would defile it. These weapons' alignments are always at least partly neutral. Anyone without at least one level in druid, ranger, or a nature-based cleric class gains two negative levels whenever wielding this weapon. Although these negative levels fade when the weapon is set down and never result in actual level loss, they cannot be overcome in any way while the weapon is held.

The wielder of a *nature's protector* weapon gains the ability to detect the natural balance of the area within 100 miles. The locations of old wounds, such as cities, are intuitively known, as is the presence of new threats, such as forest fires or infestations. In a region lacking any examples of pristine nature this sense causes pain, resulting in a -4 reduction to Dexterity, which cannot be overcome in any way as long as the weapon is in use.

The weapon's wielder may also use the following spell-like abilities: *sunburst* once per day (DC 22) and *tree stride* at will. In addition, 1d4 huge elementals (of an element chosen by the wielder) may be summoned once per day. The summoning takes a full minute, and the elementals stay for a single hour. These elementals do not attack the wielder, but otherwise are uncontrolled and may do whatever they wish, although such creatures typically focus their attentions on "unnatural" opponents such as aberrations and undead.

The weapon compels its wielder to fight dangers identified through its affinity with nature. More recent threats are almost always opposed first before older scars are dealt with.

Caster Level: 18th.

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.

Table 9: New Armor Types

Armor	Cost	Max. Armor Bonus	Armor Dex Bonus	Arcane Spell Check Penalty	Arcane Spell Failure	---Speed--- (30 ft.)(20 ft.)	Weight‡	Don/DH/Rem
Light Armor								
Armored Robe	30 gp	+2	+5	-1	0%	30 ft.20 ft.	15 lbs.	2r/1r/1r
Bardic Armor	250 gp	+3	+6	0	10%	30 ft.20 ft.	15 lbs.	1m/5r/1m¥
Bardic Cloak***	175 gp	+2	+6	-1	5%	30 ft.20 ft.	15 lbs.	2r/1r/1r
Barkskin Armor	280 gp	+2	+8	0	5%	30 ft.20 ft.	5 lbs.	1m/5r/1m¥
Bishop's Mantle*	50 gp	+1	+6	-1	5%	30 ft.20 ft.	10 lbs.	2r/1r/1r
Buckskin Armor	30 gp	+2	+7	0	10%	30 ft.20 ft.	15 lbs.	1m/5r/1m¥
Chainmail Corset	75 gp	+3	+5	-1	10%	30 ft.20 ft.	15 lbs.	1m/5r/1m¥
Cleric's Vest	10 gp	+1	+8	0	0%	30 ft.20 ft.	5 lbs.	1m/5r/1m¥
Double Leather								
Tribesman's Tunic	32 gp	+3	+5	-1	10%	30 ft.20 ft.	15 lbs.	1m/5r/1m¥
Gorget	10 gp	+1	+8	-1	5%	30 ft.20 ft.	5 lbs.	1m/5r/1m¥
Holy Robes	250 gp	+3	+6	-1	10%	30 ft.20 ft.	15 lbs.	2r/1r/1r
Holy Vestments	40 gp	+2	+6	0	5%	30 ft.20 ft.	15 lbs.	1m/5r/1m¥
Quilled Aketon	12 gp	+2	+5	0	15%	30 ft.20 ft.	10 lbs.	1m/5r/1m¥
Reinforced Cleric's Robe	20 gp	+3	+5	-1	20%	30 ft.20 ft.	15 lbs.	2r/1r/1r
Reversible Bardic Doublet	40 gp	+2	+8	-1	10%	30 ft.20 ft.	10 lbs.	1m/5r/1m¥
Robe of Yew Leaves	55 gp	+2	+8	0	10%	30 ft.20 ft.	5 lbs.	1m/5r/1m¥
Silken Web	1,250 gp	0	—	0	0%	30 ft.20 ft.	1 lb.	2r/1r/1r
Silver Spiderweave Slender	225 gp	+4	+6	-2	20%	30 ft.20 ft.	15 lbs.	1m/5r/1m¥
Chainmail Shirt	120 gp	+3	+6	-1	25%	30 ft.20 ft.	20 lbs.	1m/5r/1m¥
Shadow Doublet	40 gp	+2	+6	-1	10%	30 ft.20 ft.	15 lbs.	1m/5r/1m¥
Soft Leather								
Half Armor	20 gp	+2	+8	-1	15%	30 ft.20 ft.	15 lbs.	1m/5r/1m¥
Spaulders*	75 gp	+1	+6	0	20%	30 ft.20 ft.	5 lbs.	1m/5r/1m¥
Tonlet*	80 gp	+3	+3	-3	15%	20 ft.15 ft.	25 lbs.	2r/1r/1r
Tonlet, Short*	20 gp	+1	+6	0	5%	30 ft.20 ft.	12 lbs.	2r/1r/1r
Medium Armor								
Aeroglass Plate	3000 gp	+6	+3	-4	30%	20 ft.15 ft.	35 lbs.	4m¥¥/4m¥/ 1d4+1m¥
Bone Mail	200 gp	+5	+3	-4	35%	20 ft.15 ft.	40 lbs.	4m¥/1m/1m¥
Clay Armor	75 gp	+4	+4	-3	25%	20 ft.15 ft.	30 lbs.	4m¥/1m/1m¥
Crested Hide Mail	75 gp	+4	+4	-3	20%	20 ft.15 ft.	30 lbs.	1m/5r/1m¥
Fur-lined Hide Mail	65 gp	+4	+3	-3	20%	20 ft.15 ft.	20 lbs.	1m/5r/1m¥
Glacier Beast Hide**	3000 gp	+5	+4	-3	20%	20 ft.15 ft.	25 lbs.	1m/5r/1m¥
Hauberk	110 gp	+5	+1	-5	30%	20 ft.15 ft.	30 lbs.	1m/5r/1m¥
Heraldic								
Coin Armor	450 to 5000 gp	+4	+4	-4	25%	20 ft.15 ft.	30 lbs.	1m/5r/1m¥
Oaken Tree Bark Armor	10 gp	+3	+4	-4	20%	20 ft.15 ft.	25 lbs.	1m/5r/1m¥
Scaled								
Brigandine	350 gp	+5	+4	-3	20%	20 ft.15 ft.	25 lbs.	4m¥/1m/1m¥
Shock Shell	300 gp	+5	+4	-4	25%	20 ft.15 ft.	28 lbs.	4m¥/1m/1m¥

New

Heavy Armor****

Daggered Plate	1,500 gp	+7	+0	-6	40%	20 ft.15 ft.	52 lbs.	4m¥¥/4m¥/ 1d4+1m¥
Double Plate	2,000 gp	+10	-3	-9	60%	15 ft.10 ft.	70 lbs.	5m¥¥/4m¥/ 1d4+2m¥
Gnarled Mail	1,150 gp	+7	+2	-6	40%	20 ft.15 ft.	35 lbs.	4m¥/1m/1m¥
Morbis Mail	2,000 gp	+7	+3	-5	35%	20 ft.15 ft.	40 lbs.	4m¥¥/4m¥/ 1d4+1m¥
Plant Fiber Plate	700 gp	+6	+2	-6	35%	20 ft.15 ft.	35 lbs.	4m¥¥/4m¥/ 1d4+1m¥
Steelwood Splint	1,100 gp	+6	+2	-5	35%	20 ft.15 ft.	35 lbs.	4m¥/1m/1m¥
Taskmaster Armor	1,000 gp	+6	+2	-5	40%	20 ft.15 ft.	40 lbs.	4m¥¥/4m¥/ 1d4+1m¥
Shields								
Buckler Blade	30 gp	+1	—	-1	5%	—	4 lbs.	—
Dust Shield	65 gp	+2	—	-2	20%	30 ft.20 ft.	20 lbs.	—
Ring Blade †	25 gp	+1	—	-1	5%	—	4 lbs.	—
Targe	3 gp	+1	—	-1	5%	30 ft.20 ft.	7 lbs.	—
Extras								
Bone Armor Spikes	35 gp	—	—	—	—	—	+5 lbs	—
Exoskeleton	3,000 to 27,000 gp	—	-1	-2	—	20 ft.15 ft.	40 to 80lbs	—
Weapon Tether	7 sp	—	—	—	—	—	1/2 lb.	—

* Can be stacked with other armor, see description of item for details on stacking

** Glacier Beast Hide also offers Cold Resistance 5

*** Bardic cloaks offer Fire Resistance 2

**** When running in heavy armor, a creature moves only triple its speed, not quadruple.

† Cannot cast spell with somatic components while worn.

‡ Armor fitted for Small creatures weighs half as much

¥ If you have some help, cut this time in half. A single character doing nothing else can help one or two adjacent characters. Two characters can't help each other at the same time.

¥¥ You must have help to don this armor. Without help you can only don it hastily.

New Armor Types

Listed below is a broad selection of mundane defensive devices, including basics like armor and shields, plus some surprises like tethers and spikes. Any adventurer should be able to find something here to stave off the gnashing hordes that lurk down the road.

Light Armor

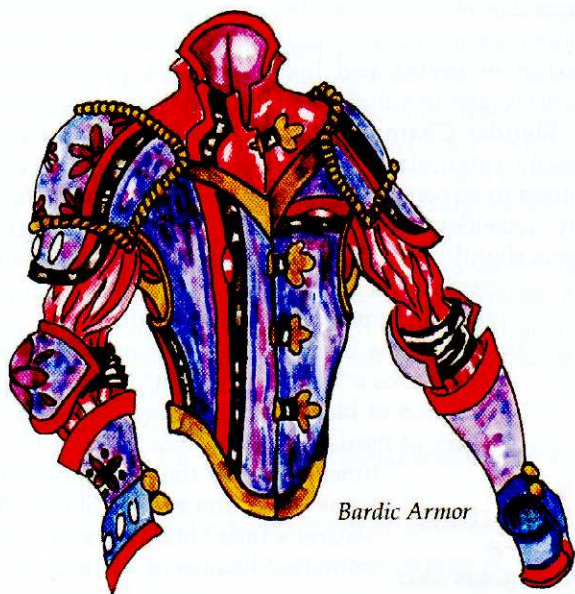
Armored Robe: This nonmagical robe is designed to provide arcane spellcasters slight protection against harm without interfering in their spellcasting processes. It is essentially an ordinary wizard's robe with leather strips sewn within the lining of the fabric. The arms of the robe are unarmored, leaving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

free for somatic gestures. This type of robe can be enhanced by standard armor enhancement enchantments.

Bardic Armor: Bards everywhere prize this finely crafted suit of armor. It is typically seen during high profile events to which a bard has either been invited or is participating in. The composition is primarily hardened leather, outfitted with fine, tooled etchings and adorned with several semiprecious to precious gems.

Bardic Cloak: This cloak is typically constructed of thick wool with several plates of either leather or thin metal sewn inside. Special flame retardant oils used in its construction give this cloak a fire resistance of 2. Bards often sell these cloaks in many of the major cities of the realms where adventurers seek protection from the elements.

Barkskin Armor: This strangely thin, yet durable armor is typically made from the bark of an oak or yew tree, though armor made of other trees is not uncom-



Bardic Armor

mon. The bark is treated with a special solution crafted by the druids causing it to shrink to a nearly "skin-like" state, hence the name barkskin.

Bishop's Mantle: A bishop's mantle is a short, chain cloak that covers the wearer's shoulders and upper back. It is so named because it resembles the velvet mantle worn by the bishops of many religions. While certainly heavier than a woolen or cotton cloak, the bishop's mantle does afford enhanced defense against blows that might catch a warrior unawares. Although the mantle is not very effective by itself, it can be draped over another suit of armor, its armor bonus stacking with that of the original piece. An enchanted bishop's mantle is stackable with enchanted armor, although the enhancement bonuses do not stack, only the armor bonuses.

If stacked with other armor:

- -2 to max Dex bonus of original armor - can't go below 0
- -1 to armor check penalty of original armor
- +5 to arcane spell failure percentage of original armor
- Speed reduced to (30 ft.): 20 ft.; (20 ft.): 15 ft. if stacked with armor weighing more than 20 lbs.

Buckskin Armor: This armor is composed of reinforced buckskin. Barbarians often gather the skin from young bucks to outfit their villages with this type of armor for tribal wars. Armor of this ilk is often the first set a tribal elder gives to a young barbarian once he comes of age to hunt with the adults. The armor is fortified in such a way that it does not hinder the move-

ments of its wearer while offering better protection in the field.

Chainmail Corset: Often used by bards on the move, or appearing on stage, this armor is made of closely linked metal rings, and is worn about the chest and abdomen. This armor is designed to protect some basic vital area without limiting movement much.

Cleric's Vest: Cleric's vests are crafted from bark or leather, and are designed to fit easily under robes. While not the most effective form of protection, their lightweight and flexibility provide a decent cover for clerics in the field or wandering the city streets. Many cleric's vests have a holy symbol tooled into them, identifying the wearer's religion.

Double Leather Tribesman's Tunic: This armor is made from two layers of leather. The inner side is softer, usually made from deer or moose. The outer layer is tanned and strengthened, giving it greater durability. Barbarians often decorate this armor with animal skins or furs to denote their tribe and rank.

Gorget: A gorget is a single armored piece from a full suit of plate that protects the wearer's neck, upper chest and inner shoulders from harm. While designed to work integrally with other pieces, it can be worn alone. A typical, mundane gorget affords little in the way of protection in battle other than to keep a person's head on his shoulders a little longer.

Holy Robes: As an alternative means of protection, many clerics fabricate their own form of armor in the holy robes. These robes are crafted from durable wool and blessed with holy water by the temple priests for a fortnight before they are given to a cleric for use. It is believed that the deities of the temples bless these robes to protect their followers.

Holy Vestments: Clerical holy vestments are blessed to withstand attacks, protecting their wearers from harm. Often made from silk and wool, these robes are both comfortable and easy to move in. The symbol of the patron deity is often embroidered upon the center of the chest of the robes in the chosen colors.

Quilled Aketon: An aketon, or arming doublet as it's sometimes called, is a heavy, quilted garment 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 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 dam-

age if the wounded opponent fails a Fortitude save, but this is an exceptionally risky tactic for the wearer.

In war, it's not uncommon for units of poison-quilled soldiers to be used as frontline pikemen—if their longswords don't take down the charging horses, then their quills will when the unfortunate beasts scrape past them.

Reinforced Clerics Robe: These clerical robes have been reinforced with several plates of hardened leather and blessed by the eldest of the temples. Their lightweight and nonmetal composition makes them an ideal choice for clerics in the field.

Reversible Bardic Doublet: This doublet is a close-fitting jacket, with or without sleeves, that appears to be an ordinary piece of clothing. However, it has several plates of hardened leather sewn between two separate layers of the fabric. These plates are sewn to the inside in such a way that the doublet still moves inconspicuously. These doublets can be reversed, usually with different colors on each side. This is a fashionable and protective piece for any bard.

Robe of Yew Leaves: Druids have long fashioned their own armor from the bounties of nature. This unique set of armor is no exception. Fashioned from the leaves of the yew tree and reinforced with thin strips of tanned leather, this armor is both functional and often quite beautiful.

Silken Web: This very light and flexible cloth is woven from the silk of the fearsome Ebon Spider. It offers no special protection on its own, although the material is strong enough to hold enchantments. A +2 silken web suit for example, would grant its wearer a +2 enhancement bonus to his AC. Silken web clothing can also hold any magical armor quality unless otherwise specified.

Silver Spiderweave: Despite its appearance, spiderweave is a very light and effective armor style created by elven artisans. Intricate patterns of silver and leather are joined in a spider web pattern. The combination of metal and leather makes this style of spiderweave unsuitable for magic-using adventurers.

Slender Chainmail Shirt: This shirt of chainmail closely resembles its larger cousin, but is specially crafted to be concealed beneath a tunic and to be virtually noiseless as the wearer moves about. Though it offers slightly less protection than standard chainmail, bards prefer its ease of use as something to keep them protected on the road.

Shadow Doublet: This type of armor is referred to as a "shadow doublet" due to its construction of black or dark blue velvet. A thin lining of hardened leather has been sewn to the inner lining of the jacket, offering some protection against blows. The wearer's hide checks receive a circumstance bonus of +2 in dark areas.

Soft Leather Half Armor: The armor is made from soft leather, typically doeskin, and crafted to cover the upper portion of the torso (the back and chest). It is small enough to be concealed under cleric's robes, or worn over the top of them as desired. Most sets of this armor have a deity's symbol etched into the breastplate along with other intricate designs.

Spaulders: Spaulders (which almost always come in pairs) are components of a full suit of plate armor, and cover the wearer's outer shoulders and upper arms. They are built out of interlocking plates that allow a person full arm mobility, and are either bolted directly into armor or attached to a doublet through a number of eyelets. Some adventurers who prefer not to wear heavy, cumbersome armor attach spaulders to leather or hide tunics.

If worn over another suit of armor, the armor bonus for spaulders stacks with that of the original piece. An enchanted tonlet is stackable with enchanted armor, although the enhancement bonuses do not stack, only the armor bonuses. Spaulders cannot be added to heavy armor.

If stacked with other armor:

- -2 to max Dex bonus of original armor - can't go below 0
- -1 to armor check penalty of original armor



*Shadow Doublet
&
Slender Chain Shirt*

- +20 to arcane spell failure percentage of original armor

Tonlet: A tonlet is a skirt of sorts made from chain links. It is often used by foot soldiers for additional protection, and is typically hung over their legs and any other armor they might be wearing, reaching almost to their feet. The primary drawback to wearing the tonlet is that it significantly reduces one's mobility by adding even weight as well as by limiting one's legs' freedom of movement.

If draped over another suit of armor, a tonlet's armor bonus stacks with that of the original piece. An enchanted tonlet is stackable with enchanted armor, although the enhancement bonuses do not stack, only the armor bonuses.

If stacked with other armor:

- -4 to max Dex bonus of original armor - can't go below 0
- -3 to armor check penalty of original armor
- +15 to arcane spell failure percentage of original armor
- Speed (30 ft.): 20 ft.; (20 ft.): 15 ft.

Tonlet, Short: Mounted soldiers sometimes wear lighter, shorter versions of the tonlet, but these pieces are rare, as the protection they offer becomes nearly negligible with the modifications made to them.

If stacked with other armor:

- -2 to max Dex bonus of original armor - can't go below 0
- +5 to arcane spell failure percentage of original armor
- Speed reduced to (30 ft.): 20 ft.; (20 ft.): 15 ft. if stacked with armor weighing more than 20 lbs.

Medium Armor

Aeroglass Plate: This fragile looking creation is actually quite stalwart. It is basically just ordinary plate armor crafted from aeroglass (see 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.

Bone Mail: An unusual twist in chainmail design, the bone armor has become the pride of the eldest and most prestigious of the Barbarians. Over the course of their adventuring, many of these warriors take to collecting the bones of their hunting targets. Once they have collected enough bones, they can be crafted into an ornamental suit of bone mail.

Clay Armor: More of a breastplate than an actual suit of armor, many barbarians use dried clay and strips of weathered leather to create a unique looking piece often associated with "diplomatic" missions between tribes. The clay armor is usually tooled with symbols that represent the tribe. This armor is often difficult to come by since the barbarians covet it for its representation.

Crested Hide Mail: Crested hide is a unique blend of spiked armor and rawhide, ideal for both offensive and defensive use. Druids often use this armor when entering difficult situations or exploring new regions. On a successful grapple check, this horn spikes on this armor deal 1d4 points of damage to the victim.

Fur-lined Hide Mail: Made from hardened layers of leather this armor is adorned with soft fur around the neck and waistline. It is favored among druids both for its

capacity to protect from injury and its aesthetic appearance.

Druids who are learned in the ways of armor craft often create this type of armor for themselves. Fur lined mail offers a greater amount of protection than it appears to.

Glacier Beast Hide: The hide of the legendary glacier beast makes an excellent armor if properly cured and crafted. In addition to its defensive properties, this armor provides its wearer with +5 damage reduction to cold due to its excellent heat retention. This armor can be enchanted as any other type of hide armor.

Hauberk: A hauberk is a one-piece set of chain armor. It is similar to a chain shirt, except that it hangs lower, to just below the knee. Most hauberks have a hood attached that protects the wearer's head. A hauberk is cheaper and easier to manufacture than regular chain mail, and offers nearly the



Bone Mail

same amount of protection, although it hinders its wearer's movements more.

Heraldic Coin Armor:

This unique set of armor is crafted from the various types of coins found in the realms. Everything from copper to the platinum has been used to create intricate patterns, including family crests in some instances. This armor is highly prized by war captains and nobles as a symbol of their status.

Oaken Tree Bark Armor: Made from the bark of the oak tree, this armor protects its wearer fairly well. Those who are out in the field and in need of an emergency set of armor often craft this type.

Scaled Brigandine: This intricate set of brigandine armor is made from the scales of the infamous swamp hellion. Some of the more obscure types of this armor are patterned in mysterious and often eye-catching designs.

Shock Shell: This slightly grotesque approximation of plate mail is made from the carapace and exoskeleton of the deadly shock beetle. Although not as sturdy as metal, shock shell is fairly light, and proves to be quite effective in a fight.

Heavy Armor

Daggered Plate: This impressive suit of masterwork half-plate armor looks quite ornate, with exquisitely designed interlocking plates. At the shoulders, two dagger-like blades are attached that, unless carefully examined, appear to be nothing more than part of the decoration.

This type of armor is often used when infiltrating areas where weapons are forbidden. The main feature of the armor is that due to ingenious design work, the blades on each shoulder can be unlocked from their positions and wielded as masterwork daggers. This armor is very, very uncommon, and never mass-produced. This ensures that the sequence of twists to unlock the blades is unique, thereby fooling suspicious individuals who try to remove the blades when searching the wearer. These suits of armor have saved many adventurers' necks, although they have brought disaster upon

others who have been discovered wearing them in the wrong place.

In order to discover the true nature of this type of armor, anyone examining it must succeed at a search check (DC 20).

Double Plate: Double plate is rare, although it is occasionally crafted for the truly stalwart. As the name implies, double plate is full plate armor made from extra-thick pieces of metal.

A Strength of 12 is required in order to even be able to stand and walk in this armor. The penalty this armor offers to Dexterity is offset by the wearer's Strength bonus, although the wearer's max Dexterity bonus can never go above 0.

Gnarled Mail: This unusual looking suit of armor is made from the bony external plating of the ravenous gnarl. This mail is made up of various overlapping plates of bone that are fastened onto a leather backing. A more expensive version is available which is enameled and carefully shaped, giving it a more aesthetically pleasing look. This design work adds an additional 100 gp to the price.

Morbius Mail: Morbius armor is made of a remarkably strong gem-like stone. It is typically black in color, though other colors do exist. Though the suit looks rather large and difficult to manage, its design allows for full range of mobility. The additional fortification granted by this type of armor makes it highly prized among barbarians and fighters.

Plant Fiber Plate: This heavy armor is made from densely compressed plates of extremely tough and resistant plant fibers. This armor can be enchanted through

standard means.

Steelwood Splint: As its name implies, this sturdy looking suit of splint armor is crafted from the rare and valuable steelwood tree. It is just as strong, and slightly lighter than its more common cousin. No metal pieces are used to make the armor, making it appropriate for characters whose spiritual vows prohibit such things.

Taskmaster Armor: Taskmaster armor is constructed of light copper and etched with silver streaks.

Glacier Beast Armor



New armor

The suit is often custom fitted to the wearer. Typically only clerics of war gods or goddesses endeavor to don such mail, although all clerical sects permit it.

Extras

Bone Armor Spikes: The barbarians make their own variant on armor spikes, utilizing the bones of the animals they hunt for food. They have found that these bone spikes can be useful in combat, not only as protection, but also as a good self-defense mechanism. These spikes, however, due to their slightly less durable nature, can be broken if the armor equipped with the spikes receives a critical hit (25% chance).

Exoskeleton: An exoskeleton is actually a nonmagical metal framework that fits over any existing armor. It consists of articulated rods running along the wearer's torso, arms and legs. Tubing for steam to power the exoskeleton also snakes over the user, and a steam furnace is attached to the back. The exoskeleton adds an enhancement bonus to the wearer's Strength while it is powered (see below). It also reduces the armor's maximum Dexterity bonus to AC by -1, although not to below zero. If the exoskeleton is worn without other armor, the maximum Dexterity bonus allowed is +8. The exoskeleton also adds an additional -2 to the wearer's armor check penalty.

Type	STR Enhancement	Weight(lbs)	Cost
Light	+2	40 lb.	3,000 gp
Medium	+4	60 lb.	12,000 gp
Heavy	+6	80 lb.	27,000 gp

* Weight includes 15, 30, and 45 lb. of coal, respectively, to provide power.

The attached steam furnace can power the exoskeleton for five full minutes before needing to be refueled with more coal. All above penalties are always present as long as the exoskeleton is worn. There is a 10% chance each time the exoskeleton is activated that it breaks down, requiring a Profession (armored) or similar skill check (DC 15) and an hour to repair.

Weapon Tether: These chains are made of many small links, and connect a weapon to its wielder's armor, typically at the belt. Whenever the wearer's grip on his weapon is broken (such as by a disarm attack), the weapon remains within arm's reach, and can be grabbed again with a standard action. No more than two weapon toggles can be used at the same time. The weapon toggle can either be permanently fixed to a weapon, or attached to a special eyelet on the weapon, which allows easy attaching and detaching of the chain. At-

taching and detaching a weapon toggle to an eyelet is a standard action. Eyelets can be added to most weapons for 4 sp.

The tether makes a weapon somewhat more awkward to use, so that the user suffers a -1 circumstance penalty to attack rolls. Characters with the Exotic Weapon proficiency (tether) ignore this penalty.

Shields

Dust Shield: This shield appears to be nothing but a large spiked steel shield. However, it consists of two flat layers enclosing a hollow space that can be filled with dust. When the shield is struck, the force of the blow presses the two layers together, pushing the dust out through the hollow spikes.

A dust shield is quite rare. It gives its wielder the advantage of a surprise attack while defending. The dust usually dazzles the attacker, giving the defender time to strike back. Pepper or other creative ammunition can be used instead of dust.

When an attacker misses an attack roll by an amount equal to the AC bonus of the shield or less, consider the shield hit. The cloud of dust dazzles the attacker for 1d4 rounds, causing him a -1 circumstance penalty to all attack rolls.

Target: The target (tärj) is a leather-covered wooden shield, often rimmed, bound or studded with metal and including a steel spike that protrudes from the center. The shield is small enough to be worn on the back of the off-hand forearm with a weapon held in that hand (usually a dirk). It functions as a small shield with shield spikes.

As an exception to the normal rules for small shields, the target allows a dirk held in the same hand to be used in combat.

This rule does not allow an extra attack (one for the dirk and one for the target); it simply allows the two items to be used simultaneously with increased effectiveness. The attack is treated as a shield bash

that deals 1d6 points of piercing damage (as with shield spikes), but with a critical threat range of 19-20/x2 (as with a dirk). In this configuration, the dirk

may not be thrown. The wielder is still subject to all modifiers for two-handed fighting

Bone Armor Spikes



Table 10: Armor Qualities

Minor	Medium	Major	Armor Quality	Armor Type	Market Price	Mod
—	—	—	Custom Fit	Armor		+0
01-02	—	—	Bashing*	Shield		+1
03-04	—	—	Blinding*	Shield		+1
05-06	—	—	Bludgeoning Resistance	Armor		+1
07-08	—	—	Buoyant	Armor		+1
09-10	—	—	Clamping	Shield		+1
11-12	—	—	Fortification, Light*	Any		+1
13-14	—	—	Gaze Protection	Shield		+1
15-16	—	—	Glamerd*	Armor		+1
17-18	—	—	Healing	Any		+1
19-20	—	—	Inspiration	Any		+1
21-22	—	—	Piercing Resistance	Armor		+1
23-24	—	—	Quick Don	Any		+1
25-26	—	—	Quick Release	Any		+1
29-30	—	—	Rust Proof	Any		+1
31-32	—	—	Shadow*	Armor		+1
33-34	—	—	Silent Moves*	Armor		+1
35-36	—	—	Slashing Resistance	Armor		+1
37-38	—	—	Slick*	Armor		+1
39-40	—	—	Spell Storing	Any		+1
41-42	—	—	Spellcasting	Any		+1
43-44	—	—	Undetectable	Any		+1
45-46	—	—	Variant	Any		+1
47-48	—	—	Viscid	Any		+1
49-50	01-02	—	Animated*	Shield		+2
51-52	03-04	—	Aquan	Armor		+2
53-54	05-06	—	Arrow Deflection*	Shield		+2
55-56	07-08	—	Barbed/Bladed	Any		+2
57-58	09	—	Bear's Armor +2 Con	Any		+2
59-60	10	—	Bull's Armor +2 Str	Any		+2
61-62	11	—	Cat's Armor +2 Dex	Any		+2
63-64	12-13	—	Dark	Any		+2
65-66	14-15	—	Dopple	Any		+2
67-68	16-17	—	Glimmer	Any		+2
69-70	18-19	—	Grotesque	Any		+2
71-72	20-21	—	Healing, Greater	Any		+2
73-74	22-23	—	Imprinted	Any		+2
75-76	24-25	—	Magnetic	Any		+2
77-78	26-27	—	Morphic	Any		+2
79-80	28-29	—	Muse	Any		+2
81	30	—	Owl's Armor +2 Wis	Any		+2
82	31	—	Raven's Armor +2 Int	Any		+2
83-84	32-33	—	Reflection, Spell	Any		+2
85-86	34	—	Reinvigorating	Armor		+2
87-88	35-36	—	Solace	Any		+2
89-90	37	—	Solace, Dark	Any		+2
91-92	38	—	Spell Resistance (13)*	Any		+2
93-94	39-40	—	Stowing	Any		+2
95-96	41-42	—	Water Breathing	Any		+2
97-98	43-44	—	Weightless	Any		+2
99	45	—	Wolverine's Armor +2 Cha	Any		+2

Qualities

Minor	Medium	Major	Armor Quality	Armor Type	Market Price Mod
-	46-47	01-02	Absorption, Spell	Any	+3
-	48-49	03-04	Acid Resistance*	Any	+3
-	50-51	05	Auran	Armor	+3
-	52	06	Bear's Armor +4 Con	Any	+3
-	53	07	Bull's Armor +4 Str	Any	+3
-	54	08	Cat's Armor +4 Dex	Any	+3
-	55-56	9-10	Cold Resistance*	Any	+3
-	57-58	11	Dark, Greater	Any	+3
-	59-60	12	Deathwarding	Any	+3
-	61-62	13	Fire Resistance*	Any	+3
-	63-64	14-15	Firm Faith	Any	+3
-	65	16	Fortification, Moderate*	Any	+3
-	66-67	17-18	Ghost Touch*	Any	+3
-	68	19-20	Impact Resistance	Any	+3
-	69-70	21-22	Invulnerability*	Armor	+3
-	71-72	23-24	Lightning Resistance*	Any	+3
-	73	25	Owl's Armor +4 Wis	Any	+3
-	74	26-27	Phoenix	Armor	+3
-	75	28	Picker	Any	+3
-	76	29	Raven's Armor +4 Int	Any	+3
-	77-78	30	Resisting, Enhanced Spell	Any	+3
-	79-80	31-32	Rusting	Armor	+3
-	81	33	Sonic Resistance*	Any	+3
-	82	34	Spell Resistance (15)*	Any	+3
-	83-84	35	Spell Storing, Greater	Any	+3
-	85-86	36-37	Summoned	Any	+3
-	87	38-39	Terran	Armor	+3
-	88-89	40-41	Thorny	Any	+3
-	90-91	42-43	Totem	Any	+3
-	92	44-45	Vampiric	Armor	+3
-	93	46	Wolverine's Armor +4 Cha	Any	+3
-	94-95	47-48	WyrdWeave	Any	+3
-	-	49-50	Bone, Celestial	Any	+4
-	-	51-52	Bone, Fiendish	Any	+4
-	-	53-54	Dopple, Greater	Any	+4
-	-	55	Ignan	Armor	+4
-	-	56-57	Living	Any	+4
-	-	58-59	Nagley	Armor	+4
-	-	60-61	Recall	Any	+4
-	-	62-63	Restorative	Any	+4
-	-	64-65	Shifting	Any	+4
-	-	66-67	Solace, Greater	Any	+4
-	-	68-69	Solace, Greater Dark	Any	+4
-	-	70	Spell Resistance (17)*	Any	+4
-	-	71-72	Tentacled	Any	+4
-	-	73-74	Totem, Dire	Any	+4
-	-	75-76	Contingency	Any	+5
-	-	77-78	Etherealness*	Armor	+5
-	-	79-80	Fortification, Heavy*	Any	+5
-	-	81-82	Patchwork**	Any	+5
-	-	83-84	Reflecting*	Shield	+5
-	-	85-86	Reflection, Greater Spell	Any	+5
-	-	87-88	Spell Resistance (19)*	Any	+5

Questries

Minor	Medium	Major	Armor Quality	Armor Type	Market Price Mod
—	—	89-90	Shifting, Greater	Any	+6
100	96-100	91-100	Roll twice again	—	—

Note: Reroll if you get a duplicate quality, or if the quality rolled is incompatible with the armor type or with a quality already rolled.

* This quality is detailed in the Core Rulebooks

** Roll one major and one minor or one medium and two minor qualities to determine patchwork armor properties

and still loses the shield's AC bonus when using it in a bashing attack.

New Armor/Shield Qualities

While most enchanters spend their time attempting to bolster the effectiveness of defensive items, the best artificers imbue them with customized and extraordinary magics. Listed here are dozens of the best enchantments, each with its own special purpose and use.

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 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 free 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.

Caster Level: 15th; *Prerequisites:* Craft Magic Arms and Armor, *spell turning*; *Market Value:* +3 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 often 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 also imbue their creations with the *water breathing* and *buoyant* qualities.

Caster Level: 10th; *Prerequisites:* Craft Arms and Armor, *freedom of movement*, *feather fall*; *Market Value:* +2 bonus.

Auran: Armors that possess the *auran* enchantment are made of thin veneers of twisting and turning barely visible wind that do not disturb the wearer or those around her. Races that have close ties to the air, dwelling atop high mountains, in floating cities, or other celestial realms commonly wear them. Those wearing this armor gain the abilities of *feather fall* (at will), *gaseous form* (once per day), and *levitate* (three times per day).

Caster Level: 10th; *Prerequisites:* Craft Arms and Armor, *feather fall*, *gaseous form*, *levitate*; *Market Value:* +3 bonus.

Barbed/Bladed: Armors and shields that possess the *barbed* (or *bladed*) enchantment boast hundreds, if not thousands, of wickedly curved and sharpened barbs (or blades) that vary in size and shape from one suit of armor or shield to the next. These barbs can extend or retract upon command to aid in the wearer in combat. While these barbs appear to be quite cumbersome, they do the wearer no harm whatsoever, and function as normal armor or shield spikes. Further, these barbs allow the wearer (or wielder) to attempt to magically hook an opponent during grappling, providing a +2 circumstance bonus to all grapple checks.

Caster Level: 5th; *Prerequisites:* Craft Arms and Armor, *entangle*; *Market Value:* +2 bonus.

Bear's Armor: This suit of armor or shield is decorated with the emblem of a large bear. When worn, it grants an enhancement bonus to the owner's Constitution score. The bonus depends upon the strength of the enchantment. A shield with this enchantment must be wielded in order to receive the bonus, not simply strapped to one's back.

This armor also grants a +2 circumstance bonus to the wearer's Wilderness Lore checks, as long as he has at least one rank in the skill.

Caster Level: 6th; *Prerequisites:* Craft Magic Arms and Armor, *endurance*; *Market Value:* +2 bonus (+2 to Con), +3 bonus (+4 to Con).

Bludgeoning Resistance: Armor with this type of enchantment is endowed with a damage resistance of 5/+1, although only against bludgeoning attacks.

Caster Level: 8th; *Prerequisites:* Craft Magic Arms and Armor, *stoneskin*; *Market Value:* +1.

Bone, Celestial: This powerful enchantment literally changes an item from one of wood, metal, or stone to one of *celestial bone*, the very essence of goodness and light. Such armors (or shields) shine with a divine light, constantly radiating as if a *daylight* spell had been cast upon them. These items cannot be broken by any mortal means (although spells such as *disintegrate* and *Mordenkainen's disjunction* do have a chance of destroying them) and they retain all prior bonuses and abilities from before receiving this enchantment. In addition, *celestial bone* armors (or shields) confer the following powers upon their wearers once per day: *bless*, *shield of faith*, and *holy smite*. Clerics and paladins possessing a celestial bone item can add its enchantment bonus to their turn undead checks.

Any non-good creature that equips the item gains two negative levels that cannot be overcome in any way, although they never result in actual level loss and disappear when the item is set down again.

Caster Level: 12th; *Prerequisites:* Craft Magic Arms and Armor, *gentle repose*, *planar ally*; *Market Value:* +4 bonus.

Bone, Fiendish: This powerful enchantment literally changes an item from one of wood, metal, or stone to one of *fiendish bone*, the very essence of evil and darkness. Such armors (or shields) radiate with a profane gloom, possessing a constant umbra as if a *deeper darkness* spell has been cast upon them. These items cannot be broken by any mortal means (although powerful spells such as *disintegrate* and *Mordenkainen's Disjunction* do have a chance of destroying them) and they retain all prior bonuses and abilities that they had before undergoing this enchantment. In addition, armors (or shields) with this enchantment confer the following powers upon their wearers (or wielders) once per day:

bane, *entropic shield*, and the ability to smite good (similar to the spell *holy smite*). Clerics and blackguards possessing one of these items can also add its enchantment bonus to their rebuke or command undead checks.

Any non-evil creature that equips the item gains two negative levels that cannot be overcome in any way, although they never result in actual level loss and disappear when the item is set down again.

Caster Level: 12th; *Prerequisites:* Craft Magic Arms and Armor, *gentle repose*, *planar ally*; *Market Value:* +4 bonus.

Bull's Armor: This suit of armor or shield is decorated with the emblem of a large bull. When worn, it grants an enchantment bonus to the owner's Strength score. The bonus depends upon the strength of the enchantment. A shield with this enchantment must be wielded in order to receive the bonus, not simply strapped to one's back.

This armor also grants its wearer a +2 morale bonus to all saving throws vs. fear effects.

Caster Level: 6th; *Prerequisites:* Craft Magic Arms and Armor, *bull's strength*; *Market Value:* +2 bonus (+2 to Str), +3 bonus (+4 to Str).

Buoyant: Armor given this property can, if submerged in liquid, upon command become buoyant and float up to the surface. This float ability remains active until deactivated by a separate command word. The *buoyancy* enchantment can only cause to float up to 500 pounds, including the weight of the armor itself and of the wearer.

Caster Level: 6th; *Prerequisites:* Craft Magic Arms and Armor, *levitate*; *Market Value:* +1 bonus.

Cat's Armor: This suit of armor or shield is decorated with the emblem of a small cat. When worn, it grants an enchantment bonus to the owner's Dexterity score. The bonus depends upon the strength of the enchantment. A shield with this enchantment must be wielded in order to receive the bonus, not simply strapped to one's back.

This armor also grants a +2 circumstance bonus to the wearer's Move Silently checks, as long as he has at least one rank in the skill.

Caster Level: 6th; *Prerequisites:* Craft Magic Arms and Armor, *cat's grace*; *Market Value:* +2 bonus (+2 to Dex), +3 bonus (+4 to Dex).

Clamping: This quality can only be applied to shields. Clamping shields affix themselves to the arm when wielded. A character using such a shield cannot have it forcibly removed, nor can he accidentally drop it. A command word must be spoken to release a shield once clamped.



Cat's Armor

Caster Level: 6th; *Prerequisites:* Craft Magic Arms and Armor, *spider climb*; *Market Price:* +1 bonus.

Contingency: Suits of armor and shields that possess this enchantment are always elaborate, baroque affairs, often appearing to be designed more for ceremony than for actual combat, although this is far from the case. *Contingency* items allow their wearers to place within them a number of spells in a certain order and have these spells, upon the execution of a particular set of circumstances, cast in rapid succession (2 per round in the order they were added to the item until all spells have been cast). New spells may be cast into the item once per day. The contingency for this discharge must be set at this time. Refer to the spell *contingency* to determine what kinds of conditions are valid and usable.

The total spell level of the combined spells cannot exceed twice the enhancement bonus of the item.

Caster Level: 15th; *Prerequisites:* Craft Magic Arms and Armor, *contingency*; *Market Value:* +5 bonus.

Custom Fit: *Custom fitting* magical armor does not change its size or shape to match that of whomever puts it on. Typically slightly paranoid adventurers who worry that others may try to kill them for their items, or that their armor may be a target for theft, use this type of enchantment.

Caster Level: 3rd; *Prerequisites:* Craft Magic Arms and Armor; *Market Price:* no additional charge.

Dark: Armors and shields that possess the *dark* enchantment are generally a dusky gray color, and are often adorned with strange inlays of dark stones, feathers, or fur. However, it is not for their appearance, but for their powers, that warriors and rogues alike love them. Items enchanted with the *dark* enchantment allow the wearer to cast *darkness* (centered on the armor or shield) three times per day. Further, the wearer (wielder) gains the ability to see in this (but no other) magical *darkness* normally.

Caster Level: 7th; *Prerequisites:* Craft Arms and Armor, *darkness*; *Market Value:* +2 bonus.

Dark, Greater: Armors and shields that possess the *greater dark* enchantment, like those with the *dark* enchantment, are generally a dusky gray color, and are often adorned with strange inlays of dark scales, stones, feathers, or fur. Items enchanted with this enchantment allow the wearer (wielder) to cast *deeper darkness* (centered on the armor or shield) three times per day. Further, the wearer (wielder) gains the ability to see in this (but no other) magical *deeper darkness* normally.

Caster Level: 10th; *Prerequisites:* Craft Arms and Armor, *deeper darkness*; *Market Value:* +3 bonus.

Deathwarding: Armor with this enchantment makes its wearer immune to all types of death magic, as per the spell *deathward*.

Caster Level: 7th; *Prerequisites:* Craft Magic Arms and Armor, *deathward*; *Market Price:* +3 bonus.

Dopple: The unique properties of *dopple* items make them particularly useful for shapechanging adventurers. Shields with this particular enchantment are always bucklers and *dopple* armors are always strange looking mismatched affairs (and are often mistaken for *patchwork* armors). These enchanted items change shape with their wearers, allowing both the armor bonus and the enhancement bonus of the item to be retained in all forms.

Caster Level: 15th; *Prerequisites:* Craft Arms and Armor, *polymorph any item*; *Market Value:* +2 bonus.

Dopple, Greater: Greater *dopple* items are similar to *dopple* items, excepting that they grant the wearer the ability to cast *polymorph self*, as a move-equivalent action, up to three times per day.

Caster Level: 17th; *Prerequisites:* Craft Arms and Armor, *polymorph any item*, *polymorph self*; *Market Value:* +4 bonus.

Firm Faith: Armors and shields that possess this enchantment are composed not of metal, leather, and wood, but rather from the very essence of a priest's faith in a higher power. As such, these armors and shields can only be worn (or used) by characters that expressly serve a higher power and receive spells from that divine source (such as clerics, druids, paladins, and rangers). Any other creature simply finds themselves unable to don such armor or equip such shields, as if they had no substance to them.

Generally, these enchantments take on forms that are representative of the higher power from which they come. A shield of a sun god might take the form of a scintillating, flaming sun disk. Nevertheless, whatever the appearance of the armor or shield, no additional benefits are gained.

Wielders (or wearers) of *firm faith* enchanted items receive the ability to cast all spells of one of their domains at a +1 caster level (the domain must be chosen by the character upon first donning the armor). Divine spellcasters other than clerics only gain the +1 caster level to their highest spell level that they can cast when first wearing the armor or shield. For example, a 4th level druid gains the bonus to all 2nd level spells. This bonus stacks with other, similar bonuses. Furthermore, these items possess no weight, and function as if they had the *weightless* quality.

Caster Level: 9th; *Prerequisites:* Craft Arms and Armor, *spiritual weapon*, *prayer*; *Market Value:* +3 bonus.

Gaze Protection: Shields are the only protection devices that can receive this particular enchantment, which gives them a semitransparent look. While the bearer interposes the shield directly between himself and his opponent, he is immune to any gaze attack the opponent may have. However, while the shield is be-

ing used in this way, its armor class and enchantment bonuses are not usable versus melee attacks.

Caster Level: 5th; **Prerequisites:** Craft Magic Arms and Armor, *invisibility*; **Market Price** +1 bonus

Glimmer: Armors and shields that possess this enchantment aid their wearers (or wielders) in several ways. First, they can be activated to cast *light* on the armor itself, as a free action, at will. This effect makes the entire suit of armor or shield glimmer with a pale, ghostly light, and can also be dispelled by the wearer at will.

Secondly, these items can be activated to cast *faerie fire*, as per the spell, as a free action up to a number of times per day equal to the wearer's Cha bonus (negatives are ignored) plus the defensive bonus of the armor. For example, a fighter with a 12 Cha in +2 glimmered chain mail could cast *faerie fire* up to three times a day.

Caster Level: 7th; **Prerequisites:** Craft Arms and Armor, *detect thoughts*, *faerie fire*, *light*; **Market Value:** +2 bonus.

Grotesque: Armors and shields that possess this enchantment undergo an actual physical change wherein their form and shape is twisted into a frightening and grotesque shape. Usually, these new forms are vaguely humanoid, animalistic, or demonic, but they are all at the very least shocking and at worst, terrifying. Wearers and wielders of these items can cast, as a free action, the *fear* spell a number of times per day equal to the enhancement bonus of the armor.

Checks to alter the attitude of non-evil NPCs while *grotesque* items are equipped receive a -5 circumstance penalty.

Caster Level: 7th; **Prerequisites:** Craft Arms and Armor, *fear*; **Market Value:** +2 bonus.

Healing: Armors and shields that possess this enchantment are considered a boon by all, especially by fighters and those who often find themselves in the thick of combat. *Healing* armors and shields are specially crafted so as to grant healing energies to those in need of them. The clergy of a particular church, to aid those that fight for their cause, often craft shields and armor of this type. Once per day as a free action,

the armor or shield can be called upon to grant only the wearer (or wielder) the effect of *cure moderate wounds*.

Caster Level: 5th; **Prerequisites:** Craft Arms and Armor, *cure moderate wounds*; **Market Value:** +1 bonus.

Healing, Greater: *Greater healing* armors and shields are similar to those with the healing enchantment. Once per day as a free action, this armor or shield can be called upon to grant only the wearer (or wielder) the effect of *cure serious wounds*.

Caster Level: 7th; **Prerequisites:** Craft Arms and Armor, *cure serious wounds*; **Market Value:** +2 bonus.

Ignan: Armor that possesses this enchantment appears to be completely composed of rolling, flickering flames that do no harm to the wearer or those around her. Races that have close ties to fire, or usually dwell within extremely hot or fiery realms commonly wear these items. The armor provides a bonus of +10 to the wearer's fire resistance. Those

that do not possess such resistance gain a fire resistance of 10. Further, those wearing this type of armor gain the ability to cast *pyrotechnics* as a standard action three times per day.

Caster Level: 10th; **Prerequisites:** Craft Arms and Armor, *resist elements*, *pyrotechnics*; **Market Value:** +4 bonus.

Impact Resistance:


A suit of armor or shield with this enchantment is more flexible than other armor, being able to fend off bludgeoning attacks by deflecting most of the force behind them away from the wearer. This force dissipates across the armor in a series of ripples like a stone thrown into a pond might cause. The armor absorbs the first 10 points of bludgeoning damage (including falling damage) that the wearer would normally take in a round.

Caster Level: 7th; **Prerequisites:** Craft Magical Arms and Armor, *stoneskin*; **Market Price:** +3 bonus.

Imprinted: Armor with this quality is made for one particular person, family, gender, group, lineage, or race, specified at the armor's creation. Anyone other than an intended user that dons the armor receives 4d8 points of electrical damage each time it is worn. Once discharged, the armor can be used normally until removed,



New Armor
Outfits



although it functions only as ordinary nonmagical armor.

Caster Level: 8th; **Prerequisites:** Craft Magic Arms and Armor, *glyph of warding*, *locate creature*; **Market Price:** +2 bonus.

Inspiration: Bards and those who find themselves in need of inspiration seek out *inspiration* items for their special abilities. Inspiration armors and shields are usually incredibly beautiful, ornate affairs with sumptuous inlays and filigrees, which are sheer pleasures for the eye to behold. However, the special abilities of such items lie not within their appearance, but rather, within their power to access the muse. Once per day as a free action, the armor or shield can be called upon to grant only the wearer (or wielder) +5 ranks in the Perform skill — these ranks are temporary and vanish within 1d4 hours.

Caster Level: 5th; **Prerequisites:** Craft Arms and Armor, *enthrall*; **Market Value:** +1 bonus.

Living: Armor and shields with this enchantment are extremely rare, and highly prized by any who possess them. These items always appear translucent, with shadowy lights and pulsating forms that seem to float beneath their surfaces. Living armors and shields are prized for their self-restorative abilities, as well as for the beneficial side effects that they bestow upon their owners.

Firstly, *living* armors and shields possess the amazing ability to heal themselves of damage sustained during usage, such as damage from falls, combat, or spells. Thus, there are never any repairs to be made or rends to mend when using living armor or wielding a living shield. The capacity that these items have for regeneration is astounding.

Unless the *living* armor itself (not simply the wearer) directly sustains over 100 hit points of damage in a single blow, it does not come to any harm. If such a blow occurs, the item must then make a Fortitude save (using the wearer's save bonus) versus a DC of 20 in order to survive. If the save fails, the armor or shield crumbles into a white, powdery substance.

Additionally, *living* armors and shields confer each of the following spells to their wearer once per day: *resistance*, *endure elements*, and *resist elements* as a standard action.

Lastly, these items can cast the following spells themselves, once per day, at will: *expeditious retreat*, *hypnotic pattern*, and *endurance*. These actions are rarely taken, and usually only manifest in times wherein the item senses a great need or impending danger from its wearer. The casting of these spells can occur in addition to any actions taken by the character, and in fact, can occur even if the character is unconscious. These spells are always triggered at the whim of the GM.

Caster Level: 15th; **Prerequisites:** Craft Arms and Armor, *resist elements*, *expeditious retreat*, *hypnotic pattern*, *endurance*, *summon monster IV*; **Market Value:** +4 bonus.

Magnetic: Items enchanted with the magnetic quality must be at least partly crafted out of ferrous material. Such items generate a powerful magnetic field that attracts nearby objects. This field can be turned on and off at will by the wearer. Any objects worn or held by someone in *magnetic* armor or holding a *magnetic* shield are immune to the effects of the magnetic field, thus preventing a character from tangling himself up with his own equipment. The effects of this enchantment are slightly different depending on whether it is added to armor or to a shield.

Magnetic Armor: When the field is on, creatures wielding metallic weapons gain a +4 circumstance bonus to hit the wearer, but if they strike successfully, their weapons hold fast to the magnetic armor. Stuck weapons require a successful Strength check (DC 18) to dislodge. Each attempt after the first to dislodge a stuck weapon requires a standard action.

Magnetic Shield: While the magnetic field is in effect on the shield, attacks with metal weapons vs. its wielder gain a +2 circumstance bonus to hit. However, there is a chance that when the wielder is struck by a metal weapon that the shield takes the blow instead. (20% chance for small shields, 30% for large shields, and 40% for tower shields). In such cases, the weapon striking the shield is held fast. The weapon's wielder and the wielder of the shield must either let go or engage in an opposed Strength check. The winner of this check gains sole possession of both stuck items. If both combatants score above 18 on their Strength rolls, the objects separate. Thanks to the securing straps on the shield, its wielder gains a +2 circumstance bonus for this Strength challenge. Each attempt after the first to dislodge a stuck weapon requires a standard action.

Often, the wielder of a magnetic shield purposely lets go of it after it sticks to an opponent's weapon, making the weapon useless. Disengaging a weapon from an unwielded *magnetic* shield is a move-equivalent action drawing an attack of opportunity, and requires a successful Strength check (DC 20) to perform.

If a shield is enchanted with both the *magnetic* and *clamping* qualities, the opposed Strength check is replaced by a simple Strength check (DC 18) by the weapon's wielder to pull it away.

Caster Level: 10th; **Prerequisites:** Craft Arms and Armor, *telekinesis*; **Market Value:** +2 bonus.

Morphic: Both shields and armors with this enchantment typically have a varied array of different sized creatures emblazoned upon them. These items confer the ability to alter the proportions of one's body, as per the spell *enlarge/reduce* as a partial action, up to

three times per day. *Morphic* items always shrink and stretch to fit their wearer's new size.

Caster Level: 7th; **Prerequisites:** Craft Arms and Armor, *enlarge*, *reduce*; **Market Value:** +2 bonus.

Muse: Armors and shields with the *muse* enchantment are similar to those with the *inspiration* enchantment. In addition to being able to increase the wearer's Performance skill, a bard with such an item receives a +5 insight bonus to all Bardic Knowledge checks, a +2 competence bonus to all craft checks, and is able to cast *legend lore* once per day as a standard action.

Caster Level: 7th; **Prerequisites:** Craft Arms and Armor, *enthrall*, *legend lore*; **Market Value:** +2 bonus.

Nagley: Nagley (detailed in *Minions: Fear-some Foes*) armors appear as garishly colorful and utterly ridiculous looking suits that, once donned, always seem to be either just a bit too small or just a tad too large. Rumors say that these armors are the creations of nagley sorcerers with too much time on their hands. Whatever their origins, these suits of armor allow their wearers to make use of the nagley's innate distraction attack once per day as well as the tiny fey's supernatural dummy ability.

The distraction ability must be used on an opponent's turn. The wearer of the armor must yell something embarrassing to distract his opponent, forcing him to succeed at a Will save (DC 16) or automatically fail his next die roll. This distracting statement must be made in a language the target understands.

The dummy ability allows the wearer to turn invisible and create an illusionary duplicate of themselves, complete with sound and voice, up to 20 feet away. This ability can be turned on and off at will, but cannot remain active for more than 10 minutes per day. It otherwise behaves as the spell *persistent image*.

Caster Level: 9th; **Prerequisites:** Craft Arms and Armor, *displacement*, *persistent image*, drop of nagley blood; **Market Value:** +4 bonus.

Owl's Armor: This suit of armor or shield is decorated with the emblem of a large horned owl. When worn, it grants an enchantment bonus to the owner's Wisdom score. The bonus depends upon the strength of the enchantment. A shield with this enchantment must be wielded in order to receive the bonus, not simply strapped to one's back.

This armor also grants a +2 circumstance bonus to the wearer's Diplomacy checks, as long as he has at least one rank in the skill.

Caster Level: 6th; **Prerequisites:** Craft Magic Arms and Armor, *detect thoughts*; **Market Value:** +2 bonus (+2 to Wis), +3 bonus (+4 to Wis).

Patchwork: Suits of armor and shields that possess the *patchwork* enchantment are often passed up in treasure

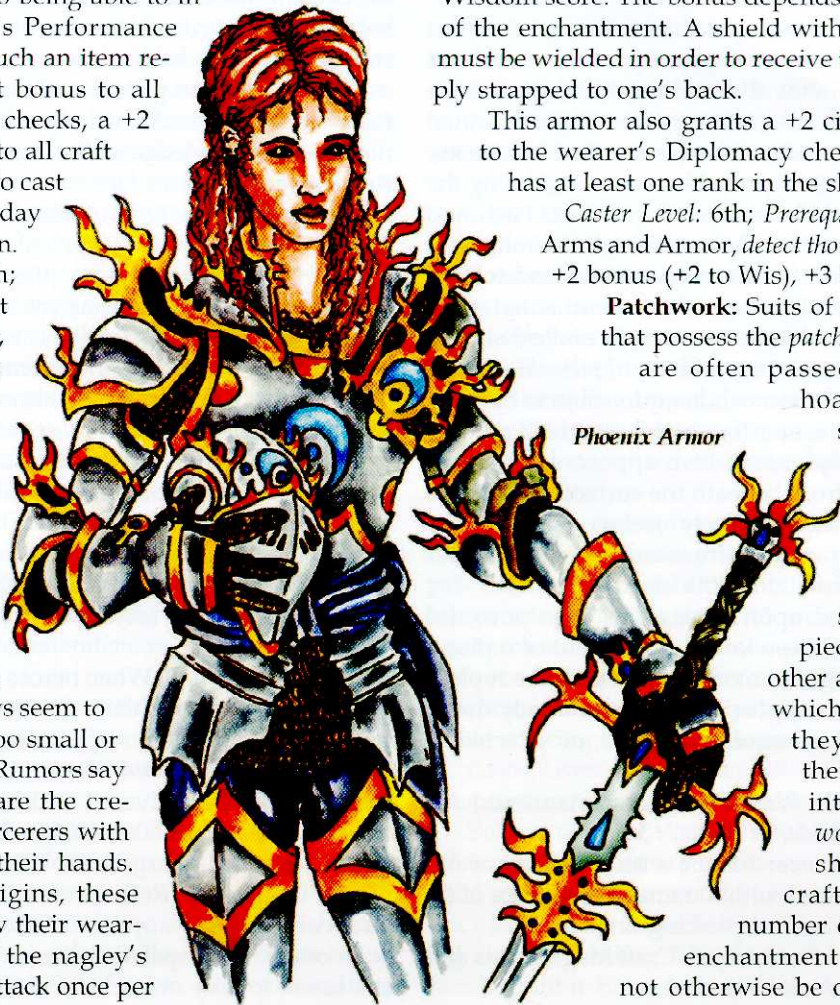
hoards due to their seemingly inferior appearance.

Patchwork armor and shields look to be made from salvaged and piecemealed parts of other armor and shields, which is precisely what they are. However, their crafters do this intentionally. *Patchwork* armors and shields allow the crafter to combine a number of armor or shield enchantment types that might not otherwise be operable together, such as *ghost touch* and *shadow*, or *firm faith* and *celestial bone*.

The total number of combinations equals to one half the creator's level (round down), provided all other prerequisites for creation are met.


Caster Level: Varies; **Prerequisites:** Craft Arms and Armor, individual prerequisites for each enchantment; **Market Value:** +5 or total bonus from all included qualities +1, whichever is higher.

Phoenix: If the wearer of phoenix armor dies, the armor bursts into flames, instantly resurrecting him with full hit points and all prepared spells. The armor is entirely consumed by these flames; if the armor has magical qualities other than *phoenix*, it may make a saving throw (DC 15) to remain intact. Even if the armor survives, this enchantment dissipates. If the user's body



Phoenix Armor

Qualities



is destroyed (such as by a *disintegrate* spell) the *phoenix* property still activates, even if the armor is also simultaneously destroyed. If the armor is destroyed before the wearer is killed, the *phoenix* property is rendered useless.

Caster Level: 17th; *Prerequisites:* Craft Magic Arms and Armor, *true resurrection*; *Market Price:* +3 bonus.

Picker: Suits of armor and shields that possess this enchantment appear as a hodgepodge of unrelated and seemingly useless items all fused together into a single mass. It is said that this enchantment was first created by the race that shares its name (as detailed in *Minions: Fearsome Foes*), which is probably true, considering the race's unusual and characteristic qualities. Each and every item that receives this enchantment is unique, as they are each crafted from totally random and eclectic materials. The true advantage of these enchanted items is the fact that they contain a seemingly endless supply of objects. The wearers (or wielders) of *picker* items can make use of these various and sundry objects by peeling them off of the armor (or shield), at which point, a new and previously unseen item appears in its place, literally rising up from beneath the surface of the item. These items may be completely useless or utterly life saving, depending on the situation. Between six and ten objects are normally visible at a single time. The enchantment placed upon these items is so powerful that none have ever been known to run out of replacement items, although no more than five can be replenished per day. Items appearing can be randomly determined from standard equipment lists, or selected at GM's whim.

Caster Level: 13th; *Prerequisites:* Craft Arms and Armor, *major creation*; *Market Value:* +3 bonus.

Piercing Resistance: Armor with this type of enchantment is endowed with a damage resistance of 5/+1, although only against piercing attacks.

Caster Level: 8th; *Prerequisites:* Craft Magic Arms and Armor, *stoneskin*; *Market Value:* +1

Quick Don: Armor and shields possessing this enchantment allow the wearer or wielder to instantly don them when needed. *Quick don* armor takes half the time to don (round down) as its nonmagical counterparts.

A *quick don* shield equips itself instantly as a free action when a command word is spoken. The shield must be fastened to its owner's body (typically hung from the belt or strapped across the back) in order to self-equip.

Caster Level: 5th; *Prerequisites:* Craft Arms and Armor, *Haste*; *Market Value:* +1 bonus.

Quick Release: Armor and shields possessing this enchantment allow the wearer or wielder to instantly remove them when needed. These items are particularly handy when one falls into a deep, rushing stream with armor fully donned.

Caster Level: 5th; *Prerequisites:* Craft Arms and Armor, *haste*; *Market Value:* +1 bonus.

Raven's Armor: This suit of armor or shield is decorated with the emblem of a large raven. When worn, it grants an enchantment bonus to the owner's Intelligence score. The bonus depends upon the strength of the enchantment. A shield with this enchantment must be wielded in order to receive the bonus, not simply strapped to one's back.

This armor also grants a +2 circumstance bonus to the wearer's lowest Knowledge skill. If the wearer has no ranks in knowledge skills, it grants the +2 bonus to Knowledge (birds).

Caster Level: 6th; *Prerequisites:* Craft Magic Arms and Armor, *identify*; *Market Value:* +2 bonus (+2 to Int), +3 bonus (+4 to Int).

Recall: When conditions set by the wearer of this type of armor are satisfied, he is teleported without error to a previously specified location. The conditions can be general, but must be clear as to exactly when they are triggered. An example condition could be when the user's hit points drop below zero. This ability can be used up to once per day. As full-round actions, the user can set his current location as the target of the *teleport*, or change the triggering conditions.

Caster Level: 14th; *Prerequisites:* Craft Magic Arms and Armor, *contingency*, *teleport without error*; *Market Price:* +4 bonus.

Reflection, Spell: When heroes know they must face spellcaster in combat, they seek out items with this enhancement. These items appear to constantly shimmer with an aura comprised of mirrorlike motes, and their surfaces are often silvered and highly reflective. The item's enchantment takes effect when a spell of a given school specifically targets the wearer (or wielder). The wearer is allowed a Reflex save versus the spell (even if no save is normally applicable) in order to reflect it back at its caster. Each specific item (either armor or shield) is attuned to only one school of magic, which must be specified upon its creation.

A *spell reflecting* item can be used no more than three times per day. Effect and area spells do not activate the reflection quality.

Caster Level: 10th; *Prerequisites:* Craft Magic Arms and Armor, *spell turning*; *Market Value:* +2 bonus.

Reflection, Greater Spell: These items are similar to *spell reflecting* items, except that they are able to reflect spells cast from any school.

Caster Level: 15th; *Prerequisites:* Craft Magic Arms and Armor, *spell turning*; *Market Value:* +5 bonus.

Reinvigorating: This suit of armor is usually decorated with the symbol of a god of healing and can return a dying wearer to full ability. Once per day, when the wearer is reduced to zero or negative hit points, but is still alive, the armor bestows upon the character the

effect of a *cure serious wounds* spell as cast by a 5th level cleric.

Caster Level: 5th; **Prerequisites:** Craft Magic Arms and Armor, *cure serious wounds*; **Market Price:** +2 bonus.

Resisting, Enhanced Spell: These items always appear to be crafted of a flat, dull, gray colored substance that seems porous, much like pumice. Such objects bolster the innate spell resistance of the wearer (or wielder) by +5. If the wearer (or wielder) does not already have spell resistance, she gains a Spell resistance of 10 + her Charisma modifier (if positive). This effect does not stack with the weapon quality of the same name.

This quality can be activated three times per day as a free action that lasts 1d4+1 minutes. The armor itself always possesses an SR equal to its caster level +10 (for spells and effects directly targeting it).

Caster Level: 15th; **Prerequisites:** Craft Magic Arms and Armor, *spell resistance*; **Market Value:** +3 bonus.

Restorative: Restorative armors and shields are specially crafted so as to grant healing energies to those in need of them. The clergy of a particular church, to aid those that fight for their cause, often craft shields and armor of this type. Once per day as a standard action, the armor or shield can be called upon to grant the wearer the ability to cast either *restoration*, *heal*, or *regeneration*, and once per week to cast *resurrection*.

Caster Level: 17th; **Prerequisites:** Craft Arms and Armor, *true resurrection*, *restoration*, *regeneration*, *heal*; **Market Value:** +4 bonus.

Rust Proof: Armor and shields protected by this enchantment are immune to all normal and magical forms of rust, including rust monster attacks and the effects of *rusting grasp*.

Caster Level: 5th; **Prerequisites:** Craft Magic Arms and Armor, *protection from elements* or *rusting grasp*; **Market Price:** +1 bonus

Rusting: Nonmetallic armor only can be enchanted with this ability. Anyone that strikes someone wearing rusting armor with a metal weapon must succeed at a Reflex save (DC 16) or the weapon rusts away, effectively destroyed. If the wearer successfully grapples another creature, that creature's armor, if metallic, must succeed at a similar save or be destroyed.

Caster Level: 7th; **Prerequisites:** Craft Magic Arms and Armor, *rusting grasp*; **Market Price:** +3 bonus.

Shifting: Many seek out armors and shields that possess this enchantment, but rogues and spell casters particularly covet them. Items with the shifting enchantment are almost always dark black with intricate and arcane etchings all over their surfaces, making them appear more like a mystical map than an article of war or defense. However, when employed, these items prove quite useful, as characters wearing or wielding them can cast the following spells as a standard action, once per day: *blur*, *blink*, and *teleport*.

Caster Level: 12th; **Prerequisites:** Craft Arms and Armor, *blur*, *blink*, *teleport*; **Market Value:** +4 bonus.

Shifting, Greater: Greater shifting items are similar to those with the standard shifting enchantment, except that they allow the wielder to cast *planeshift* and *dimension door* once per day in addition to *blur*, *blink*, and *teleport*.

Caster Level: 15th; **Prerequisites:** Craft Arms and Armor, *blur*, *blink*, *dimension door*, *planeshift*, *teleport*; **Market Value:** +6 bonus.

Slashing Resistance: Armor with this type of enchantment is endowed with a damage resistance of 5/+1, although only against slashing attacks.

Caster Level: 8th; **Prerequisites:** Craft Magic Arms and Armor, *stoneskin*; **Market Value:** +1

Solace: Only paladins can utilize the full ability of items with this enchantment. Such items usually appear to be suits of armor or shields that have been completely bleached to a dull white finish. Normally, as a part of the enchantment, the intended user's holy symbol is added to the item in bas-relief. When the powers of these items are used, these symbols glow with a holy, silvered light.

Paladins wearing (or using) these items gain divine assistance when healing others with their *lay on hands* power (an additional 1d8 points is added per use). Also, the paladin himself gains a +1 sacred bonus to all saving throws as long as he is wearing (or wielding) the item. Lastly, armors and shields with the solace enchantment also prevent a paladin, if he should perish while wearing them, from becoming undead.


Caster Level: 12th; **Prerequisites:** Craft Arms and Armor, *consecrate*, *heal*; **Market Value:** +2 bonus.

Solace, Greater: Armors or shields with the *greater solace* enchantment are similar to those with the standard *solace* enchantment. In addition to all *solace* powers, *greater solace* items further boost the paladins healing abilities (adding 2d8 points to laying on hands effects), grant a +2 sacred bonus to saves, and upon the paladin's death, immediately transport his soul to his deity's realm, where he joins the ranks of the honored dead.

Caster Level: 15th; **Prerequisites:** Craft Arms and Armor, *consecrate*, *heal*, *plane shift*; **Market Value:** +4 bonus.

Solace, Dark: Only blackguards can truly utilize the full abilities of *dark solace* items. These devices usually appear to be suits of armor or shields that have been completely scorched to a flat, dull black finish. Normally, as a part of the enchantment, the wearer's (or wielder's) unholy symbol is added to the item in bas-relief. When the powers of these items are used, these symbols glow with an unholy, searing, crimson light.

A blackguard wearing (or using) these items gains the corrupted assistance of their dark gods when harm-



ing others via their sneak attack (adding an additional 1d6 points of damage). Also, the blackguard gains a +1 profane bonus to all Reflex, Will, and Fortitude saves as long as he is wearing (or wielding) the item. Lastly, armors and shields that receive the dark solace enchantment also preclude that the Blackguard, if he should perish while wearing (or using) them, immediately becomes a sentient undead in the servitude of the dark power that fueled the item.

Caster Level: 12th; *Prerequisites:* Craft Arms and Armor, *desecrate, harm*; *Market Value:* +2 bonus.

Solace, Greater Dark: Armors or shields with the *greater dark solace* enchantment are similar to those with the standard dark *solace* enchantment. In addition to all dark *solace* powers, *greater dark solace* items further boost a blackguard's sneak attack ability (adding 2d6 additional points on a successful attack), grant a +2 profane bonus to saves, and upon the blackguard's death, immediately transport his soul to the sinister realm of his deity, where he becomes a lesser devil or demon.

Caster Level: 15th; *Prerequisites:* Craft Arms and Armor, *desecrate, harm, plane shift*; *Market Value:* +4 bonus.

Spellcasting: Attuned to magical energies, *spellcasting* items reduce their wearers' Arcane Spell Failure chances by 10 percent.

Caster Level: 7th; *Prerequisites:* Craft Magic Arms and Armor, *imbue with spell ability*; *Market Price:* +1 bonus.

Spell Storing: These items can store a single spell up to 3rd level. The stored spell must require only one action to cast. The wearer of the armor can cast a stored spell as a standard action. Once the spell has been cast, a spellcaster may replenish it with another spell. Spell storing items can hold either arcane or divinely cast spells. Arcane spell failure percentages do not apply when casting spells from *spell storing* items, only when imbuing them with spells.

Caster Level: 12th; *Prerequisites:* Craft Magic Arms and Armor; *Market Price:* +1 bonus.

Spell Storing, Greater: These items are similar to *spell storing* armors except that they can hold multiple spells totaling up to six spell levels (0 level spells count as 1/2 a level). For example, a greater spell storing tower shield could store one 6th level spell or three 2nd level spells. Only one spell can be cast from the item at a time and it cannot be replenished until the next day. *Greater spell storing* items can hold either arcane or divinely cast spells, but not both kinds concurrently.

Caster Level: 17th; *Prerequisites:* Craft Magic Arms and Armor; *Market Price:* +3 bonus.

Stowing: Rogues and others who wish to take it all with them find this type of armor irresistible. *Stowing* armors and shields are able to instantly place small inanimate items into an extradimensional stasis. Items stored must weigh less than 20 pounds, and must be

able to be held in one hand. Since stowed items are stored in stasis, even objects such as a lit torch can be stowed effectively. The user of a *stowing* device must touch the item to be stowed with his bare hand in order to stow it.

When the wearer or wielder touches his stowing armor or shield with the desire to retrieve a stowed item, the item appears instantly in his hand.

The total number of items that can be stored is equal to the level of the caster that created the item

Caster Level: 7th; *Prerequisites:* Craft Arms and Armor, *shrink item*; *Market Value:* +2 bonus.

Summoned: This enchantment allows a suit of armor or shield to transform itself into a small, innocuous item when not needed, often some sort of pendant or amulet.

This enchantment, when activated, automatically dons and readies, or removes, the *summoned* armor or shield. With the utterance of a command word, the armor folds itself into its alternate form as a free action. Summoning the armor out of its alternate form is more time consuming, as the armor must array itself properly about the wearer's body, requiring a move-equivalent action.

Armor and shields bearing this enchantment are often decorated in a motif matching their alternate forms.

Caster Level: 10th; *Prerequisites:* Craft Magical Arms and Armor, *polymorph any object*; *Market Price:* +3 bonus.

Tentacled: Crafted using obscure techniques from more than mere metal, wood, or leather, *tentacled* items are easily recognized due to their unique configuration. These special and costly elements are indicative of the end result of the armor or shield, which is adorned with several tentacles that aid the wearer (or wielder) in combat.

In combat, the tentacles can be controlled by the wearer (or wielder) as a move-equivalent action either to attack or act (lift something, move something, and so on) once per round. Each tentacle attacks at the wielder's melee attack bonus, does 1d4+1 points of damage per hit, and can lift up to five pounds.

The total number of tentacles that a crafter can add to a suit of armor or shield is equal to the crafter's level plus the defense bonus of the armor or shield. Of course, the number of tentacles can never exceed the physical space needed to provide them purchase. If the caster runs out of space, she cannot use the remaining tentacle "slots" on another separate item. Each attempt to add this enchantment must be performed individually.

The maximum number and length of the tentacles that can be added to a suit of armor or a shield is detailed in the following table.

Size of Item	Max #	Length/Reach
Fine	1	1 ft.
Diminutive	2	2 ft.
Tiny	3	5 ft.
Small	4	5 ft.
Medium	6	5 ft.
Large	8	10 ft.
Huge	12	10 ft.
Gargantuan	16	15 ft.
Colossal	20	20 ft.

Caster Level: 10th; **Prerequisites:** Craft Arms and Armor, *animate dead*, *Evard's black tentacles*, *gentle repose*; **Market Value:** +4 bonus.

Terran: Terran armor appears to be formed from thin veneers of tightly packed and compressed earth, dirt, sand, and pebbles. Races that have close ties to, or usually dwell deep within the earth commonly wear them. Any individual that possesses the ability to burrow gains an additional 10 feet per round to their burrowing rate while wearing this armor. Those that do not possess the ability gain it and are able to burrow up to ten feet per round. Furthermore, those wearing this type of armor gain *darkvision* up to 60 feet.

Caster Level: 10th; **Prerequisites:** Craft Arms and Armor, *soften earth and stone* or *stone shape*; **Market Value:** +3 bonus.

Thorny: Armors and shields that possess this enchantment appear as normal suits of armor or shields, with the exception that they are crafted from strips of bark, weeds, vines, leaves, and other vegetable matter that is woven or sewn together in some fashion.

Thorny items actually appear rather mundane and benign until activated, at which time they sprout hundreds of wicked thorns.

These thorns act much the same as the barbs (or blades) as seen in the *barbed/bladed* enchantment, with two primary additions.

First, if activated by the wearer, three times per day as a free action, the thorns can spray a relatively weak paralytic poison after an opponent's successful melee strike upon the wearer. This poison is a ranged touch attack at the wielder's ranged attack bonus that does not draw an attack of opportunity. It has a range of up to 10 feet. The poison affects its victims on contact, and anyone struck by it must make a Fortitude save versus DC 14, or be stunned for 1d4 rounds.

Additionally, *thorny* items automatically repair any damage done to them if they are worn while the user passes through a forested thicket.

Caster Level: 9th; **Prerequisites:** Craft Arms and Armor, *wall of thorns*; **Market Value:** +3 bonus.

Totem: Items that possess this enchantment only exhibit their powers when wielded by barbarians, rangers, druids, or those priests with access to the *animal* domain. These items appear to be crafted of hide, but the quality of workmanship and level of detail used in their crafting is stunning. These details always focus on a central animal theme, such as a shield crafted entirely of elk horns and hide, or a suit of bear hide armor adorned with the head, teeth, and claws of the animal.

Each of these items confers three powers upon the wearer (or wielder). First, they allow the user to speak with animals three times per day, as a standard action. Secondly, they confer upon the user a

+2 circumstance bonus on all reaction rolls when dealing with the item's totem animal. This bonus stacks with similar bonuses even if the wielder possesses a matched set of items. For example, if a barbarian wears a suit of polar bear totem armor and carries a polar bear totem shield, he then enjoys a +4 circumstance bonus on all reaction rolls upon encountering a polar bear.

Lastly, the wearer of these items can use them once a day as a free action to bolster his physical abilities. This adds a +2 enhancement bonus to the appropriate ability for a number of minutes equal to the character's level. These bonuses, unlike those above, do not stack with other similar

bonuses. To determine which abilities are bolstered, refer to the chart below.

Animal Totem	Bolstered Ability
Bear/Eagle	Str
Owl/Badger	Wis
Hawk/Rabbit	Int
Otter/Fox	Dex
Wolf/Elk	Con
Coyote/Deer	Cha



Totem Armor

Quillies

GMs are encouraged to create new types of *totem* armors and shields to fit their campaign, however, *totem* armors and shields must be derived from normal, animal type creatures only.

Caster Level: 9th; **Prerequisites:** Craft Arms and Armor, *animal friendship*, *summon nature's ally IV*; **Market Value:** +3 bonus.

Totem, Dire: Items with the Dire totem enchantment are similar to those with the Totem enchantment, excepting that the circumstance bonus to reaction rolls and the ability bonus granted is increased to +4. The wearer can also speak with animals at will, instead of only three times per day.

Caster Level: 12th; **Prerequisites:** Craft Arms and Armor, *animal friendship*, *summon nature's ally V*; **Market Value:** +4 bonus.

Undetectable: Armor enhanced with the undetectable property appears to be nonmagical. If subjected to a *detect magic* spell, it does not radiate any kind of aura. Additionally, spells such as *detect evil* and *detect chaos* do not detect the aura of the wearer of this armor.

Caster Level: 6th; **Prerequisites:** Craft Magic Arms and Armor, *Nystul's undetectable aura*; **Market Price:** +1 bonus.

Vampiric: Vampiric armor always comes with clawed gauntlets. These gauntlets are treated as fighting claws (see the new weapons section) for attack purposes. Weapons can be wielded normally in the gauntlets, but do not benefit from the *vampiric* nature of the armor.

Whenever the fighting claws of the armor are used to battle living opponents, the wearer of the armor is healed at a rate of one hit point for every two points of damage he deals. The fighting claws are not enhanced (unless enchanted separately), although they are able to damage creatures normally that can only be hit by magical weapons with a bonus equal to or less than the enhancement bonus of the *vampiric* armor.

Caster Level: 9th; **Prerequisites:** Craft Magic Arms and Armor, *cure serious wounds*, *vampiric touch*; **Market Price:** +3 bonus.

Variant: Armor that possesses this enchantment typically benefits unusually sized or shaped creatures, but can be used by average humanoids as well. Armor with the variant enchantment detects any specific and special physical needs of the wearer and adapts accordingly. For example, a suit of +3 banded mail with the *variant* enchantment detects the presence of a pixie thief nearby and shrinks to the appropriate size,

if the pixie does not use the armor, it remains in its smaller state until affected by another creature.

In the case of two different sized characters discovering variant armor at the same time, the *variant* armor always adapts to fit the larger character.

Further, *variant* armor can also adapt to provide an adequate shape for non-humanoid, multi-limbed, or multi-headed creatures.

When encountered by both a humanoid and a non-humanoid character, the armor always resizes to fit the non-humanoid. Variant armor can reshape itself no more than once per day.

Caster Level: 5th; **Prerequisites:** Craft Arms and Armor, *alter self*; **Market Value:** +1 bonus.

Viscid: Once per day, if activated by a command word, a sticky layer of fluid covers *viscid* armor. Any weapon that hits the wearer clings fast to him, requiring a Strength check (DC 12) to pull it free. If this check fails, and the user of the weapon keeps hold of it, the check may be retried once per round as a standard action.

Although this viscous covering does not stick to itself (there is no danger of the wearer's arm adhering to his chest), when the wearer of the armor rolls an unmodified 1 on an attack roll, his weapon becomes stuck to his own armor, and can only be freed as described above. Ten minutes after activation, the tacky covering loses its stickiness and peels off.

If the viscid enchantment is applied to a shield there is only a 10% chance of catching an opponent's weapon



Vampiric Armor

per strike, but no chance of the wearer's weapon being caught.

Caster Level: 4th; *Prerequisites:* Craft Magic Arms and Armor, *web*; *Market Price:* +1 bonus.

Water Breathing: Armor or shields enchanted with this property allow the wearer to breathe underwater as if they are under the effects of a *water breathing* spell.

Caster Level: 5th; *Prerequisites:* Craft Magic Arms and Armor, *water breathing*; *Market Price* +2 bonus.

Weightless: Armor given this enchantment has no weight at all. In addition to not encumbering the wearer, weightless armor reduces the armor check penalty by 5 (although not to below 0), increases the maximum Dexterity bonus by 4, and reduces the arcane spell failure percentage by 10. Additionally, the move rate of the wearer is not reduced by weightless armor.

Caster Level: 7th; *Prerequisites:* Craft Magic Arms and Armor, *levitate*; *Market Price:* +2 bonus.

Wolverine's: This suit of armor or shield is decorated with the emblem of a large wolverine. When worn, it grants an enhancement bonus to the owner's Charisma score. The bonus depends upon the strength of the enchantment. A shield with this enchantment must be wielded in order to receive the bonus, not simply strapped to one's back.

This armor also grants a +2 circumstance bonus to the wearer's Intimidation checks, as long as he has at least one rank in the skill.

Caster Level: 6th; *Prerequisites:* Craft Magic Arms and Armor, *charm person*; *Market Value:* +2 bonus (+2 to Cha), +3 bonus (+4 to Cha).

Wyrdweave: Armor and shields with this enchantment are composed not of metal, leather, and wood, but rather from the very essence of magic itself. As such, these items can only be worn (or used) by arcane spellcasters, such as sorcerers and wizards. Other creatures attempting to don these items will be unable to do so, the items behaving as if they had no substance to them at all.

Generally, items with this enchantment take on appearances that are indicative and representative of the owner's personality, so the armor of a wizard who favors flashy evocation spells might take on the form of surging, ever coursing energy, while the shield of a sorcerer who focuses on her divination abilities might appear as the clear, rippling surface of a scrying pool. However, whatever the appearance of the armor or shield, its properties remain the same.

Wielders of *wyrdweave* items receive the ability to cast all spells of one of their selected schools at a +1 caster level (the school must be chosen by the character upon first touching the device). This bonus stacks with other, similar bonuses. Furthermore, these items possess no weight and behave as if they were enchanted with the *weightless* quality.

Level bonuses due to *wyrdweave* items do not stack, although each such item a character uses may be applied to a different school.

Caster Level: 9th; *Prerequisites:* Craft Arms and Armor; *Mage Armor, Greater Magic Weapon*; *Market Value:* +3 bonus.

Armor Accessories

These useful magical devices are designed to be able to be added on to any suit of armor, whether enchanted or not. Though small, they often prove to be big lifesavers.

Emergency Reservoirs: Emergency reservoirs are small magical pockets that can be fitted to the inside to any type of heavy or medium armor, even nonmagical armor. The emergency reservoir can hold one dose of a potion, and can administer it subdermally to the wearer of the armor. Typically the reservoirs are filled with healing potions. When the wearer of the armor receives a critical hit, one of the reservoirs is immediately triggered. Medium armor can hold one emergency reservoir, and heavy armor can hold up to two. If two filled reservoirs are installed, only one can be triggered at a time; the wearer presets the order of discharge. Each reservoir can function no more than once per day.

Emergency reservoirs are extremely useful, but can be dangerous. Occasionally assassins empty these reservoirs and refill them with poison.

Caster Level: 3rd; *Prerequisites:* Craft Wondrous Item, *open/close*; *Market Price:* 540 gp; *Cost to Create:* 270 gp + 22 XP.

Penelope's Oil of Rust Protection: Applying this oil to metal objects protects them from rusting, eliminating one of the major avenues in which such equipment, or even animated metal constructs, can utterly be destroyed over the passage of time. This oil lasts forever unless removed, a process done by one either of two methods. First, subjecting the anointed item or construct to a medium strength or stronger acidic solution, for example that of a tarbeast, a gelatinous cube, or the breath weapon of a black dragon. Secondly, subjecting the anointed item to three magical rust attacks, such as those from a rust monster or a *rusting grasp* spell, negates the effects of this wondrous oil. Either one suit of large sized armor (or smaller) or up to five weapons of Huge size (or smaller) may be protected by a single dose of this oil.

Caster Level: 5th; *Prerequisites:* Brew Potion, *protection from the elements*; *Market Price:* 750 gp; *Cost to Create:* 375 gp + 30 XP.

Resistant Padding: This padded cloth outfit is akin to the cloth worn beneath all but the lightest of armors. Resistant padding can be worn with any suit of armor and is enchanted to protect its wearer from one or more

Table 11: Specific Magical Armor

Medium	Major	Specific Armor	Market Price	Page
01-03		Emergency Reservoirs	540gp	75
04-06		Penelope's Oil of Rust Protection	750gp	75
07-09		Gadlings of Resistance	1,080gp	81
10-13		Bracing Gadlings	2,160gp	81
14-16		Gadlings of the Cheetah	2,160gp	81
17-20		Mirrored Gadlings	2,160gp	81
21-24		Horseshoes of Speed (+20)	3,000gp	83
25-28		Falcon Spaulders	3,375gp	80
29-32		Blessed Mail	5,400gp	77
33-36		Force Buckler	6165gp	85
37-40		Arm Shield	6,170gp	85
41-43		Armor of the Bull	8,485gp	76
44-46		Scale of the Troubador	8,920gp	76
47-49		Boots of Striding and Springing (+20)	9,000gp	83
50-52		Sub-dermal armor +1	9,000gp	78
53-56		Blur Armor	11,960gp	80
57-60		Leggings of Balance	12,000gp	79
61-64		Resistant Padding - 1 Element	12,000gp	76
65-68		Owl Gorget	13,800gp	81
69-72		Tunic of Vivid Harmony	16,500gp	78
73-76		Furious Vestment	18,200gp	78
77-80		Berserker's Mail	19,550gp	76
81-83		Cloak of the Wolf	20,160gp	78
84-87	01-04	Sycophant**	21,000gp*	82
88-90	05-08	Shield of the Arcane Sentinel	22,030gp	85
91-93	09-12	Horseshoes of Speed (+60)	24,000gp	83
94-96	13-16	Leggings of Speed	24,000gp	79
97-100	17-22	Saintly Mantle**	24,000gp	77
	23-26	Valiant Breastplate	24,350gp	78
	27-30	Sub-dermal armor +3	25,000gp	78
	31-34	Robe of Focussing	25,895gp	79
	35-38	Resistant Padding -3 Elements	27,000gp	76
	39-42	Armor of the Wilderness	27,175gp	79
	43-50	Racial Mask**	29,378gp*	83
	51-53	Sash of the Master	32,000gp	78
	54-57	Banderskin	33,165gp	80
	58-60	Boots of Striding and Springing (+20)	36,000gp	83
	61-63	Werearmor	36,300gp	83
	64-66	Armor of Faith	37,650gp	78
	67-69	Resistant Padding - 5 Elements	39,000gp	76
	70-73	Orle of Dominion	45,750gp	81
	74-76	Sub-dermal armor +5	49,000gp	78
	77-80	Valkyrie Armor	54,370gp	82
	81-84	Leggings of Mobility	56,000gp	79
	85-88	Tangled Web	65,970gp	79
	89-92	Helm of Eyes	91,820gp	81
	93-95	Battle Plate	92,650gp	80
	96-98	Mantle of Light	99,150gp	81
	99-100	Golem Armor	300,000gp	91

* Average Price

** Roll on subtable to determine specific item

types of elemental damage. Choose from fire, acid, electrical, sonic, or cold resistance. The suit absorbs 12 points of damage per round from its protected element(s).

1 Element: *Caster Level:* 3rd; *Prerequisites:* Craft Magic Arms and Armor, *resist elements*; *Market Price:* 12,000 gp; *Cost to Create:* 6,000 gp + 480 XP.

2 Elements: *Caster Level:* 3rd; *Prerequisites:* Craft Magic Arms and Armor, *resist elements*; *Market Price:* 21,000 gp; *Cost to Create:* 10,500 gp + 840 XP.

3 Elements: *Caster Level:* 3rd; *Prerequisites:* Craft Magic Arms and Armor, *resist elements*; *Market Price:* 27,000 gp; *Cost to Create:* 13,500 gp + 1,080 XP.

4 Elements: *Caster Level:* 3rd; *Prerequisites:* Craft Magic Arms and Armor, *resist elements*; *Market Price:* 33,000 gp; *Cost to Create:* 16,500 gp + 1,320 XP.

5 Elements: *Caster Level:* 3rd; *Prerequisites:* Craft Magic Arms and Armor, *resist elements*; *Market Price:* 39,000 gp; *Cost to Create:* 19,500 gp + 1,660 XP.

Class Based Armor

Like the class based weapons described earlier, these unique items have been enchanted for particular individuals and pursuits. Class based armor is designed to allow a character to better do what she does best.

Barbarian Armor

Armor of the Bull: This rugged set of +2 hide armor grants the wearer the ability to call forth the power of a bull's strength spell once per day.

Caster Level: 6th; *Prerequisites:* Craft Magic Arms and Armor, *bull's strength*; *Market Price:* 8,485 gp; *Cost to Create:* 4,325 gp + 333 XP.

Berserker's Mail: This +3 suit of chainmail is specifically enchanted to enhance the Barbarian Rage ability of characters of that class. While wearing this armor, the Strength, Constitution, and Will save bonuses gained by a berserker while in a rage are all doubled to +8, +8, and +4 respectively. Additionally, wearing this armor allows a Barbarian to fly into a rage once more per day past his normal allotment.

Caster Level: 9th; *Prerequisites:* Craft Magic Arms and Armor, *bull's strength*; *Market Price:* 19,550 gp; *Cost to Create:* 9,925 gp + 770 XP.

Bardic Armor

Scale of the Troubadour: A suit of intricately patterned and embroidered +2 scale mail, *scale of the troubadour* uses powerful glamours to enhance the Charisma score of anyone who dons it by +2 (an enhancement bonus) and their performance skill by +6.

Caster Level: 6th; *Prerequisites:* Craft Magic Arms and Armor, *enthrall*; *Market Price:* 8,920 gp; *Cost to Create:* 4,560 gp + 349 XP.

Cleric Armor

Blessed Mail: This +1 suit of banded mail protects its wearer from harm as long as he remains true to his faith. While wearing this armor, a faithful cleric receives a +1 morale bonus to all his attack rolls and saving throws. If he falls out of favor with his deity for whatever reason, the enchantment and morale bonuses of this armor change to -1 until *atonement* is achieved. This enchantment may be applied to other armor types with only slight variations in cost.

Caster Level: 10th; *Prerequisites:* Craft Magic Arms and Armor, *bless*; *Market Price:* 5,400 gp; *Cost to Create:* 2,900 gp + 200 XP.

Saintly Mantle: A saintly mantle is an enchanted bishop's mantle. This type of armor is often granted to lesser initiates by their churches upon performance of a great service. A saintly mantle is enchanted with a +3 enhancement bonus, a +2 ability enhancement, and a single special power, which varies from sect to sect.

The most common types of these mantles are listed below:

Mantle of the Penitent: +2 Int, *clairvoyance/clairaudience* 1/day

Caster Level: 10th; *Prerequisites:* Craft Magic Arms and Armor, *clairvoyance/clairaudience*; *Market Price:* 24,000 gp; *Cost to Create:* 12,100 gp + 952 XP.

Mantle of the Pure: +2 Dex, *water walk* 1/day.

Caster Level: 10th; *Prerequisites:* Craft Magic Arms and Armor, *water walk*; *Market Price:* 24,000 gp; *Cost to Create:* 12,100 gp + 952 XP.

Mantle of the Humble: +2 Wis, *remove curse* 1/day.

Caster Level: 10th; *Prerequisites:* Craft Magic Arms and Armor, *remove curse*; *Market Price:* 24,000 gp; *Cost to Create:* 12,100 gp + 952 XP.

Mantle of the Blessed: +2 Cha, *prayer* 1/day.

Caster Level: 10th; *Prerequisites:* Craft Magic Arms and Armor, *prayer*; *Market Price:* 24,000 gp; *Cost to Create:* 12,100 gp + 952 XP.

Mantle of the Holy: +2 Con, *cure serious wounds* 1/day.

Caster Level: 10; *Prerequisites:* Craft Magic Arms and Armor, *cure serious wounds*; *Market Price:* 24,000 gp; *Cost to Create:* 12,100 gp + 952 XP.

Mantle of the Righteous: +2 Str, *searing light* 1/day.

Caster Level: 10; *Prerequisites:* Craft Magic Arms and Armor, *searing light*; *Market Price:* 24,000 gp; *Cost to Create:* 12,100 gp + 952 XP.

Saintly Mantles

d6	Mantle Type	Market Price
1	Mantle of the Penitent	24,000gp
2	Mantle of the Pure	24,000gp
3	Mantle of the Humble	24,000gp
4	Mantle of the Blessed	24,000gp
5	Mantle of the Holy	24,000gp
6	Mantle of the Righteous	24,000gp

Druidic Armor

Furious Vestment: This +2 enchanted robe of yew leaves appears to be simply that unless worn by a druid. A druid that dons a furious vestment finds that she can take the form of dire animals when using her *wild shape* ability. A druid who already has this ability instead gains one additional use of her *wild shape* ability each day. In addition, when in animal form, the vestment still functions, adding its armor and enhancement bonuses to the druid's AC.

Caster Level: 7th; *Prerequisites:* Craft Magic Arms and Armor, *enlarge, polymorph self*; *Market Price:* 18,200 gp; *Cost to Create:* 9,200 gp + 720 XP.

Fighter Armor

Valiant Breastplate: This +2 breastplate is designed to give a hand-to-hand combatant protection from cowardly ranged attacks. Anyone wearing this armor gains a damage reduction of 10/+2 against ranged attacks.

Caster Level: 6th; *Prerequisites:* Craft Magic Arms and Armor, *protection from arrows*; *Market Price:* 24,350 gp; *Cost to Create:* 12,350 gp + 960 XP.

Monk Armor

Sash of the Master: This simple cotton sash is worn tied around one's waist. When worn, Both the Wisdom and Dexterity scores of the wearer are increased by an insight bonus of +4.

Caster Level: 6th; *Prerequisites:* Craft Magic Arms and Armor, *cat's grace*; *Market Price:* 32,000 gp; *Cost to Create:* 16,000 gp + 1,280 XP.

Tunic of Vivid Harmony: Prized by monks for its fantastic abilities, a *tunic of vivid harmony* is useless to all other classes. A *tunic of vibrant harmony* is entirely covered in vibrant, shimmering ribbons and strips of brightly colored cloth. These ribbons, during the normal course of the monk's unique style of twirling, rolling, and spinning movements during combat, cause her form to become *blurred*, as per the spell. The monk need not take any action for this effect to take place, it occurs automatically during her normal movement in

combat. The effect ends when combat ends, however, and cannot be activated in any other manner.

Further, during combat, all opponents entering into melee combat with the monk (including those performing flanking maneuvers) must make a Will save (DC 18) each round or become transfixed as per the spell *hypnotism* (regardless of HD level). This effect lasts for 1d4 rounds, and does not affect opponents engaging the monk with ranged weapons or spells.

Caster Level: 3rd; *Prerequisites:* Craft Arms and Armor, *blur, hypnotism*; *Market Price:* 16,500 gp; *Cost to Create:* 8,250 gp + 660 XP.

Paladin Armor

Armor of Faith: This +3 suit of full plate armor deals 2d6 points of holy (good) damage per round to any evil creature that strikes the wearer. A good character must wear this armor for its damage effect to activate. Evil characters that don this armor receive 2d6 points of holy damage per round until the armor is removed.

Caster Level: 9th; *Prerequisites:* Craft Magic Arms and Armor, *holy smite*; *Market Price:* 37,650 gp; *Cost to Create:* 19,650 gp + 1,440 XP.

Ranger Armor

Cloak of the Wolf: This thick wolfskin can be worn as a cloak over clothing or other types of armor. To most wearers it merely adds a +2 natural armor bonus. When worn by a character with at least one level in ranger or druid, or at least 4 ranks in Wilderness Lore, the true powers of the cloak become evident. In addition to the armor bonus, such a character, by pulling the head of the skin over his face, gains the Scent special quality, as well as low-light vision. Additionally, three times per day, the wearer can wrap the cloak fully around himself to polymorph into a wolf, as per the spell *polymorph self*. The wearer is not subject to disorientation when in wolf form.

Caster Level: 12; *Prerequisites:* Craft Magic Arms and Armor, *polymorph self*; *Market Price:* 20,160 gp; *Cost to Create:* 10,160 gp + 800 XP.

Rogue Armor

Subdermal Armor: This unique armor does not come in the form of a suit, but in that of a sickly green potion. Anyone imbibing this concoction begins to feel his skin thicken and harden. The new subdermal layer that forms is an effective natural armor, enchanted with an enhancement bonus and *undetectable*. The subdermal armor forms completely within two rounds after the potion is drunk. Subdermal armor is not apparent to outward inspection, and cannot be removed in any way short of a *limited wish* or similar magic. Creatures

that already have natural armor obtaining subdermal armor gain only the enhancement bonus of the subdermal armor, not the full effect. Subdermal armor does not stack with other magical forms of natural armor.

Maximum Dex Bonus: +8; Armor check penalty: 0; Arcane Spell Failure: 5%; Speed: (30ft.): 30ft. (20ft): 20ft.; Weight: 5lb.

Subdermal armor +1 – Natural Armor Bonus: +2

Caster Level: 5; Prerequisites: Brew Potion, barkskin;

Market Price: 9,000 gp; Cost to Create: 4,500 gp + 360 XP.

Subdermal armor +2 – Natural Armor Bonus: +3

Caster Level: 7; Prerequisites: Brew Potion, barkskin;

Market Price: 16,000 gp; Cost to Create: 8,000 gp + 640 XP.

Subdermal armor +3 – Natural Armor Bonus: +4

Caster Level: 10; Prerequisites: Brew Potion, barkskin;

Market Price: 25,000 gp; Cost to Create: 12,500 gp + 1,000 XP.

Subdermal armor +4 – Natural Armor Bonus: +5.

Caster Level: 13; Prerequisites: Brew Potion, barkskin;

Market Price: 36,000 gp; Cost to Create: 18,000 gp + 1,440 XP.

Subdermal armor +5 – Natural Armor Bonus: +6

Caster Level: 16; Prerequisites: Brew Potion, barkskin;

Market Price: 49,000 gp; Cost to Create: 24,500 gp + 1,960 XP.

Sorcerer/Wizard Armor

Robe of Focusing: This +3 enchanted armored robe is carefully wrought with blow-absorbing magics. The robe gives its wearer a +2 circumstance bonus to Concentration checks, as well as offering a basic damage reduction of 2 against all physical attacks.

Caster Level: 10th; Prerequisites: Craft Magic Arms and Armor, shield; Market Price: 25,895 gp; Cost to Create: 13,395 gp + 1,029 XP.

Tangled Web: This coveted set of stylish clothing is made from silken web cloth, and bears an enhancement bonus of +4. The wearer of the web gains a +6 insight bonus to all Spellcraft checks, and is completely protected from scrying and similar effects. Any such attempts made on the wearer of this garment automatically fail, and the wearer is notified of the attempt by a brief tingling sensation in his scalp.

Caster Level: 15th; Prerequisites: Craft Magic Arms and Armor, screen; Market Price: 65,970 gp; Cost to Create: 33,610 gp + 2,589 XP.

Leggings

Leggings are long strips of cloth or leather that are wrapped around the upper and lower legs. While a few wear them for fashion, most employ them to gain the benefits of the enchantments that can be set into them. These enchantments, while limited, do not

interfere with other worn enchanted items. Leggings take 1d4 rounds to equip, although they do not interfere with the body any more than ordinary clothing, and do not need to be removed in order to sleep comfortably. Leggings cannot be imbued with armor, natural armor, or armor enhancement bonuses, but can hold virtually any spell-like effect.

Leggings of Speed: These simple leather strips allow their wearer to move with unusual quickness. These leggings increase the wearer's base speed by 10 feet, and increase his Dexterity by an enhancement bonus of +2.

Caster Level: 5th; Prerequisites: Craft Magic Arms and Armor, haste; Market Price: 24,000 gp; Cost to Create: 12,000 gp + 960 XP.

Leggings of Balance: These leggings allow their wearer to remain standing no matter what the circumstances. The wearer cannot be tripped, or knocked prone. The wearer may still fall off of things, but always lands on his feet. Characters with these leggings remain standing even if killed or knocked unconscious. In addition, the wearer's Dexterity is increased by an enhancement bonus of +4.

Caster Level: 3rd; Prerequisites: Craft Magic Arms and Armor, hold person; Market Price: 12,000 gp; Cost to Create: 6,000 gp + 480 XP.

Leggings of Mobility: These leggings give their wearer the ability to *air walk*, allowing them to move virtually anywhere.

Caster Level: 7th; Prerequisites: Craft Magic Arms and Armor, air walk; Market Price: 56,000 gp; Cost to Create: 28,000 gp + 2,240 XP.

Miscellaneous Armors

The most skilled artificers do not sully their work with stock enchantments, preferring to forge true works of magical art. While the wearer of such a suit of armor may not think it art, he certainly is thankful when the artificer's ingenuity and dedication save his life. Some of the most useful protective items are outlined here.

Armor of the Wilderness: This +2 *cold resisting* studded leather armor bestows the benefits of the Track feat upon whoever dons it. If the wearer already possesses the Track feat, the armor grants a +4 competence bonus to all Wilderness Lore checks.

Caster Level: 6th; Prerequisites: Craft Magic Arms and Armor, endure elements, creator must have the track feat; Market Price: 27,175 gp; Cost to Create: 13,675 gp + 1,080 XP.

Banderskin: *Banderskins* are dirty, pale colored suits of +2 hide armor that always smell like a foul, musty cellar. Rumors say that such armor is in fact somehow infused with the skin of a bandersnatch – a horrible,

Armor

lurking creature that spends its time waiting to snatch folks from their basements (and detailed in *Minions: Fearsome Foes*). Wearers of this armor gain the burrowing movement of a bandersnatch (burrow 20 ft.), complete with its gruesome claws. These claws can be used as natural weapons, doing 1d8 points of damage per strike. Lastly, anyone wearing banderskin armor gains a +2 to any Will save or skill check when faced with a maze, riddle, or maze-like situation, such as with many physical puzzles.

Caster Level: 7th; Prerequisites: Craft Arms and Armor, animate dead, fresh corpse of a bandersnatch; Market Price: 33,165 gp; Cost to Create: 16,665 gp + 1,320 XP.

Battle Plate: Originally fashioned for mounted knights, battle plate appears as a simple breastplate, covering just the front and back of the wearer, and leaving the shoulders and arms uncovered. At the command of the user, the armor transforms into a suit of full plate mail. The changed armor gleams as if polished by the gods, easily drawing the eye of all within view. The layers of the armor are perfectly symmetrical, with the carved symbol of the sun adorning the center of the helmet. Initially crafted for humans, suits of battle plate can only be worn by Medium-size humanoids. Battle plate is made from a combination of adamantine and mithral. Even in breastplate form the armor is obviously of superior quality.

While in breastplate form the armor is only simple masterwork armor, radiating no magical aura if detected. This breastplate has an armor bonus of +4, a maximum Dexterity bonus of +4, an armor check penalty of -2, and an arcane spell failure of 20 percent. The armor's magical nature comes out only when in full plate form, when it gains a +3 enhancement bonus. In addition, the armor grants its wearer damage reduction of 15/+1.

Once transformed, battle plate covers the wearer's entire body from head to toe. All items worn are magically absorbed into the armor, and reappear again once it is deactivated. Only the objects held in the wearer's hands, such as a sword or a shield, remain uncovered after the armor is activated.

Caster Level: 13th; Prerequisite: Craft Magic Arms & Armor, shrink item, Nystul's undetectable aura, stonесkin; Market Price: 92,650 gp, Cost to Create: 51,150 gp + 3,240 XP.

Blur Armor: Ornate in appearance, this suit of +1 leather armor grants the wearer the *blur* spell-like ability three times per day.

Caster Level: 5th; Prerequisites: Craft Magic Arms and Armor, blur; Market Price: 11,960 gp; Cost to Create: 6,060 + 472 XP.

Falcon Spaulders: These ornate armored shoulder pieces have an enchantment bonus of +1. *Falcon spaulders* grant their wearer the ability to sprout a pair of beautiful, angelic wings once per day, which allow him to fly for a number of hours equal to his Wisdom modifier, with a minimum of one hour. Flying in this manner gives the wearer a speed of 70, and an average maneuverability rating.

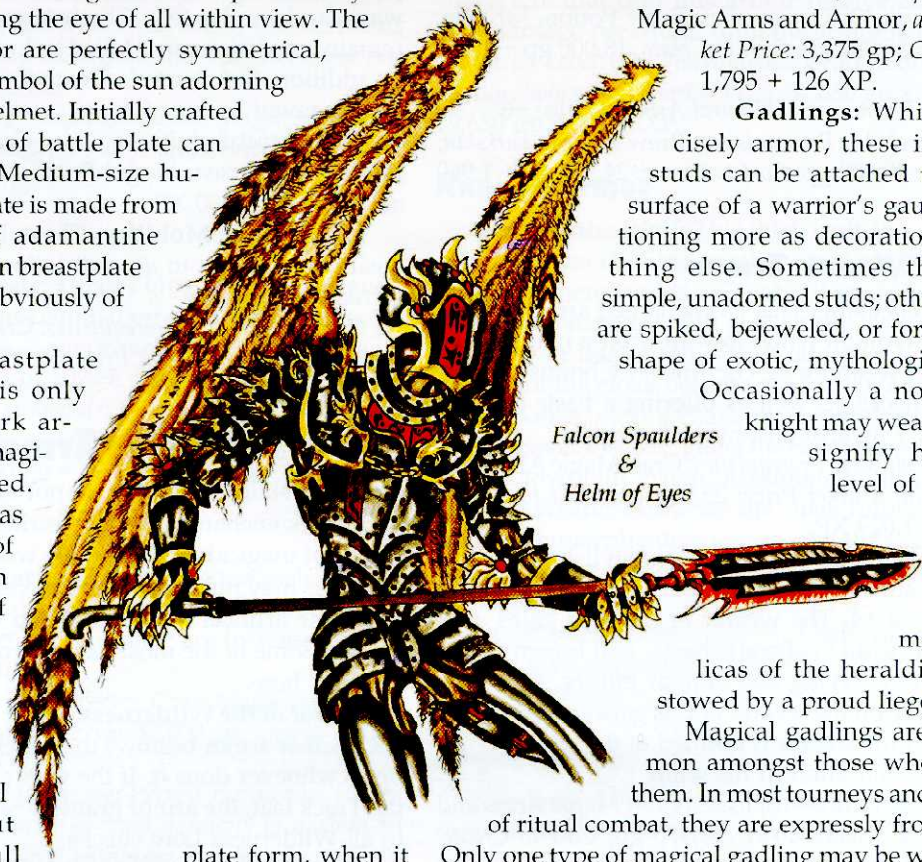
Caster Level: 3rd; Prerequisites: Craft Magic Arms and Armor, alter self; Market Price: 3,375 gp; Cost to Create: 1,795 + 126 XP.

Gadlings: While not precisely armor, these iron or steel studs can be attached to the outer surface of a warrior's gauntlets, functioning more as decoration than anything else. Sometimes they remain simple, unadorned studs; other times they are spiked, bejeweled, or forged into the shape of exotic, mythological animals.


Occasionally a noble lord or knight may wear gadlings to signify his rank or level of accomplishment, their gadlings functioning as diminutive replicas of the heraldic crests bestowed by a proud liege.

Magical gadlings are quite common amongst those who can afford them. In most tourneys and other kinds of ritual combat, they are expressly frowned upon. Only one type of magical gadling may be worked into a single gauntlet. Magical gadlings can be added to magical gauntlets, allowing both enchantments to still function. The following are but a few of the many types of available magical gadlings:

Mirrored Gadlings: These are highly polished and enchanted gadlings that serve to blind one's opponent in battle. Once per day, the wearer may invoke their magic, causing a painful burst of light that can be aimed



*Falcon Spaulders
&
Helm of Eyes*



straight at a designated foe, who must make a successful Reflex save (DC 15) or be blinded for 1d4 rounds.

Caster Level: 3rd; **Prerequisites:** Craft Magic Arms and Armor, *daylight*; **Market Price:** 2,160 gp; **Cost to Create:** 1,080 gp + 86 XP.

Bracing Gadlings: These are simple, almost primitive, bits of carved wood. Once per day, the wearer may call on them to lend him strength, giving him a +2 enhancement bonus to his Strength score for the next four rounds.

Caster Level: 3rd; **Prerequisites:** Craft Magic Arms and Armor, *bull's strength*; **Market Price:** 2,160 gp; **Cost to Create:** 1,080 gp + 86 XP.

Gadlings of the Cheetah: Once per day these gadlings can confer upon their wearer an enhanced speed, giving her a +2 Dexterity bonus and an improved movement rating of 50 feet for 10 minutes. They are composed of small tufts of yellow-orange fur bound to light, fragile pieces of gold quartz.

Caster Level: 3rd; **Prerequisites:** Craft Magic Arms and Armor, *cat's grace*; **Market Price:** 2,160 gp; **Cost to Create:** 1,080 gp + 86 XP.

Gadlings of Resistance: Once per day, these gadlings grant can their wearer a +1 morale bonus to all saving throws for up to 10 minutes. Twelve carved stone gadlings must be attached to a gauntlet in order to enchant it in this manner.

Caster Level: 3rd; **Prerequisites:** Craft Magic Arms and Armor, *bless*; **Market Price:** 1,080 gp; **Cost to Create:** 540 gp + 43 XP.

Helm of Eyes: A *helm of eyes* is a full-faced iron helm that covers the eyes and upper bridge of the nose of the wearer, making him entirely dependent of the magic of the helm to see.

The helm adds a +2 deflection bonus to the armor class of the wearer. The wearer also gains *blindsight* (range 60 feet), and an additional +10 insight bonus to all Search and Spot checks. The helm protects the wearer from being blinded or hampered by bright light or by spells such as *light*, *daylight*, or *continual flame*. Once per day the helm grants it wearer the power of *true seeing*.

Crafting a *helm of eyes* is complicated. The use of poor spell components in the crafting has produced many cursed versions of this magic item. There is a 20 percent chance for a *helm of eyes* to be defective in design. For every day a defective helm is worn there is a cumulative 1 percent chance that the wearer loses her sight and become completely dependent on the item in order to see. As long as the wearer is in possession of the helm this blindness cannot be cured (even magically, as with *remove blindness*).

Caster Level: 11th; **Prerequisite:** Craft Magic Arms & Armor, *darkvision*, *true sight*; **Market Price:** 91,820 gp, **Cost to Create:** 45,910 gp + 3,673 XP; **Weight:** 2 lb.

Mantle of Light: This delicate robe is made of broad rays of pure sunlight. The robe is entirely weightless, and feels completely immaterial when worn, offering no armor check, Dex bonus, or arcane spell failure penalties. The *mantle of light* grants its wearer a +4 enhancement bonus to his armor class. Also, the wearer may cast *light* at will, as well as *sunburst* and *searing light* once per day. If the wearer is of good alignment, he can also cast *cure serious wounds* three times per day, *heal* once a day, and receives fast healing 1.

The mantle only functions in real sunlight or under the effect of a *daylight* spell, and fades away, becoming transparent if the wearer remains out of such light for more than three hours. When faded, neither the AC bonus, the spell like powers, nor the fast healing effect functions. Once bathed in light again, the mantle reactivates, but fades immediately if removed from the light, unless it is fully recharged by exposing it to at least a full hour of direct sunlight.

Caster Level: 15th; **Prerequisites:** Craft Magic Arms and Armor, Craft Wondrous Item, *sunburst*, *heal*, *negative energy protection*, *daylight*, must be created in broad daylight. **Market Price:** 134,900 gp; **Cost to Create:** 67,450 gp + 5,396 XP.

Orle of Dominion: An orle is a metal wreath or circlet placed on the crown of an armored helm as a badge of royalty or command. Usually, it is forged to resemble a ring of ivy leaves or entwined branches. Elves are particularly fond of orle's, especially magical ones made from three entwined gold vines, wafer thin platinum ivy leaves and tiny antlers that protrude out at regular intervals. Dwarf orles are crafted to look like crowns and orc orles, not surprisingly, are actually made from the finger bones of their enemies.

The *orle of dominion* is enchanted to give its wearer a palpable aura of authority, allowing her to cast her voice over the wide swath of troops under command, to lift their spirits and to bind their purpose by her words. Whenever she addresses her army while equipped with the orle, her voice carries loudly to the farthest perimeter of the battlefield, regardless of distance. The orle gives its wearer a +1 deflection bonus to her AC, and once per day allows her to cast the following spell-like abilities: *bless*, *aid*, and *prayer*. All three have an enhanced range of 100 feet per level of the wearer, affecting all allies within it.

Caster Level: 7th; **Prerequisites:** Craft Magic Arms and Armor, *aid*, *bless*, *prayer*, *shout*; **Market Price:** 45,750 gp; **Cost to Create:** 22,875 + 1,830 XP; **Weight:** 1 lb.

Owl Gorget: *Owl gorgets* come from the northlands and are characterized by the primitive runes and pictograms embossed on their outer surfaces. With the right command word, once per day the runes bestow upon the *gorget's* wearer the ability to shape change into an owl. The armor does possess some small amount of

protective enchantment. When equipped, the wearer receives a +1 enhancement Armor Class bonus, a +2 enhancement bonus to her Wisdom, and the disturbing ability to turn her head completely around.

Caster Level: 7th; *Prerequisites:* Craft Magic Arms and Armor, *polymorph self*; *Market Price:* 13,800 gp; *Cost to Create:* 6,980 + 546 XP; *Weight:* 1 lb.

Sycophant: *Sycophantic* armor is not actually crafted, but is instead an actual living, symbiotic creature. Often, these creatures, known generally as *sycophants*, attempt to bond with a living host by mimicking regular suits of armor or shields. It is only after an individual dons such a suit of living armor or shield that she learns of its true nature.

Once donned, the *sycophant* becomes translucent, ooze-like, and mobile, covering the character from head to toe in a mere instant. This causes no damage to the wearer (but may well cause a measure of confusion and alarm) and is essentially the *sycophant* bonding with its new host. From such a point onward, the *sycophant* acts as a sentient part of the wearer and strives to protect her at all costs.

The older the *sycophant*, the more powerful, but even the most juvenile *sycophant* confers a +1 to the wearer's (or wielder's) armor class. Most convey a +6 armor bonus and a +2 resistance bonus to all saving throws. The most powerful of *sycophants* convey a +12 armor bonus and a +4 saving throw bonus to their wearers.

Only one *sycophant* can inhabit the body of a host at a single time. While *sycophants* are technically non-intelligent, their actions do seem to denote complex thought. However, this is merely the reactive and pre-programmed nature of these strange and alien creatures.

While the normal state of the *sycophant* is actually to reside within the physical form of its host, it emerges as a translucent suit of armor (or shield, in the case of shield *sycophants*) when expelled or upon the death of its host. *Sycophants* are considered light armor and cause no encumbrance, however, the host does experience an increased desire to eat and must consume twice her daily amount of food and water to sate both her hunger and the hunger of the *sycophant*.

Sycophants can be willingly forced out of a host through both a test of the strength of one's will and one's body. If a successful Will save (DC 28) is made, followed by a successful Fortitude save (DC 25), the *sycophant* is expelled. Expelled *sycophants* immediately morph back into their shield or armor form.

Although they loathe doing so, *sycophants* can voluntarily move from one host to another. A *sycophant* can also be removed from a host by casting *remove curse* upon it. However, this is tantamount to ripping it out of the wearer, and therefore, the host must make a Will

Sycophant Armor

Medium*	Major*	Armor Bonus	Save Bonus
1		+1	+0
2		+2	+0
3		+3	+1
4		+4	+1
5	1	+5	+1
6	2	+6	+2
7	3	+7	+2
8	4	+8	+2
	5	+9	+3
	6	+10	+3
	7	+11	+3
	8	+12	+4

* Roll 1d8

save (DC 20) or suffer 1d4 points of temporary Wisdom damage.

It is also important to note that *sycophants* cannot bond with undead or non-corporeal creatures.

Maximum Dex Bonus: +6; *Armor check penalty:* -1; *Arcane Spell Failure:* 15%; *Speed:* (30 ft.); 30 ft. (20ft): 20 ft.; *Weight:* 15 lb.

Caster Level: n/a; *Prerequisites:* n/a; *Market Value:* 3,500 gp per point of armor bonus granted.

Valkyrie Armor: This unusual suit of +3 *weightless* full plate armor appears to be crafted for a human female. *Valkyrie armor* normally functions only for females, but males who don it are in for a surprise when their armor transforms them into females. Once the armor is removed, this effect can be reversed by *remove curse*. Female characters that equip this finely sculpted suit are able to fly into a rage twice a day, receiving a +4 enhancement bonus to Strength and Dexterity and a +2 morale bonus to all saving throws. This effect lasts 2–20 rounds. Also, once per day, anyone wearing this armor can cast *lightning bolt* and *phantom steed*.

Caster Level: 12th; *Prerequisites:* Craft Magic Arms and Armor, *polymorph other*, *lightning bolt*, *phantom steed*, *bull's strength*; *Market Price:* 54,370 gp; *Cost to Create:* 28,010 gp + 2,109 XP.

Werearmor: This +3 suit of *weightless* chainmail magically camouflages itself when worn to look like simple clothing. If the wearer of this armor ever changes shape, either through means of *polymorphing* type magic or through lycanthropy, the armor reshapes and resizes itself to fit his new form. In addition, the armor can camouflage itself when it changes shape, appearing as fur, hide, scales, or whatever is appropriate for the form taken.

Caster Level: 10th; *Prerequisites:* Craft Magic Arms and Armor, *levitate*, *alter self*; *Market Price:* 36,300 gp; *Cost to Create:* 18,300 gp + 1,440 XP.

Mobility in Combat

The ability to move around quickly on the battlefield is essential, and a few items already presented in core rules supplements made movement in combat a bargain. By changing your campaign to use the following altered magical items, movement will once again become a commodity.

Boots of Striding and Springing: The wearer of these boots increases her base speed by the amount listed. The base speed is then modified based on the armor worn and any other modifiers. In addition to this striding ability, these boots allow the wearer to make great leaps. She can jump with a +10 competence bonus to Jump checks, and the wearer's jumping distance is not limited by her height.

Caster Level: 3rd; *Prerequisites:* Craft Wondrous Item, expeditious retreat, jump; *Market Price:* 6,000 gp (+10), 9,000 gp (+20), 18,000 gp (+30), 36,000 gp (+40); *Weight:* 1 lb.

Horseshoes of Speed: These iron shoes come in sets of four like ordinary horseshoes. When affixed to a horse's hooves, they increase animal's speed as listed. Modifiers for barding are calculated after adjusting the animal's base speed. All four shoes must be worn by the same animal for the magic to be effective.

Caster Level: 5th; *Prerequisites:* Craft Wondrous Item, haste; *Market Price:* 3,000 gp (+20), 12,000 (+40), 24,000 gp (+60); *Weight:* 3 lb. each.

Racial Masks

In ages lost, it was customary for gladiatorial combatants to enter the arena masked so as to hide their identities. As this custom evolved, the masks were given powerful enchantments to aid these warriors in battle. Over the centuries, the custom was forgotten, but the tradition of enchanting masks remained. Each race that still crafts masks has developed its own style and purpose for the items, many races moving away from combat uses altogether. The most common types of these racial masks are detailed below.

Racial masks do not bestow armor bonuses or penalties if used with conventional armor, they simply replace the helmets provided with the armor. If used without other armor, racial masks have the following properties in addition to those detailed:

Armor Bonus: +1; *Maximum Dex Bonus:* n/a; *Armor check penalty:* 0; *Arcane Spell Failure:* 10%; *Speed:* (30 ft.): 30 ft. (20 ft.): 20 ft.; *Weight:* 5lb.

Mask of the Asherake: The masks used by the asherake (detailed in the *Minions: Fearsome Foes* book) are designed to intimidate and frighten their opponents in battle. Anyone wearing one of these masks gains a

+6 morale bonus to his intimidation checks, and is able to cast the spell *fear* twice per day.

Caster Level: 7; *Prerequisites:* Craft Magic Arms and Armor, *fear*; *Market Price:* 20,880 gp; *Cost to Create:* 10,440 gp + 835 XP.

Mask of the Dover: Dover masks are fairly straightforward creations, intended for warriors and sentries. The mask of the dover provides a +3 deflection bonus to the wearer's AC, as well as a +6 insight bonus to listen checks. Dovers are concerned about their creations falling into the wrong hands. Any non-good creature donning this mask finds its powers reversed, the mask giving him a -3 and -6 penalty to AC and Listen checks, respectively.

Caster Level: 9th; *Prerequisites:* Craft Magic Arms and Armor, *mage armor*; *Market Price:* 18,720 gp; *Cost to Create:* 9,360 gp + 749 XP.

Dwarven Mask: Dwarves use their masks to augment their physical toughness with magical resistance. This mask provides its wearer with spell resistance of 15 and a luck bonus of +3 on all Will saving throws.

Caster Level: 15th; *Prerequisites:* Craft Magic Arms and Armor, *spell resistance*; *Market Price:* 39,000 gp; *Cost to Create:* 19,000 gp + 1,560 XP.

Elven Mask: Elven mages typically craft their masks in order to assist elves in dealing with their natural environments. Wearers of elven masks gain a +6 insight bonus to all Listen and Spot checks. In addition, they gain *darkvision* of 60 feet, and can *pass without trace* at all times.

Caster Level: 4th; *Prerequisites:* Craft Magic Arms and Armor, *darkvision*, *pass without trace*; *Market Price:* 23,260 gp; *Cost to Create:* 11,630 gp + 930 XP.

Mask of the Gnomes: Gnomes design their masks more for protection during tinkering and crafting than during combat. These sturdy masks are airtight, and the air supply for the wearer is magically created, protecting him from poison gasses and other airborne hazards, as well as allowing him to breathe underwater. The wearers eyes are protected with sturdy lenses that

Table 12: Racial Masks

d8	Mask Type	Market Price
1	Mask of the Dover	18,720gp
2	Mask of the Asherake	20,880gp
3	Mask of Humanity	22,000gp
4	Elven Mask	23,260gp
5	Orcish Mask	30,720gp
6	Mask of the Nightlings	31,440gp
7	Dwarven Mask	39,000gp
8	Mask of the Gnomes	49,000gp

automatically shut and darken when appropriate, preventing the wearer from being hampered or blinded by light effects, and offering a +4 circumstance bonus to saving throws vs. gaze type attacks.

Caster Level: 5th; Prerequisites: Craft Magic Arms and Armor, darkness, water breathing; Market Price: 49,000 gp; Cost to Create: 24,500 gp + 1,960 XP.

Mask of Humanity: Human craftsmen create their masks to impress both friend and foe alike. The Charisma score of anyone wearing one of these masks receives an enhancement bonus of +4. Additionally, the wearer receives a morale bonus of +1 to all attack and damage rolls, and a +4 morale bonus to all fear based saving throws.

Caster Level: 5th; Prerequisites: Craft Magic Arms and Armor, bless; Market Price: 22,000 gp; Cost to Create: 11,000 gp + 880 XP.

Mask of the Nightlings: Nightlings rarely craft magical items, but when they do, the items are always intended to assist them in their lazy thieving life-style. These masks provide their wearers with magical suste-

nance, preventing them from ever having to eat or drink. These masks are highly prized by the nightlings, as possession of one means that a person need never do anything at all. Additionally, the masks bestow a +6 luck bonus to Hide and Move Silently skill checks.

Caster Level: 5th; Prerequisites: Craft Magic Arms and Armor, create food and water; Market Price: 31,440 gp; Cost to Create: 15,720 gp + 1,258 XP.

Orcish Mask: Like the asherake, the orcs use their masks to make themselves seem more ferocious in battle. The wearer of an *orcish mask* is given an illusionary appearance of being one size class larger than he really is. This effect gives the wearer's attackers a 20% miss chance. Additionally, the mask adds a +6 morale bonus to its wearer's intimidation checks.

Caster Level: 5th; Prerequisites: Craft Magic Arms and Armor, major image; Market Price: 30,720 gp; Cost to Create: 15,360 gp + 1,229 XP.

Racial Masks



Elf Mask



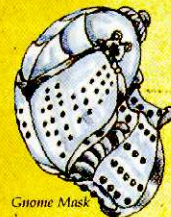
Asherake Mask



Nightling Mask



Orc Mask



Gnome Mask



Dover Mask



Dwarf Mask



Human Mask

Shields

A shield is the perfect companion to a suit of armor. It allows its wielder mobile protection from blows and allows her to cover the weak spots in her defense. Described here are a number of magical shields available to the cautious adventurer.

Arm Shield: This device appears as a large gauntlet that extends up to the elbow. It is made out of linked plates of adamantine. Whenever a weapon is held in the hand wearing the *arm shield*, it cannot be removed, except by the will of the bearer. This power remains, even during unconsciousness or death.

When a command word is spoken, the second power activates, as long as nothing is held in the gauntlet hand. The outer plates of the *arm shield* expand to form a large adamantine shield +1 (effectively +2 due to the material). Usually the standard of a deity is found on the shield's face.

This item can be worn over bracers or gloves, but magical varieties do not function while the *arm shield* is in place. Also, the *arm shield* cannot be worn with full suits of armor (plate, field plate, etc.) unless the armor is altered to only reach the elbow on the proper side. *Arm shields* are made for both hands (01-75 are left handed, 76-00 are right handed) and can be worn on each arm, but are always found individually.

Caster Level: 6th; *Prerequisites:* Craft Magic Arms and Armor, magic weapon, shield; *Market Price:* 6,170 gp; *Cost to Create:* 4,170 gp + 160 XP.

Force Buckler: This +2 buckler continually projects a field of magical force that effectively protects the wielder as if it was a large steel shield, but still only hampers her like a masterwork buckler.

Caster Level: 6th; *Prerequisites:* Craft Magic Arms and Armor, shield; *Market Price:* 6,165 gp; *Cost to Create:* 3,165 gp + 240 XP.

Shield of the Arcane Sentinel: This large, round steel shield has a +3 enchantment bonus. Typically fashioned with the visage of a noble centurion or guardian on its front side, the shield can cast *minor globe of invulnerability* once per day.

Caster Level: 9th; *Prerequisites:* Craft Magic Arms and Armor, *minor globe of invulnerability*; *Market Price:* 22,030 gp; *Cost to Create:* 11,050 + 878 XP.

Artifacts

Although all magical items require complex rituals to create, some involve enchantments so arcane and bizarre that they may never again be duplicated, even by the most powerful of wizards. Such artifacts are one of a kind, and possession of one is always as much of a curse as a blessing.

Minor Artifacts

Bandoleer of Swords: It is unknown who developed the *Bandoleer of Swords* or for what end it was created. Mages and craftsman have tried to duplicate the bandoleer time and time again, with little success. Most sages believe it to have been crafted by a demon on some distant plane.

The *Bandoleer of Swords* is a black leather vestment that covers the wearer's chest, back, shoulders, and a small portion of his arms. Mithral clasps fasten in the front, and can only be opened by the wearer (unless he or she is dead). On each chest flap is six narrow slits, the openings of which are lined with a golden weave in a crescent pattern. The vestment also has two pockets, one on each side, directly below the slits. The bandoleer serves as +3 leather armor, and magically conforms to the wearer's form if he is of Small or Medium size.

The most obvious feature of the bandoleer is its ability to carry swords. The bandoleer can carry up to a dozen swords by shrinking them to fit into its chest slits. Even magical blades can be stowed when their tips are pressed into the golden weave of the vest. Once secure in the bandoleer, the swords are indistinguishable from ordinary daggers. In addition, whenever desired, any desired blade from the *Bandoleer of Swords* can be *teleported* into the wearer's hand. This ability occurs at the speed of thought and is a free action.

Both of the two pockets have magical properties as well. The left pocket functions as nondimensional space, the same as a *bag of holding*. It can carry up to 50 pounds in weight and 15 cubic feet in volume. The properties of the pocket and how it functions follow the same rules as a *bag of holding*. Only the wearer of the bandoleer can pull items from the pocket; to all others it appears empty.

The right pocket activates magical items placed in it. The pocket can hold items such as rings, brooches, necklaces, etc. Anything larger than a man's fist is too big for the pocket to hold. Any item placed in the pocket is considered "worn" by the user. No more than three items can be placed in the pocket and function at the same time.

For warriors who know of its existence, the *Bandoleer of Swords* is a highly prized item. Rumors speak of a prince who once opened the coffers of his country, to the tune of 500,000 gold pieces, to buy the item from a mercenary who stumbled across it. The full history of the bandoleer, however, is considerably bloodier. Those who possess the item soon become the targets of thieves, assassins, and powerful sorcerers who wish to know its secrets and use its power.

Caster Level: 18th; *Weight:* 10 lb.

Major Artifacts

Mail of the Knük: Centuries ago, the *Mail of the Knük* was pulled out of the depths of an ancient ruin by a group of human adventurers. Although obviously a powerful device, this *weightless* suit of *morbius* mail was considered more of a curiosity than a useful device, mostly because of the extra pair of arms that dangled just below the first set. The armor made its way around various collector circles, and eventually was purchased by an ambitious warrior-king. This king had received a vision that the armor would make him invincible and his empire mighty. He called forth the greatest enchanters and mages of the land, and compelled them to all work together to study the armor and to augment its ancient magics.

The armor had originally been created for a knük emperor, and was fabled to have been a gift from Shiv himself, the knük god of war and valor. The armor had allowed the conqueror to form his enormous empire, and was considered a sacred relic by the knük, who long thought it lost.

The enchantments placed upon the mail by the king's magicians brought the extra arms of the suit to life, allowing the king to wield four weapons at once in battle. The ancient knük enchantments on the armor remained, making him nearly invulnerable. After expanding his empire to enormous proportions, the king was finally slain by his consort, a secret assassin for the rebel forces than soon overran the capital. The empty knük armor was declared unholy by the rebel leaders, and was cast out of the world entirely through a mystical gate. The current location of the armor is unknown.

The *Mail of the Knük* offers a humanoid wearer an extra pair of magical arms. These arms can be controlled by the wearer without causing him confusion of any kind, and without interfering with his other limbs. If these arms are equipped with weapons, the wearer gains two extra attacks each round at his base attack

bonus. The wearer receives no penalties for using these arms, and is not considered to be fighting with two weapons or using an off-hand. The arms can even be used to attack while the wearer's own arms cast spells, allowing the wearer to cast in melee combat without drawing an attack of opportunity. If the arms are not supplied with weapons, each one can perform a single standard action each round. These magical arms have a Strength of 20.

In addition to the arms, the original knük enchantments still hold. The knük mail has an enhancement bonus of +5, giving it an overall armor bonus of +12. The armor is also entirely *weightless*, giving it no armor check penalty, allowing a maximum Dexterity bonus of +7 and an arcane spell failure percentage of 15. The wearer's movement rating is not hampered by the armor in any way. The blessing of Shiv still hangs over the mail, allowing its wearer to benefit from the effects of *foresight* at all times. Additionally, the

wearer's soul cannot leave

his body while the armor is equipped, preventing death by

any means. To assist in such

matters, the armor

provides powerful re-

generation

magics, healing the

wearer at a

rate of 5 hit points per round, even

past the point of what normally would

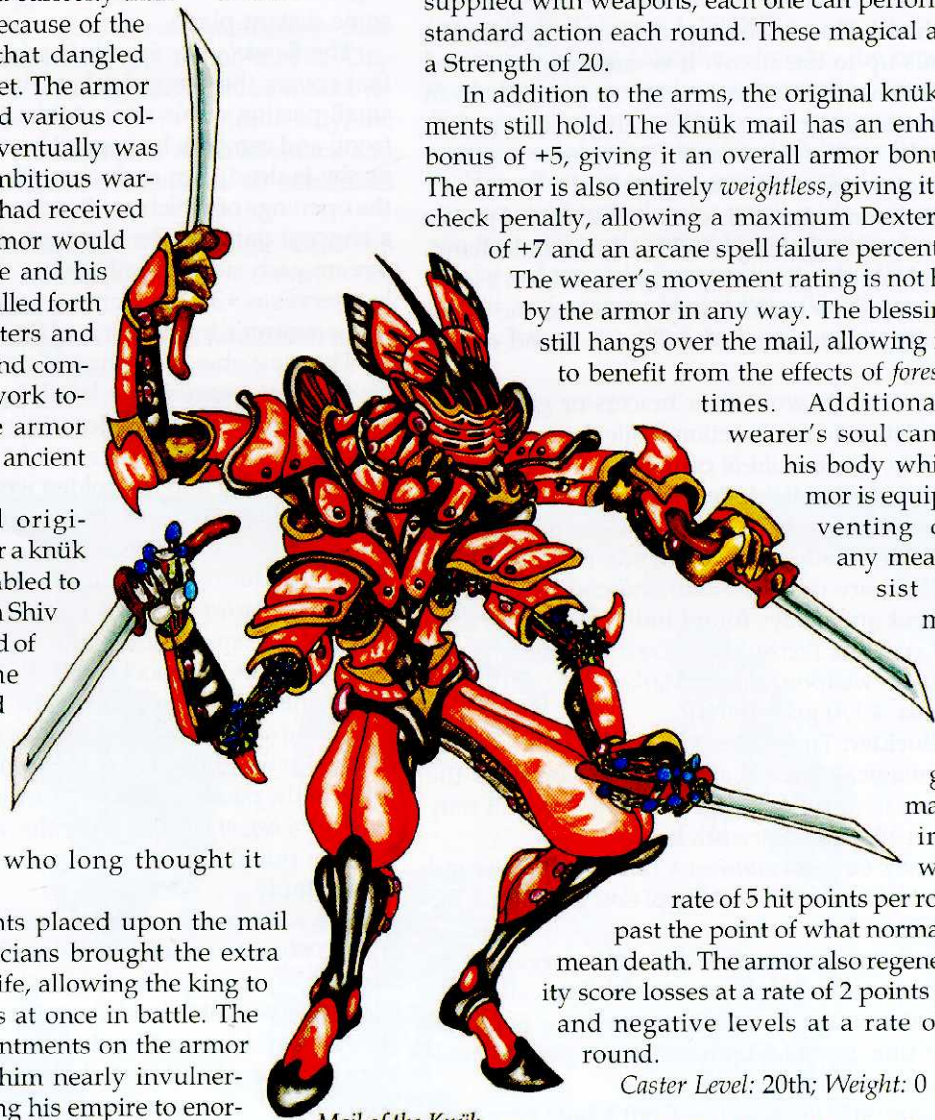
mean death. The armor also regenerates ability

score losses at a rate of 2 points per round

and negative levels at a rate of one per

round.

Caster Level: 20th; Weight: 0 lb.



Mail of the Knük

Optional Rules for Armor

The following optional rules are meant to add a bit more realism to the game for those who crave it. Use them if desired.

Armor as Damage Reduction

It's fairly clear that wearing armor does not make targets harder to hit, it simply means that they take less damage from the blows that do strike them. The armor as damage reduction optional rule takes this into account, adding perhaps a bit of realism to the system.

The rule is simply as follows: Armor bonuses and armor enhancement bonuses do not affect the wearer's armor class in any way. Instead, the armor's bonus is applied as a damage reduction to all hits that a character takes.

For example, a fighter wearing chainmail is just as easy to hit as one without any kind of armor. If both warriors are struck with a warhammer for six points of damage, the one in chainmail takes only 1 point, while the unarmored one takes the full 6 points.

When using armor as damage reduction, critical hits must be altered slightly. Under these rules, critical multipliers are reduced by 1, and critical hits ignore all damage reduction from armor. A dagger, for example, does 1d4 on a critical to someone with armor on, and a greataxe does 1d12, doubled.

Note that with this system a paladin in full plate armor cannot take damage from a longsword unless she receives a critical blow. This effect emphasizes the fact that critical hits represent finding a chink or a weak spot in an opponent's armor. As this tends to make fighting an armored opponent difficult, many combatants choose to take careful aim at these chinks. Such swings, if successful ignore the damage reduction of the armor, and do full critical damages. However these attacks are made at a severe penalty to hit. These circumstance penalties depend on the category of the armor worn and are as follows:

Light Armor	-4 to hit
Medium Armor	-7 to hit
Heavy Armor	-10 to hit

Enhancement bonuses made to armor add both to the damage reduction and to the penalties above.

Unless the optional shield parry rule (see below) is used, a shield under the damage reduction rules works essentially as a piece of light armor, although rules for tower shields remain unchanged. There are a few exceptions however. Shields do not provide damage reduction against flanking attacks, and critical hits pass through shields without their multipliers being reduced, unless the bearer of the shield is also wearing armor.

Shield Parries

A fighter with a shield is essentially no different from one with two weapons, only that one of the weapons is used to block blows instead of attack. Under the optional shield parry rules, instead of simply holding a shield in front of him as cover, a character has the option of using it as in a counterattack against some of the blows that come at him each round. A shield used in this manner is treated just as if the wielder is

fighting with two weapons, the off-hand weapon being light. The character can make a number of counterattacks each round equal to the number of attacks he would be able to make with an off-hand weapon.

A counterattack must be made on an opponents turn, and it must be declared before the die roll for the opponent's attack is made. The value of a counterattack is calculated as follows: base attack bonus + Dexterity modifier + armor bonus of shield + enhancement bonus of shield. If the value of a counterattack exceeds the attack roll being countered, the attack is considered blocked.

A blocked attack may still do damage. A shield can only stop so much damage. If the blocked attack roll is sufficient to hit the armor class of the shield's wielder, apply the shield's damage reduction (see below) to the attack. Any damage left over is still taken by the shield holder.

Shield Type	Damage Reduction
Parrying Weapon	10
Tiny Shield (Buckler)	10
Small Shield	15
Large Shield	20

The wielder of a shield can opt not to counterattack on any given round, instead simply holding the shield against his body as if it were armor. In this case, no penalties are applied for using two weapons, and the normal rules for shields should be used.

An off-hand weapon can be used to parry blows just as a shield can. This works exactly as stated above, except no armor bonus is applied to counterattacks, and the weapon cannot be held against the body as armor.

Martial Constructs

One extremely useful enchantment for an item is to give it the ability to wield itself. The following section details some of the more unusual types of arms and armor: golems.

Amulet Servitors

Amulet servitors are constructs designed to be concealed when not in use, collapsing to form a small amulet of tightly wound metal. When activated by command word or previously designated condition (such as "when the wearer is attacked"), the amulet servitor drops to the ground, expands outwards to its full form,

and carries out its mission to the best of its ability. Activating an amulet servitor is a standard action, although the servitor can act immediately upon expanding. The servitors are only created for two purposes: to defend (guardian servitors) and to assassinate (killer servitors). Two kinds of killer amulet servitors are known to exist, greater killers and lesser killers. Only one type of guardian amulet servitor has ever been encountered.

Guardian Amulet Servitor

Medium-Size Construct

Hit Dice: 6d10 (33 hp)

Initiative: +1 (Dex)

Speed: 30 ft.

AC: 17 (+1 Dex, +6 natural)

Attacks: 2 claw blades +5

Damage: Claw blade 1d8+1

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Qualities: Construct, cure minor wounds, damage reduction 10/+1, guard

Saves: Fort +2, Ref +3, Will +2

Abilities: Str 13, Dex 13, Con —, Int —, Wis 10, Cha 1

Climate/Terrain: Any

Organization: Solitary (Servitor)

Challenge Rating: 3

Treasure: None

Alignment: Always neutral

Advancement: 7-9 HD (Medium-size); 10-18 HD (Large)

When in amulet form, a guardian amulet servitor is a small disk, about six inches in diameter and three inches thick, weighing four pounds. The disk is made of tightly bound silver wire. When activated, the amulet expands to form a skeletal humanoid of silver metal with a baton in place of a head and two long claw-like blades instead of arms. An expanded guardian servitor is extremely lightweight, but also surprisingly hard and rigid.

Combat

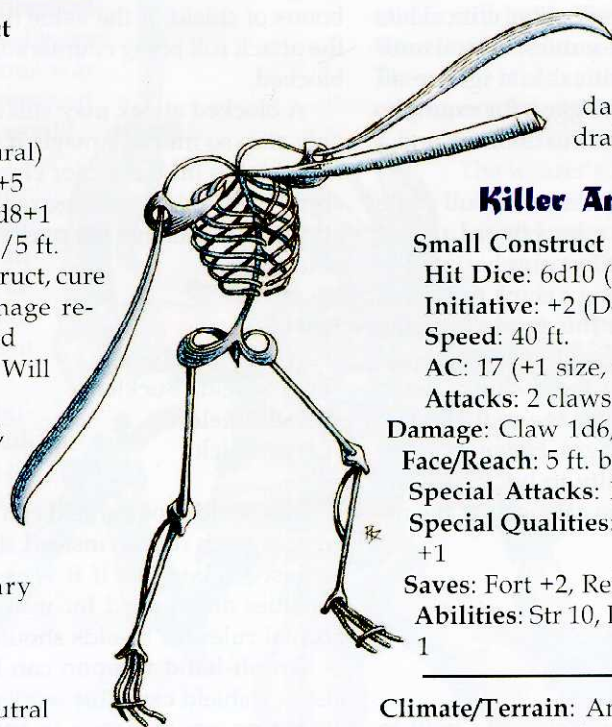
The servitor stands as close as possible to its master and defends him. It uses its claws to attack while its baton sweeps back and forth to deflect attacks directed against its master. The servitor fights until destroyed, until all threats to its master have been eliminated, or

until a second command word is given, returning it to its collapsed form.

Cure Minor Wounds (Su): Once per day as a free action, a guardian servitor can cast *cure minor wounds* on its master. Guardian servitors use this power to stabilize their master if he is dying.

Guard (Ex): Whenever the guardian servitor is within five feet of its master, he receives a +2 deflection bonus to AC.

Construct: Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.



Killer Amulet Servitor, Lesser

Small Construct

Hit Dice: 6d10 (33 hp)

Initiative: +2 (Dex)

Speed: 40 ft.

AC: 17 (+1 size, +2 Dex, +4 natural)

Attacks: 2 claws +5 melee, or gore +5 melee

Damage: Claw 1d6, gore 1d8 plus poison

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Poison

Special Qualities: Construct, damage reduction 10/+1

Saves: Fort +2, Ref +4, Will +2

Abilities: Str 10, Dex 15, Con —, Int —, Wis 10, Cha 1

Climate/Terrain: Any

Organization: Solitary (Servitor)

Challenge Rating: 4

Treasure: None

Alignment: Always neutral

Advancement: 7-8 HD (Small); 9-12 HD (Medium-size)

In amulet form, a lesser killer amulet servitor is a two pound disk of intertwined brass and silvery-colored metals with sharp, jagged edges. When activated, a lesser killer amulet servitor expands to form a skeletal metal body about the same size as a large dog. Two vicious claws extend forward off its front shoulders and a large poisonous spike takes the place of a head. A lesser killer amulet servitor may be thrown as a grenade-like weapon with a range increment of 10 feet. On a successful hit, the killer amulet servitor expands and attacks immediately; otherwise, it expands wherever it scatters and charges its target. Killer amulet servitors must have a specific target designated when activated or else they stand still awaiting their master's command.

Combat

A killer amulet servitor attacks its designated target to the exclusion of all others, ignoring other threats in an effort to kill its prey. Once rendering its target helpless, it spends a full-round action to deliver a coup-de-grace on the target. After the target is dead, the servitor simply defends itself from attacks unless a second target is designated by the amulet's owner.

Poison (Ex): A killer amulet servitor has a potent poison in its horn designed to speed the death of its targets. The poison (DC 16) inflicts initial and secondary damage of 1d4 temporary Constitution ability damage.

Construct: Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Killer Amulet Servitor, Greater

Large Construct

Hit Dice: 16d10 (88 hp)

Initiative: -1 (Dex)

Speed: 40 ft.

AC: 26 (-1 size, -1 Dex, +18 natural)

Attacks: 4 claws +17, gore +12

Damage: Claw 1d10+6; gore 1d12+3 plus poison

Face/Reach: 5 ft. by 10 ft./10 ft.

Special Attacks: Poison, improved grab, constriction, activation attack

Special Qualities: Construct, damage reduction 50/+3, haste, spell resistance 30, soul bind

Saves: Fort +5, Ref +4, Will +5

Abilities: Str 22, Dex 8, Con —, Int —, Wis 10, Cha 1

Climate/Terrain: Any

Organization: Solitary (Servitor)

Challenge Rating: 14

Treasure: None

Alignment: Always neutral

Advancement: 17-24 HD (Large); 25-32 HD (Huge)

Unlike the other amulet servitors, a greater killer amulet servitor's collapsed form is not an amulet. Rather, a greater killer amulet servitor collapses to a two-foot long cylinder of tightly wrapped metal wires weighing about 10 pounds. When deployed, a greater killer amulet servitor takes the shape of a large horse, with four sharp blades protruding forward from the shoulders and back of the servitor, and a sharp spike in place of the head. Embedded in the center of the killer amulet

servitor's spine is a massive black sapphire. Although a greater killer amulet servitor can simply be carried, some groups that employ these mechanical assassins pair them with a humanoid handler who sacrifices a limb to conceal the servitor. If used to replace an arm or a leg, the servitor can function as a prosthetic limb with Strength 16. When the handler identifies the target, the servitor immediately launches forward at high speed and attacks.

Combat

A greater killer amulet servitor, like its lesser cousin, concentrates all of its attacks on its designated target until either the servitor is destroyed or the target is slain. After the target's death, the killer amulet servitor uses its ability to *soul bind* the victim and then breaks off combat to bring the target's soul to its master.

Activation Attack (Ex): A greater killer amulet servitor typically activates by hurling itself forward at its target. It immediately makes all of its attacks, beginning with its gore attack. The initial gore attack is made at the better of the servitor's gore attack bonus or the handler's ranged attack bonus +4, with a range increment of 30 feet.

Improved grab (Ex): If the servitor hits with one of its claws it may attempt a grapple without provoking an attack of opportunity. The grapple modifier for the servitor is +22. If it successfully gains a hold on its opponent, it draws him into its ribcage and begins using its *constrict* ability the following round.

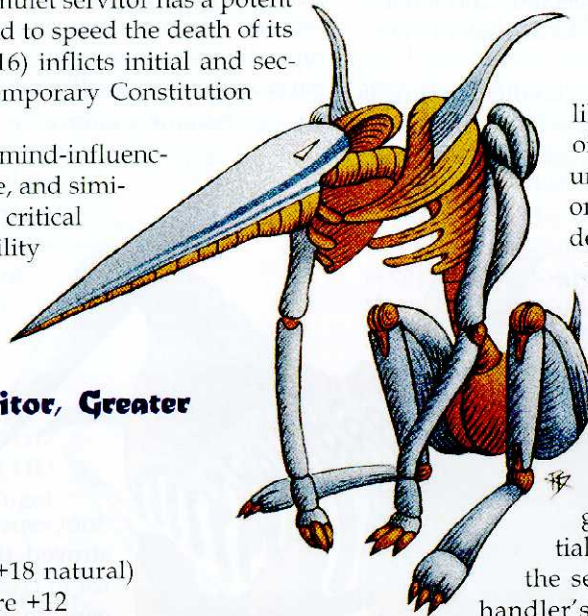
Constrict (Ex): A successfully grappled foe takes 2d10+12 hit points of constriction damage.

Poison (Ex): The poison in a greater killer amulet servitor's horn is extremely deadly (DC of 21) and inflicts initial and secondary damage of 1d8 points of temporary Constitution ability damage.

Haste (Sp): Once per combat as a free action, a greater killer amulet servitor may cast *haste* upon itself as if cast by a sorcerer of level equal to the construct's Hit Dice.

Soul Bind (Sp): As a standard action, a greater killer amulet servitor may cast *soul bind* upon a slain victim. A Will save (DC 21) negates the effect.

Construct: Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.



Construction

All amulet servitors require a minimum spellcaster level and the Craft Wondrous Item and Craft Magic Arms and Armor feats. An amulet servitor is constructed in its deployed form. The maker must make a Craft (blacksmith) check (DC 25) and have sufficient resources to work adamantine and mithral. The adamantine and mithral must be alloyed together, requiring the smelter to make an Alchemy check (DC 23). The enchanter can do these tasks himself or hire someone else to prepare the servitor.

The hardest part of creating an amulet servitor is the magical ritual which enchants the frame and transforms it into an amulet for the first time. The ritual must be performed in a laboratory that has been specially prepared for the task (500 gp). The ritual takes 30 days to complete, and each day of the ritual requires at least eight hours of concentration. When not working on the ritual, the creator can take no other actions except eating, sleeping, or talking. If the creator misses a day or disturbed, the ritual fails and must be begun again. Time spent prior to the interruption is lost, but XP are not. On the final day, the ritual drains the XP and requires the casting of all listed spells.

Creating a Guardian Amulet Servitor

This construct costs 25,000 gp to create. *Caster Level:* 10th. *Prerequisites:* Craft Magic Arms and Armor, Craft Wondrous Item, *cure minor wounds, enlarge, fabricate, lesser geas, permanency, poison, and reduce.* The ritual drains the creator of 750 XP.

Creating a Lesser Killer Amulet Servitor

A lesser killer amulet servitor costs 50,000 gp to create. *Caster Level:* 13th. *Prerequisites:* Craft Magic Arms and Armor, Craft Wondrous Item, *enlarge, fabricate, lesser geas, limited wish, finger of death, permanency, and reduce.* The ritual drains the creator of 1,000 XP.

Creating a Greater Killer Amulet Servitor

A greater killer amulet servitor costs 100,000 gp to create. Twenty-thousand gp of the cost must be in the form of a single black sapphire. A lesser stone could be employed in the construction of the killer amulet servitor, but the creator risks the destruction of his construct if it attempts to bind too powerful a soul. *Caster Level:* 17th. *Prerequisites:* Craft Magic Arms and Armor, Craft Wondrous Item, *enlarge, fabricate, geas/quest, haste,*

jump, limited wish, finger of death, permanency, reduce, and soul bind. The ritual drains the creator of 1,750 XP.

Campaign Notes

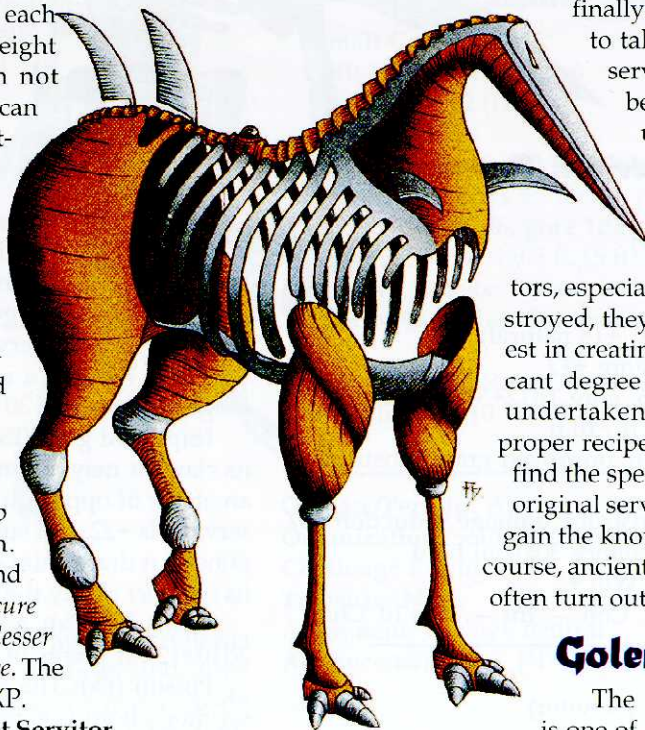
There are several ways to introduce amulet servitors to a campaign: as magical treasures for the party to find and use; as powerful devices used against the party by their enemies; or as a discovered recipe permitting the players to create their own portable servants. Each of these methods has its merits, but it is typically best to initially use the servitors against the party in combat. Intelligent foes equipped with these devices become significantly more dangerous,

especially if the greater killer servitor is used. It should be the party's reward upon finally defeating their enemy to take possession of his servitor, which can then be employed to great use in the party's behalf.

Once the party has become familiar with amulet servitors, especially if theirs has been destroyed, they may develop an interest in creating their own. A significant degree of research should be undertaken in order to find the proper recipe. The PCs may have to find the spellcaster that created the original servitors and defeat him to gain the knowledge of the ritual. Of course, ancient, powerful, spellcasters often turn out to be liches.

Golem Armor

The fabulous golem armor is one of the most powerful and coveted of all magical creations. The armor itself is a construct of pure mithral, and can serve as an ordinary golem if unoccupied. The inside of the golem is hollow, and a Medium-size humanoid can fit comfortably inside. In this fashion, the golem can be worn as protective and animated armor, providing almost unlimited power and mobility to its owner.



Golem Armor

Medium-Size Construct

Hit Dice: 12d10 (66 hp)

Initiative: +5 (Dex)

Speed: 30 ft., fly 90 ft. (good), swim 60 ft.

AC: 31 (+5 Dex, +16 natural)

Attacks: 2 claws +15 melee and 2 wing blades +10 melee, or 2 spikes +14 ranged

Damage: Claws 1d8+6, wings 1d12+3, spike 1d8+3

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Spike (100 range increment)

Special Qualities: Closed environment, construct, damage reduction +30/+2, heightened senses, magic immunity, soul gem, synchronize

Saves: Fort +4, Ref +9, Will +4

Abilities: Str 23, Dex 20, Con —, Int —, Wis 11, Cha 1

Climate/Terrain: Any

Organization: Solitary

Challenge Rating: 12

Treasure: None

Alignment: Always neutral

Advancement: 13–20 HD (Medium-size); 21–30 HD (Large); 31–32 HD (Huge)

Golem armor looks like a living suit of mithral armor, equipped with bladed claws and wings. The golem's wings are deadly weapons that allow it to both swim and fly easily. The golem moves with an unusually quick grace, having been enchanted to be nearly weightless. Worked into each wrist is a powerful spike launcher. The face of the golem is carved like a mask with glowing eyes lit by a supernatural light. Each golem has an unique countenance. Originally, the golem was created as a substitute body for a fallen warrior, its face styled to resemble its first occupant.

The first known examples of golem armor are creations of the deep fey. These golems rarely had wings, and many were controlled by *soul gems* and not by living creatures. Over the ages, the secrets of the golems' construction leaked out. Now golem armor is quite famous, although their creators have faded from the memory of the world.

A suit of golem armor responds to the will of its creator, and does not allow anyone in-

side of it without the owner's permission. When willingly given away or sold, the golem responds to its new master. If its owner is ever killed, it considers its current occupant its new owner. If unoccupied when its owner dies, it remains lifeless until claimed.

Combat

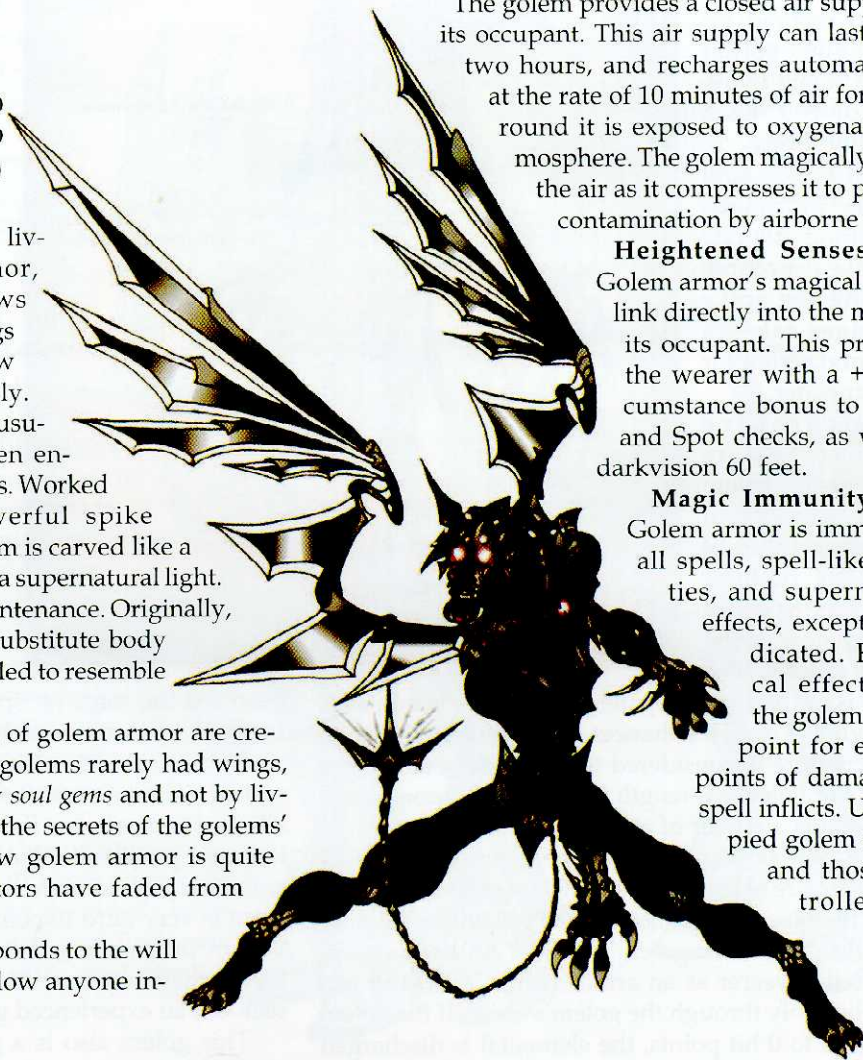
If occupied, golem armor fights exactly as its owner directs it. If unoccupied, the armor stands guard like an ordinary golem and obeys simple commands. Unoccupied golem armor attacks with its claws and wings, or uses its spike launchers.

Closed Environment (Ex): The occupant of the golem is completely encased, and has no exposure to outside conditions. This provides the wearer with all of the immunities of the construct type and the magical immunities of the golem. Additionally, in order to affect the occupant physically, the golem armor must first be destroyed by reducing its hit points to 0.

The golem provides a closed air supply for its occupant. This air supply can last up to two hours, and recharges automatically at the rate of 10 minutes of air for every round it is exposed to oxygenated atmosphere. The golem magically filters the air as it compresses it to prevent contamination by airborne toxins.

Heightened Senses (Ex): Golem armor's magical senses link directly into the mind of its occupant. This provides the wearer with a +10 circumstance bonus to Listen and Spot checks, as well as darkvision 60 feet.

Magic Immunity (Ex): Golem armor is immune to all spells, spell-like abilities, and supernatural effects, except as indicated. Electrical effects heal the golem of 1 hit point for every 3 points of damage the spell inflicts. Unoccupied golem armors and those controlled by



soul gems are unaffected by cold attacks, although living creatures occupying golem armor are. When occupied, golem armor bestows cold resistance 20 to its user.

Soul Gem (Su): Instead of a physical occupant, the golem can be controlled by the spirit of a creature bound into a gemstone. The spirit can be bound to the gem by a variety of means, typically *magic jar*, *soul bind*, or *trap the soul*. This ability otherwise works exactly as *synchronize*. The base attack of the spirit, its feats and spellcasting abilities, and its skill ranks all remain as they were in its original body. If the golem is destroyed, the gem still remains intact with the soul still trapped inside.

Spikes (Ex): The golem can launch a deadly spike from magazines on its wrists. The spikes inflict 1d8+3 points of damage on a successful ranged attack. The spikes have a range increment of 100. Each launcher holds 10 mithral spikes and reloads automatically, firing at a rate of 1 spike per round. Refilling the spike cartridges takes a full-round action for each launcher.

Synchronize (Ex): If a creature climbs inside golem armor, the golem sizes its cavity to fit to exactly fit him. This makes the golem an extension of the wearer's body. The

wearer is not hampered by the golem armor in any way, although the armor enhances his abilities. The combined creature is considered to have the better of the wearer's or golem's Strength and Dexterity scores, base attack bonus, number of attacks, and movement rates. All feats and skills, as well as spellcasting abilities of the wearer, are usable normally. The wearer is also benefits of the *closed environment* and *heightened senses* abilities of the golem. The golem's natural AC bonus is applied to the wearer as an armor bonus. A wearer can speak, but only through the golem's voice. If the golem is reduced to 0 hit points, the elemental is discharged from it, its magical properties instantly cease, and the

wearer is left encased in an ordinary suit of mithral full plate armor.

Construct: Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Construction

The physical form of a suit of golem armor is built from pure mithral, and requires a successful Craft (armor smithing) check (DC 25). If wings are attached, the DC for the check is 30. Two diamonds (worth 10,000 gp each) are placed in its eye sockets. Its face is sculpted to the creator's liking. The total cost of creating a suit of golem armor is 150,000 gp.

The creator must summon a spirit to power the golem from the Elemental Plane of Air. It is possible to work out prior arrangements with these spirits, although most casters elect to force them, unwilling, into the golem.

Caster Level: 18th; **Prerequisites:** Craft Magic Arms and Armor, Craft Wondrous Item, *fly* (if a winged golem), *geas/quest*, *limited wish*, *magic mouth*, *polymorph any object*, and *water breathing*. Completing the ritual to create the golem armor drains the creator of 2,500 XP.

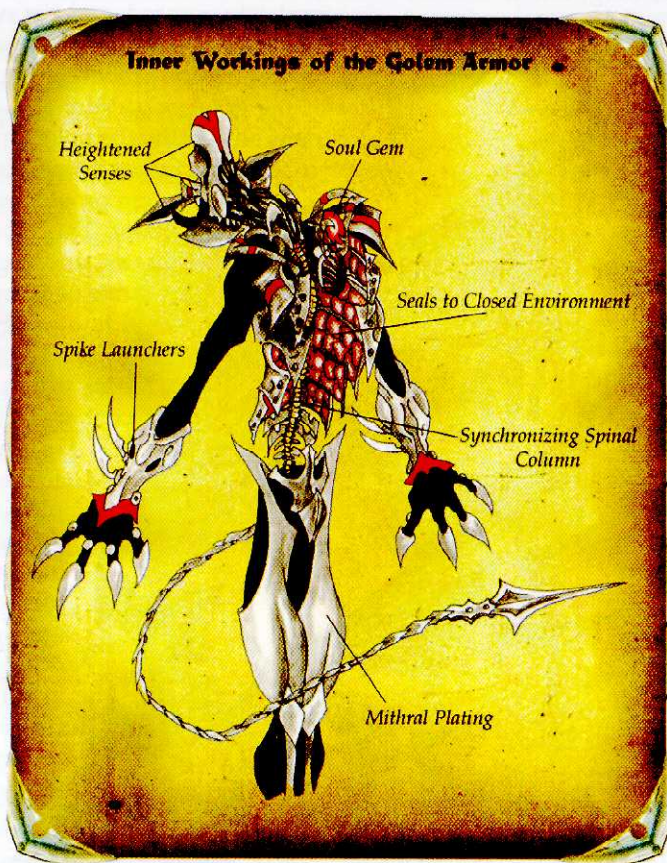
Campaign Notes

This construct needs little embellishment. Give one to a villain and he becomes nearly unstoppable. A villain may

even use the *magic jar* spell to pilot the golem against the party, returning safely to his body if defeated.

Heroes should not be able to get their hands on a suit of golem armor easily, although they should be allowed to create one if they are high enough level and learn the proper ritual. Although the existence of these golems is well known, the knowledge of how to build them is very hard to come by. The party may need to venture deep underground to find and befriend the deep fey, or they may have to travel to another continent to seek out an experienced golem maker.

This golem also is a good way to protect weaker characters from hazards and dangers. A party may ob-



tain one of these to give to a young prince or someone else they need to defend against all dangers.

Silver Steeds Of Inarial

The fabulous silver steeds of Inarial are beautifully crafted, eight-legged, silver warhorses. These steeds are highly coveted devices that can add to a warrior's prowess in battle, or fight on their own as guardians.

Silver Steed Of Inarial

Large Construct
Hit Dice: 10d10 (55hp)
Initiative: +1 (Dex)
Speed: 60 ft., fly 70 ft. (good)
AC: 30 (-1 size, +1 Dex, +20 natural)
Attacks: 4 hooves +16 melee and bite +11 melee
Damage: Hoof 1d8+10, bite 1d6+5
Face/Reach: 5 ft. by 10 ft./5 ft.
Special Qualities: Construct, flight, magic immunity, damage reduction 50/+3, self repair
Saves: Fort +3, Ref +4, Will +3
Abilities: Str 30, Dex 13, Con -, Int -, Wis 10, Cha 2
Skills: Listen +7, Spot +7

Climate/Terrain: Any land
Organization: Solitary or herd (2-5)
Challenge Rating: 9
Treasure: None
Alignment: Always neutral
Advancement: 11-16 HD (Large), 17-30 HD (Huge)

Standing a full 25 hands high (eight feet), these magical eight legged steeds resemble magnificent warhorses cast from silver. The level of detail worked into the horses is astounding, every minute fold of skin and every stitch of a normal warhorse's equipment is reproduced.

The seven original silver steeds were crafted for the king of a now forgotten realm and his 6 closest bodyguards. Destroyed long ago, these original steeds spawned many copies and imitations. Over the years these copies evolved into the steeds' present form.

A silver steed is normally bound upon creation to act as a heavy warhorse. It reacts to its rider's commands, can be guided by the rider's knees, and guards a fallen rider just as a flesh and blood war horse would. A rider must speak a

command word upon mounting the steed in order to activate it and have it obey him.

Combat

A silver steed functions in combat just like any well trained heavy warhorse. The horse can attack while it has a rider, although it only gets two hoof attacks, and the rider must succeed at a Ride check (DC 10) in order to also attack.

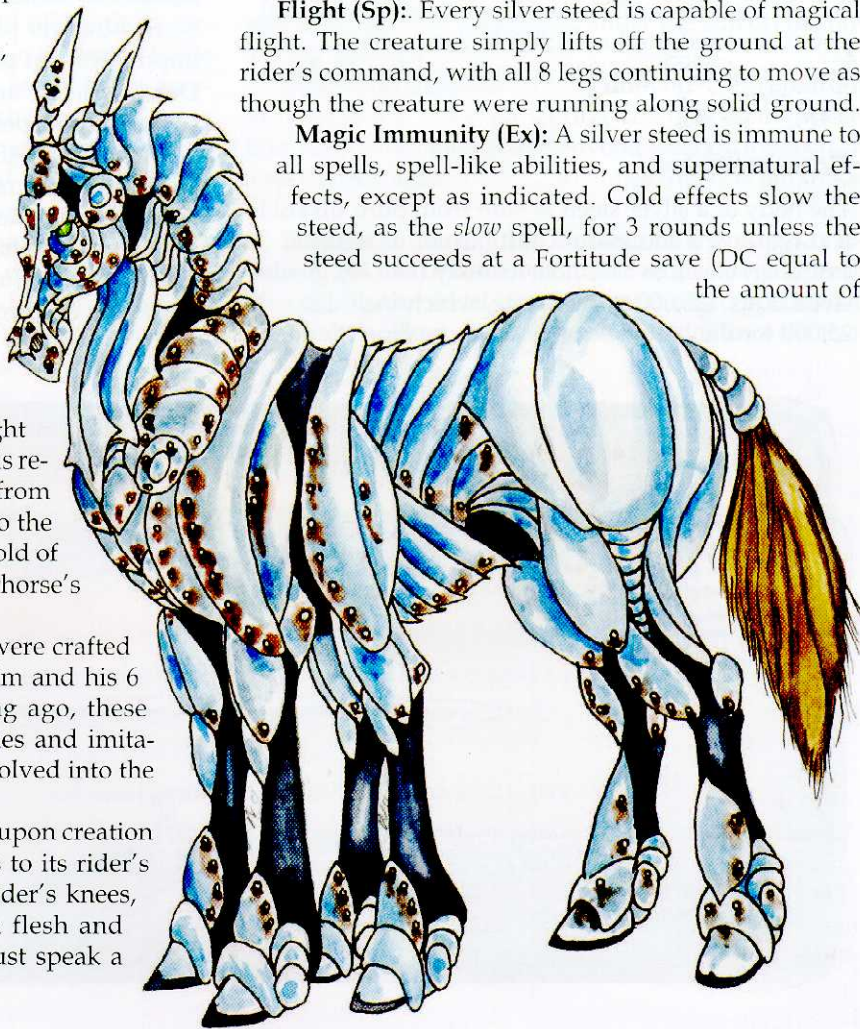
A separate command word can be issued to have a steed attack on its own without a rider. When attacking without a rider, a silver steed rears up on its hind legs, and uses all four of its hoof attacks in a single round.

A third command word deactivates the steed. Once deactivated, the steed remains inanimate until reawakened with the original command.

Construct: Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Flight (Sp): Every silver steed is capable of magical flight. The creature simply lifts off the ground at the rider's command, with all 8 legs continuing to move as though the creature were running along solid ground.

Magic Immunity (Ex): A silver steed is immune to all spells, spell-like abilities, and supernatural effects, except as indicated. Cold effects slow the steed, as the *slow* spell, for 3 rounds unless the steed succeeds at a Fortitude save (DC equal to the amount of



cold damage done to it). Magical fire effects break any slow effects on the steed.

Self Repair (Sp): The steed can heal itself by burning gems at the rate of 100 gp worth of gems per hit point regained. These gems are dropped into a special slot located at the base of the construct's neck. A silver steed holds up to 10,000 gp worth of gems in its furnace at any given time, burning the gems as they are needed. A rider can drop gems into the slot to refill the furnace without dismounting. Reloading the furnace with up to four gems at once is a standard action.

The steed's self-repair ability is quite powerful, able to even reattach severed limbs. However, if a silver steed is brought to 0 or fewer hit points, it cannot self repair. Such a steed is destroyed, freeing the elemental spirit bound inside it. When encountered, a Silver steed typically has 1d10x1,000 gp worth of gems preloaded in its furnace.

Carrying Capacity

A light load for a *silver steed* is anything up to 1,000 pounds; a medium load 1,001 to 2,000 pounds; and a heavy load 2,001 to 3,000 pounds. A *silver steed* can drag 10,000 pounds.

Construction

The body of a silver steed is built from pure silver, and requires a successful Craft (armor or weapon smithing) check to assemble its body (DC 20). A silver steed costs 120,000 gp to create, which includes 25,000 for the body. Gems used for healing the steed

must be purchased separately. The spirit that powers the golem is typically summoned from the Elemental Plane of Air.

Caster Level: 16th; *Prerequisites:* Craft Magic Arms and Armor, Craft Wondrous Item, *fly, geas/quest, limited wish, polymorph any object*. Completing the ritual to create the golem armor drains the creator of 2,400 XP.

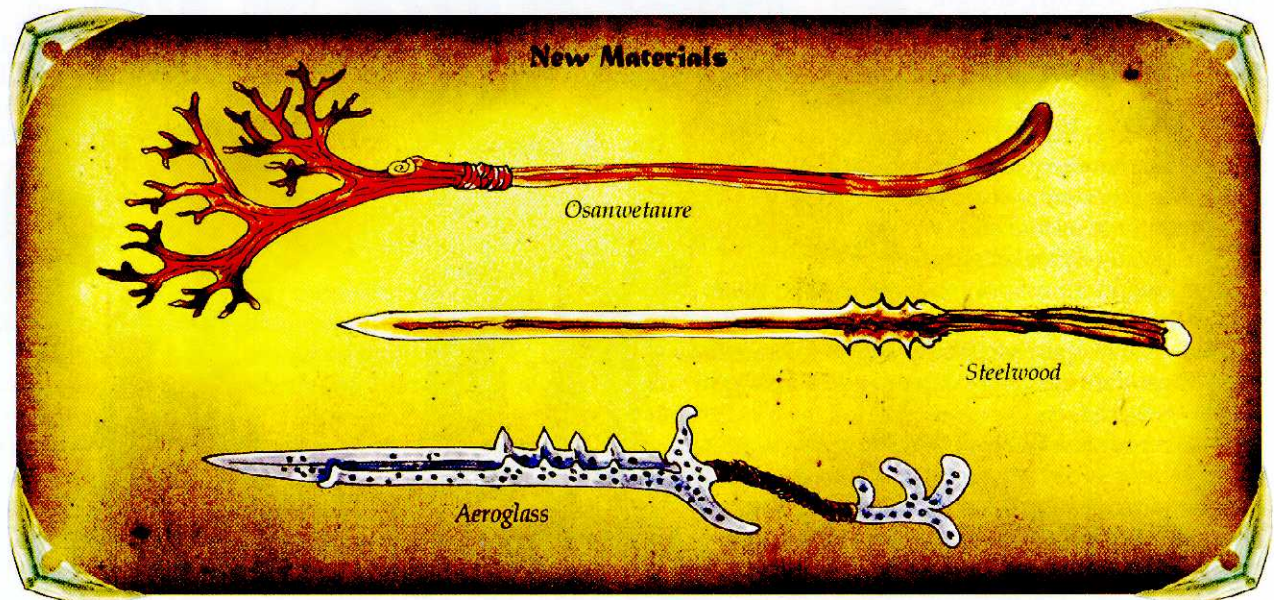
Campaign Notes

Once a silver steed is introduced into the campaign, it is likely that several party members will want one. Instead of simply giving an army of metal horses as treasure, it may be best to encourage the party to make their own steeds. Doing so, of course, requires the proper rituals, which are never easily obtained. This can easily be the hook for further adventures.

New Materials

Weapons and armor can be crafted from nearly any substance. Some, like steel, are invaluable for such work, however plain, others, like gold, may look impressive, but prove ineffective in actual combat. Detailed below are a few materials that manage to serve both purposes.

Aeroglass: Aeroglass is a light, strong glass containing small amounts of adamantine and numerous minute air bubbles. It is sometimes found as slag floating on top of lava in active volcanoes. Not as strong as steel per unit volume, it has hardness 7 and 12 hit points per inch of thickness. An equivalent volume of aeroglass weighs only 1/5 as much as steel. Weapons



made of aeroglass are always masterwork. Due to their light weight, they gain an additional +1 enhancement bonus to hit. This bonus does not stack with any magical enchantment. Aeroglass armor needs to be thicker in order to provide the same protection as normal armor, so gives no special benefits. However, since it floats, adventurers sometimes wear armor of this substance. *Market Price Modifier:* Weapon +1,000 gp; armor +1,500 gp.

Ósanwëtaurë: This mystical bush provides one of the rarest and valuable woods found anywhere. Until recently ósanwëtaurë wood was unknown by all but the knük people. Ósanwëtaurë, known as thoughtwood or mindwood in Common, is a large bush with fine branches and pale white leaves. The roots of the bush grow to a tremendous length, often breaking the surface far away from the bush.

Ósanwëtaurë bushes are often found in the center of knük meditation gardens or in the middle of druidic groves. Anyone within 100 feet of one feels a wave of calm and peacefulness wash over him. This has no measurable effect, and is easily shrugged off by those unwilling to embrace the calming energy. Rumored holds that, in ancient times, the knük folk were able to communicate with the ósanwëtaurë bushes.

For many years, the knük folk have harvested the extraneous roots of these bushes and used them in the construction of various objects and weapons. Normally, only the roots that break the surface and are beginning to die off are used. The knük always make sure to leave enough roots behind to allow for the further survival of the ósanwëtaurë bush.

Any weapon or armor constructed with normal wood may also be constructed from the roots of the ósanwëtaurë bush. These weapons provide their

wielders with a +1 bonus to Will saves due to the calming and balancing nature of the ósanwëtaurë wood. This effect only functions when the weapon or armor is held or worn. Ósanwëtaurë wood weapons and armor cannot be permanently enchanted without causing the calming effect to fade. This also prevents any subcomponent of the weapon or armor from being enchanted as well, such as the metal head of a spear.

Cost: +600 gp per weapon or suit of armor.

Steelwood: Steelwood is a very rare type of wood that, through a complex curing process, can be hardened to an almost iron-like rigidity. This makes it quite popular amongst barbarian tribes who use it to fashion weapons.

Steelwood trees are short and scrub that grow in very sparse locations, looking to the untrained eye to be dying and barren. To all but a few, these trees do not appear to have any special properties. The tribes that make use of this wood fiercely protect the areas where the trees grow. More than one honest traveler has sought to make a fire from the apparently dying trees and found himself staked out under the sun on the following morning.

Steelwood weapons are very difficult to discern from iron weapons, since the curing changes its composition. Anyone looking at a steelwood weapon must make a spot check against DC 12 to notice that it is not made of iron.

Steelwood can be used in place of any weapon requiring the use of iron. Due to its composition, it is not affected by *heat metal* or other metal-based spells. The material also does not rust, nor does it conduct electricity.

Cost: +400 gp per weapon.

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