

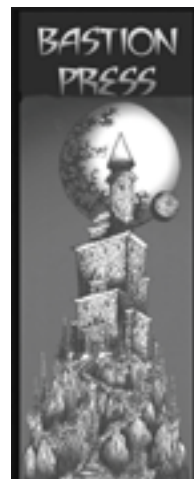
Arms & Armor v3.5

BY JIM BUTLER, STEVE GREECH, AND KEVIN RUESCH

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INTRODUCTION

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

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

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

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

How to use this book

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

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



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

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

HONORABLE MENTION

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

CHAPTER 1: WEAPONS



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

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

Categories



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

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

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

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

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

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

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

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

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

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

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

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

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



TABLE 1.1: WEAPONS

Simple Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight ¹	Type ²
Unarmed Attacks							
Angon	2 gp	1d4	2d4	19-20/x2	20 ft.	3 lb.	P
Brass knuckles	5 sp	1d3	1d4	x2	—	1 lb.	B
Chain, ladies'	5 gp	1d2	1d3	x2	—	¼ lb.	B
Gauntlet	2 gp	1d2	1d3	x2	—	1 lb.	B
Knife, push	1 gp	1d2	1d3	x3	—	½ lb.	P
Razor, fixed	3 sp	1d2	1d3	x2	—	½ lb.	S
Unarmed strike	—	1d3 ³	1d3 ³	x2	—	—	B
Light Melee Weapons							
Claws of the weasel	5 gp	1d3	1d4	x4	—	1 lb.	P
Comb, iron	2 gp	1d3	1d4	x3	—	1 lb.	P
Dagger	2 gp	1d3	1d4	19-20/x2	10 ft.	1 lb.	P or S
Dagger, carvet	40 gp	1d3+1	1d4+1	19-20/x2	10 ft.	1 lb.	P
Dagger, leeching	10 gp	1d3	1d4	19-20/x2	—	1 lb.	P
Dagger, punching	2 gp	1d3	1d4	x3	—	1 lb.	P
Dagger, Ta Mo	6 gp	1d3	1d4	19-20/x2	10 ft.	2 lb.	P
Dirk	2 gp	1d3	1d4	19-20/x2	—	1 lb.	P
Gaff	2 gp	1d4	1d4	x3	—	1 lb.	P
Garrote, wire	2 sp	1d2	1d2	—	—	¼ lb.	S
Gauntlet, spiked	5 gp	1d3	1d4	x2	—	1 lb.	P
Gutblade	5 gp	1d3	1d4	18-20/x2	—	1 lb.	P
Knife, black	2 gp	1d2	1d3	19-20/x2	—	½ lb.	P
Mace, light	5 gp	1d4	1d6	x2	—	4 lb.	B
Sickle	6 gp	1d4	1d6	x2	—	2 lb.	S
Stiletto	4 gp	1d3	1d4	19-20/x2	—	1 lb.	P
One-Handed Melee Weapons							
Claw, fighting	5 gp	1d4	1d6	x3	—	2 lb.	P
Club	—	1d4	1d6	x2	10 ft.	3 lb.	B
Flute, iron	5 gp	1d3	1d4	x2	—	1 lb.	B
Mace, chained ⁶	75 gp	1d6	1d8	x2	—	12 lb.	B
Mace, heavy	12 gp	1d6	1d8	x2	—	8 lb.	B
Machete	5 gp	1d4	1d6	x2	10 ft.	2 lb.	S
Morningstar	8 gp	1d6	1d8	x2	—	6 lb.	B or P
Pilam	2 gp	1d4	1d6	x3	20 ft.	4 lb.	P
Pipe, iron	5 gp	1d4	1d6	x2	—	2 lb.	B
Shortspear	1 gp	1d4	1d6	x2	20 ft.	3 lb.	P
Two-Handed Melee Weapons							
Hammer, golden melon	15 gp	1d6	1d8	x3	—	14 lb.	B
Longspear ⁴	5 gp	1d6	1d8	x3	—	9 lb.	P
Mace, two-handed	20 gp	1d8	1d10	19-20/x2	—	15 lb.	B
Quarterstaff ²	—	1d4/1d4	1d6/1d6	x2	—	4 lb.	B
Rake	10 gp	1d6	1d8	x3	—	7 lb.	B or P
Spear	2 gp	1d6	1d8	x3	20 ft.	6 lb.	P
Staff, lashing	3 gp	1d6	1d8	x2	—	5 lb.	B
Staff, spike ⁵	20 gp	1d4/1d4	1d6/1d6	x2	—	6 lb.	B
Staff, telescopic ⁵	85 gp	1d4/1d4	1d6/1d6	x2	—	5 lb.	B
Staff-Spear ⁵	45 gp	1d4/1d4	1d6/1d6	x2	—	5 lb.	B or P
Ranged Weapons							
Bolt, hollow crossbow (10)	25 gp	1d4	1d4	x2	—	1 lb.	P
Crossbow, heavy	50 gp	1d8	1d10	19-20/x2	120 ft.	8 lb.	P
Bolts, crossbow (10)	1 gp	—	—	—	—	1 lb.	—
Crossbow, light	35 gp	1d6	1d8	19-20/x2	80 ft.	4 lb.	P
Bolts, crossbow (10)	1 gp	—	—	—	—	1 lb.	—
Dart	5 sp	1d3	1d4	x2	20 ft.	½ lb.	P
Javelin	1 gp	1d4	1d6	x2	30 ft.	2 lb.	P
Javelin, star-bite	310 gp	2d4	2d6	19-20/x3	20 ft.	3 lb.	P
Knife, throwing	1 gp	1d2	1d3	x2	10 ft.	½ lb.	P
Sandsling	2 gp	—	—	—	15 ft.	1 lb.	—
Sling	—	1d3	1d4	x2	50 ft.	0 lb.	B
Bullets, sling (10)	1 sp	—	—	—	—	5 lb.	—
Bullets, spiked (10)	5 sp	1d3+1	1d4+1	x2	—	5 lb.	B
Sling shuriken (20) ⁷	5 gp	1d4	1d4	x3	—	6 lb.	S
Stones, stun (20) ⁷	1 gp	1d4	1d4	x2	-10 ft.	5 lb.	B
Thrower, javelin	2 gp	—	—	—	—	2 lb.	—
Martial Weapons							
Light Melee Weapons							
Axe, throwing	8 gp	1d4	1d6	x2	10 ft.	2 lb.	S
Bushknife	10 gp	1d6	1d6	19-20/x2	—	4 lb.	S
Hammer, light	1 gp	1d3	1d4	x2	20 ft.	2 lb.	B
Handaxe	6 gp	1d4	1d6	x3	—	3 lb.	S
Kukri	27 gp	1d4+1	1d6+1	18-20/x2	—	2 lb.	S
Pick, light	4 gp	1d3	1d4	x4	—	3 lb.	P
Saber, fencing	20 gp	1d4	1d6	18-20/x2	—	3 lb.	P
Sap	1 gp	1d3 ³	1d6 ³	x2	—	2 lb.	B
Shield, light	Special	1d2	1d3	x2	—	Special	B
Spade, duck	15 gp	1d4	1d6	19-20/x2	—	3 lb.	S

Martial Weapons (Continued)	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight ¹	Type ²
Spiked armor	Special	1d4	1d6	x2	—	Special	P
Spiked shield, light	Special	1d3	1d4	x2	—	Special	P
Sword, cinqueda	15 gp	1d4	2d3	x3	—	3 lb.	P
Sword, short	10 gp	1d4	1d6	19-20/x2	—	2 lb.	P
One-Handed Melee Weapons							
Backsword, basket-hilted	20 gp	1d4/1d3	1d6/1d4	18-20/x2	—	6 lb.	S or B
Battleaxe	10 gp	1d6	1d8	x3	—	6 lb.	S
Blade, fanged	450 gp	1d6+1	1d8+1	19-20/x2	—	3 lb.	S
Flail	8 gp	1d6	1d8	x2	—	5 lb.	B
Longsword	15 gp	1d6	1d8	19-20/x2	—	4 lb.	S
Pick, heavy	8 gp	1d4	1d6	x4	—	6 lb.	P
Pick, rafter's-unextended	250 gp	1d3	1d4	x4	—	8 lb.	P
Rapier	20 gp	1d4	1d6	18-20/x2	—	2 lb.	P
Scimitar	15 gp	1d4	1d6	18-20/x2	—	4 lb.	S
Shield, heavy	special	1d3	1d4	x2	—	special	B
Spiked shield, heavy	special	1d4	1d6	x2	—	special	P
Straightsword	20 gp	1d4	1d6	19-20/x2	—	2 lb.	S or P
Sword, dadao	25 gp	1d4	1d6	19-20/x3	—	5 lb.	S
Sword, schiavona	25 gp	1d6	1d8	18-20/x2	—	3 lb.	P or S
Trident	15 gp	1d6	1d8	x2	10 ft.	4 lb.	P
Warhammer	12 gp	1d6	1d8	x3	—	5 lb.	B
Two-Handed Melee Weapons							
Axe, widowmaker	35 gp	1d10	1d12	19-20/x3	—	25 lb.	S
Bardiche	30 gp	1d8	1d10	19-20/x2	—	9 lb.	S
Claw, zhua	15 gp	1d6	1d8	x2	—	7 lb.	S
Cleaver, nightingale	35 gp	1d8	1d10	18-20/x2	—	20 lb.	S
Club, wolf teeth	8 gp	1d6	1d8	x3	—	5 lb.	B and P
Cudgel, monk's	12 gp	2d3	2d4	x2	—	13 lb.	B
Dragon whisker fork ⁶	20 gp	2d3	2d4	x2	20 ft.	7 lb.	P
Falchion	75 gp	1d6	2d4	18-20/x2	—	8 lb.	S
Fork, tiger	15 gp	1d8	1d10	x2	20 ft.	15 lb.	P
Fork, war	20 gp	1d10	1d12	19-20/x2	—	15 lb.	P and S
Gae bolga	20 gp	1d6	1d8	x3	15 ft.	10 lb.	P
Glaive ⁴	8 gp	1d8	1d10	x3	—	10 lb.	S
Greataxe	20 gp	1d10	1d12	x3	—	12 lb.	S
Greatclub	5 gp	1d8	1d10	x2	—	8 lb.	B
Flail, heavy	15 gp	1d8	1d10	19-20/x2	—	10 lb.	B
Greatsword	50 gp	1d10	2d6	19-20/x2	—	8 lb.	S
Greatsword, angel's blade	150 gp	1d10	2d6	19-20/x2	—	8 lb.	S
Adamantine strip	500 gp	—	—	—	—	—	—
Cold iron strip	75 gp	—	—	—	—	—	—
Silver strip	200 gp	—	—	—	—	—	—
Greatsword, weighted	80 gp	1d12	2d8	18-20/x2	—	12 lb.	S
Guisarme ⁴	9 gp	1d6	2d4	x3	—	12 lb.	S
Halberd	10 gp	1d8	1d10	x3	—	12 lb.	P or S
Hammer, double ⁵	150 gp	1d6/1d6	1d8/1d8	x3	—	35 lb.	B
Lance ⁴	10 gp	1d6	1d8	x3	—	10 lb.	P
Maul, bladed	9 gp	1d8	1d10	x2	—	10 lb.	B or S
Maul, ogre	70 gp	1d10	2d8	19-20/x3	—	50 lb.	B or P
Pick, rafter's-extended ⁴	250 gp	1d6	1d8	x3	—	8 lb.	P
Pike	7 gp	1d6	1d8	x3	—	13 lb.	P
Polearm, gold coin spade	20 gp	1d6	1d8	x2	—	7 lb.	B or S
Polearm, great pole axe ⁴	50 gp	1d6	1d8	x3	—	25 lb.	P or S
Polearm, poleaxe	20 gp	1d6	1d8	x2	—	12 lb.	B, P, S
Ranseur ⁴	10 gp	1d6	2d4	x3	—	12 lb.	P
Scythe	18 gp	1d6	2d4	x4	—	10 lb.	P or S
Spear, hooked ⁶	4 gp	1d6	1d8	x3	20 ft.	5 lb.	P
Spear, wolf ⁴	20 gp	1d6	1d8	x3	—	20 lb.	P
Staff, battle	10 gp	1d6/1d6	1d8/1d8	x2	—	15 lb.	B
Sword, claymore	60 gp	1d10	1d12	19-20/x2	—	15 lb.	S
Sword, executioner's	75 gp	1d10	1d12	x4	—	18 lb.	S
Sword, ghost head	80 gp	1d8	1d10	18-20/x2	—	17 lb.	S
Ranged Weapons							
Arrows, alchemical (5)	50 gp	1	1	x2	½ distance	1 lb.	B or P
Arrows, axehead (20) ⁷	5 gp	—	—	x2	Per bow	7 lb.	P
Arrows, barbed (20)	2 gp	1d6	1d8	19-20/x2	Per bow	3 lb.	P
Arrows, grappling (5)	50 gp	—	1d4	x2	½ distance	3 lb.	P
Arrows, hollow (20)	25 gp	1d4	1d4	x2	—	3 lb.	P
Arrows, ironshod (20) ⁷	10 gp	1d8	1d10	19-20/x3	-60 ft.	20 lb.	P
Arrows, lung puncture (20) ⁷	4 gp	-1	-1	x2	-20 ft.	2 lb.	P
Arrows, penetrating (20) ⁷	3 gp	—	—	18-20/x3	-30 ft.	9 lb.	P
Arrows, piercing (20)	2 gp	1d6	1d8	x3	Per bow	3 lb.	P
Arrows, sonic (5)	10 gp	1d2	1d3	x2	Per bow	3 lb.	P
Bow, double recurve	120gp	1d6	1d8	x3	100 ft.	3 lb.	P
Arrows (20)	1 gp	—	—	—	—	3 lb.	—
Bow, light war	45 gp	1d4	1d6	x3	60 ft.	2 lb.	P
Arrows (20)	1 gp	—	—	—	—	3 lb.	—
Launcher, flask	50 gp	—	—	19-20/x2	60 ft.	8 lb.	S



Martial Weapons (Continued)	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight ¹	Type ²
Longbow	75 gp	1d6	1d8	x3	100 ft.	3 lb.	P
Arrows (20)	1 gp	—	—	—	—	3 lb.	—
Longbow, composite	100 gp	1d6	1d8	x3	110 ft.	3 lb.	P
Arrows (20)	1 gp	—	—	—	—	3 lb.	—
Shortbow	30 gp	1d4	1d6	x3	60 ft.	2 lb.	P
Arrows (20)	1 gp	—	—	—	—	3 lb.	—
Shortbow, composite	75 gp	1d4	1d6	x3	70 ft.	2 lb.	P
Arrows (20)	1 gp	—	—	—	—	3 lb.	—
Exotic Weapons							
<i>Light Melee Weapons</i>							
Brush, judge's	2 gp	1d3	1d3	x2	10 ft.	½ lb.	P
Dagger, ribbon	1 gp	1d2	1d3	x2	20 ft.	2 lb.	P
Dagger, triple-bladed	45 gp	1d4	1d6	18-20/x2	—	3 lb.	P or S
Degger	4 gp	1d4	1d6	19-20/x2	—	2 lb.	P
Glove, cat	5 gp	1d3	1d4	x2	—	2 lb.	S
Hairpin, poisoned	15 gp	1d2	1d2	x2	—	.1 lb.	P
Horncaps, serrated	75 gp	1d10	1d10	19-20/x2	—	5 lb.	S
Kama	2 gp	1d4	1d6	x2	—	2 lb.	S
Knife, elven long	40 gp	1d3	1d4	18-20/x2	10 ft.	2 lb.	P or S
Nunchaku	2 gp	1d4	1d6	x2	—	2 lb.	B
Piercer, emei	2 gp	1d2	1d3	x3	—	½ lb.	P
Sai	1 gp	1d3	1d4	x2	10 ft.	1 lb.	B
Siangham	3 gp	1d4	1d6	x2	—	1 lb.	P
<i>One-Handed Melee Weapons</i>							
Blade, duck	12 gp	1d4	1d6	x3	—	2 lb.	S
Blade, rooster	16 gp	1d4	1d6	x3	—	2 lb.	P
Bracerblade	20 gp	1d3	1d4	x2	—	4 lb.	S
Buckler, bladed	20 gp	1d4	1d6	x2	—	6 lb.	S
Buckler-blade	30 gp	1d3	1d4	x3	—	6 lb.	P
Chain, scarf ⁶	10 gp	1d4/1d4	1d4/1d4	x3	—	1 lb.	S
Chainblade ⁴	300 gp	1d6	1d8	17-20/x2	—	6 lb.	S
Claw, double flying	18 gp	1d8	1d10	x2	—	4 lb.	S
Gauntlet, battle	25 gp	1d4	1d6	x2	—	5 lb.	B
Gauntlet, sword	55 gp	1d4	1d6	19-20/x2	—	3 lb.	P
Halberd, horse	5 gp	1d4	1d6	x2	—	2 lb.	P
Hokk ⁶	10 gp	1d4	1d6	x3	—	3 lb.	S
Hook, combat ⁶	10 gp	1d4	1d6	x3	—	3 lb.	P
Mace, ox head	15 gp	1d6	1d8	x3	—	12 lb.	B
Ring blade	25 gp	1d4	1d6	x2	—	4 lb.	S
Ring, snake	14 gp	1d4	1d4	19-20/x2	—	2 lb.	P or S
Spear, elven light	15 gp	1d6	1d8	x2	20 ft.	4 lb.	P
Sword, bastard	35 gp	1d8	1d10	19-20/x2	—	6 lb.	S
Sword, katana	400 gp	1d8	1d10	19-20/x2	—	6 lb.	S
Sword, rang blade	120 gp	1d6	1d8	19-20/x2	30 ft.	2 lb.	S
Sword, tiger hook ⁶	15 gp	1d4	1d6	19-20/x2	—	3 lb.	P or S
Sword, unicorn horn	15 gp	1d4	1d6	19-20/x2	—	2 lb.	S
Waraxe, dwarven	30 gp	1d8	1d10	x3	—	8 lb.	S
Wheel, wind and fire	16 gp	1d4	1d6	x3	—	2 lb.	S
Whip ⁴	1 gp	1d2 ³	1d3 ³	x2	—	2 lb.	S
Whip, mantichore tail ⁴	50 gp	1d3 + poison	1d3 + poison	19-20/x2	10 ft. (max)	2 lb.	S
<i>Two-Handed Melee Weapons</i>							
Axe, battering	200 gp	—	3d6	x3	—	40 lb.	P and S
Axe, bloodaxe	50 gp	1d12	2d8	x3	—	20 lb.	S
Axe, chained ⁶	15 gp	1d6	1d8	x3	—	15 lb.	S
Axe, crushing ⁵	75 gp	1d6/1d6	1d8/1d8	x3/x2	—	25 lb.	B and S
Axe, double-chained ⁶	30 gp	1d6/1d6	1d8/1d8	x3	—	20 lb.	S
Axe, double-headed	40 gp	1d8	1d10	x3	—	15 lb.	S
Axe, elephant ⁴	40 gp	—	1d12	x4	—	25 lb.	S
Axe, hooked ⁶	35 gp	1d6	1d8	x3	—	15 lb.	S
Axe, orc double ⁵	60 gp	1d6/1d6	1d8/1d8	x3	—	15 lb.	S
Axe-Hammer	55 gp	1d6/1d6	1d8/1d8	x3	—	8 lb.	B and S
Battlehammer, dwarven	40 gp	1d8	1d10	x3	—	20 lb.	B
Blade, water parting	12 gp	1d4	1d6	19-20/x2	—	3 lb.	S
Bladeharp ⁵	150 gp	1d6/1d6	1d8/1d8	19-20/x2	—	20 lb.	S
Bladestaff	20 gp	1d4/1d6	1d6/2d4	x2	—	8 lb.	B or S
Chain, balled ^{5,6}	20 gp	1d6/1d6	1d8/1d8	x2	—	18 lb.	B and P
Chain, dragon head ⁶	10 gp	1d4/1d4	1d4/1d4	x2	—	3 lb.	B or P
Chain, spiked ⁴	25 gp	1d6	2d4	x2	—	10 lb.	P
Flail, dire ⁵	90 gp	1d6/1d6	1d8/1d8	x2	—	10 lb.	B
Flail, hook ⁶	15 gp	1d6	1d8	19-20/x2	—	20 lb.	B or S
Flying weight ^{4,6}	5 gp	1d4	1d6	19-20/x2	10 ft.	1½ lb.	B
Hammer, gnome hooked ⁵	20 gp	1d6/1d4	1d8/1d6	x3/x4	—	6 lb.	B and P
Hook, nine teeth ⁶	18 gp	1d4	1d6	x3	—	3 lb.	P or S
Lance, sky	1,060 gp	1d10	1d12	x3	—	10 lb.	P
Mace, double ⁵	70 gp	1d6/1d6	1d8/1d8	x2	—	22 lb.	B
Pike, dwarven charge breaker ⁴	70 gp	2d4	2d4	x3	—	1 lb.	P

Exotic Weapons (Continued)	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight ¹	Type ²
Polearm, heaven lotus phoenix tail ^{4,5}	150 gp	1d6/1d6	1d8/1d8	x3	20 ft.	11 lb.	P and S
Polearm, horse hacking ⁵	30 gp	1d4/1d3	1d6/1d4	x2	—	8 lb.	B and S
Polearm, pen ⁴	15 gp	1d4	1d6	18-20/x2	—	5 lb.	P
Sickle, four section	12 gp	1d6	2d4	x3	—	11 lb.	B or S
Slave catcher ^{5,6}	25gp	1d3/d3	1d4/1d4	x2	15 ft.	8 lb.	B
Spade, monk's ^{5,6}	30 gp	1d8/1d6	1d10/2d4	x2	—	11 lb.	S
Spear, bane ⁵	50 gp	1d6/1d6	1d8/1d8	x3/x2	20 ft.	7 lb.	B and P
Spear, double-headed	5 gp	1d6/1d6	1d8/1d8	x3	20 ft.	6 lb.	P
Spear, jump	8 gp	1d6	1d8	x3	—	7 lb.	P
Stone, meteor hammer ^{4,5,6}	8 gp	1d4/1d4	1d6/1d6	19-20/x2	—	3 lb.	B
Stone, mother and son hammer ^{4,5,6}	7 gp	1d6/1d6	1d8/1d8	19-20/x2	—	7 lb.	B
Sword, cicada wing ⁵	120 gp	1d4/1d4	1d6/1d6	19-20/x2	—	10 lb.	S
Sword, double-bladed	60 gp	1d8	1d10	19-20/x2	—	8 lb.	S
Sword, double short ⁵	30 gp	1d4/1d4	1d6/1d6	19-20/x2	—	5 lb.	P
Sword, heaven and earth, sun and moon ⁵	120 gp	1d4/1d4	1d6/1d6	19-20/x2	—	10 lb.	S
Sword, pole ⁶	10 gp	1d6	1d8	19-20/x2	5 ft.	5 lb.	S
Sword, ribbon ⁶	15 gp	1d6	1d8	x3	—	3 lb.	S
Sword, two-bladed ⁵	100 gp	1d6/1d6	1d8/1d8	19-20/x2	—	10 lb.	S
Sword, war cleaver	50 gp	2d3	2d4	19-20/x2	—	10 lb.	S
Urgrosh, dwarven ⁵	50 gp	1d6/1d4	1d8/1d6	x3	—	12 lb.	S or P
Warhammer, war maul	75 gp	1d12	2d8	x3	—	30 lb.	B
Ranged Weapons							
Blowgun	1 gp	—	—	—	30 ft.	½ lb.	P
Blowgun darts (10)	1 sp	1	1	x2	—	.1 lb.	—
Blowgun, mini	5 sp	—	—	—	10 ft.	.3 lb.	P
Blowgun darts (10)	1 sp	1	1	x2	—	.1 lb.	—
Bolas	5 gp	1d3 ³	1d4 ³	x2	10 ft.	2 lb.	B
Cloak, dueling	15 gp	—	—	—	10 ft.	3 lb.	—
Crossbow, dual	150 gp	1d6	1d8	19-20/x2	80 ft.	9 lb.	P
Bolts (10)	1 gp	—	—	—	—	1 lb.	—
Crossbow, hand	100 gp	1d3	1d4	19-20/x2	30 ft.	2 lb.	P
Bolts (10)	1 gp	—	—	—	—	1 lb.	—
Crossbow, repeating hand	350 gp	1d4	1d4	19-20/x2	30 ft.	4 lb.	P
3-bolt clip (3 bolts)	5 sp	—	—	—	—	1 lb.	—
5-bolt clip (5 bolts)	1 gp	—	—	—	—	1 lb.	—
10-bolt clip (10 bolts)	2 gp	—	—	—	—	1 lb.	—
Crossbow, repeating heavy	400 gp	1d8	1d10	19-20/x2	120 ft.	12 lb.	P
Bolts (5)	1 gp	—	—	—	—	1 lb.	—
Crossbow, repeating light	250 gp	1d6	1d8	19-20/x2	80 ft.	6 lb.	P
Bolts (5)	1 gp	—	—	—	—	1 lb.	—
Crossbow, triple-threat	80 gp	1d8	1d10	19-20/x2	100 ft.	15 lb.	P
Bolts (12)	3 gp	—	—	—	—	1 lb.	—
Flutegun	15 gp	—	—	—	30 ft.	3 lb.	P
Greatbow	250 gp	1d8	1d10	x3	90ft.	5 lb.	P
Arrows (20)	1 gp	—	—	—	—	3 lb.	—
Greatbow, composite	325 gp	1d8	1d10	x3	10 ft.	5 lb.	P
Arrows (20)	1 gp	—	—	—	—	3 lb.	—
Harpoon	100 gp	1d10	1d12	19-20/x2	60 ft.	15 lb.	P
Harpoon spear	5 gp	—	—	—	—	5 lb.	—
Launcher, razor disk	1 gp	1d8	1d10	19-20/x2	30 ft.	2 lb.	S
Razor disk (5)	5 gp	—	—	—	—	1 lb.	—
Longbow, horse archer's	135 gp	1d6	1d8	x3	120 ft.	3 lb.	P
Arrows (20)	1 gp	—	—	—	—	3 lb.	—
Longbow, horse archer's composite	160 gp	1d6	1d8	x3	130 ft.	3 lb.	P
Arrows (20)	1 gp	—	—	—	—	3 lb.	—
Shortbow, horse archer's	90 gp	1d4	1d6	x3	80 ft.	2 lb.	P
Arrows (20)	1 gp	—	—	—	—	3 lb.	—
Shortbow, horse archer's composite	135 gp	1d4	1d6	x3	90 ft.	2 lb.	P
Arrows (20)	1 gp	—	—	—	—	3 lb.	—
Net	20 gp	—	—	—	10 ft.	6 lb.	—
Shuriken (5)	1 gp	1	1d2	x2	10 ft.	½ lb.	P
Slingstick, halfling	10 gp	1d4	1d4	x2	50 ft.	1 lb.	B

¹ Weight figures are for Medium weapons. A Small weapon weighs half as much, and a Large weapon weighs twice as much.

² When two types are given, the weapon is both types if the entry specifies "and," or either type (player's choice at time of attack) if the entry specifies "or." B=Bludgeoning, P=Piercing, S=Slashing.

³ The weapon deals nonlethal damage rather than lethal damage.

⁴ Reach weapon.

⁵ Double weapon.

⁶ May be used in making Trip attempts

⁷ This ammunition alters the base weapon's normal range and/or damage

on if it's used in the primary hand, or one-half the wielder's Strength bonus if it's used in the off hand. Using two hands to wield a light weapon gives no advantage on damage; the Strength bonus applies as though the weapon were held in the wielder's primary hand only. An unarmed strike is always considered a light weapon.

One-Handed: A one-handed weapon can be used in either the primary hand or the off hand. Add the wielder's Strength bonus to damage rolls for melee attacks with a one-handed weapon if it's used in the primary hand, or ½ his or her Strength bonus if it's used in the off hand. If a one-handed weapon is wielded with two hands during melee combat, add 1½ times the character's Strength bonus to damage rolls.

Two-Handed: Two hands are required to use a two-handed melee weapon effectively. Apply 1½ times the character's Strength bonus to damage rolls for melee attacks with such a weapon.

Weapon Size: Every weapon has a size category. This designation indicates the size of the creature for which the weapon was designed.

A weapon's size category isn't the same as its size as an object. Instead, a weapon's size category is keyed to the size of the intended wielder. In general, a light weapon is an object two size categories smaller than the wielder, a one-handed weapon is an object one size category smaller than the wielder, and a two-handed weapon is an object of the same size category as the wielder.

Inappropriately Sized Weapons: A creature can't make optimum use of a weapon that isn't properly sized for it. A cumulative -2 penalty applies on attack rolls for each size category of difference between the size of its intended wielder and the size of its actual wielder. If the creature isn't proficient with the weapon a -4 nonproficiency penalty also applies.

The measure of how much effort it takes to use a weapon (whether the weapon is designated as a light, one-handed, or two-handed weapon for a particular wielder) is altered by one step for each size category of difference between the wielder's size and the size of the creature for which the weapon was designed. If a weapon's designation would be changed to something other than light, one-handed, or two-handed by this alteration, the creature can't wield the weapon at all.

Improvised Weapons: Sometimes objects not crafted to be weapons nonetheless see use in combat. Because such objects are not designed for this use, any creature that uses one in combat is considered to be nonproficient with it and takes a -4 penalty on attack rolls made with that object. To determine the size category and appropriate damage for an improvised weapon, compare its relative size and damage potential to the weapon list to find a reasonable match. An improvised weapon scores a threat on a natural roll of 20 and deals double damage on a critical hit. An improvised thrown weapon has a range increment of 10 feet.

Qualities

Here is the format for weapon entries (given as column headings on **Table 1.1: Weapons**).

Cost: This value is the weapon's cost in gold pieces (gp) or silver pieces (sp). The cost includes miscellaneous gear that goes with the weapon.

This cost is the same for a Small or Medium version of the weapon. A Large version costs twice the listed price.

Damage: The Damage columns give the damage dealt by the weapon on a successful hit. The column labeled "Dmg (S)" is for Small weapons. The column labeled "Dmg (M)" is for Medium weapons. If two damage ranges are given then the weapon is a double weapon. Use the second damage figure given for the double weapon's extra attack. Table: Tiny and Large Weapon Damage gives weapon damage values for weapons of those sizes.

TABLE 1.2: WEAPON DAMAGE

Medium Weapon Damage	Tiny Weapon Damage	Large Weapon Damage
1d2	—	1d3
1d3	1	1d4
1d4	1d2	1d6
1d6	1d3	1d8
1d8	1d4	2d6
1d10	1d6	2d8
1d12	1d8	3d6
2d4	1d4	2d6
2d6	1d8	3d6
2d8	1d10	3d8
2d10	2d6	4d8

Critical: The entry in this column notes how the weapon is used with the rules for critical hits. When your character scores a critical hit, roll the damage two, three, or four times, as indicated by its critical multiplier (using all applicable modifiers on each roll), and add all the results together.

Exception: Extra damage over and above a weapon's normal damage is not multiplied when you score a critical hit.

x2: The weapon deals double damage on a critical hit.

x3: The weapon deals triple damage on a critical hit.

x3/x4: One head of this double weapon deals triple damage on a critical hit. The other head deals quadruple damage on a critical hit.

x4: The weapon deals quadruple damage on a critical hit.

19–20/x2: The weapon scores a threat on a natural roll of 19 or 20 (instead of just 20) and deals double damage on a critical hit. (The weapon has a threat range of 19–20.)

18–20/x2: The weapon scores a threat on a natural roll of 18, 19, or 20 (instead of just 20) and deals double damage on a critical hit. (The weapon has a threat range of 18–20.)

Range Increment: Any attack at less than this distance is not penalized for range. However, each full range increment imposes a cumulative -2 penalty on the attack roll. A thrown weapon has a maximum range of five range increments. A projectile weapon can shoot out to ten range increments.

Weight: This column gives the weight of a Medium version of the weapon. Halve this number for Small weapons and double it for Large weapons.

Type: Weapons are classified according to the type of damage they deal: bludgeoning, piercing, or slashing. Some monsters may be resistant or immune to attacks from certain types of weapons.

Some weapons deal damage of multiple types. If a weapon is of two types, the damage it deals is not half one type and half another; all of it is both types. Therefore, a creature would have to be immune to both types of damage to ignore any of the damage from such a weapon.

In other cases, a weapon can deal either of two types of damage. In a situation when the damage type is significant, the wielder can choose which type of damage to deal with such a weapon.

Special: Some weapons have special features. See the weapon descriptions for details.

Weapon Descriptions

This section describes a variety of nonmagical weaponry. Refer to **Table 1.1: Weapons** for the statistics for these items.

Angon: This is a barbed javelin intended for throwing. Like a typical javelin, it can be used in melee combat, but not nearly as well (suffering -4 to melee attack rolls). The head of the javelin is characterized by a number of vicious barbs that inflict terrible wounds. When a critical hit is scored, the angon has become imbedded in the victim. This hinders combat (-2 to all actions until removed), but ripping the offending weapon out of a body causes an additional 2d4 points of damage. Extracting an angon is even challenging for a skilled healer: a successful heal check (DC 15) inflicts only 1d4 points of damage to the victim, while a DC 20 roll results in a clean removal without further damage.

Arrow: An arrow used as a melee weapon is treated as a light improvised weapon (-4 penalty on attack rolls) and deals damage as a dagger of its size (critical multiplier x2). Arrows come in a leather quiver that holds 20 arrows. An arrow that hits its target is destroyed; one that misses has a 50% chance of being destroyed or lost.

Arrow, Alchemical: The heads of these arrows are made from a pointed glass vial. The vial is made from a thin glass designed to break upon impact. A successful ranged touch attack accomplishes this goal, as well as dealing 1 point of damage. The vial may be filled with one of a wide variety of alchemical substances. A Craft (Alchemy) check must be made with a DC of 18 to properly create an alchemical arrow. It has half the normal range increment. There

is no chance to recover a missed arrow, as it breaks upon impacting anything.

Arrow, Axehead: This arrow has a small curved blade affixed to the head of the shaft. In addition to causing Slashing damage instead of Piercing damage, axehead arrows may be used to cut strings, ropes or vines from distance.

Arrow, Barbed: While similar in size and weight to the traditional arrows used in warfare, these arrows are more likely to inflict a critical hit on the target.

Arrow, Grappling: The head of this arrow was probably developed by some ingenious gnome. It consists of two steel blades on a center pin, which are designed to spring out once fired from the bow. The shaft of this arrow is reinforced to hold 250 lbs. The arrow has half the normal range increment. A ranged attack is made with an AC of the target being 15.

Arrow, Hollow: These appear to be normal arrows or crossbow bolts, but the shaft has been hollowed and waxed, allowing it to contain two doses of poison. When it hits its target, the shaft shatters and delivers the poison. Damage is reduced by the lighter weight and construction.

Arrow, Ironshod: The shaft of this arrow is composed of solid steel or cold iron, making it very heavy—so much that these arrows can only be fired from a composite longbow with a Strength rating of +2 or better. Even then the arrow's range is greatly diminished, but it possesses great penetrating power.

Arrow, Lung Puncture: Often crafted from bamboo, this hollow arrow has an extremely narrow point designed to penetrate bone. Short-ranged, prone to breakage, and not particularly lethal, few warriors choose to use it. In the hands of a skilled archer, it is quite deadly and capable of penetrating into the lungs and creating sucking chest wounds—the air quite literally seeping from the organ through the hollow weapon. A character scoring a critical hit inflicts no additional damage, but inflicts 1d6 points of temporary Constitution damage. Unless the victim makes a Fortitude save (DC 10 + archer's ranged attack bonus), the target begins to feel his breath literally slip away (see the Drowning rules in the DMG). Preventing a character from expiring in such a manner requires a successful Heal check (DC 20), or the removal of the arrow and some manner of healing magic.

Arrow, Penetrating: This mithral arrow is weighted to rotate tightly in flight. The result is devastating, allowing a small band of archers to literally rip to shreds advancing columns of enemy troops. On a critical hit, the penetrating arrow does triple damage and rips right through the victim, continuing on its flight. The archer may make another attack roll to hit a second foe in the immediate flight path and not further than 10 ft. behind the first victim. The arrow cannot penetrate through a second victim, even if the attack roll should result in a second critical hit.

TABLE 1.3: ALCHEMICAL ARROWS

Arrows	Description
Acid	This highly concentrated acid delivers 1d6 points of acid damage upon impact. It continues to deliver an additional 1d4 points of damage until the target takes one full round to wipe it off. If left untreated, a typical acid can burn for 3d4 rounds before dissipating naturally.
Adhesive	This arrow is extremely useful when combined with a rope behind pulled behind it as it flies to its target. Upon impact, the adhesive property effectively glues the arrow to its target. This adhesive can support up to 300 lbs. It requires a Strength Check (DC 20) to pull it free.
Oil	This arrow has multiple uses. If three or more strike a single target, that target must make a Balance Check DC 12 before doing anything that round or fall. If a thin cloth is wrapped around the vial and lit on fire, it explodes in a flash upon impact. The target takes 1d6 points of fire damage and must make a Reflex Save (DC 15) or be blinded for 1d3 rounds. It continues to burn for 1d4 points of damage for the next two rounds until the oil is consumed.
Poison	These vials can contain a gas or contact version of any poison that is available in these forms. Refer to the <i>DMG</i> or <i>Pale Designs: A Poisoner's Handbook (BAS-1007)</i> for more information on the effects of various poisons.

Unfortunately, the weight of the arrow and the trajectory at which it must be fired in order to score penetrating hits greatly reduces its effective range.

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.

Arrow, Sonic: The head of this arrow is a three-inch-long cylinder that's about ½ inch thick. The cylinder is hollowed out with a variety of holes allowing air to pass through them. Depending of the type of holes, a wide range of sound can be produced. A Craft (Musical Instrument) check needs to be made (DC 15) to produce a proper sounding sonic arrow. These arrows are primarily fired off to warn all within earshot of it. The arrows can be made to sound like a variety of animal sounds. A Craft (Musical Instrument) check (DC 18) needs to be made to accomplish this. Expert crafters have been known to make a version of this arrow that whines at such an intense pitch. All who hear it must make a Reflex save (DC 15) to cover their ears or be -1 to hit, damage and skill check due to loss of balance, minor pain and nausea for 1d3 rounds.

Axe, 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 can 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 can 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.

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 negate being tripped themselves.

Axe, Crushing: 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.

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 themselves.

Axe, Double-Headed: 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.

Axe, Elephant: This is a huge axe with a crescent-moon shaped blade, and is specifically designed for hamstringing elephants, though it is capable of delivering devastating wounds against any sort of foe. The weapon is quite intimidating, and is often decorated to make it look even more menacing. It is not uncommon to find elephant axes adorned with tassels, the skulls of small animals, and horrific engravings.

Elephant axes are capable of inflicting grievous critical hits. Unfortunately, they are so close to being Huge weapons that any Medium-sized user suffers a -4 attack penalty when wielding one, and a Large user suffers a -4 attack penalty when attempting to use it one-handed. The elephant axe has a 10 ft. reach, allowing the wielder to use it with relative safety against massive foes such as elephants, dinosaurs, dragons, and the like.

Axe, Hooked: This single-bladed axe has a curved metal hook on the opposite side, allowing you to make trip attacks with the weapon. If you are tripped during your own trip attempt, you may drop the axe in order to avoid being tripped yourself.

Axe, Orc Double: An orc double axe is a double weapon. You can fight with it as if fighting with two weapons, but you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a one-handed weapon and a

light weapon. A creature wielding an orc double axe in one hand can't use it as a double weapon—only one end of the weapon can be used in any given round.

Axe, 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.

Axe-Hammer: An exotic weapon, the axe-hammer is long hafted 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.

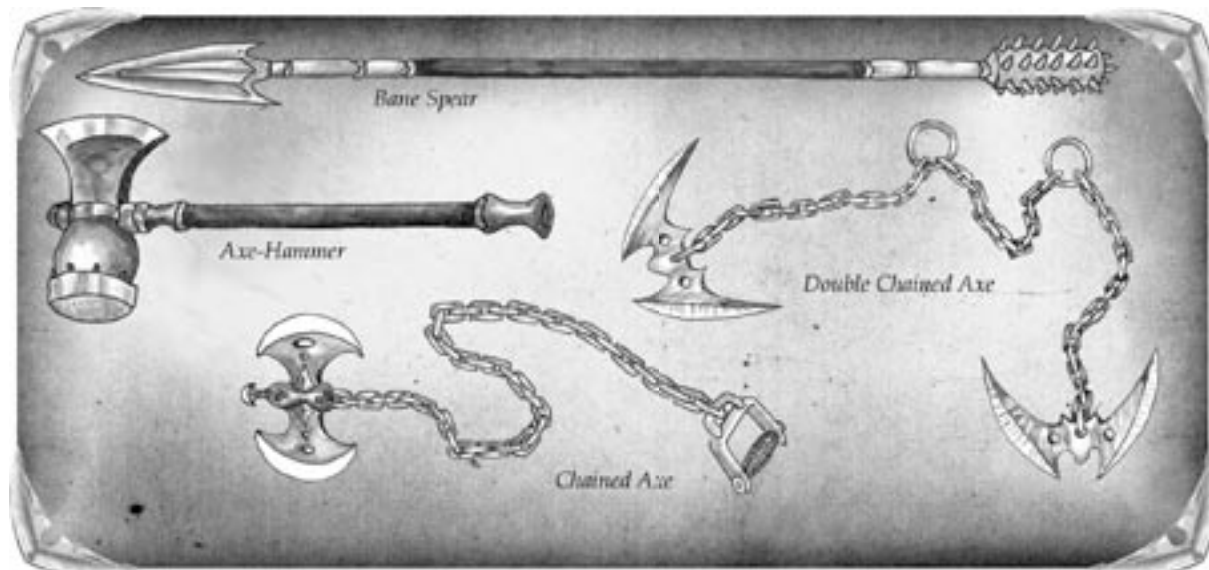
Backsword, Basket-hilted: The favorite weapon in many medieval lands is the basket-hilted backsword. This single-edged sword is around three feet in length, and the hilt features a hand guard—often elegantly crafted—that covers the top and front of the hand. Like a rapier, the guard protects the hand, 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 successful attack roll with the weapon can also be resolved as a basket punch, inflicting bludgeoning damage.

Bardiche: This is a heavy axe with a long, broad blade 2 to 3 ft. in length mounted by two rings onto a 4 ft. shaft. This is a two-handed weapon when wielded by a medium-sized or smaller creature.

Battlehammer, Dwarven: A dwarven battlehammer is too large to use in one hand unless the wielder is Large size or greater.

Blade, Duck: (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.

Blade, Fanged: 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. Many barbarians and druids favor this weapon.

Blade, Rooster: (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.

Blade, Water Parting (Fen Shui Dun): This device is sometimes described as a shield, but is actually a weapon. The water parting blade is crescent-shaped, mounted at both ends on a short wooden rod.

Bladeharp: A bladeharp is a sturdily crafted harp, fit with blades around the outside edges. It can either be played as a harp or wielded as a weapon. The harp is constructed from steel-reinforced wood so as not to break when it is employed in combat.

Bladestaff: The bladestaff looks just like a normal walking staff or quarterstaff, but a blade can be made to swing out of the wood when the weapon is activated by its user. It can then be wielded like a scythe inflicting slashing damage or simply used as a bludgeoning weapon. Activation of the blade is a free action and the type of damage must be declared prior to the attack.

Blowgun: Especially prevalent among primitive humanoid tribes dwelling in jungle and forest environments, a blowgun is simply a hollow tube that propels a tiny projectile when its wielder breathes into it. Measuring between several inches and two feet in length, the user carefully drops a needle or quill into the tube before pressing one end against his lips and strongly exhaling. The missile travels through the tube and races toward its intended target. Although its range and damage are vastly inferior to other ranged weapons, humanoids employing a blowgun typically use the device in conjunction with poison. While one dose of poison coats only a single arrow, the same amount of poison coats three needles or quills. The blowgun functions as a thrown weapon rather than a projectile weapon. It is a tiny, exotic ranged weapon.

Blowgun, Mini: The mini-blowgun is a thin tube approximately 12" to 16" in length. Although this

weapon has a very limited range (increment 10ft.) it is highly concealable. The weapon is used one-handed but can be fired using only the mouth, but the attack roll suffers a -4 circumstance penalty to hit.

Bolas: You can use this weapon to make a ranged trip attack against an opponent. You can't be tripped during your own trip attempt when using a set of bolas.

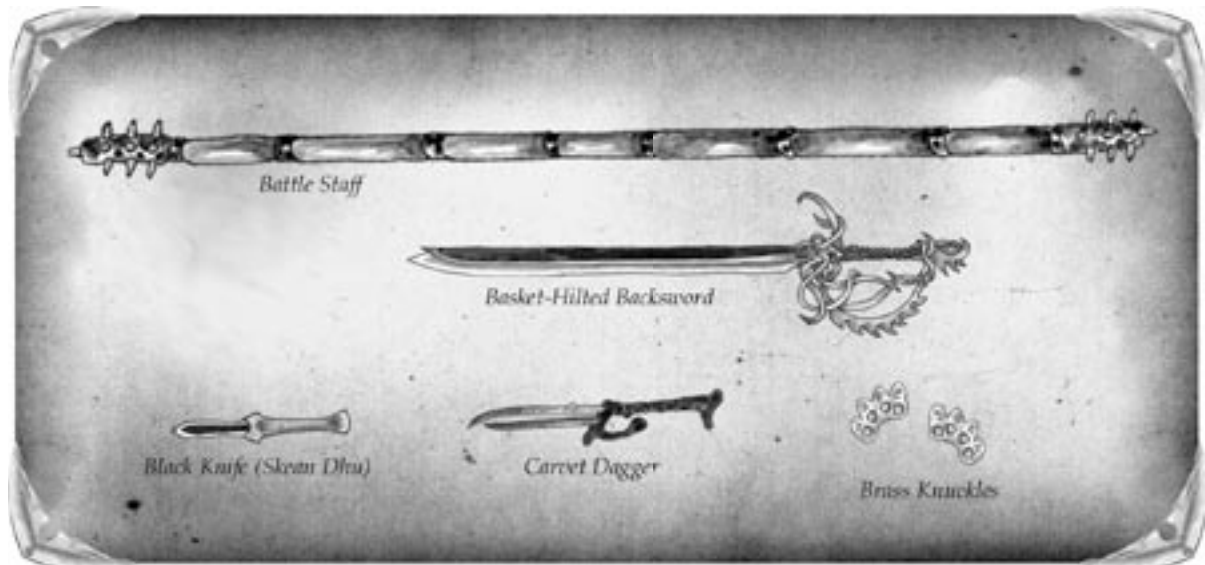
Bolt: A crossbow bolt used as a melee weapon is treated as a light improvised weapon (-4 penalty on attack rolls) and deals damage as a dagger of its size (critical x2). Bolts come in a wooden case that holds 10 bolts (or 5, for a repeating crossbow). A bolt that hits its target is destroyed; one that misses has a 50% chance of being destroyed or lost.

Bolt, Hollow Crossbow: These are what appear to be normal crossbow bolts. However the shaft has been hollowed and waxed, allowing it to contain two doses of poison. When it strikes its target, the shaft shatters and delivers the poison. Damage is reduced by the lighter weight and construction.

Bow, Double Recurve: The double recurve bow must be wielded with two hands. It is an incredibly powerful bow and should be considered the equivalent of a masterwork mighty *composite longbow* +2.

Bow, Light War: Well made, the light war bow is a stout weapon—a strong draw but a short body. The advantage of this bow is that it does not make the archer as prominent a target as a larger bow would, since the draw is accomplished much sooner and the required stance less dramatic. As with all bows, both hands are required to use this weapon. Optionally, those already proficient with bows may fire this bow as if they had the Rapid Shot feat (although they do not gain the bonus of the prerequisite Point Blank Shot feat as well). This bonus does not stack with Rapid Shot if the user already has this feat.

Bracerblade: This appears to be a standard leather or metal brace with a scythe-like or axe-like blade fixed along the length of the bracer. A bracerblade can be used either as a weapon or defensively as a light shield. If two are used as weapons in the same



round, you suffer all penalties for using a two-weapon fighting style.

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 *Complete Minions*); and extra-thick for half-orcs.

Brush, Judge's (Pan Guan Bi): The judge'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.

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.

Buckler, Bladed: A bladed buckler looks like a streamlined steel buckler with sharp blades on the top and bottom. Nonproficient wielders may use a bladed buckler only as a normal buckler. Proficient wielders may make shield bash attacks with the bladed buckler, dealing 1d6 points of damage with each successful hit. A shield bash attack with this weapon does not suffer the usual -1 penalty for wielding a weapon with the buckler arm. However, if you make a shield bash attack with a bladed buckler, you do not gain its armor bonus to AC for that

action. It takes a full round action that provokes an attack of opportunity to attach a bladed buckler so it can be used as a weapon. This also applies to removing the buckler.

A bladed buckler can have both armor and weapon enhancements and special abilities. Both combine and count as weapon enhancements for the purpose of determining price. When representing the shield's bonuses, the weapon and armor portions are separated, with the weapon portion shown first. Thus a bladed buckler with a +2 enhancement bonus on attacks and damage and a +1 enhancement bonus to Armor Class would be represented as a +2/+1 *bladed buckler* and priced as a +3 weapon.

Bullets, Sling: Bullets come in a leather pouch that holds 10 bullets. A bullet that hits its target is destroyed; one that misses has a 50% chance of being destroyed or lost.

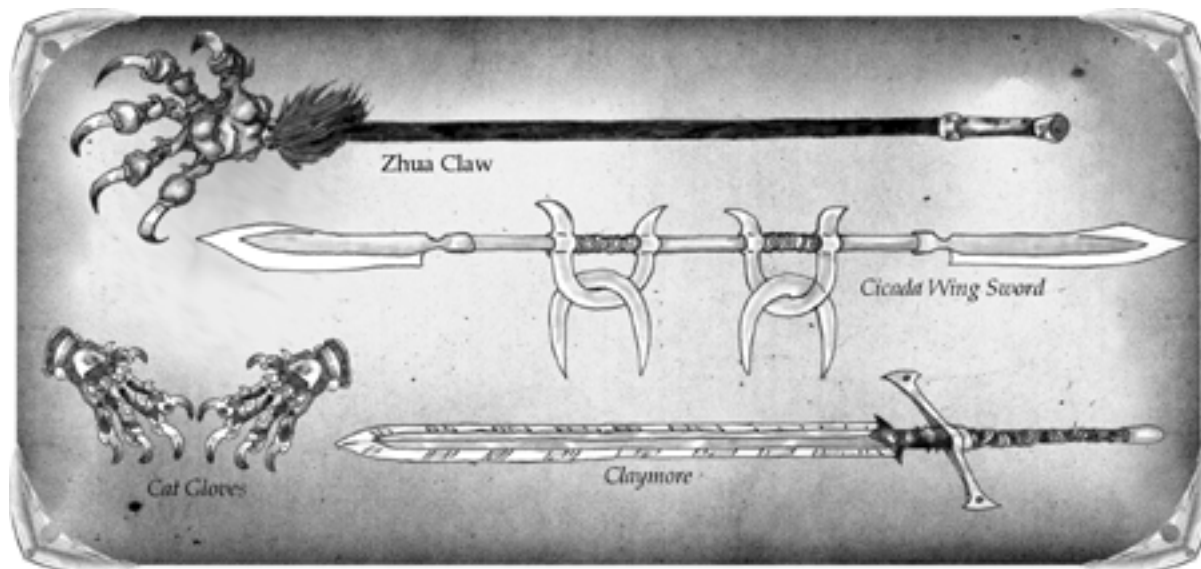
Bushknife: Many halflings and rangers use the bushknife as both a weapon and a tool. It has a short, chopping blade that is useful for clearing a way through heavy brush.

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.

Chain, Dragon Head (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 herself. 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.

Chain, Ladies': An understated version of the metal gauntlet, this weapon allows unarmed attacks to deal normal damage, rather than the normal nonlethal 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.

Chain, Scarf: A scarf chain is a thin weighted chain sewn into a silk scarf (included in the price). It can be used like a spiked chain, and can be used as a garrote 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.

Chain, Spiked: A spiked chain has reach, so you can strike opponents 10 feet away with it. In addition, unlike most other weapons with reach, it can be used against an adjacent foe.

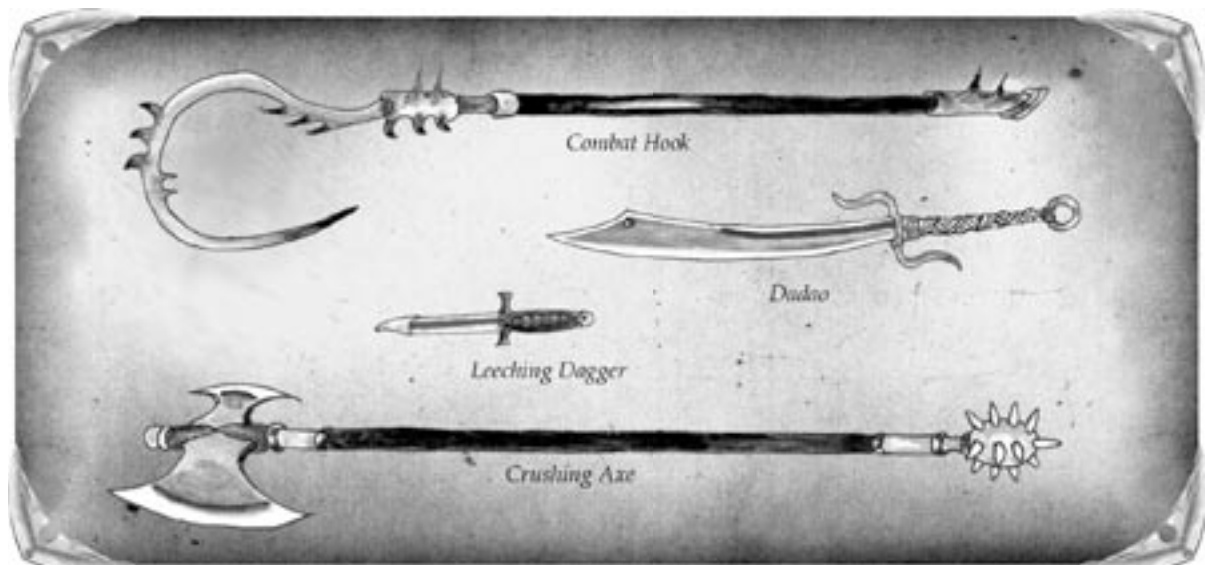
You can make trip attacks with the chain. If you are tripped during your own trip attempt, you can drop the chain to avoid being tripped yourself. When using a spiked chain, you get a +2 bonus on opposed attack rolls made to disarm an opponent (including the roll to avoid being disarmed if such an attempt fails).

You can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a spiked chain sized for you, even though it isn't a light weapon for you.

Chainblade: The chainblade has a handle and crosspiece like that of a sword with a 5 to 7 ft. long segmented blade. The segments are joined together by a slotted hinge that allows the blade as a whole to move freely along the thin axis while remain ridged along the flat, giving the weapon a snaky, whiplike motion.

Claw, Double Flying (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.

Claw, Fighting: 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. Assassins often use this weapon to disguise murders as wild beast attacks.

Claw, Zhua: This ancient polearm is nothing more than a staff topped with a dragonlike 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.

Claws of the Weasel: These items fit like gauntlets, and have 6 inch metal claws that can be used for both climbing and for fighting. For combat purposes, they function the same as spiked gauntlets. When a character wears these when making a Climb check, he receives a +4 circumstance bonus.

Cleaver, Nightling: This weapon is the favorite weapon of the nightling (see *Complete Minions*). 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.

Cloak, Dueling: 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.

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

Comb, Iron (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.

Crossbow, Dual: 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 an attack of opportunity. Two such actions are required to re-

load 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.

Crossbow, Hand: You can draw a hand crossbow back by hand. Loading a hand crossbow is a move action that provokes an attack of opportunity. You can shoot—but not load—a hand crossbow with one hand at no penalty. You can shoot a hand crossbow with each hand, but you take a penalty on attack rolls as if attacking with two light weapons.

Crossbow, Heavy: You draw a heavy crossbow back by turning a small winch. Loading a heavy crossbow is a full-round action that provokes attacks of opportunity. Normally, operating a heavy crossbow requires two hands. However, you can shoot—but not load—a heavy crossbow with one hand at a -4 penalty on attack rolls. You can shoot a heavy crossbow with each hand, but you take a penalty on attack rolls as if attacking with two one-handed weapons. This penalty is cumulative with the penalty for one-handed firing.

Crossbow, Light: You draw a light crossbow back by pulling a lever. Loading a light crossbow is a move action that provokes attacks of opportunity. Normally, operating a light crossbow requires two hands. However, you can shoot—but not load—a light crossbow with one hand at a -2 penalty on attack rolls. You can shoot a light crossbow with each hand, but you take a penalty on attack rolls as if attacking with two light weapons. This penalty is cumulative with the penalty for one-handed firing.

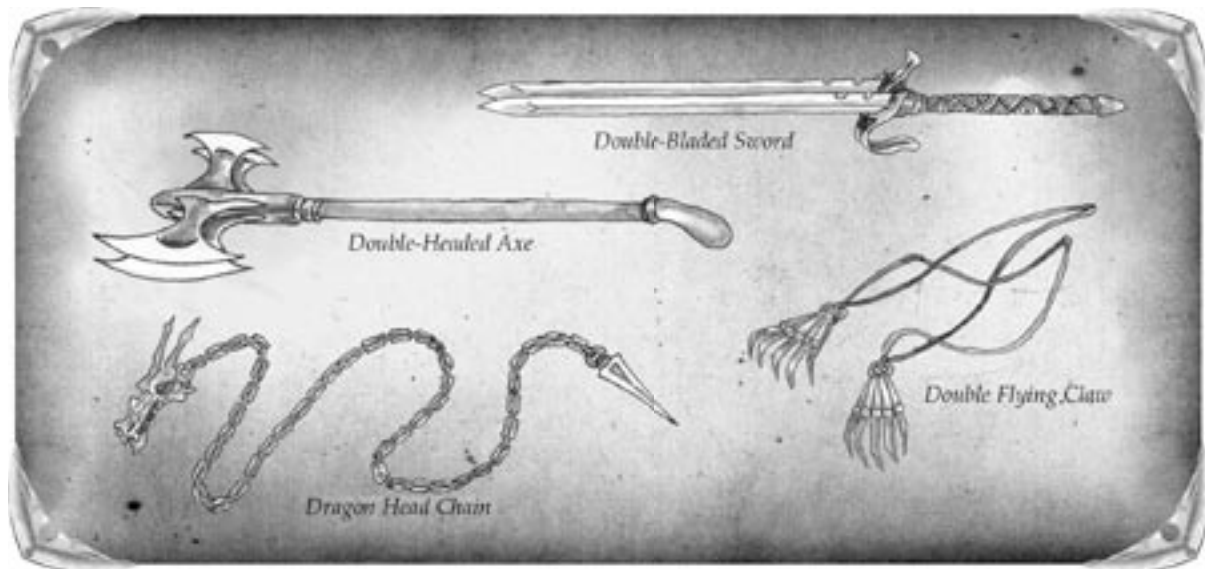
Crossbow, Repeating: The repeating crossbow (heavy or light) holds 5 crossbow bolts. As long as it holds bolts, you can reload it by pulling the reloading lever (a free action). Loading a new case of 5 bolts is a full-round action that provokes attacks of opportunity.

You can fire a repeating crossbow with one hand or fire a repeating crossbow in each hand in the same manner as you would a normal crossbow of the same size. However, you must fire the weapon with two hands in order to use the reloading lever, and you must use two hands to load a new case of bolts.

Crossbow, Repeating Hand: A repeating hand crossbow looks like a miniature version of its repeating cousin. As long as it holds bolts, the wielder can fire a repeating hand crossbow up to his normal number of attacks without reloading. Loading a repeating hand crossbow with a new clip is a full-round action that provokes an attack of opportunity.

Crossbow, Triple-threat: This is a rare heavy crossbow with an extra wide stock. Three heavy bolt grooves run down the length of the stock with an especially wide string release at its base. This allows for up to three bolts to be fired at once. The wielder must make three separate attack rolls—one for each bolt—and all bolts must be fired simultaneously at the same target.





The crossbow is rather bulky and requires two hands to fire as well as load it. Because of its size, small-sized creatures, regardless of strength, must level the weapon upon a sturdy base of some sort, effectively bracing it so that it may be aimed properly. Fully loading the weapon is a full round action and provokes an attack of opportunity.

Cudgel, Monk's (Chan Zhang): 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.

Dagger: You get a +2 bonus on Sleight of Hand checks made to conceal a dagger on your body (see the Sleight of Hand skill).

Dagger, Carvet: This small knife is made from the beak of a carvet (from *Complete*

). Strong as normal iron, this blade is razor sharp. Primitive cultures and barbarians often employ this type of weapon.

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.

Dagger, Ribbon: 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 as a fashion statement in long hair.

Dagger, 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.

Dagger, Triple-Bladed: This weapon is favored by duelists as an off-hand parrying weapon. To all appearances, this is a normal main gauche with a broad quillion for parrying. A release catch in the hilt allows the blade to separate into three parts, forming a tridentlike weapon that can be more efficiently used for trapping an opponent's weapon. If the opened dagger is used to disarm an opponent, the wielder receives a +3 bonus to the opposed attack roll (including on the roll if the disarm fails).

Deggar: The deggar is a two-bladed knife that is useful for quickly cutting ropes, skinning fish, and disarming opponents. The two blades are slightly angled in the pommel and offset to create a small opening in which blades can be trapped momentarily. A proficient user that attempts to disarm an opponent with a deggar gains a +2 circumstance bonus to the attempt. In addition, because of its strange construction, a deggar's wielder gains a +2 circumstance bonus on any attempts to avoid being disarmed.

Part of the training with a deggar is learning to catch weapons in the space between the two blades. As a result, if the character wielding the deggar readies an action he may attempt to disarm any opponent that attacks him as an attack of opportunity. This does not provoke an attack of opportunity, although a normal disarm attempt still does.

Dirk: One of the most utilitarian of all weapons, the dirk is the most common weapon of many impoverished areas. It is a single-edged blade twelve to eighteen inches long with a carved handle and no cross guard. In combat, it is normally used in a back-handed grip. A dirk functions as a dagger, except for

its size and its ability to be used in the same hand as a large shield. See the description of the targe in the **Shields** section for special rules.

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.

Flail, Dire: A dire flail is a double weapon. You can fight with it as if fighting with two weapons, but you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a one-handed weapon and a light weapon. A creature wielding a dire flail in one hand can't use it as a double weapon—only one end of the weapon can be used in any given round.

When using a dire flail, you get a +2 bonus on opposed attack rolls made to disarm an enemy (including the opposed attack roll to avoid being disarmed if such an attempt fails). You can also use this weapon to make trip attacks. If you are tripped during your own trip attempt, you can drop the dire flail to avoid being tripped yourself.

Flail or Heavy Flail: With a flail, you get a +2 bonus on opposed attack rolls made to disarm an enemy (including the roll to avoid being disarmed if such an attempt fails).

You can also use this weapon to make trip attacks. If you are tripped during your own trip attempt, you can drop the flail to avoid being tripped.

Flail, Hook: 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 herself.

Flute, Iron (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.

Flutegun: A favorite weapon of bardic assassins, this ordinary-looking flute contains a hidden blowgun mechanism. This is an exotic ranged weapon

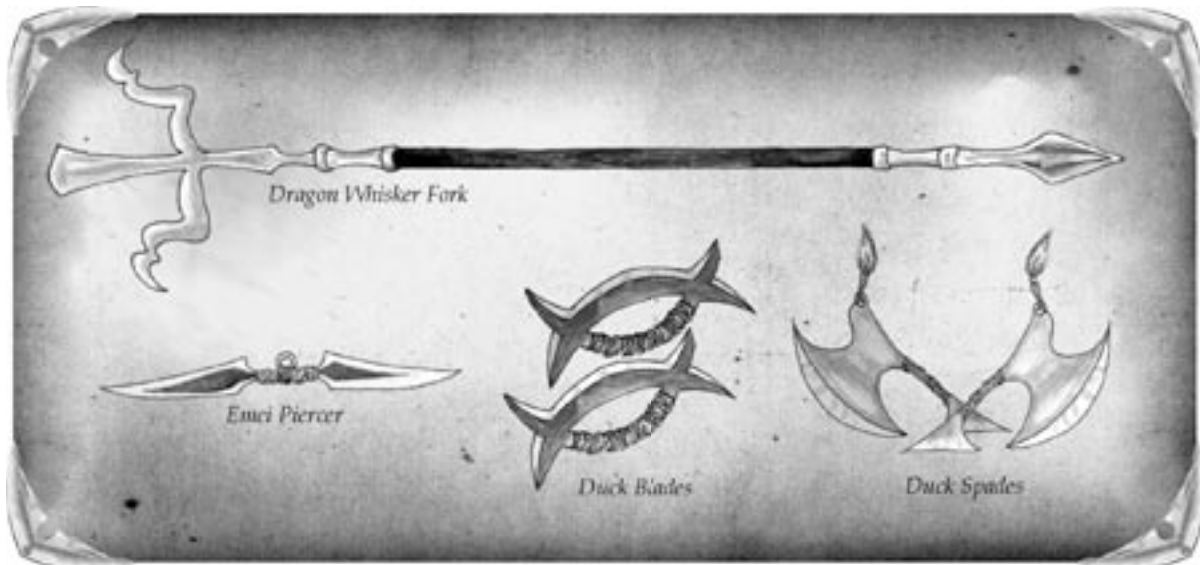
that can be played as a flute and used as a missile weapon at the same time. The needles fired by the flutegun do no damage, but can deliver a potent dose of poison. The gun only holds one needle at a time, but can be reloaded while playing with a successful Perform check (DC 10). The total Perform check 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 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.

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

Fork, War: 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.



Gae Bolga: A heavy shortspear with a wickedly barbed head, the gae bolga is a feared weapon wielded by the mightiest warriors of certain barbarian tribes. When thrust into a wound, the barbs catch on the flesh and organs. When the spear is withdrawn, it tears the victim's entrails out in a rather messy fashion.

If a critical hit is inflicted, the head imbeds into the wound. A character may remove it by making a successful Strength check with a DC equal to one-half the damage inflicted by the critical hit. When the gae bolga is removed, it inflicts an extra 2d4 points of damage. This damage may be halved if it is removed with a successful Heal check (DC 15).

Gaff: Wielded by ravnimen, the gaff is little more than a 6 inch long barbed fishhook affixed in a perpendicular fashion to a wooden, bone or steel rod roughly four inches long and no more than an inch in circumference.

Garrote, 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.

Gauntlet: This metal glove lets you deal lethal damage rather than nonlethal damage with unarmed strikes. A strike with a gauntlet is otherwise considered an unarmed attack. The cost and weight given are for a single gauntlet. Medium and heavy armors (except breastplate) come with gauntlets.

Gauntlet, Battle: 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.

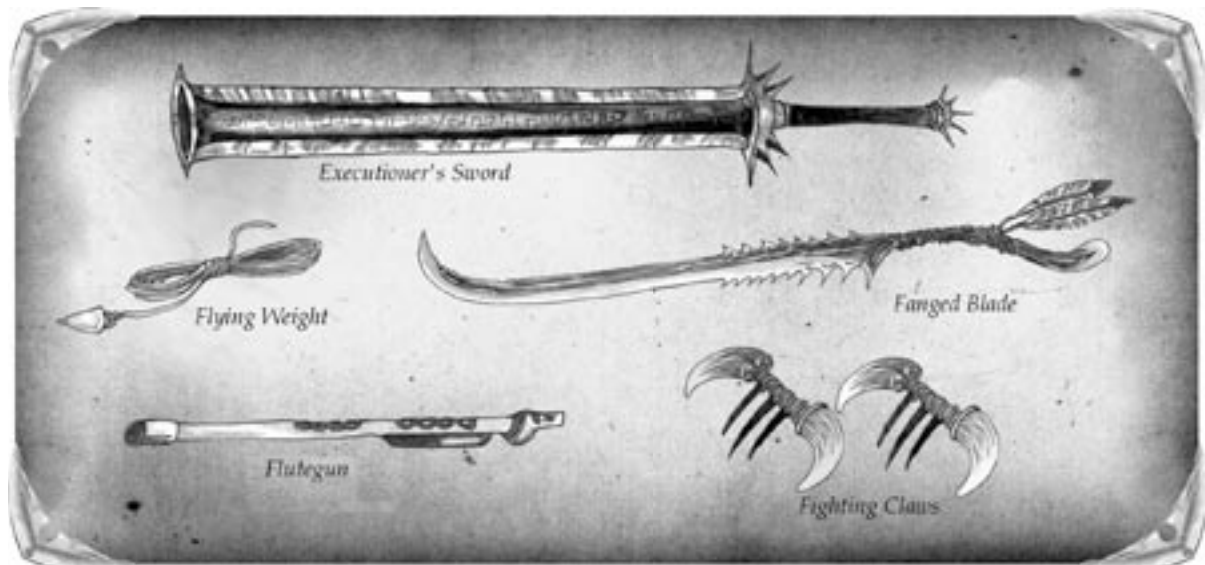
Gauntlet, Spiked: Your opponent cannot use a disarm action to disarm you of spiked gauntlets. The cost and weight given are for a single gauntlet. An attack with a spiked gauntlet is considered an armed attack.

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.

Glaive: A glaive has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe.

Glove, Cat: 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.

Greatbow: Although most elven scouts and hunters prefer the smaller size and greater range of the longbow, select groups of soldiers train with greatbows, typically using them from battle platforms built high in great trees. A Medium greatbow is 6 ft. or more in height when strung, and only long



hours of training will allow an archer to proficiently use this weapon.

A greatbow is too unwieldy to use while mounted. As with other bows, if the wielder has a penalty for low Strength, he must apply it to damage rolls when using a greatbow. If he has a bonus for high Strength, he may apply it to damage rolls only when he uses a composite greatbow (see below).

Greatbow, Composite: Composite greatbows follow all of the normal rules for composite bows, including strength ratings. For purposes of weapon proficiency and similar feats, a composite greatbow is treated as a greatbow. For example, if a character has Weapon Focus (Greatbow), that feat applies to both greatbow and composite greatbow.

Greatsword, Angel's Blade: These large greatswords look just like normal greatswords except for the rectangular groove cut into the center of the blade. This groove accepts special slotted metal strips that are fitted to the sword to allow it to bypass damage reduction based on a weapon's composition. Thus, a character might fit a silver strip into the slot in order to more effectively fight a lycanthrope, or a strip of cold iron when attacking a creature from the lower planes.

It requires a full round action that provokes an attack of opportunity to add or remove a strip from the weapon. The weapon does not gain any special abilities of the metal used in the strip, such as the enhancement bonus of adamantine.

Greatsword, Weighted: This greatsword is a single-edged blade with a weight just over halfway up the length of the blade, attached to its back. The sword is weighted to such a finely balanced degree that it has no adverse effect on the wielder, however the extra weight allows the weapon more effective cutting power.

Guisarme: A guisarme has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe. You can also use it to make trip attacks. If you are tripped during your own trip attempt, you can drop the guisarme to avoid being tripped yourself.

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, Poisoned: 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 harems.

Halberd: If you use a ready action to set a halberd against a charge, you deal double damage on a successful hit against a charging character. You can use a halberd to make trip attacks. If you are tripped during your own trip attempt, you can drop the halberd to avoid being tripped yourself.

Halberd, Horse (Ma Ji): 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.

Hammer, Double: As with other double weapons, the double hammer allows you to fight with it as if fighting with two weapons. If you do, you incur all of the normal attack penalties associated with fighting with two weapons, as if you were using a one-handed weapon and a light weapon. A creature using a double weapon in one hand, such as an ogre using a double hammer, cannot use it as a double weapon.

Hammer, Gnome Hooked: A gnome hooked hammer is a double weapon. You can fight with it as if fighting with two weapons, but you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a one-handed weapon and a light weapon. The hammer's blunt head is a bludgeoning weapon that deals 1d6 points of damage (crit x3). Its hook is a piercing weapon that deals 1d4 points of damage (crit x4). You can use either head as the primary weapon. The other head is the offhand weapon. A creature wielding a gnome hooked hammer in one hand can't use it as a double weapon—only one end of the weapon can be used in any given round.

You can use a gnome hooked hammer to make trip attacks. If you are tripped during your own trip attempt, you can drop the gnome hooked hammer to avoid being tripped. Gnomes treat gnome hooked hammers as martial weapons.

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

Harpoon: A harpoon is an extra heavy crossbow adapted to fire short, barbed spears. The spears can be affixed to a cable (up to 30 ft. in length) that is wound onto a spool affixed beneath the muzzle of the bow. When the harpoon strikes an opponent and deals 7 or more points of damage, the head becomes lodged in the target's body. The target is then bound by the cable to the harpoon, and can be tugged toward the wielder with an opposed Strength check. The cable (AC 14, hardness 8, hp 2) can be cut with a slashing weapon, or the spear may be pulled out the body (a standard action) with a Strength check of 20 (inflicting 1d10 points of damage). Loading a harpoon is a full-round action that provokes an attack of opportunity.

Hokk: The hokk is a small exotic melee weapon, consisting of a semicircular blade affixed with a crossbar hilt. Small hooks extend from the blade



where it meets the handle. The hokk can be used to disarm an opponent in melee.

Hook, Combat: 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.

Hook, Nine Teeth (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.

Horncaps, Serrated: These razor-lined horn-caps must be specifically fitted to each individual minotaur. Existing horn-caps can be retrofitted can be retrofitted for a cost of 10 gp. When a minotaur is wearing serrated horn-caps, his gore attack deals 1d10 points of damage and threatens a critical on a 19-20. In addition, he adds an additional 1d6 points of damage when using his powerful charge ability.

Javelin: Since it is not designed for melee, you are treated as nonproficient with it and take a -4 penalty on attack rolls if you use a javelin as a melee weapon.

Javelin, Star-bite: This is a masterwork javelin whose head hides a tension-cocked mechanism that drives barbs or blades out of the head of the weapon when it strikes a target. It also contains a poison reservoir that is revealed when the haft is twisted, allowing poison to be added. The shaft is screwed back onto the head.

The impact of the weapon striking a target triggers the mechanism that forces the barbs or jagged blades out into the target's flesh, releasing the poison. In addition, the blades lock in place inflicting 2d4 points of damage if pulled from the wound, or 1d4 points if surgically removed with a successful Heal check (DC 15).

Kama: The kama is a special monk weapon. This designation gives a monk wielding a kama special options. You can use a kama to make trip attacks. If you are tripped during your own trip attempt, you can drop the kama to avoid being tripped yourself.

Knife, Black (Skean Dhu): No honest rogue would ever be caught unarmed, and to these ends many carry a black knife. 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.

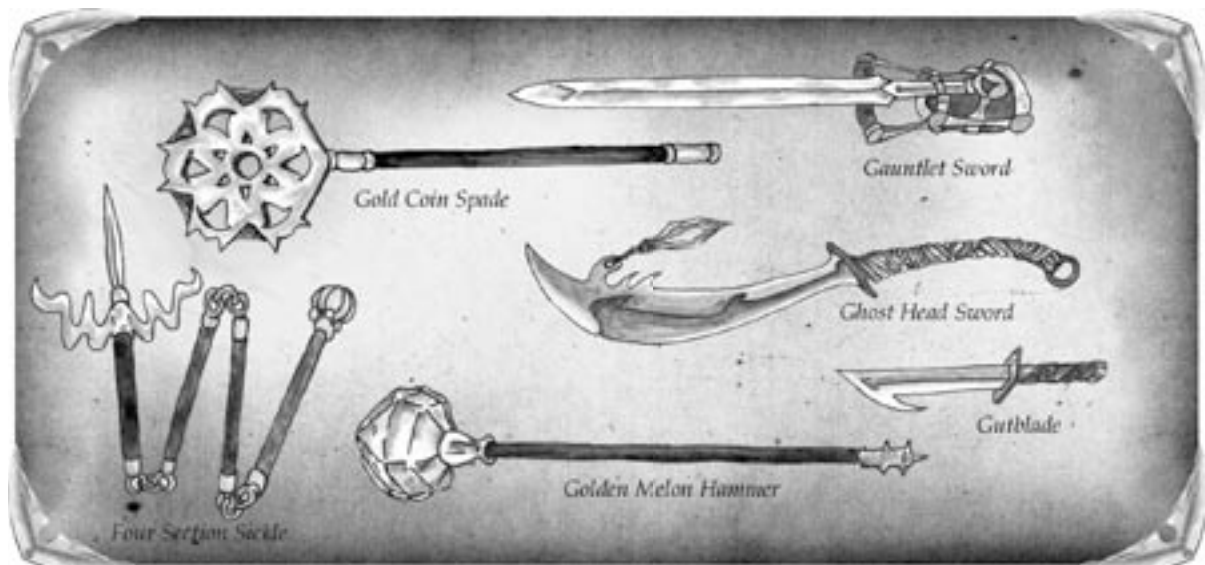
Knife, Elven Long: This long, thin knife is balanced for throwing despite the slight curve in its blade. Elven hunters and assassins favor it because of the versatility and small size it offers.

Knife, Push (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.

Knife, Throwing: Easily concealed, this needle-like blade is 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.

Kukri: This crudely made weapon is a short, heavy, curved blade with a jagged interior cutting edge. The jagged cuts delivered by this weapon are difficult to bandage and often carry an increased risk of infection (10% chance of contracting a disease from its wounds).

Additionally, the blade is sectioned, with a catch on the hilt that the wielder can use to cause the blade to curl shut. Using the weapon in this fashion can



enable the user to grip an opponent's weapon (+2 to Grapple or disarm checks). If grappled with a kukri, freeing oneself from a hold requires tearing one's self free from the weapon, inflicting full weapon damage (base damage 1d6 +1).

Lance: A lance deals double damage when used from the back of a charging mount. It has reach, so you can strike opponents 10 feet away with it, but you can't use it against an adjacent foe. While mounted, you can wield a lance with one hand.

Lance, Sky: 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 **Chapter 7: New Materials**). This type of lance inflicts double damage if charging, and triple damage if diving from a great height.

Launcher, Flask: 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 ammunition 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).

Launcher, Razor Disk: 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 spinning disk to fly toward 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.

Longbow: You need at least two hands to use a bow, regardless of its size. If you have a penalty for low Strength, apply it to damage rolls when you use a longbow. If you have a bonus for high Strength, you can apply it to damage rolls only when you use a composite longbow (see below).

Longbow, Composite: You can use a composite longbow while mounted. All composite bows are made with a particular strength rating (that is, each requires a minimum Strength modifier to use with proficiency). If your Strength bonus is less than the strength rating of the composite bow, you can't effectively use it, so you take a -2 penalty on attacks with it. The default composite longbow requires a

Strength modifier of +0 or higher to use with proficiency. A composite longbow can be made with a high strength rating to take advantage of an above-average Strength score; this feature allows you to add your Strength bonus to damage, up to the maximum bonus indicated for the bow. Each point of Strength bonus granted by the bow adds 100 gp to its cost. For purposes of weapon proficiency and similar feats, a composite longbow is treated as if it were a longbow.

Longbow, Horse Archer's: This longbow is designed to be fired from the back of any mount. Its unique balance and design make it especially stable in such a circumstance, reducing the penalties for firing to -2 instead of -4 if your mount is making a double move, or -4 instead of -8 if your mount is running. If used in combination with the Mounted Archery feat, the double move penalty is eliminated, and a -2 penalty is assessed instead of the -4 for a mount that is running.

The bow is so uniquely balanced that its range increment increases by 20 ft., whether fired from a mount or not. Taking the Exotic Weapon Proficiency (horse archer's bow) feat grants the wielder proficiency with either the longbow or the shortbow and with their component forms.

Longbow, Horse Archer's Composite: The composite horse archer's bows follow all of the normal rules for composite bows, including strength ratings. It otherwise conforms to the rules detailed for the horse archer's longbow.

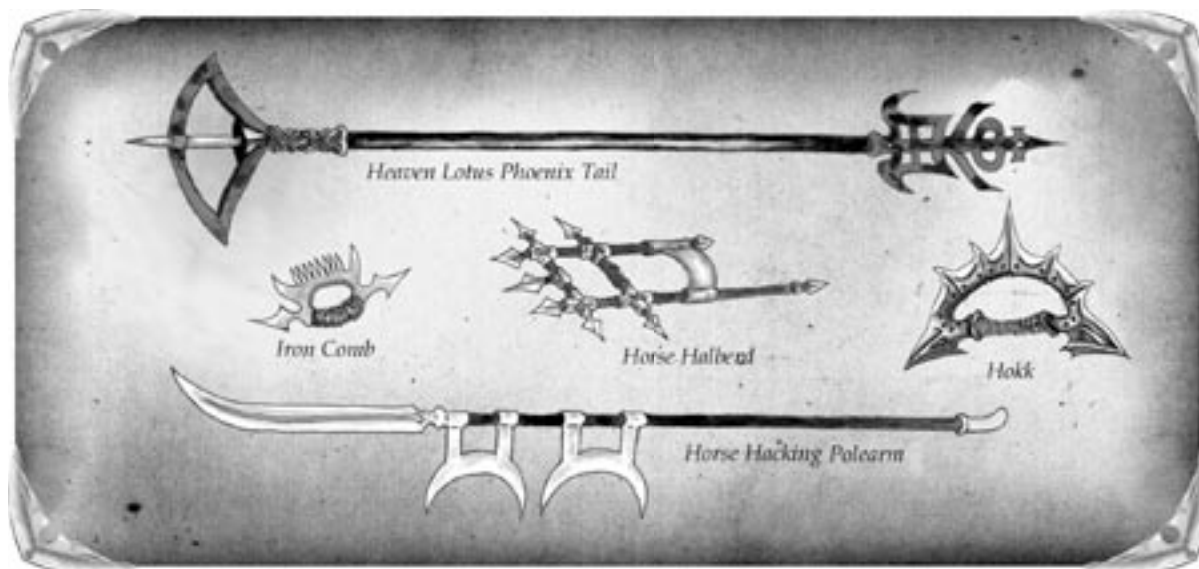
Longspear: A longspear has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe. If you use a ready action to set a longspear against a charge, you deal double damage on a successful hit against a charging character.

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.

Mace, Ox Head: Typically wielded by priests and carried as a scepter or badge of office, the head of this weapon is made in the form of the head of an ox or other animal. This two-flanged mace is also worked in such a fashion that the animal's nostrils make a whistling noise when the weapon is swung. This sound has the effect of unnerving opponents





when wielded by an expert, offering a +4 circumstance check to Intimidate checks.

Mace, Two-handed: This heavy weapon is designed to do two things well, destroy plate armor and break bones. On a critical hit, it does normal damage to any plate armor (or similar armor like a breastplate) in the area it strikes as well as the usual extra damage to the wearer.

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.

Maul, Bladed: The bladed maul is actually a whole class of weapons that consist of a sword-shaped cudgel or maul set with blades made of natural materials, like pieces of obsidian or sharks' teeth. Like most cudgels, the body of the weapon is some form of hardwood and the majority of this weapon's damage comes from crashing blows.

These weapons are favored by primitive cultures and by races to whom the use of metal is either undesirable or uncommon. It is particularly favored by water-dwelling races like merfolk and sahaugin.

Maul, Ogre: A standard ogre maul is a Large exotic weapon, used for devastating double-handed attacks by Large-sized barbaric creatures of all types. Part hammer and part pickaxe, these weapons are massive clubs of raw iron, 7 ft. of crudely fashioned black metal topped with a blunt and pointed double-sided head.

Any creature of medium-size or smaller struck by a critical hit from an ogre maul is thrown backwards in addition to taking the critical damage. Critically hit creatures are flung backwards 10 ft., suffering an extra 1d10 hit points of damage in addition to any critical damage suffered. Creatures flung backwards must roll a Reflex (DC 12) or fall prone. Creatures of medium-size whose Strength score is less than 20 cannot use this weapon, small-sized creatures cannot use this weapon regardless of Strength.

Net: A net is used to entangle enemies. When you throw a net, you make a ranged touch attack against your target. A net's maximum range is 10 feet. If you

hit, the target is entangled. An entangled creature takes a -2 penalty on attack rolls and a -4 penalty on Dexterity, can move at only half speed, and cannot charge or run. If you control the trailing rope by succeeding on an opposed Strength check while holding it, the entangled creature can move only within the limits that the rope allows. If the entangled creature attempts to cast a spell, it must make a DC 15 Concentration check or be unable to cast the spell. A net is useful only against creatures within one size category of you.

An entangled creature can escape with a DC 20 Escape Artist check (a full-round action). The net has 5 hit points and can be burst with a DC 25 Strength check (also a full-round action). A net must be folded to be thrown effectively. The first time you throw your net in a fight, you make a normal ranged touch attack roll. After the net is unfolded, you take a -4 penalty on attack rolls with it. It takes 2 rounds for a proficient user to fold a net and twice that long for a nonproficient one to do so.

Nunchaku: The nunchaku is a special monk weapon. This designation gives a monk wielding nunchaku special options. With a nunchaku, you get a +2 bonus on opposed attack rolls made to disarm an enemy (including the roll to avoid being disarmed if such an attempt fails).

Pick, Rafter's: This weapon's primary function is as a tool useful for climbing and exploring. In its normal form, it resembles a small pick or ice axe and can be used either for climbing or for digging through soft earth and rockfalls.

Twisting the handle allows the haft to telescope up to nine feet in length. This lengthened form is set with small handholds, allowing the rafter's pick to be used as either a polearm, or to give the wielder a leg up over an obstacle. Twisting the haft in the opposite direction allows the shaft to retract. Extending or retracting the hilt is a standard action. In either form, this item affords a +2 circumstance bonus on all Climb checks, particularly on slippery inclined surfaces or over barriers.

Piercer, Emei (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.

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. 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.

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. 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, Dwarven Charge Breaker: This long-hafted pike features a stout but unwieldy crosspiece 3 ft. below the weapon's tip. If you use a ready action to set this weapon against a charge, you deal double damage provided you score a hit against a charging opponent. In addition, you can prevent that opponent from reaching you by winning an opposed grapple check against the strength of his charge.

Pilam: This is a stocky javelin with a 2 ft. long, barbed steel rod as a spearhead. Although less aerodynamic than a standard javelin, the pilam has tremendous penetrating power. Upon a critical hit, along with whatever critical damage and critical effect, the pilam penetrates and imbeds itself in the target's shield (if it uses one) and weights it down as the spearhead bends, itself becoming useless. This does, however, make the shield encumbered and useless, negating its AC bonus. Extracting the pilam requires a Strength check (DC 15) and provokes an attack of opportunity. Because the spearhead often bends, becoming useless, the pilam is considered a disposable weapon so masterwork pilam are a rarity and magical ones are unheard of.

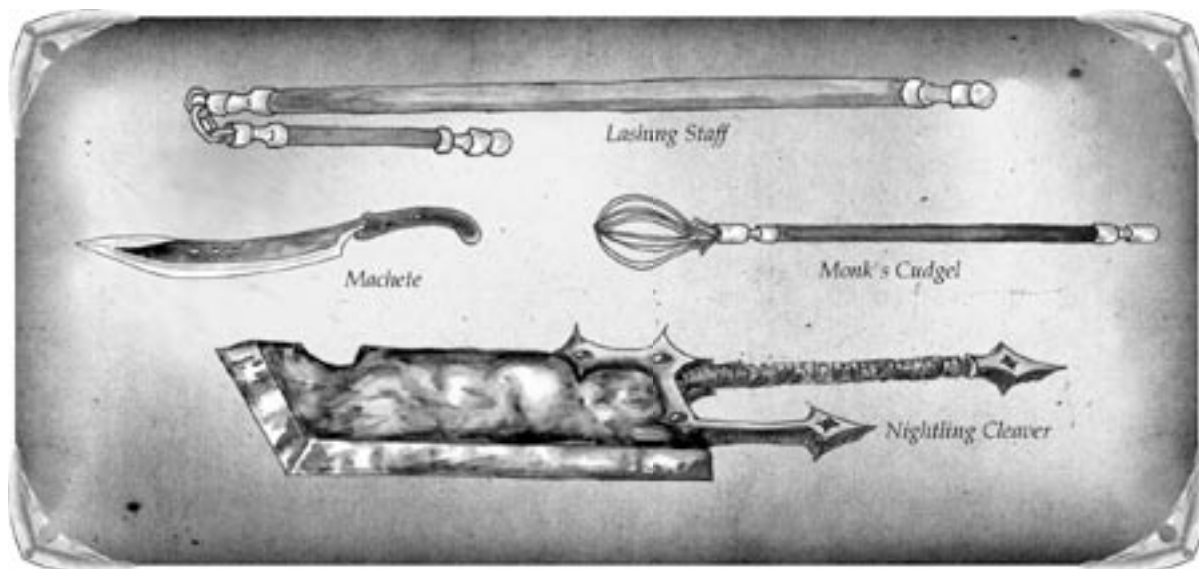
Pipe, Iron (Tie Yan Dao): Another seemingly innocuous weapon, the iron pipe is a long, slender smoking pipe constructed entirely of iron. The bowl is heavy enough to strike clubbing blows. All monks are automatically proficient in the use of this weapon.

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

Polearm, Great Poleaxe: This mighty barbarian weapon is essentially a dual-bladed bardiche, with a 30-inch long blade on either end of a 5 ft. long shaft. It can be used as either a large axe to make slashing attacks, or with thrusting attacks as with a polearm. As a double weapon, one can still fight with it as if fighting with two weapons, but suffers all penalties associated with two-weapon fighting. Because of the weight of this weapon, any creature medium-sized or smaller must use two hands to wield it.

If a character inflicts a critical hit while charging, in addition to double damage, he strikes as if he has the Improved Bull Rush feat. This allows him to use his Strength modifier multiplied by 1.5 when making opposed Strength checks.

Polearm, Heaven Lotus Phoenix Tail (Tian He Feng Wei Tang): An extremely elaborate and rare martial arts weapon, the heaven lotus phoenix tail has a large, sharp, and exceedingly ornate head af-



fixed 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.

Polearm, Horse Hacking (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.

Polearm, 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.

Polearm, Poleaxe: This is a 5 ft. long polearm with a circular crosspiece near one end and a combination hammer, axe and spear weapon head at the other. This special weapon head allows for bludgeoning, slashing and piercing attacks. The kind of damage intended must be declared prior to each attack.

Quarterstaff: A quarterstaff is a double weapon. You can fight with it as if fighting with two weapons, but you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a one-handed weapon and a light weapon. A creature wielding a quarterstaff in one hand can't use it as a double weapon—only one end of the weapon can be used in any given round. The quarterstaff is a special monk weapon. This designation gives a monk wielding a quarterstaff special options.

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.

Ranseur: A ranseur has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe. With a ranseur, you get a +2 bonus on opposed attack rolls made to disarm an opponent (including the roll to avoid being disarmed if such an attempt fails).

Rapier: You can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a rapier sized for you, even though it isn't a light weapon for you.

You can't wield a rapier in two hands in order to apply 1½ times your Strength bonus to damage.

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.

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.

Ring, Snake (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 blade projecting horizontally from each side of the ring's base. Snake rings 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.

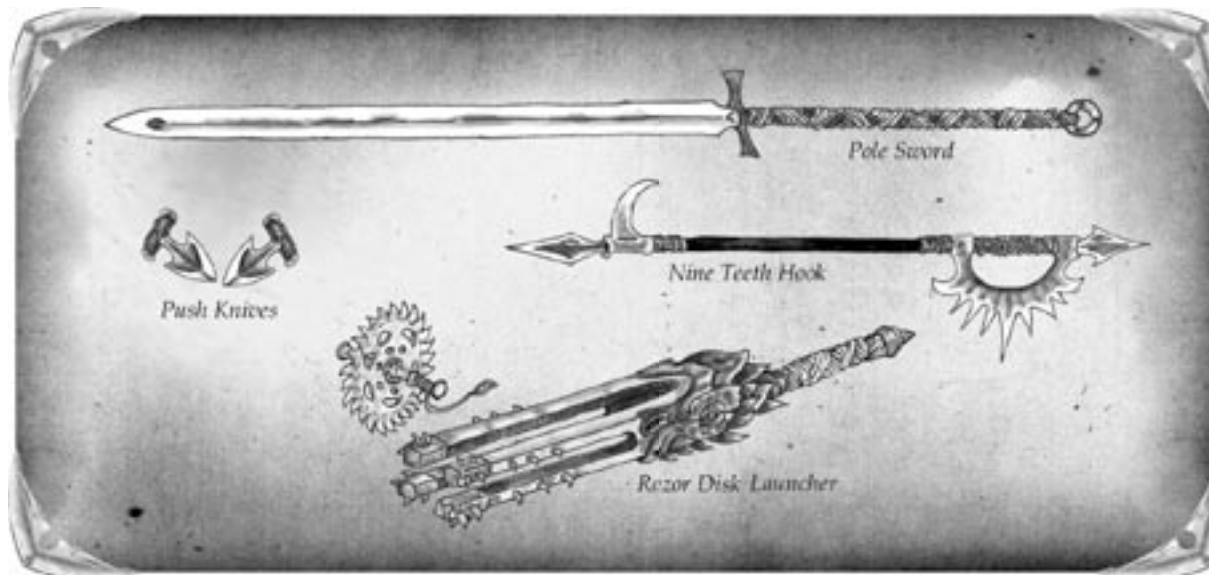
Sai: With a sai, you get a +4 bonus on opposed attack rolls made to disarm an enemy (including the roll to avoid being disarmed if such an attempt fails). The sai is a special monk weapon. This designation gives a monk wielding the sai special options.

Sandsling: The sandsling is a primitive device used to fling sand into 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 sandsling 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 sandsling 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.

Scythe: A scythe can be used to make trip attacks. If you are tripped during your own trip attempt, you can drop the scythe to avoid being tripped.

Shield, Heavy or Light: You can bash with a shield instead of using it for defense. See Armor for details.



Shortbow: You need at least two hands to use a bow, regardless of its size. You can use a shortbow while mounted. If you have a penalty for low Strength, apply it to damage rolls when you use a shortbow. If you have a bonus for high Strength, you can apply it to damage rolls when you use a composite shortbow (see below) but not a regular shortbow.

Shortbow, Composite: All composite bows are made with a particular strength rating (that is, each requires a minimum Strength modifier to use with proficiency). If your Strength bonus is lower than the strength rating of the composite bow, you can't effectively use it, so you take a -2 penalty on attacks with it. The default composite shortbow requires a Strength modifier of +0 or higher to use with proficiency. A composite shortbow can be made with a high strength rating to take advantage of an above-average Strength score; this feature allows you to add your Strength bonus to damage, up to the maximum bonus indicated for the bow. Each point of Strength bonus granted by the bow adds 75 gp to its cost. For purposes of weapon proficiency and similar feats, a composite shortbow is treated as if it were a shortbow.

Shortbow, Horse Archer's: This shortbow is designed to be fired from the back of any mount. Its unique balance and design make it especially stable in such a circumstance, reducing the penalties for firing to -2 instead of -4 if your mount is making a double move, or -4 instead of -8 if your mount is running. If used in combination with the Mounted Archery feat, the double move penalty is eliminated, and a -2 penalty is assessed instead of the -4 for a mount that is running.

The bow is so uniquely balanced that its range increment increases by 20 ft., whether fired from a mount or not. Taking the Exotic Weapon Proficiency (horse archer's bow) feat grants the wielder proficiency with either the longbow or the shortbow and with their component forms.

Shortbow, Horse Archer's Composite: This shortbow is designed to be fired from the back of any mount. Its unique balance and design make it especially stable in such a circumstance, reducing the penalties for firing to -2 instead of -4 if your mount is making a double move, or -4 instead of -8 if your mount is running. If used in combination with the Mounted Archery feat, the double move penalty is eliminated, and a -2 penalty is assessed instead of the -4 for a mount that is running. Composite horse archer's bows follow all of the normal rules for composite bows, including strength ratings. Taking the Exotic Weapon Proficiency (horse archer's bow) feat grants the wielder proficiency with either the longbow or the shortbow and with their component forms.

Shortspear: A shortspear is small enough to wield one-handed. It may also be thrown.

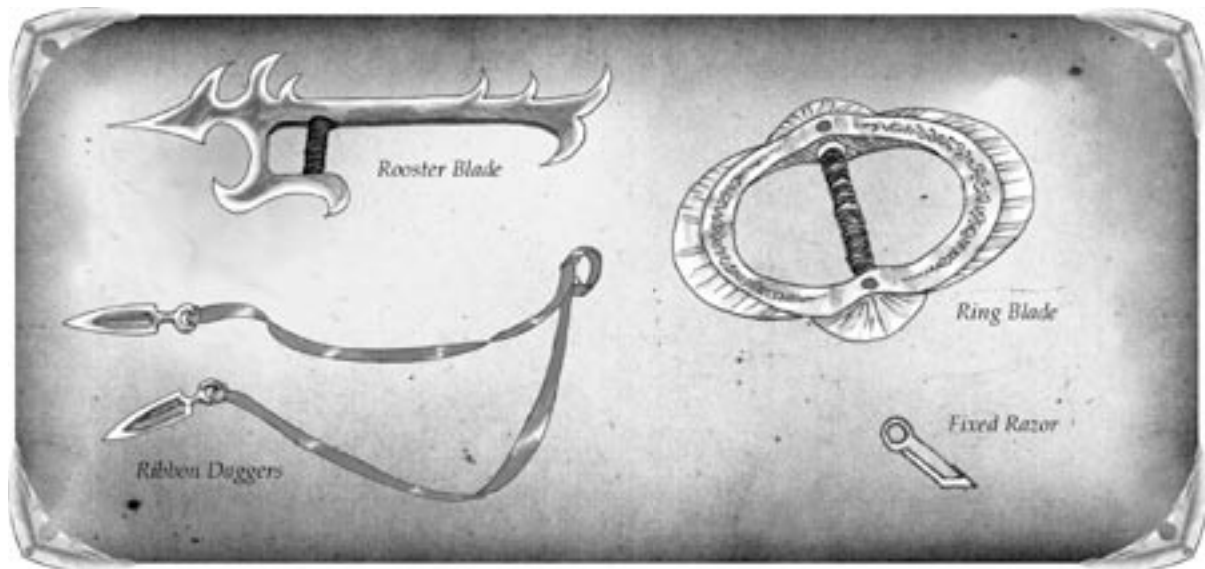
Shuriken: A shuriken is a special monk weapon. This designation gives a monk wielding shuriken special options. A shuriken can't be used as a melee weapon.

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

Siangham: The siangham is a special monk weapon. This designation gives a monk wielding the siangham special options.

Sickle: A sickle can be used to make trip attacks. If you are tripped during your own trip attempt, you can drop the sickle to avoid being tripped.

Sickle, Four-Section (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 and is considered 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 himself.

Slave Catcher: A slave catcher is composed of a staff with lengths of long, whiplike cord attached to both ends. The ends of these cords are split into lashes of many smaller strands tipped with small, spiked balls of iron.

Any wielder may use one of the slave catcher's lashes like a whip. Treat a lash as a ranged weapon with a maximum range of 15 ft. and no range penalties. The lash deals 1d4 points of damage on a successful hit. A proficient wielder can lash with both ends of the slave catcher, incurring all of the normal attack penalties associated with two-weapon fighting, as if wielding a one-handed weapon and a light weapon. In addition, a proficient wielder may opt to deal nonlethal damage with each hit at no additional penalty. A nonproficient wielder cannot use the slave catcher as a double weapon. A creature that can wield a double weapon in one hand can't use it as a double weapon.

Because the slave catcher can wrap around an enemy's leg or other limb, the wielder can make trip attacks with it. If he is tripped during the trip attempt, the slave catcher may be dropped to allow the wielder to avoid falling. In addition, a proficient wielder using the slave catcher as a double weapon two-handed may add one-and-a-half times his Strength bonus to trip attempts with it, rather than just his Strength bonus.

When wielding a slave catcher, the wielder gets a +2 bonus on his opposed attack roll when attempting to disarm an opponent (including the roll to keep from being disarmed if the attack fails). Since a slave catcher is a Large weapon, it must be wielded two-handed by Medium-size creatures; this grants additional bonuses to disarm attempts as described in the *PHB*.

Sling: Your Strength modifier applies to damage rolls when you use a sling, just as it does for thrown weapons. You can fire, but not load, a sling with one

hand. Loading a sling is a move action that requires two hands and provokes attacks of opportunity.

You can hurl ordinary stones with a sling, but stones are not as dense or as round as bullets. Thus, such an attack deals damage as if the weapon was designed for a creature one size category smaller than you and you take a -1 penalty on attack rolls.

Sling shuriken: Sling shuriken are cunning creations of gnomish artisans. They are a combination of sling stone, spinning top, and razorblade. When the shuriken is released from the sling, counterweights inside react against the spin and trigger the release of four viciously sharp blades. If aimed correctly, the sling shuriken blades slice into the target. However, if the sling shuriken blades are deployed an instant too late (the intended target is within 20 ft.), the shuriken bounces off and inflicts only normal sling bullet damage (bludgeoning).

Slingstick, Halfling: The halfling 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.

Spade, Duck (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.

Spade, Monk's (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. 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.

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'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.

Spear: A spear can be thrown. If you use a ready action to set a spear against a charge, you deal double damage on a successful hit against a charging character.

Spear, Bane: 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.

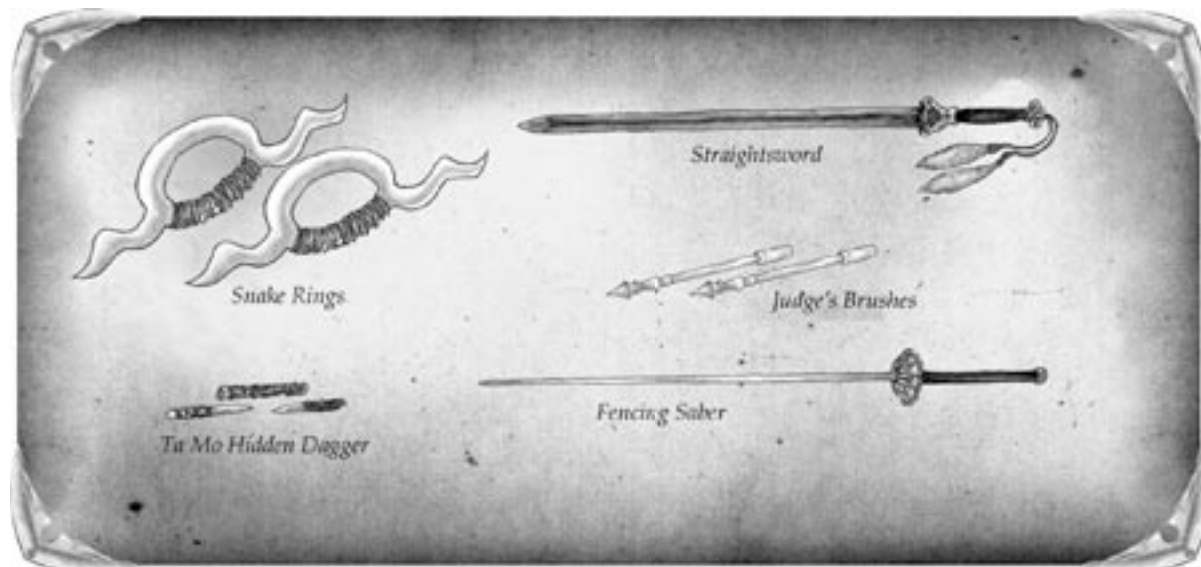
Spear, Double-Headed (Shuang Tou Qiang): A common martial artist's weapon, the double-headed spear has a spearhead at each end of the shaft. A double-headed spear is a double weapon, and when used as such, incurs all the normal attack penalties associated with fighting with two weapons (although the 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.

Spear, Hooked (Lian Dao Qiang): The hooked spear is nothing more than a longspear, 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 herself.

Spear, Jump: 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.

Spear, Light Elven: Essentially a shortspear with a longer, thinner blade, the elven light spear is quick and deadly in the hands of a skilled wielder. Those not trained in its use find it unbalanced and encumbering. Experts favor this weapon because they can wield it effectively and yet carry a shield in their off-hand. Martial artists and monks can wield light



elven spears in their off-hands as if they were light weapons.

If the wielder readies an action to set this spear against a charge, double damage is dealt on a successful hit against a charging creature. The Weapon Finesse feat may be used to apply a Dexterity modifier instead of a Strength modifier to attack rolls with this weapon.

Spear, Wolf (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.

Spiked Armor: You can outfit your armor with spikes, which can deal damage in a grapple or as a separate attack. See Armor for details.

Spiked Bullets: These sling bullets are crafted with sharp studs covering their surfaces, inflicting 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.

Spiked Shield, Heavy or Light: You can bash with a spiked shield instead of using it for defense. See Armor for details.

Staff, Battle: 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.

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

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.

Staff, Spike: This staff is a combination between a quarterstaff and crowbar. It has the length of a quarterstaff and the same traits, such as being a double weapon. The top and bottom of the staff differ from the traditional one by coming to a point and being made of heavy iron. This has two unusual effects. The staff is treated as a masterwork quarterstaff for combat purposes, granting a +1 attack bonus. It also is specifically designed to lever things open and fit into one of the ends into cracks in walls for the purpose of breaking holes in them. This grants the wielder a +5 bonus against the break DCs of all types of wood, masonry, and stone walls.

Staff, Telescopic: 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 that 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.

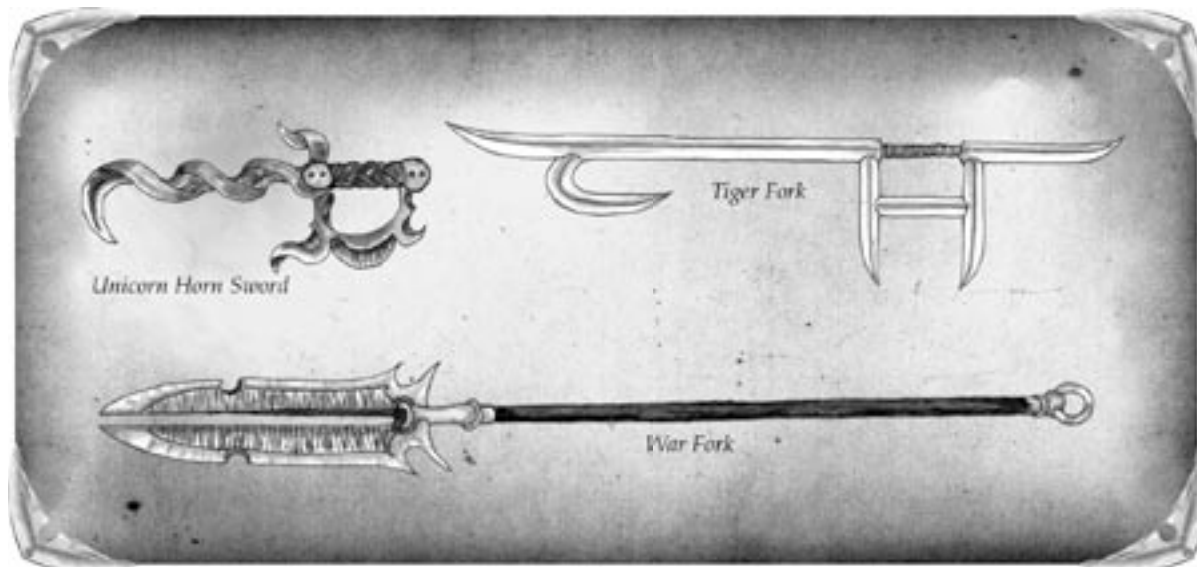
Stiletto: This is a dagger with an exceptionally long and thin blade designed to penetrate the joints and seams of armor. Stilettoes gain a +2 bonus to attack rolls when used against Medium or Heavy armor. The stiletto is not balanced and cannot be thrown.

Stone, 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.

Stone, Mother and Son Hammer (Zi Mu Chui): The mother and son hammer resembles the meteor hammer, but is much larger and heavier, each 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. 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 weap-



ons, 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.

Stones, Stun: Typically, sling stones are made of baked clay and are designed to injure or kill. However, some cultures use specialized weighted stones made from soft, unbaked clay designed to stun. This is particularly valuable when the victim needs to be taken alive, and as a result slavers in particular favor this ammunition. Wet clay is more limited in range (40 ft range increment instead of 50), but deals only subdual damage. On a critical hit, damage is doubled as normal, but the victim must make a Fortitude save (DC 10 + attacker's base ranged attack bonus) or be considered Stunned for one round. Stunned characters can't act and lose any Dexterity bonus to Armor Class, while attackers get a +2 bonus on attack rolls against a stunned opponent.

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.

Strike, Unarmed: A Medium character deals 1d3 points of nonlethal damage with an unarmed strike. A Small character deals 1d2 points of nonlethal damage. A monk or any character with the Improved Unarmed Strike feat can deal lethal or nonlethal damage with unarmed strikes, at her option. The damage from an unarmed strike is considered weapon damage for the purposes of effects that give you a bonus on weapon damage rolls.

An unarmed strike is always considered a light weapon. Therefore, you can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier to attack rolls with an unarmed strike.

Sword, Bastard: A bastard sword is too large to use in one hand without special training; thus, it

is an exotic weapon. A character can use a bastard sword two-handed as a martial weapon.

Sword, Cicada Wing (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.

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

Sword, Claymore: The claymore is 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.

Sword, 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.

Sword, Double-Bladed: 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.

Sword, Double Short: A double short sword is a double weapon. The wielder can fight with it as if fighting with two weapons, but if he does, all normal attack penalties are incurred. A creature wielding a double weapon in one hand can't use it as a double weapon. However, a Medium-size creature proficient in the double short sword may wield it with two hands when using it as a double weapon. The Weapon Finesse feat may be used to apply its Dexterity modifier instead of its Strength modifier to attack rolls with both ends.

Sword, Executioner's: Although not very practical for combat, the executioner's sword has a long tradition of service—it is used to behead criminals. 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.

Sword, Ghost Head (Gui Tao Dao): This heavy broadsword 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.

Sword, Heaven and Earth, Sun and Moon: 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.

Sword, Pole: 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 cloth 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 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.

Sword, Rang Blade: This delicately balanced, single-edged sword is designed both for use as a melee weapon and for ranged attacks. A rang blade has a long handle and two air fins, one on the tang and one at the base of the blade, just above the hilt. When thrown at an opponent, a rang blade flies like a boomerang and returns to the wielder's hand. A rang blade can do damage to an opponent without altering its flight path, although if it scores a critical hit on a foe, it sticks in his body and does not return.

A rang blade takes time to sail out and return, and thereafter can only be thrown once in a single round. However, an individual proficient in the weapon, having a base attack bonus of +6 or higher, possessing an Intelligence score of 12 or greater, and spends a second exotic weapon proficiency feat on the weapon, can adjust the path of the blade to strike at more than one foe in a single throw. Treat such attempts as if they were separate attack rolls. A character may strike as many foes in a throw as he has attacks in the round. However, a single opponent cannot be struck more than twice in a single throw.

A rang blade enchanted with the *weightless* quality has its range increment increased to 50 ft. Warriors that are serious about their rang blades often seek out magical *scabbards of return* for them.

Sword, Ribbon (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 strips 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.

Sword, Schiavona: The schiavona soldier's sword is suitable for both cutting and thrusting. Its extreme ease of use and excellent balance makes it equally suitable for both foot soldiers and cavalry. The hilt is a complex assembly of iron bars, which forms a basket that provides very good protection for the wielder's hand without the bulk associated with most basket hilts. On the inner side of the cross guard is an iron thumb loop. A type of schiavona with a more elaborate guard in the form of interlocking leaves and stems is a favored sword among elves.

The sword's blade is typically a bit less than four feet long with little taper until the very end, where it comes to a point. In most regards, the sword resembles a claymore and is commonly used in combination with a buckler.

Sword, 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 circumstance bonus 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.

Sword, Two-Bladed: A two-bladed sword is a double weapon. You can fight with it as if fighting with two weapons, but you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a one-handed weapon and a light weapon. A creature wielding a two-bladed sword in one hand can't use it as a double weapon — only one end of the weapon can be used in any given round.

Sword, Unicorn Horn (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.

Sword, 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.

Thrower, Javelin: Also known as an *atl-atl*, this ancient weapon provides greater leverage to throw javelins, increasing their range and power. The javelin thrower is a grooved stick with a notch at one end used for propelling javelins. To use the thrower, a javelin is loaded into the groove, and the user swings the stick with an overhand throw motion, flinging the javelin forward with much more force than is possible with an unassisted throw.

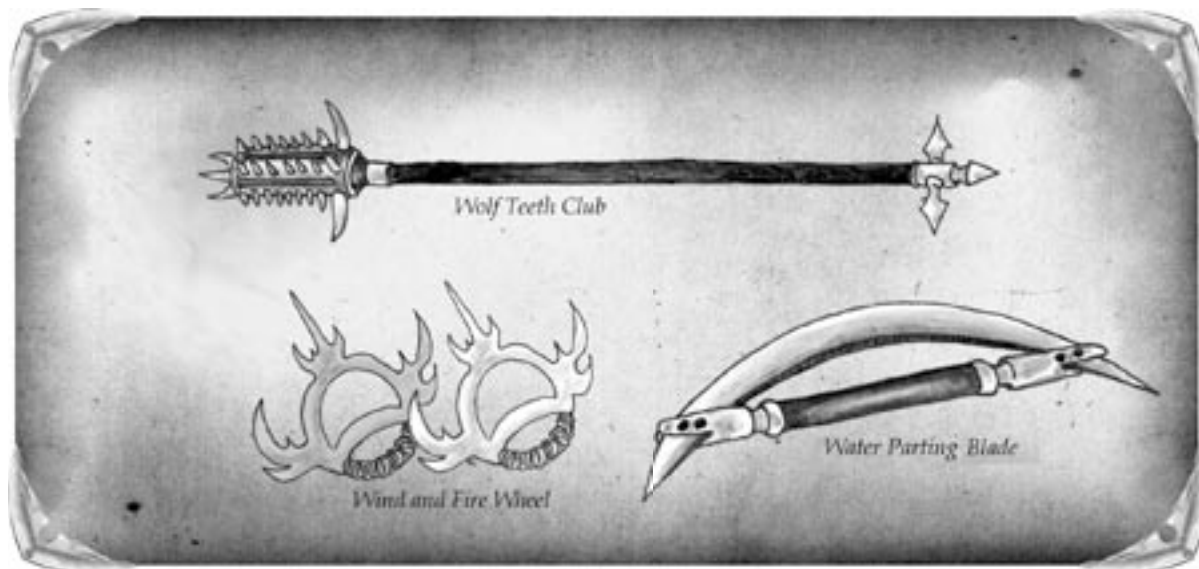
Using a javelin thrower doubles a javelin's range increment to 40 feet, increases its threat range to 19-20, and increases its critical multiplier to x3. Unfortunately, loading a javelin thrower is a standard action, and using one to throw a javelin is a standard action also. This prevents skilled throwers from making multiple attacks.

Trident: This weapon can be thrown. If you use a ready action to set a trident against a charge, you deal double damage on a successful hit against a charging creature.

Urgrosh, Dwarven: A dwarven urgrosh is a double weapon. You can fight with it as if fighting with two weapons, but it incurs all the normal attack penalties associated with fighting with two weapons, just as if you were using a one-handed weapon and a light weapon. The urgrosh's axe head is a slashing weapon that deals 1d8 points of damage. Its spear head is a piercing weapon that deals 1d6 points of damage. You can use either head as the primary weapon. The other is the off-hand weapon. A creature wielding a dwarven urgrosh in one hand can't use it as a double weapon — only one end of the weapon can be used in any given round.

If you use a ready action to set an urgrosh against a charge, you deal double damage if you score a hit against a charging creature. If you use an urgrosh against a charging creature, the spear head is the part of the weapon that deals damage. Dwarves treat dwarven urgroshes as martial weapons.

Waraxe, Dwarven: A dwarven waraxe is too large to use in one hand without special training;



thus, it is an exotic weapon. A Medium character can use a dwarven waraxe two-handed as a martial weapon, or a Large creature can use it one-handed in the same way. A dwarf treats a dwarven waraxe as a martial weapon even when using it in one hand.

Warhammer, 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.

Wheel, Wind and Fire (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.

Whip: A whip deals nonlethal damage. It deals no damage to any creature with an armor bonus of +1 or higher or a natural armor bonus of +3 or higher. The whip is treated as a melee weapon with 15-foot reach, though you don't threaten the area into which you can make an attack. In addition, unlike most other weapons with reach, you can use it against foes anywhere within your reach (including adjacent foes).

Using a whip provokes an attack of opportunity, just as if you had used a ranged weapon. You can make trip attacks with a whip. If you are tripped during your own trip attempt, you can drop the whip to avoid being tripped yourself. When using a whip, you get a +2 bonus on opposed attack rolls made to disarm an opponent (including the roll to keep from being disarmed if the attack fails). You can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a whip sized for you, even though it isn't a light weapon for you.

Whip, Manticore Tail: The manticore tail is an unusual whip that ends in a leather cocoon with long hooked needles protruding from the tip, giving it an appearance similar to the tail of the legendary manticore. This cocoon hides a deadly secret, for it is a reservoir for poison. Centrifugal force generated when the whip is spun overhead pushes the poison slowly through the narrow, hollow needles at the tip, which is then delivered to the victim's blood stream upon a successful strike by the hooks. The needles are designed such that the poison can only run through them if sufficient force is applied, so the manticore tail does not leak when it is not in use. The leather reservoir is firm enough that it is difficult to squeeze the poison out by hand. Unlike the whip the manticore tail causes real damage. It can be used to make trip attacks and to disarm your opponent.

Masterwork Weapons

A masterwork weapon is a finely crafted version of a normal weapon. Wielding it provides a +1 enhancement bonus on attack rolls. You can't add the masterwork quality to a weapon after it is created; it must be crafted as a masterwork weapon (see the Craft skill). The masterwork quality adds 300 gp to the cost of a normal weapon (or 6 gp to the cost of a single unit of ammunition). Adding the masterwork quality to a double weapon costs twice the normal increase (+600 gp).

Masterwork ammunition is damaged (effectively destroyed) when used. The enhancement bonus of masterwork ammunition does not stack with any enhancement bonus of the projectile weapon firing it.

All magic weapons are automatically considered to be of masterwork quality. The enhancement bonus granted by the masterwork quality doesn't stack with the enhancement bonus provided by the weapon's magic. Even though some types of armor and shields can be used as weapons, you can't create a masterwork version of such an item that confers an enhancement bonus on attack rolls. Instead, masterwork armor and shields have lessened armor check penalties.

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 carrying 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.

CHAPTER 2: WEAPON QUALITIES



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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

TABLE 2.1: BASE ENCHANTMENTS

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

TABLE 2.2: MINOR WEAPON QUALITIES

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

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.

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

Anarchic: An anarchic weapon is chaotically aligned and infused with the power of chaos. It makes the weapon chaos-aligned and thus bypasses the corresponding damage reduction. It deals an extra 2d6 points of damage against all of lawful alignment. It bestows one negative level on any lawful creature attempting to wield it. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the weapon is wielded. Bows, crossbows, and slings so crafted bestow the chaotic power upon their ammunition.

Moderate evocation [chaotic]; *Caster Level:* 7th; *Prerequisites:* Craft Magic Arms and Armor, *chaos hammer*, creator must be chaotic; *Market Price:* +2 bonus.

Anarchic Power: This weapon is chaos-aligned and thus bypasses the corresponding damage reduction. When a weapon of anarchic power strikes a lawful target, this power deals +3d6 points of bonus chaotic damage to the target, and the target gains one negative level (Fortitude DC 23 to remove 24 hours later). On a successful critical hit it instead deals +6d6 points of chaotic damage and bestows two negative levels (or +9d6 and three negative levels if the critical multiplier is x3, or +12d6 and four negative levels if the critical multiplier is x4). The weapon bestows three negative levels on any lawful creature attempting to wield it. These negative levels remain as long as the weapon is in hand and disappear when the weapon is no longer wielded. These negative levels never result in actual level loss, but they cannot be overcome in any way (including *restoration* spells) while the weapon is wielded. Bows, crossbows, and slings with this special ability bestow the anarchic power upon their ammunition. This special ability does not stack with the nonepic anarchic special ability.

Strong evocation; *Caster Level:* 21st; *Prerequisites:* Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *word of chaos*; *Market Price:* +8 bonus.

Aquatic: Weapons with the aquatic quality function normally underwater. The wielder does not suffer any attack or damage penalties for using the weapon in normal fresh or salt water. This quality does not allow the wielder to use the weapon unhindered in other liquids, such as acid, magma, or magical solutions.

Moderate abjuration; *Caster Level:* 10th; *Prerequisites:* Craft Magic Arms and Armor, *freedom of movement*; *Market Price:* +1 bonus.

Axiomatic: An axiomatic weapon is lawfully aligned and infused with the power of law. It makes the weapon law-aligned and thus bypasses the corresponding damage reduction. It deals an extra 2d6 points of damage against all of chaotic alignment. It bestows one negative level on any chaotic creature attempting to wield it. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the weapon is wielded. Bows, crossbows, and slings so crafted bestow the lawful power upon their ammunition.

Moderate evocation [lawful]; *Caster Level:* 7th; *Prerequisites:* Craft Magic Arms and Armor, *order's*

TABLE 2.3: BANE WEAPONS

d%	Designated Foe
01-05	Aberrations
06-09	Animals
10-16	Constructs
17-22	Dragons
23-27	Elementals
28-32	Fey
33-39	Giants
40	Humanoids, aquatic
41-42	Humanoids, dwarf
43-44	Humanoids, elf
45	Humanoids, gnom
46	Humanoids, gnome
47-49	Humanoids, goblinoid
50	Humanoids, halfling
51-54	Humanoids, human
55-57	Humanoids, reptilian
58-60	Humanoids, orc
61-65	Magical beasts
66-70	Monstrous humanoids
71-72	Oozes
73	Outsiders, air
74-76	Outsiders, chaotic
77	Outsiders, earth
78-80	Outsiders, evil
81	Outsiders, fire
82-84	Outsiders, good
85-87	Outsiders, lawful
88	Outsiders, water
89-90	Plants
91-98	Undead
99-100	Vermin

wrath, creator must be lawful; *Market Price*: +2 bonus.

Axiomatic Power: This weapon is lawful-aligned and thus bypasses the corresponding damager reduction. When a weapon of axiomatic power strikes a chaotic target, this power erupts forth and deals +3d6 points of bonus lawful damage to the target, and the target gains one negative level (Fortitude DC 23 to remove 24 hours later). On a successful critical hit it instead deals +6d6 points of lawful damage and bestows two negative levels (or +9d6 and three negative levels if the critical multiplier is x3, or +12d6 and four negative levels if the critical multiplier is x4). The weapon bestows three negative levels on any chaotic creature attempting to wield it. These negative levels remain as long as the weapon is in hand and disappear when the weapon is no longer wielded. These negative levels never result in actual level loss, but they cannot be overcome in any way (including *restoration* spells) while the weapon is wielded. Bows, crossbows, and slings with this special ability bestow the lawful power upon their ammunition. This special ability does not stack with the nonepic axiomatic special ability.

Strong evocation; *Caster Level*: 23rd; *Prerequisites*: Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *dictum*; *Market Price*: +8 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 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.

Moderate divination; *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

TABLE 2.4: MEDIUM WEAPON QUALITIES

%	Special Ability	Base Price Modifier
1-3	Absorption, Spell	+3
4-7	Alterable, Major	+3
8-10	Balm	+3
11-13	Blinking	+3
14-16	Blood-linked	+3
17-20	Bone, Celestial	+3
21-25	Bone, Fiendish	+3
26-29	Boring	+3
30-32	Bouncing	+3
33-35	Counterstrike	+3
36-38	Death Oath	+3
39-41	Deflecting	+3
42-45	Dispelling	+3
46-48	Echotrapping	+3
49-52	Firm Faith	+3
53-55	Ghoulish	+3
56-59	Hellfire	+3
60-63	Pestilence, Greater	+3
64-67	Prismatic	+3
68-70	Resistance, Spell	+3
71-74	Runic	+3
75-78	Soul Burner	+3
79-81	Spawning	+3
82-85	Speed	+3
86-88	Spell Storing, Greater	+3
89-91	Spellcutter	+3
92-94	Totem, Dire	+3
95-97	Undead Creator, Minor	+3
98-00	Vampiric	+3
1-7	Brilliant Energy	+4
8-15	Dancing	+4
16-23	Death Oath	+4
24-30	Deflecting	+4
31-38	Echotrapping	+4
39-45	Equalizing	+4
46-52	Phoenix	+4
53-58	Ruinous	+4
59-63	Shadow Energy	+4
64-70	Solace, Greater	+4
71-78	Solace, Greater Dark	+4
79-85	Soul Burner	+4
86-91	Spell Echoing	+4
92-00	Twin	+4

to characters wielding them, as well as a +2 luck bonus to all Fortitude saves versus disease.

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

Bane: A bane weapon excels at attacking one type or subtype of creature. Against its designated foe, its effective enhancement bonus is +2 better than

its normal enhancement bonus. It deals an extra +2d6 points of damage against the foe. Bows, crossbows, and slings so crafted bestow the bane quality upon their ammunition. To randomly determine a weapon's designated foe, see **Table 2.3: Bane Weapons**.

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

Bleeding: A *bleeding* weapon normally appears used and bloody no matter how often it is cleaned. The weapon has blood grooves carved into it that draw blood from its victims. On a successful hit the blade causes its victim to bleed 1 extra hit point per round for 5 rounds. Only slashing and piercing weapons can be *bleeding* weapons.

Light necromancy; *Caster Level:* 3rd, *Prerequisites:* Craft Magic Arms and Armor, *Infllict Minor Wounds*; *Market Price:* +1 Bonus.

Blinding: Weapons with this quality dim the vision of those struck with a critical hit. Those affected must make a Fortitude save (DC 19) or be blinded, as per the spell *blindness*.

Moderate necromancy; *Caster Level:* 6th; *Prerequisites:* Craft Magic Arms and Armor, *blindness*; *Market Price:* +2 bonus.

Blinking: While holding a *blinking* weapon, the wielder, at the utterance of a command word, is affected by the *blink* spell. This includes all bonuses and penalties associated with the spell. A separate command word turns off the effect. The *blink* effect may be turned on and off at will, but cannot be used for a total of more than ten minutes in a single day.

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

Blood-Linked: A *blood-linked* weapon is magically enhanced to serve as a conduit between the character wielding it and the victim. Whenever a blood-linked weapon damages a target, one-half of the damage inflicted is stored as hit points in a magical reservoir within the weapon. A blood mage may, as a free action, drain hit points from the weapon's reservoir and use them to power the Blood Power feat (see *Spells & Magic*). Hit points stored in such a weapon disperses at a rate of one hit point per day. This enhancement may only be applied to piercing or slashing melee weapons. Each *blood-linked* weapon can store up to 15 hit points in its reservoir. Actual blood is not stored in the weapon; it simply holds part of the life force the target lost due to the wound.

TABLE 2.5: MAJOR WEAPON QUALITIES

%	Special Ability	Base Price Modifier
1-5	Contingency	+5
6-10	Crushing	+5
11-15	Deflecting	+5
16-20	Dread Conduit	+5
21-25	Echotrapping	+5
26-30	Reflection, Greater Spell	+5
31-35	Rusting	+5
36-40	Skewering	+5
41-44	Undead Creator, Major	+5
44-47	Vampiric, Greater	+5
48-50	Vorpal	+5
51-53	Acidic Blast	+6
54-56	Distant Shot	+6
57-59	Echotrapping	+6
60-63	Fiery Blast	+6
64-67	Icy Blast	+6
68-70	Lightning Blast	+6
71-73	Mighty Disruption	+6
74-77	Sonic Blast	+6
78-80	Sync	+6
81-84	Triple-Throw	+6
85-87	Unerring Accuracy	+6
88-90	Dread	+7
91-92	Anarchic Power	+8
93-94	Axiomatic Power	+8
95-96	Everdancing	+8
97-98	Holy Power	+8
99-00	Unholy Power	+8

Strong necromancy; *Caster Level:* 12th; *Prerequisites:* Craft Magic Arms and Armor, *vampiric touch*; *Market Price:* +3 bonus.

Bone, Celestial: 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 celestial bone – the very essence of goodness and light.

These items shine with a divine light, constantly radiating as if a *daylight* spell had been cast upon them. These weapons cannot be broken by any physical means (although powerful spells such as *disintegrate* and *mage's disjunction* 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: *bless*, *shield of faith*, and *holy smite*. Clerics or paladins possessing these weapons can also add the weapon's enchantment bonus to their turn undead checks.

Any non-good 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.

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

Bone, Fiendish: Weapons possessing this quality not only have 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 by any physical means (although powerful spells such as *disintegrate* and *mage's disjunction* 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*. 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.

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

Boring: This enhancement may only be placed upon ranged piercing weapons. The heads of weapons with this special ability appear to have a pair of insect-like mandibles. Upon a successful hit they animate and chew through flesh and bone, dealing an additional +1d6 points of damage to the target for 1d3 rounds thereafter, unless a full round action is taken to remove the ammunition (inflicting an additional 2 points of damage per projectile in the process).

Moderate transmutation; *Caster Level:* 9th; *Prerequisites:* Craft Magic Arms and Armor, *giant insect*; *Market Price:* +3 bonus.

Bouncing: This weapon quality may only be placed on ammunition. A *bouncing* arrow, sling bullet, or crossbow bolt weaves through the air toward its target in an unpredictable fashion. An opponent targeted by a *bouncing* ammunition is denied its Armor bonus to AC (as a ranged touch attack).

Moderate divination; *Caster Level:* 9th; *Prerequisites:* Craft Magic Arms and Armor, *true strike*; *Market Price:* +3 bonus.

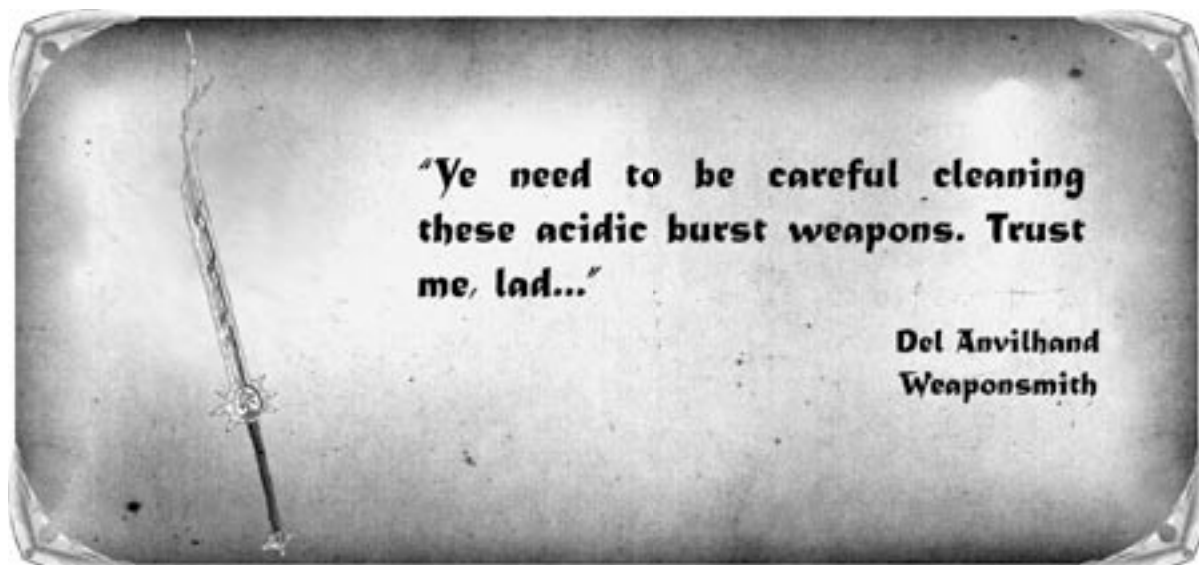
Breaking: This enchantment increases the threat range of a weapon by one. All critical hits inflicted with a weapon of breaking also inflict a Critical Effect, critical threat rolls less than a factor level of 3 are considered a Mild Severity. Critical Effects are detailed in *Torn Asunder: Critical Hits*. Only bludgeoning weapons can be enchanted with *breaking*.

Moderate transmutation; *Caster Level:* 10th; *Prerequisite:* Craft Magic Arms and Armor, *shatter*; *Market Price:* +2 bonus.

Brilliant Energy: A brilliant energy weapon has its significant portion transformed into light, although this does not modify the item's weight. It always gives off light as a torch (20-foot radius). A brilliant energy weapon ignores nonliving matter. Armor and shield bonuses to AC (including any enhancement bonuses to that armor) do not count against it because the weapon passes through armor. (Dexterity, deflection, the Dodge feat, natural armor, and other such bonuses still apply.) A brilliant energy weapon cannot harm undead, constructs, and objects. This property can only be applied to melee weapons, thrown weapons, and ammunition.

Strong transmutation; *Caster Level:* 16th; *Prerequisites:* Craft Magic Arms and Armor, *gaseous form, continual flame*; *Market Price:* +4 bonus.

Burning: A burning weapon is a cheaper, non-magical 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.

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 on fire. 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. *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.

Faint evocation; *Caster Level:* 5th; *Prerequisites:* Craft Magic Arms and Armor, *darkness*; *Market Price:* +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.

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

Cascading: More devastating with each successive hit, a *cascading* weapon is capable of dealing out enormous amounts of damage, especially to poorly armored foes. This quality may only be placed on melee weapons. Each time a wielder hits with a *cascading* weapon, he receives a cumulative +1 morale bonus on subsequent attack and damage rolls made with the weapon that round. All bonuses granted by a *cascading* weapon are lost at the beginning of the wielder's next round and missing even a single attack during a round causes the bonus to revert to +0. The bonuses granted by a cascading weapon also carry over into attacks of opportunity or other attacks made outside of normal initiative.

Moderate divination; *Caster Level:* 9th; *Prerequisites:* Craft Magic Arms and Armor, *bless*; *Market Price:* +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.

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

Class Bane: A class bane weapon excels at attacking one character class. Against its designated foe, its effective enhancement bonus is +2 better than its

normal enhancement bonus. It deals an extra 2d6 points of damage against the foe. Bows, crossbows, and slings so crafted bestow the bane quality upon their ammunition. To randomly determine a weapon's designated foe, roll on the following table.

d%	Designated Foe
01-09	Barbarian
10-18	Bard
19-27	Cleric
28-36	Druid
37-47	Fighter
48-56	Monk
57-65	Paladin
66-74	Ranger
75-83	Rogue
84-91	Sorcerer
92-100	Wizard

Moderate conjuration; *Caster Level:* 9th; *Prerequisites:* Craft Magic Arms and Armor, *summon monster I*; *Market Price:* +2 bonus.

Concealed: This enchantment causes the weapon to shrink to 1/12th its normal size. One command word controls both the reduction and expansion of the weapon. This is a standard action. Magic weapons retain their magical properties even while reduced. Enchantments such as *brilliant energy* could still make concealing the weapon a difficult task.

Moderate transmutation; *Caster Level:* 6th; *Prerequisites:* Craft Magic Arms and Armor, *shrink item*; *Market Price:* +1 bonus.

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

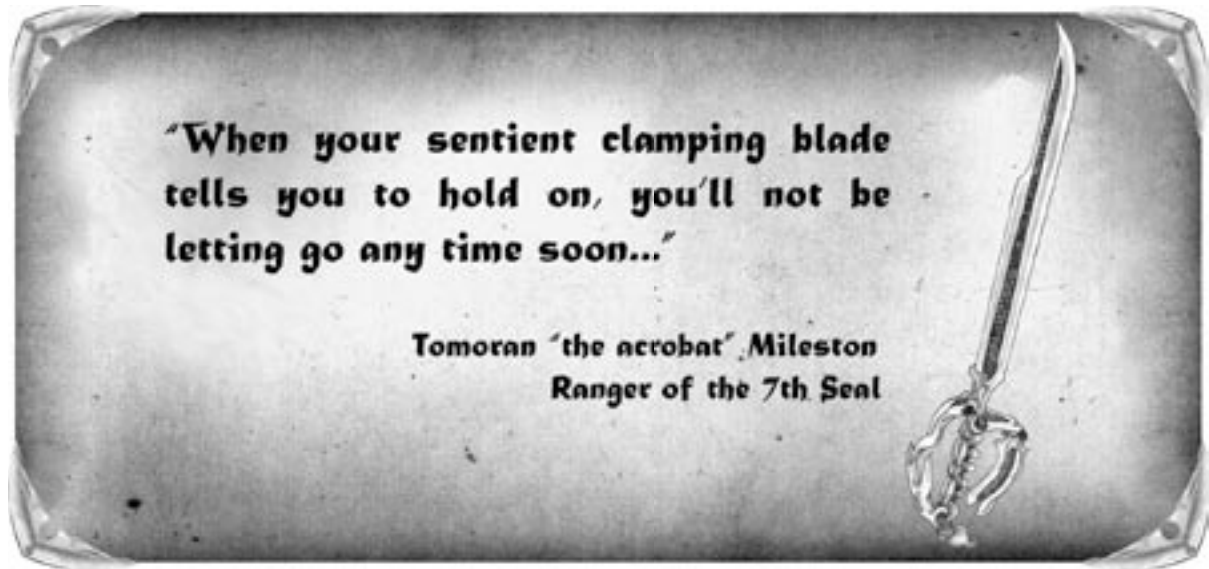
Moderate conjuration; *Caster Level:* 9th; *Prerequisites:* Craft Magic Arms and Armor, *teleport*; *Market Price:* +2 bonus.

Consecrated: A *consecrated* weapon is attuned to holy places. The weapon does +2d6 points of bonus damage when it's wielded on holy ground.

Moderate evocation [good]; *Caster Level:* 8th; *Prerequisites:* Craft Magic Arms and Armor, *bless*, *consecrate*; *Market Price:* +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.

Strong evocation; *Caster Level*: 15th; *Prerequisites*: Craft Magic Arms and Armor, *contingency*; *Market Price*: +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 up to a +5 bonus. The corruption effect lasts 1d4+1 minutes.

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

Counterstrike: The *counterstrike* ability may be bestowed upon any Small or Tiny weapon. Once per round, when an opponent in melee with the wielder of a *counterstrike* weapon attacks and misses, the wielder may immediately launch an attack of opportunity against him with the *counterstrike* weapon—even if he has already attacked in the round.

Strong transmutation; *Caster Level*: 12th; *Prerequisites*: Craft Magic Arms and Armor, *haste*; *Market Price*: +3 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.

Strong necromancy and transmutation; *Caster Level*: 18th; *Prerequisites*: Craft Magic Arms and Ar-

mor, *forceful hand*, *finger of death*; *Market Price*: +5 bonus.

Dancing: A dancing weapon can be loosed to attack on its own (a standard action). It fights for 4 rounds using the base attack bonus of the one who released it and then drops. While dancing, it cannot make attacks of opportunity, and the person who activated it is not considered armed with the weapon. In all other respects, it is considered wielded or attended by the creature for all maneuvers and effects that target items. While dancing, it takes up the same space as the activating character and can attack adjacent foes (weapons with reach can attack opponents up to 10 feet away). The dancing weapon accompanies the person who activated it everywhere, whether she moves by physical or magical means. If the wielder who loosed it has an unoccupied hand, she can grasp it while it is attacking on its own as a free action; when so retrieved the weapon can't dance (attack on its own) again for 4 rounds.

Strong transmutation; *Caster Level*: 15th; *Prerequisites*: Craft Magic Arms and Armor, *animate objects*; *Market Price*: +4 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 temperature 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 Chapter 8 of the DMG.

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

Deathchill: This weapon inflicts 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. This enchantment can only be applied to weapons that also bear the *ghost touch* quality.

A clamping weapon
Illustrated by Todd Morasch

Moderate conjuration; *Caster Level*: 10th; *Prerequisites*: Craft Magic Arms and Armor, *plane shift*, *chill metal*, *heat metal*, ghost touch ability; *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 luck 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.

# Oath Takers Killed	Additional Effects
3 or more	Poison (Fort save DC18, 1d6 Str/1d6 Str)
6 or more	Dimensional Anchor (Will save DC 19)
9	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.

Strong (all schools); *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).

Defending: A defending weapon allows the wielder to transfer some or all of the sword's enhancement bonus to his AC as a bonus that stacks with all others. As a free action, the wielder chooses how to allocate the weapon's enhancement bonus at the start of his turn before using the weapon, and the effect to AC lasts until his next turn.

Moderate abjuration; *Caster Level*: 8th; *Prerequisites*: Craft Magic Arms and Armor, *shield* or *shield of faith*; *Market Price*: +1 bonus.

Deflecting: *Deflecting* items project an invisible field of force that provides additional protection beyond that of the weapon itself and its enchantment bonus. This field can either be invisible, or appear as a shadowy shell around the wielder. This enchantment adds a deflection bonus to the weapon, its cost varying depending on its potency.

+1 deflection bonus: Moderate abjuration [force]; *Caster Level*: 6th; *Prerequisites*: Craft Magic Arms and Armor, *shield*; *Market Price*: +2 bonus.

+2 deflection bonus: Moderate abjuration [force]; *Caster Level*: 6th; *Prerequisites*: Craft Magic Arms and Armor, *shield*; *Market Price*: +3 bonus.

+3 deflection bonus: Moderate abjuration [force]; *Caster Level*: 6th; *Prerequisites*: Craft Magic Arms and Armor, *shield*; *Market Price*: +4 bonus.

+4 deflection bonus: Moderate abjuration [force]; *Caster Level*: 6th; *Prerequisites*: Craft Magic Arms and Armor, *shield*; *Market Price*: +5 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 *greater 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.

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

Disruption: A weapon of disruption is the bane of all undead. Any undead creature struck in combat must succeed on a DC 14 Will save or be destroyed. A weapon of disruption must be a bludgeoning weapon.

Strong conjuration; *Caster Level*: 14th; *Prerequisites*: Craft Magic Arms and Armor, *heal*; *Market Price*: +2 bonus.

Distance: This property can only be placed on a ranged weapon. A weapon of distance has double the range increment of other weapons of its kind.

Moderate divination; *Caster Level*: 6th; *Prerequisites*: Craft Magic Arms and Armor, *clairaudience/clairvoyance*; *Market Price*: +1 bonus.

Distant Shot: A distant shot weapon can be used against any target within line of sight at no penalty for range.

Strong divination; *Caster Level*: 21st; *Prerequisites*: Craft Magic Arms and Armor, Craft Epic Magic



Arms and Armor, *discern location*; *Market Price*: +6 bonus.

Dread: A dread weapon excels at attacking one type of creature. Against its designated foe, its effective enhancement bonus is +4 better than its normal enhancement bonus. Further, it deals +4d6 points of bonus damage against the foe, and if it scores a successful critical hit against the foe, that creature must make a Fortitude save (DC 27) or be destroyed instantly and turned to dust. (This even affects creatures immune to critical hits or death magic.) To randomly determine a dread weapon's designated foe, see **Table 2.6: Dread Weapons**.

Strong conjuration; *Caster Level*: 22nd; *Prerequisites*: Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *summon monster IX*; *Market Price*: +7 bonus.

Dread Conduit: Each of these weapons is attuned to a particular evil power of the lower planes. When a critical hit is scored with one of these weapons the target must immediately roll a Fortitude save (DC 17 + the magical bonus of the weapon). If successful, the target suffers the regular critical damage for that weapon. If the target fails its save, their soul (life force) is drawn out and they die. Souls absorbed by the weapon are siphoned directly to the dark entity that the weapon is linked to. Only a *true resurrection* spell can retrieve the lost soul.

Adding this property automatically makes the weapon evil in nature and any Good aligned creature that wields the weapon gains two negative levels. These negative levels remain only as long as the weapon is in hand. The level loss cannot be overcome by any means while the weapon is wielded.

Strong necromancy [Evil]; *Caster Level*: 15th; *Prerequisites*: Craft Magic Arms and Armor, *finger of death*, *soul bind*; *Market Price*: +5 bonus.

Drinking: Any time the blade or head of this weapon is covered in liquid (such as blood, poison, or holy water) and the command word is spoken, the weapon absorbs the liquid, storing it. At any time after, when the command word is again spoken, the weapon will release the stored liquid, becoming sheathed in it. After "drinking" the weapon is considered saturated and cannot absorb again until it is purged.

Moderate transmutation; *Caster Level*: 8th; *Prerequisites*: Craft Magic Arms and Armor, Knowledge (poisons) or Craft (alchemy); *Market Price*: +2 bonus.

Echotrapping: Through the use of potent enchantments, an item can be made magically resonant. Such items hold a pattern or blueprint of spells to which their owners are exposed.

An *echotrapping* item can store the pattern of one spell per day per plus of Market Price. The item's wielder can learn spells caught in the item as if from

TABLE 2.6: DREAD WEAPONS

d%	Designated Foe	d%	Designated Foe
01-05	Aberrations	58-60	Humanoids, orc
06-09	Animals	61-65	Magical beasts
10-16	Constructs	66-70	Monstrous humanoids
17-22	Dragons	71-72	Oozes
23-27	Elementals	73	Outsiders, air
28-32	Fey	74-76	Outsiders, chaotic
33-39	Giants	77	Outsiders, earth
40	Humanoids, aquatic	78-80	Outsiders, evil
41-42	Humanoids, dwarf	81	Outsiders, fire
43-44	Humanoids, elf	82-84	Outsiders, good
45	Humanoids, gnom	85-87	Outsiders, lawful
46	Humanoids, gnome	88	Outsiders, water
47-49	Humanoids, goblinoid	89-90	Plants
50	Humanoids, halfling	91-98	Undead
51-54	Humanoids, human	99-100	Vermin
55-57	Humanoids, reptilian		

another wizard's spell book. Learning a given spell (Spellcraft DC 20 + the level of the spell) removes it from the weapon and places it in a spell book; a failed check erases the stored spell. Spontaneous casters can spend spell slots to cast the spell, or even learn the spell as a known spell if they have a slot available. Only spells of up to sixth level can be stored in an echotrapping item.

Strong divination (plus aura of stored spell); *Caster Level*: 12th; *Prerequisites*: Craft Magic Arms and Armor, *read magic*; *Market Price*: +1 bonus per spell capacity. (An item that can hold five spells costs as per a +5 item.)

Elongating: Only flexible melee weapons (those made with chain, rope, leather, etc.) can have the elongating ability. As a free action, the wielder can will the weapon to stretch up to twice its normal length, thus doubling the weapon's range. The weapon automatically recoils to its normal length after it has disengaged the target, such as after an attack, disarm or a trip attempt.

Faint transmutation; *Caster Level*: 3rd; Craft Magic Arms and Armor, *animate rope*; *Market Price*: +1 bonus.

Equalizing: If the wielder of a melee weapon with this property is fighting a creature with a Challenge Rating equal to or lower than his own, this power has no effect. If the wielder's opponent has a Challenge Rating higher than his own, each successful strike inflicts a temporary negative level (Fort save DC of 23 to negate). A strike is successful if it hits, even if it inflicts no damage due to the target's Damage Reduction, resistances, or other factors. Treat the opponent's effective Challenge Rating as equal to its actual Challenge Rating minus its current number of negative levels. Once the opponent's effective Challenge Rating equals that of the weapon's wielder, the weapon ceases to inflict negative levels.

The wielder gains no temporary hit points from the energy drain, and the negative levels inflicted by such a weapon can never result in permanent level loss. They all disappear as soon as the weapon's wielder is defeated in combat, or after 24 hours if the victim successfully flees.

Strong necromancy; *Caster Level*: 17th; *Prerequisites*: Craft Magic Arms and Armor, *energy drain*; *Market Price*: +4 bonus.

Everdancing: An everdancing weapon is much like a dancing weapon, though it can be loosed with a free action and will fight as long as desired. It can move up to 60 feet away from its owner. Its owner can instruct it to move to a different target as a move-equivalent action. If its owner is rendered unconscious or otherwise unable to direct it, it will fight the same opponent as long as that opponent is conscious and within range. The owner of an everdancing weapon can grasp it again as a free action (assuming it is within reach).

Strong transmutation; *Caster Level*: 23rd; *Prerequisites*: Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *animate objects*; *Market Price*: +8 bonus.

Ferocity: Rare in the extreme, the first *ferocious* weapons were constructed by the *ith'n ya'roo* (see *Complete Minions*) 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.

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

Feybrand: Generally used in some form of polearm, these weapons sense the presence of Fey-kind and the metal head or tip of the weapon begins to heat up, glowing red hot when within close proximity. When creatures of the Fey subtype are within 60 ft. of the weapon the tip visibly heats up, glowing softly and doing an additional +1d4 points of fire damage. When a Fey creature comes within 30 ft. the weapon's tip becomes red hot, glowing brightly. Its heat can be felt from up to 5 ft. away. When a feybrand weapon strikes, it inflicts an additional 2d4 points of fire damage.

Moderate evocation; *Caster Level*: 8th; *Prerequisites*: Craft Magic Arms and Armor, *heat metal*; *Market Price*: +1 bonus.

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

Strong evocation [fire]; *Caster Level*: 21st; *Prerequisites*: Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *fireball*; *Market Price*: +6 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 there is 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.

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

Flaming: Upon command, a flaming weapon is sheathed in fire. The fire does not harm the wielder. The effect remains until another command is given. A flaming weapon deals an extra +1d6 points of fire damage on a successful hit. Bows, crossbows, and slings so crafted bestow the fire energy upon their ammunition.

Moderate evocation; *Caster Level*: 10th; Craft Magic Arms and Armor and *flame blade*, *flame strike*, or *fireball*; *Market Price*: +1 bonus.

Flaming Burst: A flaming burst weapon functions as a flaming weapon that also explodes with flame upon striking a successful critical hit. The fire does not harm the wielder. In addition to the extra fire damage from the flaming ability (see above), a flaming burst weapon deals an extra 1d10 points of fire damage on a successful critical hit. If the weapon's critical multiplier is x3, add an extra 2d10 points of fire damage instead, and if the multiplier is x4, add an extra 3d10 points of fire damage. Bows, crossbows, and slings so crafted bestow the fire energy upon their ammunition. Even if the flaming ability is not active, the weapon still deals its extra fire damage on a successful critical hit.

Strong evocation; *Caster Level*: 12th; *Prerequisites*: Craft Magic Arms and Armor and *flame blade*, *flame strike*, or *fireball*; *Market Price*: +2 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. 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 rogues and assassins. Unfolding these items is a standard action, usually keyed to a command phrase or sound, such as a whistle.

Faint transmutation; *Caster Level*: 5th; *Prerequisites*: Craft Magic Arms and Armor, *shrink item*; *Market Price*: +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 a *resilient sphere* spell.

Moderate evocation [force]; *Caster Level*: 8th; *Prerequisites*: Craft Magic Arms and Armor, *resilient sphere*; *Market Price*: +2 bonus.

Forceful: The *forceful* enchantment can be applied to any weapon, and causes the weapon's standard damage die to be increased by one type. Damage dice progresses along the following line: 1d3, 1d4, 1d6, 1d8 or 2d4, 1d10, 1d12 or 2d6, 2d8, 1d20 or 2d10, 3d10, and 2d20. If an option is given, the enchanter can choose either one. A *forceful* longsword, for example, would deal 1d10 points of damage upon a successful hit. This enchantment can be applied to the same weapon up to three times, its effects stacking each time.

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

Frost: Upon command, a frost weapon is sheathed in icy cold. The cold does not harm the wielder. The effect remains until another command is given. A frost weapon deals an extra +1d6 points of cold damage on a successful hit. Bows, crossbows, and slings so crafted bestow the cold energy upon their ammunition.

Moderate evocation; *Caster Level*: 8th; *Prerequisites*: Craft Magic Arms and Armor, *chill metal* or *ice storm*; *Market Price*: +1 bonus.

Gadlings: 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 tournaments 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:

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.

Faint transmutation; *Caster Level*: 3rd; *Prerequisites*: Craft Magic Arms and Armor, *bull's strength*; *Market Price*: 10,880 gp; *Cost to Create*: 5,400 gp + 432 XP.

Gadlings of Resistance: Once per day, these gadlings grant can their wearer a +1 morale bonus to all saving throws for 10 minutes. Twelve carved stone gadlings must be attached to a gauntlet in order to enchant it in this manner.

Faint abjuration; *Caster Level*: 3rd; *Prerequisites*: Craft Magic Arms and Armor, *bless*; *Market Price*: 10,880 gp; *Cost to Create*: 5,400 gp + 432 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 +20 feet for 10 minutes (this ability can't be turned on and off, however; it lasts for 10 minutes from the time it was activated). The movement increase conferred by the gadlings does not stack with *boots of striding and springing* or other magical enhancements. The gadlings are composed of small tufts of yellow-orange fur bound to light pieces of gold quartz.

Faint transmutation; *Caster Level*: 3rd; *Prerequisites*: Craft Magic Arms and Armor, *cat's grace*; *Market Price*: 10,880 gp; *Cost to Create*: 5,400 gp + 432 XP.

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 straight at a designated foe, who must make a successful Reflex save (DC 15) or be blinded for 1d4 rounds.

Faint evocation [light]; *Caster Level*: 5th; *Prerequisites*: Craft Magic Arms and Armor, *daylight*; *Market Price*: 10,880 gp; *Cost to Create*: 5,400 gp + 432 XP.

Ghost Touch: A *ghost touch* weapon deals damage normally against incorporeal creatures, regardless of its bonus. (An incorporeal creature's 50% chance to avoid damage does not apply to attacks with ghost touch weapons.) The weapon can be picked up and moved by an incorporeal creature at any time. A manifesting ghost can wield the weapon against corporeal foes. Essentially, a *ghost touch* weapon counts as either corporeal or incorporeal at any given time, whichever is more beneficial to the wielder.

Moderate conjuration; *Caster Level*: 9th; *Prerequisites*: Craft Magic Arms and Armor, *plane shift*; *Market Price*: +1 bonus.

Ghoulish: A *ghoulish* weapon reeks of carrion and has an unhealthy look to it. Any time that it strikes a successful critical hit on a living creature, the target must make a Fortitude save at DC 14 or be paralyzed for 1d6+2 rounds. Even if the target survives an encounter with such a weapon, it is potentially infected with ghoulish fever (Fortitude save DC 12, for effects see the ghoulish entry in the MM).

Moderate necromancy; *Caster Level*: 9th; *Prerequisites*: Craft Magic Arms and Armor, *animate dead*, *ghoul touch*; *Market Price*: +3 bonus.

Hellfire: A *hellfire* weapon functions as a flaming burst weapon (see the *DMG*), but on a successful critical hit the weapon explodes in a great roar of billowing flame and spraying magma. This burst deals +1d10 points of fire damage to all within 10 feet of the victim, excluding the wielder. The damage increases to +2d10 if the weapon's critical multiplier is x3, or +3d10 if it is x4. Bows, crossbows, and slings so enchanted bestow this ability on their ammunition.

Strong evocation; *Caster Level:* 14th; *Prerequisites:* Craft Magic Arms and Armor, *flame blade*, *flame strike*, or *fireball*; *Market Price:* +3 bonus.

Holy: A holy weapon is imbued with holy power. This power makes the weapon good-aligned and thus bypasses the corresponding damage reduction. It deals an extra +2d6 points of damage against all of evil alignment. It bestows one negative level on any evil creature attempting to wield it. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the weapon is wielded. Bows, crossbows, and slings so crafted bestow the holy power upon their ammunition.

Moderate evocation [good]; *Caster Level:* 7th; *Prerequisites:* Craft Magic Arms and Armor, *holy smite*, creator must be good; *Market Price:* +2 bonus.

Holy Power: This weapon is good-aligned and thus bypasses the corresponding damage reduction. When a weapon of holy power strikes an evil target, this power erupts forth and deals +3d6 points of bonus holy (good) damage to the target, and the target gains one negative level (Fortitude DC 23 to remove 24 hours later). On a successful critical hit it instead deals +6d6 points of holy (good) damage and bestows two negative levels (or +9d6 and three negative levels if the critical multiplier is x3, or +12d6 and four negative levels if the critical multiplier is x4). The weapon bestows three negative levels on any evil creature attempting to wield it. These negative levels remain as long as the weapon is in hand and disappear when the weapon is no longer wielded. These negative levels never result in actual level loss, but they cannot be overcome in any way (including *restoration* spells) while the weapon is wielded. Bows, crossbows, and slings with this special ability bestow the holy power upon their ammunition. This special ability does not stack with the nonpewic holy special ability.

Strong evocation [good]; *Caster Level:* 23rd; *Prerequisites:* Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *holy word*; *Market Price:* +8 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 plainly bears the likeness of a halberd upon its surface.

Moderate transmutation; *Caster Level:* 7th; *Prerequisites:* Craft Magic Arms and Armor, *shrink item*, *minor creation*; *Market Price:* +2,000 gp.

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

Strong evocation [cold]; *Caster Level:* 21st; *Prerequisites:* Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *cone of cold*; *Market Price:* +6 bonus.

Icy Burst: An icy burst weapon functions as a frost weapon that also explodes with frost upon striking a successful critical hit. The frost does not harm the wielder. In addition to the extra damage from the frost ability, an icy burst weapon deals an extra 1d10 points of cold damage on a successful critical hit. If the weapon's critical multiplier is x3, add an extra 2d10 points of cold damage instead, and if the multiplier is x4, add an extra 3d10 points. Bows, crossbows, and slings so crafted bestow the cold energy upon their ammunition. Even if the frost ability is not active, the weapon still deals its extra cold damage on a successful critical hit.

Moderate evocation; *Caster Level:* 10th; *Prerequisites:* Craft Magic Arms and Armor, *chill metal* or *ice storm*; *Market Price:* +2 bonus.

Impact: The magical might of an *impact* weapon helps its wielder deliver tremendously powerful blows. Upon a successful hit with an *impact* weapon, an additional 1d4 points of damage is dealt. This quality may only be applied to bludgeoning weapons.

Moderate transmutation; *Caster Level:* 9th; *Prerequisites:* Craft Magic Arms and Armor, *bull's strength*; *Market Price:* +1bonus.

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 suffers 4d8 points of electrical damage (Fortitude save DC 15 for half damage) each time it is grasped. Once discharged, the weapon can be used normally until set down again, although it functions only as an ordinary nonmagical weapon. All other magical properties of an imprinted weapon remain hidden except for the imprinted owner.



Moderate divination; *Caster Level*: 8th; *Prerequisites*: Craft Magic Arms and Armor, *glyph of warding*, *locate creature*; *Market Price*: +2,000 gp.

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. The bonus does not stack with other inspiration items.

Faint enchantment; *Caster Level*: 3rd; *Prerequisites*: Craft Arms and Armor, *enthrall*; *Market Price*: +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.

Moderate transmutation; *Caster Level*: 11th; *Prerequisites*: Craft Magic Arms and Armor, *forceful hand*; *Market Price*: +1 bonus.

Interfering: A successful strike with an interfering weapon disrupts any spellcasting ability the target possesses. For the three rounds following a hit, the target must succeed a Concentration check (DC 17) in order to cast a spell. A critical hit from an interfering weapon increases the effect's duration to 6 rounds and the Concentration DC to 21. The duration of the enchantment is not cumulative for multiple strikes. Bows, crossbows, and slings so enchanted bestow this power upon their ammunition.

Moderate enchantment; *Caster Level*: 6th; *Prerequisites*: Craft Magic Arms and Armor, *dispel magic*; *Market Price*: +2 bonus.

Invisible: Only the grip of this weapon is visible. Blows from it are thus more difficult to avoid, and opponents suffer a –4 penalty to sunder and disarm attempts against the weapon's wielder. The wielder gains a +4 bonus to feinting attempts with the weapon. This all comes at a price, however. This may only be applied to melee weapons.

Moderate illusion; *Caster Level*: 7th; *Prerequisites*: Craft Magic Arms and Armor, *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, clawlike protrusions. Often such changes to the weapons' appearance seem almost demonic, but there are no infernal associations attributed to this enchantment.

The critical multiplier of a *jagged* weapon is increased by 1, and an ordinary strike by the weapon deals an additional +1d6 points of damage. This en-

chantment can only be added to slashing weapons and does not stack with the *keen* quality.

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

Keen: This ability doubles the threat range of a weapon. Only piercing or slashing weapons can be keen. This benefit doesn't stack with any other effect that expands the threat range of a weapon (such as the *keen edge* spell or the Improved Critical feat).

Moderate transmutation; *Caster Level*: 10th; *Prerequisites*: Craft Magic Arms and Armor, *keen edge*; *Market Price*: +1 bonus.

Ki Focus: The magic weapon serves as a channel for the wielder's *ki*, allowing her to use her special *ki* attacks through the weapon as if they were unarmed attacks. These attacks include the monk's stunning attack, *ki* strike, and quivering palm, as well as the Stunning Fist feat. Only melee weapons can have the *ki* focus ability.

Moderate transmutation; *Caster Level*: 8th; *Prerequisites*: Craft Magic Arms and Armor, creator must be a monk; *Market Price*: +1 bonus.

Kinetic: A *kinetic* weapon can be rapidly swung to build up additional force that is transferred to its next attack. For each consecutive round that the wielder swings the weapon in wide circles, the weapon builds up an additional 1d6 damage and +1 circumstance attack bonus. The wielder cannot engage in combat or fight defensively while swinging the weapon to increase its kinetic energy. This is a standard action that provokes an Attack of Opportunity. The additional force must be applied to the next single attack roll made the round after the wielder is done swinging. The maximum bonus that can be built up in a kinetic weapon is +3d6 damage and +3 to attack.

Faint transmutation; *Caster Level*: 5th; *Prerequisites*: Craft Magic Arms and Armor, *bull's strength*; *Market Price*: +1 Bonus.

Kinetic, Improved: As *kinetic*, but the maximum bonus is +5d6 damage and +5 to attack.

Moderate transmutation; *Caster Level*: 9th; *Prerequisites*: Craft Magic Arms and Armor, Empower Spell, *bull's strength*; *Market Price*: +2 Bonus.

Laced, Substance: Weapons that possess this enchantment are loaded with various harmful substances. 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), 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 released, the wielder 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.

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

Moderate transmutation; *Caster Level*: 7th; *Prerequisites*: Craft Magic Arms and Armor, 4 ranks in Alchemy; *Market Price*: +1,000 gp.

Lightning Blast: On command, a lightning blast weapon crackles with electrical energy (though this deals no damage to the wielder). On any hit, lightning coruscates around the creature struck, dealing +3d6 points of bonus electricity damage. On a successful critical hit it instead deals +6d6 points of electricity damage (or +9d6 if the critical multiplier is x3, or +12d6 if the critical multiplier is x4). Bows, crossbows, and slings with this special ability bestow the bonus electricity damage upon their ammunition.

Strong evocation; *Caster Level*: 21st; *Prerequisites*: Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *lightning bolt*; *Market Price*: +6 bonus.

Lunar: A lunar weapon's enhancement bonus changes with the phases of the moon (or a specific moon if many exist in the campaign world). During the new moon, the enhancement bonus is unchanged. The effective enhancement bonus becomes +1 better than its normal enhancement bonus during the first and last quarter of the moon. This rises to +3 during the time of a full moon. Note that these bonuses are effective only at night, although the moon does not actually have to be visible for them to take effect. There is a variant of this ability called 'dark lunar', which gains power during the new moon instead of the full moon.

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

Merciful: The weapon deals an extra +1d6 points of nonlethal damage. On command, the weapon suppresses this ability until commanded to resume it. Bows, crossbows, and slings so crafted bestow the merciful effect upon their ammunition.

Faint conjuration; *Caster Level*: 5th; *Prerequisites*: Craft Magic Arms and Armor, *cure light wounds*; *Market Price*: +1 bonus.

Mighty Cleaving: A mighty cleaving weapon allows a wielder with the Cleave feat to make one additional cleave attempt in a round.

Moderate evocation; *Caster Level*: 8th; *Prerequisites*: Craft Magic Arms and Armor, *divine power*; *Market Price*: +1 bonus.

Mighty Disruption: Any undead creature struck in combat must succeed at a Fortitude save (DC 21) or be destroyed. A weapon of mighty disruption must be a bludgeoning weapon.

Strong conjuration; *Caster Level*: 21st; *Prerequisites*: Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *true resurrection*; *Market Price*: +6 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.

Moderate evocation; *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. 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.

Moderate abjuration; *Caster Level*: 7th; *Prerequisites*: Craft Magic Arms and Armor, *entangle*; *Market Price*: +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.

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

Nature's Bane: A *nature's bane* weapon is enhanced with the destruction of the natural world in mind. When used to attack naturally formed, uncrafted targets or materials (such as a tree or cavern wall) 5 points of the target's hardness is ignored. Objects crafted directly from un-augmented natural materials (such as a wood door, but not a steel door) have 3 points of hardness ignored when attacked by these weapons. Creatures made of natural substances (such as a dryad or stone golem) or spells that conjure such materials into being (like *wall of stone*) are unaffected by the special abilities of these weapons.

Moderate conjuration; *Caster Level*: 6th; *Prerequisites*: Craft Magic Arms and Armor, *shatter*; *Market Price*: +1 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.

Moderate transmutation; *Caster Level*: 11th; *Prerequisites*: Craft Magic Arms and Armor, *keen edge*; *Market Price*: +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 (Fortitude DC 18), 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.

Moderate necromancy; *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 (Fortitude DC 20). In all other respects, *greater pestilence* weapons function identically to their lesser counterparts.

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

Phoenix: A weapon with the *phoenix* ability allows its wielder to experience an unusual rebirth; if he is slain by a particular type of attack, he may make a Will save (DC 10 + the slayer's CR). If successful, the wielder is resurrected one round later, at full hit points. The *phoenix* weapon is destroyed in the process.

The known subtypes of *phoenix* weapons are: fire, cold, lightning, venom (which works against all poisons), and nemesis (which works against an assassin's death attack).

Strong necromancy; *Caster Level:* 18th; *Prerequisites:* Craft Magic Arms and Armor, *resurrection*; *Market Price:* +4 bonus.

Precision: This enchantment grants the weapon a +5 luck bonus to a roll that determines whether a hit is a critical hit or not. This enchantment provides no bonus for normal attack rolls, however the +5 may be used as a modifier to determine the Factor Level of a Critical Effect (see *Torn Asunder: Critical Hits* for these optional rules). Bows, crossbows, and slings so enchanted bestow this power upon their ammunition.

Faint divination; *Caster Level:* 1st; *Prerequisites:* Craft Magic Arms and Armor, *true strike*; *Market Price:* +1 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 scal-

ing walls, fighting armored opponents, or even combating particular golem types.

Moderate transmutation; *Caster Level:* 6th; *Prerequisites:* Craft Magic Arms and Armor, *protection from elements*; *Market Price:* +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. Bows, crossbows, and slings that are so ensorcelled bestow the *prismatic* ability upon their ammunition.

1d8	Color	Effect (Save DC is 20)
1	Red	20 points of fire damage (Reflex half)
2	Orange	40 points of acid damage (Reflex half)
3	Yellow	80 points of electricity damage (Reflex half)
4	Green	Poison (Kills; Fortitude for 1d6 points of Con damage)
5	Blue	Turned to stone (Fortitude negates)
6	Indigo	Insane (as insanity spell; Will negates)
7	Violet	Sent to another plane (Will negates)
8		Struck by two rays (roll twice more, ignoring any other "8" results).

Strong evocation; *Caster Level:* 14th; *Prerequisites:* Craft Magic Arms and Armor, *prismatic spray*; *Market Price:* +3 bonus.

Quick Draw: A weapon with this ability seem to spring into the wielder's hand when he needs it, acting as if he had the Quick Draw feat: A normal weapon is drawn as a free action instead of a move action, and a concealed weapon is drawn as a move action instead of as a standard action. If the wielder personally possessed the Quick Draw feat, then drawing a hidden weapon becomes a free action, while drawing a normal weapon occurs so rapidly that those watching one would swear that the weapon *teleported* itself from its scabbard to the user's hand.

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

Quicken: This enhancement allows the wielder to attack swiftly, often landing the first blow in a fight. It provides the wielder with a +4 initiative bonus while wielding the weapon.

Moderate transmutation; *Caster Level:* 10th; *Prerequisites:* Craft Magic Arms and Armor, Improved Initiative, *cat's grace*; *Market Price:* +2 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).

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

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

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

Reforming: This handy enhancement allows weapons that have been sundered to reform on the following round. Depending on whether the sundering occurred before or after the wielder acts, it can be used again the following round. Doing so permanently uses up one of the weapon's enhancement bonuses; thus a +2 *reforming longsword* that was sundered will reform as a +1 *longsword*. If the weapon only has a +1 enhancement, then the special ability is used up to reform the weapon, leaving it as an ordinary +1 weapon. Note that the weapon's material must still exist for it to be reformed. Thus, a weapon that has been *disintegrated* or subjected to a rust monster's attack cannot be reformed. This ability may only be applied to melee weapons.

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

Rending: A successful hit with a weapon with this ability does no damage to the target, but destroys 1 point of Armor Class gained from any physical armor (not natural armor or any magical enhancements) by cutting leather or padded armor or slicing through cords, straps, and bands holding more substantial protection in place.

Rending weapons have enhancement bonuses that add to the wielder's attack roll and allow him to damage magical armor with an equal or lesser enhancement bonus, but the bonus of a *rending* weapon doesn't increase the damage it does to an opponent's armor. No *rending* weapon is able to damage an artifact.

As *rending* weapons do no damage to the person inside the armor, there's no reason to imbue this ability in high-damage melee weapons, so most *rending* weapons are light weapons (such as daggers and handaxes) used in the off hand, while a damaging

weapon is held in the wielder's primary hand to press the advantage the *rending* weapon creates.

Moderate transmutation; *Caster Level:* 6th; *Prerequisites:* Craft Magic Arms and Armor, *keen edge*; *Market Price:* +1 bonus

Repelling: Only blunt weapons can have the repelling ability. When scoring a critical hit with a repelling weapon, the target is thrown backwards 5 ft., directly away from the wielder. In addition to the movement, the target suffers 1d6 points of damage from the force of the blow and must make a Reflex save (DC 10 + extra damage done by the repelling ability) or be knocked to the ground (prone). If the weapon's critical multiplier is x3, the target is thrown back 10ft. and suffers 2d6 points of damage and if the multiplier is x4, the target suffers 3d6 points of damage and is thrown back 15ft. Note: the movement forced by the weapon does not allow the wielder an Attack of Opportunity against the target.

Moderate abjuration; *Caster Level:* 11th; *Prerequisites:* Craft Magic Arms and Armor, *repulsion*; *Market Price:* +2 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.

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

Retribution: This power can only be enchanted into a melee weapon. Every time the wielder is wounded in combat, the enhancement bonus of the weapon increases by one against the opponent causing the wound, for the duration of the combat. The enhancement bonus of the weapon only increases against one opponent at a time. If the wielder is wounded by a second opponent, he may choose to start increasing the weapon's enhancement bonus against the new opponent. In this case, any bonuses against the first opponent are lost. The weapon may increase to a limit of +5.

A combat ends when either the wielder or his opponent is killed or rendered unconscious, or when one of them surrenders or successfully flees. As a guideline, if the GM stops measuring time in rounds, the combat is over. If the wielder later engages in combat with the same opponent, there is no special bonus from this power at the beginning of the combat.

Strong transmutation; *Caster Level:* 18th; *Prerequisites:* Craft Magic Arms and Armor, *limited wish*; *Market Price:* +1 bonus.

Returning: This special ability can only be placed on a weapon that can be thrown. A returning weapon



VARIANT RULE: SIEGE WEAPONS AND SIEGE AMMUNITION

Any weapon ability that can be applied to a missile weapon launcher (a weapon that uses ammunition, such as a bow) can also be applied to a siege engine that hurls ammunition (a ballista or catapult). Double the cost of the magical portion of the weapon costs, and apply it to the normal price of a masterwork siege weapon.

Any weapon ability that can be applied to ammunition can also be applied to siege engine ammunition. Siege engine ammunition costs the same as normal ammunition, but is created in batches of 10, rather than 50.

flies through the air back to the creature that threw it. It returns to the thrower just before the creature's next turn (and is therefore ready to use again in that turn).

Catching a returning weapon when it comes back is a free action. If the character can't catch it, or if the character has moved since throwing it, the weapon drops to the ground in the square from which it was thrown.

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

Ruinous: A *ruinous* weapon allows the wielder to cast *destruction* as a 13th level cleric upon a creature struck once per day. A Fortitude save (DC 17) avoids death. The wielder can decide to use the weapon's ability after striking the blow. Doing so is a free action, but the *destruction* must be cast on the same round as the strike.

A *ruinous* weapon bestows two negative levels on any nonevil creature that wields it. The negative levels remain as long as the weapon is in hand and disappear when the weapon is no longer wielded. These negative levels never result in actual level loss, but they cannot be overcome in any way while the weapon is wielded. Bows, crossbows, and slings that are so ensorcelled bestow the *ruinous* ability upon their ammunition.

Strong necromancy [death]; *Caster Level*: 13th; *Prerequisites*: Craft Magic Arms and Armor, *destruction*; *Market Price*: +4 bonus.

Runic: This weapon is covered in runes and contains three runestones within it. The runes are likely to be ones associated with combat. The weapon may be attuned to, but it only counts as attuning to one rune (see *Spells & Magic* from Bastion Press).

Strong enchantment; *Caster Level*: 14th; *Prerequisites*: Craft Magic Arms and Armor, *Dagaz rune*; *Market Price*: +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.

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

Rusting: *Rusting* weapons are always badly pitted and corroded, and the weapon with this special ability confers a -1 circumstance penalty on attacks

made by its wielder due to its poor condition. Some sages have speculated that the rusting ability is not purposely added to a weapon, but is instead the result of an earlier ensorcelment that has faded. When used in combat they have the effect of the *rusting grasp* spell cast by a 7th level druid.

Only melee weapons with a significant portion of metal (such as a longsword, but not a long spear or greatclub) may have this ability. *Rusting* weapons never shed light when drawn.

Moderate transmutation; *Caster Level*: 7th; *Prerequisites*: Craft Magic Arms and Armor, *rusting grasp*; *Market Price*: +5 bonus.

Sacrificing: When using a *sacrificing* weapon, the wielder may expend hit points or Constitution for greater damage results. As a free action, before an attack is rolled, the wielder may expend up to 10 hit points and/or 4 points of Constitution with the attack; treat these as normal HP and ability score damages. For each 2 hit points expended this way, the wielder gains a +1 to weapon attack and damage roll. For each 1 Constitution expended this way, the critical range increases by 2 or the critical multiplier by 1. Lost hit points and Constitution can be restored via magic or by the passage of time.

Moderate necromancy; *Caster Level*: 10th; *Prerequisites*: Craft Magic Arms and Armor, *vampiric touch*; *Market Price*: +2 bonus.

Seeking: Only ranged weapons can have this ability. The weapon veers toward its target, negating any miss chances that would otherwise apply, such as from concealment. (The wielder still has to aim the weapon at the right square. Arrows mistakenly shot into an empty space, for example, do not veer and hit invisible enemies, even if they are nearby.)

Strong divination; *Caster Level*: 12th; *Prerequisites*: Craft Magic Arms and Armor, *true seeing*; *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.

Faint divination; *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 points of 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.

Serpent: When this weapon is cast upon the ground, it transforms into a viper the same size category as the weapon, with maximum hit points. At the wielder's command, when the serpent is slain, or when one minute per point of the weapon's enhancement bonus has expired, the snake transforms back into the weapon. After spending time in serpent form and returning to weapon form, the *serpent* weapon cannot be changed into a viper again until an equal amount of time is spent in weapon form as was spent in serpent form.

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

Shadow Energy: A shadow energy weapon has its effective portion (blade, axe head, spearhead, etc.) transformed into shadow. A *shadow energy* weapon ignores nonliving matter. Armor bonuses provided by physical armor (as opposed to spells) are ineffective against weapons imbued with this quality. Other bonuses to Armor Class (dexterity, deflection, Dodge, natural armor, etc.) still apply. A *shadow energy* weapon automatically dispels a *light* or *continual flame* spell if touched to the object upon which the spell was cast. A *shadow energy* weapon causes no damage to targets that are not alive. Bows, crossbows, and slings cannot be enchanted with this ability. This does not alter the item's weight.

Strong transmutation; *Caster Level*: 16th; *Prerequisites*: Craft Magic Arms and Armor, *gaseous form*, *chill touch*; *Market Price*: +4 bonus.

Shock: Upon command, a shock weapon is sheathed in crackling electricity. The electricity does not harm the wielder. The effect remains until another command is given. A shock weapon deals an extra 1d6 points of electricity damage on a successful hit. Bows, crossbows, and slings so crafted bestow the electrical energy upon their ammunition.

Moderate evocation; *Caster Level*: 8th; *Prerequisites*: Craft Magic Arms and Armor, *call lightning* or *lightning bolt*; *Market Price*: +1 bonus.

Shocking Burst: A shocking burst weapon functions as a shock weapon that also explodes with

electricity upon striking a successful critical hit. The electricity does not harm the wielder. In addition to the extra electricity damage from the shock ability, a shocking burst weapon deals an extra +1d10 points of electricity damage on a successful critical hit. If the weapon's critical multiplier is x3, add an extra +2d10 points of electricity damage instead, and if the multiplier is x4, add an extra +3d10 points. Bows, crossbows, and slings so crafted bestow the electricity energy upon their ammunition. Even if the shock ability is not active, the weapon still deals its extra electricity damage on a successful critical hit.

Moderate evocation; *Caster Level*: 10th; *Prerequisites*: Craft Magic Arms and Armor, *call lightning* or *lightning bolt*; *Market Price*: +2 bonus.

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 to their missiles.

Moderate evocation [sonic]; *Caster Level*: 9th; *Prerequisites*: Craft Magic Arms and Armor, *shout*; *Market Price*: +2 bonus.

Signal Flare: This special quality can only be applied to bows, crossbows, and slings. Such a weapon can be used to alter its normal ammunition into a signal flare. At will, the wielder fires the ammunition straight into the air, and at the apex of its arc it glows as if under the effects of a double-strength *continual flame* spell. Once the signal flare activates, it slowly floats back to the ground as per the *feather fall* spell. Once landing, the magical light extinguishes. Ammunition fired from a signal flare weapon at opponents has no special qualities.

Faint evocation [light]; *Caster Level*: 5th; *Prerequisites*: Craft Magic Arms and Armor, *continual flame*, *feather fall*; *Market Price*: +2,000 gp.

Silent: Sought by rogues and assassins, this ammunition appears no different from their ordinary counterparts. They are not hard to identify, however, for they create absolutely no noise when handled. Once fired, the ammunition created by this quality radiates a *silence* spell in a 20-foot-radius. The *silence* persists for 5 minutes before dissipating. All ammunition fired activates, so the magical quality is wasted whether the projectile strikes its target or not.

Faint illusion [glamer]; *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.



Strong necromancy and transmutation; *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.

Faint divination; *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.

Faint enchantment; *Caster Level*: 5th; *Prerequisites*: Craft Arms and Armor, *consecrate*, *cure light wounds*; *Market Price*: +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. *Resurrection* is still possible, however.

Moderate enchantment; *Caster Level*: 9th; *Prerequisites*: Craft Arms and Armor, *consecrate*, *cure major wounds*; *Market Price*: +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.

Faint enchantment; *Caster Level*: 5th; *Prerequisites*: Craft Arms and Armor, *desecrate*, *inflict minor wounds*; *Market Price*: +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.

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

Sonic Blast: On command, a sonic blast weapon emits a low thrumming hum (though this deals no damage to the wielder). On any hit, this becomes a thunderous roar that deals +3d6 points of bonus sonic damage to the creature struck. On a successful critical hit it instead deals +6d6 points of sonic damage (or +9d6 if the critical multiplier is x3, or +12d6 if the critical multiplier is x4). Bows, crossbows, and slings with this special ability bestow the bonus sonic damage upon their ammunition.

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

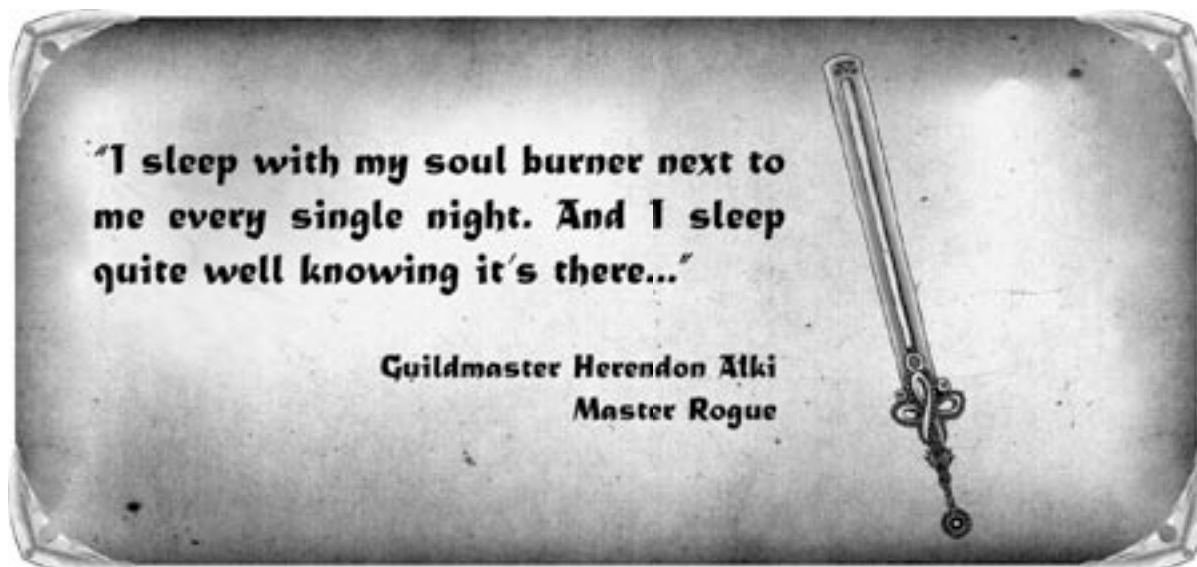
Soul Burner: Fueled by dark magics, *soul burners* steal the very life energy of creatures they slay, channeling that power into their strikes. When a *soul burning* weapon reduces the hit points of a living creature to -1 or lower, the creature dies immediately, and the weapon gains a single level of 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. *Soul burners* absorb generic life energy, not actual individual souls. Anyone slain by one of these weapons can be raised or resurrected normally.

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 stored. For instance, if three levels are stored in the weapon, 3d6 points of damage can be added to a single attack, or 1d6 points of damage can be added to three separate attacks. This additional damage is not multiplied on critical hits.

Moderate necromancy; *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).

Spawning: These weapons allow the creation of minions to assist the wielder in combat. Any creature slain by a spawning weapon rises as zombie of the appropriate size with average hit points. The newly risen dead obey the verbal commands of the wielder for ten minutes or until slain again. Zombies created in this manner may be turned, destroyed, rebuked, or commanded as normal, but commanded undead become corpses again after the ten-minute duration ends.

A creature is considered slain by the weapon if a successful attack by it was the last external source of hit point damage to that creature. A *spawning*



weapon does not raise the bodies of foes who are constructs or already undead.

Strong necromancy; *Caster Level:* 12th; *Prerequisites:* Craft Magic Arms and Armor, *animate dead;* *Market Price:* +3 bonus.

Speed: When making a full attack action, the wielder of a speed weapon may make one extra attack with it. The attack uses the wielder's full base attack bonus, plus any modifiers appropriate to the situation. This benefit is not cumulative with similar effects, such as a *haste* spell.

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

Spell Echoing: A *spell echoing* weapon allows the wielder to duplicate any arcane spell cast within a 5 ft. radius. The maximum level of the spell is equal to the enhancement bonus of the weapon. If the spell was cast in a slot higher than the weapon can echo, the spell is not echoed.

The echoed spell must be cast in the same round as the original spell, and the weapon cannot echo spells with a casting time greater than one round. All echoed spells are cast at the level and DC of the original caster. Echoed spells are not subject to arcane spell failure due to armor. Casting an echoed spell is a full attack action and may draw an attack of opportunity.

Strong (no school); *Caster Level:* 18th; *Prerequisites:* Craft Magic Arms and Armor; *Market Price:* +4 bonus.

Spell Storing: A spell storing weapon allows a spellcaster to store a single targeted spell of up to 3rd level in the weapon. (The spell must have a casting time of 1 standard action.) Any time the weapon strikes a creature and the creature takes damage from it, the weapon can immediately cast the spell on that creature as a free action if the wielder desires. (This special ability is an exception to the general rule that casting a spell from an item takes at least as long as casting that spell normally.) Once the spell has been cast from the weapon, a spellcaster can cast any other targeted spell of up to 3rd level into it. The

weapon magically imparts to the wielder the name of the spell currently stored within it. A randomly rolled spell storing weapon has a 50% chance to have a spell stored in it already.

Strong evocation (plus aura of stored spell); *Caster Level:* 12th; *Prerequisites:* Craft Magic Arms and Armor, creator must be a caster of at least 12th level; *Market Price:* +1 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 ½). 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.

Strong evocation (plus aura of stored spells); *Caster Level:* 15th; *Prerequisites:* Craft Magic Arms and Armor, *imbue with spell ability;* *Market Price:* +3 bonus.

Spellcutter: This enchantment, when activated by a command word, sheathes the weapon's blade or head with a localized antimagic field when the command word is spoken. This temporarily negates the weapon's other enchantments (if any) but also allows the weapon to penetrate any protective spells or magic shielding the target. In addition, the weapon can be used to cut a temporary opening in energy walls, such as wall of force and prismatic wall. These openings only last long enough for one creature to fit through before the wall reseals itself. Bows, crossbows and slings so enchanted bestow this power upon their ammunition.

Strong abjuration; *Caster Level:* 12th; *Prerequisites:* Craft Magic Arms and Armor, *antimagic shell* or *antimagic field;* *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.

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.

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

Spiritual: A spiritual weapon can be used as the divine focus for the *spiritual weapon* spell, if the weapon type is appropriate for the cleric's deity, or the cleric's alignment weapon if they worship no specific god. When the weapon is used as a focus for the *spiritual weapon* spell, this particular weapon, with its regular powers, appears in place of the normal generic weapon. This weapon is transformed into a weapon of pure force for the duration of the spell, and, apart from its enhancement bonus or special qualities, conforms to the normal characteristics of the force weapon created by the *spiritual weapon* spell. When the spell ends, the spiritual weapon appears back in the caster's hand.

Faint evocation [force]; *Caster Level*: 5th; *Prerequisites*: Craft Magic Arms and Armor, *spiritual weapon*; *Market Price*: +1 bonus.

Splintering: This ability can be placed only on ranged piercing weapons. Upon striking a creature, a *splintering* weapon shatters into multiple shards that dig into the target's body. Until the splinters are removed, the creature cannot heal the damage inflicted by the weapon either naturally or magically. All splinters can be extracted with a DC 20 Heal check and 10 minutes of work, or a *regenerate* spell. A vampire struck by a *splintering* weapon made of wood must succeed on a DC 25 Fortitude save or be affected as if staked.

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

Stoneblessed: If a character is wielding a *stoneblessed* weapon and is in contact with the ground or worked stone, he gains a +1 bonus to attack and damage rolls. This effectively increases the weapon's enhancement bonus. In addition, *stoneblessed* weapons deal an extra 1d6 points of damage against creatures with the Earth subtype if the wielder is in contact with the ground.

Moderate enchantment; *Caster Level*: 8th; *Prerequisites*: Craft Magic Arms and Armor, *stone shape*; *Market Price*: +1 bonus.

Storing: A *storing* weapon must be a missile-launching ranged weapon such as a sling, crossbow, or bow. A weapon enchanted with this type of magic can store up to 50 projectiles in an extradimensional space tied to the weapon's launching mechanism. The user need only fit the projectile to be stored into the weapon and concentrate to store the projectile in this extradimensional space; doing so is a standard action. The user can retrieve a projectile from this

space by preparing to fire the weapon and concentrating on the missile to be fired. If different types of missiles are stored in the weapon, only the projectile concentrated upon by the user is conjured forth. Calling forth a projectile to be fired upon is a free action. Crossbows enchanted with this magic need not be manually loaded during the heat of battle, and as a result the user may use all of his attacks with the weapon as a full round action.

If a weapon of *storing* is placed within a *portable hole*, *bag of holding*, or similar extradimensional space, the weapon of storage is destroyed and all of the stored projectiles inside are expelled violently in a 30 foot burst. This explosion of projectiles does 1d6 points of damage per five projectiles released in this manner to all creatures in this area; a Reflex save (DC 15) halves the damage done. All the projectiles are destroyed in this explosion.

Moderate conjuration; *Caster Level*: 9th; Craft Magic Arms and Armor, *secret chest*; *Market Price*: +1 bonus.

Stout: Stout weapons are particularly hard to break. Any weapon used to break a *stout* weapon takes damage as if the *stout* weapon was being used to break the attacking weapon if the attacker fails his opposed attack rolls. A *stout* weapon has a +5 bonus to both hit points and hardness. If a *stout* weapon ever breaks, everyone within 15 ft. takes 1d3 per point of enhancement bonus slashing damage from flying shards (Reflex save (DC 18) for half damage).

Strong transmutation; *Caster Level*: 12th; *Prerequisites*: Craft Magic Arms and Armor, *greater magic weapon*; *Market Price*: +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.

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

Sundering: 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.

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

Sympathetic: Sympathetic weapons create a magical bond between the blade and the wound it inflicts. This bond lingers a number of hours equal to the amount of damage inflicted by the weapon. A weapon can only be sympathetically attuned to one person at a time — if the weapon is used to inflict damage on someone, it breaks any existing bonds it has made and bonds to the new victim. Casting *remove curse* or *break enchantment* on the bonded character also destroys a bond. The bond can be used as a channel for poisons or touch delivered spells. If poison is placed onto the blade while the bond exists, it

teleports through the bond into the victim's wound, instantly afflicting the bonded victim. Casting spells through the bond is more difficult. The caster must make a Concentration check, DC equal to 15 + the spell level. This roll is penalized an amount equal to the number of minutes since the wound was first inflicted—for example, if the *sympathetic* weapon was used ten minutes ago, the Concentration check would be 25 + the spell level.

Moderate conjuration; *Caster Level*: 9th; *Prerequisites*: Craft Magic Arms and Armor, *teleport*; *Market Price*: +1 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 *Complete Minions*). 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.

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

Thorny: Whenever anyone except its owner touches a *thorny* weapon, he takes damage equal to the weapon's enhancement bonus (no save; no attack roll necessary). When the owner dies, the thorny weapon may be freely claimed (although it bloodies the new owner the first time he grasps it). The weapon may also be transferred by one owner to another, with the new owner taking damage the first time he grasps it.

Faint necromancy; *Caster Level*: 5th; *Prerequisites*: Craft Magic Arms and Armor, *inflict light wounds*; *Market Price*: +1 bonus.

Threnody: *Threnody* weapons are beautiful, with etching, vanes, bells or tiny holes and eyelets to ring, sing or hum as the weapon is wielded, and often given resonating chambers to add to the beauty of the sounds. If a bard wielding a weapon with this property succeeds at a Countersong check, the sonic attack the bard countered is trapped in the item for later use. Releasing an attack held in the weapon is a standard action, but does not provoke attacks of opportunity, and requires a Perform check (DC 15). Each weapon may only hold one attack at a time. *Threnody* weapons with stored sonic attacks hum or

ring softly with ethereal chords of notes. On storing an attack, they emit a resonant, bell-like tolling.

A *threnody* weapon may be used to evoke any of the bard's musical abilities as if it were an instrument (though all Perform checks are at +2 to DC and the bard must still sing as normal). For spellcasting purposes, the bard may cast while wielding the weapon, using its tones to substitute for the somatic component of playing an instrument, due to the melodious tones made when swinging the *threnody* weapon. However, the bard may not attack while using the *threnody* weapon in this manner.

Strong evocation [sonic]; *Caster Level*: 12th; *Prerequisites*: Craft Magic Arms and Armor, *Ghost Sound*, creator must be a bard; *Market Price*: +2 bonus.

Throwing: This ability can only be placed on a melee weapon. A melee weapon crafted with this ability gains a range increment of 10 feet and can be thrown by a wielder proficient in its normal use.

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

Thundering: A thundering weapon creates a cacophonous roar upon landing a critical hit. The sonic energy does not harm the wielder. A thundering weapon deals an extra 1d8 points of sonic damage on a successful critical hit. If the weapon's critical multiplier is x3, add an extra 2d8 points of sonic damage instead, and if the multiplier is x4, add an extra 3d8 points of sonic damage. Bows, crossbows, and slings so crafted bestow the sonic energy upon their ammunition. Subjects dealt a critical hit by a thundering weapon must make a DC 14 Fortitude save or be deafened permanently.

Faint necromancy; *Caster Level*: 5th; *Prerequisites*: Craft Magic Arms and Armor, *blindness/deafness*; *Market Price*: +1 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 totem they wield. 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.

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

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

Tracer: This particular enchantment can only be placed upon bows and crossbows. When released from the weapon, ammunition immediately begins to glow as a *light* spell. The color of this light can be of any hue, as dictated by the wielder upon firing. 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. The glowing ammunition can also illuminate the area it passes through (as a *light* spell) until it ends its flight, when it terminates.

Faint evocation [light]; *Caster Level*: 5th; *Prerequisites*: Craft Magic Arms and Armor, *light*; *Market Price*: +1 bonus.

Tracking: This enchantment allows the wielder to track a target he has engaged in battle and bloodied with his *tracking* weapon. Any foe struck by the ranger with the tracking weapon grants the wielder a +4 insight bonus on all tracking attempts versus that creature for 1d4 days. In addition, the wielder gets a +4 insight bonus on all Spot checks to discover his quarry's location.

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

Triple-Throw: This special ability can only be placed on a weapon that can be thrown. A triple-throw weapon creates two duplicates of itself when thrown. Both the original and the duplicate weap-

ons attack separately (at the same attack bonus). Regardless of the success of any of the attacks, the duplicates immediately disappear after the attack is completed. Any bonuses on damage due to accuracy or precision (including those from sneak attacks, the Precise Shot feat, or the ranger's favored enemy bonus) apply only to the original weapon's damage, not to the duplicates.

Strong transmutation; *Caster Level*: 21st; *Prerequisites*: Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *shades*; *Market Price*: +6 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.

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

Twin: When two individuals wielding a pair of these matched weapons stand within 10 ft. of each other, they gain a +2 damage bonus on attacks with the weapons. Furthermore, if they speak the command word at the same time (a free action), they trigger a special enchantment on the weapons that adds an additional +1d6 damage on weapon attacks, which lasts for three rounds. If the twin weapon wielders are relatives or sworn brothers, the damage bonus increases to +2d6; if they are twins themselves, the bonus increases to +3d6. The special enhancement can only be invoked once per day. If a single individual wields both twin weapons, the bonus is reduced to +1/+1d6.

Strong divination and enchantment; *Caster Level*: 18th; *Prerequisites*: Craft Magic Arms and Armor, *locate creature*, both weapons must be made at the same time; *Market Price*: +4 bonus.

Truthcutter: A *truthcutter* weapon has the ability to reveal hidden truths, showing things as they truly are. In the instant a *truthcutter* weapon strikes an opponent whose true self is somehow hidden by magic (whether it be the result of an *alter self* or *polymorph* spell, a doppelganger in altered form, or an invisible enemy) the truth of his situation is shown, just for an instant. This does not dispel the opponent's magic, it merely reveals the truth about him for a split-second, but this is often enough to give the wielder of the *truthcutter* weapon important knowledge about who (or what) he's fighting. If used against an illusion, the illusion flickers out when "struck" by the *truthcutter* weapon but returns again almost immediately. A strike by a *truthcutter* weapon dispels a *mirror image* just as a normal weapon does, however. Bows, crossbows, and slings bestow the *truthcutter* ability upon their ammunition.

Moderate divination; *Caster Level*: 11th; *Prerequisites*: Craft Magic Arms and Armor, *true seeing*; *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 through use of his weapon.

Moderate necromancy; *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 maximum 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.

Strong necromancy; *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 an aura of magic.

Faint illusion [glamer]; *Caster Level: 5th; Prerequisites: Craft Magic Arms and Armor, undetectable aura; Market Price: +1 bonus.*

Unerring Accuracy: Ranged attacks made with this weapon negate the AC bonus granted by any cover short of total cover. The weapon's ranged attacks also ignore any miss chance from concealment (including total concealment, but the wielder must still aim his or her attacks at the correct square).

Strong divination; *Caster Level: 21st; Prerequisites: Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, true seeing; Market Price: +6 bonus.*

Unholy: An unholy weapon is imbued with unholy power. This power makes the weapon evil-aligned and thus bypasses the corresponding damage reduction. It deals an extra 2d6 points of damage against all of good alignment. It bestows one negative level on any good creature attempting to wield it. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level never results in

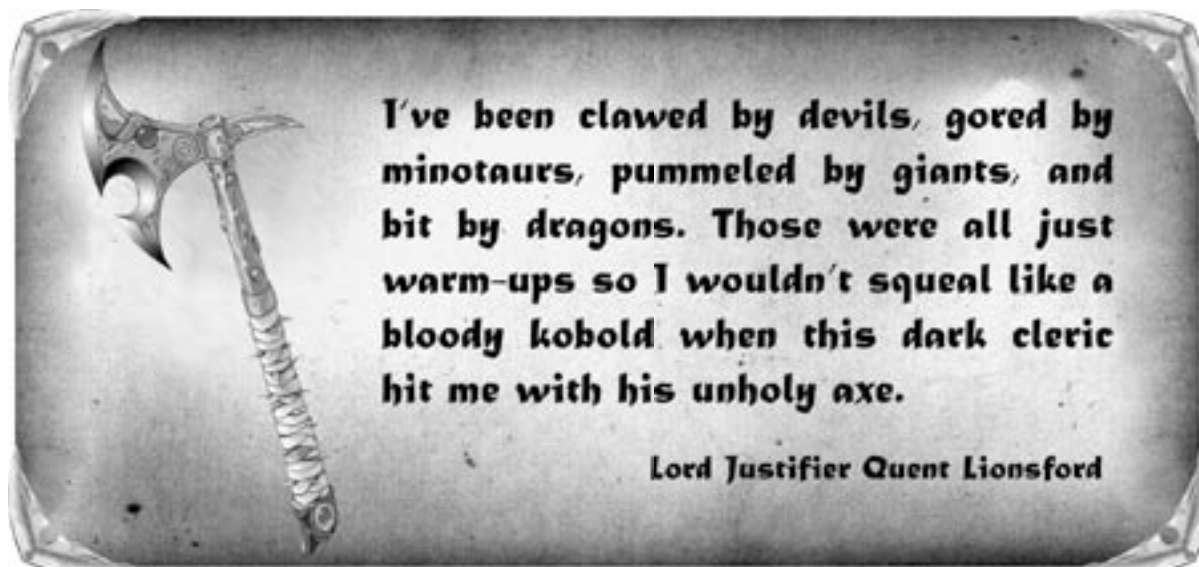
actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the weapon is wielded. Bows, crossbows, and slings so crafted bestow the unholy power upon their ammunition.

Moderate evocation [evil]; *Caster Level: 7th; Prerequisites: Craft Magic Arms and Armor, unholy blight, creator must be evil; Market Price: +2 bonus.*

Unholy Power: This weapon is evil-aligned and this bypasses the corresponding damage reduction. When a weapon of unholy power strikes a good target, this power erupts forth and deals +3d6 points of bonus unholy (evil) damage to the target, and the target gains one negative level (Fortitude DC 23 to remove 24 hours later). On a successful critical hit it instead deals +6d6 points of unholy (evil) damage and bestows two negative levels (or +9d6 and three negative levels if the critical multiplier is x3, or +12d6 and four negative levels if the critical multiplier is x4). The weapon bestows three negative levels on any good creature attempting to wield it. These negative levels remain as long as the weapon is in hand and disappear when the weapon is no longer wielded. These negative levels never result in actual level loss, but they cannot be overcome in any way (including *restoration* spells) while the weapon is wielded. Bows, crossbows, and slings with this special ability bestow the unholy power upon their ammunition. This special ability does not stack with the nonepic unholy special ability.

Strong evocation [evil]; *Caster Level: 23rd; Prerequisites: Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, unholy word; Market Price: +8 bonus.*

Vampiric: Weapons with the vampiric quality siphon the life energy of creatures they wound in combat. Each time a living creature takes damage from a vampiric weapon, the wielder is healed as detailed below.



*Unholy power battleaxe
Illustrated by Chris Pickrell*

Damage Inflicted	Healing Effect
Less than 8 points	None
9-16 points	1d4
17-20 points	1d8
21-24 points	1d12
25-30 points	2d8
31 points or more	3d8

Only handheld melee weapons can become vampiric weapons. The healing effect applies only to attacks against living creatures of the same type as the wielder (subtypes need not be identical). Hit points gained through the vampiric nature of this weapon cannot be stored (so an unwounded wielder of a *vampiric* weapon gains no benefits from using it). Striking undead creatures does not cause any negative effects for the wielder.

Moderate necromancy; *Caster Level*: 9th; *Prerequisites*: Craft Magic Arms and Armor, *cure serious wounds*, *vampiric touch*; *Market Price*: +3 bonus.

Vampiric, Greater: Weapons with this enchantment have the same abilities as the regular version, except that the healing effect applies against any living creature that is struck by the weapon.

Moderate necromancy; *Caster Level*: 9th; *Prerequisites*: Craft Magic Arms and Armor, *cure serious wounds*, *vampiric touch*; *Market Price*: +5 bonus.

Vicious: When a vicious weapon strikes an opponent, it creates a flash of disruptive energy that resonates between the opponent and the wielder. This energy deals an extra 2d6 points of damage to the opponent and 1d6 points of damage to the wielder. Only melee weapons can be vicious.

Moderate necromancy; *Caster Level*: 9th; *Prerequisites*: Craft Magic Arms and Armor, *enervation*; *Market Price*: +1 bonus.

Vorpal: This potent and feared ability allows the weapon to sever the heads of those it strikes. Upon a roll of natural 20 (followed by a successful roll to confirm the critical hit), the weapon severs the opponent's head (if it has one) from its body. Some creatures, such as many aberrations and all oozes, have no heads. Others, such as golems and undead creatures other than vampires, are not affected by the loss of their heads. Most other creatures, however, die when their heads are cut off. A vorpal weapon must be a slashing weapon.

Strong necromancy and transmutation; *Caster Level*: 18th; *Prerequisites*: Craft Magic Arms and Armor, *circle of death*, *keen edge*; *Market Price*: +5 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.

Small and Tiny weapons are only able to hold one dose, Medium-size weapons can hold two doses,

and Large weapons can hold up to three doses. Building 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.

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

Will Sapping: A living creature struck with a weapon possessing this enhancement must make a Will save (DC 20) or take 1 point of temporary Wisdom damage. On a critical hit, this point is permanently drained.

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

Wounding: A wounding weapon deals 1 point of Constitution damage from blood loss when it hits a creature. A critical hit does not multiply the Constitution damage. Creatures immune to critical hits (such as plants and constructs) are immune to the Constitution damage dealt by this weapon.

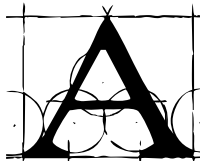
Moderate evocation; *Caster Level*: 10th; *Prerequisites*: Craft Magic Arms and Armor, *mage's sword*; *Market Price*: +2 bonus.

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. 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.

Wielders of *wyrdweave* items 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. Level bonuses due to *wyrdweave* items do not stack, although each weapon may be applied to a different school.

Moderate (aura of whatever school the wielder is attuned to at the time); *Caster Level*: 7th; *Prerequisites*: Craft Arms and Armor: *mage armor*, *greater magic weapon*; *Market Price*: +2 bonus.

CHAPTER 3: WEAPONS OF VALOR



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

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

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

Assorted Weapons

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

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

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

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

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

TABLE 3.1: SPECIFIC WEAPONS

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



TABLE 3.2: CLASS-ORIENTED WEAPONS

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

points of damage, but it also ends the effect. Grim-death arrows act as +2 weapons.

Moderate illusion (phantasm); *Caster Level*: 7th; *Prerequisites*: Craft Magic Arms and Armor, *phantasmal killer*; *Market Price*: 707 gp; *Cost to Create*: 357 gp + 14 XP.

Arrow of the Forest: So long as the archer can see at least a glimpse of his target when aiming, this +1 *arrow* can ignore any cover or concealment in a forest setting, flying between leaves and branches, wending their way around tree trunks, to strike true at their targets. If the target enjoys total concealment, the arrows' special ability is ignored, however anything less than total concealment counts as no concealment for these arrows.

Faint divination; *Caster Level*: 3rd; *Prerequisites*: Craft Magic Arms and Armor, *true strike*; *Market Price*: 167 gp; *Cost to Create*: 84 gp + 7 XP

Arrow, Retrieving: When fired at a creature, this golden arrow is simply a +1 *arrow*. But against objects, its true properties are revealed. When a *retrieving arrow* strikes an unattended object weighing 50 lbs. or less, that object is immediately teleported to the archer's hand. (Objects have a base AC of 10 and an effective Dexterity of 0. They receive normal bonuses for size, and range increment penalties do apply.)

Retrieving arrows may also be used to disarm opponents or retrieve other items they hold. The archer must hit the target object's AC (10 + size modifier + Dexterity modifier of the opponent carrying the object). The object makes a Will save to resist, using the carrying opponent's Will saving throw bonus. If the archer does not have a hand free to hold the teleported object, it appears at his feet. Neither ability functions against targets beyond three range increments.

Strong conjuration; *Caster Level*: 13th; *Prerequisites*: Craft Magic Arms and Armor, *teleport object*; *Market Price*: 4,596 gp; *Cost to Create*: 2,301 gp + 183 XP.

Arrow, Rot: Carved to look like worm-eaten wood, these +1 *arrows* are most potent against wooden targets. A *rot arrow* fired at a wooden object, or a creature composed primarily of wood, deals nor-

mal damage and then produces a *disintegrate* effect against that target as the spell (22d6 points of damage).

Moderate transmutation; *Caster Level*: 11th; *Prerequisites*: Craft Magic Arms and Armor, *disintegrate*; *Market Price*: 1,696 gp; *Cost to Create*: 851 gp + 67 XP.

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. The necklace is reusable; the arrow is not. New *arrows of seeing* can be crafted and attuned to a reused necklace.

Seeing Necklace: Faint divination; *Caster Level*: 5th; *Prerequisites*: Craft Magic Arms and Armor, *clairaudience/clairvoyance*; *Market Price*: 21,000 gp; *Cost to Create*: 10,500 gp + 840 XP.

Arrow of Seeing (1): Moderate divination; *Caster Level*: 6th; *Prerequisites*: Craft Magic Arms and Armor, *darkvision*; *Market Price*: 360 gp; *Cost to Create*: 180 gp + 14 XP.

Arrow, Slaying: This +1 *arrow* is keyed to a particular type or subtype of creature. If it strikes such a creature, the target must make a DC 20 Fortitude save or die (or, in the case of unliving targets, be destroyed). Note that even creatures normally exempt from Fortitude saves (undead and constructs) are subject to this attack. When keyed to a living creature, this is a death effect (and thus *death ward* protects a target). To determine the type or subtype of creature the arrow is keyed to, roll on the table below. A *greater slaying arrow* functions just like a normal *slaying arrow*, but the DC to avoid the death effect is 23.

VARIANT RULE: ALTERNATE SIEGE WEAPON PAYLOADS



catapult or trebuchet may fire other payloads than simply large stones. Here are a few possible alternatives:

Burning pitch: Reduce damage by 1 die, then add +1d6 fire damage. Anything struck must make a Reflex save (DC 12) or catch on fire. Burning pitch costs twice as much as normal ammunition.

Heated sand: More a distraction and irritant than an actual damaging weapon, heated sand finds its way in between crevices in armor and irritates the skin. Anyone in a 40 ft. radius spread from the impact point suffers a -1 morale penalty to attacks, saves and skill checks and must make a DC 12 concentration check to cast any spells. A Will save (DC 12) negates this effect. Heated Sand costs the same as normal ammunition.

Enemy body parts: The heads (or other body parts) of allies of the targets can have an extremely demoralizing effect. Anyone in a 40 ft. radius spread from the impact point suffers a -2 morale penalty to attacks, saves and skill checks. This is a mind-affecting effect. A Will save (DC 12) negates this effect.

TABLE 3.3: ARROWS OF SLAYING

d%	Designated Type or Subtype
01-05	Aberrations
06-09	Animals
10-16	Constructs
17-22	Dragons
23-27	Elementals
28-32	Fey
33-39	Giants
40	Humanoids, aquatic
41-42	Humanoids, dwarf
43-44	Humanoids, elf
45	Humanoids, gnom
46	Humanoids, gnome
47-49	Humanoids, goblinoid
50	Humanoids, halfling
51-54	Humanoids, human
55-57	Humanoids, reptilian
58-60	Humanoids, orc
61-65	Magical beasts
66-70	Monstrous humanoids
71-72	Oozes
73	Outsiders, air
74-76	Outsiders, chaotic
77	Outsiders, earth
78-80	Outsiders, evil
81	Outsiders, fire
82-84	Outsiders, good
85-87	Outsiders, lawful
88	Outsiders, water
89-90	Plants
91-98	Undead
99-100	Vermin

Strong necromancy; *Caster Level*: 13th; *Prerequisites*: Craft Magic Arms and Armor, *finger of death* (*slaying arrow*) or heightened *finger of death* (*greater slaying arrow*); *Market Price*: 2,282 gp (*slaying arrow*) or 4,057 gp (*greater slaying arrow*); *Cost to Create*: 1,144 gp 5 sp + 91 XP (*slaying arrow*) or 2,032 gp + 162 XP (*greater slaying arrow*).

Arrow, Sleep: This +1 *arrow* is painted white and has white fletching. If it strikes a foe so that it would normally deal damage, it instead bursts into magical energy that deals nonlethal damage (in the same

amount as would be lethal damage) and forces the target to make a DC 11 Will save or fall asleep.

Faint enchantment; *Caster Level*: 5th; *Prerequisites*: Craft Magic Arms and Armor, *sleep*; *Market Price*: 132 gp; *Cost to Create*: 69 gp 5 sp + 5 XP.

Arrow, Suffocating: When one of these green, sticky +1 *arrows* strikes its target, it deals nonlethal damage only and can affect only creatures that breathe and have a single head. As the *suffocating arrow* strikes, a small green glob of sticky paste explodes from the arrowhead, striking the target's face (or wherever its breathing orifice is located) instantly hardening in place. The target must hold its breath or begin to suffocate.

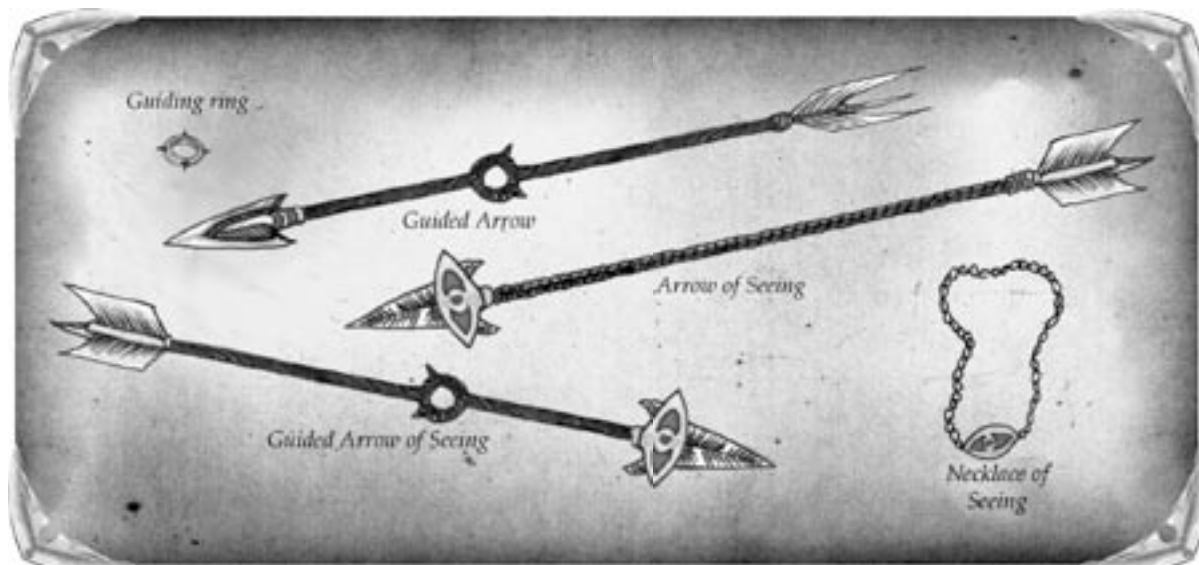
The hardened paste can be removed with a successful Strength check (DC 25) or by dealing at least 10 points of damage to it. However, dealing damage to the paste deals an equal amount of damage to the suffocating creature. The paste dissolves into nothingness on its own after 1 hour.

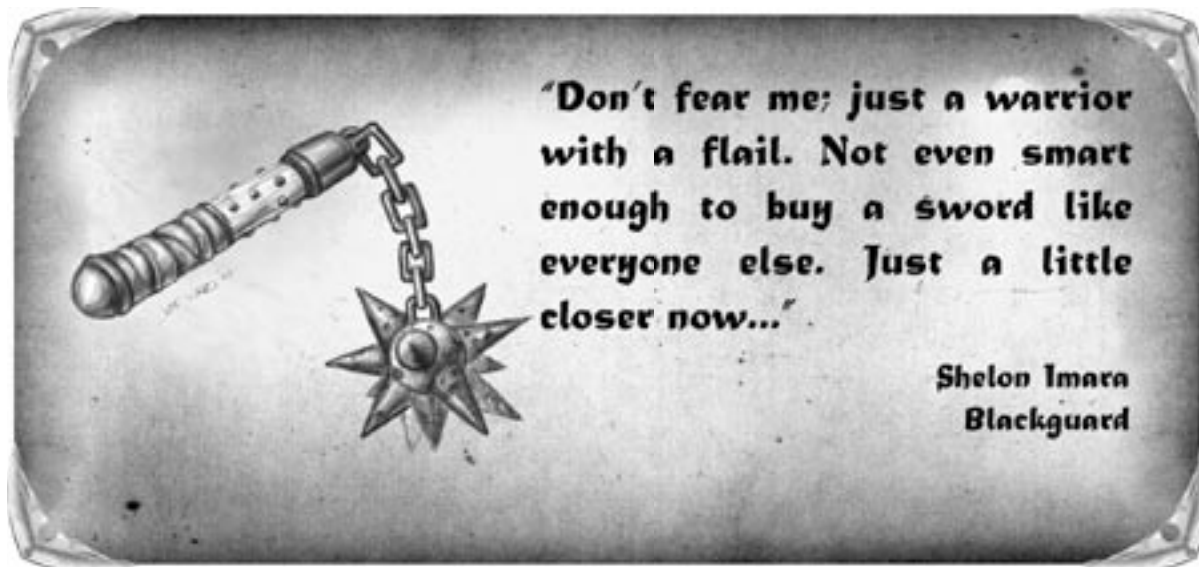
Moderate transmutation; *Caster Level*: 10th; *Prerequisites*: Craft Magic Arms and Armor; *Market Price*: 796 gp; *Cost to Create*: 401 gp + 31 XP.

Assassin's Dagger: This wicked-looking, curved +2 *dagger* provides a +1 bonus to the base DC of the Fortitude save required by the death attack of an assassin. The dagger must be used in the death attack to grant the increased DC, of course.

Moderate necromancy; *Caster Level*: 9th; *Prerequisites*: Craft Magic Arms and Armor, *slay living*; *Market Price*: 18,302 gp; *Cost to Create*: 9,302 gp + 720 XP.

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. 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 of the rage. Most axes of these types are primitive and etched with brutal and violent scenes of battle. A quarter of these weapons are greataxes.





Faint transmutation; *Caster Level:* 11th; *Prerequisites:* Craft Magic Arms and Armor, *bull's strength*; *Market Price:* 24,310 gp; *Cost to Create:* 12,155 gp + 922 XP.

Backstabber: This +6 *short sword* adds +2d6 to the wielder's sneak attack damage. If the wielder does not have the sneak attack ability, this weapon does not grant it.

Strong necromancy; *Caster Level:* 21st; *Prerequisites:* Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *inflict moderate wounds*; *Market Price:* 770,310 gp; *Cost to Create:* 385,310 gp + 17,700 XP.

Black Thresher: This fearsome implement of war looks like an oversized flail made of pitted black iron. Jagged spikes protrude from the head in all directions, some measuring two feet long or more. An enormous black chain attaches this beast to an iron-bound darkwood handle.

This +2 *heavy flail* requires at least 18 Strength to wield properly. Otherwise, the user takes a -4 penalty to all attack rolls. However, a blackguard can use this weapon to full effect. In his hands, it functions as a +4 *unholy heavy flail* that deals triple damage against inanimate objects.

Strong evocation [evil]; *Caster Level:* 15th; *Prerequisites:* Craft Magic Arms and Armor, *unholy blight*, creator must be evil; *Market Price:* 79,315 gp; *Cost to Create:* 39,815 gp + 3,160 XP.

Blade of the Changeling: This slim +3 *dagger* has a very special property. Its bearer may assume the form of the last humanoid creature whose life he took with the dagger. The blade must simply strike the final blow in order for this power to function; the bearer can then assume that creature's shape, as per the *polymorph* spell, at will.

Moderate transmutation; *Caster Level:* 7th; *Prerequisites:* Craft Magic Arms and Armor, *polymorph*; *Market Price:* 68,702 gp; *Cost to Create:* 34,351 gp + 2,748 XP

Bolt, Explosive: Crafted from the elongated fingers of the impish nokkers, these deadly +1 bolts explode on contact dealing normal crossbow bolt

damage plus 1d6 points of fire damage. *Explosive bolts* that hit the target's touch AC but do not hit its normal AC explode nonetheless dealing the aforementioned fire damage but not the bolt's inherent damage. One nokker yields ten *explosive bolts*.

Moderate evocation; *Caster Level:* 5th; *Prerequisites:* Crafts Magic Arms and Armor, *flame arrow*; *Market Value:* 50 gp each; *Cost to Create:* 25 gp + 1 XP.

Burning Wall Crossbow: Made from cold iron and adorned with runes from the Elemental Plane of Fire, this powerful weapon functions as a normal +2 *heavy crossbow* when loaded with bolts. When fired without loading a bolt, the *burning wall crossbow* emits a thin red beam. The beam deals no damage and has no effect on creatures. If the beam hits an immobile object, however, it triggers a complex magical process. If the crossbow is fired without a bolt again before the end of the next round, it emits a second red beam. If this second beam strikes an object within 50 feet of the first beam's contact point, a *wall of fire* springs up between the two points, as the spell cast by a 12th level sorcerer. To activate the *wall of fire*, the two points must be on the same vertical plane and must have a line of effect between each other. If the *burning wall crossbow* is fired again on the next round without a bolt, a second *wall of fire* springs up that extends from the second point to the third. The weapon can produce four such wall sections per day (each round during which a wall section is created counts as creating a wall section for the day).

Strong evocation [fire]; *Caster Level:* 12th; *Prerequisites:* Craft Magic Arms and Armor, *wall of fire*; *Market Price:* 32,350 gp; *Cost to Create:* 16,175 gp + 1,294 XP.

Chaosbringer: This +6 *greataxe of anarchic power* grants its wielder the ability to fly into a rage (identical to a barbarian's rage) once per day (or one additional time per day if the wielder already has the rage class feature). If the wielder has the greater rage class feature, the weapon also grants the wielder the Incite Rage epic feat.

Strong evocation [chaotic]; *Caster Level*: 23rd; *Prerequisites*: Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *rage*, *mass charm monster*; *Market Price*: 4,025,350 gp; *Cost to Create*: 2,012,850 gp + 50,250 XP.

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. *Market Price*: 100 gp.

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 triggered), but doing so is a free action.

Strong necromancy; *Caster Level*: 15th; *Prerequisites*: Craft Magic Arms and Armor, *trap the soul*; *Market Price*: 218,302 gp; *Cost to Create*: 109,151 gp + 8,732 XP.

Dagger of Venom: This black +1 dagger has a serrated edge. It allows the wielder to use a *poison* effect (as the spell, save DC 14) upon a creature struck by the blade once per day. The wielder can decide to use the power after he has struck. Doing so is a free action, but the *poison* effect must be invoked in the same round that the dagger strikes.

Faint necromancy; *Caster level*: 5th; *Prerequisites*: Craft Magic Arms and Armor, *poison*; *Market Price*: 8,302 gp; *Cost to Create*: 4,302 gp + 320 XP.

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

Strong necromancy and transmutation; *Caster Level*: 18th; *Prerequisites*: Craft Magic Arms and Armor, *keen edge*, *death spell*, *halt undead*; *Market Price*: 133,915 gp; *Cost to Create*: 66,958 gp + 5,357 XP.

TABLE 3.4: Domain Rods

d100	Rod Type	Market Price (gp)
01-05	Air Rod	90,602
06-10	Animal Rod	107,800
11-14	Chaos Rod	74,312
15-18	Death Rod	124,437
19-22	Destruction Rod	161,105
23-27	Earth Rod	161,105
28-32	Evil Rod	74,312
33-37	Fire Rod	74,308
38-41	Good Rod	74,312
42-45	Healing Rod	97,000
46-49	Knowledge Rod	60,308
50-53	Law Rod	74,315
54-57	Luck Rod	74,315
58-61	Magic Rod	52,315
62-65	Plant Rod	114,300
66-70	Protection Rod	50,308
71-75	Strength Rod	58,305
76-80	Sun Rod	122,312
81-85	Travel Rod	74,310
86-90	Trickery Rod	88,708
91-95	War Rod	90,920
96-100	Water Rod	74,308

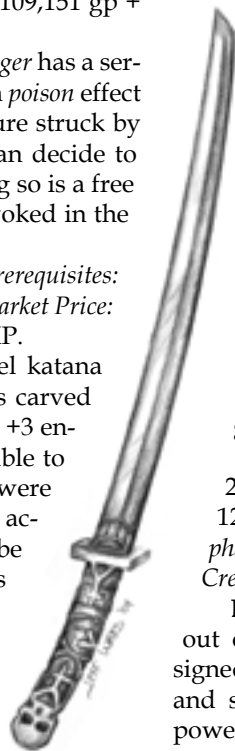
Deep Fey Sword: These ornately sculpted bastard swords are used by the deep fey in their battles. The sword is enchanted with strong glamours, making it appear to be more devastating than it really is. Anyone struck by a deep fey sword must make a Will save vs. the sword's DC or take an additional amount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

Deep Fey Sword +2: Additional Damage: 1d10; Save DC: 15; Moderate illusion; *Caster Level*: 7th; *Prerequisites*: Craft Magic Arms and Armor, *phantasmal killer*; *Market Price*: 58,735 gp; *Cost to Create*: 29,368 gp + 2,349 XP.

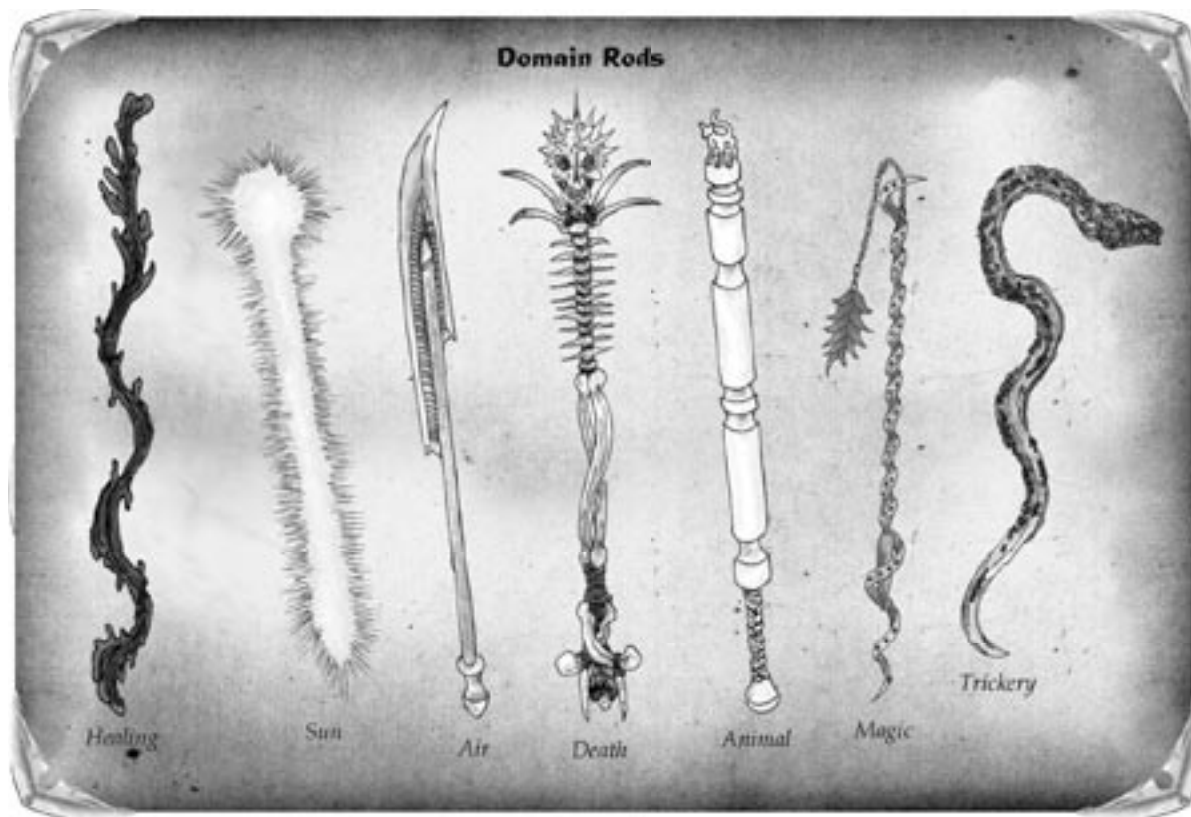
Deep Fey Sword +3: Additional Damage: 2d8; Save DC: 16; Moderate illusion; *Caster Level*: 9th; *Prerequisites*: Craft Magic Arms and Armor, *phantasmal killer*; *Market Price*: 68,735 gp; *Cost to Create*: 34,368 gp + 2,749 XP.

Deep Fey Sword +4: Additional Damage: 2d10; Save DC: 17; Strong illusion; *Caster Level*: 12th; *Prerequisites*: Craft Magic Arms and Armor, *phantasmal killer*; *Market Price*: 82,735 gp; *Cost to Create*: 41,368 gp + 3,309 XP.

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



Death Blade
Illustrated by Jeff Ward



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.

Moderate transmutation; *Caster Level:* 11th; *Prerequisites:* Craft Magic Arms and Armor, *gaseous form*; *Market Price:* 90,602 gp; *Cost to Create:* 45,300 gp + 3,624 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.

Moderate transmutation; *Caster Level:* 12th; *Prerequisites:* Craft Magic Arms and Armor, *polymorph*

self; *Market Price:* 107,800 gp; *Cost to Create:* 53,900 gp + 4,312 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.

Moderate evocation; *Caster Level:* 12th; *Prerequisites:* Craft Magic Arms and Armor, *chaos hammer*, creator must be chaotic; *Market Price:* 74,312 gp; *Cost to Create:* 37,156 gp + 2,972 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.

Moderate necromancy; *Caster Level:* 13th; *Prerequisites:* Craft Magic Arms and Armor, *slay living*; *Market Price:* 124,437 gp; *Cost to Create:* 62,219 gp + 4,977 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.

Moderate transmutation; *Caster Level:* 14th; *Prerequisites:* Craft Magic Arms and Armor, *disintegrate*; *Market Price:* 161,105 gp; *Cost to Create:* 80,553 gp + 6,444 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.

Moderate transmutation; *Caster Level:* 14th; *Prerequisites:* Craft Magic Arms and Armor, *flesh to stone*,

stone to flesh; *Market Price*: 161,105 gp; *Cost to Create*: 80,553 gp + 6,444 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*.

Moderate evocation; *Caster Level*: 12th; *Prerequisites*: Craft Magic Arms and Armor, *unholy blight*, creator must be evil; *Market Price*: 74,312 gp; *Cost to Create*: 37,156 gp + 2,972 XP.

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

Moderate evocation; *Caster Level*: 12th; *Prerequisites*: Craft Magic Arms and Armor, *flame blade*, *flame strike*, or *fireball*; *Market Price*: 74,308 gp; *Cost to Create*: 37,154 gp + 2,972 XP.

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

Moderate evocation; *Caster Level*: 12th; *Prerequisites*: Craft Magic Arms and Armor, *holy smite*, creator must be good; *Market Price*: 74,312 gp; *Cost to Create*: 37,156 gp + 2,972 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*.

Strong conjuration [healing]; *Caster Level*: 12th; *Prerequisites*: Craft Magic Arms and Armor, *cure critical wounds*, creator must have *empower spell* feat; *Market Price*: 97,000 gp; *Cost to Create*: 48,500 gp + 3,880 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.

Moderate divination; *Caster Level*: 11th; *Prerequisites*: Craft Magic Arms and Armor, *clairaudience*/*clairvoyance*; *Market Price*: 60,308 gp; *Cost to Create*: 30,154 gp + 2,413 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*.

Moderate evocation; *Caster Level*: 12th; *Prerequisites*: Craft Magic Arms and Armor, *order's wrath*, creator must be lawful; *Market Price*: 74,315 gp; *Cost to Create*: 37,158 gp + 2,973.

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 attack roll with this rod can be rerolled.

Moderate transmutation; *Caster Level*: 9th; *Prerequisites*: Craft Magic Arms and Armor, *haste*; *Market Price*: 74,315 gp; *Cost to Create*: 37,158 gp + 2,973 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 pro-

vides its user with all the above powers, although it holds two spells instead of the standard one.

Moderate evocation; *Caster Level*: 9th; *Prerequisites*: Craft Magic Arms and Armor; *Market Price*: 52,315 gp; *Cost to Create*: 26,158 gp + 2,093 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.

Moderate divination; *Caster Level*: 9th; *Prerequisites*: Craft Magic Arms and Armor, *speak with plants*; *Market Price*: 114,300 gp; *Cost to Create*: 57,150 gp + 4,572 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.

Moderate abjuration; *Caster Level*: 9th; *Prerequisites*: Craft Magic Arms and Armor; *Market Price*: 50,308 gp; *Cost to Create*: 25,154 gp + 2,012 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.

Moderate transmutation; *Caster Level*: 9th; *Prerequisites*: Craft Magic Arms and Armor, *bull's strength*; *Market Price*: 58,305 gp; *Cost to Create*: 29,153 gp + 2,332 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*.

Moderate transmutation; *Caster Level*: 9th; *Prerequisites*: Craft Magic Arms and Armor, *gaseous form*, *continual flame*; *Market Price*: 122,312 gp; *Cost to Create*: 61,156 gp + 4,892 XP.

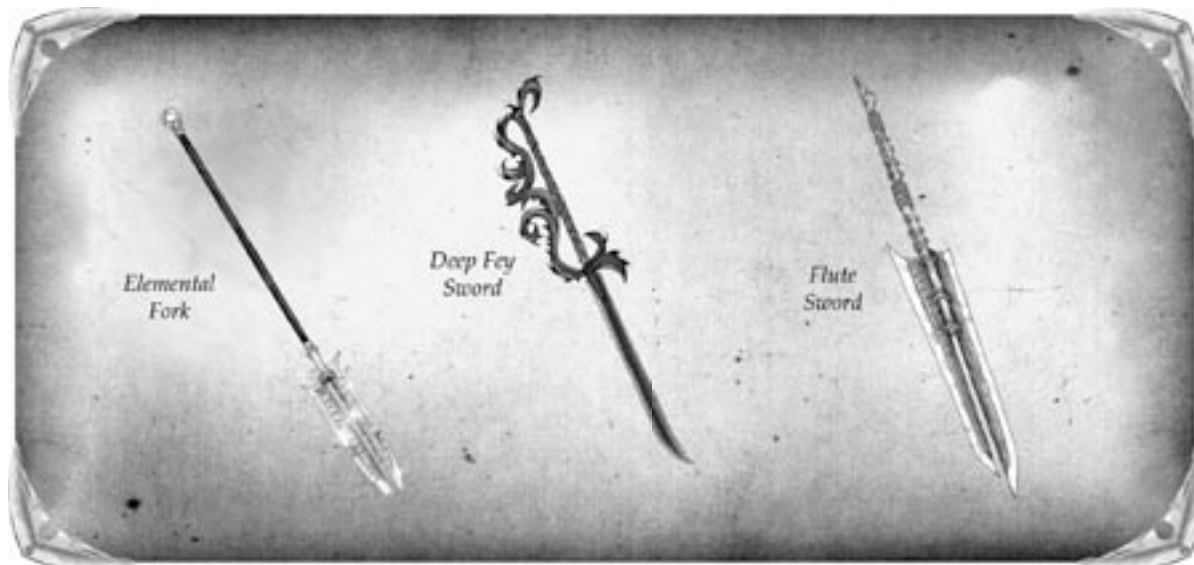
Travel Rod: This slender shaft appears to be fabricated out of thousands of individually set feathers. Upon command, a hidden blade slides out of the shaft and allows the rod to be used as a +3 *battleaxe*. In addition to all standard powers, while wielding this rod, a creature can cast the *fly* spell once per day.

Moderate transmutation; *Caster Level*: 9th; *Prerequisites*: Craft Magic Arms and Armor, *fly*; *Market Price*: 74,310 gp; *Cost to Create*: 37,155 gp + 2,972 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.

Moderate illusion; *Caster Level*: 9th; *Prerequisites*: Craft Magic Arms and Armor, *alter self*; *Market Price*: 88,708 gp; *Cost to Create*: 44,354 gp + 3,548 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.

Moderate divination; *Caster Level*: 9th; *Prerequisites*: Craft Magic Arms and Armor, *true strike*; *Market Price*: 90,920 gp; *Cost to Create*: 45,460 gp + 3,637 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.

Moderate evocation; *Caster Level*: 9th; *Prerequisites*: Craft Magic Arms and Armor, *chill metal* or *ice storm*; *Market Price*: 74,308 gp; *Cost to Create*: 37,154 gp + 2,972 XP.

Doom Bullet: An evil touch clings to these +2 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.

Moderate necromancy; *Caster Level*: 6th; *Prerequisites*: Craft Magic Arms and Armor, *bestow curse*; *Market Price*: 1,031 gp; *Cost to Create*: 516 gp + 41 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*.

Strong enchantment; *Caster Level*: 17th; *Prerequisites*: Craft Magic Arms and Armor, *dominate monster*; *Market Price*: 5,675 gp; *Cost to Create*: 2,838 gp + 227 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 (which contains magical remnants of the dragon it came from). 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 weapons impractical; the burst radius of a tooth is five feet. The awkward shape of a dragon's tooth makes throwing it or fashioning arrows from it an exercise in futility.

A *dragontooth longspear* has a +1 enhancement bonus to attack rolls and a secondary effect based on the type of dragon tooth. The save versus all effects has a DC of 20. The tooth's particular effect is shown in **Table 3.5: Dragontooth Longspear Effects**.

Faint divination; *Caster Level*: 3rd; *Prerequisites*: Craft Magic Arms and Armor, *true strike*, an actual dragon tooth must be used; *Market Price*: 8,305 gp; *Cost to Create*: 4,153 gp + 332 XP.

Dwarven Thrower: This weapon functions as a +2 *warhammer*. In the hands of a dwarf, the warhammer gains an additional +1 enhancement bonus

(for a total of +3) and gains the *returning* special ability. It can be hurled with a 30-foot range increment. When hurled, it deals an extra 2d8 points of damage against giants or an extra 1d8 points of damage against any other target.

Moderate evocation; *Caster Level*: 10th; *Prerequisites*: Craft

TABLE 3.5: DRAGONTOOTH LONGSPEAR EFFECTS

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

Magic Arms and Armor, creator must be a dwarf of at least 10th level; *Market Price*: 60,312 gp; *Cost to Create*: 30,312 gp + 2,400 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 empowered. 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.

Moderate abjuration; *Caster Level*: 9th; *Prerequisites*: Craft Magic Arms and Armor, *protection from energy*; *Market Price*: 139,920 gp; *Cost to Create*: 69,960 gp + 5,597 XP.

Elven Greatbow: In the hands of any non-elf, this bow performs only as a +2 *composite longbow*. In the hands of an elf, this weapon functions as a +5 *composite longbow of unerring accuracy* with a Strength bonus that matches its elven wielder's current Strength at all times. Furthermore, any arrows loosed from the bow are considered *keen*, regardless of the enhancement bonus of the arrow fired.

Strong transmutation; *Caster Level*: 23rd; *Prerequisites*: Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *bull's strength*, *keen edge*, *true seeing*; *Market Price*: 2,900,400 gp; *Cost to Create*: 1,450,400 gp + 39,400 XP.

Ever-whirling Chain: This +4 *defending everdancing spiked chain of speed* continuously twitches in its wielder's hands. The wielder of the *ever-whirling chain* can use it to make any number of attacks of opportunity per round (as if he or she had the Improved Combat Reflexes feat).

Strong transmutation; *Caster Level*: 23rd; *Prerequisites*: Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *animate objects*, *haste*, *shield* (or *shield of faith*); *Market Price*: 5,220,325 gp; *Cost to Create*: 2,610,325 gp + 52,200 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.

Moderate conjuration; *Caster Level*: 8th; *Prerequisites*: Craft Magic Arms and Armor, *summon monster I*, *freedom of movement*, *spider climb*, *neutralize poison*; *Market Price*: 67,315 gp; *Cost to Create*: 33,658 gp + 2,693 XP.

Finaldeath: This +5 *undead dread ghost touch morningstar* also grants its wielder immunity to energy drain attacks. Furthermore, if its wielder is capable

of turning undead, he or she gains the Positive Energy Aura feat.

Strong conjuration; *Caster Level*: 22nd; *Prerequisites*: Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *death ward*, *plane shift*, *summon monster IX*, creator must be able to turn undead; *Market Price*: 3,580,308 gp; *Cost to Create*: 1,790,308 gp + 45,800 XP.

Flame Tongue: This is a +1 *flaming burst longsword*. Once per day, the sword can blast forth a fiery ray at any target within 30 feet as a ranged touch attack. The ray deals 4d6 points of fire damage on a successful hit.

Moderate evocation; *Caster Level*: 12th; *Prerequisites*: Craft Magic Arms and Armor, *scorching ray*, and *flame blade*, *flame strike*, or *fireball*; *Market Price*: 20,715 gp; *Cost to Create*: 10,515 gp + 816 XP.

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

Faint enchantment; *Caster Level*: 8th; *Prerequisites*: Craft Magic Arms and Armor, *charm person*, *enthrall*; *Market Price*: 17,100 gp; *Cost to Create*: 8,550 gp + 684 XP.

Frost Brand: This +3 *frost greatsword* sheds light as a torch when the temperature drops below 0° F. At such times it cannot be concealed when drawn, nor can its light be shut off. Its wielder is protected from fire; the sword absorbs the first 10 points of fire damage each round that the wielder would otherwise take.

A *frost brand* extinguishes all nonmagical fires in its area. As a standard action, it can also dispel lasting fire spells, but not instantaneous effects, though you must succeed on a dispel check (1d20 +14) against each spell to dispel it.

Strong evocation; *Caster Level*: 14th; *Prerequisites*: Craft Magic Arms and Armor, *ice storm*, *dispel magic*, *protection from energy*; *Market Price*: 54,475 gp; *Cost to Create*: 27,375 gp and 5 sp + 2179 XP.

Gauntlets of the Master: These enchanted gauntlets appear to ordinary leather hand gear, 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 *intense* 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.

Moderate conjuration; *Caster Level*: 9th; *Prerequisites*: Craft Magic Arms and Armor, *forceful hand*;

Market Price: 50,303 gp; *Cost to Create:* 25,152 gp + 2,012 XP.

Gripsoul: *Gripsoul* is a +6 *keen long-sword*, but instead of dealing additional damage on a critical hit, the weapon imprisons the victim in a gem set in the pommel of the sword as per a *binding* spell heightened to 16th level (DC 30). The same is true of any blow that would otherwise kill a foe or knock him or her unconscious. Only one creature can be so held, but the wielder can release the bound soul at any time with a command word.

Strong enchantment [mind-affecting]; *Caster Level:* 27th; *Prerequisites:* Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *binding*; *Market Price:* 1,856,500 gp; *Cost to Create:* 934,500 gp + 28,440 XP.

Hammer of the Sun: This sturdy golden warhammer is a potent weapon against both undead and living evil-doers. 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. In the hands of a paladin, the weapon's true power manifests; it is powerless in the hands of any other class.

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.

Strong conjuration; *Caster Level:* 15th; *Prerequisites:* Craft Magic Arms and Armor, *daylight*, *sunbeam*, *heal*, *levitate*; *Market Price:* 240,800 gp; *Cost to Create:* 120,400 gp + 9,632 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 20) allows the wielder to play the harp and fire arrows from it simultaneously.

Faint enchantment; *Caster Level:* 11th; *Prerequisites:* Craft Magic Arms and Armor, *emotion*; *Market Price:* 23,425 gp; *Cost to Create:* 11,713 gp + 937 XP.

Holy Avenger: This +2 *cold iron longsword* becomes a +5 *holy cold iron longsword* in the hands of a paladin. It provides Spell Resistance of 5 + the paladin's level to the wielder and anyone adjacent to her. It also enables the wielder to use *greater dispel magic* (once per round as a standard action) at the class level of the paladin. (Only the area dispel is possible,

not the targeted dispel or counterspell versions of *greater dispel magic*.)

Strong abjuration; *Caster Level:* 18th; *Prerequisites:* Craft Magic Arms and Armor, *holy aura*, creator must be good; *Market Price:* 120,630 gp; *Cost to Create:* 60,630 gp + 4,800 XP.

Holy Devastator: In the hands of any character other than a paladin, this sword performs as a +3 *holy longsword*. In the hands of a paladin, this weapon functions as a +7 *longsword of holy power* and grants a +5 sacred bonus on the wielder's saving throws against spells with the evil descriptor or spells cast by evil characters. If the paladin wielder smites evil with the *holy devastator*, he or she adds twice her paladin level to damage (rather than her paladin level).

Strong evocation [good]; *Caster Level:* 23rd; *Prerequisites:* Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *holy aura*, *holy smite*, *holy word*; *Market Price:* 4,620,315 gp; *Cost to Create:* 2,310,315 gp + 56,200 XP.

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

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.

Strong evocation; *Caster Level:* 12th; *Prerequisites:* Craft Magic Arms and Armor, *cone of cold*; *Market Price:* 152,800 gp; *Cost to Create:* 76,400 gp + 6,112 XP.

Innocuous Weapon: An *innocuous weapon* is a +2 *dagger*, however it can take on the appearance of virtually any nonmagical object so long as that object is not an obvious weapon. The weapon mimics the object's form completely: an *innocuous weapon* in the form of a candle can be lit, one in the form of a book has pages with writing on them, one in the form of an item of clothing has all appropriate buckles and belts, and so forth. It can't become more than one item at a time, so commanding it to become "boots" has no effect, but it can be made into an item with more than one constituent part (e.g., a lantern with a hinged shutter) so long as those parts always remain together. The *innocuous weapon* can even fool



a *detect magic* spell (using *misdirection* to replace the weapon's aura with that of some mundane object on the user's person) if the spell's caster fails a DC 13 Will save.

The weapon's user can change it into a specific form using the command word followed by the one-word name of object to be mimicked; for instance, he can say the command word and "book" and it will take the form of a book. The user cannot use a descriptor longer than one word for the form to be copied, so he can't specify "a red, leather-bound book."

Strong transmutation; Caster Level: 15th; **Prerequisites:** Craft Magic Arms and Armor, *misdirection*, *polymorph any object*; **Market Price:** 224,302 gp; **Cost to Create:** 112,151 gp + 8,972 XP.

Javelin of Lightning: This javelin becomes a 5d6 lightning bolt when thrown (Reflex DC 14 half). It is consumed in the attack.

Faint evocation; Caster Level: 5th; **Prerequisites:** Craft Magic Arms and Armor, *lightning bolt*; **Market Price:** 1,500 gp; **Cost to Create:** 750 gp + 30 XP.

Life-Drinker: This +1 *greataxe* is favored by undead and constructs, who do not suffer its drawback. A *life-drinker* bestows two negative levels on its target whenever it deals damage, just as if its target had been struck by an undead creature. One day after being struck, subjects must make a DC 16 Fortitude save for each negative level or lose a character level.

Each time a *life-drinker* deals damage to a foe, it also bestows one negative level on the wielder. Any negative level gained by the wielder in this fashion lasts for 1 hour.

Strong necromancy; Caster Level: 13th; **Prerequisites:** Craft Magic Arms and Armor, *enervation*; **Market Price:** 40,320 gp; **Cost to Create:** 20,320 gp + 1,600 XP.

Loremaster's Aide: This +1 *quarterstaff* is typically adorned with arcane symbols, often in the form of eye- and book 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 insight bonus to his Spellcraft skill, and the ability to cast *tongues* and *legend lore* once per day.

Moderate divination; Caster Level: 11th; **Prerequisites:** Craft Magic Arms and Armor, *detect magic*, *analyze dweomer*, *tongues*, *legend lore*, 10+ ranks in Spellcraft; **Market Price:** 120,600 gp; **Cost to Create:** 60,300 gp + 4,824 XP.

Luck Blade: This +2 *short sword* gives its possessor a +1 luck bonus on all saving throws. Its possessor also gains the power of good fortune, usable once per day. This extraordinary ability allows its possessor to reroll one roll that she just made. She must take the result of the reroll, even if it's worse than the original roll. In addition, a *luck blade* may contain up to three *wishes* (when randomly rolled, a *luck blade* holds 1d4–1 *wishes*, minimum 0). When the last *wish* is used, the sword remains a +2 *short*

sword, still grants the +1 luck bonus, and still grants its reroll power.

Strong evocation; Caster Level: 17th; **Prerequisites:** Craft Magic Arms and Armor, *wish* or *miracle*; **Market Price:** 22,060 gp (0 *wishes*), 62,360 gp (1 *wish*), 102,660 gp (2 *wishes*), 142,960 gp (3 *wishes*); **Cost to Create:** 11,030 gp + 882 XP (0 *wishes*), 31,180 gp + 2,494 XP (1 *wish*); 51,330 gp + 4,106 XP (2 *wishes*), 71,480 gp + 5,718 XP (3 *wishes*).

Mace of Ruin: This +7 *heavy mace* ignores the hardness or damage reduction of any object or creature it strikes. Furthermore, the weapon can deal critical hits to objects and constructs as if they were living creatures.

Strong transmutation; Caster Level: 21st; **Prerequisites:** Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *disintegrate*; **Market Price:** 1,000,312 gp; **Cost to Create:** 500,312 gp + 20,000 XP.

Mace of Smiting: This +3 *adamantine heavy mace* has a +5 enhancement bonus against constructs, and any critical hit dealt to a construct completely destroys it (no saving throw). A critical hit dealt to an outsider deals x4 damage rather than x2.

Moderate transmutation; Caster Level: 11th; **Prerequisites:** Craft Magic Arms and Armor, *disintegrate*; **Market Price:** 75,312 gp; **Cost to Create:** 39,312 gp + 2,880 XP.

Mace of Terror: On command, this +2 *heavy mace* causes the wielder's clothes and appearance to transform into an illusion of darkest horror such that living creatures in a 30-foot cone become panicked as if by a *fear* spell (Will DC 16 partial). They take a –2 morale penalty on saving throws, and they flee from the wielder. The wielder may use this ability up to three times per day.

Strong necromancy; Caster Level: 13th; **Prerequisites:** Craft Magic Arms and Armor, *fear*; **Market Price:** 38,552 gp; **Cost to Create:** 19,276 gp + 1,542 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: Moderate enchantment; **Caster Level:** 3rd; **Prerequisites:** Craft Magic Arms and Armor; **Market Price:** 2,303 gp; **Cost to Create:** 1,152 gp + 92 XP.

Martial Gloves +2: Moderate enchantment; **Caster Level:** 6th; **Prerequisites:** Craft Magic Arms and Armor; **Market Price:** 8,303 gp; **Cost to Create:** 4,152 gp + 332 XP.

Martial Gloves +3: Moderate enchantment; **Caster Level:** 9th; **Prerequisites:** Craft Magic Arms and Armor; **Market Price:** 18,303 gp; **Cost to Create:** 9,152 gp + 732 XP.

Martial Gloves +4: Strong enchantment; **Caster Level:** 12th; **Prerequisites:** Craft Magic Arms and Armor; **Market Price:** 32,303 gp; **Cost to Create:** 16,152 gp + 1,292 XP.

Martial Gloves +5: Strong enchantment; **Caster Level:** 15th; **Prerequisites:** Craft Magic Arms and Ar-

mor; *Market Price*: 50,303 gp; *Cost to Create*: 25,152 gp + 2,012 XP.

Masterwork Cold Iron Longsword: This non-magical longsword is crafted out of cold iron. As a masterwork weapon, it has a +1 enhancement bonus on attack rolls. *Market Price*: 330 gp.

Morningstar of Bloodletting: This vicious, bloodthirsty weapon draws its power from its composite material, the severed vertebrae of three sarrenels. Whenever the +2 *morningstar* deals 10 or more points of damage in a single round, it receives a morale bonus to its attack and damage rolls on the subsequent round. If the weapon deals 10-29 points of damage in a round, it receives a +1 morale bonus, while 30-59 points grants a +2 morale bonus and 60 or more hit points yields a +3 morale bonus. Wielders claim that the weapon quivers in delight whenever it draws blood; however, no one seems able to prove the contention.

Moderate enchantment; *Caster Level*: 13th; *Prerequisites*: Craft Magic Arms and Armor, *emotion*; *Market Price*: 32,000 gp; *Cost to Create*: 16,308 gp + 652 XP.

Nine Lives Stealer: This longsword always performs as a +2 *longsword*, but it also has the power to draw the life force from an opponent. It can do this nine times before the ability is lost. At that point, the sword becomes a simple +2 *longsword* (with a hint of evil about it). A critical hit must be dealt for the sword's death-dealing ability to function, and this weapon has no effect on creatures not subject to critical hits. The victim is entitled to a DC 20 Fortitude save to avoid death. If the save is successful, the sword's death-dealing ability does not function, no use of the ability is expended, and normal critical damage is determined. This sword is evil, and any good character attempting to wield it gains two negative levels. These negative levels remain as long as the sword is in hand and disappear when the sword is no longer wielded. These negative levels never result in actual level loss, but they cannot be overcome in any way (including *restoration* spells) while the sword is wielded.

Strong necromancy [evil]; *Caster Level*: 13th; *Prerequisites*: Craft Magic Arms and Armor, *finger of death*; *Market Price*: 23,057 gp; *Cost to Create*: 11,528 gp 5 sp + 922 XP.

Oathbow: Of elven make, this white +2 *composite longbow* (+2 Str bonus) whispers "Swift defeat to my enemies" in Elven when nocked and pulled. Once per day, if the archer swears aloud to slay her target (a free action), the bow's whisper becomes the low shout "Swift death to those who have wronged me." Against such a sworn enemy, the bow has a +5 enhancement bonus, and arrows launched from it deal an additional 2d6 points of damage (and x4 on a critical hit instead of the normal x3). However, the bow is treated as only a masterwork weapon against all foes other than the sworn enemy, and the wielder takes a -1 penalty on attack rolls with any weapon other than the *oathbow*. These bonuses and penalties last for seven days or until the sworn enemy is slain

or destroyed by the wielder of the *oathbow*, whichever comes first.

The *oathbow* may only have one sworn enemy at a time. Once the wielder swears to slay a target, he cannot make a new oath until he has slain that target or seven days have passed. Even if the wielder slays the sworn enemy on the same day that he makes the oath, he cannot activate the *oathbow's* special power again until 24 hours have passed from the time he made the oath.

Strong evocation; *Caster Level*: 15th; *Prerequisites*: Craft Magic Arms and Armor, creator must be an elf; *Market Price*: 25,600 gp; *Cost to Create*: 13,100 gp + 1,000 XP.

Oil of Brilliance: This small vial of light green potion is not for consuming, but for increasing the effectiveness of metal blades. With a normal cloth, a thin layer of the oil can be applied to any type of bladed weapon. Once coated, it increases the critical multiplier of the weapon by one, and does not wash off easily, be it by rain, water, or blood. One vial of *oil of brilliance* can be used to fully cover a medium sized weapon or two small or smaller-sized weapons, and it stays on for one week until its magic fades away, at which time the oil turns white and flakes off.

Moderate transmutation; *Caster Level*: 10th; *Prerequisites*: Brew Potion, *keen edge*; *Market Price*: 4,000 gp.

Picker Picker: The *picker picker* is a powerful magical device developed by picker (see *Complete Minions*) 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.

Moderate transmutation; *Caster Level*: 6th; *Prerequisites*: Craft Magic Arms and Armor, *knock*; *Market Price*: 18,302 gp; *Cost to Create*: 9,151 gp + 732 XP.

Quarterstaff of Alacrity: Both ends of this +5 *quarterstaff of speed* have equal enhancement and special powers, meaning that it allows an additional attack with each end every round. While the *quarterstaff of alacrity* is held, it grants its wielder a +5 resistance bonus on Reflex saves. It also deflects ranged weapons as if the wielder had the Deflect Arrows and Infinite Deflection feats.

Strong transmutation; *Caster Level*: 21st; *Prerequisites*: Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *protection from arrows*, *shield*; *Market Price*: 462,600 gp; *Cost to Create*: 231,600 gp + 14,620 XP.

Rapier of Puncturing: Three times per day, this +2 *wounding rapier* allows the wielder to make a touch attack with the weapon that deals 1d6 points of Constitution damage by draining blood. Creatures immune to critical hits are immune to the Constitution damage dealt by this weapon.

Strong necromancy; *Caster Level*: 13th; *Prerequisites*: Craft Magic Arms and Armor, *harm*; *Market Price*: 50,320 gp; *Cost to Create*: 25,320 gp + 2,000 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.

Moderate transmutation; *Caster Level*: 6th; *Prerequisites*: Craft Magic Arms and Armor, *haste*, creator must have the Improved Initiative feat; *Market Price*: 56,720 gp; *Cost to Create*: 28,360 gp + 2,269 XP.

Razor of Flensing: This is a grossly oversized straight razor enchanted with potent magic. The magic of the *razor of flensing* grants proficiency with the straight razor to anyone who grips it; for all weapon statistics it can be treated as a +2 *kukri* of *wounding*.

In the hands of an evil ranger, the *razor of flensing's* powers fully awaken. The *razor* glows with a seething red light that provides 20 feet of illumination and does +1d6 damage each time it strikes a living creature. This additional damage is not multiplied by a successful critical hit. The *razor* performs as a *bane* weapon versus any of the wielder's favored enemies, increasing its enhancement bonus to +4 and doing an additional +2d6 damage on a hit against such targets; again, this additional damage is not multiplied by a successful critical hit.

The most terrible power of the *razor of flensing* is its ability to create skin wraiths (this is a new monster detailed in *Complete Minions*). Any humanoid creature skinned or slain by a *razor of flensing* must make a Will save (DC 24) or the body's lacerated skin suddenly surges into unholy life as a skin wraith, detaching from the carcass if necessary. The wielder of the *razor of flensing* can command a number of skin wraiths created in this manner equal to his Charisma bonus; any additional skin wraiths created are free-willed, but cannot attack or seek to harm the wielder unless they are attacked first. *Razors of flensing* are evil magical weapons and detect as such when scrutinized with a *detect evil* spell or ability.

Strong varies [evil]; *Caster Level*: 12th; Craft Magic Arms and Armor, *create undead*, *keen edge*, *Mage's sword*, *summon monster I*; Price: 68,600 gp; Weight: 3 lb.

Reaver's Net: This magical net is made from supple green cords of specially treated seaweed. The cords are studded with tiny suckers, hooks, and tendrils that constantly seethe and roil as if the net were underwater. A *reaver's net* functions as a +1 *net* for all users.

Its powers truly awaken when its wielder has the Weapon Specialization (net) feat, at least 10 ranks in Profession (sailor), or at least 1 level of the sea reaver prestige class (see *Complete Villains*). The net then takes on a life of its own, functioning as a +1 *net of distance*. Additionally, any creature entangled by the net must make a Fortitude save (DC 14) each round the entanglement persists to avoid being *paralyzed* for 3d6 minutes. The semi-living nature of the net allows the trained user to refold the net for proper throwing as a move-equivalent action.

Moderate divination, enchantment, and transmutation; *Caster Level*: 9th; Craft Magic Arms and

Armor, *clairaudience/clairvoyance*, *entangle*, *hold person*; Price: 12,600 gp; Weight: 10 lb.

Requiem Flute: This odd looking flute seems to have a shroud of light about it, and darkness fades in and out with a slow rhythm. On command, a barely visible force blade appears from the lower end of the flute, and it may be used as a longsword. The sword's touch attack deals 2d8 force damage, but the wielder may not apply any strength modifier to it. When used as the instrument for bardic music or spellcasting abilities, the bard's effective level increases by 4.

Strong evocation [force]; *Caster Level*: 13th; *Prerequisites*: Craft Wondrous Item, *mage's sword*, *shout*; *Market Price*: 165,500 gp; *Cost to Create*: 82,750 gp + 6,620 xp.

Scabrous Mace: Evil priests of malevolent deities craft this grisly mace from the femur and skull of a walking disease. Naturally, the femur serves as the weapon's haft while the skull acts as its head. In addition to functioning as a +2 *heavy mace*, a critical hit with the weapon also requires the victim to make a Fortitude save (DC 14) or the mace afflicts the opponent with the *contagion* spell. The wielder chooses the disease transmitted.

Moderate enchantment; *Caster Level*: 7th; *Prerequisites*: Craft Magic Arms and Armor, *contagion*; *Market Price*: 18,000 gp; *Cost to Create*: 9,312 + 372 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.

Strong of appropriate school; *Caster Level*: 17th; *Prerequisites*: Craft Magic Arms and Armor, *wish*; *Market Price*: 87,975 gp; *Cost to Create*: 43,988 gp + 3,519 XP.

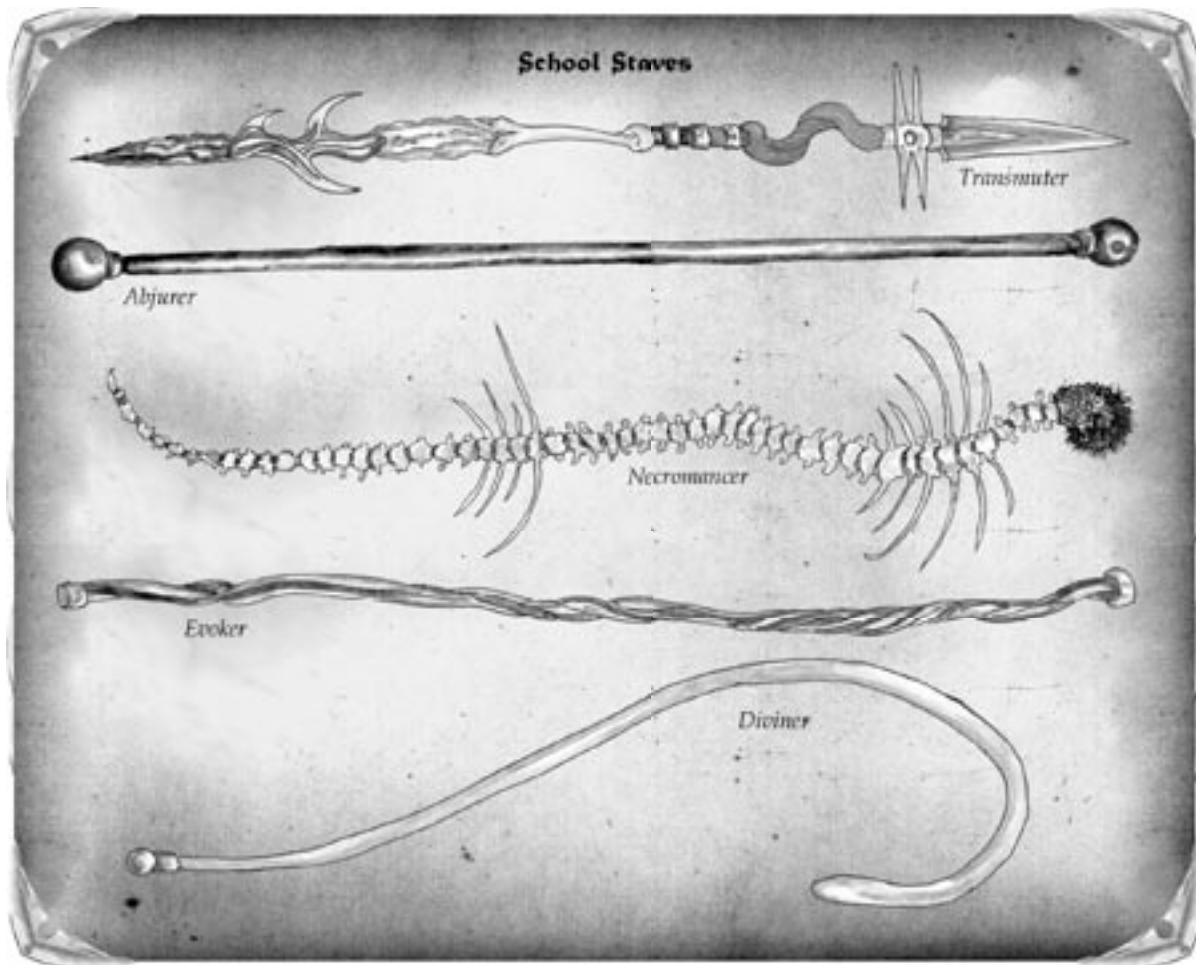
Staff of the Abjurer: This long, sturdy, straight staff is made of solid iron and bears heavy iron spheres on both ends.

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.

Scorpion Thrash: This +3 *spiked chain* is ornately designed with scorpion claws and stingers making up the spikes and barbs along its length. It is a deep drab gray in color, unreflective of light. Occasionally, real scorpions can be seen running along the length of the weapon. Although menacing, this does not affect the usage of the weapon. The weapon's real power lies in its ability to summon a swarm of poisonous scorpions. The wielder slams the length of the chain upon the ground and utters the command word, resulting in a *creeping doom* spell under the wielder's control. This ability can be used once per day.

Moderate enchantment; *Caster Level:* 13th; *Prerequisites:* Craft Magic Arms and Armor, *creeping doom*; *Market Price:* 69,085; *Cost to Create:* 34,705 gp + 2,750 XP; *Weight:* 15 lb.

Screaming Bolt: These +2 *bolts* screams when fired, forcing all enemies of the wielder within 20 feet of the path of the bolt to succeed on a DC 14 Will save or become *shaken*. This is a mind-affecting fear effect.

Faint enchantment; *Caster Level:* 5th; *Prerequisites:* Craft Magic Arms and Armor, *doom*; *Market Price:* 267gp; *Cost to Create:* 128 gp and 5 sp + 10 XP.

Scythe of Life-Harvesting: This weapon appears to be a simple farm implement, although it has a slight aura of unease about it. Wielders soon discover that the scythe is unnaturally cool to the touch, but not painfully so.

The weapon functions as a +1 *scythe*, but in the hands of a blackguard it becomes a +3 *unholy scythe*. In addition, upon scoring a successful critical hit with the weapon, the victim must roll a Fortitude save (DC 20), or be instantly slain by the blade. This has no effect on creatures immune to critical hits. The scythe's enhancement bonus rises to +5 for one hour after killing a victim in this manner.

Strong necromancy[evil]; *Caster Level:* 13th; *Prerequisites:* Craft Magic Arms and Armor, *unholy smite*, *finger of death*, creator must be evil; *Market Price:* 89,518 gp; *Cost to Create:* 44,918 gp + 3,568 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.

Moderate transmutation; *Caster Level*: 6th; *Prerequisites*: Craft Magic Arms and Armor, *neutralize poison*; *Market Price*: 43,315 gp; *Cost to Create*: 21,658 gp + 1,733 XP.

Shadow Dagger: This +1 *dagger* is crafted from the essence of the Plane of Shadow. It is perfectly invisible in natural darkness and shadows, and can be placed and retrieved in the wielder's shadow, just as if the shadow was a sheath. An assassin's killing blow performed with a *shadow dagger* adds a +2 to the target's DC to resist the death effect.

Moderate illusion [shadow]; *Caster Level*: 7th; *Prerequisites*: Craft Magic Arms and Armor, *shadow conjuration*; *Market Price*: 16,302 gp; *Cost to Create*: 8,151 gp + 652 XP.

Shadow Sword: This +2 *longsword* is crafted from the essence of the Plane of Shadow. It is perfectly invisible in natural darkness and shadows, and can be placed and retrieved in the wielder's shadow, just as if the shadow was a sheath. An assassin's killing blow performed with a *shadow sword* adds a +4 to the target's DC to resist the death effect.

Moderate illusion [shadow]; *Caster Level*: 7th; *Prerequisites*: Craft Magic Arms and Armor, *shadow conjuration*; *Market Price*: 40,315 gp; *Cost to Create*: 20,158 gp + 1,613 XP.

Shatterspike: Wielders without the Improved Sunder feat use *Shatterspike* as a +1 *longsword* only; wielders with the Improved Sunder feat add a +4 bonus (including the sword's +1 enhancement bonus) to the opposed roll when attempting to strike a foe's weapon. If successful, *Shatterspike* deals 1d8+4 points of damage plus the wielder's Strength modifier to the target weapon (the target weapon's hardness must still be overcome with each hit). *Shatter-*

spike can damage weapons with an enhancement bonus of +4 or lower.

Strong evocation; *Caster Level*: 13th; *Prerequisites*: Str 13, Craft Arms and Armor, Power Attack, Improved Sunder, *shatter*; *Market Price*: 4,315 gp; *Cost to Create*: 2,315 gp + 160 XP; *Weight*: 4 lb.

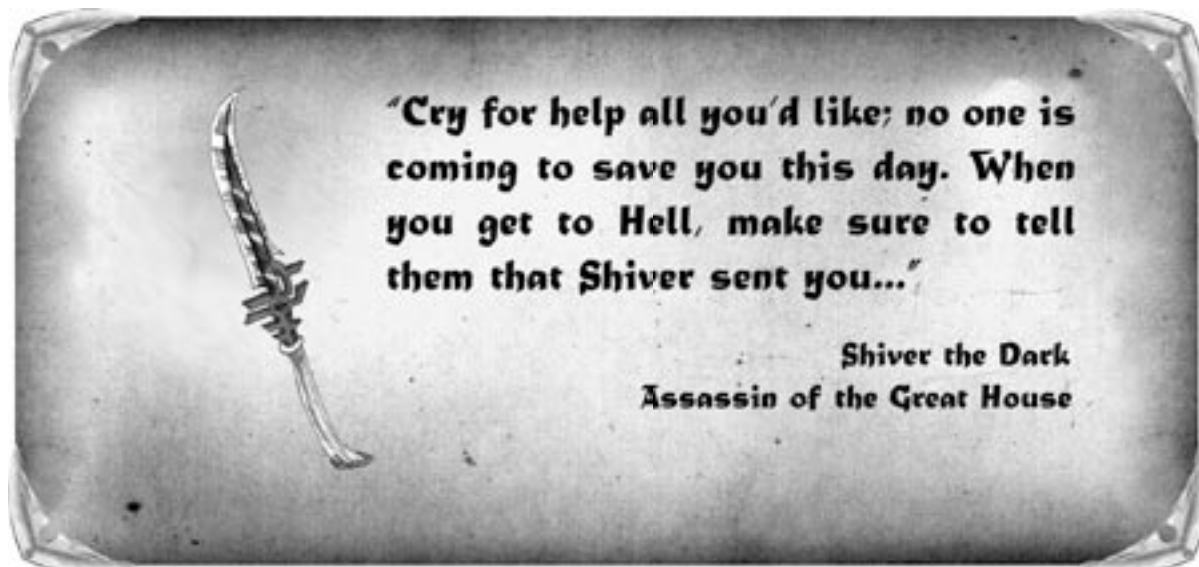
Shifter's Sorrow: This +1/+1 *two-bladed sword* has blades of alchemical silver. The weapon deals an extra 2d6 points of damage against any creature with the shapechanger subtype. When a shapechanger or a creature in an alternate form (such as a druid using wild shape) is struck by the weapon, it must make a DC 15 Will save or return to its natural form.

Strong transmutation; *Caster Level*: 15th; *Prerequisites*: Craft Arms and Armor, *baleful polymorph*; *Market Price*: 12,780 gp; *Cost to Create*: 6,780 gp + 480 XP; *Weight*: 10 lb.

Shortspear of Lightning: This item resembles a common shortspear except for a jagged line of runes running its entire length and a knob of silver at its end. Most *shortspears of lightning* are made from ash or oak, but any material that has been struck by lightning (magical or natural) suffices. These items combine the properties of a +1 *shortspear* with that of a 5th-level *wand of lightning*. A charge from the *shortspear* can be expended when the weapon successfully strikes a target, adding the lightning damage to the weapon damage. When the charges are expended, the shortspear loses all magical properties.

Faint evocation; *Caster Level*: 5th; *Prerequisites*: Craft Arms and Armor, Craft Wand, *lightning bolt*; *Market Price*: 14,677 gp; *Cost to Create*: 7,338 gp + 587 XP; *Weight*: 5 lb.

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, although they are fully silenced to anyone outside the barrier. Rogues commonly use this blade to sneak attack guards without alerting others. It also



allows its wielder to move around without being 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.

Moderate illusion; *Caster Level*: 6th; *Prerequisites*: Craft Magic Arms and Armor, *silence*; *Market Price*: 18,302 gp; *Cost to Create*: 9,151 gp + 732 XP.

Silver Dagger, Masterwork: This masterwork alchemical silver dagger is nonmagical. As a masterwork weapon, it has a +1 enhancement bonus on attack rolls. *Market Price*: 322 gp.

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 (10d6 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.

Strong evocation; *Caster Level*: 15th; *Prerequisites*: Craft Magic Arms and Armor, *call lightning*, *inflict moderate wounds*, *resist elements*; *Market Price*: 266,320 gp; *Cost to Create*: 133,160 gp + 10,653 XP.

Slapstick: The slapstick is normally a +2 quarterstaff with unusual magical properties designed to annoy adversaries. Up to five times per day on command, the slapstick conjures a very localized grease spell to appear beneath the feet of an opponent in melee combat with the wielder. The opponent must make a Reflex save (DC 11); otherwise, he slips and falls to the ground. As long as he remains in the area or attempts to move out of the area, he must make another save. If his foe fails his save and falls to the ground, the slapstick emits a loud, mocking chuckle clearly audible to everyone within a 30-ft. radius of the weapon. The victim affected by the grease spell finds the sarcastic laugh so irritating that he must make a Will save (DC 14) to avoid losing his composure. Creatures failing this save act rashly for the next 1d4 rounds suffering a -1 circumstance penalty to AC and a -2 penalty to Wisdom. Additional failures stack; therefore, an opponent that fails his Will save on two consecutive rounds suffers a -2 circumstance penalty to AC and a -4 penalty to Wisdom. The Wisdom reduction has no effect on the level of spell a divine spellcaster can cast, but it does apply to all other rolls.

Moderate conjuration and enchantment; *Caster Level*: 6th; *Prerequisites*: Craft Magic Arms and Armor, *grease*, *hideous laughter*; *Market Price*: 18,600 gp; *Cost to Create*: 9,600 gp + 700 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* (3/day, save DC 17), *sunbeam* (1/day, save DC 20), and *greater restoration* (1/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.

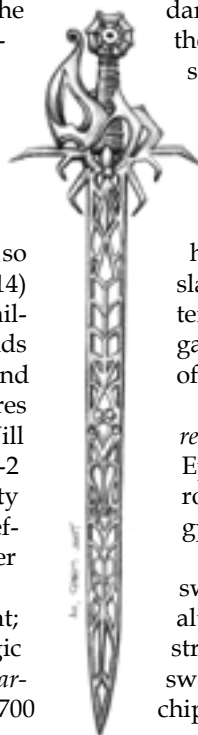
Upon command, the sword can *polymorph* itself into an item required to destroy a specific undead creature, such as a wooden stake for a vampire. In addition to all other powers of the *soulcleanser*, any non-good creature that wields one is dealt 1d6 points of sacred damage per round of contact.

Strong (all schools); *Caster Level*: 13th; *Prerequisites*: Craft Magic Arms and Armor, *spell resistance*, *sunbeam*, *holy smite*, *fly*, *bull's strength*, *polymorph self*; *Market Price*: 307,941 gp; *Cost to Create*: 153,970 gp + 12,318 XP.

Souldrinker: This +5 *bastard sword* bestows 2d4 negative levels on its target whenever it deals damage, just as if its target had been struck by the *energy drain* spell. Each negative level bestowed grants the wielder 5 temporary hit points. One day after being struck, the subject must make a Fortitude save (DC 25) for each negative level or lose a level. If this sword's power causes a character to have negative levels at least equal to his or her current level, the character is instantly slain and the wielder gains an additional 10 temporary hit points. Temporary hit points gained from this weapon last for a maximum of 1 hour.

Strong necromancy; *Caster Level*: 21st; *Prerequisites*: Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, Spell Focus (Necromancy), *energy drain*; *Market Price*: 478,335 gp; *Cost to Create*: 239,315 gp + 14,780 XP.

Spiderblade: This basket-hilted longsword appears to be made entirely of cobwebs, although its delicate appearance belies its strength and deadly sharpness. Worked into the sword's cross guard is a gray spider with small chips of diamonds for eyes. This +2 *keen* longsword grants its wielder a +3 luck bonus to saving throws versus poison and allows the wielder to cast the spell *insect plague* once per day. This last ability takes the form of a swarm of gray spiders that spill forth from the sword's blade. The sword's delicate construction makes the weapon nearly weightless, and allows the wielder to apply the Weapon Finesse feat to this weapon.



Moderate transmutation and conjuration; *Caster Level: 9th; Prerequisites:* Craft Magic Arms and Armor, *insect plague, keen edge; Market Price:* 36,765 gp; *Cost to Create:* 18,540 gp + 1,458 XP; *Weight:* 1 lb.

Staff of Subdual: This +1 quarterstaff is enchanted to ensure that only nonlethal damage is inflicted on its targets. This staff is made of an oaken quarterstaff, capped at one end with iron, at the other with silver. The iron-shod end is used against the ground if this is used as a walking staff, but both metallic items are integral to the dweomer that enchants this weapon. No matter how hard a person is struck with the staff, or how much damage is dealt with a critical hit, the weapon deals only subdual damage and cannot be used to fatally injure a target. Nonlethal damage is delivered with no negative penalties to the attack.

Because of the obvious utility of this weapon in quelling violence without leaving permanent injury, some cities have contracted with local temples to supply their night watchmen with *staves of subdual*. Characters who come across a *staff of subdual* may not realize it behaves differently from a regular quarterstaff until several combat encounters have passed.

Faint abjuration; *Caster Level: 5th; Prerequisites:* Craft Magic Arms and Armor, *shield other; Market Price:* 12,400 gp; *Cost to Create:* 6,200 gp + 496 XP.

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)

Moderate conjuration; *Caster Level: 13th; Prerequisites:* Craft Magic Arms and Armor, *call lightning, summon nature's ally III and IV, insect plague, and creeping doom; Market Price:* 73,600 gp; *Cost to Create:* 36,800 gp + 2,944 XP.

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.

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.

Moderate evocation; *Caster Level: 6th; Prerequisites:* Craft Magic Arms and Armor, *call lightning; Market Price:* 40,715 gp; *Cost to Create:* 20,358 gp + 1,629 XP.

Stormbrand: This +4 *thundering shocking burst greatsword* allows its wielder to *fly* at will (as the

spell). Furthermore, the wielder can move normally (including flying) even in the strongest winds. When the weapon is drawn, the wielder gains electricity and sonic resistance 30.

Strong evocation; *Caster Level: 21st; Prerequisites:* Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *blindness/deafness, call lightning or lightning bolt, control winds, fly, protection from energy; Market Price:* 235,350 gp; *Cost to Create:* 117,850 gp + 12,350 XP.

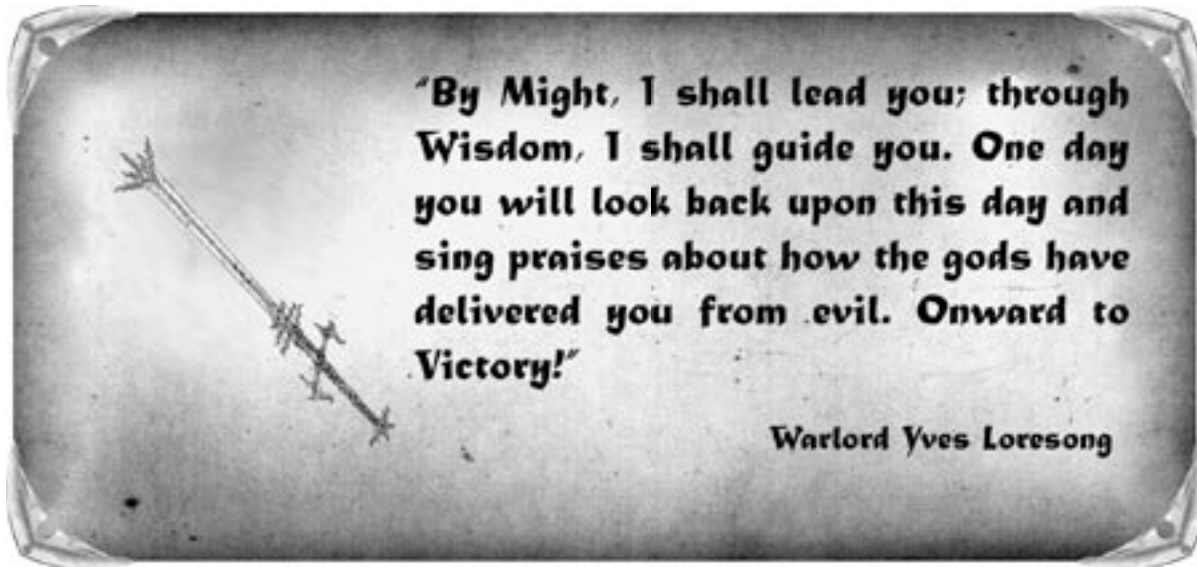
Sun Blade: This sword is the size of a bastard sword. However, a *sun blade* is wielded as if it were a short sword with respect to weight and ease of use. (In other words, the weapon appears to all viewers to be a bastard sword, and deals bastard sword damage, but the wielder feels and reacts as if the weapon were a short sword.) Any individual able to use either a bastard sword or a short sword with proficiency is proficient in the use of a *sun blade*. Likewise, Weapon Focus and Weapon Specialization in short sword and bastard sword apply equally, but the benefits of those feats do not stack.

In normal combat, the glowing golden blade of the weapon is equal to a +2 *bastard sword*. Against evil creatures, its enhancement bonus is +4. Against Negative Energy Plane creatures or undead creatures, the sword deals double damage (and x3 on a critical hit instead of the usual x2).

The blade also has a special *sunlight* power. Once per day, the wielder can swing the blade vigorously above her head while speaking a command word. The *sunblade* then sheds a bright yellow radiance that is like full daylight. The radiance begins shining in a 10-foot radius around the sword wielder and extends outward at 5 feet per round for 10 rounds thereafter, to create a globe of light with a 60-foot radius. When the wielder stops swinging, the radiance fades to a dim glow that persists for another minute before disappearing entirely. All *sun blades* are of good alignment, and any evil creature attempting to wield one gains one negative level. The negative level remains as long as the sword is in hand and disappears when the sword is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the sword is wielded.

Moderate evocation; *Caster Level: 10th; Prerequisites:* Craft Magic Arms and Armor, *daylight*, creator must be good; *Market Price:* 50,335 gp; *Cost to Create:* 25,335 gp + 2,000 XP.

Sword of Ghosts: The steel of the eerie weapon is worked into a pattern that writhes and swirls slowly when examined closely. The blade emits a milky hue that seems to rise from the surface and swirl, like mist or smoke. The weapon is a +3 *longsword* with the *ghost touch* quality. Additionally, anything slain by the sword cannot be raised or animated as an undead creature, though they may be raised or resurrected normally. Even creatures slain by the sword, resurrected, and then again slain by another means cannot be turned into undead creatures.



Strong conjuration; *Caster Level*: 13th; *Prerequisites*: Craft Magic Arms and Armor, *consecrate*, *plane shift*; *Market Price*: 44,315 gp; *Cost to Create*: 22,315 gp + 1,760 XP; *Weight*: 4 lb.

Sword of Life Stealing: This black iron +2 longsword bestows a negative level when it deals a critical hit. The sword wielder gains 1d6 temporary hit points each time a negative level is bestowed on another. These temporary hit points last for 24 hours. One day after being struck, subjects must make a DC 16 Fortitude save for each negative level or lose a character level.

Strong necromancy; *Caster Level*: 17th; *Prerequisites*: Craft Magic Arms and Armor, *enervation*; *Market Price*: 25,715 gp; *Cost to Create*: 12,857 gp and 5 sp + 1,029 XP.

Sword of the Planes: This longsword has an enhancement bonus of +1 on the Material Plane, but on any Elemental Plane its enhancement bonus increases to +2. (The +2 enhancement bonus also applies on the Material Plane when the weapon is used against elementals.) It operates as a +3 longsword on the Astral Plane or the Ethereal Plane or when used against opponents native to either of those planes. On any other plane, or against any outsider, it functions as a +4 longsword.

Strong evocation; *Caster Level*: 15th; *Prerequisites*: Craft Magic Arms and Armor, *plane shift*; *Market Price*: 22,315 gp; *Cost to Create*: 11,157 gp and 5 sp + 893 XP.

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. Addi-

tionally, 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*.

Strong enchantment; *Caster Level*: 15th; *Prerequisites*: Craft Magic Arms and Armor, *charm person*, *mass suggestion*, *spell turning*; *Market Price*: 313,130 gp; *Cost to Create*: 156,565 gp + 12,525 XP.

Sword of Revealing: This +1 longsword has the special ability of cutting through illusion. Whenever the blade passes through an illusion (such as a figment produced by one of the many *image* spells, or the substance of a *shadow conjuration*), it leaves a rent of reality in its wake; the illusion isn’t dispelled, but the fabric of the illusion in the places actually contacted by the sword are sliced apart, revealing to all whatever lies behind them. Even if the illusion is constantly changing (such as a *hypnotic pattern* or a *persistent image*) the rent caused by the sword cannot be patched over by that spell (although casting another illusion in the same location would cover over the slice of reality).

A *sword of revealing* has no effect on non-visual illusions (such as *ghost sound*), on illusions that disguise the form of a real person (unless the sword cuts through the illusion in the process of cutting into the person), or on spells like *darkness* that create a visual effect but are not illusions. The wielder of a *sword of revealing* is not given any indication by the sword of the presence of illusions, nor does it make him immune to the affects of the illusions that the sword hasn’t yet punctured.

Moderate divination; *Caster Level*: 11th; *Prerequisites*: Craft Magic Arms and Armor, *true seeing*; *Market Price*: 121,115 gp; *Cost to Create*: 60,558 gp + 4,845 XP.

Sword of Subtlety: A +1 short sword with a thin, dull gray blade, this weapon provides a +4 bonus on its wielder’s attack and damage rolls when he is making a sneak attack with it.

Moderate illusion; *Caster Level*: 7th; *Prerequisites*: Craft Magic Arms and Armor, *blur*; *Market Price*: 22,310 gp; *Cost to Create*: 11,155 gp + 892 XP.

Sylvan Scimitar: This +3 *scimitar*, when used outdoors in a temperate climate, grants its wielder the use of the Cleave feat and deals an extra 1d6 points of damage.

Moderate evocation; *Caster Level:* 11th; *Prerequisites:* Craft Magic Arms and Armor, *divine power* or creator must be a 7th-level druid; *Market Price:* 47,315gp; *Cost to Create:* 23,657 gp and 5 sp + 1,893 XP.

Tentacle of the Fiend: A *tentacle of the fiend* is a greasy, rubbery whip that inflicts lethal damage. It is a +2 *unholy* weapon. In the hands of an evil wielder, it moves in a sinuous fashion, whipping and cracking as if it had a mind of its own. The wielder also gains a +4 bonus to trip attacks and a further +4 bonus on opposed attack rolls made to disarm an opponent (for a total of a +6 bonus on disarm attempts and the roll to keep from being disarmed if the attack fails).

Moderate transmutation and conjuration [evil]; *Caster Level:* 8th; *Prerequisites:* Craft Magic Arms and Armor, *black tentacles*, *unholy blight*; *Market Price:* 35,501gp; *Cost to Create:* 17,751 gp + 1,420 XP.

Tooth of the Narwhal: This +3 *rapier*, when used on the open sea or within 100 feet of the coast, grants its wielder the use of the Expertise feat and deals +1d6 points of bonus damage.

Moderate evocation; *Caster Level:* 11th; Craft Magic Arms and Armor, *divine power* or caster must be druid level 7th+; *Market Price:* 55,815 gp; *Weight:* 3 lb.

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.

Moderate divination; *Caster Level:* 6th; *Prerequisites:* Craft Magic Arms and Armor, *locate creature*; *Market Price:* 50,315 gp; *Cost to Create:* 25,158 gp + 2,013 XP.

Trident of Fish Command: The magical properties of this +1 *trident* with a 6-foot-long haft enable

its wielder to *charm* up to 14 HD of aquatic animals (Will DC 16 negates, animals get a +5 bonus if currently under attack by the wielder or his allies), no two of which can be more than 30 feet apart. The wielder can use this effect up to three times per day. The wielder can communicate with the animals as if using a *speak with animals* spell. Animals making their saving throw are free of control, but do not approach within 10 feet of the trident. The trident can be used up to three times per day.

Moderate enchantment; *Caster Level:* 7th; *Prerequisites:* Craft Magic Arms and Armor, *speak with animals*; *Market Price:* 18,650 gp; *Cost to Create:* 9,325 gp + 746 XP.

Trident of Warning: A weapon of this type enables its wielder to determine the location, depth, kind, and number of aquatic predators within 680 feet. A *trident of warning* must be grasped and pointed in order for the character using it to gain such information, and it requires 1 round to scan a hemisphere with a radius of 680 feet. The weapon is otherwise a +2 *trident*.

Moderate divination; *Caster Level:* 7th; *Prerequisites:* Craft Magic Arms and Armor, *locate creature*; *Market Price:* 10,115 gp; *Cost to Create:* 5,057 gp and 5 sp + 405 XP.

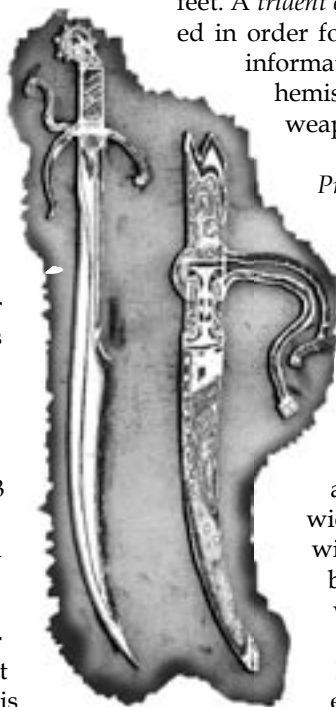
Unholy Despoiler: In the hands of any character other than a blackguard, this sword performs as a +3 *unholy longsword*. In the hands of a blackguard, this weapon functions as a +7 *longsword of unholy power* and grants a +5 profane bonus on the wielder's saving throws against spells with the good descriptor or spells cast by good characters. If a blackguard wielder smites good with the *unholy despoiler*, he or she adds twice his or her blackguard level to damage (rather than his or her blackguard level).

Strong necromancy; *Caster Level:* 23rd; *Prerequisites:* Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *blasphemy*, *unholy aura*, *unholy blight*; *Market Price:* 4,650,315 gp; *Cost to Create:* 2,325,315 gp + 56,500 XP.

Unholy Vindicator: This +2 *cold iron longsword* becomes a +5 *holy cold iron longsword* in the hands of a blackguard or unholy warrior. It provides spell resistance of 5 + the blackguard's level to the wielder and anyone adjacent to her. It also enables the wielder to use *greater dispel magic* (once per round as a standard action) at the class level of the blackguard. (Only the area dispel is possible, not the targeted dispel or counterspell versions of *greater dispel magic*.)

Strong abjuration; *Caster Level:* 18th; *Prerequisites:* Craft Magic Arms and Armor, *holy aura*, creator must be evil; *Market Price:* 120,630 gp; *Cost to Create:* 60,630 gp + 4,800 XP.

Whip of Life and Death: This +3 *whip* is constructed out of incredibly thin, interwoven strands of mithral and adamantite. When it is used to attack,



it makes an unnerving buzzing sound not unlike a cloud of startled flies taking flight from a ripe corpse. When a *whip of life and death* strikes a creature, the creature suffers an additional 1d8+3 points of negative energy damage (if the target is alive) or 1d8+3 points of positive energy damage (if the target is undead). This additional damage harms anyone struck by the whip, regardless of their armor or natural armor bonus (the normal subdual damage caused by the whip is still blocked by +1 armor or +3 natural armor bonuses).

A *whip of life and death* can draw positive and negative energy directed at its wielder into itself, storing it for later release. The whip can store such energy from one attack at a time, and the wielder is unaffected by any such attack that is absorbed by the whip. The whip releases this stored energy the next time it strikes a target, causing triple the normal energy damage (3d8+9) for that attack. Until this energy is discharged, the whip cannot absorb further energy. If the carrier of the whip is subjected to an opposing energy attack while the whip contains energy, both energy types cancel each other out in a burning flash of energy. This causes 2d8+6 points of damage to the wielder (positive or negative, whichever would damage the target more). A character that can channel positive or negative energy to turn or rebuke undead can, as a standard action, charge a *whip of life and death* by using one of his turn undead allocations for the day. The wielder of a *whip of life and death* gains a +2 bonus to all saving throws against attacks utilizing positive or negative energy.

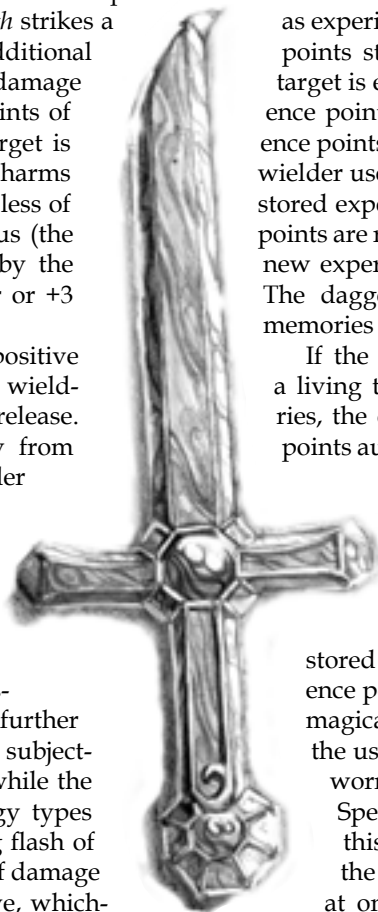
Moderate conjuration and necromancy [evil]; *Caster Level*: 12th level; Craft Magic Arms and Armor, ability to channel positive or negative energy to turn or rebuke undead, *cure light wounds*, *inflict light wounds*; *Market Price*: 62,501 gp; *Weight*: 2 lb.

Artifacts

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

DAGGER OF MEMORY SNATCHING (MINOR ARTIFACT)

This dagger is carved out of a single large emerald and has been magically enchanted to the strength of adamantine. It functions in combat as a +3 *dagger*. If it is used to kill a living creature, a portion of the dying victim's memories



and knowledge are stored inside of the artifact. These stolen memories and thoughts are stored as experience points. The number of experience points stored when the dagger slays a living target is equal to 5% of the victim's total experience points at the time of death. Stored experience points remain trapped in the dagger until its wielder uses them. If the dagger already contains stored experience points, these stored experience points are released in a flash of green light and the new experience points are stored in their place. The dagger can only store the thoughts and memories of one creature at a time.

If the *Dagger of Memory Snatching* damages a living target while it contains stored memories, the dagger expends 100 of the experience points automatically and bombards the victim's mind with a cacophony of unrelated thoughts and ideas. A victim subjected to this must make a Will save (DC 20) or be stunned for 1d6 rounds.

The wielder can also use the stored experience points to pay for the experience point cost of casting a spell or creating a magical item. The artifact need not be held by the user to invoke this ability, but it must be worn or carried somewhere on his person. Spending the stored experience points in this manner is an all or nothing affair; all the stored experience points are depleted at once. Any experience points expended in this manner that are not used for the spell or magical item creation are lost. If the experience points expended by the dagger are not enough to meet the spell or item requirements, the caster pays for the difference with his own experience points.

A creature slain by the *Dagger of Memory Snatching* who is later brought back to life with a *true resurrection* or similar effect loses those experience points upon being restored from death. If this creature is later struck for damage by the dagger and it still contains a portion of those stored memories, the remaining experience points stored in the artifact are returned to the victim in a flash of light.

Caster Level: 21st.

FLAIL OF RONTRA (MAJOR ARTIFACT)

Rontra gave this mighty weapon to her mortal worshippers long ago. It is currently lost somewhere deep in the earth, its whereabouts known only to the Earth Mother herself. Legend tells that in time of need, when the land and its people are in grave danger, Grandmother Rontra will send one of her chosen mortal worshippers on a quest to prove their worth. If successful, she will bestow upon them this dire flail, with the haft of purest silver and the chains on either end solid gold. The spiked balls are as clear as crystal, each bearing a sparkling light within. Although it appears deli-

cate, the weapon is indestructible and powerful. But until the hero of prophecy wields it, scholars say it appears to be a common flail, as much like a farm implement as a weapon of war.

The flail acts as a +5 *holy, disruption* weapon. While bearing the flail, the wielder receives *negative energy protection* and *holy aura* as per the spells. The flail's wielder may cast the following spells from the flail once per day: *earthquake*, *shape stone*, *stoneskin*, and *transmute rock to mud* (or *transmute mud to rock*, at the wielder's discretion).

Caster Level: 25th.

SKILL BLADE (MAJOR ARTIFACT)

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 parietiophage (details of this race can be found in *Oathbound: Domains of the Forge*). The skill sword actually predates the birth of the parietiophage, and is said to be the experiment that eventually led the race's founder to transform himself. 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)
- 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):

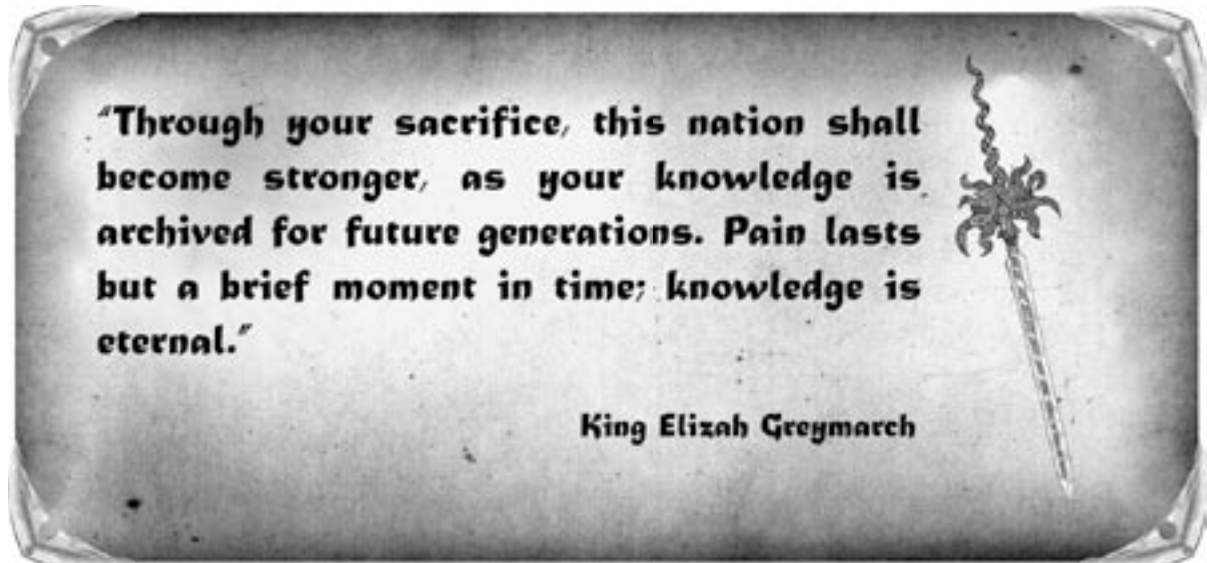
- 1 – No skill ranks;
- 2–5 – 1d10 random skills have 1d8 ranks;
- 6 – Every standard skill at 1d10–5 ranks.

Caster Level: 25th.

TALON OF THE VOGEL (MAJOR ARTIFACT)

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 who 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 capital 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 young 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.

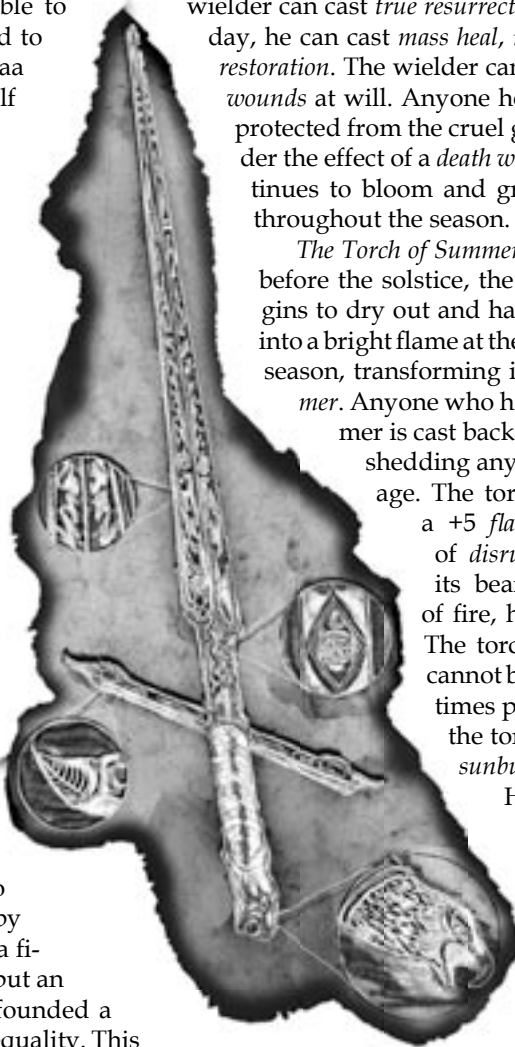
The Torch of Summer: In the last few days before the solstice, the *Blossom of Spring* begins to dry out and harden, finally bursting into a bright flame at the exact start of the new season, transforming into the *Torch of Summer*. Anyone who holds the torch of summer is cast back into the prime of 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: 25th.

TONGUE OF ZURATORKUL (MINOR ARTIFACT)

Rumored to have been created from the severed tongue of the demon Zuratorkul—by none other than Zuratorkul himself—it has appeared throughout the ages in the possession of numerous champions of evil who were devoted to the demon. The *Tongue of Zuratorkul* is a +5 *chaotic unholy trident of icy bursts* that is infused with a sadistic and truly evil intelligence. As an intelligent weapon, it has an Intelligence of 16, a Wisdom of 16, and a Charisma of 18. It can communicate with its wielder via empathy and often imposes its emotions upon the wielder when the creature takes actions of which the *Tongue* does not approve. The *Tongue of Zuratorkul* is chaotic evil, and detests being wielded by anyone of a different alignment. It tries at all times to impose its will over such an undesirable user.

As long as its owner remains the chosen wielder of the *Tongue of Zuratorkul*, he gains the Improved Initiative feat and does not need to sleep, provided the *Tongue* is within 30 feet of his location. If the owner of the *Tongue* can cast spells, he still needs to rest for 8 hours before preparing spells, but during this rest he is fully aware of his surroundings. Three times a day, the user can afflict a creature struck by the *Tongue* with an Empowered *poison* spell. The *Tongue of Zuratorkul* was created by its demonic heir to defeat good outsiders. Each time it strikes such a creature (but only once per round), the good outsider must make a Fortitude save (DC 19) or suffer the effects of a *destruction* spell. Even with a successful saving throw, the outsider takes an additional 10d6 points of damage from the attempted *destruction*. The *Tongue of Zuratorkul* has an Ego score of 29.

Caster Level: 21st

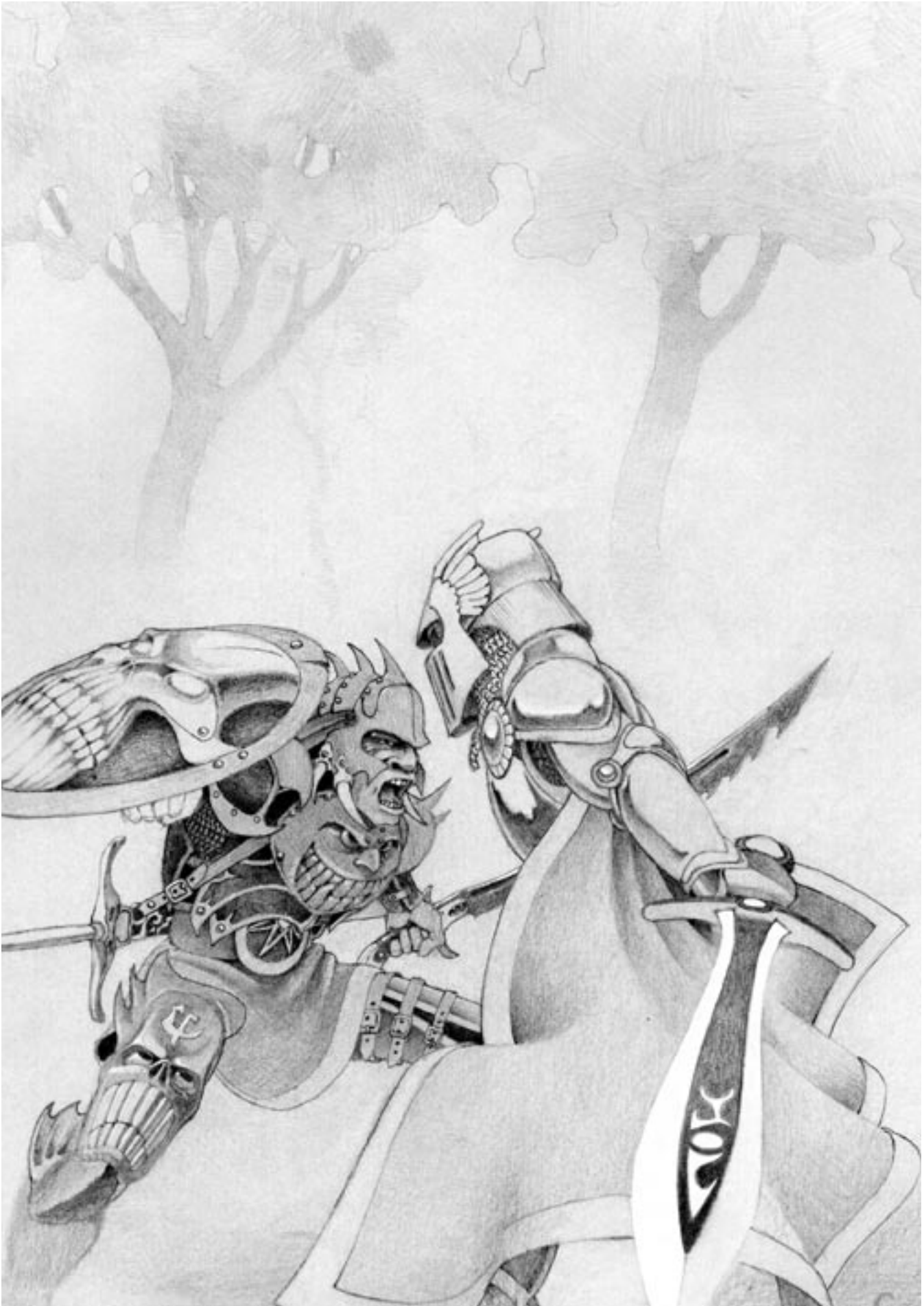
Live the Fantasy

Immerse yourself in the mystery and power of the *Oath-bound* setting with our first novel, *Forged*, by Thomas M. Reid (author of *Insurrection: War of the Spider Queen, Book 2*).



For visitors to the Forge, arriving has always been far easier than returning home. But the moment Lyrien Ves'tiral is ripped unwillingly from his homeland – from the woman he has pledged to protect – and deposited in this strange, rich tapestry of a world, he intends to escape. The only problem is, someone in the Forge has other plans for him. Seeking both a means of escape and the identity of those who would prevent it, Lyrien quickly finds himself a pawn in the plots of some of the Forge's most conniving schemers.

As he struggles to disentangle himself from their subtle games, Ves'tiral becomes torn between a need to fulfill his duty back home and a growing bond with the mysterious, effusive world that is reshaping his very being, tempering him for a role that just might transform the land itself.



Good versus Evil
Illustrated by Chris Pickrell



CHAPTER 4: ARMOR

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

Armor Qualities

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

ARMOR DESCRIPTIONS

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

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

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

TABLE 4.1: LIGHT ARMOR AND SHIELDS

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

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

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

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

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

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

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

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

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

Banded Mail: The suit includes gauntlets.

Bardic Armor: Bards everywhere prize this finely crafted suit of armor and is typically seen during high profile events. The composition is primarily hardened leather, outfitted with fine, tooled etchings and adorned with several gems.

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

Beaded: This armor is made from beads and woven leather cord. This makes the armor highly decorative, yet still provides some degree of protection to the wearer. It is most common among nobility and the priesthood.

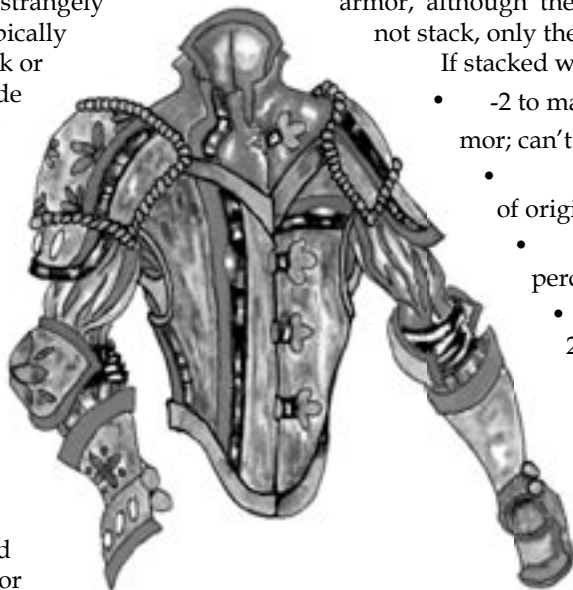
Unlike leather armor, beaded armor is quite comfortable in warm weather and high humidity. Beaded armor causes its wearer to suffer only a -2 penalty to Fortitude saving throws against subdual damage from heat exposure, instead of the usual -4. Beaded armor can be donned in 1 minute, donned hastily in 5 rounds, and removed in 1 minute.

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 clergy of many religions. 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 25 lbs.



Bone Exoskeleton: Thin strips of bone line the outside of a hide shirt, making this armor both light and durable. Although it offers excellent protection compared to most light armor, it does not have the durability of comparable metal armor. This armor may be worn by druids without penalty.

Bone Mail: An unusual twist in chainmail design, the bone armor has become the pride of many 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

TABLE 4.2: MEDIUM ARMOR

Medium armor	Cost	Armor Bonus	Max Dex Bonus	Armor Check Penalty	Arcane Spell Failure	30 ft.	20 ft.	Weight
Bone plate	15 gp	+3	+4	-4	25%	20 ft.	15 ft.	22 lb.
Hide	15 gp	+3	+4	-3	20%	20 ft.	15 ft.	25 lb.
Clay armor	25 gp	+3	+4	-3	22%	20 ft.	15 ft.	30 lb.
Slat armor	30 gp	+3	+4	-3	25%	20 ft.	15 ft.	25 lb.
Hide mail, crested	50 gp	+3	+5	-3	20%	20 ft.	15 ft.	25 lb.
Hide mail, fur-lined	50 gp	+3	+5	-3	23%	20 ft.	15 ft.	25 lb.
Hauberk	125 gp	+3	+4	-2	20%	20 ft.	15 ft.	25 lb.
Hide, glacier beast	500 gp	+3	+6	-3	20%	20 ft.	15 ft.	25 lb.
Oaken tree bark armor	50 gp	+4	+3	-4	20%	20 ft.	15 ft.	25 lb.
Scale mail	50 gp	+4	+3	-4	25%	20 ft.	15 ft.	30 lb.
Wooden plate	50 gp	+4	+3	-4	22%	20 ft.	15 ft.	25 lb.
Brigandine, scaled	100 gp	+4	+3	-4	27%	20 ft.	15 ft.	30 lb.
Sculpted scale mail ⁵	150 gp	+4	+4	-3	22%	20 ft.	15 ft.	30 lb.
Aeroglass plate	1,000 gp	+4	+4	-4	25%	20 ft.	15 ft.	25 lb.
Woodweave coat ⁵	1,500 gp	+4	+3	-3	25%	20 ft.	15 ft.	15 lb.
Bone mail	100 gp	+5	+2	-5	27%	20 ft.	15 ft.	35 lb.
Ringmail	100 gp	+5	+4	-3	25%	20 ft.	15 ft.	30 lb.
Chainmail	150 gp	+5	+2	-5	30%	20 ft.	15 ft.	40 lb.
Iron mantle	150 gp	+5	+2	-5	25%	20 ft.	15 ft.	30 lb.
Shock shell	200 gp	+5	+3	-4	35%	20 ft.	15 ft.	25 lb.
Breastplate	200 gp	+5	+3	-4	25%	20 ft.	15 ft.	30 lb.
Traveler's plate	350 gp	+5	+4	-4	27%	20 ft.	15 ft.	25 lb.
Heraldic coin armor	1,500 gp	+5	+3	-4	30%	20 ft.	15 ft.	30 lb.
Rigid breastplate	350 gp	+6	+3	-5	25%	20 ft.	15 ft.	35 lb.
Shalik plate	4,000 gp	+7	+3	-4	25%	20 ft.	15 ft.	30 lb.

TABLE 4.3: HEAVY ARMOR

Heavy armor	Cost	Armor Bonus	Max Dex Bonus	Armor Check Penalty	Arcane Spell Failure	30 ft.	20 ft.	Weight
Splint mail	200 gp	+6	+0	-7	40%	20 ft. ²	15 ft. ²	45 lb.
Banded mail	250 gp	+6	+1	-6	35%	20 ft. ²	15 ft. ²	35 lb.
Taskmaster armor	400 gp	+6	+1	-5	40%	20 ft.	15 ft.	40 lb.
Splint, steelwood	500 gp	+6	+2	-7	40%	20 ft.	15 ft.	40 lb.
Moribus mail	700 gp	+6	+0	-7	37%	20 ft.	15 ft.	45 lb.
Plant fiber plate	500 gp	+7	+1	-7	40%	20 ft.	15 ft.	40 lb.
Half-plate	600 gp	+7	+0	-7	40%	20 ft. ²	15 ft. ²	50 lb.
Articulated half-plate ⁵	800 gp	+7	+1	-6	40%	20 ft. ⁵	15 ft. ⁵	45 lb.
Daggered plate	800 gp	+7	+0	-7	45%	20 ft.	15 ft.	50 lb.
Gnarled mail	800 gp	+7	+0	-7	42%	20 ft.	15 ft.	50 lb.
Volt polar mail	1,500 gp	+7	+2	-5	35%	20 ft. ²	15 ft. ²	35 lb.
Lancer's half-plate ⁵	2,000 gp	+7	+1	-6	35%	20 ft. ²	15 ft. ²	50 lb.
Full plate	1,500 gp	+8	+1	-6	35%	20 ft. ²	15 ft. ²	50 lb.
Armor of the beetle	2,000 gp	+9	+0	-8	45%	20 ft. ²	15 ft. ²	60 lb.
Dwarven plate	2,500 gp	+10	+2	-6	35%	20 ft. ²	15 ft. ²	55 lb.
Double plate	3,500 gp	+12	+0	-8	50%	15 ft.	10 ft.	100 lb.

bones, they can be crafted into an ornamental suit of bone mail.

Bone Plate: This armor is fashioned from whale rib bones (usually in lengths from 6 inches to 3 feet), and strung together with sealskin. These long bones prove good deflection from enemy weapons.

Breakaway Carapace: A strange invention of elven snipers, a breakaway carapace consists of thick plates of specially prepared bark. Elves who favor breakaway carapaces typically climb into hidden vantages in the tops of trees, waiting for their foes to come within sight. The carapace helps protect wearers from tree-dwelling predators that might find and surprise them.

The carapace's armor bonus stacks with the bonuses from one suit of armor and one shield. However, it is not truly armor so much as a shelter, meant to be worn only until the fight begins.

All wearers are considered nonproficient with it (incurring a -9 penalty on attack rolls and on all skill checks that involve moving, including Ride). Donning a breakaway carapace takes 2 minutes. Shedding a breakaway carapace is a free action.

Breastplate: It comes with a helmet and greaves.

Buckler: This small metal shield is worn strapped to your forearm. You can use a bow or crossbow without penalty while carrying it. You can also use your shield arm to wield a weapon (whether you are

using an off-hand weapon or using your off hand to help wield a two-handed weapon), but you take a -1 penalty on attack rolls while doing so. This penalty stacks with those that may apply for fighting with your off hand and for fighting with two weapons.

In any case, if you use a weapon in your off hand, you don't get the buckler's AC bonus for the rest of the round. You can't bash someone with a buckler.

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.

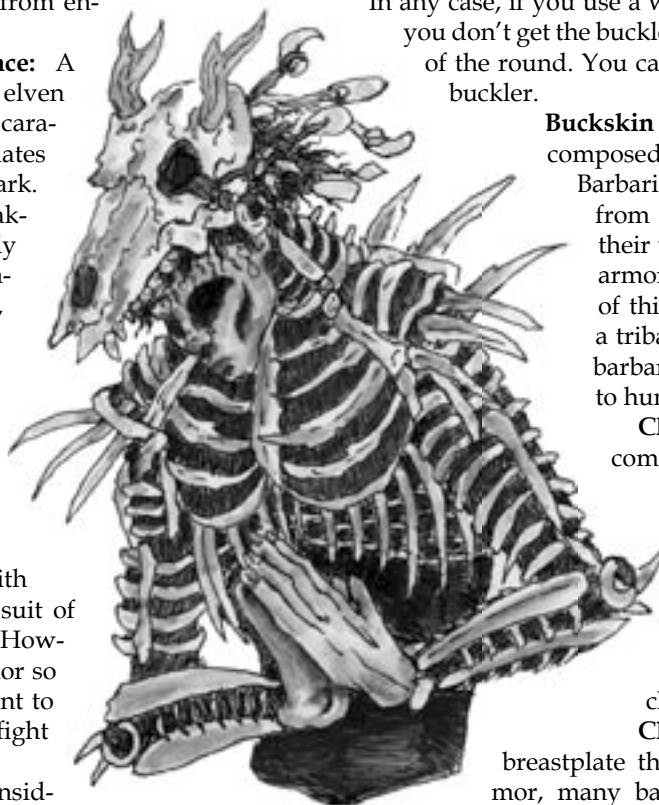
Chain Shirt: A chain shirt comes with a steel cap.

Chainmail: The suit includes gauntlets.

Chainmail Corset: Often used by bards, this armor is made of closely linked metal rings and covers the chest and abdomen.

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 armor. The clay armor is usually tooled with symbols that represent the tribe.

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 light weight 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.



Bone mail armor

Illustrated by Todd Morasch

TABLE 4.4: SHIELDS & EXTRAS

Shields	Cost	Armor/ Shield Bonus	Max Dexterity Adjustment	Armor Check Penalty	Arcane Spell Failure	30 ft.	20 ft.	Weight
Buckler	15 gp	+1	—	-1	5%	—	—	5 lb.
Shield, lastthrow ⁵	95 gp	+1	—	-1	15%	—	—	4 lb.
Shield, dust	25 gp	+2	—	-2	15%	—	—	15 lb.
Shield, light wooden	3 gp	+1	—	-1	5%	—	—	5 lb.
Shield, targe	20 gp	+1	—	-1	5%	—	—	5 lb.
Shield, light steel	9 gp	+1	—	-1	5%	—	—	6 lb.
Shield, contoured ⁵	75 gp	+2	—	-2	15%	—	—	15 lb.
Shield, crossbow ⁵	85 gp	+2	—	-1	15%	—	—	6 lb.
Shield, heavy wooden	7 gp	+2	—	-2	15%	—	—	10 lb.
Shield, heavy steel	20 gp	+2	—	-2	15%	—	—	15 lb.
Shield, mountain kite	100 gp	+3	—	-3	25%	—	—	20 lb.
Shield, tower	30 gp	+4 ³	+2	-10	50%	—	—	45 lb.
Extras								
Armor spikes	+50 gp	—	—	—	—	—	—	+10 lb.
Bardic cloak	100 gp	—	—	—	—	—	—	5 lb.
Bone armor spikes	+50	—	—	—	—	—	—	+7 lb.
Breakaway carapace	150 gp	+4 ⁵	—	-9	85%	15 ft.	10 ft.	25 lb.
Coward's Shield	25 gp	+1	+5	—	20%	—	—	5 lb.
Gauntlet, locked	8 gp	—	—	Special	⁴	—	—	+5 lb.
Gorget	30 gp	—	—	—	—	—	—	2 lb.
Shield spikes	+10 gp	—	—	—	—	—	—	+5 lb.
Spaulders	10 gp	—	-2	-1	20%	—	—	3 lb.
Tonlet	50 gp	+2	-4	-3	10%	—	—	10 lb.
Tonlet, Short	75 gp	+1	-2	-1	5%	—	—	7 lb.
Weapon tether	25 gp	—	—	—	—	—	—	2 lb.
Exoskeleton, light	3,000 gp	—	-1	-2	5%	—	—	40 lb.
Exoskeleton, medium	12,000 gp	—	-1	-2	10%	—	—	60 lb.
Exoskeleton, heavy	27,000 gp	—	-1	-2	15%	—	—	80 lb.

¹ Weight figures are for armor sized to fit Medium characters. Armor fitted for Small characters weighs half as much, and armor fitted for Large characters weighs twice as much.

² When running in heavy armor, you move only triple your speed, not quadruple.

³ A tower shield can instead grant you cover. See the description.

⁴ Hand not free to cast spells.

⁵ See the description of this armor for special rules

Crested Hide Mail: Crested hide is a unique blend of spiked armor and rawhide, ideal for both offensive and defensive use. On a successful grapple check, the horn spikes on this armor deal 1d4 points of damage to the victim.

Daggered Plate: This impressive suit of masterwork half-plate armor looks quite ornate, with exquisitely designed interlocking plates. At the shoulders, two blades are attached that, unless carefully examined, appear to be nothing more than part of the decoration. In order to discover the true nature of this type of armor, anyone examining it must succeed at a search check (DC 20).

This type of armor is often used when infiltrating areas where weapons are forbidden. The main feature of the armor is that the blades on each shoulder can be unlocked from their positions and wielded as 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.

Double Leather: 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.

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 16 is required to even be able to stand and walk in this armor. This is the best protection money can buy, however, and most professional warriors set their sights on enchanting a suit as soon as their skills and coin purse allows. While the slower speed of this armor might seem a disadvantage, most warriors offset this with *leggings of mobility* or *boots of striding and springing*.

Dwarven Plate: The pinnacle of dwarven armorsmithing, this is the preferred armor of many dwarf paladins and knights. Without training in the use of such heavy armor, it is difficult to do anything other than walk while wearing dwarven plate.

Elven Leafweave: Made from lacquered leaves by elven crafters, this armor is light, durable, and extremely flexible. Its only disadvantage compared to other light armor is its high price, due mainly to the intricate craftsmanship and rare materials used

in its creation. This armor may be worn by druids without penalty.

Fetish: Fetish armor is made up of tiny pouches holding divine spell components and tied onto a leather harness. Nonmagical fetish armor provides no protection whatsoever, and most suits are therefore magical.

Fetish armor does not count as armor for the purposes of heat exposure. It can be donned in 1 minute, donned hastily in 5 rounds, and removed in 1 minute.

Fine Leather: This armor is very flexible, even compared with regular leather armor. Proficiency with fine leather doesn't involve learning how to move in it so much as how to use such thin armor as effective protection.

Full Plate: The suit includes gauntlets, heavy leather boots, a visored helmet, and a thick layer of padding that is worn underneath the armor. Each suit of full plate must be individually fitted to its owner by a master armorsmith, although a captured suit can be resized to fit a new owner at a cost of 200 to 800 (2d4x100) gold pieces.

Fur-lined Hide Mail: Made from hardened layers of leather, this armor is adorned with soft fur around the neck and waistline. Druids who are learned in the ways of armor craft often create this type of armor for themselves.

Gauntlet, Locked: This armored gauntlet has small chains and braces that allow the wearer to attach a weapon to the gauntlet so that it cannot be dropped easily. It provides a +10 bonus on any roll made to keep from being disarmed in combat. Removing a weapon from a locked gauntlet or attaching a weapon to a locked gauntlet is a full-round action that provokes attacks of opportunity.

The price given is for a single locked gauntlet. The weight given applies only if you're wearing a breastplate, light armor, or no armor. Otherwise, the locked gauntlet replaces a gauntlet you already have as part of the armor.

While the gauntlet is locked, you can't use the hand wearing it for casting spells or employing skills. (You can still cast spells with somatic components, provided that your other hand is free.) Like a normal gauntlet, a locked gauntlet lets you deal lethal damage rather than nonlethal damage with an unarmed strike.

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 cold resistance 5 due to its excellent heat retention. This armor can be enchanted as any other type of hide armor.

Gnarled Mail: This unusual looking suit of armor is made from the bony external plating of the ravenous gnarl (another creature from *Complete Minions*). 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.

Half-Plate: The suit includes gauntlets.

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 chainmail.

Heartwood Shirt: Made of specially treated wood grown in secret groves, this is one of the finest and most expensive forms of armor available.

Although made of wood, it has the hardness and hit points of normal steel. This armor may be worn by druids without penalty.

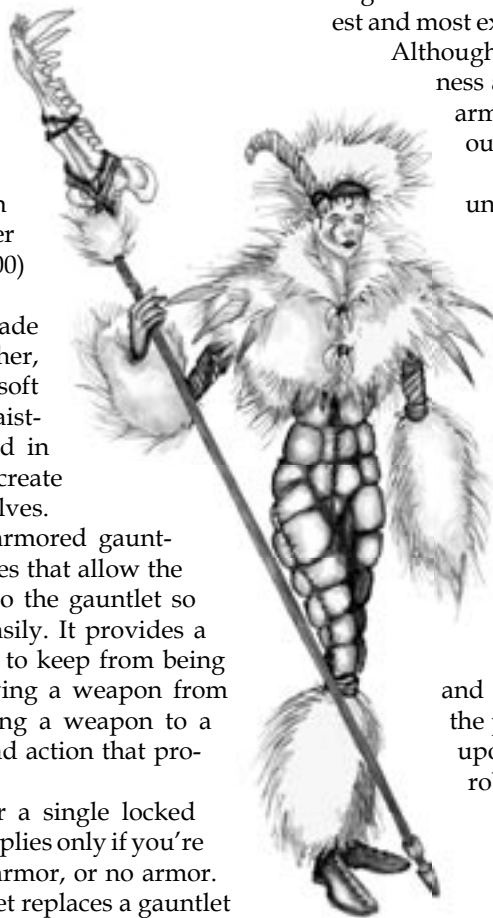
Heraldic Coin Armor: This unique set of armor is crafted from the various types of coins found in the realms. Everything from copper to the platinum has been used to create intricate patterns, including family crests in some instances. This armor is highly prized by war captains and nobles as a symbol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

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.

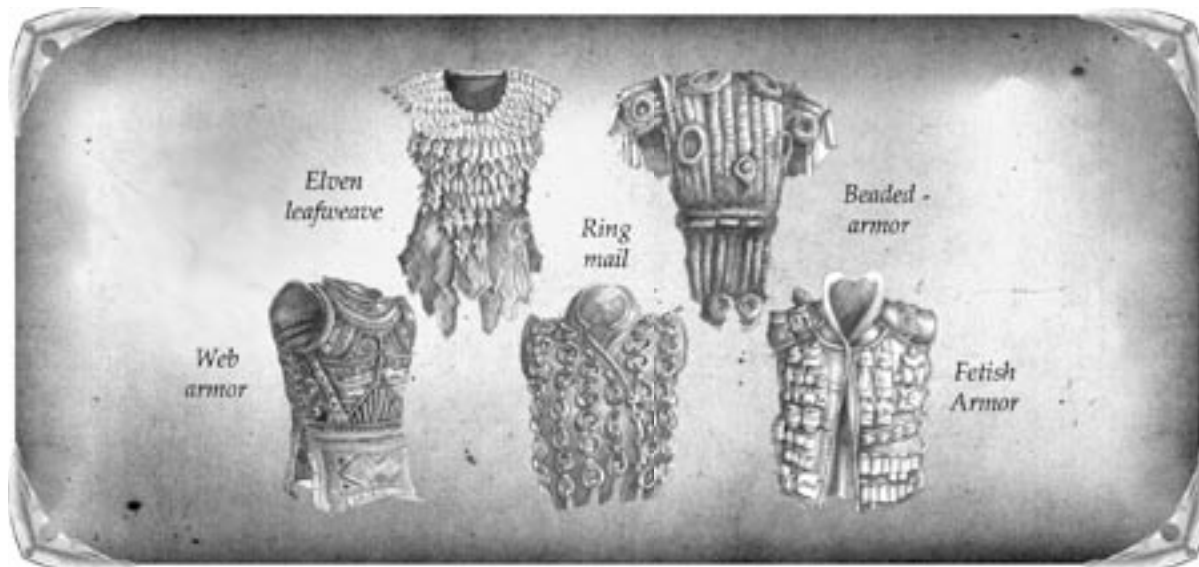
Iron Mantle: Iron mantle armor is made from a number of iron plates held together with leather straps, and covers the wearer's shoulders and chest.

Iron mantle armor causes its wearer to suffer only a -3 penalty to Fortitude saving throws against subdual damage from heat exposure, instead of the usual -4. Iron mantle armor can be donned in 4 minutes, donned hastily in 1 minute, and removed in 1 minute.

Lancer's Half-Plate: This finely crafted half-plate offers substantial benefits to mounted wearers. If used in conjunction with a military saddle, lancer's half-plate adds a +2 circumstance bonus on Ride checks related to staying in the saddle. This bonus stacks with the bonus provided by the military saddle. If you're knocked unconscious while wearing a



Glacier beast hide armor
Illustrated by Todd Morasch



lancer's half-plate and using a military saddle, you have an 85% chance to stay in the saddle (compared to a 75% chance for a military saddle alone).

Morbius Mail: Morbius armor is made of a remarkably strong gemlike 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.

Oaken Tree Bark Armor: Made from the bark of the oak tree, this armor protects its wearer fairly well.

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.

Plated Leather: This thick leather armor is reinforced with metal plates. The plates cover only large areas of the body, leaving the joints covered only by leather. Plated leather has enough metal components to be vulnerable to the rust monster's rust ability and similar attacks. Characters not proficient in plated leather find the plates awkward and confining.

Reinforced Clerics Robe: These clerical robes have been reinforced with several plates of hardened leather. 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. 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.

Rigid Breastplate: This specially constructed breastplate offers more protection than a normal breastplate, but unless its wearer undergoes specific training, it is a great deal more confining. Even with the proper training, the armor is slightly more restrictive than a normal breastplate.

Ringmail: Large metal rings cover a thick suit of leather armor, providing good flexibility and protection for those used to the armor's strange fit.

Robe of Yew Leaves: Druids have long fashioned their own armor from the bounties of nature, and 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.

Sap Hide: Sap hide is a lightweight, yet durable armor made from the boiled and processed sap of the bowery tree. Sap hide must be carefully custom fitted to the body, which makes it not only fairly expensive, but difficult to transfer from one person to another. Sap hide is slightly thicker than leather, but much more flexible and more resistant to cuts. Sap hide has a firm but spongy feel to it and a smooth matte appearance. Sap hide is highly prized as it is comfortable enough to sleep in. Typically a suit of sap hide is made to cover the entire body, but it is not uncommon to see partial versions of the armor.

Any creature that wears a suit of sap hide that was not specifically tailored for him incurs an Armor Check penalty increase to -4. Masterwork sap hide does not have an increased armor bonus, it is simply fit for enchantment.

Scale Mail: The suit includes gauntlets.

Scaled Brigandine: This intricate set of brigandine armor is made from the scales of the infamous swamp hellion (detailed in *Complete Minions*, available at www.rpgnow.com). Some of the more obscure types of this armor are patterned in mysterious and often eye-catching designs.

Sculpted Scale Mail: This carefully smoothed scale mail is painstakingly crafted so that its scales flex without noticeably separating, and the joints are protected by larger pieces of smooth metal. This makes it very hard for other creatures to hold the wearer. While wearing sculpted scale mail you gain a +4 circumstance bonus on all checks made to resist being grappled, including rolls to avoid taking damage or being pinned. Unless trained in the armor,

wearers find the joint plates of sculpted scale very restrictive.

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 is 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 or shadowy areas.

Shalik Plate: Shalik plate is extremely rare, as it must be created in its entirety by someone with skill as an artificer. Shalik plate is essentially a duplicate of metallic plate armor made out of the artificial material shalik. Shalik plate is nonmetallic, light, and durable. It never rusts, decays or tarnishes, and wipes clean easily with a damp cloth. Its only drawback is that it can only be repaired magically (usually a *mending* spell is sufficient).

Shield, Contoured: Essentially a large shield rigged to work like a buckler, a contoured shield is strapped to the shoulder and forearm, leaving the hand free. It is shaped to fit most humanoids and allows the use of an item in the shield hand just as a buckler does. However, the contoured shield is much more unwieldy than a buckler, and it imposes a -1 penalty on all attacks made with bows, crossbows, two-handed melee weapons, and off-hand melee weapons. This penalty stacks with those for fighting with your off hand and, if appropriate, for fighting with two weapons. In case, if you use a weapon in your off hand, you don’t get the contoured shield’s AC bonus for the rest of the round.

Shield, Crossbow: This is a rectangular wooden shield mounted on front of a crossbow. It provides protection only on rounds when you hold the crossbow at the ready (making an attack with it or readying an action to do so). The shield does not interfere with the normal function of the crossbow.

Shield, Dust: 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 de-

fender 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.

Shield, Heavy, Wooden or Steel: You strap a shield to your forearm and grip it with your hand. A heavy shield is so heavy that you can’t use your shield hand for anything else.

Wooden or Steel: Wooden and steel shields offer the same basic protection, though they respond differently to special attacks.

Shield Bash Attacks: You can bash an opponent with a heavy shield, using it as an off-hand weapon. See **Table 1.1: Weapons** for the damage dealt by a shield bash. Used this way, a heavy shield is a martial bludgeoning weapon. For the purpose of

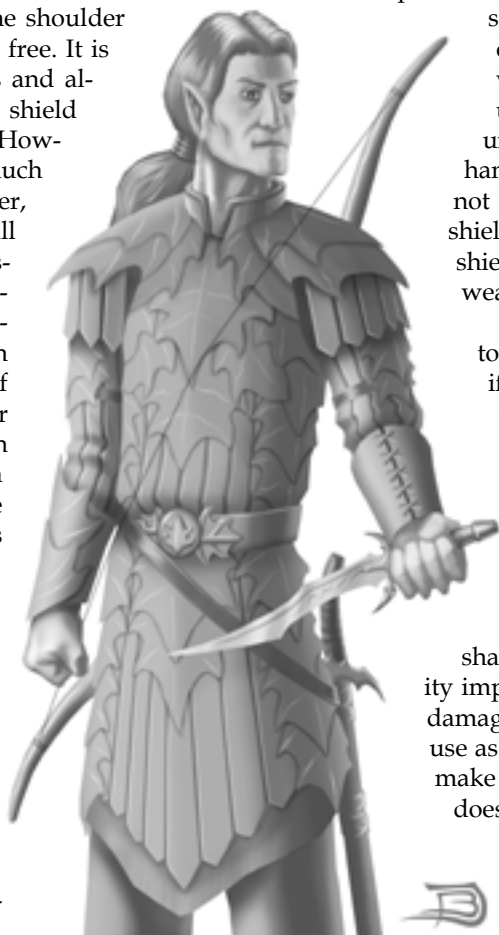
penalties on attack rolls, treat a heavy shield as a one-handed weapon. If you use your shield as a weapon, you lose its AC bonus until your next action (usually until the next round). An enhancement bonus on a shield does not improve the effectiveness of a shield bash made with it, but the shield can be made into a magic weapon in its own right.

Shield, Lastthrow: In addition to benefiting from its protection, if you are proficient with a lastthrow shield you can throw it as a ranged weapon, provided you can wield Medium-sized martial weapons in one hand. The thrown shield has a range increment of 10 feet and deals 1d6 points of slashing damage with its sharpened rims. Without the velocity imparted by a throw, it deals little damage and is therefore unsuited for use as a melee weapon. (You can still make a shield bash attack, but this does not deal the additional slashing damage.) Magic lastthrow shields are handled much as armor spikes—an enhancement to the shield’s armor bonus does not affect its

attack or damage rolls, nor the shield’s defensive qualities.

Shield, Light, Wooden or Steel: You strap a shield to your forearm and grip it with your hand. A light shield’s weight lets you carry other items in that hand, although you cannot use weapons with it.

Wooden or Steel: Wooden and steel shields offer the same basic protection, though they respond differently to special attacks.



Shield Bash Attacks: You can bash an opponent with a light shield, using it as an off-hand weapon. See **Table 1.1: Weapons** for the damage dealt by a shield bash. Used this way, a light shield is a martial bludgeoning weapon. For the purpose of penalties on attack rolls, treat a light shield as a light weapon. If you use your shield as a weapon, you lose its AC bonus until your next action (usually until the next round). An enhancement bonus on a shield does not improve the effectiveness of a shield bash made with it, but the shield can be made into a magic weapon in its own right.

Shield, Mountain Kite: Bigger than any shield other than a tower shield, this slab of metal offers great protection but is simply too heavy to wield properly without special training.

Shield, Targe: The targe (tārj) 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 spikes.

As an exception to the normal rules for small shields, the targe 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 targe); 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 and still loses the shield's AC bonus when using it in a bashing attack.

Shield, Tower: This massive wooden shield is nearly as tall as you are. In most situations, it provides the indicated shield bonus to your AC. However, you can instead use it as total cover, though you must give up your attacks to do so. The shield does not, however, provide cover against targeted spells; a spellcaster can cast a spell on you by targeting the shield you are holding. You cannot bash with a tower shield, nor can you use your shield hand for anything else. When employing a tower shield in combat, you take a –2 penalty on attack rolls because of the shield's encumbrance.

Shield Spikes: When added to your shield, these spikes turn it into a martial piercing weapon that increases the damage dealt by a shield bash as

if the shield were designed for a creature one size category larger than you. You can't put spikes on a buckler or a tower shield. Otherwise, attacking with a spiked shield is like making a shield bash attack (see above).

An enhancement bonus on a spiked shield does not improve the effectiveness of a shield bash made with it, but a spiked shield can be made into a magic weapon in its own right.

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

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.

Slat Armor: Slat armor is very bulky, and not very maneuverable armor made from rods and slats of wood, braided with sinew and covered by thick hide. It is most useful against slashing and bludgeoning weapons, although piercing weapons may be completely blocked if they happen to strike a slat directly.

Soft Leather Half Armor: The armor is made from soft leather and crafted to cover the upper torso. It is small enough to be concealed under cleric's robes, or worn over the top of them as desired.

Splint Mail: The suit includes gauntlets.

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.

Studded Web: Studded web armor is simply web armor that has been reinforced with studs, chitin or bone. Somewhat more restrictive than web armor, it offers superior protection.



Taskmaster Armor: Taskmaster armor is constructed of light copper and etched with silver streaks. The suit is often custom fitted to the wearer.

Traveler's Plate: This light plate armor restricts movement over short distances as normal for medium armor. However, it's relatively light weight mitigates the slowing effects for proficient wearers when traveling long distances. Your combat movement rate and run speed are reduced as shown on the armor table, but for overland movement of one hour or more, your speed is not reduced by the armor.

Volt Polar Mail: Volt polar mail is a non-metallic plate mail made with the bony armor plates of the terrible volt polar (detailed in *Oathbound: Plains of Penance*) stitched onto a leather backing. It is similar to gnarled mail, but slightly lighter. Most volt polar mail is unenameled, allowing the soft blue color of the natural bone to stand for itself.

Web: Web armor is made from light but resilient silk harvested from domesticated monstrous spider. The armor provides as much protection as leather, but its lighter weight is less inhibiting. Even some arcane spellcasters are willing to wear web armor because of its low chance to inhibit spellcasting.

Wooden Plate: Carved from thick wooden plates, this armor hinders movement and is typically limited only to inflexible areas of the body, such as the forearms, shins and chest.

In warm or humid weather, the armor is more comfortable than studded leather. Wooden armor causes its wearer to suffer only a -3 penalty to Fortitude saving throws against subdual damage from heat exposure, instead of the usual -4. Wooden armor can be donned in 4 minutes, donned hastily in 1 minute, and removed in 1 minute.

Woodweave Coat: Made from woven strips of specially treated wood, this armor is favored by many elven rangers and scouts. Although made of wood, it has the hardness and hit points of normal steel. This armor may be worn by druids without penalty.

Woven Cord: This armor is made from woven raffia fibers. Though not as flexible as leather armor, woven cord armor offers superior ventilation. Woven armor causes its wearer to suffer only a -1 penalty to Fortitude saving throws against subdual

TABLE 4.5: ARMOR COSTS BY SIZE

Size	Humanoid		Nonhumanoid	
	Cost	Weight	Cost	Weight
Tiny or smaller ¹	x½	x ¹ / ₁₀	x1	x ¹ / ₁₀
Small	x1	x½	x2	x½
Medium	x1	x1	x2	x1
Large	x2	x2	x4	x2
Huge	x4	x5	x8	x5
Gargantuan	x8	x8	x16	x8
Colossal	x16	x12	x32	x12

¹ Divide armor bonus by 2.

damage from heat exposure, instead of the usual -4. Woven armor can be donned in 1 minute, donned hastily in 5 rounds, and removed in 1 minute.

Masterwork Armor

Just as with weapons, you can purchase or craft masterwork versions of armor or shields. Such a well-made item functions like the normal version, except that its armor check penalty is lessened by 1.

A masterwork suit of armor or shield costs an extra 150 gp over and above the normal cost for that type of armor or shield. The masterwork quality of a suit of armor or shield never provides a bonus on attack or damage rolls, even if the armor or shield is used as a weapon. All magic armors and shields are automatically considered to be of masterwork quality. You can't add the masterwork quality to armor or a shield after it is created; it must be crafted as a masterwork item.

Armor Costs by Size

Armor and shields for unusually big creatures, unusually little creatures, and nonhumanoid creatures have different costs and weights from those given on Tables 4.1 through 4.4. Refer to the appropriate line on Table 4.5: **Armor Costs by Size** and apply the multipliers to cost and weight for the armor type in question.

Donning Armor

The time required to don armor depends on its type; see Table 4.6: **Donning Armor**.

TABLE 4.6: DONNING ARMOR

Armor Type	Don	Don Hastily	Remove
Shield (any)	1 move action	n/a	1 move action
Padded, leather, hide, studded leather, or chain shirt	1 minute	5 rounds	1 minute ¹
Breastplate, scale mail, chainmail, banded mail, or splint mail	4 minutes ¹	1 minute	1 minute ¹
Half-plate or full plate	4 minutes ²	4 minutes ¹	1d4+1 minutes ¹

¹ If the character has 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 don armor at the same time.

² The wearer must have help to don this armor. Without help, it can be donned only hastily.

Don: This column tells how long it takes a character to put the armor on. (One minute is 10 rounds.) Readyng (strapping on) a shield is only a move action.

Don Hastily: This column tells how long it takes to put the armor on in a hurry. The armor check penalty and armor bonus for hastily donned armor are each 1 point worse than normal.

Remove: This column tells how long it takes to get the armor off. Loosing a shield (removing it from the arm and dropping it) is only a move action.

Extras

While that raging minotaur or orc chieftain isn't going to criticize your fashion sense, there are times when accessories are the order of the day. Whether it's to reinforce a weakness you've discovered or simply to look good at the latest social gathering, here are a few items to consider.

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.

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.

Coward's Shield: A coward's shield is a piece of simple metal plate secured by straps and worn against the back over one shirt and beneath a second piece of concealing clothing. This armor is found now and then on rogues who think they may have to beat a hasty retreat from a field of combat. Some reluctant conscripts and lightly armored fighters have taken a page from this book and occasionally use this gear, but it originated with the rogue class. No one boasts of owning or using a coward's shield, but many armorers are happy to quietly provide one with a "light backplate" even if the person owns no other armor.

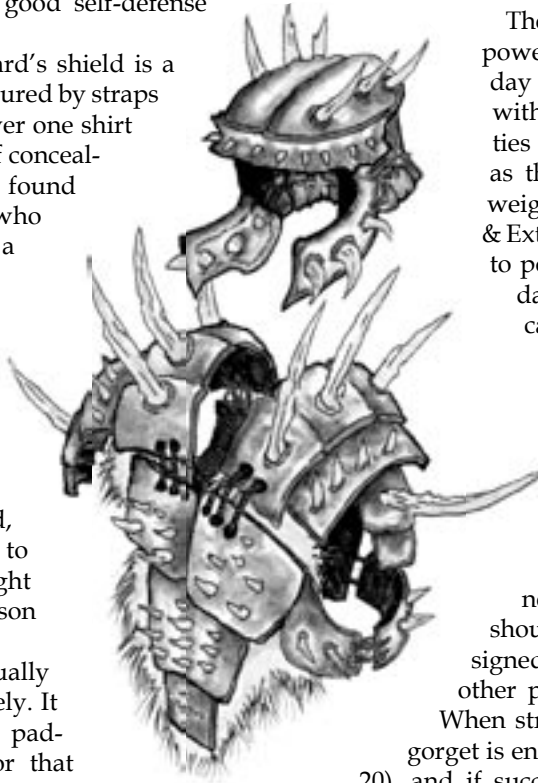
A coward's shield is usually donned and worn clandestinely. It fits under ordinary clothing, padded armor, or leather armor that is slightly oversized for the wearer. Some who wear it are simply paranoid about a backstabbing or sneak attack, and indeed, this armor is useful protection against such attacks. Others who wear it either fear their side is going to

lose in combat, or already plan to make a quick exit as soon as things become confused enough.

A coward's shield boosts the wearer's armor class by +1 for any melee, backstabbing, or sneak attacks made from the rear. In guarding against sneak attack, half the armor's utility is in the fact that no one knows about it but the wearer. The trade in these backplates is very much under the table. They are called "coward's shields" by the fighters that scorn them—rogues as a class generally refer to them very subtly as simply "extra protection".

Exoskeleton (suitable for steampunk campaigns): This is a 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. 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	Cost
Light	+2	3,000 gp
Medium	+4	12,000 gp
Heavy	+6	27,000 gp



The attached steam furnace can power the exoskeleton for one full day before needing to be refueled with more coal. All above penalties are always present as long as the exoskeleton is worn. The weight listed in Table 4.4: Shields & Extras includes the coal required to power the exoskeleton for one day (additional coal must be carried elsewhere to fuel the suit for tomorrow's needs; each suit needs 5 pounds of coal per point of Strength enhancement per day).

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.

When struck by a *vorpal* weapon, the gorget is entitled to a Fortitude save (DC 20), and if successful it negates that attack and saves the wearer's life. Each subsequent *vorpal* strike increases the DC by +1 until the gorget has been repaired or replaced.

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
- +10% to arcane spell failure chance 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 mobility by adding extra weight as well as by limiting 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
- +10% 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 chance of original armor
- Speed reduced to (30 ft.): 20 ft.; (20 ft.): 15 ft. if stacked with armor weighing more than 25 lbs.

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 move 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. Attaching 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.

Armor as Damage Reduction

Enhancing one's body in armor is an important protective measure for an adventurer to embrace. Vorpal, sharpness, and crushing weapons can cause grievous injury with a single swing. The rules presented below serve to augment this protection, providing more incentive to wear armor. Wearing armor gives you both Damage Reduction and Armor Class, as in **Table 4.7: DR by Armor**.

WHAT KIND OF DR?

Wearing armor means keeping track of the various kinds of DR that you have. Each one is different, so it's important to know what kind of attack you're facing and what sorts of defenses you have against it. Armor DR only stacks if it's the same types of DR; the DR granted by the barbarian class ability stacks with armor DR, for instance.

Fine and Diminutive creatures automatically ignore DR from armor—there's just no way to defend against their attacks: They're able to easily penetrate the folds and joints in the armor to strike home. That means that a human in plate is susceptible to the strike of a grig, a swarm of bees, and other minute hazards.

ARMOR CLASS OR DR?

As adventurers equip themselves for the trials and tribulations that lie ahead of them, questions of what stacks with what and how DR and AC interact are liable to arise. **Table 4.8: Armor or DR?** provides the specifics on how magic and DR interact.

ENCHANTED ARMOR

The base versions of armor have the same qualities as those presented in **Table 7-6: Armor & Shields** in the *Player's Handbook*. Adding enchantments to armor makes it better than its nonmagical counterparts, as detailed below.

Armor Check Penalties: These decrease equal to the amount of enchantment placed in the armor. For example, *scale mail* +2 would have an armor check penalty of -2 (normally -4). It's possible to completely remove penalties by highly enchanting armor, but you never receive a bonus for over-enchantment (*scale mail* +5 wouldn't grant a +1 bonus, for instance).

Maximum Dexterity Adjustment: This increase is equal to the amount of enchantment placed into



TABLE 4.7: DR BY ARMOR

Armor	Armor Bonus	DR	Armor	Armor Bonus	DR
Aeroglass plate	+2	2/-	Heraldic coin armor	+3	2/-
Aketon, quilled	+1	—	Hide mail, crested	+2	1/-
Armor of the beetle	+5	4/-	Hide mail, fur-lined	+2	1/-
Armored robe	+1	—	Hide	+2	1/-
Articulated half-plate ⁵	+4	3/-	Hide, glacier beast	+2	1/-
Banded mail	+3	3/-	Holy vestments	+1	—
Bardic	+1	1/-	Iron mantle	+3	2/-
Barkskin	+1	1/-	Lancer's half-plate ⁵	+4	3/-
Beaded	+1	1/-	Leather	+1	1/-
Bishop's mantle	+1	—	Morbius mail	+3	3/-
Bone exoskeleton	+2	1/-	Oaken tree bark armor	+2	2/-
Bone mail	+3	2/-	Padded	+1	—
Bone plate	+2	1/-	Plant fiber plate	+4	3/-
Breastplate	+3	2/-	Plated leather	+2	2/-
Brigandine, scaled	+2	2/-	Rigid breastplate	+3	3/-
Buckskin	+2	1/-	Ringmail	+3	2/-
Chain shirt	+2	2/-	Robe of yew leaves	+1	1/-
Chainmail corset	+1	1/-	Sap hide	+2	2/-
Chainmail	+3	2/-	Scale mail	+2	2/-
Clay armor	+2	1/-	Sculpted scale mail ⁵	+2	2/-
Cleric's robe, reinforced	+1	1/-	Shalik plate	+4	3/-
Cleric's vest	+1	—	Shock shell	+3	2/-
Daggers plate	+4	3/-	Silken web	+0	—
Double leather	+2	1/-	Slat armor	+2	1/-
Double plate	+6	6/-	Soft leather half armor	+1	—
Doublet, reversible bardic	+1	—	Spiderweave, silver	+2	2/-
Doublet, shadow	+1	—	Splint mail	+3	3/-
Dwarven plate	+5	5/-	Splint, steelwood	+3	3/-
Elven chain	+3	2/-	Studded leather	+2	1/-
Elven leafweave ⁵	+1	1/-	Studded web	+2	1/-
Fetish	+0	—	Taskmaster armor	+3	3/-
Fine leather	+1	1/-	Traveler's plate	+3	2/-
Full plate	+4	4/-	Volt polar mail	+4	3/-
Gnarled mail	+4	3/-	Web	+1	1/-
Half-plate	+4	3/-	Wooden plate	+2	2/-
Hauberk	+2	1/-	Woodweave coat ⁵	+2	2/-
Heartwood shirt ⁵	+2	2/-	Woven cord	+1	—

the armor. For example, *scale mail* +2 has a Maximum Dexterity Adjustment of +5 (normally only +3).

Arcane Spell Failure: The maximum reduction allowed is 20% (granted by using both the spellcasting and weightless qualities, detailed below).

Speed: A Creature's speed is normally limited by its race and armor selection, but the armor factor

can be negated by adding the *weightless* quality to armor.

TABLE 4.8: ARMOR CLASS OR DAMAGE REDUCTION?

Type	Example	Effect
Enchanted Armor	<i>Studded leather +2</i>	Adds to Armor Class
Shield	Large steel shield	Adds to Armor Class
Bracers*	<i>Bracers of armor +10</i>	Adds to Armor Class
Natural Armor	<i>Amulet of natural armor +6</i>	Adds to Armor Class
Damage Reduction	Barbarian Ability	Stacks with Armor DR
Magic Item	<i>Ring of ironskin</i>	Separate; DR 15/adamantine
Spell	<i>Mage armor</i>	Adds to Armor Class**

* Wearing bracers adds to Armor Class, making a creature tougher to hit but not adding any other bonus that actual armor grants under these rules. Bracers of armor +5 don't grant the DR that chain mail does, for instance; it only adds +5 to Armor Class.

** Spells work (and stack) as they always do; As both bracers of armor and mage armor provide an armor bonus, their effects don't stack with each other or with wearing armor that grants AC of +4 or better.

Example: Karshen is a 19th-level barbarian with a base DR of 5/- from his class abilities. He's wearing +3 *scale mail armor* and a *ring of ironskin*. That makes his DR 7/- or 15/adamantine. During the first round of combat, he's attacked by two fighters wielding adamantite long swords (where he'll have his DR 7/-) and a rogue wielding a +4 *short sword* (where he'll have his DR 15/adamantine).

CRITICAL HITS

Creatures critically hit while wearing armor keep their DR, reducing the amount of damage they suffer.

Vorpal/Bludgeoning/Piercing Qualities: Some weapons have the ability to slice or crush the limbs from opponents on a successful hit. Wearing armor now gives the creature a chance to avoid such pitfalls. The chance to avoid this ability is as follows:

Creatures struck must make a saving throw using their base armor DR* as a bonus against a DC of 15**. If the save succeeds, the special quality (but not the damage) is negated. If the save is failed, the usual effects occur.

* Armors can be hardened and made resistant by enchanting as detailed in **Armor Qualities**, in **Chapter 5**.

** Some special-quality weapons can have more difficult DCs to resist their effects.

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 this optional rule, a creature has the option of using a shield or parrying weapon to parry attacks. A shield used in this manner is treated just as if the wielder is fighting with two weapons, the off-hand weapon being light. A creature can make a number of shield parries each round equal to the number of attacks he would be able to make with an off-hand weapon.

A shield parry must be made on an opponent's turn, and it must be declared before the die roll for the opponent's attack is made. If the attacker gets

multiple attacks, the defender gets to choose which attack he attempts to parry.

The value of a shield parry is calculated as follows:

$$\begin{aligned} & \text{Base Attack Bonus} + \\ & \text{Dexterity modifier} + \\ & \text{armor bonus of shield} + \\ & \text{enhancement bonus of shield} \end{aligned}$$

If the value of the shield parry exceeds the attack roll of the attacker, the attack is blocked.

A blocked attack may still do damage, however, as a shield is only able to offer so much damage reduction. If the blocked attack roll is sufficient to hit the armor class of the defender, the attacker rolls damage normally and the total amount is subtracted from the DR of the shield used to parry that attack. Any damage remaining is suffered 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.

Sunder: An opponent may make a sunder attack on a parrying weapon or shield, and such an action does not provoke an attack of opportunity when that item is used in a shield parry.

CHAPTER 5: ARMOR QUALITIES

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

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

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

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

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

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

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

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

Acid Resistance, Improved: As acid resistance,

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

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

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

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

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

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

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

TABLE 5.1: BASE ENCHANTMENTS

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

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

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

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

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

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

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

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

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

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

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

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

TABLE 5.2: MINOR ARMOR QUALITIES

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

these weapons). The wielder can activate or deactivate this ability at will.

Moderate abjuration; *Caster Level*: 8th; *Prerequisites*: Craft Magic Arms and Armor, *entropic shield*; *Market Price*: +1 bonus.

Arrow Deflection: This shield protects the wielder as if he had the Deflect Arrows feat. Once per round when he would normally be struck by a ranged weapon, he can make a DC 20 Reflex save. If the ranged weapon has an enhancement bonus, the DC increases by that amount. If he succeeds, the shield deflects the weapon. The shield bearer must be aware of the attack and otherwise capable of acting (not paralyzed or flat-footed, for instance) to make the attempt, but the act of deflection doesn't count as an action. Exceptional ranged weapons, such as boulders hurled by giants or *acid arrows*, can't be deflected.

Faint abjuration; *Caster Level*: 5th; *Prerequisites*: Craft Magic Arms and Armor, *shield*; *Market Price*: +2 bonus.

Aspected: *Aspected* armor accommodates not only its wearer's physical form but also incorporates cosmetic enhancements that suit the wearer's tastes. The armor displays a holy symbol, family crest, clan emblem, or the like. While wearing *aspected* armor, the wearer suffers a -5 circumstance penalty on Disguise checks but receives a +2 circumstance bonus on Diplomacy checks in situations where his identity or affiliation are important.

Faint transmutation; *Caster Level*: 3rd; *Prerequisites*: Craft Magic Arms and Armor, *alter self*; *Market Price*: +250 gp.

Auran: Armors that possess the *auran* enchantment are made of thin veneers of twisting and turning winds 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).

Moderate transmutation; *Caster Level*: 10th; *Prerequisites*: Craft Magic Arms and Armor, *feather fall*, *gaseous form*, *levitate*; *Market Price*: + 66,000 gp.

Bashing: A shield with this special ability is designed to perform a shield bash. A bashing shield deals damage as if it were a weapon of two size categories larger (a Medium light shield thus deals 1d6 points of damage and a Medium heavy shield deals 1d8 points of damage). The shield acts as a +1 weapon when used to bash, though additional en-

hancements to the shield can increase it beyond this base amount. Only light and heavy shields can have this ability.

Moderate transmutation; *Caster Level*: 8th; *Prerequisites*: Craft Magic Arms and Armor, *bull's strength*; *Market Price*: +1 bonus.

Blinding: A shield with this ability flashes with a brilliant light up to twice per day upon command of the wielder (a free action). Anyone within 20 feet except the wielder must make a DC 14 Reflex save or be *blinded* for 1d4 rounds.

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

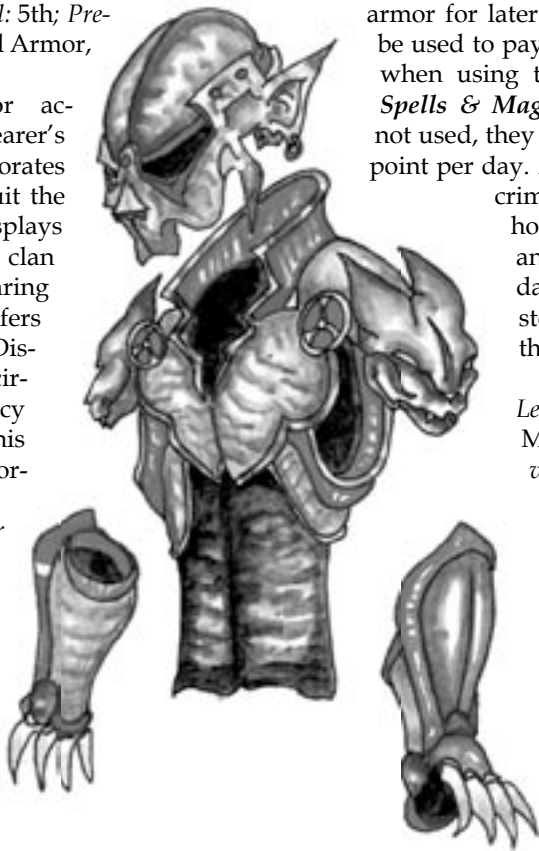
Blood-Linked: Whenever a blood mage wearing armor enhanced by this ability suffers damage from a melee attack, a number of hit points equal to one-half the damage inflicted is stored in the armor for later use. These hit points may be used to pay the hit point cost incurred when using the Blood Power feat (see *Spells & Magic*). If these hit points are not used, they disperse at a rate of one hit point per day. *Blood-linked* armor is a dark crimson color. The armor can hold 30 hit points maximum, and it becomes a darker and darker red as the number of stored hit points approaches this maximum.

Strong necromancy; *Caster Level*: 15th; *Prerequisites*: Craft Magic Arms and Armor, *vampiric touch*; *Market Price*: +3 bonus.

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

Moderate abjuration; *Caster Level*: 8th; *Prerequisites*: Craft Magic Arms and Armor, *stone-skin*; *Market Price*: +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 physical means (although spells such as *disintegrate* and *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* items 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 incurs 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.

Strong conjuration; *Caster Level*: 12th; *Prerequisites*: Craft Magic Arms and Armor, *gentle repose, planar ally*; *Market Price*: +3 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 physical means (although powerful spells such as *disintegrate* and *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 suffers 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.

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

Bull's Armor: This item 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 enchantment also grants its wearer a +2 morale bonus to all saving throws vs. fear effects.

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

Buoyant: Armor given this property becomes buoyant and floats up to the surface upon mental command and remains active until deactivated. The *buoyancy* enchantment can affect items that weigh up to ten times the weight of the buoyant item.

Faint transmutation; *Caster Level*: 3rd; *Prerequisites*: Craft Magic Arms and Armor, *levitate*; *Market Price*: +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.

Moderate transmutation; *Caster Level*: 6th; *Prerequisites*: Craft Magic Arms and Armor, *cat's grace*; *Market Price*: +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

TABLE 5.3: MEDIUM ARMOR QUALITIES

%	Special Ability	Base Price Modifier		
1-3	Arcane	+3	58-60	Raven's Armor (+4) +3
4-5	Blood-linked	+3	61-64	Recall +3
6-7	Bone, Celestial	+3	65-67	Resisting, Enhanced Spell +3
8-9	Bone, Fiendish	+3	68-70	Retributive +3
10-12	Bull's Armor (+4)	+3	7-74	Runic +3
13-15	Cat's Armor (+4)	+3	75-77	Rusting +3
16-17	Dampening	+3	78-80	Spell Resistance (15) +3
18-19	Dark, Greater	+3	81-84	Spell Storing, Greater +3
20-22	Deathwarding	+3	85-87	Steelspray +3
23-25	Deflecting (+2)	+3	88-90	Thorny +3
26-27	Dopple, Greater	+3	91-93	Totem, Dire +3
28-29	Echotrapping	+3	94-95	Undead Controlling +3
30-31	Empowered Healing	+3	96-97	Undetectable +3
32-33	Firm Faith	+3	98-00	Wolverine (+4) +3
34-36	Fortification, moderate	+3	1-10	Absorption, Spell +4
37-39	Ghost Touch	+3	11-20	Deflecting (+3) +4
40-42	Girding	+3	21-30	Echotrapping +4
44-45	Glancing	+3	31-40	Great Invulnerability +4
46-48	Ignan	+3	41-50	Phoenix +4
49-50	Invulnerability	+3	51-60	Shifting, Greater +4
51-53	Moonbeam	+3	61-70	Solace, Greater +4
54-57	Nagley	+3	71-80	Solace, Greater Dark +4
			81-90	Spell Resistance (17) +4
			91-00	Tentacled +4

drop it. A command word must be spoken to release a shield once clamped.

Faint transmutation; *Caster Level*: 3rd; *Prerequisites*: Craft Magic Arms and Armor, spider climb; *Market Price*: +1 bonus.

Cold Resistance: A suit of armor or a shield with this property normally has a bluish, icy hue or is adorned with furs and shaggy pelts. The armor absorbs the first 10 points of cold damage per attack (similar to the *resist energy* spell).

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

Cold Resistance, Improved: As cold resistance, except it absorbs the first 20 points of cold damage per attack.

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

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

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

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

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

Confidence: Armor and shields with this ability are made of finely polished steel, often embossed with gold. This ability grants the wearer a +2 enhancement bonus to Charisma. In addition, the wearer +2 circumstance bonus to all Diplomacy checks.

Moderate enchantment; *Caster Level*: 3rd; *Prerequisites*: Craft Magic Arms and Armor, eagle's splendor, resistance; *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.

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

Dampening: *Dampening* armor absorbs some of the damage done by a bludgeoning weapon and dis-

TABLE 5.4: MAJOR ARMOR QUALITIES

%	Special Ability	Base Price Modifier
1-5	Contingency	+5
6-10	Deflecting (+4)	+5
11-15	Echotrapping	+5
16-20	Fortification, heavy	+5
21-25	Great Invulnerability	+5
26-30	Negating	+5
31-35	Reflection, Greater Spell	+5
36-40	Spell Resistance (19)	+5
41-44	Acid Warding	+6
44-49	Cold Warding	+6
50-54	Echotrapping	+6
55-60	Fire Warding	+6
61-64	Great Invulnerability	+6
65-69	Great Spell Resistance (21)	+6
70-75	Infinite Arrow Deflection	+6
76-80	Lightning Warding	+6
81-87	Sonic Warding	+6
88-89	Great Invulnerability	+7
90-91	Great Spell Resistance (23)	+7
92-94	Exceptional Arrow Deflection	+8
95-97	Great Spell Resistance (25)	+8
98-99	Great Spell Resistance (27)	+9
00	Great Reflection	+10

perses it across the entire suit of armor. Damage dealt by nonmagical bludgeoning weapons is reduced to subdual damage. One half of the damage done by a +1 bludgeoning weapon is reduced to subdual damage. One quarter of the damage done by a +2 bludgeoning weapon is reduced to subdual damage. Bludgeoning weapons with the *intense* quality or an enchantment of +3 or better bypasses this ability. Piercing and slashing weapons do normal damage.

Moderate abjuration; *Caster Level*: 11th; *Prerequisites*: Craft Magic Arms and Armor, entropic shield, mage armor; *Market Price*: +3 bonus.

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.

Moderate evocation [darkness]; *Caster Level*: 7th; *Prerequisites*: Craft Magic Arms and Armor, darkness; *Market Price*: +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.

Moderate evocation [darkness]; *Caster Level*: 10th; *Prerequisites*: Craft Magic Arms and Armor, *deeper darkness*; *Market Price*: +3 bonus.

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

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

Deflecting: *Deflecting* items project an invisible field of force that provides additional protection beyond that of the armor itself and its enchantment bonus. This field can either be invisible, or appear as a shadowy shell around the wearer. This enchantment adds a deflection bonus to the armor, its cost varying depending on its potency.

+1 deflection bonus: Faint abjuration [force]; *Caster Level*: 3rd; *Prerequisites*: Craft Magic Arms and Armor, *shield*; *Market Price*: +2 bonus.

+2 deflection bonus: Faint abjuration [force]; *Caster Level*: 3rd; *Prerequisites*: Craft Magic Arms and Armor, *shield*; *Market Price*: +3 bonus.

+3 deflection bonus: Faint abjuration [force]; *Caster Level*: 3rd; *Prerequisites*: Craft Magic Arms and Armor, *shield*; *Market Price*: +4 bonus.

+4 deflection bonus: Faint abjuration [force]; *Caster Level*: 3rd; *Prerequisites*: Craft Magic Arms and Armor, *shield*; *Market Price*: +5 bonus.

Desert: This quality gives the wearer of the armor the ability to withstand the wind, sand, heat, and cold of the desert. Those who wear *desert* armor endure the noonday sun or the midnight chill as though it was temperate, mild, and shaded; they do not need to make Fortitude saves when exposed to temperatures above 90 degrees or below 40 degrees (Fahrenheit). The armor provides a +2 circumstance bonus to saves against a djinni's *whirlwind* effect, as well as other wind and sand spells.

Faint abjuration; *Caster Level*: 5th; *Prerequisites*: Craft Magic Arms and Armor, *endure elements*; *Market Price*: +2 bonus.

Divine Conduit: Forged by dwarven priest-smiths, *divine conduit* armor allows wearers with the turn/rebuke undead ability to channel energy into the armor, enhancing its protective qualities. As a free action, you may use a turn/rebuke undead attempt to gain one of the following effects: acid resis-

tance 5, cold resistance 5, electricity resistance 5, or *protection from evil*. The chosen effect lasts for 1 minute. The armor can have only one protective quality active at any given time, but you can end an effect at will.

Moderate abjuration; *Caster Level*: 9th; *Prerequisites*: Craft Magic Arms and Armor, *blasphemy* or *holy word*; *Market Price*: +2 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 shape and the enhancement bonus of the item to be retained in all forms.

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

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

Strong transmutation; *Caster Level*: 17th; *Prerequisites*: Craft Magic Arms and Armor, *polymorph any item*, *polymorph self*; *Market Price*: +3 bonus.

Dread: Upon command, a suit of *dread* armor causes the wearer's clothes and appearance to become an illusion of horror. This has the same effect as *frightful presence*, which affects all creatures within 30 feet. Opponents within range become *frightened* (if the save is failed) or *shaken* if they make a Will save (DC 10 + ½ wearer's level + wearer's Cha modifier). An opponent that succeeds on the saving throw is immune to any further effects from the *dread* armor for another 24 hours. This is a mind-affecting fear effect.

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

Echotrapping: Through the use of potent enchantments, an item can be made magically resonant. Such items hold a pattern or blueprint of spells to which their owners are exposed.

An *echotrapping* item can store the pattern of one spell per day per plus of Market Price. The item's wielder can learn spells caught in the item as if from



another wizard's spell book. Learning a given spell (Spellcraft DC 20 + the level of the spell) removes it from the weapon and places it in a spell book; a failed check erases the stored spell. Spontaneous casters can spend spell slots to cast the spell, or even learn the spell as a known spell if they have a slot available. Only spells of up to sixth level can be stored in an echotrapping item.

Strong divination (plus aura of stored spell); *Caster Level*: 12th; *Prerequisites*: Craft Magic Arms and Armor, *read magic*; *Market Price*: +1 bonus per spell capacity. (An item that can hold five spells costs as per a +5 item.)

Electricity Resistance: A suit of armor or a shield with this property normally has a bluish hue and often bears a storm or lightning motif. The armor absorbs the first 10 points of electricity damage (similar to the *resist energy* spell).

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

Electricity Resistance, Improved: As electricity resistance, except it absorbs the first 20 points of electricity damage per attack.

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

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

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

Emergency Reservoirs: Emergency reservoirs are small magical pockets that can be fitted inside to any type of heavy or medium armor. The reservoir holds one dose of a potion that is administered subdermally each time a critical hit is scored against the wearer. Typically the reservoirs are filled with healing potions. Medium armor can hold one emergency reservoir, and heavy armor can hold two. Only one reservoir can be triggered in a single round; the wearer presets the order of discharge.

Faint transmutation; *Caster Level*: 3rd; *Prerequisites*: Craft Magic Arms and Armor, *open/close*; *Market Price*: 540 gp; *Cost to Create*: 270 gp + 22 XP.

Empowered Healing: A suit of armor with this ability appears to be brightly polished and well maintained. Any *cure wounds* spell cast on the wearer is affected as if by the Empower Spell metamagic feat.

Strong conjuration; *Caster Level*: 15th; Craft Magic Arms & Armor, Empower Spell, *cure critical wounds*; *Market Price*: +3 bonus.

Etherealness: On command, this ability allows the wearer of the armor to become ethereal (as the *ethereal jaunt* spell) once per day. The character can remain ethereal for as long as desired, but once he returns to normal, he cannot become ethereal again that day.

Strong transmutation; *Caster Level*: 13th; *Prerequisites*: Craft Magic Arms and Armor, *ethereal jaunt*; *Market Price*: +49,000 gp.

Exceptional Arrow Deflection: This shield functions like a *shield of arrow deflection* except that it can deflect any type of ranged attack (including spells that require a ranged touch attack) as if it were an arrow. Any time the bearer would normally be struck by a ranged attack, he or she can make a Reflex saving throw (DC 20). If the ranged attack has an enhancement bonus (or a spell level), the DC increases by that amount. If he or she succeeds, the shield deflects the attack. The bearer must be aware of the attack and not flat-footed. Attempting to deflect a ranged attack doesn't count as an action.

Strong evocation; *Caster Level*: 23rd; *Prerequisites*: Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *shield*, *wall of force*; *Market Price*: +8 bonus.

Fire Resistance: A suit of armor with this ability normally has a reddish hue and often is decorated with a draconic motif. The armor absorbs the first 10 points of fire damage per attack (similar to the *resist energy* spell).

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

Fire Resistance, Improved: As fire resistance, except it absorbs the first 20 points of fire damage per attack.

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

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

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

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

Strong evocation; *Caster Level*: 21st; *Prerequisites*: Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *protection from energy*; *Market Price*: +6 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 armor 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). Other creatures find they are 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 from its appearance.

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.

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

Floating: Only shields can have the floating ability. On command, the wielder may choose to have the shield float along behind him, horizontally, 3 ft. off of the ground. The shield will follow at your normal movement rate, falling to the ground if you are ever separated from it by more than 40 ft. While floating, the shield conveys no armor bonus, but it can haul up to 600 pounds.

Faint evocation; *Caster Level*: 3rd; *Prerequisites*: Craft Magic Arms and Armor, *floating disk*; *Market Price*: +1 bonus.

Fluid: On a command word from it wearer, *fluid* armor turns into a thick liquid and flows into a small metal container specially made to hold it. Another command word causes the armor to flow out of the container and re-form on its wearer. You can don or remove *fluid* armor as a standard action. Only metal armor may have this enhancement. The container has hardness 10 and 30 hit points; if it is destroyed, the armor loses its fluidic properties.

Moderate transmutation; *Caster Level*: 9th; *Prerequisites*: Craft Magic Arms and Armor, *minor creation*; *Market Price*: +1,000 gp (light armor), +2,500 gp (medium armor), +5,000 gp (heavy armor).

Fortification: This suit of armor or shield produces a magical force that protects vital areas of the wearer more effectively. When a critical hit or sneak attack is scored on the wearer, there is a chance that the critical hit or sneak attack is negated and damage is instead rolled normally.

Type	Chance for Normal Damage	Base Price Modifier
Light	25%	+1 bonus
Moderate	75%	+3 bonus
Heavy	100%	+5 bonus

Strong abjuration; *Caster Level*: 13th; *Prerequisites*: Craft Magic Arms and Armor, *limited wish* or *miracle*; *Market Price*: Varies (see above).

Gaze Protection: Shields are the only devices that can receive this particular enchantment, which gives them a semitransparent appearance. 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 being used in this way, its Armor Class and enchantment bonuses are not effective versus melee attacks.

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

Ghost Touch: This armor or shield seems almost translucent. Both its enhancement bonus and its armor bonus count against the attacks of incorporeal creatures. It can be picked up, moved, and worn by incorporeal creatures at any time. Incorporeal creatures gain the armor or shield's enhancement bonus against both corporeal and incorporeal attacks, and they can still pass freely through solid objects.

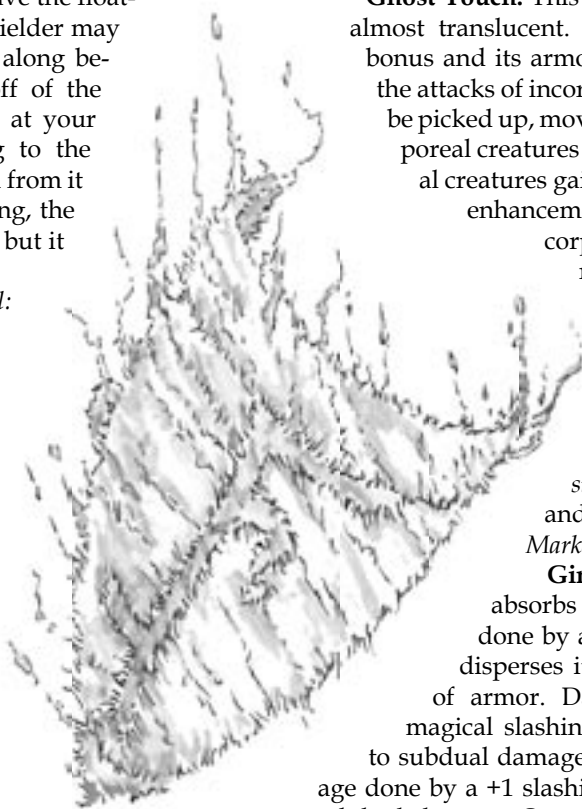
Strong transmutation; *Caster Level*: 15th; *Prerequisites*: Craft Magic Arms and Armor, *ethereality*; *Market Price*: +3 bonus.

Girding: *Girding* armor absorbs some of the damage done by a slashing weapon and disperses it across the entire suit of armor. Damage dealt by nonmagical slashing weapons is reduced to subdual damage. One half of the damage done by a +1 slashing weapon is reduced to subdual damage. One quarter of the damage done by a +2 slashing weapon is reduced to subdual damage. Slashing weapons with the *keen* quality or an enchantment of +3 or better bypasses this ability. Bludgeoning and piercing weapons do normal damage.

Moderate abjuration; *Caster Level*: 11th; *Prerequisites*: Craft Magic Arms and Armor, *entropic shield*, *mage armor*; *Market Price*: +3 bonus.

Glamered: A suit of armor with this ability appears normal. Upon command, the armor changes shape and form to assume the appearance of a normal set of clothing. The armor retains all its properties (including weight) when glamered. Only a *true seeing* spell or similar magic reveals the true nature of the armor when disguised.

Moderate illusion; *Caster Level*: 10th; *Prerequisites*: Craft Magic Arms and Armor, *disguise self*; *Market Price*: +2,700 gp.



Glancing: *Glancing* armor absorbs some of the damage done by a piercing weapon and disperses it across the entire suit of armor. Damage dealt by nonmagical piercing weapons is reduced to subdual damage. One half of the damage done by a +1 piercing weapon is reduced to subdual damage. One quarter of the damage done by a +2 piercing weapon is reduced to subdual damage. Piercing weapons with the *piercing* quality or an enchantment of +3 or better bypasses this ability. Bludgeoning and slashing weapons do normal damage.

Moderate abjuration; *Caster Level:* 11th; *Prerequisites:* Craft Magic Arms and Armor, *entropic shield*, *mage armor*; *Market Price:* +3 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 Charisma bonus (once per day, minimum) 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.

Moderate evocation [light]; *Caster Level:* 7th; *Prerequisites:* Craft Magic Arms and Armor, *detect thoughts*, *faerie fire*, *light*; *Market Price:* +2 bonus.

Grace: Armor with this quality becomes more flexible. *Grace armor* adds +2 to the maximum dexterity bonus and lowers the armor check penalty by 3 to no less than zero.

Moderate transmutation; *Caster Level:* 6th; *Prerequisites:* Craft Magic Arms and Armor, *cat's grace*; *Market Price:* +1 bonus.

Grasping: Wrapped in ensorcelled chains, *grasping* armor gives its wearer a greatly improved ability to grapple opponents. As soon as you are engaged in a grapple, the chains begin to entangle the opponent, granting a +10 circumstance bonus on your checks made to maintain the grapple or to pin the opponent. The armor provides no bonus on checks made

to escape a grapple or to damage the opponent. The chains cannot be removed from the armor without destroying it.

Moderate transmutation; *Caster Level:* 9th; *Prerequisites:* Craft Magic Arms and Armor, *animate rope*; *Market Price:* +2 bonus.

Great Invulnerability: This suit of armor or shield grants the wearer damage reduction. The damage reduction can be 10/magic, 15/magic, 5/epic, or 10/epic, depending on the armor.

Strong abjuration; *Caster Level:* 19th (10/magic), 20th (15/magic), 21st (5/epic), 22nd (10/epic); *Prerequisites:* Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *stoneskin*, *wish*, or *miracle*; *Market Price:* +4 bonus (10/magic), +5 bonus (15/magic), +6 bonus (5/epic), +7 bonus (10/epic).

Great Reflection: Any time its bearer of this shield is targeted with a spell, it automatically reflects the spell back at the caster (as the *spell turning* spell). The wearer can lower or raise this effect as a free action (thus allowing beneficial spells in as desired).

Strong abjuration; *Caster Level:* 25th; *Prerequisites:* Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *spell turning*; *Market Price:* +10 bonus.

Great Spell Resistance: This suit of armor or shield grants the wearer spell resistance. The spell resistance can be 21, 23, 25, or 27, depending on the armor.

Strong abjuration; *Caster Level:* 21st (SR 21), 22nd (SR 23), 23rd (SR 25), 24th (SR 27); *Prerequisites:* Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *spell resistance*; *Market Price:* +6 bonus (SR 21), +7 bonus (SR 23), +8 bonus (SR 25), +9 bonus (SR 27).

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.



Moderate necromancy [fear]; *Caster Level*: 7th; *Prerequisites*: Craft Magic Arms and Armor, *fear*; *Market Price*: +2 bonus.

Hardened: Armor with this quality has a higher DR than regular armor of its type. Light armor can be hardened once, medium armor can be hardened twice, and heavy armor can be hardened three times. Each application of this quality increases its base DR by 1 point. This quality is only available if your campaign is using the rules detailed under **Damage Reduction** in Chapter 4.

Caster Level: 12th; *Prerequisites*: Craft (armorsmithing-12), *interposing hand*; *Market Price*: +1 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. 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*.

Faint conjuration [healing]; *Caster Level*: 5th; *Prerequisites*: Craft Magic Arms and Armor, *cure moderate wounds*; *Market Price*: +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*.

Moderate conjuration [healing]; *Caster Level*: 7th; *Prerequisites*: Craft Magic Arms and Armor, *cure serious wounds*; *Market Price*: +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.

Moderate abjuration; *Caster Level*: 10th; *Prerequisites*: Craft Magic Arms and Armor, *resist elements*, *pyrotechnics*; *Market Price*: +3 bonus.

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

Moderate abjuration; *Caster Level*: 7th; *Prerequisites*: Craft Magical Arms and Armor, *stoneskin*; *Market Price*: +1 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, although it functions only as ordinary nonmagical armor.

Moderate divination; *Caster Level*: 8th; *Prerequisites*: Craft Magic Arms and Armor, *glyph of warding*, *locate creature*; *Market Price*: +2,000 gp.

Infinite Arrow Deflection: This shield functions like a *shield of arrow deflection*, though it can deflect any number of projectiles or thrown weapons each round. Any time the bearer would normally be struck by a ranged weapon, he or she can make a Reflex saving throw (DC 20). If the ranged weapon has an enhancement bonus, the DC increases by that amount. If he or she succeeds, the shield deflects the weapon. The bearer must be aware of the attack and not flat-footed. Attempting to deflect a ranged weapon doesn't count as an action. Exceptional ranged weapons, such as boulders hurled by giants or ranged spells, can't be deflected.

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

Inspiration: Items that possess this enchantment are a boon to all, but particularly to bards, who often find themselves in need of inspiration. *Inspiration* armors and shields 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. The bonus does not stack with other inspiration items.

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

Invulnerability: This suit of armor grants the wearer damage reduction of 5/magic.

Strong abjuration and perhaps evocation (if *miracle* is used); *Caster Level*: 18th; *Prerequisites*: Craft Magic Arms and Armor, *stoneskin*, *wish* or *miracle*; *Market Price*: +3 bonus.

Leadership: Armor with this ability increases the wearer's ability to attract loyal companions and devoted followers. A suit of *leadership* armor increases the wearer's leadership score by 2.

Strong enchantment; *Caster Level*: 15th; *Prerequisites*: Craft Magic Arms and Armor, *mass charm monster*; *Market Price*: +2 bonus.

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

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

Magnetic: Items enchanted with the magnetic quality must be at least partly crafted from 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 hold-



ing a *magnetic shield* are immune to the effects of the magnetic field. 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 and allows the wearer to perform an attack of opportunity against foes trying to wrest their weapons from the armor.

Magnetic Shield: While the magnetic field is in effect, attacks with metal weapons vs. its wielder gain a +2 circumstance bonus to hit. However, there is a chance (10% chance per point of armor bonus granted by the shield) that when the wielder is struck by a metal weapon that the weapon sticks to the shield. 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 unattended *magnetic shield* is a move-equivalent action drawing an attack of opportunity, and requires a successful Strength check (DC 20) to perform.

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

Moonbeam: Named because of the color, reflective quality, and location of its creation, *moonbeam armor* is actually made of magically woven spider webs. This process is exclusively known to the fey of Between (see *Fairies* by Bastion Press), and can only be created there. *Moonbeam armor* has the physical properties of leather armor but the AC bonus of a chain shirt. Other armor types cannot be made with this ability. The armor creation process also imparts the ability to emit a burst of soft white luminescence three times per day (effects of *faerie fire* on all within a 5 ft. radius).

Moderate transmutation and evocation [light]; *Caster Level:* 7th; *Prerequisites:* Craft Magic Arms and Armor, *faerie fire, web*; *Market Price:* +3 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 standard action, up to three times per day. *Morphic* items always shrink and stretch to fit their wearer's new size.

Moderate transmutation; *Caster Level:* 7th; *Prerequisites:* Craft Magic Arms and Armor, *enlarge, reduce*; *Market Price:* +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.

Moderate enchantment; *Caster Level:* 7th; *Prerequisites:* Craft Magic Arms and Armor, *enthrall, legend lore*; *Market Price:* +2 bonus.

Nagley: Nagley (detailed in *Complete Minions*) 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 abound 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*.

Moderate illusion; *Caster Level:* 9th; *Prerequisites:* Craft Magic Arms and Armor, *displacement persistent image, drop of nagley blood*; *Market Price:* +3 bonus.

Negating: Immediately after the wearer of this armor is hit with a magic weapon, the armor casts *greater dispelling* on the weapon. (In the case of projectile weapons, the armor casts *greater dispelling* on the weapon that fired the projectile if it is in range. If it is out of range, the armor does nothing.) No weapon can be affected by the armor more than once per day (regardless of the success of the dispel check).

Strong Abjuration; *Caster Level:* 20th; *Prerequisites:* Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *greater dispelling*; *Market Price:* +5 bonus.

Negative Energy Resistance: A suit of armor or a shield with this property normally has a white or cream appearance. The armor absorbs the first 10 points of negative energy damage per attack (similar to the *resist energy* spell). The armor does not protect against negative levels, ability damage, death effects, or any other negative energy attack except one that deals hit point damage.

Moderate necromancy; *Caster Level: 7th; Prerequisites: Craft Magic Arms and Armor, death ward; Market Price: +18,000 gp.*

Phoenix: Armor with the *phoenix* ability allows its wearer to experience an unusual rebirth; if he is slain by a particular type of attack, he may make a Will save (DC 10 + the slayer's CR). If successful, the wearer is *resurrected* one round later, at full hit points. The *phoenix* armor is destroyed in the process.

The known subtypes of *phoenix* weapons are: fire, cold, lightning, venom (which works against all poisons), and nemesis (which works against an assassin's death attack).

Strong necromancy; *Caster Level: 18th; Prerequisites: Craft Magic Arms and Armor, resurrection; Market Price: +4 bonus.*

Photosynthetic: Non-metallic armor or shields with this ability grants the wearer Fast Healing 1. The wearer must be in direct sunlight for the Fast Healing effect to function. Metallic shields and armor may not have this ability.

Faint conjuration; *Caster Level: 3rd; Prerequisites: Craft Magic Arms and Armor, cure minor wounds, creator must be a druid; Market Price: +1 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 *Complete Minions*), 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 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, but no more than five can be replenished per day. Items



appearing can be randomly determined from standard equipment lists, or selected at the GM's whim.

Strong conjuration; *Caster Level: 13th; Prerequisites: Craft Magic Arms and Armor, major creation; Market Price: +1 bonus.*

Piercing Resistance: Armor with this type of enchantment is endowed with a damage resistance of 5/magic, although only against piercing attacks.

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

Plant: Armor with this ability becomes a living plant. Attacks that would normally ignore armor (like a *brilliant energy* weapon) are instead stopped at the surface of the living armor. Only armors composed primarily of organic materials (like hides, leather, studded leather, plant fiber plate, and similar armors) can have this quality applied to them.

Faint transmutation; *Caster Level: 5th; Prerequisites: Craft Magic Arms & Armor, plant growth; Market Price: +1 bonus.*

Positive Energy Resistance: A suit of armor or a shield with this property normally has a dark gray or black appearance. It absorbs the first 10 points of positive energy damage per attack (similar to the *resist energy* spell).

Because undead suffer damage from *cure* spells, they are typically the only wearers of such armor.

Moderate necromancy; *Caster Level: 7th; Prerequisites: Craft Magic Arms and Armor, death ward, creator must be undead; Market Price: +18,000 gp.*

Purging: A favorite of healers, *purging* armor helps the body fight off attacks by poisons and toxins. Creatures wearing such armor while being tended to by one proficient in the Heal skill (and performing the *treat poison* ability) receive a +4 circumstance bonus on their ministrations to the poisoned creature. While wearing this armor, a creature gains a +2 circumstance bonus to all saving throws versus poison.

Moderate conjuration [healing]; *Caster Level: 8th; Prerequisites: Craft Magic Arms and Armor, neutralize poison; Market Price: +1 bonus.*

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.

Faint transmutation; *Caster Level*: 5th; *Prerequisites*: Craft Magic Arms and Armor, *Haste*; *Market Price*: +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 while wearing your brand new double plate armor.

Faint transmutation; *Caster Level*: 5th; *Prerequisites*: Craft Magic Arms and Armor, *haste*; *Market Price*: +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 enhancement bonus to its owner's Intelligence score. The bonus depends upon the strength of the raven's armor. A shield with this enchantment must be wielded in order to receive the bonus, not simply strapped to one's back. Such enhancement bonuses do not stack; only the most powerful enhancement functions.

This armor also grants a +2 circumstance bonus to the wearer's Handle Animal skill.

Moderate transmutation; *Caster Level*: 6th; *Prerequisites*: Craft Magic Arms and Armor, *identify*; *Market Price*: +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 once per day. As full-round action, the user can set his current location as the target of the *teleport*, or change the triggering conditions.

Strong conjuration [teleportation]; *Caster Level*: 14th; *Prerequisites*: Craft Magic Arms and Armor, *contingency*, *teleport without error*; *Market Price*: +3 bonus.

Reduction: Armor such as this is a common gift of dwarves and gnomes to friends of taller stock. Upon donning a shield or suit of armor with this quality, the wearer shrinks to half normal height and 1/8 normal weight. This decrease changes the wearer's size category to the next smaller one, for which they gain a +2 size bonus to dexterity, a -2 size penalty to Strength (to a minimum of 1), and a +1 bonus on attack rolls and AC due to reduced size. Space and reach are affected accordingly. This change in stature lasts as long as the armor is worn.

Faint transmutation; *Caster Level*: 3rd; *Prerequisites*: Craft Magic Arms and Armor, *reduce person*; *Market Price*: +1 bonus.

Reflection, Spell: An item with this quality constantly shimmers with an aura of mirrorlike motes, and its surface is often silvered and highly reflective. The item's enchantment takes effect when a spell of a given school specifically targets the bearer. 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 reflect 7-10 (1d6+4) spell levels each day.

Strong abjuration; *Caster Level*: 13th; *Prerequisites*: Craft Magic Arms and Armor, *spell turning*; *Market Price*: +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.

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

Reshaping: This quality is a favorite of stalkers, assassins and spies. Armor enchanted with the *reshaping* property can reform itself upon command, changing its style and appearance. Plain black leather armor enchanted with this quality can transform into golden plate mail with an eagle crest, for example. Specific uniforms can be adapted to with a successful Disguise check (DC 15). Only a *true seeing* spell or similar magic sees through this enchantment.

Strong transmutation; *Caster Level*: 15th; *Prerequisites*: Craft Magic Arms and Armor, *polymorph any object*; *Market Price*: +2,700 gp.

Resistant Armor: Armor with this quality gains a +2 bonus versus a specific type of special quality damage (piercing, slashing, or bludgeoning). This grants the creature a bonus to the saving throw to ignore the effects of a slashing, piercing, or bludgeoning weapon that inflicts loss of a limb as special damage (but does not grant DR). Light armor can have this quality applied once; medium armors twice, and heavy armors three times. It is possible to fortify armor against multiple attack forms. Each application stacks with the one before it, granting a cumulative saving throw adjustment. This quality is only available if your campaign is using the rules detailed under **Damage Reduction** in Chapter 4.

Example: Dorin the fighter wants to make his plate armor more resistant to vorpal weapons. He has a suit of full plate armor created that has been hardened three times versus slashing attacks. If he's subjected to a critical hit by a vorpal blade while wearing his new armor, he now gets a +10 bonus (+4 for his armor and +6 from hardening) on his DC 15 saving throw to resist the effects. Versus a piercing or bludgeoning weapon, he would only have a +4 bonus on such saves.

Caster Level: 7th; *Prerequisites*: Craft (armorsmithing-12) *stoneskin*; *Market Price*: +500 gp per application for light armor; +1,000 gp per application for medium armor; +2,000 gp per application for heavy armor.

Resisting, Enhanced Spell: These items 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 other qualities, innate abilities, or items that grant spell resistance.

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).

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

Retributive: The quality can only be cast upon armor. When the wearer is struck by a critical hit, the attacker must make a Reflex save (base DC 20; this increases by +2 per point of enhancement) or suffer 1d8 damage per point of enhancement bonus of the armor from a burst of fire, frost, electricity, or acid (as specified during the armor's creation). Normal resistances versus the retribution effect apply (so a creature with an *energy resistance* spell gains the benefit of that magic).

Faint transmutation; *Caster Level*: 5th; *Prerequisites*: Craft Magic Arms and Armor, *resist energy*, plus either *heat metal*, *chill metal*, *shocking grasp*, or *acid arrow*; *Market Price*: +3 bonus.

Ritual Combat: *Ritual combat* armor or shields provide characters with partial protection against physical damage. Items with this ability always feel soft and yielding to the touch. A character wearing armor with this quality takes the first point of damage from any melee attack as nonlethal damage instead.

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

Runic: This suit of armor has several runes across its surface. It has one rune built into it that may be attuned to when worn by a rune mage. Runic armor also reduces the chance of arcane spell failure for rune magic by 10% (see *Spells & Magic* from Bastion Press). This reduction does not stack with other qualities that reduce the chance of spell failure.

Strong enchantment; *Caster Level*: 14th; *Prerequisites*: Craft Magic Arms and Armor, *Eihwaz rune*; *Market Price*: +3 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*.

Faint abjuration; *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.

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

Sacrificial: *Sacrificial* armor grants its wearer another chance to live at the armor's expense. It melts and penetrates harmlessly into the character's body immediately after her death, and 1d4 rounds later casts a *raise dead* spell upon the wearer. The suit of armor is completely lost once it has revived its wear-

er, and the creature suffers full normal effects for a *raise dead* spell.

Strong necromancy; *Caster Level*: 10th; *Prerequisites*: Craft Magic Arms and Armor, *raise dead*; *Market Price*: +2 bonus.

Seeming: Armor of *seeming* is a favorite of assassins and burglars alike. Once per day with a command word, the wearer can instantly disguise himself as with the spell *alter self* cast by a 6th level caster (1 hour duration).

Moderate transmutation; *Caster Level*: 6th; *Prerequisites*: Craft Magic Arms and Armor, *alter self*; *Market Price*: +2 bonus.

Shadow: This armor is jet black and blurs the wearer whenever she tries to hide, granting a +5 competence bonus on Hide checks. (The armor's armor check penalty still applies normally.)

Faint illusion; *Caster Level*: 5th; *Prerequisites*: Craft Magic Arms and Armor, *invisibility*; *Market Price*: +3,750 gp.

Shadow, Improved: As shadow, except it grants a +10 competence bonus on Hide checks.

Moderate illusion; *Caster Level*: 10th; *Prerequisites*: Craft Magic Arms and Armor, *invisibility*; *Market Price*: +15,000 gp.

Shadow, Greater: As shadow, except it grants a +15 competence bonus on Hide checks.

Moderate illusion; *Caster Level*: 15th; *Prerequisites*: Craft Magic Arms and Armor, *invisibility*; *Market Price*: +33,750 gp.

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 pitch 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. Characters wearing or wielding them can cast the following spells as a standard action, once per day: *blur*, *blink*, and *teleport*.

Strong (no school); *Caster Level*: 12th; *Prerequisites*: Craft Magic Arms and Armor, *blur*, *blink*, *teleport*; *Market Price*: +2 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*.

Strong (no school); *Caster Level*: 15th; *Prerequisites*: Craft Magic Arms and Armor, *blur*, *blink*, *dimension door*, *planeshift*, *teleport*; *Market Price*: +4 bonus.

Silent Moves: This armor is well oiled and magically constructed so that it not only makes little sound, but it dampens sound around it. It provides a +5 competence bonus on its wearer's Move Silently checks. (The armor's armor check penalty still applies normally.)

Faint illusion; *Caster Level*: 5th; *Prerequisites*: Craft Magic Arms and Armor, *silence*; *Market Price*: +3,750 gp.

Silent Moves, Improved: As silent moves, except it grants a +10 competence bonus on Move Silently checks.



Moderate illusion; *Caster Level: 10th; Prerequisites:* Craft Magic Arms and Armor, *silence*; *Market Price:* +15,000 gp.

Silent Moves, Greater: As silent moves, except it grants a +15 competence bonus on Move Silently checks.

Moderate illusion; *Caster Level: 15th; Prerequisites:* Craft Magic Arms and Armor, *silence*; *Market Price:* +33,750 gp.

Slashing Resistance: Armor with this type of enchantment is endowed with a damage resistance of 5/magic, although only against slashing attacks.

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

Slick: Slick armor seems coated with oil. It provides a +5 competence bonus on its wearer's Escape Artist checks. (The armor's armor check penalty still applies normally.)

Faint conjuration; *Caster Level: 4th; Prerequisites:* Craft Magic Arms and Armor, *grease*; *Market Price:* +3,750 gp.

Slick, Improved: As slick, except it grants a +10 competence bonus on Escape Artist checks.

Moderate conjuration; *Caster Level: 10th; Prerequisites:* Craft Magic Arms and Armor, *grease*; *Market Price:* +15,000 gp.

Slick, Greater: As slick, except it grants a +15 competence bonus on Escape Artist checks.

Moderate conjuration; *Caster Level: 15th; Craft Magic Arms and Armor, grease*; *Market Price:* +33,750 gp.

Smoking: A suit of armor with this property normally has a smoky silver appearance. The armor creates a field of smoke around the wearer that fills his square and grants him a concealment bonus (20% miss chance). He is not hindered in any way by this smoke. Wind can disperse and suppress this ability. When the wind effect ends, the armor begins to smoke again in 1 round. A moderate wind (11+ mph) disperses the smoke in 4 rounds; a strong wind (21+ mph) disperses the smoke in 1 round.

Faint conjuration; *Caster Level: 3rd; Prerequisites:* Craft Magic Arms and Armor, *fog cloud*; *Market Price:* +2 Bonus.

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. 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 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.

Strong enchantment; *Caster Level: 12th; Prerequisites:* Craft Magic Arms and Armor, *consecrate*, *heal*; *Market Price:* +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.

Strong enchantment; *Caster Level: 15th; Prerequisites:* Craft Magic Arms and Armor, *consecrate*, *heal*, *plane shift*; *Market Price:* +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. The wearer'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 harming others via their sneak attack (adding +1d6 points on a successful attack). 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.

Strong enchantment; *Caster Level: 12th; Prerequisites:* Craft Magic Arms and Armor, *desecrate*, *harm*; *Market Price:* +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 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.

Strong enchantment; *Caster Level: 15th; Prerequisites:* Craft Magic Arms and Armor, *desecrate*, *harm*, *plane shift*; *Market Price:* +4 bonus.

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

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

Sonic Resistance, Improved: As sonic resistance, except it absorbs the first 20 points of sonic damage per attack.

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

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

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

Sonic Warding: The armor absorbs the first 50 points of sonic damage (similar to the *resist energy* spell).

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

Spell Resistance: This property grants the armor's wearer spell resistance while the armor is worn. The spell resistance can be 13, 15, 17, or 19, depending on the armor.

Strong abjuration; *Caster Level: 15th; Prerequisites: Craft Magic Arms and Armor, spell resistance; Market Price: +2 bonus (SR 13), +3 bonus (SR 15), +4 bonus (SR 17), or +5 bonus (SR 19).*

Spellcasting: Attuned to magical energies, armor with the spellcasting quality reduces the arcane spell failure percentage by 10%. This ability stacks with the *weightless* property (offering up to a 20% reduction for armor with both qualities).

Caster Level: 7th; Prerequisites: Craft Magic Arms & Armor, imbue with spell ability; Market Price: +1 bonus for light armor and +2 bonus for medium armor. This quality cannot be applied to heavy armor.

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 divine spells. Arcane spell failure percentages do not apply when casting spells from *spell storing* items.

Strong evocation; *Caster Level: 12th; Prerequisites: Craft Magic Arms and Armor, creator must be a caster of at least 12th level; 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 ½ 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. *Greater spell storing* items can hold ei-

ther arcane or divinely cast spells, but not both kinds concurrently.

Strong evocation; *Caster Level: 17th; Prerequisites: Craft Magic Arms and Armor, creator must be a caster of at least 17th level; Market Price: +3 bonus.*

Steelspray: This armor enhancement allows the wearer to cause armor spikes on his armor to erupt in a burst or a cone, as desired. This is a standard action and does not provoke an attack of opportunity. Lost spikes take one round to reform. The burst attack inflicts 3d6 hp of damage to all creatures within 20 feet of the wearer. The cone effect is 30 feet long, twenty feet wide at the end and inflicts the same damage. Targets may make a Reflex save (DC 15

+ the enhancement bonus of the armor). Either mode may be activated at will up to 3/day.

Strong transmutation and conjuration; *Caster Level: 12th; Prerequisites: Craft Magic Arms and Armor, make whole, telekinesis; Market Price: +3 bonus.*

Storing: The breast piece (or the front in case of a shield) of this armor has an innocuous catch (Search DC 25) that allows the wearer to open the armor. Inside is an extra dimensional space that can be used in the exact same way as a *bag of holding* (type I).

Moderate conjuration; *Caster Level: 9th; Prerequisites: Craft Magic Arms and Armor, secret chest; Market Price: +1 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 one half the level of the caster that created the item

Moderate transmutation; *Caster Level: 7th; Prerequisites: Craft Magic Arms and Armor, shrink item; Market Price: +2 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 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 size of the item. The maximum number and length of the tentacles that can be added to a suit of armor or a shield is detailed below.

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.

Moderate conjuration (creation); *Caster Level*: 10th; *Prerequisites*: Craft Magic Arms and Armor, *animate dead*, *black tentacles*, *gentle repose*; *Market Price*: +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 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.

Moderate transmutation; *Caster Level*: 10th; *Prerequisites*: Craft Magic Arms and Armor, *soften earth and stone* or *stone shape*; *Market Price*: +2 bonus.

Thorny: Armors and shields that possess this enchantment appear as they are crafted from strips of bark, weeds, vines, leaves, and other vegetable matter that is woven or sewn together in some fashion. As a free action (and in response to a grapple attack), the wearer can activate this ability, causing hundreds of razor-sharp barbs to sprout from his armor. Creatures grappling the wearer suffer 25 points of damage per round (minus their Armor Class, excluding Dodge and Dexterity adjustments).

Three times per day, the wearer can activate the armor to serve as a bramble coating that inflicts 1d6 points of damage against all creatures that successfully strike him. Activating the armor in this fashion is a free action, and each use lasts for 1d4 minutes.

Moderate transmutation; *Caster Level*: 9th; *Prerequisites*: Craft Magic Arms and Armor, *wall of thorns*; *Market Price*: +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 do not stack with other enhancement 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

Moderate enchantment; *Caster Level*: 9th; *Prerequisites*: Craft Magic Arms and Armor, *animal friendship*, *summon nature's ally IV*; *Market Price*: +2 bonus.

Totem, Dire: Items with the Dire totem enchantment are similar 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.

Strong enchantment; *Caster Level*: 12th; *Prerequisites*: Craft Magic Arms and Armor, *animal friendship*, *summon nature's ally V*; *Market Price*: +3 bonus.

Undead Controlling: The wearer of a suit of armor or a shield with this property may control up to 26 HD of undead per day, as the *control undead* spell. At dawn each day, the wearer loses control of any undead still under his sway.

Strong necromancy; *Caster Level*: 13th; *Prerequisites*: Craft Magic Arms and Armor, *control undead*; *Market Price*: +3 bonus.

Undetectable: Upon command, armor with this quality changes shape and form to assume the appearance of a normal set of clothing. It also hides the aura of its wearer and shields from magical means of detection, including scrying and divinations such as *clairaudience/clairvoyance*, *locate object*, and *detect spells*. A *true seeing* spell or similar magic can see through this illusion after 1d4+1 rounds of observation.

Moderate illusion and abjuration; *Caster Level*: 11th; *Prerequisites*: Craft Magic Arms and Armor, *disguise self*, *misdirection*, *magic aura*, *nondetection*, *obscure object*; *Market Price*: +3 bonus.

Virtue: Armor with this quality possesses a glowing blue corona that's barely visible in daylight. As a free action, the wearer may transfer the armor's armor bonus (but not its enhancement bonuses) to another creature within 30 ft., reducing his own armor bonus in the process. When the bonus is transferred, the corona leaps to surround the person who's receiving protection.

The wearer chooses how much of his armor bonus to transfer. For instance, a paladin wearing +3 *double plate* can transfer up to 12 points of armor bonus to the party's wizard, but the +3 enhancement to the armor remains with him. Armor bonuses do not stack (if the wizard had *bracers of armor* +3 he'd only receive a bonus of 9 more points to his Armor Class).

The wearer can reclaim his armor's protection at any time as a free action, and if he and the protection's recipient ever move more than 30 ft. apart, the protection automatically returns to the virtue armor.

Strong abjuration; *Caster Level*: 12th; *Prerequisites*: Craft Magic Arms and Armor, *shield other*; *Market Price*: +2 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.

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

Weightless: Armor given this enchantment has no weight at all. Weightless armor removes any adjustment for speed from a given armor type and reduces the arcane spell failure percentage chance by 10%. It also decreases the Armor Check penalty by 2 and increases the Max Dex adjustment by 2.

Caster Level: 7th; *Prerequisites*: Craft Magic Arms & Armor, *levitate*; *Market Price*: +1 bonus for light or medium armor and +2 bonus for heavy armor.

Wild: The wearer of a suit of armor or a shield with this ability preserves his armor bonus (and any enhancement bonus) while in a wild shape. Armor and shields with this ability usually appear to be made covered in leaf patterns. While the wearer is in a wild shape, the armor cannot be seen.

Moderate transmutation; *Caster Level*: 9th; *Prerequisites*: Craft Magic Arms and Armor, *baleful polymorph*; *Market Price*: +1 bonus.

Wolverine: This enchantment 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.

Moderate transmutation; *Caster Level*: 6th; *Prerequisites*: Craft Magic Arms and Armor, *charm person*; *Market Price*: +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 are unable to do so, the items behaving as if they had no substance to them at all.

Items with this enchantment take on appearances that are 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 upon first touching the device). This bonus stacks with other, similar bonuses. Level bonuses due to *wyrdweave* items do not stack, although each may be applied to a different school.

Moderate (aura of whatever school the wielder is attuned to at the time); *Caster Level*: 9th; *Prerequisites*: Craft Magic Arms and Armor, *mage armor*, *greater magic weapon*; *Market Price*: +2 bonus.



CHAPTER 6: ARMOR OF GALLANTRY

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

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

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

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

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

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

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

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

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

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

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

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

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

TABLE 6.1: MINOR WONDROUS ARMOR

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

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

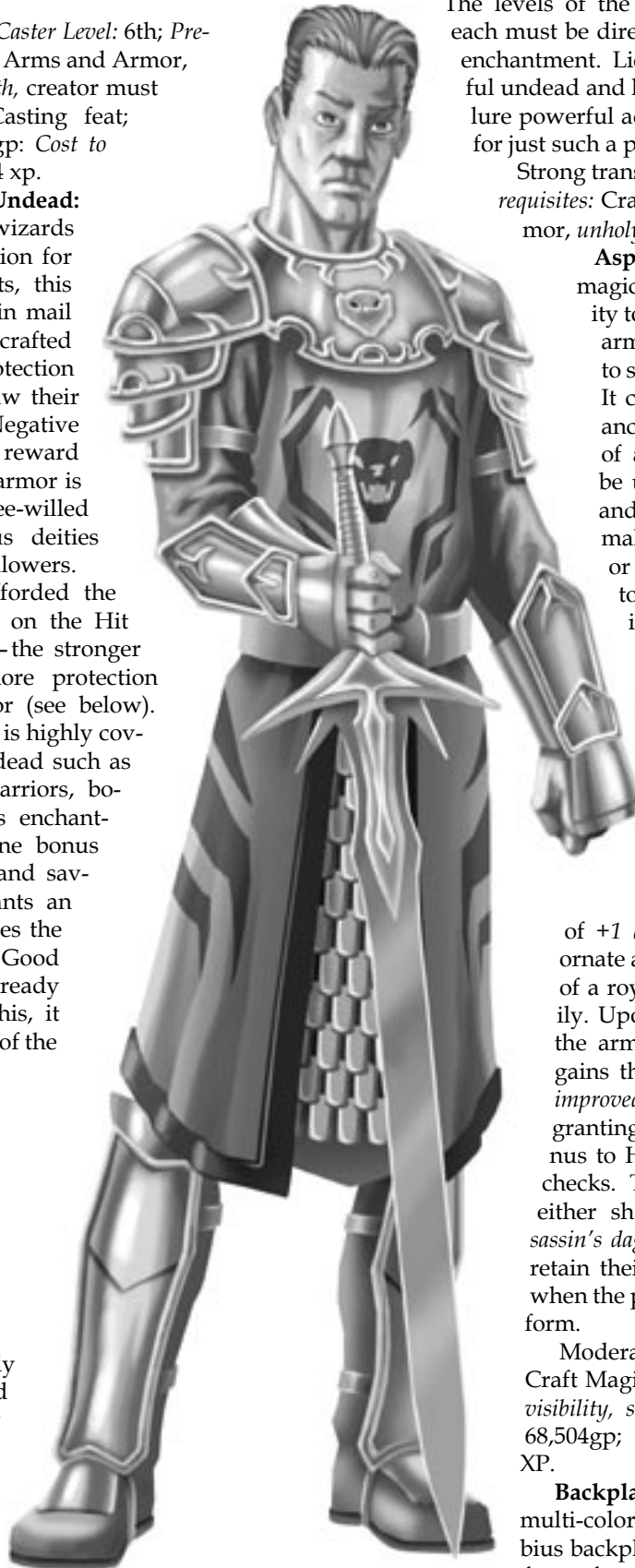
Strong evocation; Caster Level: 6th; Prerequisites: Craft Magic Arms and Armor, *read magic*, *magic mouth*, creator must have the Combat Casting feat; **Market Price:** 23,850 gp; **Cost to Create:** 11,925 gp + 954 xp.

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

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

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

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



Armor of Valor
Illustrated by James Byrd

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

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

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

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

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

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

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

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

backplate acts as a *blur* spell for any opponents in a 120 degree arc behind the wearer. This negates the +2 to-hit flanking bonus for these opponents and acts as the standard *blur* spell (20% chance to miss). This can be worn with other forms of armor and shield that do not cover the back or over chain mail or padded armor. This item can be used in conjunction with a breastplate or as a piece in a suit of plate armor.

Minor Illusion; CL 2nd; *Prerequisites*; Craft Magic Arms and Armor, *blur*; *Market Price*: 500 gp

Bandolier of Venom: Typically favored by monks, rogues and assassins, these items appear to be normal military-style bandoliers. A single strip of leather, or sometimes two crossed strips, buckles cross the user's chest. The front of each strip has ten thick leather loops meant to hold tiny ranged

weapons. A single strip bandolier can thus hold ten weapons, while a double strip can hold twenty. Any item so placed is magically secured to the loop and cannot be removed save by the intent of the wearer. Each time a weapon is removed from the bandolier it is envenomed with a poison unique to that specific bandolier.

The poison is type injury, with a DC= 5 + one half the creator's level + ability modifier (of the ability score selected), and does 1d6 initial and secondary damage. The ability score affected is determined during the item's creation and cannot be altered. Envenomed weapons drawn from the bandolier remain poisoned for only a single round. The wearer is immune to the poison produced by the bandolier as long as the item is worn.

TABLE 6.2: MEDIUM WONDROUS ARMOR

%	Item	Market Price
1-3	Amulet of Natural Armor (+2)	8,000
4-6	Mask of the Trickster	8,000
7-9	Ring of Protection (+2)	8,000
10-12	Ring of Force Shield	8,500
13-15	Bracers of Armor (+3)	9,000
16-18	Thornshield	9,153
19	Hedgehog Armor	9,175
20-21	Byrne of the Brave	9,250
22-24	Blur Armor	11,960
25-27	Boots of Speed	12,000
28-30	Boots of Striding and Springing (+20)	12,000
31-33	Horseshoes of Speed (+20)	12,000
34-36	Leggings of Speed (+20)	12,000
37-39	Resistant Padding (1 element)	12,000
40-42	Falcon Spaulders	12,175
43-45	Bull's Helm	13,155
46-48	Sycophant (+3)	15,000
49-51	Mask of the Nightlings	15,200
52-54	Chainmail of Harmony	15,800
55-57	Bracers of Armor (+4)	16,000
58-59	Scabbard of Keen Edges	16,000
60-61	Emperor's Scale	16,200
62-63	Aegis of the Stalwart Defender	16,250
64-65	Leggings of Balance	17,250
66-67	Financier's Mail	17,650
68-69	Amulet of Natural Armor (+3)	18,000
70-71	Ring of Protection (+3)	18,000
72	Guild Leathers	18,910
73	Armor of the Undead	20,000
74-75	Resistant Padding (2 elements)	21,000
76	Woven Assistant	21,386
77-78	Arcane Weave	23,850
79	Divine Weave	23,850
80-81	Amulet of Mighty Fists (+2)	24,000
82	Boots of Striding & Springing (+30)	24,000
83	Horseshoes of Speed (+30)	24,000
84-85	Leggings of Speed (+30)	24,000
86-87	Bracers of Archery, Greater	25,000
88-89	Bracers of Armor (+5)	25,000
90	Mantle of the Stalwart Defender	25,650
91-92	Nightwarden's Leaf	26,750
93-94	Helm of Telepathy	27,000
95-96	Resistant Padding (3 elements)	27,000
97-98	Fiendish Barding	27,400
99-00	Mask of the Orcs	27,600

Strong necromancy; *Caster Level*: 7th; *Prerequisites*: Craft Wondrous Item, *arcane lock*, *poison*; *Market Value*: 50,000 gp (single strip), 70,000 gp (double strap); *Cost to Create*: 25,000 gp + 2,000 XP (single), 35,000 gp + 2,800 XP (double); *Weight*: 2 lb. (single) or 4 lb. (double).

Battle Plate: Originally fashioned for mounted knights, battle plate appears as a +1 *breastplate*. At the command of the user, the armor transforms into a suit of +3 *full plate mail* and grants damage reduction of 10/magic. 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. Battle plate is made from a combination of adamantine and mithral.

Moderate evocation; *CL* 13th; *Prerequisite*: Craft Magic Arms & Armor, *shrink item*, *undetectable aura*, *stoneskin*; *Price*: 92,650 gp.

Billowing Cloak: This item provides protection to the wizard not by absorbing damage but by making it more difficult to be hit in the first place. *Billowing cloak armor* consists of a set of jet-black clothing, including a pair of cloth gloves, a pullover mask, and an enormous (some might say ridiculously so) cloak. The cloak has an overlarge collar that blocks the 120° arc directly behind the wizard's head.

When activated by command word, the cloak billows out behind and to the sides of the wizard, flapping wildly in an ever-shifting pattern. The *billowing cloak* can flap around in an area covering up to a square with 5 feet on each side, providing the wearer a 50% miss chance as if under total concealment. Of course, the *billowing cloak armor* is less effective under cramped conditions, and the miss chance drops to 20% in situations where the cloak can't billow out to its full size.

Moderate illusion; *Caster Level*: 5th; *Prerequisites*: Craft Wondrous Item, *displacement*; *Market Price*: 36,000 gp.

Beaded Armor of Odor: This armor is +1 *beaded armor*, but interspersed among the standard beads are hollow orbs containing a viscous and foul-smelling substance. Each time the wearer is struck, the armor must make a Fortitude save (DC 15) or one of the hollow beads is ruptured. While not deadly, the stench from these broken beads is powerful enough to induce retching in anyone who fails a Fortitude check (DC 15) for 1d4 rounds, making them unable to take any combat action. When found the armor contains 5d20 breakable beads. The broken beads do not lessen the protection supplied by the armor and when all stench beads are broken the armor acts as standard +1 magic beaded armor. Opponents get a +2 circumstance bonus to Spot and Track checks against the wearer due to the lingering smell until the suit is properly cleaned or until 1d6 weeks pass. While not a popular adventurer choice for armor, *beaded armor of odor* is a frequent choice for undead minions.

Faint Conjuration; *CL* 3rd; *Prerequisites*: Craft Magic Arms and Armor, *stinking cloud*; *Market Price*: 1,500 gp

Blur Armor: Ornate in appearance, this suit of +1 leather armor grants the wearer the *blur* spell-like ability three times per day.

Moderate illusion; *Caster Level*: 5th; *Prerequisites*: Craft Magic Arms and Armor, *blur*; *Market Price*: 11,960 gp; *Cost to Create*: 6,060 + 472 XP.

Boots of the Raptor: These high boots are finely crafted out of dinosaur hide. When they are worn they merge with the wearer's feet and transform into clawed velociraptor feet. While worn, the user of these magical boots has a base speed of 60 ft. When wearing medium or heavy armor, this speed is reduced to 40 ft. If the wearer's natural speed is faster than 60 ft. his speed is unchanged by the magic of the boots.

The primary function of the boots, however, is their offensive capacity. As a free action, the wearer can extend a long curved claw from the foot of each boot. These boots allow the character to make a single rake attack each round by leaping upon a target and slashing away with each boot. This attack requires a full-round action, and uses the wearer's full attack bonus. A successful hit does 2d6 points of damage plus the wearer's Strength bonus. If the wearer has at least 10 ranks in Jump, he can make this rake attack as a standard action. As a full round action, a character with 10 ranks in Jump may make the rake attack in addition to his normal attacks, although in this case all of his non-rake attacks are treated as secondary attacks. Secondary attacks suffer a -5 penalty to hit and add only one-half the attacker's Strength bonus.

Moderate transmutation; *Caster Level*: 9th; *Craft Wondrous Item*, *expeditious retreat*, *greater magic fang*; *Market Price*: 8,500 gp; *Cost to Create*: 50,000 gp + 1,000 XP; *Weight*: 1 lb.

Boots of Striding and Springing: The wearer of these boots increases her base land 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 +5 competence bonus to Jump checks, and the wearer's jumping distance is not limited by her height.

Faint transmutation; *Caster Level*: 3rd; *Prerequisites*: Craft Wondrous Item, *expeditious retreat*, *jump*; *Market Price*: 6,000 gp (+10), 12,000 gp (+20), 24,000 gp (+30), 72,000 gp (+40); *Weight*: 1 lb.

Boots of Speed: As a free action, the wearer can click her boot heels together, enabling her to act as though affected by a *haste* spell for up to 10 rounds each day. The duration of the *haste* effect need not be consecutive rounds.

Moderate transmutation; *Caster Level*: 10th; *Prerequisites*: Craft Wondrous Item, *haste*; *Market Price*: 12,000 gp; *Weight*: 1 lb.

Boots of Swiftmess: These shoes grant their wearer a +6 enhancement bonus to Dexterity. The wearer's speed doubles (this does not stack with any



magical or supernatural enhancement to speed), he or she gains the evasion ability (as the rogue class feature), and the wearer's jumping distance is not limited by his or her height. The wearer gains a +20 competence bonus on Balance, Climb, Jump, and Tumble checks. Three times per day, the wearer can utter a command word to activate the boots' *haste* power (as the *haste* spell, lasts 20 rounds).

Strong transmutation; *Caster Level*: 20th; *Prerequisites*: Craft Wondrous Item, Craft Epic Wondrous Item, *cat's grace*, *expeditious retreat*, *haste*, *jump*; *Market Price*: 256,000 gp; *Weight*: 1 lb.

Bracers of Archery, Greater: These wristbands look like normal protective wear. The bracers empower the wearer to use any bow (not including crossbows) as if she were proficient in its use. If she already has proficiency with any type of bow, she gains a +2 competence bonus on attack rolls and a +1 competence bonus on damage rolls whenever using that type of bow. Both bracers must be worn for the magic to be effective.

Moderate transmutation; *Caster Level*: 8th; *Prerequisites*: Craft Wondrous Item, Craft Magic Arms and Armor; *Market Price*: 25,000 gp; *Weight*: 1 lb.

Bracers of Archery, Lesser: These wristbands function as *greater bracers of archery*, except that they grant a +1 competence bonus on attack rolls and no bonus on damage rolls.

Faint transmutation; *Caster Level*: 4th; *Prerequisites*: Craft Wondrous Item, Craft Magic Arms and Armor; *Market Price*: 5,000 gp; *Weight*: 1 lb.

Bracers of Armor: These items appear to be wrist or arm guards. They surround the wearer with an invisible but tangible field of force, granting him an armor bonus of +1 to +8, just as though he were wearing armor. Both bracers must be worn for the magic to be effective.

Moderate conjuration; *Caster Level*: 7th; *Prerequisites*: Craft Wondrous Item, *mage armor*, creator's caster level must be at least two times that of the bonus placed in the bracers; *Market Price*: 1,000 gp (+1), 4,000 gp (+2), 9,000 gp (+3), 16,000 gp (+4), 25,000 gp (+5), 36,000 gp (+6), 49,000 gp (+7), 64,000 gp (+8); *Weight*: 1 lb.

Bracers of Bashing: This armor gives the ability to utilize a shield bash twice per day with a shield made of magical energy that is affixed to the arm. The wearer can neither wield a weapon in that hand nor have a standard shield equipped when they call upon the power. While the shield is manifested the wearer receives a +2 to Armor Class and suffers any other effects just as if they were wielding a large shield.

Moderate Transmutation; *CL* 8th; *Prerequisites*: Craft Magic Arms and Armor, *bull's strength*, *shield*; *Market Price*: 1,200gp

Bracers of Epic Armor: These items surround the wearer with an invisible but tangible field of force, granting him or her an armor bonus of +11 or higher, just as though he or she were wearing armor. Both bracers must be worn for the magic to be effective.

Strong conjuration; *Caster Level*: 20th; *Prerequisites*: Craft Wondrous Item, Craft Epic Wondrous



Assorted helms
Illustrated by Tom Galambos

Item, *mage armor*, creator's caster level must be twice the bracers' bonus; *Market Price*: 1,210,000 (+11), 1,440,000 (+12), 1,690,000 gp (+13), 1,960,000 (+14), 2,250,000 gp (+15); *Weight*: 1 lb.

Breastplate of Blinding: This black multi-faceted morbid breastplate gives the wearer a +1 armor bonus. In addition, twice per day as a free action, the wearer can call forth a brilliant flash of light. Anyone in the 120 degrees directly in front of the wearer and within 30 feet must make a Reflex save (DC 14) or be blinded for 1d4 rounds. This can be worn with other forms of armor and shield that do not cover the torso or over chain mail or padded armor. This item can be used in conjunction with a breastplate or as a piece in a suit of plate armor.

Minor Evocation; CL 3rd; *Prerequisites*: Craft Magic Arms and Armor, *daylight*; *Market Price*: 600 gp

Bull's Helm: This outlandish +1 *helm* is decorated with the gilt horns of a bull (or other horns, depending on the area of its origins; known variations include *stag's helm*, *ram's helm*, and *gazelle's helm*). Along with providing normal protection to the head, the *helm* can be used as a weapon.

If the wearer charges an opponent (see **Chapter 8: Combat** in the *PHB* for more details), he can choose to lower his head and ram his victim with the *helm's* horns instead of making a melee attack at the end of the charge. The attack receives a +5 bonus (+2 from charging, +1 from the *helm's* enhancement bonus, and +2 from a *bull's strength* spell that is activated by the charge), and on a hit it scores 2d6+1 damage plus the attacker's Strength modifier, and the wearer has the option of continuing his charge as a bull rush, in which case the *helm's* enhancement bonus and the *bull's strength* benefits are added to the attacker's opposed Strength check.

Faint transmutation; *Caster Level*: 3rd; *Prerequisites*: Craft Magic Arms and Armor, *bull's strength*; *Market Price*: 13,155 gp; *Cost to Create*: 6,578 gp + 526 XP.

Byrne of the Brave: This +2 *chain shirt* instills its wearer with a sense of fearlessness, providing a +4 bonus to Will saves against fear or fear-like effects.

Faint abjuration; CL 5th; *Prerequisites*: Craft Magical Arms and Armor, *remove fear*; *Market Price*: 9250 gp; *Weight*: 25 lb.

Chainmail of Harmony: This +2 *mithral chainmail* is designed to allow sound to resonate and amplify through it. As long as the armor is being worn it grants a number of bonuses to the wearer. First, the

TABLE 6.3: MAJOR WONDROUS ARMOR

%	Item	Market Price
1-2	Elven Warcaster's Chain	29,150
3-4	Magnetic chain mail of the dwarves	30,000
5-6	Sycophant (+6)	30,000
7-9	Scabbard of Protection	31,000
10-12	Amulet of Natural Armor (+4)	32,000
13-15	Mask of Humanity	32,000
16-18	Ring of Protection (+4)	32,000
19-21	Resistant Padding (4 elements)	33,000
22-24	Billowing Cloak	36,000
25-27	Bracers of Armor (+6)	36,000
28-30	Mask of Beauty	36,000
31-32	Wearmear	36,300
33-34	Winged armor	38,150
35-36	Resistant Padding (5 elements)	39,000
37-38	Mask of the Dover	39,600
39-40	Sycophant (+8)	40,000
41-42	Mask of the Elves	43,600
43-44	Mail of the Muse	44,150
45-46	Mask of the Dwarves	48,000
47-48	Bracers of Armor (+7)	49,000
49-50	Amulet of Natural Armor (+5)	50,000
51-52	Bandolier of Venom (single)	50,000
53-54	Ring of Protection (+5)	50,000
55-56	Amulet of Mighty Fists (+3)	54,000
57-58	Mask of the Asherake	54,000
59-60	Orle of Dominion	54,000
61-62	Valkyrie Armor	54,370
63-64	Owl Gorget	56,400
65-66	Helm of Underwater Action	57,000
67-68	Sycophant (+12)	60,000
69-70	Fiendish Barding, Greater	63,800
71-72	Bracers of Armor (+8)	64,000
73	Mask of the Gnomes	66,000
74	Assassin's Polished Plate	68,504
75-76	Bandolier of Venom (double)	70,000
77-78	Boots of Striding and Springing (+40)	72,000
79-80	Horseshoes of Speed (+40)	72,000
81-82	Leggings of Speed (+40)	72,000
83-84	Helm of Teleportation	73,500
85	Mail of Faith	81,650
86	Battle Plate	92,650
87-88	Amulet of Mighty Fists (+4)	96,000
89-90	Silk Robe of Sunbeams	99,150
91-92	Boots of the Raptor	100,000
93-94	Leggings of Mobility	112,250
95-96	Helm of Brilliance	125,000
97-98	Amulet of Mighty Fists (+5)	150,000
99-00	Helm of Eyes	161,000

wearer gains a +5 circumstance bonus to verbal Perform checks (singing or musical instruments, for instance). Also, any ability or spell used by the wearer that deals sonic damage deals an additional +1 sonic damage per sonic damage die. Finally, when the wearer uses any sound-based supernatural or spell-like ability that does not cause direct damage and is measured in a specified range (such as a bard's *inspire competence* ability), the range of the ability is increased by 10 feet.

The armor has an arcane spell failure chance of 20%, a maximum Dexterity bonus of +4, and an armor check penalty of -2. It is considered light armor and weighs 20 pounds.

Moderate evocation; *Caster Level*: 6th; *Prerequisites*: Craft Magic Arms and Armor, *sound burst*, creator must be a bard; *Market Price*: 15,800 gp; *Cost to Create*: 7,900 gp + 632 XP.

Divine Weave: This armor is exactly like *arcane weave* armor except it casts divine spells.

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

Doublet of Distinction: A favorable garment of those members of the nobility hoping not only to get noticed but hold some influence at court, the *doublet of distinction* draws the eyes of those around it like a moth to flame, providing a Charisma bonus to the wearer and acting just like a reversible *bardic doublet* +1 with the *confidence* ability.

Moderate Enchantment; CL 3rd; *Prerequisites*: Craft Magic Arms and Armor, *eagle's splendor*, *resistance*; *Market Price*: 4,170 gp. Weight: 10 lb.

Elven Warcaster's Chain: This finely crafted suit of +3 *elven chainmail* is imbued with the *weightless* and *spellcasting* properties, negating any chance for spell failure. It's a favored armor for elf spellcasting units, some of whom further add energy resistance or hardening to the armor for even more protection.

Moderate enchantment; *Caster Level*: 12th; *Prerequisites*: Craft Magic Arms & Armor, Craft (armor-smithing-12), *imbue with spell ability*, *levitate*; *Market Price*: 29,150 gp.

Emperor's Scale: Crafted for the emperor's seasoned troops, this +2 *scale mail* armor has had the *weightless* property applied (to allow his troops quick movement on the battlefield), and *hardened* (to allow them to survive the vicious melees they'll endure in his service). Some senior members of the Empire's army further enchant the armor to include moderate *fortification* and *energy resistance*.

Moderate enchantment; *Caster Level*: 12th; *Prerequisites*: Craft Magic Arms & Armor, Craft (armor-smithing-12), *levitate*; *Market Price*: 16,200 gp.

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.

Faint transmutation; *Caster Level*: 3rd; *Prerequisites*: Craft Magic Arms and Armor, *alter self*; *Market Price*: 12,175 gp; *Cost to Create*: 6,086 gp + 487 XP.

Fiendish Barding: This suit of +2 *heavy barding* resizes to fit on any Medium- to Huge-sized animal. It transforms and infuses the animal with the essence of evil, giving it the fiendish template (see MM) while worn. Good-aligned animals are immediately *sickened* when this armor is placed on them, taking 1d4 points of temporary Constitution damage (DC 16 Fortitude save to resist each hour).

Strong transmutation [evil]; *Caster Level*: 15th; *Prerequisites*: Craft Magic Arms and Armor, *enlarge, reduce, unholy aura*; *Market Price*: 27,400 gp; *Cost to Create*: 13,700 gp + 1,096 XP.

Fiendish Barding, Greater: This suit of +3 *mithral heavy barding* resizes to fit on any Medium-to Huge-sized animal or magical beast. It transforms and infuses the creature with the essence of evil, giving them the fiendish template (see MM) while worn. Good-aligned creatures are immediately *sickened* when this armor is placed on them, suffering 1d4 points of temporary Constitution damage, DC 16 Fortitude save to resist each hour.

A creature that already has the fiendish template that wears this armor, finds its fiendish powers increased, adding a +2 profane bonus to attack rolls, damage rolls, saving throws and skill checks.

Strong transmutation [evil]; *Caster Level*: 15th; *Prerequisites*: Craft Magic Arms and Armor, *enlarge, reduce, unholy aura*; *Market Price*: 63,800 gp; *Cost to Create*: 31,900 gp + 2,552 XP.

Financier's Mail: These suits of +1 *heraldic coin armor* were crafted by priests of a long forgotten god of wealth and trickery, and were among the first *firm faith* armors ever made. They retain their basic form, although the coins that make up the armor all bear the face of some deity, which winces with attacks and smiles upon victory (or a good joke).

Moderate Transmutation; CL 9th; Craft Magic Arms and Armor, *spiritual weapon*, *prayer*; Price 17,650 gp.

Gloves of Arrow Snaring: Once snugly worn, these gloves seem to meld with the hands, becoming almost invisible. Twice per day, the wearer can act as if he had the Snatch Arrows feat, even if he does not meet the prerequisites for it. Both gloves must be worn for the magic to be effective. At least one hand must be free to take advantage of the magic.

Faint abjuration; *Caster Level*: 3rd; *Prerequisites*: Craft Wondrous Item, *shield*; *Market Price*: 4,000 gp.

Guild Leathers: A sign of favor among the thieves' guild, this suit of +3 *leather* is imbued with *silent moves* and *improved shadow* (granting a +5 competence bonus on move silently checks and +10 competence bonus on hide checks). While some members of the guild *harden* their armors, most tend to invest in *glamer*, *spell resistance*, or *energy resistance*.

Moderate enchantment; *Caster Level*: 12th; *Prerequisites*: Craft Magic Arms & Armor, *invisibility, silence*; *Market Price*: 18,910 gp.

Hedgehog Armor: This appears to be nothing more than a suit of +1 *studded leather armor*, with each of the studs made of wood (making this armor especially useful to druids). The studs and wooden helmet are altered with the *ironwood* spell, making them as strong as steel. Upon activation by command word, the wooden parts of the armor grow 2-inch long spikes, making the *hedgehog armor* a prickly mass of sharp points. The sudden growth forces the wearer into a spread-eagle position with arms wide and spikes jutting out in all directions, reducing base movement to 5 feet and not allowing a Run action.

Anyone attacking the wearer in this state with natural or hand-held weapons must make a Reflex save (DC 20) to avoid taking 2d4 points of damage from the numerous spines. This sort of bristly defense is usually enough to convince most predators to search elsewhere for easier prey. The spines retract upon a second utterance of the command word.

Moderate transmutation; *Caster Level*: 11th; *Prerequisites*: Craft Magic Arms and Armor, ironwood, spike growth; *Market Price*: 9,175 gp; *Cost to Create*: 4,588 gp + 367 XP.

Helm of Brilliance: This normal-looking helm takes its true form and manifests its powers when the user dons it and speaks the command word. Made of brilliant silver and polished steel, a newly created helm is set with large magic gems: ten diamonds, twenty rubies, thirty fire opals, and forty opals. When struck by bright light, the helm scintillates and sends forth reflective rays in all directions from its crownlike, gem-tipped spikes. The jewels' functions are as follows:

- Diamond: *Prismatic spray* (save DC 20)
- Ruby: *Wall of fire*
- Fire opal: *Fireball* (10d6, Reflex DC 20 half)
- Opal: *Daylight*

The helm may be used once per round, but each gem can perform its spell-like power just once. Until all its jewels are depleted, a *helm of brilliance* also has the following magical properties when activated.

- It emanates a bluish light when undead are within 30 feet. This light causes 1d6 points of damage per round to all such creatures within that range.

- The wearer may command any weapon he wields to become a flaming weapon. This is in addition to whatever abilities the weapon may already have (unless the weapon already is a flaming weapon). The command takes 1 round to take effect.

- The helm provides resistance to fire 30. This protection does not stack with similar protection from other sources.

Once all its jewels have lost their magic, the helm loses its powers and the gems turn to worthless powder. Removing a jewel destroys it.

If a creature wearing the helm is damaged by magical fire (after the fire protection is taken into account) and fails an additional DC 15 Will save, the remaining gems on the helm overload and detonate. Remaining diamonds become *prismatic sprays* that each randomly target a creature within range (possibly the wearer), rubies become straight-line *walls of fire* extending outward in a random direction from the helm wearer, and fire opals become *fireballs* centered on the helm wearer. The opals and the helm itself are destroyed.

Strong varied; *Caster Level*: 13th; *Prerequisites*: Craft Wondrous Item, *detect undead*, *fireball*, *flame blade*, *light*, *prismatic spray*, *protection from energy*, *wall of fire*; *Market Price*: 125,000 gp; *Weight*: 3 lb.

Helm of Buoyancy: When given a mental command the wearer of this bulbous helm with metallic fins on the sides and top is able to swim as if carrying 50 less pounds of gear. If they have no other encum-

brance besides the helm they receive a +10 circumstance bonus to Swim checks and the helm remains above water while activated.

Faint Transmutation; CL 3rd; *Prerequisites*: Craft Magic Arms and Armor, *levitate*; *Market Price*: 1,100 gp

Helm of Comprehend Languages and Read Magic: Appearing as a normal helmet, a *helm of comprehend languages and read magic* grants its wearer the ability to understand the spoken words of any creature and to read text in any language and any magical writing. The wearer gains a +5 competence bonus on Decipher Script checks to understand messages written in incomplete, archaic, or exotic forms. Note that understanding a magical text does not necessarily imply spell use.

Faint divination; *Caster Level*: 4th; *Prerequisites*: Craft Wondrous Item, *comprehend languages*, *read magic*; *Market Price*: 5,200 gp; *Weight*: 3 lb.

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 its wearer the power of *true seeing*.

Moderate divination; *Caster Level*: 9th; *Prerequisites*: Craft Magic Arms and Armor, *darkvision*, *true sight*; *Market Price*: 161,000 gp; *Cost to Create*: 80,500 gp + 6,440 XP; *Weight*: 2 lb.

Helm of Telepathy: The wearer can use *detect thoughts* at will. Furthermore, he can send a telepathic message to anyone whose surface thoughts he is reading (allowing two-way communication). Once per day, the wearer of the helm can implant a *suggestion* (as the spell, Will DC 14 negates) along with his telepathic message.

Faint divination and enchantment; *Caster Level*: 5th; *Prerequisites*: Craft Wondrous Item, *detect thoughts*, *suggestion*; *Market Price*: 27,000 gp; *Weight*: 3 lb.

Helm of Teleportation: A character wearing this device may *teleport* three times per day, exactly as if he had cast the spell of the same name.

Moderate conjuration; *Caster Level*: 9th; *Prerequisites*: Craft Wondrous Item, *teleport*; *Market Price*: 73,500 gp; *Weight*: 3 lb.

Helm of Underwater Action: The wearer of this helmet can see underwater. Drawing the small lenses in compartments on either side into position before the wearer's eyes activates the visual properties of the helm, allowing her to see five times farther than water and light conditions would allow for normal human vision. (Weeds, obstructions, and the like block vision in the usual manner.) If the command word is spoken, the *helm of underwater action* creates a globe of air around the wearer's head and main-



tains it until the command word is spoken again, enabling her to breathe freely.

Faint transmutation; *Caster Level*: 5th; *Prerequisites*: Craft Wondrous Item, *water breathing*; *Market Price*: 57,000 gp; *Weight*: 3 lb.

Horseshoes of the Peerless Steed: These horseshoes magically adhere to the feet of any hooved creature. Anyone riding the creature gains a +10 competence bonus on Ride checks and is treated as having ranks in the appropriate Ride skill (and thus does not take the -5 penalty for riding an unfamiliar mount). The horseshoes grant the creature (or its rider, as appropriate) the effects of the Trample, Ride-By Attack, and Spirited Charge feats. The wearer of the horseshoes gains spell resistance 32 against enchantment effects. In addition, the ground speed of the creature wearing the horseshoes doubles.

Strong transmutation; *Caster Level*: 20th; *Prerequisites*: Craft Wondrous Item, Craft Epic Wondrous Item, Ride skill, *haste*, *spell resistance*; *Market Price*: 217,000 gp; *Weight*: 1 lb. each.

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 by the amount listed. Modifiers for barding are calculated after adjusting the animal's base speed. The same animal must wear all four shoes for the magic to be effective.

Faint transmutation; *Caster Level*: 3rd; *Prerequisites*: Craft Wondrous Item, *expeditious retreat*, *jump*; *Market Price*: 6,000 gp (+10), 12,000 gp (+20), 24,000 gp (+30), 72,000 gp (+40); *Weight*: 1 lb.

Horseshoes of a Zephyr: These four iron shoes are affixed like normal horseshoes. They allow a horse to travel without actually touching the ground. The horse must still run above (always around 4 inches above) a roughly horizontal surface. This means that nonsolid or unstable surfaces can be crossed, and that movement is possible without leaving tracks on any sort of ground. The horse moves at its normal base land speed. The same animal must wear all four shoes for the magic to be effective.

Faint transmutation; *Caster Level*: 3rd; *Prerequisites*: Craft Wondrous Item, *levitate*; *Market Price*: 6,000 gp; *Weight*: 4 lb. (for four).

Leggings of Speed: These simple leather strips allow their wearer to move with unusual quickness. These leggings increase the wearer's base speed by

the speed indicated, and increase his Dexterity by an enhancement bonus of +2. These leggings do not stack with *boots of striding and springing* or other magical enhancements to a creature's speed.

Faint transmutation; *Caster Level*: 3rd; *Prerequisites*: Craft Wondrous Item, *haste*, *expeditious retreat*, *jump*; *Market Price*: 6,000 gp (+10), 12,000 gp (+20), 24,000 gp (+30), 72,000 gp (+40); *Weight*: 1 lb.

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.

Faint abjuration; *Caster Level*: 5th; *Prerequisites*: Craft Magic Arms and Armor, *dimensional anchor*; *Market Price*: 17,250 gp; *Cost to Create*: 8,625 gp + 690 XP.

Leggings of Mobility: These leggings give their wearer the ability to *air walk*, allowing them to move virtually anywhere.

Moderate transmutation; *Caster Level*: 7th; *Prerequisites*: Craft Magic Arms and Armor, *air walk*; *Market Price*: 112,250 gp; *Cost to Create*: 56,125 gp + 4,490 XP.

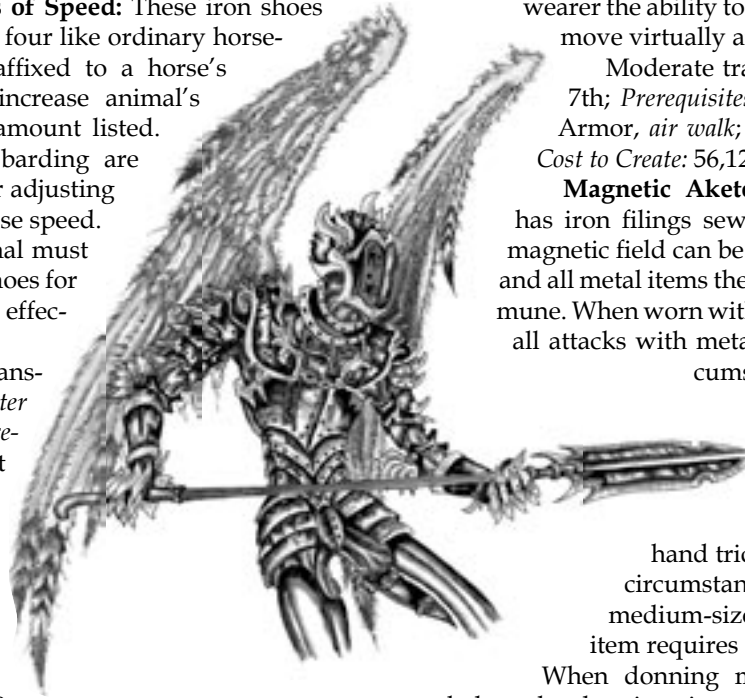
Magnetic Aketon: This magical aketon has iron filings sewn into the padding. The magnetic field can be activated as a free action, and all metal items the wearer is holding are immune. When worn without armor and activated, all attacks with metal weapons gain a +4 circumstance bonus to hit. When

worn under a cloak and activated this item can be used to hold and store metallic items or utilized in sleight of hand tricks with metal objects (+2 circumstance bonus). To remove a medium-sized weapon or equivalent item requires a Strength check (DC 20).

When donning metallic armor this item halves the donning time. Wearer still suffers from encumbrance penalties for items magnetized to the aketon.

Moderate Transmutation; CL 10th; *Prerequisites*: Craft Magic Arms and Armor, *telekinesis*; *Market Price*: 5,000 gp

Magnetic Chain Mail of the Dwarves: A dwarven version of *magnetic armor*, this armor is used deep in the race's underground mines. In addition to offering protection from underground aberrations and other hazards, this dwarven garment helps its wearer find various types of ferrous-based ores in small amounts that may otherwise go unnoticed. Once the magnetic feature of the armor is activated with a command word, the wearer simply walks through tunnels and mines and the ore is later collected for processing. The magnetic field has a range of 15 feet, and can attract ferrous ore in chunks up to 5 lbs. In addition



to the magnetic attracting feature of the armor, the dwarves have developed a way to reverse the magnetic properties to produce a repelling effect. For protection in combat this works only against metal-based weapons, imposing a -2 circumstance penalty such attacks.

Because of the additional qualities of this armor, it does not work in conjunction with a magnetic shield the way regular magnetic armor does. Most dwarves that wear this armor do so deep within the earth for protection while mining. This chain mail is typically of +1 enchantment, and more often than not can be worn only by dwarves, gnomes, and sometimes halflings. On rare occasions they may be crafted for humans, but only as gifts for acquaintances in good standing with the dwarven race.

Moderate transmutation; CL 12th; prerequisites: Craft Magic Arms and Armor, telekinesis; Market Price: 30,000 gp

Mail of Faith: This suit of full plate grows in power as its wearer gains greater conviction and standing with her deity or guiding principles. The armor's power depends on the spell level of the highest-level divine spell the wearer is able to cast, as shown on the table below.

Divine Spell Level	Armor's Qualities
1st	+1 full plate
2nd	+2 full plate
3rd	+3 full plate
4th	+4 full plate
5th	+5 full plate
6th	+5 full plate of light fortification
7th	+5 full plate of spell resistance (13)
8th	+5 full plate of invulnerability
9th	+5 full plate of spell resistance (17)

Thus, an 11th-level cleric, able to cast 6th-level divine spells, treats the armor as +5 full plate of light fortification. For a 15th-level paladin, able to cast 4th-level divine spells, the armor functions as +4 full plate. For wearers who cannot cast divine spells, the armor functions as nonmagical masterwork full plate.

Strong abjuration and evocation (if miracle was used); Caster Level: 17th; Prerequisites: Craft Magic Arms and Armor, spell resistance, wish or miracle; Market Price: 81,650 gp; Cost to Create: 40,825 gp + 3,266 XP.

Mail of the Muse: This suit of +2 elven chain is engraved with golden symbols of musical notation. When worn by a singing bard the symbols emanate a golden light (as a light spell), which provides a +1 deflection bonus to AC and a further +1 deflection bonus to AC for every 4 levels the bard. When the wearer stops using his bardic music, the golden light

TABLE 6.4: EPIC WONDROUS ARMORS

%	Item	Market Price
1-6	Horseshoes of the Peerless Steed	217,000
7-12	Boots of Swiftiness	256,000
13-18	Ring of Ironskin	400,000
19-25	Ring of Weaponbreaking	600,000
26-30	Amulet of Epic Natural Armor (+6)	720,000
31-35	Ring of Epic Protection (+6)	720,000
36-40	Amulet of Epic Natural Armor (+7)	980,000
41-45	Ring of Epic Protection (+7)	980,000
46-50	Bracers of Epic Armor (+11)	1,210,000
51-55	Amulet of Epic Natural Armor (+8)	1,280,000
56-60	Ring of Epic Protection (+8)	1,280,000
61-65	Bracers of Epic Armor (+12)	1,440,000
66-70	Amulet of Epic Natural Armor (+9)	1,620,000
71-75	Ring of Epic Protection (+9)	1,620,000
76-80	Bracers of Epic Armor (+13)	1,690,000
81-85	Bracers of Epic Armor (+14)	1,960,000
86-90	Amulet of Epic Natural Armor (+10)	2,000,000
91-95	Ring of Epic Protection (+10)	2,000,000
96-00	Bracers of Epic Armor (+15)	2,250,000

lingers for a number of rounds equal to the wearer's charisma modifier. The armor has a spell failure chance of 20%, a maximum Dexterity bonus of +4 and an armor check penalty of -2. It is considered light armor and weighs 20 pounds.

Moderate evocation; Caster Level: 9th; Prerequisites: Craft Magic Arms and Armor, light, mage armor, creator must be a bard; Market Price: 44,150 gp; Cost to Create: 22,075 gp + 1,766 XP.

Mantle of the Stalwart Defender: This massive suit of armor is often found on the belabored backs of dwarven defenders, and is well suited to their cause. The armor itself is +2 dwarven plate and is expertly crafted from adamantine, granting a total +12 bonus to AC, and granting damage reduction 3/-. When the wearer enters a defensive stance, the damage reduction granted by the armor increased to 8/- for the entire duration of the stance.

Faint Abjuration; CL 7th; Craft Magic Arms and Armor, stonewood; Market Price 25,650 gp.

Mask of the Asherake: The masks used by the asherake (detailed in *Complete Minions*) 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.

Moderate necromancy; Caster Level: 7th; Prerequisites: Craft Magic Arms and Armor, fear; Market Price: 54,000 gp; Cost to Create: 27,000 gp + 2,160 XP.

Mask of Beauty: While worn, this mask transforms the wearer into an idealized version of beauty. The wearer of the mask of beauty gains a +6 enhancement bonus to Charisma.

Moderate illusion; Caster Level: 10th; Prerequisites: Craft Wondrous Item, eagle's splendor; Market Price: 36,000 gp; Cost to Create: 18,000 gp + 1,440 XP.

Mask of the Dove: Dove masks are fairly straightforward creations intended for warriors and sentries. The mask of the dove provides a +3 deflec-

tion bonus to the wearer's AC, as well as a +6 insight bonus to Listen checks. Any non-good creature donning this mask finds its powers reversed, the mask inflicting a -3 and -6 penalty to AC and Listen checks, respectively.

Faint conjuration; *Caster Level*: 3rd; *Prerequisites*: Craft Magic Arms and Armor, *mage armor*; *Market Price*: 39,600 gp; *Cost to Create*: 19,800 gp + 1,584 XP.

Mask of the Dwarves: 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.

Moderate abjuration; *Caster Level*: 9th; *Prerequisites*: Craft Magic Arms and Armor, *spell resistance*; *Market Price*: 48,000 gp; *Cost to Create*: 24,000 gp + 1,920 XP.

Mask of the Elves: Elven mages typically craft their masks in order to assist them 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.

Faint transmutation; *Caster Level*: 5th; *Prerequisites*: Craft Magic Arms and Armor, *darkvision*, *pass without trace*; *Market Price*: 43,600 gp; *Cost to Create*: 21,800 gp + 1,744 XP.

Mask of the Gnomes: Gnomes design their masks more for protection during tinkering and crafting than during combat. These sturdy masks are

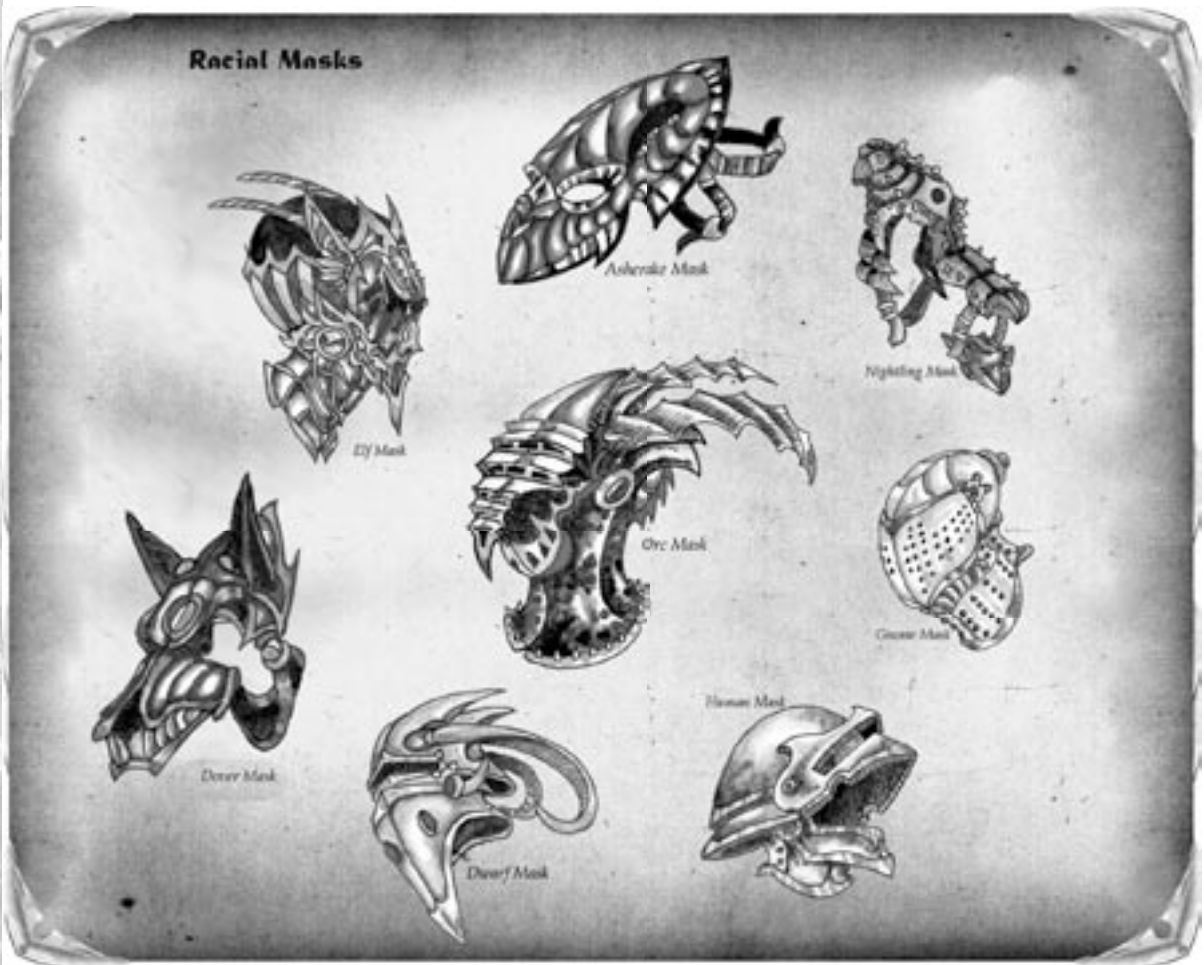
airtight, and the air supply for the wearer is magically created, protecting him from poison gasses and other airborne hazards, as well as allowing him to breathe underwater. The wearers eyes are protected with sturdy lenses that automatically shut and darken when appropriate, preventing the wearer from being hampered or blinded by light effects, and offering a +4 circumstance bonus to saving throws vs. gaze attacks.

Faint evocation and transmutation; *Caster Level*: 5th; *Prerequisites*: Craft Magic Arms and Armor, *darkness*, *water breathing*; *Market Price*: 66,000 gp; *Cost to Create*: 33,000 gp + 2,400 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 +4 morale bonus to all fear based saving throws.

Faint enchantment; *Caster Level*: 3rd; *Prerequisites*: Craft Magic Arms and Armor, *bleed*; *Market Price*: 32,000 gp; *Cost to Create*: 16,000 gp + 1,280 XP.

Mask of the Hunter: This wooden mask is carved to resemble a face made up of curling leaves, with a pair of deer antlers sprouting from its forehead. While worn, the *mask of the hunter* grants a +5 enhancement bonus on all Hide, Move Silently and Survival checks while outdoors in a natural setting.



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.

Faint illusion; *Caster Level:* 5th; *Prerequisites:* Craft Wondrous Item, spellcaster level 5th+; *Market Price:* 4,000 gp; *Cost to Create:* 2,000 gp + 160 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 lifestyle. These masks provide their wearers with magical sustenance, 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 +4 luck bonus to Hide and Move Silently skill checks.

Moderate conjuration; *Caster Level:* 7th; *Prerequisites:* Craft Magic Arms and Armor, *create food and water*; *Market Price:* 15,200 gp; *Cost to Create:* 7,600 gp + 608 XP.

Mask of the Orcs: Like the asherake, the orcs use their masks to make themselves appear 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.

Faint illusion; *Caster Level:* 5th; *Prerequisites:* Craft Magic Arms and Armor, *major image*; *Market Price:* 27,600 gp; *Cost to Create:* 13,800 gp + 1,104 XP.

Mask of the Trickster: No sane mage admits to creating one of these garish masks, and some sages hold that a deity of chaos or trickery is actually behind them. Whatever their source, they fuse with the wearer's features, granting him a +5 circumstance bonus to Bluff and Tumble checks, but imposing a -5 luck penalty on sense motive and Move Silently checks.

Any lawful creature that wears a *trickster's mask* suffers a negative level. This negative level never results in actual level loss, but it cannot be removed by any means, including *restoration* spells, as long as the mask is worn.

Moderate enchantment [mind-affecting]; *Caster Level:* 7th; *Prerequisites:* Craft Wondrous Items, *confusion*; *Market Price:* 8,000 gp.

Nightwarden's Leaf: This +3 *elven leafweave* is crafted from dark autumn leaves and has a somewhat ominous appearance. Nightwarden's leaf is always *aspected* in some way, often bearing a druidic circle's symbol. It also bears the *dopple* ability, allowing it to be worn even as the wears shifts forms.

Strong Transmutation; CL 7th; Craft Magic Arms and Armor, *polymorph any item*; Price 26,750 gp.

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 and wafer-thin platinum ivy leaves. Dwarf orles are crafted to look like crowns and orc orles are 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.

Faint enchantment; *Caster Level:* 5th; *Prerequisites:* Craft Magic Arms and Armor, *aid*, *bless*, *prayer*, *shout*, *Maximize* and *Enlarge spell feat*; *Market Price:* 54,000 gp; *Cost to Create:* 27,000 gp + 2,160 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. Once per day the runes bestow upon the *gorget's* wearer the ability to *shape change* into an owl. 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.

Moderate transmutation; *Caster Level:* 7th; *Prerequisites:* Craft Magic Arms and Armor, *polymorph*; *Market Price:* 56,400 gp; *Cost to Create:* 28,200 gp + 2,256 XP; *Weight:* 1 lb.

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.

Faint abjuration; *Caster Level*: 5th; *Prerequisites*: Brew Potion, *protection from the energy*; *Market Price*: 750 gp; *Cost to Create*: 375 gp + 30 XP.

Poet's Protector: This buckler +1 is often outrageously adorned with bright colors and shining crystals. In the hands of a bard, the shield's true abilities are evident. It becomes a *buckler* +3, and a bard suffers no arcane spell failure as a result of using the shield. It counters all forms of *deafness* and *silence* effects and enables the bard to use *mirror image* (once per day as a standard action; 1d4+3 images).

Moderate illusion and abjuration; *Caster Level*: 9th; *Prerequisites*: Craft Magic Arms and Armor, *dispel magic*, *mirror image*; *Market Price*: 30,055 gp *Cost to Create*: 15,110 gp+1,195 XP.

Quiver, Plentiful: This is a standard quiver usually made of leather or bark, stylized with artwork depicting the rising sun. If this container is exposed to the first rays of the sun at daybreak, it fills with one score (20) of masterwork arrows. This ammunition is just as any such weapons purchased from the local weaponsmith, however these arrows, once extracted from the quiver, disintegrate after 24 hours.

Moderate conjuration; *Caster Level*: 7th; *Prerequisites*: Craft Wondrous Item, *minor creation*; *Market Price*: 800 gp; *Weight*: 2 lbs.

Quiver of Khonshu: This item is often decorated with images of the moon in its various phases. If this container is exposed to the light of the moon when it is at its zenith, it fills with one score (20) of alchemical silver arrows. The arrows are of masterwork quality. Each of these arrows disintegrates 24 hours after being removed from the quiver.

Moderate conjuration; *Caster Level*: 7th; *Prerequisites*: Craft Wondrous Item, *minor creation*, 1 lb. of silver (this is in addition to the gp cost); *Market Price*: 1,200 gp; *Weight*: 2 lbs.

Resistant Padding: This padded cloth outfit is worn beneath medium and heavy armor; its effects work with that of any armor worn and it does not count as wearing two sets of armor. Resistant padding can be worn with any suit of armor and is enchanted to protect its wearer from one or more types of energy damage. Choose from fire, acid, electrical, sonic, or cold resistance. The suit absorbs 10 points of damage per round from its protected energies.

1 *Element*: Faint abjuration; *Caster Level*: 3rd; *Prerequisites*: Craft Magic Arms and Armor, *resist energy*; *Market Price*: 12,000 gp; *Cost to Create*: 6,000 gp + 480 XP.

2 *Elements*: Faint abjuration; *Caster Level*: 3rd; *Prerequisites*: Craft Magic Arms and Armor, *resist en-*

ergy; *Market Price*: 21,000 gp; *Cost to Create*: 10,500 gp + 840 XP.

3 *Elements*: Faint abjuration; *Caster Level*: 3rd; *Prerequisites*: Craft Magic Arms and Armor, *resist energy*; *Market Price*: 27,000 gp; *Cost to Create*: 13,500 gp + 1,080 XP.

4 *Elements*: Faint abjuration; *Caster Level*: 3rd; *Prerequisites*: Craft Magic Arms and Armor, *resist energy*; *Market Price*: 33,000 gp; *Cost to Create*: 16,500 gp + 1,320 XP.

5 *Elements*: Faint abjuration; *Caster Level*: 3rd; *Prerequisites*: Craft Magic Arms and Armor, *x resist energy*; *Market Price*: 39,000 gp; *Cost to Create*: 19,500 gp + 1,660 XP.

Ring of Epic Protection: This ring offers continual magical protection in the form of a deflection bonus to Armor Class of +6 or higher.

Strong abjuration; *Caster Level*: 20th; *Prerequisites*: Forge Ring, Forge Epic Ring, *shield of faith*, creator's *caster level* must be three times the ring's bonus; *Market Price*: 720,000 gp (+6), 980,000 gp (+7), 1,280,000 gp (+8), 1,620,000 gp (+9), 2,000,000 gp (+10).

Ring of Force Shield: An iron band, this simple ring generates a shield-sized (and shield-shaped) *wall of force* that stays with the ring and can be wielded by the wearer as if it were a heavy shield (+2 AC). This special creation has no armor check penalty or arcane spell failure chance since it is weightless and encumbrance-free. It can be activated and deactivated at will as a free action.

Moderate evocation; *Caster Level*: 9th; *Prerequisites*: Forge Ring, *wall of force*; *Market Price*: 8,500 gp.

Ring of Ironskin: This ring grants its wearer damage reduction 15/adamantine.

Strong abjuration; *Caster Level*: 20th; *Prerequisites*: Forge Ring, Forge Epic Ring, *iron body*; *Market Price*: 400,000 gp.

Ring of Protection: This ring offers continual magical protection in the form of a deflection bonus of +1 to +5 to AC.

Faint abjuration; *Caster Level*: 5th; *Prerequisites*: Forge Ring, *shield of faith*, *caster* must be of a level at least three times greater than the bonus of the ring; *Price* 2,000 gp (*ring* +1); 8,000 gp (*ring* +2); 18,000 gp (*ring* +3); 32,000 gp (*ring* +4); 50,000 gp (*ring* +5).

Ring of Weaponbreaking: A *ring of weaponbreaking* is identical to a *ring of ironskin*, and has one additional power. Any weapon that successfully strikes the wearer must also make a Fortitude saving throw (DC 20) or be shattered into pieces.

Strong abjuration; *Caster Level*: 20th; *Prerequisites*: Forge Ring, Forge Epic Ring, *iron body*, *shatter*; *Market Price*: 600,000 gp; *Cost to Create*: 300,000 gp + 16,000 XP.

Scabbard of Keen Edges: This scabbard is fashioned from cured leather and fine silver. It can shrink or enlarge to accommodate any knife, dagger, sword, or similar weapon up to and including a greatsword. Up to three times per day on command, the scabbard casts *keen edge* on any blade placed within it.

Faint transmutation; *Caster Level*: 5th; *Prerequisites*: Craft Wondrous Item, *keen edge*; *Market Price*: 16,000 gp; *Weight*: 1 lb.

Scabbard of Protection: This scabbard resizes to fit any bladed weapon. When worn on the body the scabbard conveys the following abilities:

- +1 natural armor bonus
- +1 resistance bonus to all saving throws
- Energy resistance 5 against a specified energy form (this does not stack with any other energy protections currently in place)

Moderate abjuration; *Caster Level*: 7th; *Prerequisites*: Craft Wondrous Item, *mage armor*, *resist energy*; *Market Price*: 31,000 gp; *Cost to Create*: 15,500 gp + 1,240 XP.

Scabbard of Return: This fabulous item is extremely popular with those who wield hurled weapons. A scabbard of return allows the last item sheathed within it to be returned to the hands of its owner upon utterance of a command word. The scabbard functions only with weapons and cannot retrieve an item that is on another plane.

Moderate conjuration; *Caster Level*: 9th; *Prerequisites*: Craft Wondrous Item, *teleport*; *Market Price*: 4,000 gp; *Weight*: 1 lb.

Silk Robe of Sunbeams: A very rare and unique item, this silk robe looks to be made of thin but broad rays of light. The *silk robe of sunbeams* grants the wearer a +3 armor bonus. Additionally, while the armor is active the wearer may cast *light* at will, negative energy protection and searing light once per day, and sunlight once per week.

If the wearer is neutral good, he can also cast *cure light wounds* three times per day, *cure serious wounds* twice a day, *heal* once a day, and receives fast healing 1 as long as he stays in broad, cloudless daylight while wearing the robe.

Strong evocation; *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*: 99,150 gp; *Cost to Create*: 50,150 gp + 3,916 XP.

Sycophant: Sycophantic armor is not actually crafted, but is instead a 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 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 type of armor that a sycophant is first discovered as determines the armor bonus it grants to its host. Thus, a sycophant that poses as a suit of chain mail grants a +5 armor bonus, while one that appears as a suit of double plate grants a +12

armor bonus. Encumbrance, movement, and other factors are dependent on the armor type of the sycophant. Sycophants grant a resistance bonus on saving throws equal to one-half their armor bonus (rounded down).

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. During the time of their symbiosis, the host experiences 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 strength of will. If a successful Will save (DC 15 plus the armor bonus of the sycophant) is made, the sycophant is expelled. Sycophants immediately morph back into their shield or armor form if not residing in a host. Sycophants cannot bond with undead or non-corporeal creatures.

Sycophants cannot be targeted by spell or physical attacks and exist solely within their hosts. They grant their benefits to their host at all times, even when within the confines of *antimagic fields* or when their hosts are stunned or flat-footed. Sycophants can morph into any armor with lesser armor bonus at will, which they generally do to bond with wizards, sorcerers, and others that can't wear heavier armors. It's not possible to wear armor over sycophant armor (doing so negates all bonuses of the symbiotic relationship).

It is possible to add additional enchantments to sycophantic armor. When calculating costs, consider the sycophant as a masterwork armor with a base +1 enhancement bonus.

Caster Level: n/a; *Prerequisites*: n/a; *Market Value*: 5,000 gp per point of armor bonus granted.

Thornshield: Popular among halfling, gnome, and elven warriors, *thornshields* are +2 *light wooden shields*. *Thornshields* sprout long, curved spines and thorns from the face of the shield when the command word is uttered; these function as +2 *shield spikes*. The wielder gains a +4 on opposed rolls to disarm an opponent, and cannot be disarmed of the shield himself.

Moderate transmutation; *Caster Level*: 6th; *Prerequisites*: Craft Magic Arms and Armor, *warp wood*; *Market Price*: 9,153gp; *Cost to Create*: 4,577gp + 366 XP.

Thief's Bandolier: This magical bandolier has coiled wire sewn into it. When activated, the bandolier is capable of carrying 25 pounds of metallic items for quick hands-free availability. While activated attacks with metallic weapons receive a +2



circumstance bonus to hit. Removing items of small size requires a Strength check (DC 5).

Moderate Transmutation; CL 10th; *Prerequisites*: Craft Magic Arms and Armor, *telekinesis*; *Market Price*: 4,000gp

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.

Moderate enchantment; *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.

Moderate enchantment; *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.

Winged Armor: Crafted with winged humanoids in mind, this suit of +3 *elven chain* armor is specially designed to accommodate flying creatures. At first glance the armor appears as if a section has been removed from the back. When pressed against the chest of a winged humanoid, the armor magically melds around the wearer and links together in the back around the wings. The magically formed armor allows for full free movement of the wearer's wings, and can be removed by a command word.

The armor grants a bonus of +10 feet on their flight speed, and improves their maneuverability by one class. It has no effect on creatures that don't have the ability to fly, or that fly without the use of wings.

Moderate transmutation; CL 10th; *Prerequisites*: Craft Magic Arms and Armor, *fabricate*, *fly*; *Price*: 38,150 gp

Woven Assistant: This simple +1 *woven cord* armor can be commanded to unwind from it wearer and act as a *rope of climbing*, or a *rope of entanglement*. Winding or unwinding the rope is a move-equivalent action. The armor amounts to 60 feet of rope when unwound, thus when acting as a *rope of entanglement*, its reach is doubled to 40 ft. forward or 20ft. up to entangle its victim. Just as the *rope of entanglement*,

the armor (in any form) recovers 1 point of damage every 5 minutes.

Moderate Transmutation; CL 12th; Craft Magic Arms and Armor, *animate rope*, *animate objects*; *Price* 21,386 gp.

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.

ARMOR OF EPIC TOTEMS MAJOR ARTIFACT

When the barbarians of the frozen wastelands first came into contact with the animal spirits they considered themselves blessed. The animal spirits helped them in their time of need and asked in return only to be treated with honor and respect. It was a golden time for the barbarians who experienced growth and prosperity like no people have seen since. But not all barbarians were happy with sharing the powers of the animal spirits. One shaman managed to harness those powers and bend them to his own will. The animal spirits were angered and the 12 Great Tribes knew they were in danger. Joining forces they fought valiantly against the shaman and his followers who wielded the power of the trapped spirits. There were great losses on both sides and the civilization that they had built was entirely destroyed. The Great Barbarian Tribal Wars are said to have pitted animal spirits against each other for the first time, upsetting the balance of nature in the process. Many of the spirits were freed when the items that imprisoned them were destroyed but several items of power were lost along with the shaman when he fell from the point of the Great Glacier into the Ever Freezing Sea. The most magnificent of these items is said to be the Armor of Epic Totems. Many of the animal spirits remained lost and the Armor was never found. Generation after generation of barbarian shaman have searched for the lost armor in the hopes of freeing the trapped spirits and making amends for the transgressions of their ancestors but none have ever succeeded.

This unique sap hide suit of armor was created with magical runes and symbols imprinted into the sap. Once per day the wearer can call upon one of the animal totems on the armor and be granted the specific bonus for one hour. When used the totem disappears and is not replaced with a new totem symbol. When found this item contains 1d10 totems from the list below. When all totem symbols are gone it becomes normal +2 *sap hide armor*.

CL 20th; Weight: 10 pounds.

BANDOLEER OF SWORDS (MINOR ARTIFACT)

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.

CL 18th; Weight: 10lb.

ABILITIES OF THE ARMOR OF EPIC TOTEMS

d20	Symbol	Effect
1	Ant	Wearer shrinks to 1/4 size and 1/10 weight (as per reduction quality) but retains full strength.
2	Bear	+2 inherent Strength bonus
3	Bull	+2 inherent Strength, +2 circumstance bonus to morale checks vs. fear
4	Camel	Resistance to temperature (40-90 Fahrenheit), +2 circumstance bonus against djinni's <i>whirlwind</i> attack, and other wind and sand attacks (as the <i>desert</i> quality)
5	Cat	+2 inherent Dexterity bonus, +2 circumstance bonus to Move Silently and Balance
6	Deer	+2 inherent Charisma bonus
7	Eel	Electricity resistance of 10 points (as <i>electricity resistance</i>)
8	Fish	+5 competence bonus to Swim check, armor does not factor into encumbrance while swimming.
9	Fox	+2 inherent Dexterity bonus
10	Ghost	On command wearer can become <i>ethereal</i> (as <i>etherealness</i>)
11	Hawk	+2 inherent Intelligence bonus
12	Octopus	Armor manifests additional arms (as per the <i>tentacled</i> quality)
13	Owl	+2 inherent Wisdom bonus
14	Phoenix	If killed the wearer can be <i>resurrected</i> (as the <i>phoenix</i> quality). This is an automatic quality that does not need to be activated. Its use destroys the remaining totem symbols on the armor, leaving +2 <i>sap hide armor</i> .
15	Porcupine	Armor spikes manifest and can be propelled (as per <i>steelspray</i> quality)
16	Raven	+2 inherent Intelligence bonus, +2 circumstance bonus to Handle Animal skill (<i>raven's armor</i>).
17	Rust Monster	Any metal weapons that come in contact with armor begin to rust (as the <i>rusting</i> quality)
18	Wolf	+2 inherent Constitution bonus
19	Wolverine	+2 inherent Charisma bonus, +2 circumstance bonus to Intimidation checks.
20	Yeti	Magical cold resistance of 10 points (as cold resistance)



MAIL OF THE KNÜK (MAJOR ARTIFACT)

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 had 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 regeneration 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.

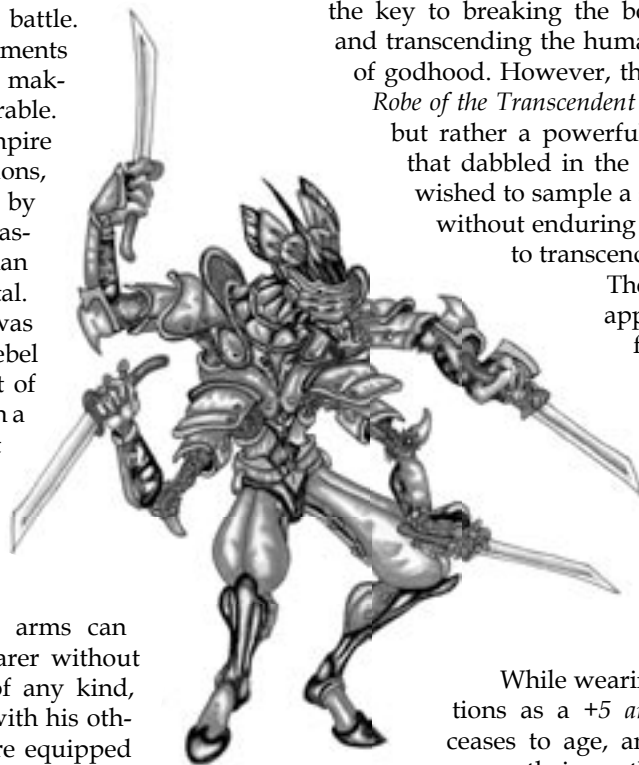
ROBE OF THE TRANSCENDENT (MAJOR ARTIFACT)

The greatest alchemists are said to possess not only the secrets of transmuting lead into gold, but also the key to breaking the bonds of the mortal coil and transcending the human condition into a state of godhood. However, the original creator of the *Robe of the Transcendent* was no great alchemist, but rather a powerful wizard and archmage that dabbled in the alchemical sciences and wished to sample a similar state to godhood without enduring the long road that leads to transcendence.

The armored robe, which appears as a very refined, figure-hugging black robe with armored shoulder padding with intricate golden-threads, empowers the wearer with a variety of enchantments designed to mimic some of the powers of alchemical transcends.

While wearing the robe, which functions as a +5 *armored robe*, the wearer ceases to age, and the elderly begin to recover their youthful visages so that they appear to be in their primes once more. Spells aimed at the wearer can be absorbed as per the *absorption* amour ability. Additionally, the wearer regenerates 1 hit point each round so long as they are still above -10, and is able to see permanently as if under the influence of a *true seeing* spell.

CL 20th; Weight: 8 lb.



CHAPTER 7: NEW MATERIALS



Weapons and armor can be crafted from nearly any substance. Some, like steel, are invaluable for such construction. Others, like gold, may look impressive, but prove ineffective in actual combat. Detailed below are a few materials that 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, though 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.

Alutromun: This material's transparency makes it an ideal substance for helmets and visors. Although the metal offers no additional protection to the wearer's head over other materials, headgear made from this substance removes any penalties for Spot checks from wearing standard helms and visors, allowing full 360-degree vision as if the wearer wasn't wearing a helm at all. Alutromun helmets are masterwork items costing 2,500 gp. The metal possesses a hardness of 5 and 10 hit points per inch of thickness.

Bergasalt: No known substance proves more lethal against undead than bergasalt. As a result, the most accomplished warriors sworn to the destruction of these abominations covet this valuable material. Because the mineral naturally appears in small quantities and must remain largely intact to retain its mystical properties, bergasalt tipped arrows are the most common form of weaponry forged from the elusive crystal. Rumors persist that a band of seven undead hunters wields bergasalt daggers; however, no definitive proof verifies this claim.

One bergasalt arrow or bolt costs 140 gp, while a bergasalt dagger costs 6,500 gp. Bergasalt weapons ignore the natural armor bonus of corporeal undead up to a maximum of +5 and are masterwork weapons for the purposes of enchantment. One ounce of bergasalt contains enough material to craft one bergasalt arrow or bolt. Bergasalt weighs half as much as steel, but it only possesses a hardness of 5 and 15 hit points per inch of thickness.

Beryllium: Incredibly lightweight but also amazingly strong and resistant to heat and corrosion, armor and shields crafted from this metal command a hefty premium on the open market. Beryllium armor confers fire and acid resistance/2 to its wearer and bestows a +1 circumstance bonus to saving throws against either energy form. Beryllium shields cost

+1,500 gp, whereas light beryllium armor costs +2,000 gp, medium armor costs +3,500 gp and heavy armor runs +5,000 gp. Naturally, items crafted from this magnificent material are masterwork creations for the purposes of enchantment. Beryllium incredibly weighs one-tenth as much as steel, while it possesses a hardness of 15 and 30 hit points per inch of thickness.

Black Adamantine: Black adamantine is a rare form of adamantine that is only found on the Plane of Shadow. It is a jet-black material imbued with the properties of shadowstuff. Armor created from black adamantine grants the wearer a +10 competency bonus on Hide checks in a shadowed area. Black adamantine otherwise acts the same as adamantine but costs twice as much.

Bonebreaker: Derived from the elusive skullcap mushroom, adventurers anticipating encounters with the undead keep at least a few applications of this expensive substance nearby. Bonebreaker applied to any weapon provides a +1 bonus to the weapon's attack and damage rolls for the next 2d4 rounds whenever the wielder attacks corporeal undead. Coating the weapon with an application of Bonebreaker requires a full round action that provokes an attack of opportunity.

Brown Tortoise: The brown tortoise's abandoned carapace makes a fine shield, but proves too unwieldy and bulky for the construction of armor. Roughly three feet in diameter, the reptile's shell always functions as a large shield, bestowing a +2 shield bonus to its owner. The rounded shield offers no additional protection against physical attacks; however, its odd shape and fire resistant material grant its wielder a +2 circumstance bonus to saving throws against all fire-based spells and effects. The shield's owner only gains this benefit if the attack allows a saving throw. Brown tortoise shields are masterwork items costing 1,500 gp. They weigh as much as their steel counterparts while possessing a hardness of 10 and 20 hit points per inch of thickness.

Chromium: Adding a small quantity of chromium to steel improves its ability to resist rust. Steel items, weapons, and armor containing chromium receive a +1 circumstance bonus to resist all types of rust attacks including the physical attacks of a rust monster or the spell *rusting grasp*. Infusing steel with chromium increases the item's cost by 10 gp per pound.

Darkesite: Extraterrestrial in nature, this bizarre, black cosmic mineral displays the uncanny ability to absorb light. Darkesite shields and armor retain their armor bonus against all light-based spells and effects directed specifically at the wearer, such as the spell *searing light*. Darkesite does not negate light-based area of effect spells or powers, although darkesite armor grants a +1 bonus to saving throws against such forms of attack. A small darkesite shield costs 600 gp, and a large shield forged from the metal costs 1,000 gp. Similarly light, medium, and heavy armors crafted from darkesite cost +1,500 gp, +2,750 gp and +4,000 gp respectively. Darkesite weighs one quarter



as much as steel, but it only possesses a hardness of 5 and 15 hit points per inch of thickness.

Diamond: Diamonds are the hardest natural substance as well as one of the most valuable stones in the world. While jewelers use the clear and yellow varieties of the gem to create masterful works of jewelry, weaponsmiths create diamond tipped arrows and bolts from the darker hues. Because of the incredible effort required to cut the stone into a fine point, a single diamond tipped arrow or bolt costs 225 gp.

Diamond tipped projectiles easily pierce armor; ignoring all armor, shield, and natural armor bonuses of up to +2 in each. A creature protected by armor, shield, and natural armor bonuses would have its AC lowered by 6, for instance, when facing a foe wielding diamond-tipped weapons. Diamond weighs 1 ½ as much as steel, but it possesses a hardness of 25 and 50 hit points per inch of thickness.

Dream Silver: A pale greenish-gray metal, dream silver is lightweight, easy to forge, and effective against a large number of creatures that resist damage dealt by normal weapons. However, it is very rare and extremely valuable. Weapons made of dream silver penetrate damage reduction as if made of both cold iron and silver.

Dream silver has 15 hit points per inch of thickness and hardness 10.

Type of Dream Silver Item	Cost Modifier
Ammunition	+50 gp
Light weapon	+1,500 gp
One-handed weapon or one head of a double weapon	+2,500 gp
Two-handed weapon or both heads of a double weapon	+3,500 gp

Ethertite: Formed in places of power where the Prime Material and Ethereal planes overlap, this unique mineral retains an unbreakable link to both universes. Although existing in material form, ethertite weapons are more damaging against ethereal creatures.

Weapon Size	Damage	Cost
Tiny	+1	+50 gp
Small	+2	+100 gp
Medium	+3	+200 gp
Large	+4	+500 gp
Huge	+5	+1,000 gp

Ethertite armor and shields retain their natural bonuses against incorporeal touch attacks. Ethertite weapons cost 1,000 gp more than typical weapons. Ethertite weighs as much as steel, but it possesses a hardness of 15 and 30 hit points per inch of thickness.

Feyblade: The faerie aversion to cold iron has driven them to explore new materials for their weapons. Feyblade is an alloy of silver, magic sand, powdered gems, and other material native the fey lands of Faerie that results in a blade that is lighter than

steel but equally strong. Weapons made from this material provide a +1 enhancement bonus to attack rolls and are 25% lighter in weight than normal. This material is generally not available for sale upon the Prime Material Plane, requiring a trip to the Lands of the Faerie to barter for it.

Icebreaker: Widespread throughout many arctic regions, herbalists derive this popular ointment from snow moss, a plant indigenous to the region. The plant predominately grows in remote ice caves frequently populated by frost giants or white dragons. In an effort to capitalize on the product's immense demand, some entrepreneurial herbalists negotiate lucrative business deals with the normally hostile inhabitants. Because of the commercial success, a growing number of frost giant tribes and white dragons amass vast fortunes previously incomprehensible before the advent of this profitable ointment.

The user rubs the slightly greasy and cool substance directly onto the blade or head of any weapon. This causes the weapon to deal double its base damage to any creature with the fire subtype. For instance, fire giants take double damage (2d8 points) from a longsword coated with icebreaker, but it does not take double damage from its enhancement bonus or the wielder's Strength modifier. One application of icebreaker coats a medium sized weapon, and each dose retains its potency for 3d6 rounds after application. A single vial of icebreaker costs 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 core of the plant.

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. Rumor 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 luck bonus to Will saves. 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.

Rhyolite: This unusual beige, igneous rock demonstrates remarkable soundproofing qualities. As a result, armorsmiths construct sturdy and durable helmets from the mineral. Rhyolite helmets grant sonic resistance/2 and a +1 bonus to saving throws against all sound-based attacks including spells, spell like effects, and supernatural abilities containing the sonic descriptor. Conversely, rhyolite helmets impose a -2 penalty on all Listen checks and spellcasters suffer a 10% chance of miscasting spells with a verbal component. Rhyolite helmets cost 2,250 gp. Rhyolite weighs 1 ½ times as much as steel and possesses a hardness of 10 and 20 hit points per inch of thickness.

Rougeheat: Clusters of these large, bright-red crystals occasionally appear in lava caves, formed by the amalgamation of cooling magma, native rocks, and cosmic materials. These thin crystalline structures grow to a length of six feet, making them an excellent composite material for the tips of projectile weapons. They do additional damage to fire-based creatures exactly as ethertite functions against ethereal creatures. Rougeheat has a hardness of 5 and 10 hit points per inch of thickness.

Weapon Size	Damage	Cost
Tiny	+1	+50 gp
Small	+2	+100 gp
Medium	+3	+200 gp
Large	+4	+500 gp
Huge	+5	+1,000 gp

Shineblade: Shineblade is an extremely rare fey metal that, when struck, sheds a purplish light that helps negate the concealment of hidden or obstructed creatures in a 30-foot radius. A creature wielding a weapon made from this material gains an immediate Spot check to notice hidden creatures, with a

fey wielder gaining a +4 circumstance bonus on the check. If the character makes an attack against a revealed creature in the same round, the miss chance due to concealment is reduced by half (from a 20% miss chance to only 10% in most cases). **Cost:** +1,500 gp per weapon.

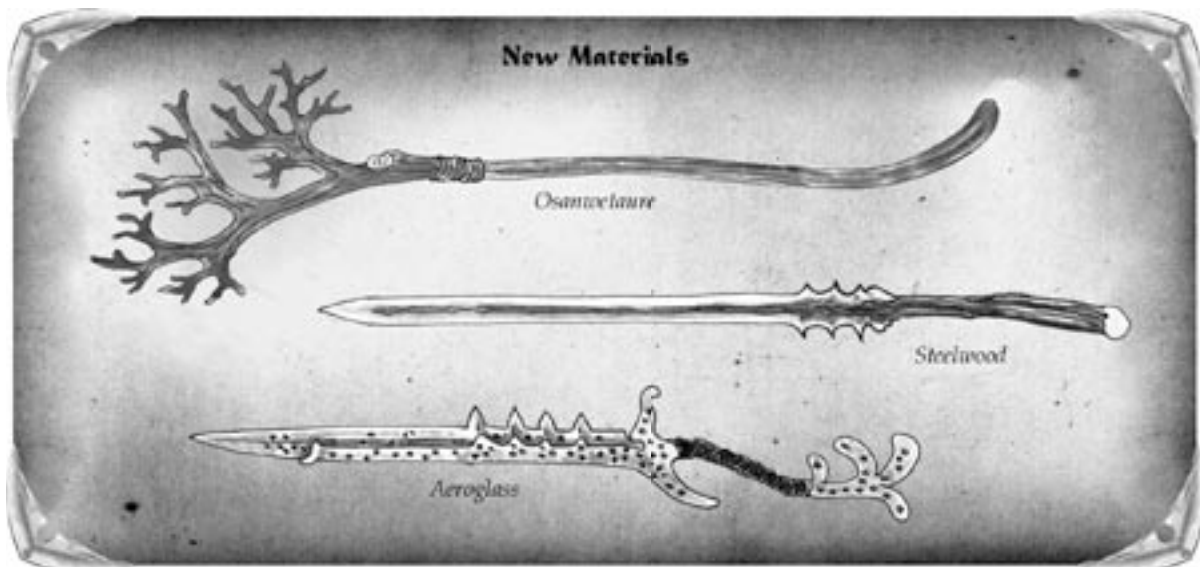
Slade: Slade is an extremely rare metal, found only in certain meteorites that strike the Forge from space. Slade has the amazing ability to cancel out magical energies with which it comes into contact. Its rarity and importance virtually assures it can never be found on the free market. If one wants slade, one must locate it on his own.

Pure slade is soft, like lead, and is unwieldy. However, slade can be molded into iron, producing an alloy that can be worked like steel, which is how most people identify with the metal. Slade alloy can be fashioned into metal armor or weaponry if one can afford it. Slade items are not normally manufactured, but must be specially commissioned from someone who has experience with the metal.

Slade armor provides a spell resistance for its wearer, applicable even against effects that normally ignore spell resistance. Unfortunately, slade armor also prevents its wearer from being able to use any magical items or cast any spell, even divine magic or channeling. Slade is sometimes used to make shackles that render spellcasters helpless.

Slade weapons are powerful. Any time a slade weapon strikes an opponent, it has the same effect as if the target had been hit by *dispel magic*. The dispel check is equal to 1d20 plus the amount of damage dealt. Slade weapons can be used against objects as well as creatures. Characters who wield slade weapons cannot cast spells, nor can they gain the use of any magic item (ring, bracers, etc.) affixed to the arm that holds the weapon.

Unfortunately, slade weapons and armor can not be enchanted in any way. The slade alloy can be made with adamantite instead of iron alloy, providing a natural enchantment of up to +3. Slade alloy has the hardness and hit points of whatever metal is used as the base. Slade objects can be affected by any



New materials
Illustrated by Todd Morasch

TENSILE MERCURY EXPERTISE [GENERAL]

You have special training with the use of tensile mercury equipment.

Benefit: This feat allows you to control and modify tensile mercury equipment you wield. You can alter your equipment as a standard action and does not provoke an attack of opportunity. For exotic weapons you must make a Craft (Weaponsmith) check (DC 20) to do this.

Normal: You cannot use or modify Tensile Mercury equipment without this feat.

TENSILE MERCURY MASTERY [GENERAL]

You are a true master in the use of tensile mercury.

Prerequisite: Tensile Mercury Expertise

Benefit: Your mastery of tensile mercury equipment allows you to control or modify tensile mercury weapons or armor as a free action (this does not provoke an attack of opportunity).

sort of magic, whether it is for repair, telekinesis, or whatever. Slade simply cannot be placed into a *bag of holding* or similar device.

Item	Market Price
Pure slade ore	15,000 gp per pound
Armor (SR 15)	+25,000 gp
Armor (SR 20)	+50,000 gp
Armor (SR 25)	+75,000 gp
Armor (SR 30)	+100,000 gp
Shackles	10,000 gp
Weapon*	+25,000 gp
Weapon**	+40,000 gp

*Damage 1d4 or 1d6

**Damage 1d8 or more

Steelwood: Steelwood is a very rare type of wood that, through a complex curing process, can be hardened to an almost ironlike rigidity. This makes it quite popular amongst barbarian tribes who use it to fashion weapons. 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 trees are short and scrub that grow in very desolate locations, looking to the untrained eye to be dying and barren. 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.

Stone Lobster Shell: Too small to craft into a complete suit of armor, manufacturers employ the crustacean's sturdy but flexible tail shell to protect

the wearer's joints while retaining virtually full mobility. There is no known method of permanently bonding the animal's shell to metal; therefore, it is limited to masterwork armors fashioned from organic materials such as leather or hide. While typical suits of masterwork armor receive a -1 reduction to their armor check penalties, armor crafted with stone lobster shell benefit from a -2 reduction to its armor check penalty. One adult lobster yields enough material to create one suit of armor for a medium sized creature. The inclusion of stone lobster shell in a masterwork suit of armor adds an additional cost equal to its armor bonus x 100 gp. For example, a masterwork suit of hide armor containing pieces of stone lobster shell costs 465 gp and possesses an armor check penalty of -1 [15 gp (normal cost of hide armor) + 150 gp (normal cost for masterwork armor) + 300 gp (+3 armor bonus x 100 gp) = 465 gp].

Teak: Teak displays remarkable resistance to water and the ability to repel insects. Weapons and shields crafted from teak must be masterwork items, and each bestows a +1 luck bonus to attack rolls and AC against all attacks made on or by insects and has water resistance/2.

Tensile Mercury: Tensile mercury is a silvery, psycho-active metal. Artificers find the material gathered in small pools buried underground. Occasionally geologic forces push tensile mercury up through seams into underground rivers and small droplets of it get carried to the surface to collect in ponds or streambeds. Despite tensile mercury's lack of raw magical power, adventurers and the affluent rich value it quite highly. This is because a tensile mercury wielder can command it to reshape itself.

All tensile mercury equipment can expand or contract. A given quantity of tensile mercury can contract to one-tenth its maximum mass and size. Reshaping tensile mercury weapons or armor requires training; you must take the Tensile Mercury Expertise feat to use it. It then takes a standard action to modify your equipment. Tensile mercury users typically store their equipment as bracers (or matched sets of arm and leg bracers for armor), elaborate jewelry, and so on. While in storage mode the user does not suffer any of the penalties normally associated with the equipment (other than the reduced weight). You still need proficiency with the weapon or armor type as usual. Shaping an Exotic Weapon requires a Craft (Weaponsmithing) check (DC 20) and takes the normal time for shaping a tensile mercury weapon; you may take 10 on this check, even during a fight.

Tensile Mercury has a hardness of 15 and 30 hit points per inch of thickness. While fluid, enchanted

weapons can damage it (much the way ghosts can be damaged by enchanted weapons). Give it damage reduction of 15/+2 due to its fluid nature; this only applies to attacks directed against the item itself.

Weapons: One can shape Tensile Mercury weapons into any weapon made in large part of metal, such as the following: Axe, orc double; Axe, throwing; Battleaxe; Chain, spiked; Dagger; Dagger, punching; Dart; Falchion; Flail, dire; Flail, heavy; Flail, light; Gauntlet; Gauntlet, spiked; Glaive; Greataxe; Greatsword; Guisarme; Halberd; Hammer, gnome hooked; Hammer, light; Handaxe; Kama; Kama, half-ling; Kukri; Longsword; Mace, heavy; Mace, light; Morningstar; Pick, heavy; Pick, light; Ranseur; Rapier; Scimitar; Scythe; Shuriken; Sickle; Sword, bastard; Sword, short; Sword, two-bladed; Trident; Urgrush, dwarven; Waraxe, dwarven; or Warhammer.

A tensile mercury weapon has a base cost of 10,000 gp. Tensile mercury can support up to 7 points of bonuses with a maximum +4 enhancement bonus.

Armor: Like weapons, one can shape tensile mercury armor into any mostly metallic armor such as: chain shirt, scale mail, chain mail, breast plate, splint mail, banded mail, half plate, or full plate. Tensile mercury armor has a base cost of 6,000 gp. Tensile mercury can support up to 7 points of bonuses with a maximum +4 enhancement bonus.

Vermillion Hound: This creature's hide is extremely fire retardant, making it an excellent material for leather and hide armor. Either armor fashioned from the skin of this creature conveys fire resistance/2 to its wearer, although it is 10 percent heavier than normal varieties of these armors. Vermillion hound armor is considered a masterwork item.

Durability

Armor and shields are constructed with thought to their service requirements. They are built to withstand rugged conditions, enduring extremes of stress and hard wear. Yet, a shield may be sundered, or worn armor may have its condition impaired by attacks of acid, fire, cold, spells or other effects that attack item hardness. In these and other circumstances that severely test the equipment, an adventurer's very life may depend upon the basic durability of her arms and armor.

While all martial gear is considered to be sturdy and tough, it is possible for the adventurer to procure equipment of exceptional durability. Durable

TABLE 7.1: DURABILITY

Item	Additional Cost ¹	Hardness Bonus	HP Bonus
Armor			
Light armor	x2	+1	+5
Medium armor	x3	+2	+20
Heavy armor	x4	+3	+50
Shields	x2	+2	+10
Weapons			
Light blade	x2	+1	+1
One-handed blade	x2	+1	+1
Two-handed blade	x2	+3	+5
Light metal-hafted-weapon	x2	+2	+2
One-handed metal-hafted weapon	x2	+3	+5
Light hafted weapon	x2	+1	+2
One-handed hafted weapon	x2	+1	+1
Two-handed hafted weapon	x2	+1	+1
Projectile weapon	x3	+1	+1
General Equipment	x2	+10%	+25%

¹The cost of creating a durable item is equal to the item's masterwork creation cost times the multiplier in this table.

armor and shields handle stressful forces better than regular equipment. Gear of this sort typically has a longer lifespan than the norm: it is reinforced or constructed in a more rugged manner, generally gains one or more hardness points, and gains a saving throw bonus. Durability does not provide a defensive armor bonus, but any item crafted specifically for durability gains a +1 inherent bonus to checks and saves against damage or breakage due to cold, fire, acid, wear and tear, or any other circumstance the GM deems might ruin equipment.

All durable items are also masterwork creations. The attention to detail and best materials are a requirement to make items that are also more durable than items of normal manufacture. **Table 7.1: Durability Costs** details the base costs and benefits for most kinds of armor and weapons.

Crafting Durable Equipment: An object must be built with durability as part of its design. This process adds a modest amount of material to the finished item, and thus increases the weight of the durable gear by an average of 10% over the weight of the original. While this is negligible in light equipment, it may be a consideration with heavier gear where encumbrance is a concern. As a general rule of thumb, items gain +10% to their hardness and +25% hit points (fractions rounded down) if constructed for durability.

CHAPTER 8: ARTIFACTS & LEGENDS

These are optional weapon rules meant to add a twist to the game, and can be dropped easily into any campaign. Whether you're looking to bring an element of the divine, introduce intelligent weapons, or bring truly legendary instruments of war and valor into your campaign, this chapter brings some options for both players and GMs.

Divine Ranks

Artifacts are generally the first imagined example of divine intervention upon the Prime Material Planes. Whether they're weapons, armor, or something entirely different, artifacts are incredibly powerful items infused with the primal energy of the gods themselves. The powers of such items generally break or maim game rules as suits a particular deity.

Of course, that's just one interpretation. According to traditional fantasy lore, artifacts are merely magic items whose formulae for creation are unknown to the current day. What do we call a mystical item created by a god and what's the difference between all of these? It's probably helpful to establish some baseline definitions and a hierarchy for powerful items before we go any further.

The categories below represent a pecking order of magical item power. Additional categories typically exist within each of the sections below (so you might have greater primal artifacts and lesser primal artifacts, as well as any number of different variations between the other categories). This subcategorization is important to determine dominance of two competing powers (the most powerful item wins). Thus, a lesser primal artifact shield that radiates an *antimagic field* can't negate the powers of a greater primal longbow.

PRIMAL ARTIFACTS

These are the most powerful kinds of items a mortal can ever possess. Crafted by a god who has infused part of his very essence into an item, they represent a significant investment on the part of a god to his mortal worshippers. They're unique and known items, quested by the god's faithful and fought over in crusades. From a game mechanic standpoint, primal artifacts *can* break the rules.

A god of war magic might create a suit of double plate with no arcane spell failure or other negative effects that grants the wizard wearing it the ability to cast five spells around. A god of vampires might empower a crown that lets a vampire walk around in broad daylight, swim across rivers, and eat garlic. A god of the bards might even craft a lute that lets the world sing in perfect harmony...

No matter what their powers, primal artifacts are the will of a god. They're generally not harmful to their wielder beyond whatever one would expect.

A god of healing isn't going to inflict a plague on the wielder of his holy cudgel, but a god of trickery might have a few surprises in store for whoever wields his primal weapon. Primal artifacts are always intelligent and have a purpose beyond being a trophy.

ARTIFACTS AND RELICS

Tokens of a bygone era, artifacts and relics are simply really old magic items whose creation technique is lost. They bend the rules from time to time, but their rarity ensures that their appearance doesn't destroy or unbalance a world. They grant some cool abilities to their owners, and occasionally have some really nasty side effects. They're typically the second-most-powerful form of magic within a campaign.

DIVINE ITEMS

These are items created by a god to further his portfolio. Each is built to bring the god's blessing to the world by offering a direct show of power over that portfolio. For instance, a god of plagues and death creates a magical scythe that brings plagues and death to those near it. A god of magic crafts a staff that causes the wielder to cast spells at +1 caster level and with maximized results. A god of healing creates a font whose water heals the sick and cures the lepers.

While divine items are powerful, they always follow the rules. They exist solely to further the gods following on the world and demonstrate the god's mastery over his assigned (or claimed) portfolios. Many clerics follow the divine items of rival gods in an attempt to discern what an opposing religion's next move will be in the world. The arrival of a new divine item can signal a power struggle or fracture over a particular domain and is the first clue of future adversity.

All divine items have certain shared properties, but many also have additional divine abilities. The shared properties of divine items are:

- Divine items cannot be damaged except by mortal means.
- Any individual, who does not share the alignment of the divine item and its deity suffers one negative level as long as the item remains in their possession.
- Divine weapons are supernaturally potent against non-divine items. Divine weapons inflict double damage against the hardness of any non-divine item.
- Divine weapons are wielded as if they are one size category smaller than their actual size, giving them divine speed and unearthly lightness for weapons of their size.
- Certain divine items have additional properties as discussed below.

Here are a few example portfolios along with some possible effects for items that emerge from them. As there are hundreds of possible portfolios, only a handful are listed here.

Archery Portfolio: Certain divine bows and many divine missiles or thrown weapons have no true range. These divine items ignore range, and do not lose accuracy no matter how far they must travel. Theoretically, an arrow can be shot directly to the sun, or to the depths of the ocean, as a divine item without limit does not stop until it has struck something solid. Regardless of the distance, such an item travels to its target in one round, and even gravity does not affect such a missile, making arcing unnecessary. However, the target must still be visible to the wielder. Obviously, divine bows without limit confer this ability upon their ammunition, but sometimes a god will release just a single arrow as a divine item to observe its effects.

Death Portfolio: Any creature injured by this divine item they must make a Fortitude save (DC 20) or die instantly, as per a Death Attack. Only *death ward* can protect against this kind of attack.

More powerful gods may have even higher save DCs, if the GM so desires. In epic-level campaigns, the Game Master may also wish for Death items (especially armor) to effect animals or plants as well by allowing the item to radiate a 5 ft. aura of death that requires a Fortitude save (as the *slay living* spell).

Famine Portfolio: These divine items are cruel and devastating, yet strangely passive. Often empowered by spiteful gods or nature or sun deities as an act of retribution and punishment for indiscretions, famine items target people only indirectly, by killing or withering their source of nourishment. Divine famine items project an *aura of famine* to a radius of 60 feet. Within that area, all food rots, and all palatable drink (including magical potions and other magical sustenance) sours, curdles, or goes bitter. Grain in the field or fruit on the bough wither and fester, and the flesh of any animal slaughtered in that 60-foot radius automatically turns rancid. Famine may not directly affect a person, but the effects can potentially destroy entire communities and rout armies. Magical potions and concoctions make a saving throw against the effects of this property (DC 20) or become foul and undrinkable in 1d4 days.

Knowledge Portfolio: These items are difficult to define, because they have the power to reflect the inner nature of the wielder. By their contact with the divine, certain items seem to take a small portion of god's power and allow those who use them to shape that power based on their own desires. This ability is well hidden and cannot be detected until the wielder has spent time with that item, learning its secrets and capabilities.

Spells like *legend lore* or *contact other plane* are excellent ways to research the powers. Research in a great library (with a high DC), prayer (in an important temple, and often after much repetition), or 1d20 + 6 months in constant contact with such an item might also reveal its secret. Once an individual

discovers an item has hidden power, it must be activated while the object is being held or worn.

A creature in possession of this divine item begins to uncover lost knowledge, discern secrets, find lost lairs and ruins, tie historical passages together with a modern reference, and similar activities.

Pestilence Portfolio: These items project an *aura of pestilence* to a radius of 60 feet, and in that aura, no healing magic may take place and all wounds act as if inflicted by a weapon of *wounding*. Additionally, anyone within the radius of divine *pestilence* must make a Fortitude save (DC 15) or suffer -2 to Strength, Dexterity, and Constitution for as long as they remain within range. This power is always active and cannot be suppressed. Divine weapons with of this portfolio have the *wounding* quality.

LEGENDARY WEAPONS

Mythology is filled with tales of weapons capable of fantastic powers and unearthly abilities. However, they only come to light in the hands of certain individuals worthy of such a weapon. Swords like *Excalibur*, who would only recognize Arthur's hand, or mythic weapons such as Thor's hammer, *Mjolnir*, are but two examples of weapons of legend. In the hands of the right individual, weapons such as these grow in power as that person matures and gains experience, helping him to forge a destiny and become the stuff of legends. Presented below are two options for incorporating such weapons into a campaign.

In the divine hierarchy of powerful items, legendary items are a conglomeration of sorts. While they're not infused with the primal energy of a god, they're unique enough to appear as artifacts and relics. They're not representative of divine items — since they're not promoting the portfolio of a god — yet the population rallies around them with an almost religious fervor. Many are as powerful as epic magic, yet their potential is even greater.

Legendary weapons are items capable of growing with their wielder. While they might start off as rather modest magical items, that can quickly grow into powerful and respected symbols of power and prestige. For the GM, weapons of legend can be used as a plot device that drives a character to unlock the keys to make the weapon better and ultimately, make his character better. As additional encouragement for players, a weapons of legend doesn't count against the character's wealth as her power increases over the course of her career (see **Chapter 5: Character Wealth, DMG**).

Weapons of legend begin their existence as a +1 weapon with no other special powers. When grasped by a chosen wielder, however, the weapon's true potential is revealed. This generally manifests itself through recognition on the part of the new wielder of the weapon's name, history, or potential. "I heard about this weapon as a recruit in the army!"

There are times when a legendary weapon needs to be brought into the game at mid to high level. In these cases, a hero is going to either have the pre-



TABLE 8.1: LEGENDARY WEAPONS

Tier	Prerequisite	Weapon Bonus	Weapon Quality	Special
I	Base Attack Bonus +3, Weapon Focus (the specific weapon)	+1	+1	None
II	Base Attack Bonus +5, Improved Initiative	+2	+2	Bonus feat
III	Base Attack Bonus +7	+3	+3	Weapon gains sentience and becomes intelligent; empathic
IV	Base Attack Bonus +9, Improved Critical (the specific weapon)	+4	+4	Weapon gains a Special Purpose; capable of speech
V	Base Attack Bonus +12, Combat Expertise	+5	+5	Weapon gains a Dedicated Power; capable of telepathic communication and reading languages. Bonus feat
VI	Base Attack Bonus +15, Power Attack or Point Black Shot (weapon appropriate)	+6	+6	Weapon gains two lesser powers for intelligent items and the ability to <i>read magic</i> at will
VII	Base Attack Bonus +18, Blind-Fight or Improved Disarm	+7	+7	Weapon gains one lesser power and one greater power for intelligent items
VIII	Base Attack Bonus +21, Precise Shot, Rapid Shot, or Cleave (weapon appropriate)	+8	+8	Weapon gains two greater powers for intelligent items; Bonus feat
IX	Base Attack Bonus +24, Combat Reflexes	+9	+9	Weapon gains one lesser power and one greater power for intelligent items
X	Base Attack Bonus +27, Improved Precise Shot, Manyshot, or Great Cleave (weapon appropriate)	+10	+10	Weapon gains two greater powers

Prerequisites: These are the required abilities the wielder must have to gain the benefits of the legendary weapon.

Weapon bonus: This is the base magical enhancement of the weapon.

Weapon Quality: This is the total value of the weapon's special abilities. At each tier, previous abilities can be removed to make room for more powerful abilities. Instead of taking a single high-level weapon quality, the wielder can choose to take additional powers that are at half the bonus or less. If lesser powers are selected, the wielder get to take 1.5 times the Market Value he's entitled to (round down). For example, a Tier VI legendary weapon could possess a single +6 weapon quality, three +3 qualities, or 9 +1 qualities.

requisites to wield the weapon, or he's going to be lacking somewhere.

Character Meets all the Prerequisites: In this glorious event, the character draws forth the weapon and realizes its potential. The legendary weapon becomes half as powerful as it should while in the character's hands. Each time the character gains a level (or 30 days of wielding the weapon pass), it rises in power by 1 tier until it reaches its maximum potential in the hands of that hero.

For example, Delm the 16th-level warrior grasps the legendary battleaxe *Stonebiter* and realizes what he's found. *Stonebiter* immediately becomes a Tier III legendary weapon. He wields *Stonebiter* for one month and it becomes a Tier IV legendary weapon. Shortly thereafter, he gains a level to make it a Tier V weapon. At the end of the second month, *Stonebiter* is now a Tier VI weapon (the best it can be in Delm's hands until he qualifies for Tier VII).

Character is Missing Prerequisites: In this case, the hero gains the abilities of the weapon up to the level he's qualified for (subject to the limitations detailed above). As he obtains the required feats and abilities to qualify for the higher tier, the legendary weapon grows with him.

If the individual chooses to sell the weapon or willingly parts with it for a duration greater than one month, the weapon reverts back to its original state waiting for a new person with legendary potential to come along; it no longer recognizes its former wielder because he has been deemed no longer worthy of greatness.

At the GM's discretion, if the character is separated from the weapon for reasons beyond his control for longer than 30 days—such as the weapon being stolen or the character being imprisoned—the weapon accepts the wielder with no reduction in its current abilities.

Unbreakable: Under ordinary circumstances, legendary weapons do not break; thus, any attempt to sunder one automatically fails. However, the combatants must still make the necessary opposed attack rolls for the attempt. If the wielder wins, he may immediately deal damage to the attacker's weapon as though he had initiated the attack.

The only exception to this rule occurs when the attacking creature is also wielding a legendary weapon. In such a case, the combatants must make two separate opposed attack rolls: one for the attacker's legendary weapon, and one for the defender's.

The winner of each attack deals damage to the opponent's weapon; thus, it is possible for both weapons to be damaged.

The hardness and hit points of a legendary weapon include the weapon's enhancement bonus. Reforging a broken legendary weapon should never be an easy process. At the very least, it should require an arduous quest, perhaps involving a journey to where the item was originally created.

Scions

If you want to make players make a larger commitment to using legendary weapons, the path of the scion is a good fit for your campaign. Under these rules, legendary weapons work exactly as detailed above, but for the hero to gain access to the weapon's power requires dedication to one of the scion prestige classes. These prestige classes open access to the higher tiers, though the hero must still meet all the prerequisites listed in **Table 8.1: Legendary Weapons**.

The path of the scion also places a lot more control in the hands of the GM. Instead of allowing a player to create her own legendary weapon, you create it yourself and the hero gains the legendary weapon's abilities as he progresses in the prestige class. We've detailed a few of these legendary weapons (and their powers) after each of the prestige classes: *Dragondeath*, *Hammer of Dwarven Souls*, *Hellspawn*, and *Dreamcatcher*.

Scions come in as many varieties as there are legendary swords, staves, and rods, but they all fall into four distinct groupings based on the intended wielder of the item. In every case, the scion prestige class associated with a particular weapon defines those abilities for which the wielder is eligible (see the example weapons after every prestige class).

The **Battle Scion** prestige class—including battleblade scions and battlestaff scions—is for the wielders of battle blades and battlestaves. These are legendary swords, staves, and rods made for the hands of fighters, barbarians, rangers, and monks, as well as the occasional paladin.

The **Spell Scion** prestige class—including spellblade and spellstaff scions—is for characters who wield legendary weapons, staves, and rods designed to be used by arcane spellcasters, such as wizards, sorcerers, and sometimes bards.

The **Faith Scion** prestige class—for faithblade scions and faithstaff scions—is meant for characters who wield faithblades and faithstaves. These are legendary swords, staves, and rods of divine power for clerics, druids, and paladins.

The **Swift Scion** prestige class—for swiftblade and swiftstaff scions—is for those who wield swiftblades and swiftstaves. These are legendary items that make use of or improve the wielder's stealth, speed, or Dexterity. Rogues are excellent candidates for this class, as are bards and frequently monks.

Rules and Restrictions: None of the scion classes grant the character any new armor or weapon profi-

LEGENDS IN THE CAMPAIGN

The GM should place the legendary weapon into the campaign at relatively low level to allow the chosen PC to grow with the weapon and work toward fulfilling its potential. A hero wielding a legendary weapon has an instinct that steers him toward choosing the right feats and skills necessary to wield the item to its full potential (and the weapon will make things crystal clear when it gains the power of speech). **Table 8.1: Legendary Weapons** shows the typical progression of a legendary weapon in a campaign.

Why only typical? Every campaign world has a different magic level, and GMs need to craft an advancement that fits their world. If you're running a magic-rich world where platinum bubbles forth from the bodies of slain orcs, then the progression for legendary weapons should be more progressive to match the gold-piece spending value of the PCs. By the same coin, if the heroes on your world scrounge for every copper, you'll need to tool this progression down. A rule to follow is that the legendary weapon should be better than anything a hero could otherwise go buy on his own.

What About Armor? It's possible to apply the same system to armor as well. Use a character's base attack bonus or access to levels of spells to regulate when he can reach a new tier with the armor. Instead of granting special abilities to the armor, grant a bonus in the armor bonus, a movement rate increase, or similar benefits that work with the armor's theme.

ciencies. Thus, it is entirely possible for a sword scion (particularly a spellblade scion) to be nonproficient with his legendary weapon unless he independently takes the necessary proficiency feat. In addition to meeting the prerequisites for the appropriate prestige class, a character wishing to take one of these prestige classes must also abide by certain other rules and restrictions.

Lost or Destroyed Items: Legendary items should never become permanently lost by accident, for fate has a way of bringing them back to their rightful wielders. On a more practical level, the loss of a legendary weapon means that the character who has invested levels in the associated prestige class is denied most of the class' special abilities until the item is regained (or repaired), because they are specifically tied to it.

If a legendary weapon is actually destroyed or permanently lost, the wielder may have to undertake a quest to repair or recover it. Such a quest could involve visiting the place where the item was created, persuading the original creator (often a deity) to fix the item, or making some sort of sacrifice related to the item's purpose or powers.

A destroyed item is an item that has lost all its hit points, and the wielder can no longer use it as it was intended. It might be broken in multiple pieces (though the wielder still possesses the pieces), or be so heavily damaged by some energy or effect that it is unrecognizable. A lost item is one that the wielder simply no longer possesses—either because it was taken from him or because it was destroyed and the wielder chose to discard it rather than attempt to repair it. Items only temporarily misplaced (until the end of the encounter or the adventure, for example) are not truly “lost,” and the character should suffer no lasting ill effects as a result.

Destroyed items may still function, at the GM’s discretion, though sporadically. The wielder retains his levels in the scion prestige class, but must succeed at a special level check in order to use the abilities of the class. This level check is 1d20 + scion level against a DC of 11 + the caster level of the ability the character wishes to use.

When a scion permanently loses a legendary item, though, levels of another class replace his levels in the scion prestige class. The wielder’s levels in the item’s associated prestige class convert to levels of fighter, barbarian, paladin, or ranger (in the case of battleblade or battlestaff scions); wizard or sorcerer (in the case of spellblade or spellstaff scions); cleric, druid, or paladin (in the case of faithblade or faithstaff scions); or rogue, bard, or monk (in the case of swiftblade or swiftstaff sci-

ons). The choice of which class the levels convert to is up to the player, with the restriction that the chosen class must be one in which the character already possesses at least one level. If the character should somehow later recover the item, the player (if he so desires) can instantly and immediately re-convert all the converted levels back to the scion prestige class again (no more, and no less—even if the character has gained levels since then).

Gaining Additional Legendary Items: If the wielder of a legendary item gains another of the same type (a battlestaff scion who acquires a second battlestaff, for example), he may not adopt its associated prestige class, nor may he transfer the benefits of his battlestaff scion levels to the new weapon. If he were to acquire a battleblade, however, he could begin advancing as a battleblade scion for that weapon, assuming that he meets the requirements.

The level of commitment that a legendary item demands from its wielder does not allow him to split her attention between two or more such items simultaneously. Thus, the owner of two legendary swords must choose the commitment on which he wishes to focus with each new character level, by virtue of his prestige class selection.

Ex Scions: A wielder who no longer meets the prerequisites of his scion prestige class loses the ability to access the special abilities of her legendary item that correspond to actual scion levels. She retains the basic features of the prestige class as given in its description below (base attack bonus, base saves, and even spellcaster levels, where appropriate), but the item supplies only the magical abilities it would grant to any wielder. The ex-scion may not progress in the prestige class until she once again meets the requirements of the class.

This restriction does not prevent a scion from taking levels in another class, or from using the abilities already gained as a scion while she does so. Unless the new class in some way violates the scion prestige class prerequisites (such as by requiring a different alignment), or the item’s description specifies penalties for advancing in another class, then the only drawback to pursuing a different class is that the scion is not gaining new powers with the item.

Battle Scions

Battle scions include battleblade scions and battlestaff scions. The base prestige classes are identical, even if one wields a blade and one wields a staff. A battleblade scion has earned the right to fight with a particular legendary sword, either because the weapon

TABLE 8.2: BATTLE SCION

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Bonus feat, Weapon Specialization or Two-Weapon Fighting
2	+2	+3	+0	+0	
3	+3	+3	+1	+1	
4	+4	+4	+1	+1	Bonus feat
5	+5	+4	+1	+1	
6	+6	+5	+2	+2	
7	+7	+5	+2	+2	Bonus feat
8	+8	+6	+2	+2	
9	+9	+6	+3	+3	
10	+10	+7	+3	+3	Bonus feat

is an ancestral heirloom, or because he upholds the principles for which the sword was originally created. While characters of any class can eventually qualify for the battleblade scion class, those who wield swords professionally—fighters, barbarians, rangers, and paladins—are ideal candidates.

Sometimes a magic staff is not so much a device for storing spells as it is a magic weapon in the shape of a staff. For such legendary staves, the battlestaff scion is the ideal wielder. Their weapons are items of immense arcane power, and often have a great magical destiny. They might be wielders of fey staves, or of demon rods, or the item might actually be an important symbol of a military order.

No two battle scions are identical, by virtue of the weapons that grant them access to this prestige class. One scion might wield an heirloom weapon that provides him with the abilities needed to uphold the family's honor. Another could be the scourge of an evil temple, using his legendary sword to prove that might does make right. Yet another could be wielding a blade dedicated to his profession, or to his race, with abilities that draw on the strengths thereof. For all the powers his sword grants him, a battleblade scion isn't terribly different from any other fighter, barbarian, ranger, or paladin who uses his share of the treasure to upgrade his favored weapon every so often. What really sets him apart is the fact that his weapon is leading him toward a particular destiny, if only by shaping his future advancement choices.

Hit Die: d10.

REQUIREMENTS

To qualify to become a battleblade or battlestaff scion, a character must fulfill the criteria listed for the specific battleblade or battlestaff.

CLASS SKILLS

The class skills for battle scions (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Ride (Dex), and Swim (Str). Certain special abilities of particular legendary items grant additional class skills (and

sometimes additional skill points). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

The following are class features of the battle scion prestige classes. Each legendary item provides a unique set of additional special abilities. These abilities accrue in addition to those already noted in the Special column of the table above.

However, because those abilities are functions of the item rather than the wielder, they are lost if the legendary item that granted them is lost. The features in the table above are retained with or without the item.

Bonus Feats: At 1st level, the battle scion gets a bonus feat. Thereafter, he gains an additional bonus feat at 4th, 7th, and 10th level. These bonus feats must be drawn from the following list: Blind-Fight, Combat Reflexes, Combat Expertise (Improved Disarm, Improved Trip, Whirlwind Attack), Improved Critical*, Improved Initiative, Improved Two-Weapon Fighting (Greater Two-Weapon Fighting), Power Attack (Cleave, Improved Bull Rush, Improved Sunder, Great Cleave), Quick Draw, Weapon Finesse*, Weapon Focus. A battle scion can select any feat marked with an asterisk (*) more than once, but it must apply to a different weapon each time. He must still meet all prerequisites for a bonus feat, including ability score and base attack bonus minimums as well as other feats; see the *Player's Handbook* for details. The weapon in question must also meet the requirements of the feat; for example, Weapon Finesse applies only to light weapons.

Two-Weapon Fighting (staff scions only): If a staff scion does not already have the Two-Weapon Fighting feat, he gains it now. The wielder does not benefit from the Two-Weapon Fighting feat unless he meets the feat's prerequisites, however. If the weapon does not actually require two hands to use in combat, the wielder gains Weapon Focus with the weapon instead.

Weapon Specialization (blade scions only): If a blade scion does not already have the Weapon Spe-

cialization feat that applies to his legendary sword, he gains it at 1st level as a bonus feat. However, he cannot benefit from the Weapon Specialization feat unless he meets the prerequisites for it.

DRAGONDEATH

Reputedly carved from the fang of a great wyrm red dragon, the bastard sword known as *Dragondeath* has served many masters over the centuries, from bloodthirsty warlords to treasure-seeking adventurers. It is a legendary weapon that provides many benefits to its wielder, but most of the benefits apply only if the wielder has levels in the battle scion prestige class.

Requirements: Any character can wield *Dragondeath* as a +2 *bastard sword* and also gain the benefit of the bravery special ability described below. A battle scion that wields *Dragondeath* gains additional special abilities if the character fulfills the following criteria:

Base Attack Bonus: +9

Skills: Knowledge (arcana) 6 ranks

Feats: Improved Critical (bastard sword), Iron Will

Attributes: *Dragondeath* has the following attributes.

Hardness/Hit Points: 20/55

Caster Level: 15th

Value: To any character other than a battle scion who meets the above requirements, *Dragondeath* appears to be worth as much as a Medium +2 *bastard sword* that grants the bravery special ability (Market Price: 14,335 gp).

Special Abilities: *Dragondeath* provides a number of special abilities to its wielder, depending on the character's class level in the battle scion prestige class (see the table below).

Initial Abilities: When first acquired, *Dragondeath* functions as a +2 *bastard sword*. Anyone who wields it, whether a battle scion or not, also benefits from the bravery special ability.

TABLE 8.3: ABILITIES GRANTED BY DRAGONDEATH

Battle Scion Level	Ability Gained
--	Bravery
1	Bane (dragons)
2	Resistance to energy 10
3	Enhancement bonus +3 (+5 against dragons)
4	Intimidating presence
5	Resistance to energy 20
6	Enhancement bonus +4 (+6 against dragons)
7	Dodge bonus
8	Resistance to energy 30
9	Frightful presence
10	Enhancement bonus +5 (+7 against dragons)

Bravery (Ex): The wielder of *Dragondeath* has immunity to a dragon's frightful presence ability. All allies within 30 feet of the wielder gain a +4 morale bonus on saves against the frightful presence of dragons.

Bane (Dragons) (Su): When wielded by a battle scion, *Dragondeath* gains the bane (dragons) special ability. Its enhancement bonus is treated as 2 points higher when attacking a dragon, and it deals an extra 2d6 points of damage on a successful strike against a dragon.

Resistance to Energy (Su): Once per day, when a battle scion of 2nd level or higher wielding *Dragondeath* is dealt at least 1 point of damage from any type of energy (acid, cold, electricity, fire, or sonic), the scion gains resistance 10 to that form of energy for 1 hour thereafter (including against the damage that activated the ability).

Once the energy type is determined, it cannot be changed for the current use of the ability. If two or more types of energy strike the scion simultaneously, he may select the energy type against which his resistance protects.

When a battle scion attains 5th level, the resistance granted by this ability increases to 20 points. At 8th level, it increases to 30 points.

Intimidating Presence (Ex): A battle scion of 4th level or higher wielding *Dragondeath* may add his class level as a bonus on Intimidate checks made against dragons (or one-half his class level as a bonus on Intimidate checks made against non-dragons).

Dodge Bonus (Ex): At 7th level and higher, a battle scion wielding *Dragondeath* gains a +2 dodge bonus to Armor Class against creatures at least two size categories larger than himself.

Frightful Presence (Ex): A battle scion of 9th level or higher wielding *Dragondeath* can unsettle foes with his mere presence. This ability takes effect automatically whenever the scion attacks or charges. Creatures within a radius of 60 feet are subject to the effect if they have fewer Hit Dice than the scion's character level.

A potentially affected creature that succeeds on a Will save (DC 10 + class level + scion's Charisma modifier) remains immune to that scion's frightful presence for one day. On a failure, creatures with 4 or less HD become panicked for 4d6 rounds and those with 5 or more HD become shaken for 4d6 rounds. Even dragon's can be affected by the scion's frightful presence.

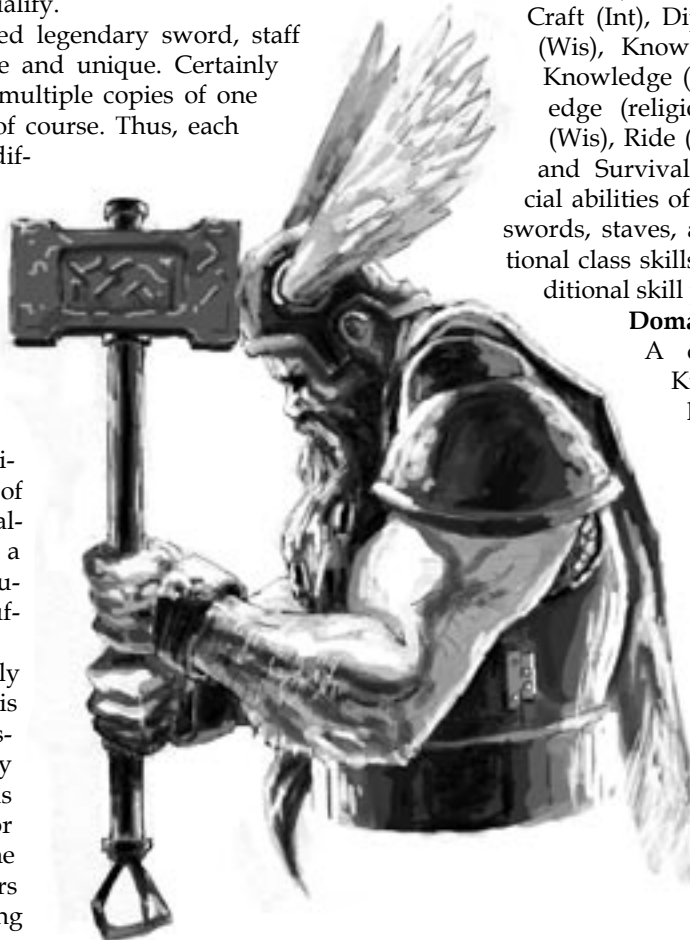
Faith Scions

Faithblade scions and faithstaff scions are collectively known as faith scions. The faith scion prestige classes are identical, regardless of the specific item wielded by the scions themselves.

A faith scion wields his legendary item in the name of his deity—or in the case of a druid, in the service of nature. Faith artifacts usually come into the hands of a scion either as a gift from his religious order or as a blessing from his deity. Because of the divine nature of these items, clerics, druids, and paladins are ideally suited for these prestige classes, though other classes can also qualify.

A divinely influenced legendary sword, staff, or rod should be rare and unique. Certainly no deity would create multiple copies of one such item as a matter of course. Thus, each artifact should grant different abilities, except in special cases. For example, duplicate faithblades might be created especially to combat the enemies of a church, or perhaps multiple faithstaves to destroy (or create) undead. Divine legendary items of orders devoted to healing might even be less a weapon than an instrument for easing the suffering of others.

A faith scion usually has high status within his religious order. His possession of a legendary item implies that he has the favor of his deity, or that he is more in tune with nature than others of his order. Depending



on the alignment of his deity, though, his ownership of the artifact could be construed as an invitation to try to take it from him.

Hit Die: d8.

REQUIREMENTS

To qualify to become a faith scion, a character must fulfill the criteria listed for the specific item.

CLASS SKILLS

The class skills for faith scions (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (nature) (Int), Knowledge (religion) (Int), Profession (Wis), Ride (Dex), Spellcraft (Int), and Survival (Wis). Certain special abilities of particular legendary swords, staves, and rods grant additional class skills (and sometimes additional skill points).

Domains and Class Skills:

A cleric who chooses Knowledge as one of his domains also has all Knowledge (Int) skills as class skills for the faith scion prestige class. A cleric who chooses Trickery as one of his domains also has Bluff (Cha), Disguise (Cha), and Hide (Dex) as class skills. See **Chapter 4: Skills** in the *Player's Handbook* for skill descriptions.

TABLE 8.4: FAITH SCION

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day/Spells Known
1	+0	+2	+0	+2	Two-Weapon Fighting	+1 level of existing class
2	+1	+3	+0	+3		+1 level of existing class
3	+2	+3	+1	+3		+1 level of existing class
4	+3	+4	+1	+4		+1 level of existing class
5	+3	+4	+1	+4		+1 level of existing class
6	+4	+5	+2	+5		+1 level of existing class
7	+5	+5	+2	+5		+1 level of existing class
8	+6	+6	+2	+6		+1 level of existing class
9	+6	+6	+3	+6		+1 level of existing class
10	+7	+7	+3	+7		+1 level of existing class

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

The following are class features of the faith scion prestige classes. Each legendary item provides a unique set of additional special abilities. These abilities accrue in addition to those already noted in the Special column of the table above.

However, because those abilities are functions of the item rather than the wielder, they are lost if the legendary item that granted them is lost. The features in the table above are retained with or without the weapon, staff, or rod.

Two-Weapon Fighting (staff scions only): If a staff scion does not already have the Two-Weapon Fighting feat, he gains it now. The wielder does not benefit from the Two-Weapon Fighting feat unless he meets the feat's prerequisites, however. If the weapon does not actually require two hands to use in combat, the wielder gains Weapon Focus with the weapon instead.

Spells per Day/Spells Known: At each faithblade or faithstaff scion level, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in a spellcasting class to which he belonged before adding the prestige class level. He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, more frequent *remove disease*, and so on). If the character had more than one spellcasting class before becoming a faithblade or faithstaff scion, the player must decide to which class to add each prestige class level for the purpose of determining spells per day.

HAMMER OF DWARVEN SOULS

The *Hammer of Dwarven Souls* is said to have been crafted by the Great Dwarven God himself. It symbolizes the glory of the dwarven race.

Requirements: Any character can wield the *Hammer of Dwarven Souls* as a +2 adamantine Warhammer and also gain the benefit of the Craft bonus and lore of souls special ability (see below). A faith scion who wields the *Hammer of Dwarven Souls* gains additional special abilities if the character fulfills the following criteria.

Race: Dwarf

Alignment: Lawful good

Base Attack Bonus: +7

Skills: Craft (armorsmithing) or Craft (weapon-smithing) 10 ranks

Feats: Armor Proficiency (heavy), Great Fortitude, Power Attack, Weapon Focus (warhammer)

Spells: Ability to cast protection from evil as a divine spell.

Restrictions: Should the wielder of the *Hammer of Dwarven Souls* become an alignment other than lawful good, or attack a lawful good, lawful neutral, or neutral good-aligned dwarf, he loses all special

abilities granted by the faith scion prestige class. To regain these abilities, the scion must receive an *atonement* spell from a cleric of the Great Dwarven God.

Maintenance: A wielder of the *Hammer of Dwarven Souls* must strike the hammer against an anvil at least once every seven days. Failure to perform this task reduces the hammer's enhancement bonus by 1. Multiple failures are not cumulative (that is, if the hammer goes two weeks without striking an anvil, the reduction does not increase to 2).

Attributes: The *Hammer of Dwarven Souls* has the following attributes.

Hardness/Ht Points: 30/76

Caster Level: 15th

Value: To any character other than a faith scion who meets the above requirements, the *Hammer of Dwarven Souls* appears to be worth as much as a Medium +2 adamantine warhammer that grants the Craft bonus and lore of all souls special ability (market price 21,812 gp).

Special Abilities: The *Hammer of Dwarven Souls* provides a number of special abilities to its wielder, depending on the character's class level in the faith scion prestige class (see the table below).

Initial Abilities: When first acquired, the *Hammer of Dwarven Souls* functions as a +2 adamantine warhammer. Anyone who wields it, whether a faith scion or not, also benefits from the Craft bonus and lore of souls ability (see below).

TABLE 8.5: ABILITIES FOR THE HAMMER OF DWARVEN SOULS

Faith Scion Level	Ability Gained
--	Craft bonus
--	Lore of souls
1	Smite evil 1/day
2	Fortitude of souls +2
3	Throw and return
4	Enhancement bonus +3
5	Smite evil 2/day
6	Fortitude of souls +4
7	Enhancement bonus +4
8	Fortitude of souls +6
9	Smite evil 3/day
10	Enhancement bonus +5

Craft Bonus (Ex): The owner of the *Hammer of Dwarven Souls* gains a +5 insight bonus on all Craft checks related to stone or metal. This bonus increases by an additional +1 for every faith scion class level gained, including 1st level.

Lore of Souls (Su): Three times per day, the owner of the *Hammer of Dwarven Souls* can use a full round action to consult the knowledge of his dwarven ancestors. This gives the character a bonus on any one Knowledge check (made as part of the action) equal to his faith scion level (if any) + his Wisdom bonus (if any). (At the GM's discretion, if the Knowledge check is directly related to dwarven-kind, the bonus granted by the character's faith scion level is doubled). The check is treated as a trained

skill check, even if the character has no ranks in that Knowledge skill.

Smite Evil (Su): Once per day, a faith scion wielding the *Hammer of Dwarven Souls* may smite evil with an attack. The attack may be a melee attack or a ranged attack, but must be delivered by the *Hammer of Dwarven Souls*. The wielder adds 4 to his attack roll and deals 2 extra points of damage per faith scion level. If the wielder accidentally smites a creature that is not evil, the smite attack has no effect, but the ability is still used up for that day.

A wielder may use this ability twice per day at 5th level and three times per day at 9th level.

Fortitude of Souls (Su): A faith scion of 2nd level or higher wielding the *Hammer of All Souls* derives endurance from the support of his ancestors, gaining a +2 enhancement bonus to Constitution. At 6th level, the bonus increases to +4, and at 8th level to +6.

Throw and Return (Su): Three times per day, a faith scion of 3rd level or higher wielding the *Hammer of Dwarven Souls* can treat the weapon as a *throwing returning* weapon (see *DMG*). Activating the ability is a free action, and it lasts for 1 round.

Spell Scions

Spell scions include spellblade scions and spellstaff scions. As with battle scions, the base prestige classes are identical, even if a spellblade scion wields a blade and a spellstaff scion wields a staff or rod.

Sometimes a magic sword is not so much a weapon as a magic device in the shape of a blade. The spellblade scion is the ideal wielder for legendary swords of this sort. Spellblades are weapons of significant arcane power, and their wielders often have great magical destinies. Such characters might wield fey swords, or demon blades, or weapons that are actually important symbols of their arcane orders.

Conversely, a spellstaff is the epitome of the magic staff: an item of great arcane power, designed primarily to unleash eldritch energies. They still function as weapons, but every arcane spellcaster knows that to use a spellstaff in such a fashion is a tragic

waste of its true potential. A spellstaff scion might wield a staff carved from the very heart of darkness, or one made of living lightning, or perhaps one of the legendary staves from the eight schools of magic.

Arcane legendary staves are the most common of the legendary staves, but arcane legendary swords are even more rare than divine ones, partly because so few wizards and sorcerers can wield them properly. Still, a spellblade scion might carry such a weapon just for the magical powers it grants, even if she cannot make full use of the sword's combat applications. For such a character, using a spellblade is rather like wielding a magic staff.

Wielding an arcane legendary item is a great responsibility because it contains so much magical power. Arcane spellcasters who recognize a particular legendary weapon, staff, or rod usually afford the wielder more respect—or perhaps fear—than they might another of their ilk.

Hit Die: d6.

REQUIREMENTS

To qualify to become a spell scion, a character must fulfill the criteria listed for the specific legendary item (see *Hellspawn* below for an example).

CLASS SKILLS

The class skills for spell scions (and the key ability for each skill) are Concentration (Con), Craft (Int), Knowledge (all skills, taken individually) (Int), Profession (Wis), and Spellcraft (Int). Certain legendary sword or staff special abilities grant additional class skills (and sometimes additional skill points). See **Chapter 4: Skills** in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

The following are class features of the spell scion prestige classes. Each legendary item provides a unique set of additional special abilities. These abilities accrue in addition to those already noted in the Special column of the table above. However, because

TABLE 8.6: SPELL SCION

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day/Spells Known
1	+0	+0	+0	+2	Weapon Focus or Two-Weapon Fighting	+1 level of existing class
2	+1	+0	+0	+3		+1 level of existing class
3	+1	+1	+1	+3		+1 level of existing class
4	+2	+1	+1	+4		+1 level of existing class
5	+2	+1	+1	+4		+1 level of existing class
6	+3	+2	+2	+5		+1 level of existing class
7	+3	+2	+2	+5		+1 level of existing class
8	+4	+2	+2	+6		+1 level of existing class
9	+4	+3	+3	+6		+1 level of existing class
10	+5	+3	+3	+7		+1 level of existing class

those abilities are functions of the weapon rather than the wielder, they are lost if the legendary weapon that granted them is lost. The features in the table above are retained with or without the weapon.

Two-Weapon Fighting (staff scions only): If a staff scion does not already have the Two-Weapon Fighting feat, he gains it now. The wielder does not benefit from the Two-Weapon Fighting feat unless he meets the feat's prerequisites, however. If the weapon does not actually require two hands to use in combat, the wielder gains Weapon Focus with the weapon instead.

Weapon Focus (blade scions only): If a blade scion does not already have the Weapon Focus feat that applies to her legendary sword, she gains it at 1st level as a bonus feat. However, she cannot benefit from the Weapon Focus feat unless she meets the prerequisites for it.

Spells per Day/Spells Known: At each spell scion level, the character gains new spells per day (and spells known, if applicable) as if she had also gained a level in a spellcasting class to which she belonged before adding the prestige class level. She does not, however, gain any other benefit a character of that class would have gained (metamagic or item creation feats, and so on). If the character had more than one spellcasting class before becoming a spell scion, the player must decide to which class to add each spellblade or spellstaff scion level for the purpose of determining spells per day.

HELLSPAWN, THE BURNING STAFF

Created by a wizard from pure elemental fire, *Hellspawn* is a conduit between the wielder and the Elemental Plane of Fire. The staff is made of polished obsidian and is wreathed at all times in wispy blue-white flame. The flame deals no damage to the wielder.

Requirements: Any character can wield *Hellspawn* as a +1 flaming/+1 flaming quarterstaff and also gain the benefit of the resistance to fire special ability described below. A spell scion who wields *Hellspawn* gains additional special abilities if the character fulfills the following criteria.

Alignment: Any nonlawful

Skills: Knowledge (arcana) 5 ranks, Knowledge (the planes) 5 ranks, Spellcraft 10 ranks

Feats: Empower Spell

Spells: Ability to cast 4th level arcane spells, including at least three spells with the fire descriptor.

Special: Must have been reduced to -1 or less hit points on at least one occasion from a hit that dealt fire damage.

Restrictions: If *Hellspawn* is grasped by a creature with vulnerability to cold, the weapon's flame goes out temporarily. This renders all the staff's special abilities (except for its enhancement bonus) inactive. The creature grasping the staff takes 1 point of fire damage in every round while the weapon remains grasped.

Maintenance: *Hellspawn* must be kept in a warm environment to remain at full power. If the staff spends at least 1 hour in an area where the temperature is below 50° F, its flame goes out temporarily. This renders all the staff's special abilities (except for its enhancement bonus) inactive. This loss of special abilities can be postponed by dealing at least 5 points of fire damage to *Hellspawn* every hour. (Damage dealt to the staff "counts" for this purpose even if the staff actually takes no damage, such as because of its hardness.)

Attributes: *Hellspawn* has the following attributes.

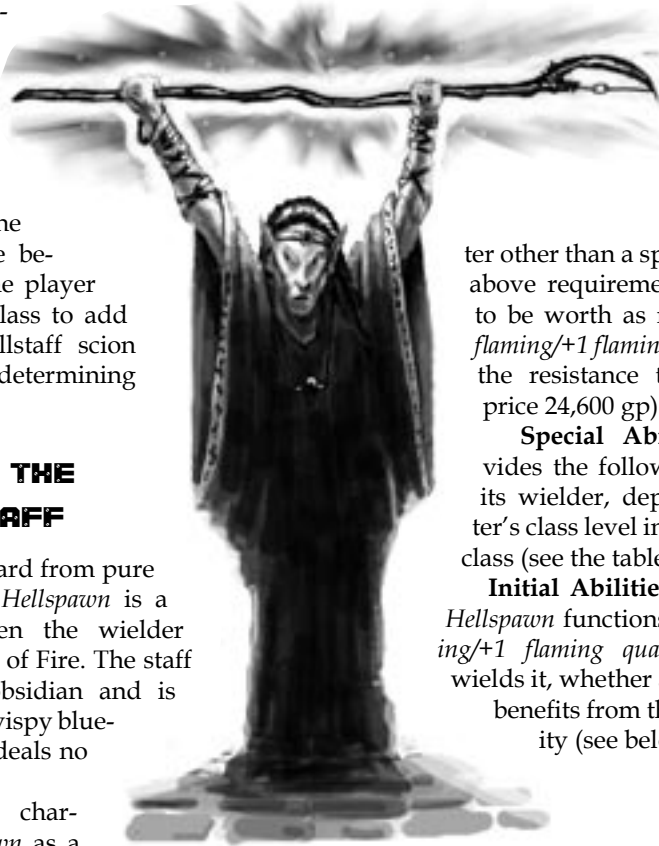
Hardness/Hit Points: 14/45

Caster Level: 15th

Value: To any character other than a spell scion who meets the above requirements, *Hellspawn* appears to be worth as much as a Medium +1 flaming/+1 flaming quarterstaff that grants the resistance to fire ability (market price 24,600 gp).

Special Abilities: *Hellspawn* provides the following special abilities to its wielder, depending on the character's class level in the spell scion prestige class (see the table below).

Initial Abilities: When first acquired, *Hellspawn* functions as a Medium +1 flaming/+1 flaming quarterstaff. Anyone who wields it, whether a spell scion or not, also benefits from the resistance to fire ability (see below).



**TABLE 8.7: ABILITIES GRANTED
BY THE *HELLSPAWN***

Spell Scion Level	Ability Gained
--	Resistance to fire 5
1	Resistance to fire 10, empowered spells
2	Recall spell 1/day
3	<i>Fire shield</i>
4	Resistance to fire 20
5	Enhancement bonus +2/+2, recall spell 2/day
6	<i>Plane shift</i>
7	Resistance to fire 30
8	Recall spell 3/day
9	Enhancement bonus +3/+3
10	Immunity to fire

Resistance to Fire (Ex): The wielder of the staff gains resistance to fire 5, even if she has no levels in the spell scion class.

A spell scion who wields the staff gains resistance to fire 10. At 4th level, the resistance improves to 20, and at 7th level to 30. This resistance does not stack with any other resistance to fire the wielder may have.

Empowered Spells (Su): Three times per day, a spell scion wielding *Hellspawn* can empower (as the Empower Spell feat) any arcane spell she casts that has the fire descriptor. She may apply this effect to any spell whose level is equal to or less than her spell scion level, and may even apply it to spell-like abilities cast by the staff itself. Activating this power is a free action and has no effect on the spell's level or its casting time.

Recall Spell (Su): As a free action, a spell scion of 2nd level or higher can recall any arcane spell she has just cast, as long as that spell has the fire descriptor, up to a maximum spell level equal to her spell scion level. She either restores that spell to her list of prepared spells (if she prepares spells) or regains that spell slot (if she does not prepare spells). She may only recall a spell cast in the same round that she uses this ability.

This ability can be used once per day at 2nd level, twice per day at 5th level, and three times per day at 8th level.

Fire Shield (Sp): Once per day, when wielded by a spell scion of 3rd level or higher, *Hellspawn* can wreath the wielder in a warm *fire shield* of blue flames.

Enhancement Bonus (Ex): When a spell scion of 5th level or higher wields *Hellspawn*, the staff's enhancement bonus improves from +1/+1 to +2/+2. The bonus increases to +3/+3 when the wielder attains 9th level as a spell scion.

Plane Shift (Sp): Once per day, *Hellspawn* can transport a spell scion of 6th level or higher to the Elemental Plane of Fire, just as if it had cast *plane shift*. Additional willing characters can accompany the scion, as described in the *plane shift* spell. The ef-

fect is more accurate than normal for *plane shift*, delivering the scion 5 to 500 yards (not miles) from her intended destination. The spell scion must have her own method of return, since *Hellspawn* provides no return trip.

Immunity to Fire (Ex): At 10th level, a spell scion wielding *Hellspawn* gains immunity to fire.

Swift Scions

Some legendary items are meant for the hands of the quick and the silent. A swift blade scion might inherit her blade, or a swift staff scion might acquire a legendary staff "purely by accident," but this is no less part of her destiny than is the legendary item of any other scion. Characters of any class can become swift blade or swift staff scions, but rogues, bards, and monks benefit most from the special abilities these legendary items provide.

Swift scions wield their swords, staves, and rods to a wide variety of purposes. A rogue who takes up a swift blade may use it to supplement her income, while a monk who acquires a swift staff might merely seek to master its use. A bard who acquires a legendary blade, staff, or rod could draw upon the power of its rich history to enhance her music. Of all legendary swords, staves, and rods, swift blades and swift staves are the most focused in their application. Each tends to favor rogues, monks, or bards specifically, rather than a broad range of classes as the other legendary items do.

Hit Die: d6.

REQUIREMENTS

To qualify to become a swift scion, a character must fulfill the criteria listed for the specific item.

CLASS SKILLS

The class skills for swift scions (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disable Device (Int), Escape Artist (Dex), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), Tumble (Dex), Use Magic Device (Cha), and Use Rope (Dex). Certain legendary item special abilities grant additional class skills (and sometimes additional skill points). See **Chapter 4: Skills** in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 6 + Int modifier.

CLASS FEATURES

The following are class features of the swift scion prestige classes. Each legendary item provides a unique set of additional special abilities. These abilities accrue in addition to those already noted in the Special column of the table above. However, because those abilities are functions of the item rather than the wielder, they are lost if the legendary item that



TABLE 8.8: SWIFT SCION

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+0	Bonus class skill, Weapon Finesse or Two-Weapon Fighting
2	+1	+0	+3	+0	Bonus ability
3	+2	+1	+3	+1	
4	+3	+1	+4	+1	
5	+3	+1	+4	+1	Bonus class skill
6	+4	+2	+5	+2	Bonus ability
7	+5	+2	+5	+2	
8	+6	+2	+6	+2	
9	+6	+3	+6	+3	Bonus class skill
10	+7	+3	+7	+3	Bonus ability

granted them is lost. The features in the table above are retained with or without the item.

Bonus Class Skill: At 1st level, 5th level, and 9th level, a swift scion may choose an additional class skill from the following list: Appraise (Int), Concentration (Con), Decipher Script (Int, exclusive skill), Disguise (Cha), Gather Information (Cha), Knowledge (all skills, taken individually) (Int), Sleight of Hand (Dex), Speak Language (Int), Spellcraft (Int), Survival (Wis).

Once designated, the skill is considered a class skill every time the character adds a new level of swift scion.

Two-Weapon Fighting (staff scions only): If a staff scion does not already have the Two-Weapon Fighting feat, he gains it now. The wielder does not benefit from the Two-Weapon Fighting feat unless he meets the feat's prerequisites, however. If the weapon does not actually require two hands to use in combat, the wielder gains Weapon Focus with the weapon instead.

Weapon Finesse (blade scions only): If the blade scion does not already have the Weapon Finesse feat that applies to her legendary sword, she gains it at 1st level as a bonus feat. However, she cannot benefit from the Weapon Finesse feat unless she meets the prerequisites for it.

Bonus Ability: At 2nd level, 6th level, and 10th level, a swift scion may choose additional class abilities from the following list. She may select the same ability more than once if desired, and the effects stack where appropriate.

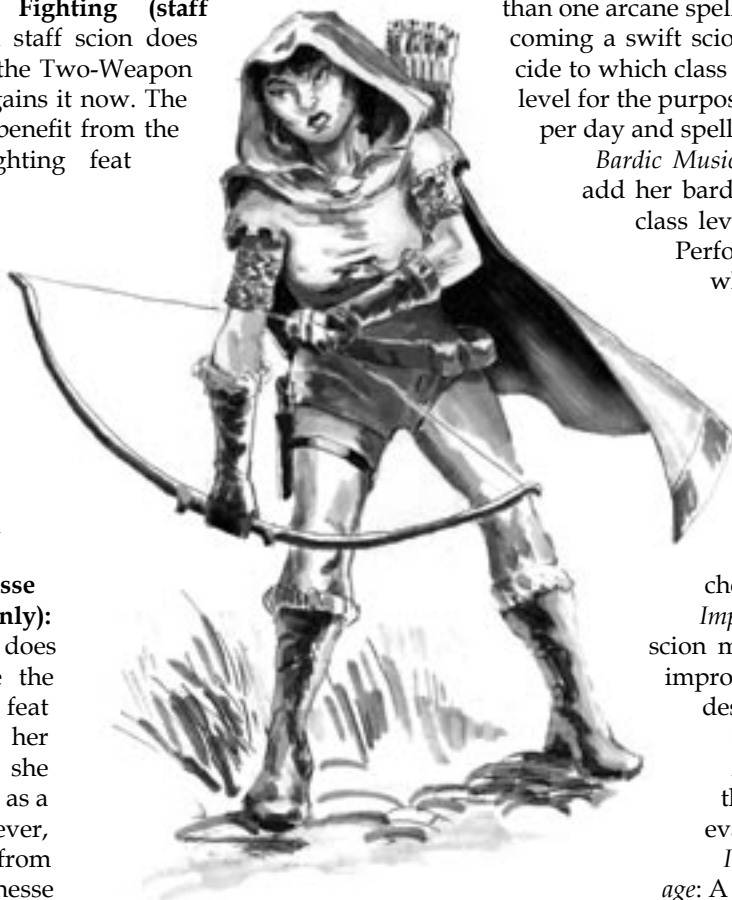
Arcane Spells per Day/Spells Known: A swift scion may gain a number of new spells per day and spells known (if applicable) as if she had also gained a level in an arcane spellcasting class to which she belonged before adding the prestige class. She does not, however, gain any other benefit a character of that class would have gained (metamagic or item creation feats, and so on). If the character had more than one arcane spellcasting class before becoming a swift scion, the player must decide to which class to add each swift scion level for the purpose of determining spells per day and spells known.

Bardic Music: The swift scion may add her bard levels and swift scion class levels to her ranks in the Perform skill to determine which bardic music abilities she may employ (see Chapter 3: Classes in the *Player's Handbook*).

Bardic Knowledge: A swift scion can choose to gain a +2 bonus on bardic knowledge checks.

Improved Evasion: A swift scion may choose to gain the improved evasion ability (as described in Chapter 3: Classes, in the *Player's Handbook*), provided that she already has the evasion ability.

Improved Unarmed Damage: A swift scion may choose to increase her ability at unarmed combat. Whenever she selects this option, her dam-



age with unarmed attacks increases by one die type: from 1d6 to 1d8, for example, or from 1d10 to 2d6. This ability may be chosen multiple times, but it cannot increase the scion's unarmed damage beyond that of a monk of the same character level (see *Player's Handbook* Chapter 3: Classes).

Increased Speed: A swift scion may choose to add 10 feet to her base speed. This extra movement applies only when the swift scion wears no armor.

Sneak Attack: If a swift scion has the sneak attack ability, she may choose to increase her sneak attack damage by +2d6 points.

Uncanny Dodge: A swift scion may choose to gain the uncanny dodge ability (see Chapter 3: Classes, in the *Player's Handbook*, for details). If the scion already has that ability, she gains improved uncanny dodge instead.

DREAMCATCHER

A cabal of halfling clerics created the bow caller *Dreamcatcher* long ago. Since then, it has been passed down along a line of elite rangers and rogues, but was recently lost when its wielder was slain while away from her village.

Requirements: Any character can wield *Dreamcatcher* as a +2 composite shortbow (+2 Str bonus) and also gain the benefit of the stealth special ability described below. A swift scion that wields *Dreamcatcher* gains additional special abilities if the character fulfills the following criteria.

Base Attack Bonus: +6

Skills: Hide 10 ranks, Move Silently 10 ranks

Feats: Point Blank Shot, Far Shot, Stealthy

Special: The wielder must be of Small size

Restrictions: *Dreamcatcher* does not grant its stealth ability to a wielder who is not of Small size, though its enhancement bonus is still effective.

Attributes: *Dreamcatcher* has the following attributes.

Hardness/Hit Points: 15/55

Caster Level: 15th

Value: To any character other than a swift scion who meets the above requirements, *Dreamcatcher* appears to be worth as much as a Small +2 composite shortbow (+2 Str bonus) that grants the stealth ability (market price 10,525 gp).

Special Abilities: *Dreamcatcher* provides a number of special abilities to its wielder, depending on the character's class level in the swift scion prestige class (see the table below).

Initial Abilities: When it is first acquired, *Dreamcatcher* functions as a +2 composite shortbow (+2 Str bonus). Any Small character who wields it, whether a swift scion or not, also benefits from the stealth ability (see below).

Stealth (Su): The wielder of *Dreamcatcher* may use her Wisdom bonus (if any) as a bonus on her Hide and Move Silently checks.

TABLE 8.9: ABILITIES GRANTED BY THE DREAMCATCHER

Swift Scion Level	Ability Gained
--	Stealth
1	Invisibility
2	Ghost touch
3	Ephemeral presence (trackless)
4	Enhancement bonus +3
5	Dreamkill arrows
6	Greater invisibility
7	Enhancement bonus +4
8	Ephemeral presence (scentless)
9	Etherealness
10	Enhancement bonus +5

Invisibility (Sp): A swift scion wielding *Dreamcatcher* can become invisible once per day as a free action. The effect lasts for 1 round per class level.

For a swift scion of 6th level or higher, the invisibility granted by the power is the equivalent of *greater invisibility*. The duration remains 1 round per class level.

Ghost Touch (Su): When a swift scion of 2nd level or higher wields *Dreamcatcher*, any arrow fired from the bow can damage incorporeal creatures as if it had the ghost touch special ability.

Ephemeral Presence (Su): A swift scion of 3rd level or higher bearing *Dreamcatcher* leaves no trail and cannot be tracked.

At 8th level, a swift scion bearing the weapon no longer gives off a scent. Creatures with the scent ability cannot detect her presence by means of that ability, nor can she be tracked by scent.

Enhancement Bonus (Ex): When a swift scion of 4th level or higher wields *Dreamcatcher*, the bow's enhancement bonus improves from +2 to +3. The bonus increases to +4 at 7th level and +5 at 10th level.

Dreamkill Arrows (Su): Three times per day (but no more than once per round), a swift scion of 5th level or higher can fire a special arrow from *Dreamcatcher*. The arrow strikes as a touch attack (ignoring armor, shield, and natural armor bonuses to AC). The arrow deals only half the normal damage, but the damage dealt is Wisdom damage, not hit point damage. Bonus damage dice, if any, do not apply to the damage dealt by a dreamkill arrow.

Etherealness (Su): At 9th level or higher, a swift scion bearing *Dreamcatcher* can become ethereal for up to 10 rounds per day (which need not be spent all at one time). Activating this power, or deactivating it to become material, is a standard action.

Magical Ability Chains

Magical weapons and armor can easily become a character's most prized possession. Unfortunately, that cherished +2 elven longsword that saved your rear-end against the orcs isn't doing the job as well now that you're fighting magic-wielding dark elves. So you have two

choices: You can either dump your treasured friend for a more powerful weapon, or spend some of that hard earned loot you've been hoarding and add a few additional enchantments to power-up that old blade.

Doing so is easy enough using the rules presented in the **Adding New Abilities** section in Chapter 7 of the *DMG*. Through this method you can add any odd combination of magical abilities to your weapon or armor. But what if you decide to add a more powerful ability that is closely related or similar to an ability that the item already possesses? Taking advantage of this synergy makes it easier to upgrade an item's power. This is referred to as a magical ability chain.

A magical ability chain allows you to elevate or upgrade an existing item's magical ability to an improved and more powerful ability that is directly related to the item's pre-existing powers (Ex; changing a *flaming* longsword to a *flaming burst* longsword) at a lower cost than by the standard method.

If you follow an ability chain when upgrading your item, the cost of the upgrade is reduced by 25% (rounded up). This discount only applies to the calculated cost difference of the original item and the cost of the upgrade.

Example: a +1 *flaming* longsword to a +1 *flaming burst* longsword.

Original cost; +1 (2,000 gp) *flaming* (+1 bonus) longsword (315 gp) = **8,315 gp**.

End cost; +1 (2,000 gp) *flaming burst* (+2 bonus) longsword (315 gp) = **18,315 gp**.

Normal cost; 18,315 gp - 8,315 gp = **10,000 gp**.

Discounted cost; 18,315 gp (end cost) - 8,315 gp (original cost) = 10,000gp - 25% (chain discount) = **7,500 gp**.

No other additional enchantments are discounted, even if applied at the same time. This can get a little confusing when adding multiple enchantments. To simplify this, calculate the cost difference between the worth of original item and the cost of the chained ability and apply the discount to this sum.

WEAPON ABILITY CHAINS

Acidic → Acidic Burst
 Alterable, minor → Alterable, major
 Drinking → Laced, Substance
 Flaming → Flaming Burst
 Frost → Icy Burst
 Impact → Repelling
 Inspiration → Muse
 Intense/Keen/Penetrating → Wounding
 Pestilence → Pestilence, greater
 Reflection, spell → Reflection, spell, greater
 Serrations → Jagged
 Shock → Shocking Burst
 Spawning → Undead Creator, major
 Speed → Quickened (or Quickened → Speed)
 Spell Storing → Spell Storing, greater

Spell Storing, greater → Contingency
 Solace → Solace, greater
 Solace, dark → Solace, dark, greater
 Stunning → Thundering (or Thundering → Stunning)
 Sundering → Mighty Sundering
 Totem → Totem, dire
 Undead Creator, minor → Undead Creation, major
 Wounding → Crushing/Vorpal/Skewering

ARMOR/SHIELD ABILITY CHAINS

Acid Resistance → Acid Resistance, improved → Acid Resistance, greater
 Aspected → Seeming → Reshaping
 Bludgeoning Resistance → Impact Resistance
 Cold Resistance → Cold Resistance, improved → Cold Resistance, greater
 Dark → Dark, greater
 Dopple → Dopple, greater
 Electricity Resistance → Electricity Resistance, improved → Electricity Resistance, greater
 Fire Resistance → Fire Resistance, improved → Fire Resistance, greater
 Grace → Weightless
 Healing → Healing greater
 Inspiration → Muse
 Quick Don → Fluid or Summoned
 Quick Release → Wildshape
 Shifting → Shifting, greater
 Shadow → Shadow, improved → Shadow, greater
 Silent Moves → Silent Moves, improved → Silent Moves, greater
 Slick → Slick, improved → Slick, greater
 Solace → Solace, greater
 Solace, dark → Solace, dark, greater
 Sonic Resistance → Sonic Resistance, improved → Sonic Resistance, greater
 Spellcasting → Arcane
 Spell Storing → Spell Storing, greater
 Spell Storing, greater → Contingency
 Totem → Totem, dire
 Variant → Morphic

Other chains may exist as your game uses other outside materials. As always, these are dependant on the approval of your GM.

Intelligent Weapons

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 **Table 8.10: Extraordinary Special Purpose Powers**. Each extraordinary purpose is described following below, 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.

Battle Seeker: This type of weapon seeks to engage other creatures in combat for its own glorifica-

tion. 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 reform 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 danger-

TABLE 8.10: EXTRAORDINARY SPECIAL PURPOSE POWERS

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

ous, 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 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 *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 *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.

Outsider Weapons

The term "outsider weapon" describes a category of magic weapons that derive their power from an extraplanar creature whose essence is bound into the weapon itself. Because the bound outsider provides a "power boost" to the crafting process, they are much less expensive to create (both in terms of gold and experience costs) than comparable weapons. In addition, outsider weapons possess special abilities deriving from the nature of the outsider used to power them. At the very least, outsider weapons come with a price tag: the possible enmity of the outsider so bound. Outsider weapons are generally less permanent than other magical items and lose their special abilities once the outsider is freed (or breaks free) from the weapon into which it is bound.

OUTSIDER WEAPON CREATION

The process of creating an outsider weapon begins with summoning an outsider. This can be accomplished through a variety of means, most notably spells like *gate* or *summon monster*. After that, the summoner must bind the summoned creature by means of spells such as *lesser planar binding* or *greater planar binding*.

Equally important to the process is the attitude of the outsider toward its summoner. If the outsider is at least Helpful, then it accepts being bound into a weapon without too many qualms. If it's Friendly, it not only accepts being bound but has a good reason for doing so, such as to aid the summoner in a great quest. Any other attitude indicates that the outsider is hostile and may attack the summoner after the binding has expired.

By their nature, outsider weapons are almost always intelligent. The Intelligence, Wisdom, and Charisma scores of the weapon are based on respective scores of the outsider that's bound into the weapon. Thus a weapon that derives its power from a bound devil would have 11 Intelligence, 9 Wisdom, and 15 Charisma. The weapon's alignment is likewise the same as that of the bound creature (Lawful Evil in this case).

An outsider weapon's ability to communicate with its wielder is similarly determined by its ability scores.

Communication	Ability Scores
Semiempathy	Two ability scores at least 10+, one 8+
Empathy	Two ability scores at least 12+, one 10+
Speech	Two ability scores at least 14+, one 12+
Speech, Telepathy	Two ability scores at least 16+, one 12+

Outsider weapons capable of speech speak as many languages as the creature bound into them. In the case of a devil weapon, for example, they would speak Celestial, Draconic, and Infernal, in addition to any bonus languages based on their Intelligence scores. In cases of extremely weak outsiders whose ability scores do not meet any of the requirements listed in the table above, the weapon is not intelligent and cannot communicate with its wielder.

An outsider's magical attack bonus derives from the Hit dice of the creature bound into it.

Outsider Weapon Hit Dice	Attack Bonus
1-3	+1
6-9	+2
10-12	+3
13-15	+4
16+	+5

Outsider weapons can use the spell-like abilities of the creature bound into them. Abilities that affect only the outsider do not affect the wielder. Hardness and hit points are as per the weapon type. Caster level is equal to the hit dice of the outsider bound into the weapon. Breaking the weapon (by means of the Improved Sunder feat, for example) frees the outsider, as does *dispelling* the spell binding it into the weapon. Outsider weapons do not have the ability to summon other outsiders, even if the creature bound into it does.

Outsider weapons can manifest special abilities just like other magic weapons. Unlike other magic weapons, however, the abilities are largely determined by the nature of the outsider bound in them. Additional abilities may be added, just like other weapons, but these take longer, require the standard prerequisites (spells, etc.) and must be done **before** the binding process is begun and at normal creation costs. Furthermore, any of these qualities cannot be contrary to the nature of the outsider (not adding *frost* to a weapon meant for a fire mephit).

The attraction of outsider weapons is that the crafter need not meet all the prerequisites to add special abilities deriving from the creature bound into them, since they are a function of its nature. Even outsider weapons have gold and experience point costs. Binding an outsider into a weapon cuts down on those costs, but it does not eliminate them entirely. Thus, a crafter must still pay for every enhancement and ability he adds and activates during

the binding process. It should be noted that further abilities may not be added after the initial binding, even if the outsider possesses more abilities than the crafter takes advantage of. Once the binding is done, the weapon is complete and cannot be enchanted further.

The costs associated with outsider weapons depend on how long the crafter intends the binding to last.

Outsider Weapon Binding Costs

Binding Length	Base Cost (XP and gp)
3 months	25% normal
6 months	50% normal
1 year	75% normal

Any binding of an outsider into a weapon for a period of more than one year costs the normal amount of gold and experience. If an attempt is made to make the binding permanent, the cost increases to 150% for both experience and gold and the outsider is allowed a Will save to sunder the binding and escape.

In addition to gold and experience points, when forging an outsider weapon, the crafter must possess the metamagic feat Craft Magic Arms and Armor. He must also have a masterwork weapon into which he (or the summoner, if it is a different person) will bind the outsider. Nothing less than a masterwork weapon will suffice. He does not have to possess the prerequisites for the abilities he adds to the weapon; they derive their power solely from the outsider.

OUTSIDER WEAPON ABILITIES

Most of the abilities a weapon can derive from its bound outsider are apparent from reading a creature's description, such as wounding for a barbazu weapon or energy drain for a succubus. Poisonous outsiders might make the weapon function like a *dagger of venom*. Alignment-based abilities (such as lawful, chaotic, holy, unholy, etc.) as well as elemental ones (like flaming, frost, shock, etc.) are obvious choices in many cases. The GM must adjudicate correlations between outsider and magic weapon abilities when they are not obvious. Here are some sample associations to show how additional abilities might be created:

Acidic: Upon command, an acidic weapon is sheathed in a burning, corrosive acid. The acid does not harm the hands that hold the weapon. Acidic weapons deal +1d6 pints of bonus acid energy on a successful hit. Bows, crossbows, and slings so enchanted bestow the acid energy upon their ammunition.

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

Acidic Burst: An acidic burst weapon functions as an acidic weapon that also explodes with acid upon striking a successful critical hit.

The acid does not harm the hands that hold the weapon. Acidic burst weapons deal +1d10 points of bonus acid damage on a successful critical hit. If the weapon's critical multiplier is x3, add +2d10 points of bonus acid damage instead, and if the multiplier is x4, add +3d10 points of bonus acid damage. Bows, crossbows, and slings so enchanted bestow the acid energy upon their ammunition.

Strong conjuration [acid]; *Caster Level: 12th; Prerequisites: Craft Magic Arms and Armor, acid arrow or acid fog; Market Price: +2 bonus.*

Optional Rule: Outsider weapons are a dangerous application of magic. Some Game Masters may prefer to highlight this fact with the following rule: each week the bound outsider has a 1% chance to break free of the binding. Such a creature is not likely to look kindly upon the weapon's wielder, especially if the outsider did not willingly agree to be bound.



CHAPTER 9: CURSED ITEMS

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

TABLE 9.1: COMMON CURSES

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

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

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

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

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

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

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

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

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

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



TABLE 9.2: DRAWBACKS

d%	Drawback
01-04	Character's hair grows 1 inch longer. Only happens once.
05-09	Character either shrinks 1/2 inch (01-50 on d%) or grows that much taller (51-100). Only happens once.
10-13	Temperature around item is 10°F cooler than normal.
14-17	Temperature around item is 10°F warmer than normal.
18-21	Character's hair color changes.
22-25	Character's skin color changes.
26-29	Character now bears some identifying mark (tattoo, weird glow, or the like).
30-32	Character's gender changes.
33-34	Character's race or kind changes.
35	Character is afflicted with a random disease that cannot be cured.
36-39	Item continually emits a disturbing sound (moaning, weeping, screaming, cursing, insults).
40	Item looks ridiculous (garishly colored, silly shape, glows bright pink, . . .).
41-45	Character becomes selfishly possessive about the item.
46-49	Character becomes paranoid about losing the item and afraid of damage occurring to it.
50-51	Character's alignment changes.
52-54	Character must attack nearest creature (5% chance [01-05 on d%] each day).
55-57	Character is stunned for 1d4 rounds once item function is finished (or randomly, 1/day).
58-60	Character's vision is blurry (-2 penalty on attack rolls, saves, and skill checks requiring vision).
61-64	Character gains one negative level.
65	Character gains two negative levels.
66-70	Character must make a Will save each day or take 1 point of Intelligence damage.
71-75	Character must make a Will save each day or take 1 point of Wisdom damage.
76-80	Character must make a Will save each day or take 1 point of Charisma damage.
81-85	Character must make a Fortitude save each day or take 1 point of Constitution damage.
86-90	Character must make a Fortitude save each day or take 1 point of Strength damage.
91-95	Character must make a Fortitude save each day or take 1 point of Dexterity damage.
96	Character is polymorphed into a specific creature (5% chance [01-05 on d%] each day).
97	Character cannot cast arcane spells.
98	Character cannot cast divine spells.
99	Character cannot cast any spells.
100	Either pick one of the above that's appropriate or create a drawback specifically for that item.

- Character must change her name to a specific name. (The item only works for characters of that name.)
- Character must add a specific class at the next opportunity if not of that class already.
- Character must have a minimum number of ranks in a particular skill.
- Character must sacrifice some part of her life energy (2 points of Constitution) one time. If the character gets the Constitution points back (such as from a *restoration* spell), the item ceases functioning. (The item does not cease functioning if the character receives a Constitution increase caused by level gain, a *wish*, or the use of a magic item.)
- Item must be cleansed with holy water each day.
- Item must be used to kill a living creature each day.
- Item must be bathed in volcanic lava once per month.
- Item must be used at least once a day, or it won't function again for its current possessor.
- Item must draw blood when wielded (weapons only). It can't be put away or exchanged for another weapon until it has scored a hit.
- Item must have a particular spell cast upon it each day (such as *bleed*, *atonement*, or *animate objects*).

Requirements are so dependent upon suitability to the item that they should never be determined randomly. An item with a requirement that is also intelligent often imposes its requirement through its personality. If the requirement is not met, the item ceases to function. If it is met, the item functions for one day before the requirement must be met again (although some requirements are one-time only, others monthly, and still others continuous).

Drawback: Items with drawbacks are usually still beneficial to the possessor but they also carry some negative aspect. Although sometimes drawbacks occur only when the item is used (or held, in the case of some items such as weapons), usually the drawback remains with the character for as long as she has the item.

Roll on **Table 9.2: Drawbacks** to generate a drawback that (unless otherwise indicated) remains

in effect as long as the item is in the character's possession.

Specific Cursed Items

The magic items below are provided as examples of cursed items. They are given creation prerequisites, should someone want to intentionally create them. A simple *detect magic* spell yields a misleading aura and strength, often indicating that the item is a noncursed item of similar sort. An *identify* spell only has a 1% chance per caster level to reveal a cursed item's true properties, including the cursed aspect. *Analyze dweomer* reveals the true nature of a cursed item.

Armor of Arrow Attraction: Magical analysis indicates that this armor is a normal suit of +3 *full plate*. It works normally with regard to melee attacks but actually serves to attract ranged weapons. The wearer takes a -15 penalty to AC against any attack by a ranged weapon. The true nature of the armor does not reveal itself until the character is fired upon. Even then, a few hits by an archer aren't likely to reveal the true nature of the armor, though a heavy volley (all of whose arrows strike home) is enough to convince others that something is amiss.

Strong abjuration; *Caster Level:* 16th; *Prerequisites:* Craft Magic Arms and Armor, *bestow curse*; *Market Price:* 9,000 gp

Armor of Rage: This armor is similar in appearance to *armor of command* and functions as a suit of +1 *full plate*. However, the armor causes the character to take a -4 penalty to Charisma. All unfriendly characters within 300 feet have a +1 morale bonus on attack rolls against her. The effect is not noticeable to the wearer or those affected. (In other words, the wearer does not immediately notice that donning the armor is the cause of her problems, or do foes understand the reason for the depth of their enmity.)

Strong necromancy; *Caster Level:* 16th; *Prerequisites:* Craft Magic Arms and Armor, *bestow curse*; *Market Price:* 1,600 gp

Bestial Armor: This +2 *half-plate* armor has the designs of some sort of tiny-sized, naturally occurring animal. This armor is actually a cursed effect. In a circumstance when the armor is within 30 feet of a creature bearing a resemblance to the design on the armor, the wearer is polymorphed into a similar creature, as per the *baleful polymorph* spell. Note that the armor does not polymorph with the wearer.

Moderate transmutation; *Caster Level:* 9th; *Prerequisites:* Craft Magic Arms and Armor, *baleful polymorph*; *Market Price:* 9,000 gp

Bracers of Defenselessness: These appear to be *bracers of armor* +5 and actually serve as such until the wearer is attacked in anger by an enemy with a Challenge Rating equal to or greater than her level. At that moment and thereafter, the bracers cause a -5 penalty to AC. Once their curse is activated, *bracers of defenselessness* can be removed only by means of a *remove curse* spell.

Moderate conjuration; *Caster Level:* 16th; *Prerequisites:* Create Wondrous Item, *mage armor*, *bestow curse*; *Market Price:* 1,200 gp

Clay Armor of the Golem: This +1 *clay armor* radiates magic (Enchantment: Compulsion) and consists of a helm, breastplate, backplate, bracers and leggings. The armor is cumbersome and requires assistance when donning. When the wearer dons the entire set of armor they must pass a Will save (DC 15) or be unable to move but retain the ability to speak and are aware of their surroundings. They then act as if under a *command* spell cast by caster of 5th level and obey the command of the assisting person. The armor can be removed with a *remove curse* spell leaving +1 *clay armor* or a *dispel magic* spell which leaves standard clay armor.

Moderate Enchantment; *Caster Level* 5th; *Prerequisites:* Craft magic Arms and Armor, *greater command*; *Market Price:* 2,000gp

Helm of Opposite Alignment: This metal hat looks like a typical helmet. When placed upon the head, however, its curse immediately takes effect (Will DC 15 negates). On a failed save, the alignment of the wearer is radically altered to an alignment as different as possible from the former alignment—good to evil, chaotic to lawful, neutral to some extreme commitment (LE, LG, CE, or CG). Alteration in alignment is mental as well as moral, and the individual changed by the magic thoroughly enjoys his new outlook. A character who succeeds on his save can continue to wear the helmet without suffering the effect of the curse, but if he takes it off and later puts it on again, another save is required. The curse only works once; that is, a character whose alignment has been changed cannot change it again by donning the helmet a second time.

Only a *wish* or a *miracle* can restore former alignment, and the affected individual does not make any attempt to return to the former alignment. (In fact, he views the prospect with horror and avoids it in any way possible.) If a character of a class with an alignment requirement is affected, an *atonement* spell is needed as well if the curse is to be obliterated. When a *helm of opposite alignment* has functioned once, it loses its magical properties.

Strong transmutation; *Caster Level:* 12th; *Prerequisites:* Create Wondrous Item, creator must be 12th level; *Market Price:* 4,000 gp; *Weight:* 3 lb.

Mace of Blood: This +3 *heavy mace* must be coated in blood every day, or its bonus fades away (until the mace is coated again). The character using this mace must make a DC 13 Will save every day it is within his possession or become chaotic evil.

Moderate abjuration; *Caster Level:* 8th; *Prerequisites:* Craft Magic Arms and Armor, creator must be at least 9th level and chaotic evil; *Market Price:* 16,000 gp

Net of Snaring: This net provides a +3 bonus on attack rolls but can only be used underwater, thus making it a somewhat useful item rather than what most would really call a cursed item. Underwater,



it can be commanded to shoot forth up to 30 feet to trap a creature.

Moderate evocation; *Caster Level*: 8th; *Prerequisites*: Craft Magic Arms and Armor, *freedom of movement*; *Market Price*: 10,000 gp

Pincushion: This magical aketon has iron filings sewn into the padding. When donned the armor activates and attracts all metallic objects within a 5-foot range. There is a 10% chance the wearer is injured by the force of impact from flying metal objects, suffering 1d4 points of damage for every item weighing over 2 pounds. If any metallic item in the 5 foot radius weighs more than the wearer and all her current gear then the wearer is magnetically drawn to the item in question. Pointed items (such as caltrops and armor spikes) inflict full standard damage to the wearer.

Moderate Transmutation; CL 10th; *Prerequisites*: Craft Magic Arms and Armor, *telekinesis*; *Market Price*: 4,500 gp

Plate of Dancing: This +1 *full plate armor* functions normally until the wearer fails a Will save DC 16. The Will save must be made when the wearer finishes combat. If the save is failed, the wearer continues to move around as if trying to follow the steps to a stately dance. The dance then becomes quite vigorous and lasts for 1d20+20 rounds. As the wearer is doing strenuous activity in heavy armor, he becomes fatigued for 1d4 hours. Every time the wearer finishes combat they must spend the next 1d20+20 rounds dancing to a tune only they can hear.

Strong Enchantment; *Caster Level*: 15th; *Prerequisites*: Craft Magic Arms & Armor, *irresistible dance*; *Market Price*: 32,000 gp

Spear, Cursed Backbiter: This is a +2 *shortspear*, but each time it is used in melee against a foe and the attack roll is a natural 1, it damages its wielder instead of her intended target. When the curse takes effect, the spear curls around to strike its wielder in the back, automatically dealing the damage to the wielder. The curse even functions when the spear is hurled, and in such a case the damage to the hurler is doubled.

Moderate evocation; *Caster Level*: 10th; *Prerequisites*: Craft Magic Arms and Armor, *bestow curse*; *Market Price*: 7,500 gp

Spiked Chain of Binding: This is a +1 *spiked chain*, but each time it is used in melee against a foe and the attack roll is a natural 1, the spiked chain wraps itself about the wielder and binds them. Make a grapple check between the wielder and the Spiked Chain (Grapple Bonus: +10). If the spiked chain wins, it grapples the wielder and deals its normal damage (2d4+1). In future rounds, the spiked chain attempts to pin its victim and then continue to deal damage, so long as the victim is pinned.

Moderate evocation; *Caster Level*: 10th; *Prerequisites*: Craft Magic Arms and Armor, *bestow curse*; *Market Price*: 2,500 gp

-2 Sword, Cursed: This longsword performs well against targets in practice, but when used against an opponent in combat, it causes its wielder to take a -2 penalty on attack rolls. All damage dealt is also reduced by 2 points, but never below a minimum of 1 point of damage on any successful hit. After one week in a character's possession, the sword forces that character to employ it rather than another weapon. The sword's owner automatically draws it and fights with it even when she meant to draw or ready some other weapon. The sword can be gotten rid of only by means of *limited wish*, *wish*, or *miracle*.

Strong evocation; *Caster Level*: 15th; *Prerequisites*: Craft Magic Arms and Armor, *bestow curse*, and *limited wish* or *miracle*; *Market Price*: 1,500 gp

Sword, Berserking: This item appears to have the characteristics of a +2 *greatsword*. However, whenever the sword is used in battle, its wielder goes berserk (gaining all the benefits and drawbacks of the barbarian's rage ability). He attacks the nearest creature and continues to fight until unconscious or dead or until no living thing remains within 30 feet. Although many see this sword as a cursed object, others see it as a boon.

Moderate evocation; *Caster Level*: 8th; *Prerequisites*: Craft Magic Arms and Armor, *rage*, *bestow curse*; *Market Price*: 17,500 gp

CHAPTER 10: 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 outward 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

Space/Reach: 5 ft. by 5 ft./5 ft.

Special Qualities: Construct, cure minor wounds, damage reduction 10/magic, guard

Saves: Fort +2, Ref +3, Will +2

Abilities: Str 13, Dex 13, Con —, Int —, Wis 10, Cha 1

Skills: --

Feats: --

Environment: Any

Organization: Solitary (Servitor)

Challenge Rating: 3

Treasure: None

Alignment: Always neutral

Advancement: 7–9 HD (Medium-size); 10–18 HD (Large)

Level Adjustment: --

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**Space/Reach:** 5 ft. by 5 ft./5 ft.**Special Attacks:** Poison**Special Qualities:** Construct, damage reduction 10/magic**Saves:** Fort +2, Ref +4, Will +2**Abilities:** Str 10, Dex 15, Con —, Int —, Wis 10, Cha 1**Skills:** --**Feats:** --**Environment:** Any**Organization:** Solitary (Servitor)**Challenge Rating:** 4**Treasure:** None**Alignment:** Always neutral**Advancement:** 7–8 HD (Small); 9–12 HD (Medium-size)**Level Adjustment:** --

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 it from attacks unless the amulet's owner designates a second target.

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 sec-

ondary 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**Space/Reach:** 5 ft. by 10 ft./10 ft.**Special Attacks:** Poison, improved grab, constriction, activation attack**Special Qualities:** Construct, damage reduction 50/magic, *haste*, spell resistance 30, *soul bind***Saves:** Fort +5, Ref +4, Will +5**Abilities:** Str 22, Dex 8, Con —, Int —, Wis 10, Cha 1**Skills:** --**Feats:** --**Environment:** Any**Organization:** Solitary (Servitor)**Challenge Rating:** 14**Treasure:** None**Alignment:** Always neutral**Advancement:** 17–24 HD (Large); 25–32 HD (Huge)**Level Adjustment:** --

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.

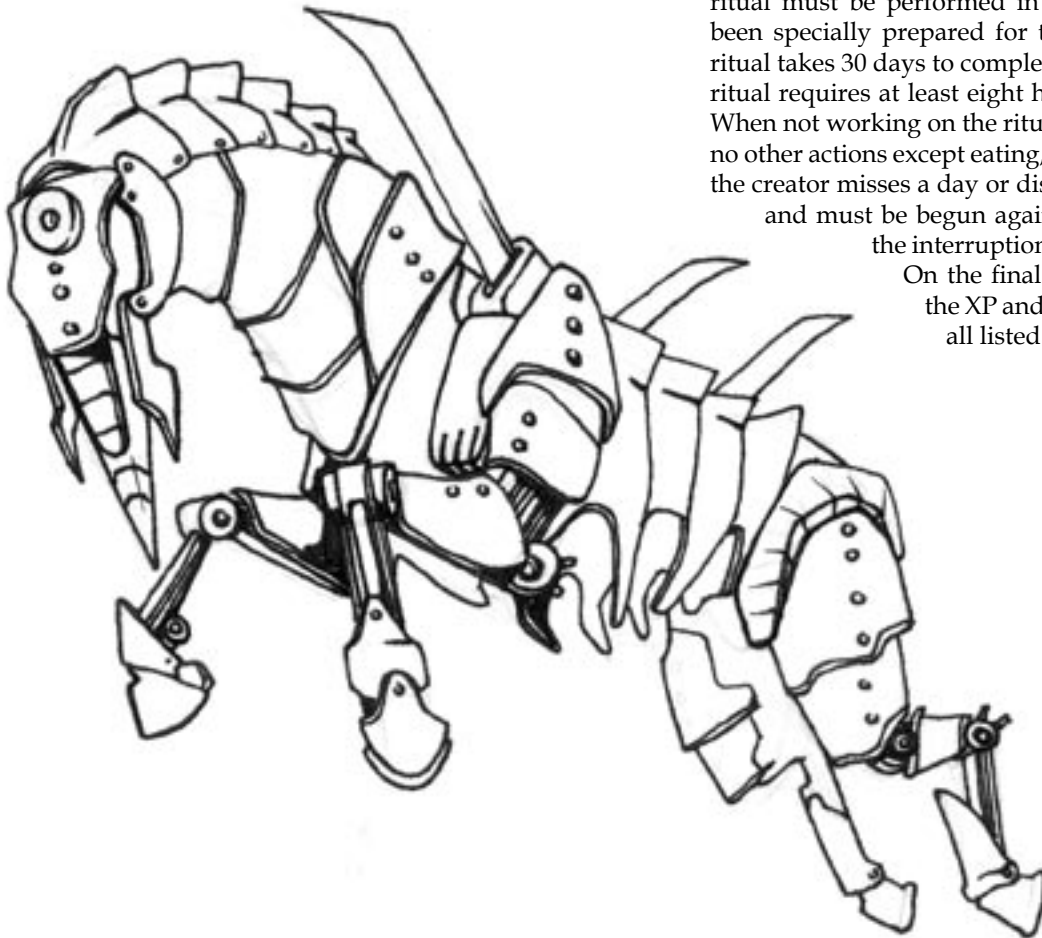
Construct: Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

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.



Greater amulet servitor
Illustrated by Rick Hershey

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.

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.

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, 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

Space/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Spike (100 range increment)

Special Qualities: Closed environment, construct, damage reduction 30/magic, 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

Skills: --

Feats: --

Environment: 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)

Level Adjustment: --

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 a 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 inside 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 (UNOCCUPIED)

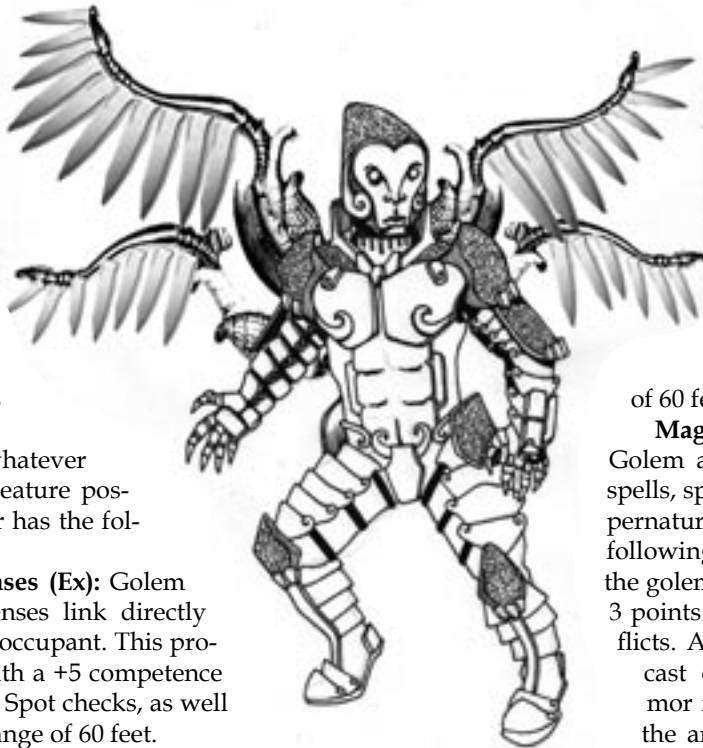
Without an occupant to command it, golem armor can be controlled by its creator to act upon fairly limited commands (like a typical iron golem). In this case, golem armor can move, attack, and cast spells based on the better abilities of either the trapped creature or the golem armor. At the end of each combat, the creator must make a Will Save (DC 15 plus the HD of the trapped creature) to regain control over the golem armor. If failed, the golem armor attacks its creator.

If the creator is killed, the soul binding is broken and the creature returns to its native plane. If the creator escapes, the golem armor becomes an independent spirit until its creator can get within 30 feet of it to regain control (the Will save increases by 1 for each day that the golem remains independent).

In addition to whatever abilities the base creature possesses, golem armor has the following abilities:

Heightened Senses (Ex): Golem armor's magical senses link directly into the mind of its occupant. This provides the wearer with a +5 competence bonus to Listen and Spot checks, as well as darkvision to a range of 60 feet.

Magic Immunity (Ex): Golem armor is immune to all spells, spell-like abilities, and supernatural effects, except for the following: Electrical effects heal the golem of 1 hit point for every 3 points of damage the spell inflicts. A *break enchantment* spell cast on golem armor forces the creator to immediately make a saving throw to regain control as detailed above. A *transmute metal to wood* spell forces the golem armor to make a Fortitude save (DC 25) or be stunned for 1-2 rounds.



Golem armor
Illustrated by Rick Hershey

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.

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.

COMBAT (OCCUPIED)

A creature encased within golem armor gains the better of either its or the golem's abilities, subject to the limitations below:

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 benefits of a *necklace of adaptation* for as long as she remains in the armor. Breaching this environment requires reducing the golem to zero hit points. A creature within the golem armor's closed environment cannot be attacked through physical means for as long as she remains in the closed environment.

Heightened Senses (Ex): Golem armor's magical senses link directly into the mind of its occupant. This provides the wearer with a +5 competence bonus to Listen and Spot checks, as well as darkvision to a range of 60 feet.

Magic Immunity (Ex): Golem armor is immune to all spells, spell-like abilities, and supernatural effects, except for the following: Electrical effects heal the golem of 1 hit point for every 3 points of damage the spell inflicts. A *break enchantment* spell cast on occupied golem armor forces the wearer out of the armor unless a Fortitude save (DC 25) is made. A *transmute metal to wood* spell forces

the golem armor to make a Fortitude save (DC 25) or be stunned for 1-2 rounds.

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. Refill-

ing the spike cartridges takes a full-round action for each launcher.

Synchronize (Ex): The golem is an extension of the body. 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 (though spellcasters not proficient in the use of heavy armors suffer a 20% spell failure).

CONSTRUCTION

The physical form of a suit of golem armor is built from pure mithral, and requires a successful Craft (armorsmithing) 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 an even greater threat. 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 obtain one of these to give to a young prince or someone else they need to defend against all dangers.

Golem, Amber

Large Construct

Hit Dice: 20d10+30 (140 hp)

Initiative: -1 (Dex)

Speed: 30 ft. (6 squares)

AC: 26 (-1 size, -1 Dex, +18 natural), touch 8, flat-footed 26

Base Attack/Grapple: +15/+32

Attack: Slam +27 melee (2d10+13)

Full Attack: 2 slams +27 melee (2d10+13)

Space/Reach: 10 ft./10 ft.

Special Attacks: Breath weapon, fiery aura, splatter

Special Qualities: Construct traits, damage reduction 15/magic, darkvision 60 ft., death throes, immunity to magic, low-light vision

Saves: Fort +6, Ref +5, Will +6

Abilities: Str 37, Dex 8, Con —, Int —, Wis 10, Cha 1

Environment: Any

Organization: Solitary or gang (2-4)

Challenge Rating: 14

Treasure: None

Alignment: Always neutral

Advancement: 21-26 HD (Large); 27-60 HD (Huge)

The spectacular amber golem is a terrifying sight to behold. These massive, 17-foot tall golems are composed of a heavy amber shell filled with living fire. Their skin is a yellowish color that is sometimes tinged with red. Their arms and legs are roughly hewn, although their eyes are made of rubies and their heads are crowned with precious gems. Like other golems, they are mindless automatons created by powerful spellcasters and perform their duties without thought about the consequences of any actions.

COMBAT

Amber golems are fearsome foes in combat. They attack relentlessly with their fists, as well as with their fiery aura and breath. Even the golem's defenses can be quite deadly; attackers should be careful to avoid the splashes of liquid fire that spill from its wounds.

An amber golem's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Breath Weapon (Su): 20-foot cone, every other round, damage 8d6 fire, Reflex DC 20 half. The save DC is Constitution-based.

Fiery Aura (Ex): Each round, anyone within 5 feet of an amber golem must succeed on a DC 20 Fortitude save or take 1d4 points of fire damage from the intense heat. The save DC is Constitution-based.

Splatter (Ex): A creature who damages an amber golem with a piercing or slashing melee weapon releases gouts of fire from the wound, and must succeed on a DC 20 Reflex save or suffer 3d6 points of fire damage. The save DC is Constitution-based.

Piercing ranged weapons release gouts of fire as well, but the fire only affects a creature adjacent to the golem who was in a position to provide cover against the ranged attack (that is, who is between the attacker and the golem).

Death Throes (Su): When an amber golem is slain, each creature within 5 feet of it must succeed on a DC 20 Reflex save or become encased in liquid amber, which then instantly hardens. The save DC is Constitution-based. Trapped creatures can only take mental actions and are subject to suffocation, but can be freed by destroying the amber shell. The shell has an AC of 2, a hardness of 2, and 20 hit points.

Immunity to Magic (Ex): An amber golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature. A magical attack that deals cold damage slows an amber golem (as the *slow* spell) for 1d3 rounds, with no saving throw. A magical attack that deals fire damage breaks any *slow* effect on the golem and heals 1 point of damage for each point of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points.

CONSTRUCTION

The body of an amber golem is chiseled from solid amber (worth 5,000 gp). Its face is carefully constructed to allow two rubies (worth 5,000 gp each) to be set in the eye sockets. The head is roughly chiseled and precious stones are set in the crown (30,000 gp). Finally, special alchemist's fire costing 500 gp is produced and poured into the golem's cavity. The spellcaster or another worker must construct the body, carve the gems, and create the alchemist's fire; doing so requires a successful DC 20 Craft (sculpting) check, a DC 25 Craft (gemcutting) check, and a DC 25 Craft (alchemy) check, respectively. After the body is fashioned, the golem must be animated through an extended magical ritual involving the summoning of a spirit from the Elemental Plane of Fire. While it's possible to work out an arrangement with such a spirit, most casters elect to force the unwilling spirit into the golem and bind it to their will.

The cost to create listed below includes the cost of the physical body and all the materials and spell components that are consumed or become a permanent part of the amber golem.

An amber golem with more than 20 Hit Dice can be created, but each additional Hit

Die adds 5,000 gp to the market price, and the price increases by 50,000 gp if the creature's size increases to Huge, modifying the cost to create accordingly.

CL 17th; Craft Construct, *enlarge*, *geas/quest*, *greater planar binding*, *limited wish*, *meteor swarm*, *polymorph any object*, caster must be at least 17th level; Price 175,000 gp; Cost 110,250 gp + 5,480 XP.

CAMPAIGN

Amber golems are powerful bodyguards, especially favored by fire giants and other creatures of the fire subtype. In the halls of fire giants, such golems might very well be mistaken for statues set to adorn their home. They're also well suited for volcanoes, hot springs, and other fiery locales. If used as a guardian, an amber golem should protect something very important. The 175,000 gold piece cost of the golem assures that whatever is being guarded is a valuable treasure indeed. As fire heals the golem, any spellcaster with the ability to create the construct could also place some magical effects to heal the creature. Placing the golem on a pressure plate that activates a wand of fireballs or similar device at set intervals when the golem steps off it assures that the construct has the benefit of healing. Creatures facing the golem would likewise have to deal with the added fire damage.



Golem, Force Guardian

Medium Construct

Hit Dice: 12d10+20 (86 hp)

Initiative: +2 (Dex)

Speed: 30 ft. (6 squares), fly 40 ft. (good)

AC: 27 (+2 Dex, +15 natural), touch 12, flat-footed 25

Base Attack/Grapple: +9/+14

Attack: Slam +14 melee (2d8+5/18-20) and force beam +11 ranged touch (4d10+10 plus knockdown)

Full Attack: 2 slams +14 melee (2d8+5/18-20) and force beam +11 ranged touch (4d10+10 plus knockdown)

Space/Reach: 5 ft./5 ft.

Special Attacks: Force beam, force critical

Special Qualities: Construct traits, damage reduction 15/magic, darkvision 60 ft., immunity to magic, low-light vision

Saves: Fort +6, Ref +8, Will +7

Abilities: Str 20, Dex 14, Con —, Int 6, Wis 12, Cha 1

Skills: Listen +8, Spot +9

Feats: Great Fortitude, Improved Sunder, Iron Will, Lightning Reflexes, Power Attack

Environment: Any

Organization: Solitary or gang (2-4)

Challenge Rating: 10

Treasure: None

Alignment: Always neutral

Advancement: 13-18 HD (Medium); 19-25 HD (Large); 26-36 HD (Huge)

A force guardian is a golem-like servant created by a powerful spellcaster. Their appearance varies depending on the race and tastes of the caster, but most force guardians appear as bipedal humanoids with opaque silver skin and lambent azure eyes. A typical force guardian stands 6 feet tall and weighs 100 pounds (although its size makes it appear to weigh much more). As these constructs are the obedient servants of high-level spellcasters, it's not uncommon for them to be equipped with additional magic items, armor, and weapons (anything that doesn't require activation).

COMBAT

A force guardian requires specific instructions from its creator regarding its duties, but once orders are given it is relentless in its desire to fulfill them. It's intelligent enough to make small leaps of faith regarding its duties, and some force guardians have tracked down the slayers of their creators in an effort to fulfill their role as protectors. A force guardian's

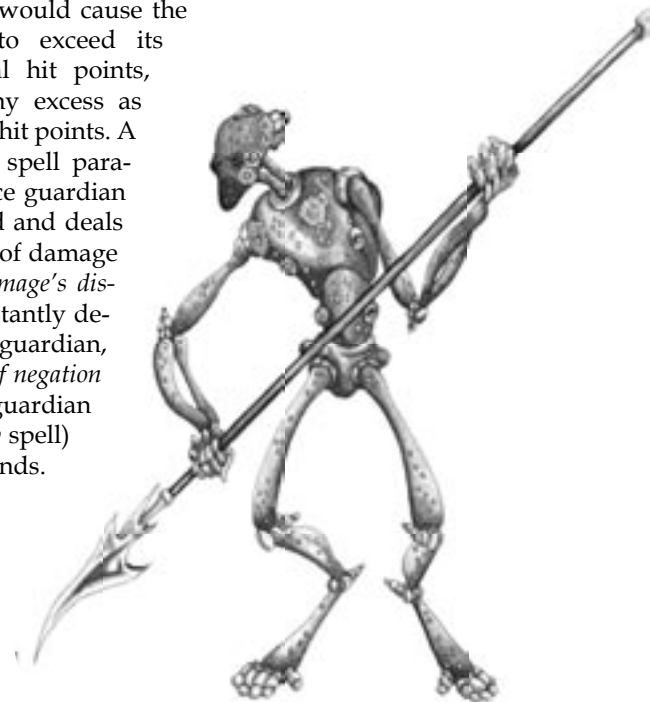
creator can issue telepathic orders to a force guardian within 60 feet of her as a free action. These temporary instructions are carried out as the situation warrants before the force guardian reverts back to its original orders. Thus, a force guardian ordered to guard a chest from tampering could go on the attack before returning to its previously defined duties. A force guardian is fearsome in combat, striking with two powerful fists, as well as its devastating force attacks.

A force guardian's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Force Beam (Su): Every other round, a force golem can fire a force beam as a free action with a range of 60 feet. If it hits its target, the beam deals 4d10+10 points of damage and knocks the target prone unless the target succeeds on a DC 21 Fortitude save. The save DC is Strength-based. A *brooch of shielding* can absorb the force beam as it would *magic missiles*, and a *shield* spell negates the force beam but is destroyed in turn. A force beam is a force effect.

Force Critical (Ex): If a force guardian confirms a critical hit with its slam attack, it strikes its opponent with such power that the creature is sent hurtling back through the air. The creature travels 1 foot per point of damage inflicted by the force guardian and lands prone. In addition, the creature suffers an extra 1d6 points of damage per 10 feet traveled, and must succeed on a DC 21 Fortitude save or be stunned for 1 round. The save DC is Strength-based.

Immunity to Magic (Ex): A force guardian is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature. A magical attack with the force descriptor heals 2 points of damage for each 1 point of damage the attack would otherwise deal. If the amount of healing would cause the guardian to exceed its full normal hit points, it gains any excess as temporary hit points. A *disintegrate* spell paralyzes a force guardian for 1 round and deals 5d6 points of damage (no save), *mage's disjunction* instantly destroys the guardian, and a *rod of negation* slows a guardian (as the *slow* spell) for 1d6 rounds.



CONSTRUCTION

The construction of the vessel that becomes the force guardian is a complex process that requires its body be blown from glass worth 1,000 gp, its eyes cut from gems worth 2,000 gp total, and the airy fluid that fills its body produced through alchemy for 2,000 gp. The spellcaster or another worker must create these items with a successful DC 20 Craft (glassblowing) check, a DC 25 Craft (gemcutting) check, and a DC 30 Craft (alchemy) check, respectively. After the body is fashioned, the golem must be animated through an extended magical ritual involving the summoning of a spirit from the Elemental Plane of Air. The precise terms of the caster's agreement with the spirit are carefully worked out in advance and typically require the sacrifice of magic items before any pact is consummated.

The cost to create listed below includes the cost of the physical body and all the materials and spell components that are consumed or become a permanent part of the force guardian.

A force guardian with more than 12 Hit Dice can be created, but each additional Hit Die adds 5,000 gp to the market price. The price increases by 20,000 gp if the creature's size increases to Large, or 50,000 gp if the creature's size increases to Huge, modifying the cost to create accordingly.

In addition to the base process, some spellcasters incorporate magic items into force guardians. Doing this adds the magic items' price to the construction, and the force guardian (which cannot remove the items) permanently gains the items' benefits. Magic items built into the guardian share all the immunities and resistances of the force guardian, and are considered a part of the creature's abilities.

CL 14th; Craft Construct, *greater planar binding*, *limited wish*, *magic missile*, *telekinesis*, *wall of force*, caster must be at least 14th level; Price 60,000 gp; Cost 32,500 gp + 2,500 XP.

CAMPAIGN

The first time a force guardian is seen doesn't necessarily have to be in a combat situation. Due to their benign creation process, powerful churches might employ them as guards for sacred halls. An orphanage (with a powerful benefactor) might have one around as a protector of children. Kings and other nobles might have force guardians as sentinels of treasure rooms. The PCs could also use a force guardian as a traveling companion (assuming a spellcaster is willing and capable of paying the costs associated with its creation). Since the force guardian never sleeps (and can run tirelessly alongside a mount), it makes the perfect bodyguard for a sleeping spellcaster alone in the wilderness. If the force guardian is of the humanoid variety, it might be mistaken as a silent compatriot until revealing its true nature. A dragon might have one or more of these constructs guarding its lair, and the party might easily mistake a dragonlike force guardian for some kind of dragon

magic or even as offspring of the dragon. The creation of this kind of golem isn't something that most can accomplish. Only exceptionally powerful individuals are going to be able to afford the costs and spellcasting requirements associated with the creation of force guardians.

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

Space/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.

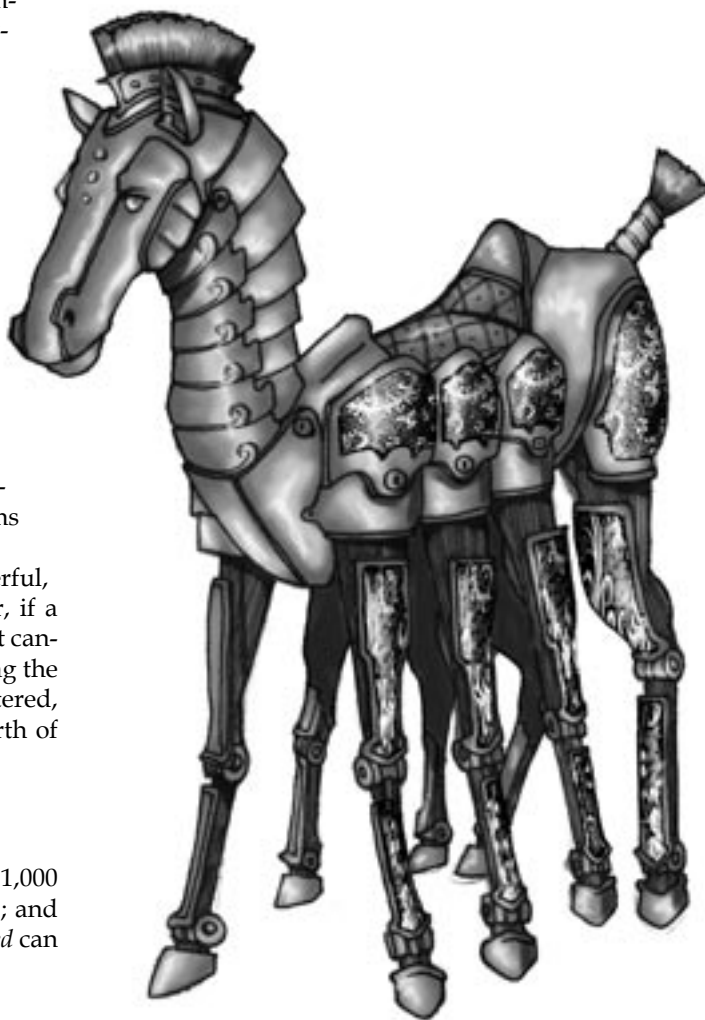
CONSTRUCTION

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.



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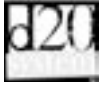
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