

MISSING MAGIC: ARMOR & SHIELDS™

For the **Pathfinder Roleplaying Game**. A collection random treasure tables inspired by classic editions, plus statistics for over 300 sets of off-the-rack armor and nearly 150 shields.



Table 9-1 Armor and Shields

01-75	armor
76-95	shield
96-100	armor and shield

Table 9-2 Armor Type

01-10	padded armor
11-25	leather armor
26-35	studded leather armor
36-45	chain shirt armor
46-50	hide armor
51-55	scale mail armor
56-75	chainmail armor
76-80	breastplate armor
81-85	splint mail armor
86-90	banded mail armor
90-95	half-plate armor
96-100	full plate armor

Table 9-3 Shield Type

01-10	buckler
11-35	shield, light wooden
36-50	shield, light steel
51-80	shield, heavy wooden
81-95	shield, heavy steel
96-100	shield, tower

Table 9-4 Armor and Shields Bonus

01-30	+1, special materials*
31-50	+1
51-70	+2
71-80	+3
81-83	+4
84	+5
85-100	special ability

Roll on Table 9-2 to determine the size of the armor.

*If special materials do not apply, treat as +1

Table 9-5 Armor/Shield Size

01-15	Small
16-95	Medium
96-100	Large

Price and Weight for each armor and shield size are included with the item's entry.

Table 9-6 Armor Special Abilities

01-05	energy resistance
06-08	energy resistance, improved
09-10	energy resistance, greater
11-15	etherealness
16-20	fortification, light
21-23	fortification, moderate
24-25	fortification, heavy
26-30	ghost touch
31-40	glamered
41-50	invulnerability
51-55	shadow
56-58	shadow, improved
59-60	shadow, greater
61-65	slick
66-68	slick, improved
69-70	slick, greater
71-78	spell resistance (13)
79-84	spell resistance (15)
85-88	spell resistance (17)
89-90	spell resistance (19)
91-95	undead controlling
96-100	wild

Table 9-7 Shield Special Abilities

01-05	animated
06-12	arrow catching
13-20	arrow deflection
21-30	bashing
31-36	blinding
37-42	energy resistance
43-47	energy resistance, improved
48-51	energy resistance, greater
52-57	fortification, light
68-63	fortification, moderate
64-68	fortification, heavy
69-73	ghost touch
74-78	reflecting
79-83	spell resistance (13)
82-85	spell resistance (15)
86-88	spell resistance (17)
89-90	spell resistance (19)
91-95	undead controlling
96-100	wild

All armor and shields listed are for humanoid creatures. For non-humanoid armor, see *armor for unusual creatures* in the *Pathfinder Roleplaying Game Core Rulebook*.

Armor

The following armors have protection bonuses or are made of special materials, but have no other special abilities. Statistics listed are for armor for Small, Medium, and Large humanoids. To calculate costs and weight of armor for non-humanoid creatures, or humanoids of other sizes, see *armor for unusual creatures* in the *Pathfinder Roleplaying Game Core Rulebook*.

BANDED MAIL, +1 TO +5

Aura moderate conjuration (creation); **CL** see below

Slot armor; **Price** see below; **Weight** see below;

DESCRIPTION

The telltale signs indicating that this armor is magical are the ruin inscribed on the metal bands; the more densely placed the runes, the greater the enchantment. The leather backing is often lined with silk as well, reflecting a higher level of craftsmanship.

Banded mail	CL	Price (gp)	Cost (gp)	Total Bonus	Max Dex	Check Penalty	Arcane Failure	Speed 30/20	Weight S/M/L
Banded mail +1	5 th	1,400	700	+8	+1	-6	35%	20/15	18/35/70 lbs
Banded mail +2	6 th	4,400	2,200	+9	+1	-6	35%	20/15	18/35/70 lbs
Banded mail +3	9 th	9,400	4,700	+10	+1	-6	35%	20/15	18/35/70 lbs
Banded mail +4	12 th	16,400	8,200	+11	+1	-6	35%	20/15	18/35/70 lbs
Banded mail +5	15 th	25,400	12,700	+12	+1	-6	35%	20/15	18/35/70 lbs

See *banded mail* in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Magic Arms and Armor; **Cost** see above

BANDED MAIL, SPECIAL MATERIALS

Aura no aura/non-magical; **CL** --

Slot armor; **Price** see below; **Weight** see below;

DESCRIPTION

Adamantine and mithral bands are thinner than those on normal banded mail. The backing of adamantine banded mail often includes a light layer of padding to protect the wearer against the weight. Banded mithral often replaces the leather backing with linen or silk. Dragonhide is obviously made of rows of scales attached to bands of leather or silk, rather than metal, with the leather lining sometimes made from lizard hide or snakeskin.

Banded mail	Price (gp)	Cost (gp)	Total Bonus	DR	Max Dex	Check Penalty	Arcane Failure	Speed 30/20	Weight S/M/L
Adamantine	16,400	8,200	+8	3/--	+1	-5	35%	20/15	18/35/70 lbs
Dragonhide	2,800	1,400	+8	--	+1	-6	35%	20/15	18/35/70 lbs
Mithral*	10,400	5,200	+8		+3	-3	25%	20/15	18/35/70 lbs.

*Treat as medium armor rather than heavy armor for purposes of movement.

See *adamantine*, *dragonhide*, and *mithral* under Special Materials in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Magic Arms and Armor; **Cost** see above

BREASTPLATE, +1 TO +5

Aura moderate conjuration (creation); **CL** see below

Slot armor; **Price** see below; **Weight** see below;

DESCRIPTION

Most magical breastplates have runes and sigils inscribed on the inside, where they will not be scratched or damaged. Sometimes a thin layer of leather or even silk is applied to the inside, both for the comfort of the wearer and to protect the magical inscriptions. External decoration is then left up to the tastes of the wearer.

Breastplate	CL	Price (gp)	Cost (gp)	Total Bonus	Max Dex	Check Penalty	Arcane Failure	Speed 30/20	Weight S/M/L
Breastplate +1	5 th	1,500	750	+7	+3	-4	25%	20/15	15/30/60 lbs.
Breastplate +2	6 th	4,500	2,250	+8	+3	-4	25%	20/15	15/30/60 lbs.
Breastplate +3	9 th	9,500	4,750	+9	+3	-4	25%	20/15	15/30/60 lbs.
Breastplate +4	12 th	16,500	8,250	+10	+3	-4	25%	20/15	15/30/60 lbs.
Breastplate +5	15 th	25,500	12,750	+11	+3	-4	25%	20/15	15/30/60 lbs.

See *breastplate* in the Pathfinder Roleplaying Game Core Rulebook.

CONSTRUCTION

Requirements Craft Magic Arms and Armor; **Cost** see above

BREASTPLATE, SPECIAL MATERIALS

Aura no aura/non-magical; **CL** --

Slot armor; **Price** see below; **Weight** see below;

DESCRIPTION

Both adamantine and mithral breastplates are thinner than their normal counterparts. Adamantine generally has less adornment as it is harder to engrave or set gems into, and is more likely to be decorated with coats of lacquer or paint. Mithral is typically left in its natural state to showcase the color and sheen of the metal, and is often engraved or inlaid with a filigree of other precious metals.

Breastplate	Price (gp)	Cost (gp)	Total Bonus	DR	Max Dex	Check Penalty	Arcane Failure	Speed 30/20	Weight S/M/L
Adamantine	11,500	5,750	+7	2/--	+3	-4	25%	20/15	15/30/60 lbs.
Mithral*	1,500	750	+7	--	+5	-1	15%	20/15	15/30/60 lbs.

*Treat as light armor rather than medium armor for purposes of movement.

See *adamantine* and *mithral* under Special Materials in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Magic Arms and Armor; **Cost** see above

CHAIN SHIRT, +1 TO +5

Aura moderate conjuration (creation); **CL** see below

Slot armor; **Price** see below; **Weight** see below;

DESCRIPTION

Magical chain shirts typically have smaller, tighter links. Random links will be made of precious metals, and engraved with runes or sigils. Individual links may be plated with precious metals and joined to form patterns and designs. The complexity of the design work usually increases with the level of enchantment.

Chain shirt	CL	Price (gp)	Cost (gp)	Total Bonus	Max Dex	Check Penalty	Arcane Failure	Speed 30/20	Weight S/M/L
Chain shirt +1	5 th	1,250	675	+5	+4	-2	20%	30/20	13/25/50 lbs.
Chain shirt +2	6 th	4,250	2,125	+6	+4	-2	20%	30/20	13/25/50 lbs.
Chain shirt +3	9 th	9,250	2,625	+7	+4	-2	20%	30/20	13/25/50 lbs.
Chain shirt +4	12 th	16,250	8,125	+8	+4	-2	20%	30/20	13/25/50 lbs.
Chain shirt +5	15 th	25,250	12,650	+9	+4	-2	20%	30/20	13/25/50 lbs.

See *chain shirt* in the Pathfinder Roleplaying Game Core Rulebook.

CONSTRUCTION

Requirements Craft Magic Arms and Armor; **Cost** see above

CHAIN SHIRT, SPECIAL MATERIALS

Aura no aura/non-magical; **CL** --

Slot armor; **Price** see below; **Weight** see below;

DESCRIPTION

Adamantine chain shirts often come with a layer of leather or padding underneath to prevent chafing. Mithral often has a silk or linen lining, dyed in bright colors, to better show off the natural beauty of the metal.

Chain shirt	Price (gp)	Cost (gp)	Total Bonus	DR	Max Dex	Check Penalty	Arcane Failure	Speed 30/20	Weight S/M/L
Adamantine	6,250	3,125	+5	1/--	+4	-2	20%	30/20	13/25/50 lbs.
Mithral	2,250	1,125	+5	--	+6	0	10%	30/20	13/25/50 lbs.

See *adamantine* and *mithral* under Special Materials in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Magic Arms and Armor; **Cost** see above

CHAINMAIL, +1 TO +5

Aura moderate conjuration (creation); **CL** see below
Slot armor; **Price** see below; **Weight** see below;

DESCRIPTION

As with chain shirts, chain mail suits typically have smaller, tighter links with random links of precious metals. Links near the neck and shoulders are usually engraved with runes or sigils. Gauntlets are lined with leather or heavy cloth. The complexity of the design work usually increases with the level of enchantment.

Chainmail	CL	Price (gp)	Cost (gp)	Total Bonus	Max Dex	Check Penalty	Arcane Failure	Speed 30/20	Weight S/M/L
Chainmail +1	5 th	1,300	650	+6	+2	-5	30%	20/15	20/40/80 lbs.
Chainmail +2	6 th	4,300	2,150	+6	+2	-5	30%	20/15	20/40/80 lbs.
Chainmail +3	9 th	9,300	4,650	+6	+2	-5	30%	20/15	20/40/80 lbs.
Chainmail +4	12 th	16,300	8,150	+6	+2	-5	30%	20/15	20/40/80 lbs.
Chainmail +5	15 th	25,300	12,650	+6	+2	-5	30%	20/15	20/40/80 lbs.

See *chainmail* in the Pathfinder Roleplaying Game Core Rulebook.

CONSTRUCTION

Requirements Craft Magic Arms and Armor; **Cost** see above

CHAINMAIL, SPECIAL MATERIALS

Aura no aura/non-magical; **CL** --
Slot armor; **Price** see below; **Weight** see below;

DESCRIPTION

Adamantine chainmail typically has a padded garment that goes underneath to prevent chafing, with gauntlets lined with heavy cloth. Mithral chainmail usually comes with a silk or lightweight linen shirt and gloves meant to be worn underneath, dyed in hues that bring out the beauty of the metal.

Chainmail	Price (gp)	Cost (gp)	Total Bonus	DR	Max Dex	Check Penalty	Arcane Failure	Speed 30/20	Weight S/M/L
Adamantine	11,300	5,650	+6	2/--	+2	-5	30%	20/15	20/40/80 lbs.
Mithral*	5,300	2,650	+6	--	+4	-2	20%	20/15	20/40/80 lbs.

*Treat as light armor rather than medium armor for purposes of movement.

See *adamantine* and *mithral* under Special Materials in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Magic Arms and Armor; **Cost** see above

FULL PLATE, +1 TO +5

Aura moderate conjuration (creation); **CL** see below
Slot armor; **Price** see below; **Weight** see below;

DESCRIPTION

As with the breastplate, the runes and sigils that grant magical full plate its enchantment are inscribed on the inside. A layer of silk, linen, or felt may be attached to cover those inscriptions.

Full plate	CL	Price (gp)	Cost (gp)	Total Bonus	Max Dex	Check Penalty	Arcane Failure	Speed 30/20	Weight S/M/L
Full plate +1	5 th	2,650	1,325	+10	+1	-6	35%	20/15	25/50/100 lbs.
Full plate +2	6 th	5,650	2,825	+11	+1	-6	35%	20/15	25/50/100 lbs.
Full plate +3	9 th	10,650	5,325	+12	+1	-6	35%	20/15	25/50/100 lbs.
Full plate +4	12 th	17,650	8,825	+13	+1	-6	35%	20/15	25/50/100 lbs.
Full plate +5	15 th	26,650	13,325	+14	+1	-6	35%	20/15	25/50/100 lbs.

See *full plate* in the Pathfinder Roleplaying Game Core Rulebook.

CONSTRUCTION

Requirements Craft Magic Arms and Armor; **Cost** see above

FULL PLATE, SPECIAL MATERIALS

Aura no aura/non-magical; **CL** --
Slot armor; **Price** see below; **Weight** see below;

DESCRIPTION

Suits of adamantine full plate, as with adamantine breastplates, are typically decorated by lacquering or painting rather than engraving or setting gemstones due to the hardness of the metal. Mithral plate bears engraving and filigree work that often grows more complex with the level of enchantment.

Full plate	Price (gp)	Cost (gp)	Total Bonus	DR	Max Dex	Check Penalty	Arcane Failure	Speed 30/20	Weight S/M/L
Adamantine	17,650	8,825	+10	3/--	+1	-6	35%	20/15	25/50/100 lbs.
Mithral*	11,650	5,825	+10	--	+3	-3	25%	20/15	25/50/100 lbs.

*Treat as medium armor rather than heavy armor for purposes of movement.

See *adamantine* and *mithral* under Special Materials in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Magic Arms and Armor; **Cost** see above

HALF PLATE, +1 TO +5

Aura moderate conjuration (creation); **CL** see below

Slot armor; **Price** see below; **Weight** see below;

DESCRIPTION

The chain elements of half-plate reflect the same design elements as chainmail, with finer, tighter links the higher the level of protection. The plate elements reflect those of a breastplate, with runes and sigils inscribed on the inside and covered with cloth.

Half plate	CL	Price (gp)	Cost (gp)	Total Bonus	Max Dex	Check Penalty	Arcane Failure	Speed 30/20	Weight S/M/L
Half-plate +1	5 th	1,750	875	+9	+0	-7	40%	20/15	25/50/100 lbs.
Half-plate +2	6 th	4,750	2,375	+10	+0	-7	40%	20/15	25/50/100 lbs.
Half-plate +3	9 th	9,750	4,875	+11	+0	-7	40%	20/15	25/50/100 lbs.
Half-plate +4	12 th	16,750	8,375	+12	+0	-7	40%	20/15	25/50/100 lbs.
Half-plate +5	15 th	25,750	12,875	+13	+0	-7	40%	20/15	25/50/100 lbs.

See *half plate* in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Magic Arms and Armor; **Cost** see above

HALF PLATE, SPECIAL MATERIALS

Aura no aura/non-magical; **CL** --

Slot armor; **Price** see below; **Weight** see below;

DESCRIPTION

As with full plate, the plate components of this adamantine armor are less likely to be engraved as lacquered for purposes of decoration. Padding is slightly thicker underneath. Mithral plate will have more embellishment the higher the level of protection, with lining and padding dyed to bring out the aesthetic qualities of the metal.

Half plate	Price (gp)	Cost (gp)	Total Bonus	DR	Max Dex	Check Penalty	Arcane Failure	Speed 30/20	Weight S/M/L
Adamantine	16,750	8,375	+9	3/--	+0	-7	40%	20/15	25/50/100 lbs.
Mithral*	10,750	5,375	+9	--	+2	-4	30%	20/15	25/50/100 lbs.

*Treat as medium armor rather than heavy armor for purposes of movement.

See *adamantine* and *mithral* under Special Materials in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Magic Arms and Armor; **Cost** see above

HIDE, +1 TO +5

Aura moderate conjuration (creation); **CL** see below

Slot armor; **Price** see below; **Weight** see below;

DESCRIPTION

The magical protections of hide armor are often drawn from the qualities of the magical creatures they are made from, rather than enhancing the qualities of normal animal hides. As with dragonhide, there is a cost benefit if this armor is later imbued with properties mimicking those of the creature the hide was taken from.

Hide	CL	Price (gp)	Cost (gp)	Total Bonus	Max Dex	Check Penalty	Arcane Failure	Speed 30/20	Weight S/M/L
Hide +1	5 th	1,165	583	+5	+4	-3	20%	20/15.	13/25/50 lbs.
Hide +2	6 th	4,165	2,083	+6	+4	-3	20%	20/15.	13/25/50 lbs.
Hide +3	9 th	9,165	4,583	+7	+4	-3	20%	20/15.	13/25/50 lbs.
Hide +4	12 th	16,165	8,083	+8	+4	-3	20%	20/15.	13/25/50 lbs.
Hide +5	15 th	25,165	12,883	+9	+4	-3	20%	20/15.	13/25/50 lbs.

See *hide* in the Pathfinder Roleplaying Game Core Rulebook.

CONSTRUCTION

Requirements Craft Magic Arms and Armor; **Cost** see above

LEATHER, +1 TO +5

Aura moderate conjuration (creation); **CL** see below

Slot armor; **Price** see below; **Weight** see below;

DESCRIPTION

As with *hide*, the protection bonuses of leather armor are often drawn from the skins of the magical creatures they were taken from, rather than new enchantments being layered on. Runes and sigils that are employed are often embroidered into the linings of the armor.

Leather	CL	Price (gp)	Cost (gp)	Total Bonus	Max Dex	Check Penalty	Arcane Failure	Speed 30/20	Weight S/M/L
Leather +1	5 th	1,160	580	+3	+6	0	10%	30/20	8/15/30 lbs.
Leather +2	6 th	4,160	2,080	+4	+6	0	10%	30/20	8/15/30 lbs.
Leather +3	9 th	9,160	4,580	+5	+6	0	10%	30/20	8/15/30 lbs.
Leather +4	12 th	16,160	8,080	+6	+6	0	10%	30/20	8/15/30 lbs.
Leather +5	15 th	25,160	12,580	+7	+6	0	10%	30/20	8/15/30 lbs.

See *leather* in the Pathfinder Roleplaying Game Core Rulebook.

CONSTRUCTION

Requirements Craft Magic Arms and Armor; **Cost** see above

PADDED, +1 TO +5

Aura moderate conjuration (creation); **CL** see below

Slot armor; **Price** see below; **Weight** see below;

DESCRIPTION

Padded armor with magical bonuses is made from fine cloth, with high thread counts and delicate embroidery work, and stuffed with down or fluff from magical creatures. As with leather, sigils and runes are embroidered into the linings.

Padded	CL	Price (gp)	Cost (gp)	Total Bonus	Max Dex	Check Penalty	Arcane Failure	Speed 30/20	Weight S/M/L
Padded +1	5 th	1,155	578	+2	+8	0	5%	30/20	5/10/20 lbs.
Padded +2	6 th	4,155	2,078	+3	+8	0	5%	30/20	5/10/20 lbs.
Padded +3	9 th	9,155	4,578	+4	+8	0	5%	30/20	5/10/20 lbs.
Padded +4	12 th	16,155	8,078	+5	+8	0	5%	30/20	5/10/20 lbs.
Padded +5	15 th	25,155	12,578	+6	+8	0	5%	30/20	5/10/20 lbs.

See *padded armor* in the Pathfinder Roleplaying Game Core Rulebook.

CONSTRUCTION

Requirements Craft Magic Arms and Armor; **Cost** see above

SCALE MAIL, +1 TO +5

Aura moderate conjuration (creation); **CL** see below

Slot armor; **Price** see below; **Weight** see below;

DESCRIPTION

Individual scales of this armor will be inscribed with sigils and runes, seemingly at random. The density of such inscriptions increases with the level of protection offered. Scale mail can be engraved or inlaid with precious metals, but it more often lacquered or painted, or with scales plated and arranged to form patterns.

Scale mail	CL	Price (gp)	Cost (gp)	Total Bonus	Max Dex	Check Penalty	Arcane Failure	Speed 30/20	Weight S/M/L
Scale mail +1	5 th	1,200	600	+6	+3	-4	25%	20/15	15/30/60 lbs.
Scale mail +2	6 th	4,200	2,100	+7	+3	-4	25%	20/15	15/30/60 lbs.
Scale mail +3	9 th	9,200	4,600	+8	+3	-4	25%	20/15	15/30/60 lbs.
Scale mail +4	12 th	16,200	16,100	+9	+3	-4	25%	20/15	15/30/60 lbs.
Scale mail +5	15 th	25,200	12,600	+10	+3	-4	25%	20/15	15/30/60 lbs.

See *scale mail* in the Pathfinder Roleplaying Game Core Rulebook.

CONSTRUCTION

Requirements Craft Magic Arms and Armor; **Cost** see above

SCALE MAIL, SPECIAL MATERIALS

Aura no aura/non-magical; **CL** --

Slot armor; **Price** see below; **Weight** see below;

DESCRIPTION

Adamantine scale is almost always lacquered, or left its natural color; the layer of padding underneath is slightly thicker than that of normal scale mail. Mithral scale mail is left in its natural state, with scales along the neckline and sleeves engraved or inlaid with filigree to enhance its beauty.

Scale mail	Price (gp)	Cost (gp)	Total Bonus	DR	Max Dex	Check Penalty	Arcane Failure	Speed 30/20	Weight S/M/L
Adamantine	11,200	5,600	+6	2/--	+3	-4	25%	20/15	15/30/60 lbs.
Mithral	5,200	2,600	+6	--	+5	-1	15%	20/15	15/30/60 lbs.

*Treat as light armor rather than medium armor for purposes of movement.

See *adamantine* and *mithral* under Special Materials in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Magic Arms and Armor; **Cost** see above

SPLINT MAIL, +1 TO +5

Aura moderate conjuration (creation); **CL** see below

Slot armor; **Price** see below; **Weight** see below;

DESCRIPTION

Magical splint mail often has symbols of protection inscribed on the ends of its metal strips, either engraved or painted on. The number of individual splints with inscriptions increases with the level of protection. These runes and sigils are often inscribed on the underside of the strips, to hide or protect the magic.

Splint mail	CL	Price (gp)	Cost (gp)	Total Bonus	Max Dex	Check Penalty	Arcane Failure	Speed 30/20	Weight S/M/L
Splint mail +1	5 th	1,350	675	+7	+0	-7	40%	20/15	23/45/90 lbs.
Splint mail +2	6 th	4,350	2,175	+8	+0	-7	40%	20/15	23/45/90 lbs.
Splint mail +3	7 th	9,350	4,675	+9	+0	-7	40%	20/15	23/45/90 lbs.
Splint mail +4	8 th	16,350	8,175	+10	+0	-7	40%	20/15	23/45/90 lbs.
Splint mail +5	9 th	25,350	12,675	+11	+0	-7	40%	20/15	23/45/90 lbs.

See *splint mail* in the Pathfinder Roleplaying Game Core Rulebook.

CONSTRUCTION

Requirements Craft Magic Arms and Armor; **Cost** see above

SPLINT MAIL, SPECIAL MATERIALS

Aura no aura/non-magical; **CL** --

Slot armor; **Price** see below; **Weight** see below;

DESCRIPTION

Adamantine splint mail often uses strips of other metal in the inner layers, to mitigate both cost and weight. It is often left in its natural state rather than lacquered. Mithral splint is sometime lacquered or painted in bright colors at the tips of the bands.

Splint mail	Price (gp)	Cost (gp)	Total Bonus	DR	Max Dex	Check Penalty	Arcane Failure	Speed 30/20	Weight S/M/L
Adamantine	16,350	8,175	+7	3/--	+0	-7	40%	20/15	23/45/90 lbs.
Mithral*	10,350	5,175	+7	--	+2	-4	30%	20/15	23/45/90 lbs.

*Treat as medium armor rather than heavy armor for purposes of movement.

See *adamantine* and *mithral* under Special Materials in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Magic Arms and Armor; **Cost** see above

STUDED LEATHER, +1 TO +5

Aura moderate conjuration (creation); **CL** see below

Slot armor; **Price** see below; **Weight** see below;

DESCRIPTION

As with leather armor, the magical bonus is often drawn out of the properties of the magical creatures the skin was taken from. The studs are often plated with precious metals or inset with gems, with a higher degree of craftsmanship accompanying an increase in the level of protection.

Studded leather	CL	Price (gp)	Cost (gp)	Total Bonus	Max Dex	Check Penalty	Arcane Failure	Speed 30/20	Weight S/M/L
Studded leather +1	5 th	1,175	588	+4	+5	-1	15%	30/20.	10/20/40 lbs.
Studded leather +2	6 th	4,175	2,088	+5	+5	-1	15%	30/20.	10/20/40 lbs.
Studded leather +3	9 th	9,175	4,588	+6	+5	-1	15%	30/20.	10/20/40 lbs.
Studded leather +4	12 th	16,175	8,088	+7	+5	-1	15%	30/20.	10/20/40 lbs.
Studded leather +5	15 th	25,175	12,588	+8	+5	-1	15%	30/20.	10/20/40 lbs.

See *studded leather* in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Magic Arms and Armor; **Cost** see above

Special Armor

The following armors have special magical abilities beyond a bonus to armor class. Statistics listed are for armor for Small, Medium, and Large humanoids. To calculate costs and weight of armor for non-humanoid creatures, or humanoids of other sizes, see *armor for unusual creatures* in the *Pathfinder Roleplaying Game Core Rulebook*.

ARMOR OF ENERGY RESISTANCE, +1

Aura faint abjuration; **CL** 3rd

Slot armor; **Price** see below; **Weight** see below;

DESCRIPTION

This armor has subtle runes worked into its design, representing the forces it protects against. These appear on each separate piece of a set of armor, including bracers, greaves, and breastplates. Color choices in the armor further reflect these forces, with black motifs for acid, white and blues for cold, yellow and white for electricity, yellow and orange for fire, and neutral tones for sonic.

Roll to determine the type of energy the armor offers resistance against: 01-20 *acid*; 21-40 *cold*; 41-60 *electricity*; 61-80 *fire*; 81-100 *sonic*.

Armor	Price (gp)	Cost (gp)	Total Bonus	Max Dex	Check Penalty	Arcane Failure	Speed 30/20	Weight S/M/L
Padded	19,155	9,578	+2	+8	0	5%	30/20	5/10/20 lbs.
Leather	19,550	9,775	+3	+6	0	10%	30/20	8/15/30 lbs.
Studded leather	19,175	9,588	+4	+5	-1	15%	30/20	10/20/40 lbs.
Chain shirt	19,250	9,625	+5	+4	-2	20%	30/20	13/25/50 lbs.
Hide	19,165	9,583	+5	+4	-3	20%	20/15	13/25/50 lbs.
Scale mail	19,200	9,600	+6	+3	-4	25%	20/15	15/30/60 lbs.
Chainmail	19,300	9,650	+7	+2	-5	30%	20/15	20/40/80 lbs.
Breastplate	19,350	9,675	+7	+3	-4	25%	20/15	15/30/60 lbs.
Splint mail	19,350	9,675	+8	+0	-7	40%	20/15	23/45/90 lbs.
Banded mail	19,400	9,700	+8	+1	-6	35%	20/15	18/35/70 lbs.
Half-plate	19,750	9,875	+9	+0	-7	40%	20/15	25/50/100 lbs.
Full plate	20,650	10,375	+10	+1	-6	35%	20/15	25/50/100 lbs.

See *energy resistance* under armor special abilities in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *resist energy*; **Cost** see above

ARMOR OF ENERGY RESISTANCE, IMPROVED, +1

Aura moderate abjuration; **CL** 7th

Slot armor; **Price** see below; **Weight** see below;

DESCRIPTION

This armor has overt runes worked into its design, representing the forces it protects against. These clearly appear on each separate piece of a set of armor, including bracers, greaves, and breastplates. Color choices are accentuated by gemstones and minerals that are inlaid with the armor's motif, with bits of obsidian or dark limestone for acid, snow agate for cold, crystal and copper for electricity, opals and gold wire for fire, and steel and porcelain for sonic.

Roll to determine the type of energy the armor offers resistance against: 01-20 *acid*; 21-40 *cold*; 41-60 *electricity*; 61-80 *fire*; 81-100 *sonic*.

Armor	Price (gp)	Cost (gp)	Total Bonus	Max Dex	Check Penalty	Arcane Failure	Speed 30/20	Weight S/M/L
Padded	43,155	21,578	+2	+8	0	5%	30/20	5/10/20 lbs.
Leather	43,160	21,580	+3	+6	0	10%	30/20	8/15/30 lbs.
Studded leather	43,175	21,588	+4	+5	-1	15%	30/20	10/20/40 lbs.
Chain shirt	43,250	21,625	+5	+4	-2	20%	30/20	13/25/50 lbs.
Hide	43,165	21,583	+5	+4	-3	20%	20/15	13/25/50 lbs.
Scale mail	43,200	21,600	+6	+3	-4	25%	20/15	15/30/60 lbs.
Chainmail	43,300	21,650	+7	+2	-5	30%	20/15	20/40/80 lbs.
Breastplate	43,450	21,725	+7	+3	-4	25%	20/15	15/30/60 lbs.
Splint mail	43,350	21,675	+8	+0	-7	40%	20/15	23/45/90 lbs.
Banded mail	43,400	21,700	+8	+1	-6	35%	20/15	18/35/70 lbs.
Half-plate	43,760	21,880	+9	+0	-7	40%	20/15	25/50/100 lbs.
Full plate	44,650	22,375	+10	+1	-6	35%	20/15	25/50/100 lbs.

See *energy resistance, improved* under armor special abilities in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *resist energy*; **Cost** see above

ARMOR OF ENERGY RESISTANCE, GREATER, +1

Aura moderate abjuration; **CL** 11th

Slot armor; **Price** see below; **Weight** see below;

DESCRIPTION

This symbolism in this armor is markedly overt, with large runes and sigils in prominent places such as the breastplates. Designs contain bright colors, with expensive gemstones and jewels evocative of the forces protected against prominently displayed.

Roll to determine the type of energy the armor offers resistance against: 01-20 *acid*; 21-40 *cold*; 41-60 *electricity*; 61-80 *fire*; 81-100 *sonic*.

Armor	Price (gp)	Cost (gp)	Total Bonus	Max Dex	Check Penalty	Arcane Failure	Speed 30/20	Weight S/M/L
Padded	67,155	33,578	+1	+8	0	5%	30/20	5/10/20 lbs.
Leather	67,160	33,580	+2	+6	0	10%	30/20	8/15/30 lbs.
Studded leather	67,175	33,588	+3	+5	-1	15%	30/20	10/20/40 lbs.
Chain shirt	67,250	33,625	+4	+4	-2	20%	30/20	13/25/50 lbs.
Hide	67,165	33,583	+4	+4	-3	20%	20/15	13/25/50 lbs.
Scale mail	67,200	33,600	+5	+3	-4	25%	20/15	15/30/60 lbs.
Chainmail	67,300	33,650	+6	+2	-5	30%	20/15	20/40/80 lbs.
Breastplate	67,450	33,725	+6	+3	-4	25%	20/15	15/30/60 lbs.
Splint mail	67,350	33,675	+7	+0	-7	40%	20/15	23/45/90 lbs.
Banded mail	67,400	33,700	+7	+1	-6	35%	20/15	18/35/70 lbs.
Half-plate	67,760	33,880	+8	+0	-7	40%	20/15	25/50/100 lbs.
Full plate	68,650	34,325	+9	+1	-6	35%	20/15	25/50/100 lbs.

See *energy resistance, greater* under armor special abilities in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *resist energy*; **Cost** see above

ARMOR OF ETHEREALNESS, +1

Aura strong transmutation; **CL** 13th

Slot armor; **Price** see below; **Weight** see below;

DESCRIPTION

This armor is frequently white, gray, or even pale blue, decorated with swirling patterns designed to create the illusion of motion. Depending on the specific origins of the armor, it may also be decorated in camouflage patterns. It is often adorned with clear gems, bits of fine crystal, and silver wire.

Armor	Price (gp)	Cost (gp)	Total Bonus	Max Dex	Check Penalty	Arcane Failure	Speed 30/20	Weight S/M/L
Padded	50,155	25,078	+1	+8	0	5%	30/20	5/10/20 lbs.
Leather	50,160	25,080	+2	+6	0	10%	30/20	8/15/30 lbs.
Studded leather	50,175	25,088	+3	+5	-1	15%	30/20	10/20/40 lbs.
Chain shirt	50,250	25,125	+4	+4	-2	20%	30/20	13/25/50 lbs.
Hide	50,165	25,083	+4	+4	-3	20%	20/15	13/25/50 lbs.
Scale mail	50,200	25,100	+5	+3	-4	25%	20/15	15/30/60 lbs.
Chainmail	50,300	25,150	+6	+2	-5	30%	20/15	20/40/80 lbs.
Breastplate	50,450	25,225	+6	+3	-4	25%	20/15	15/30/60 lbs.
Splint mail	50,350	25,175	+7	+0	-7	40%	20/15	23/45/90 lbs.
Banded mail	50,400	25,200	+7	+1	-6	35%	20/15	18/35/70 lbs.
Half-plate	50,760	25,380	+8	+0	-7	40%	20/15	25/50/100 lbs.
Full plate	51,650	25,325	+9	+1	-6	35%	20/15	25/50/100 lbs.

See *etherealness* under armor special abilities in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *ethereal jaunt*; **Cost** see above

ARMOR OF FORTIFICATION, LIGHT, +1

Aura strong abjuration; **CL** 13th

Slot armor; **Price** see below; **Weight** see below;

DESCRIPTION

This armor has a subtle reflective sheen to it, as if dusted with glitter. Any seams are double-stitched or reinforced, with fine, flexible wire woven into the areas near the most vulnerable points.

Armor	Price (gp)	Cost (gp)	Total Bonus	Max Dex	Check Penalty	Arcane Failure	Speed 30/20	Weight S/M/L
Padded	2,155	1,078	+1	+8	0	5%	30/20	5/10/20 lbs.
Leather	2,160	1,080	+2	+6	0	10%	30/20	8/15/30 lbs.
Studded leather	2,175	1,088	+3	+5	-1	15%	30/20	10/20/40 lbs.
Chain shirt	2,250	125	+4	+4	-2	20%	30/20	13/25/50 lbs.
Hide	2,165	1,083	+4	+4	-3	20%	20/15	13/25/50 lbs.
Scale mail	2,200	1,100	+5	+3	-4	25%	20/15	15/30/60 lbs.
Chainmail	2,300	1,150	+6	+2	-5	30%	20/15	20/40/80 lbs.
Breastplate	2,450	1,225	+6	+3	-4	25%	20/15	15/30/60 lbs.
Splint mail	2,350	1,175	+7	+0	-7	40%	20/15	23/45/90 lbs.
Banded mail	2,400	1,200	+7	+1	-6	35%	20/15	18/35/70 lbs.
Half-plate	2,760	1,380	+8	+0	-7	40%	20/15	25/50/100 lbs.
Full plate	3,650	1,825	+9	+1	-6	35%	20/15	25/50/100 lbs.

See *fortification, light* under armor special abilities in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *limited wish* or *miracle*; **Cost** see above

ARMOR OF FORTIFICATION, MODERATE +3

Aura strong abjuration; **CL** 13th

Slot armor; **Price** see below; **Weight** see below;

DESCRIPTION

This armor is decorated with patterns of small diamonds or diamond chips near openings and vulnerable points. Any stitching contains fine wire running parallel to the thread, and there is wire woven through metal bands or links. Metal components appear polished to a high sheen.

Armor	Price (gp)	Cost (gp)	Total Bonus	Max Dex	Check Penalty	Arcane Failure	Speed 30/20	Weight S/M/L
Padded	18,155	9,078	+1	+8	0	5%	30/20	5/10/20 lbs.
Leather	18,160	9,080	+2	+6	0	10%	30/20	8/15/30 lbs.
Studded leather	18,175	9,088	+3	+5	-1	15%	30/20	10/20/40 lbs.
Chain shirt	18,250	9,125	+4	+4	-2	20%	30/20	13/25/50 lbs.
Hide	18,165	9,083	+4	+4	-3	20%	20/15	13/25/50 lbs.
Scale mail	18,200	9,100	+5	+3	-4	25%	20/15	15/30/60 lbs.
Chainmail	18,300	9,150	+6	+2	-5	30%	20/15	20/40/80 lbs.
Breastplate	18,450	9,225	+6	+3	-4	25%	20/15	15/30/60 lbs.
Splint mail	18,350	9,175	+7	+0	-7	40%	20/15	23/45/90 lbs.
Banded mail	18,400	9,200	+7	+1	-6	35%	20/15	18/35/70 lbs.
Half-plate	18,760	9,380	+8	+0	-7	40%	20/15	25/50/100 lbs.
Full plate	19,650	9,825	+9	+1	-6	35%	20/15	25/50/100 lbs.

See *fortification, moderate* under armor special abilities in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *limited wish* or *miracle*; **Cost** see above

ARMOR OF FORTIFICATION, HEAVY, +5

Aura strong abjuration; **CL** 13th

Slot armor; **Price** see below; **Weight** see below;

DESCRIPTION

A pattern of diamonds, or sometimes one large diamond, is prominent upon the chest of this armor. Metal components are polished to a high sheen and sparkle as if faceted like diamond; smooth components appear lacquered and polished to a high sheen.

Armor	Price (gp)	Cost (gp)	Total Bonus	Max Dex	Check Penalty	Arcane Failure	Speed 30/20	Weight S/M/L
Padded	50,155	25,078	+1	+8	0	5%	30/20	5/10/20 lbs.
Leather	50,160	25,080	+2	+6	0	10%	30/20	8/15/30 lbs.
Studded leather	50,175	25,088	+3	+5	-1	15%	30/20	10/20/40 lbs.
Chain shirt	50,250	25,125	+4	+4	-2	20%	30/20	13/25/50 lbs.
Hide	50,165	25,083	+4	+4	-3	20%	20/15	13/25/50 lbs.
Scale mail	50,200	25,100	+5	+3	-4	25%	20/15	15/30/60 lbs.
Chainmail	50,300	25,150	+6	+2	-5	30%	20/15	20/40/80 lbs.
Breastplate	50,450	25,225	+6	+3	-4	25%	20/15	15/30/60 lbs.
Splint mail	50,350	25,175	+7	+0	-7	40%	20/15	23/45/90 lbs.
Banded mail	50,400	25,200	+7	+1	-6	35%	20/15	18/35/70 lbs.
Half-plate	50,760	25,380	+8	+0	-7	40%	20/15	25/50/100 lbs.
Full plate	51,650	25,825	+9	+1	-6	35%	20/15	25/50/100 lbs.

See *fortification, heavy* under armor special abilities in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *limited wish* or *miracle*; **Cost** see above

ARMOR OF GHOST TOUCH, +3

Aura strong transmutation; **CL** 15th

Slot armor; **Price** see below; **Weight** see below;

DESCRIPTION

This armor is frequently painted non-reflective white or gray, with subtle shifts in shading used to create designs resembling mist or fog. Metal components are often covered by strips of linen, often left ragged at the edges.

Armor	Price (gp)	Cost (gp)	Total Bonus	Max Dex	Check Penalty	Arcane Failure	Speed 30/20	Weight S/M/L
Padded	18,155	9,078	+1	+8	0	5%	30/20	5/10/20 lbs.
Leather	18,160	9,080	+2	+6	0	10%	30/20	8/15/30 lbs.
Studded leather	18,175	9,088	+3	+5	-1	15%	30/20	10/20/40 lbs.
Chain shirt	18,250	9,125	+4	+4	-2	20%	30/20	13/25/50 lbs.
Hide	18,165	9,083	+4	+4	-3	20%	20/15	13/25/50 lbs.
Scale mail	18,200	9,100	+5	+3	-4	25%	20/15	15/30/60 lbs.

Chainmail	18,300	9,150	+6	+2	-5	30%	20/15	20/40/80 lbs.
Breastplate	18,450	9,225	+6	+3	-4	25%	20/15	15/30/60 lbs.
Splint mail	18,350	9,175	+7	+0	-7	40%	20/15	23/45/90 lbs.
Banded mail	18,400	9,200	+7	+1	-6	35%	20/15	18/35/70 lbs.
Half-plate	18,760	9,380	+8	+0	-7	40%	20/15	25/50/100 lbs.
Full plate	19,650	9,825	+9	+1	-6	35%	20/15	25/50/100 lbs.

See *ghost touch* under armor special abilities in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *etherealness*; **Cost** see above

ARMOR, GLAMERED, +1

Aura moderate illusion; **CL** 10th

Slot armor; **Price** see below; **Weight** see below;

DESCRIPTION

This armor is most often left unadorned, with no patterns or designs, the metal unpolished and dull. There are no jewels, minerals, or precious metals visible. It is sometimes painted or lacquered in flat, neutral grays or tans.

Armor	Price (gp)	Cost (gp)	Total Bonus	Max Dex	Check Penalty	Arcane Failure	Speed 30/20	Weight S/M/L
Padded	3,855	1,927	+1	+8	0	5%	30/20	5/10/20 lbs.
Leather	3,860	1,930	+2	+6	0	10%	30/20	8/15/30 lbs.
Studded leather	3,875	1,938	+3	+5	-1	15%	30/20	10/20/40 lbs.
Chain shirt	3,950	1,975	+4	+4	-2	20%	30/20	13/25/50 lbs.
Hide	3,865	1,933	+4	+4	-3	20%	20/15	13/25/50 lbs.
Scale mail	3,800	1,900	+5	+3	-4	25%	20/15	15/30/60 lbs.
Chainmail	4,000	2,000	+6	+2	-5	30%	20/15	20/40/80 lbs.
Breastplate	4,150	2,075	+6	+3	-4	25%	20/15	15/30/60 lbs.
Splint mail	4,150	2,075	+7	+0	-7	40%	20/15	23/45/90 lbs.
Banded mail	4,100	2,050	+7	+1	-6	35%	20/15	18/35/70 lbs.
Half-plate	4,760	2,380	+8	+0	-7	40%	20/15	25/50/100 lbs.
Full plate	5,350	2,675	+9	+1	-6	35%	20/15	25/50/100 lbs.

See *glamered* under armor special abilities in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *disguise self*; **Cost** see above

ARMOR OF INVULNERABILITY, +3

Aura strong abjuration and evocation; **CL** 18th

Slot armor; **Price** see below; **Weight** see below;

DESCRIPTION

Where other armors would be decorated with polished stones, this armor has bits of granite and iron. If materials are not left in their natural state, components will be lacquered, painted or dyed in earth tones to resemble rock. Designs are typically angular to resemble rough stone, or smooth to resemble polished stone or river rock.

Armor	Price (gp)	Cost (gp)	Total Bonus	Max Dex	Check Penalty	Arcane Failure	Speed 30/20	Weight S/M/L
Padded	18,155	9,078	+1	+8	0	5%	30/20	5/10/20 lbs.
Leather	18,160	9,080	+2	+6	0	10%	30/20	8/15/30 lbs.
Studded leather	18,175	9,088	+3	+5	-1	15%	30/20	10/20/40 lbs.
Chain shirt	18,250	9,125	+4	+4	-2	20%	30/20	13/25/50 lbs.
Hide	18,165	9,083	+4	+4	-3	20%	20/15	13/25/50 lbs.
Scale mail	18,200	9,100	+5	+3	-4	25%	20/15	15/30/60 lbs.
Chainmail	18,300	9,150	+6	+2	-5	30%	20/15	20/40/80 lbs.
Breastplate	18,450	9,225	+6	+3	-4	25%	20/15	15/30/60 lbs.
Splint mail	18,350	9,175	+7	+0	-7	40%	20/15	23/45/90 lbs.
Banded mail	18,400	9,200	+7	+1	-6	35%	20/15	18/35/70 lbs.
Half-plate	18,760	9,380	+8	+0	-7	40%	20/15	25/50/100 lbs.
Full plate	19,650	9,825	+9	+1	-6	35%	20/15	25/50/100 lbs.

See *invulnerability* under armor special abilities in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION**Requirements** Craft Magic Arms and Armor, *stoneskin, wish* or *miracle*; **Cost** see above**ARMOR, SHADOW, +1****Aura** faint illusion; **CL** 5th**Slot** armor; **Price** see below; **Weight** see below;**DESCRIPTION**

Typical shadow armor is created in flat dark colors such as midnight blue, deep burgundy, or black, with any metal buffed to a dull finish. There are no precious metals or gems attached that might reflect light and draw attention to the wearer. Loose pieces are wrapped in or backed with cloth to buffer sound.

Armor	Price (gp)	Cost (gp)	Total Bonus	Max Dex	Check Penalty	Arcane Failure	Speed 30/20	Weight S/M/L
Padded	4,905	2,453	+1	+8	0	5%	30/20	5/10/20 lbs.
Leather	4,910	2,455	+2	+6	0	10%	30/20	8/15/30 lbs.
Studded leather	4,925	2,463	+3	+5	-1	15%	30/20	10/20/40 lbs.
Chain shirt	5,000	2,500	+4	+4	-2	20%	30/20	13/25/50 lbs.
Hide	4,915	2,458	+4	+4	-3	20%	20/15	13/25/50 lbs.
Scale mail	4,950	2,475	+5	+3	-4	25%	20/15	15/30/60 lbs.
Chainmail	5,050	2,525	+6	+2	-5	30%	20/15	20/40/80 lbs.
Breastplate	5,200	2,600	+6	+3	-4	25%	20/15	15/30/60 lbs.
Splint mail	5,100	2,550	+7	+0	-7	40%	20/15	23/45/90 lbs.
Banded mail	5,150	2,575	+7	+1	-6	35%	20/15	18/35/70 lbs.
Half-plate	5,510	2,755	+8	+0	-7	40%	20/15	25/50/100 lbs.
Full plate	6,300	3,150	+9	+1	-6	35%	20/15	25/50/100 lbs.

See *shadow* under armor special abilities in the *Pathfinder Roleplaying Game Core Rulebook*.**CONSTRUCTION****Requirements** Craft Magic Arms and Armor, *invisibility, silence*; **Cost** see above**ARMOR, SHADOW, IMPROVED, +1****Aura** moderate illusion; **CL** 10th**Slot** armor; **Price** see below; **Weight** see below;**DESCRIPTION**

The cloth components of this armor are made of fine linen, strips of which are woven through bands, splints, and links to buffer noise. Metal components are painted with random, swirling designs that help break up straight lines and angles on the armor.

Armor	Price (gp)	Cost (gp)	Total Bonus	Max Dex	Check Penalty	Arcane Failure	Speed 30/20	Weight S/M/L
Padded	16,155	8,078	+1	+8	0	5%	30/20	5/10/20 lbs.
Leather	16,160	8,080	+2	+6	0	10%	30/20	8/15/30 lbs.
Studded leather	16,175	8,088	+3	+5	-1	15%	30/20	10/20/40 lbs.
Chain shirt	16,250	8,125	+4	+4	-2	20%	30/20	13/25/50 lbs.
Hide	16,165	8,083	+4	+4	-3	20%	20/15	13/25/50 lbs.
Scale mail	16,200	8,100	+5	+3	-4	25%	20/15	15/30/60 lbs.
Chainmail	16,300	8,150	+6	+2	-5	30%	20/15	20/40/80 lbs.
Breastplate	16,450	8,225	+6	+3	-4	25%	20/15	15/30/60 lbs.
Splint mail	16,350	8,175	+7	+0	-7	40%	20/15	23/45/90 lbs.
Banded mail	16,400	8,200	+7	+1	-6	35%	20/15	18/35/70 lbs.
Half-plate	16,760	8,380	+8	+0	-7	40%	20/15	25/50/100 lbs.
Full plate	17,650	8,825	+9	+1	-6	35%	20/15	25/50/100 lbs.

See *shadow, improved* under armor special abilities in the *Pathfinder Roleplaying Game Core Rulebook*.**CONSTRUCTION****Requirements** Craft Magic Arms and Armor, *invisibility, silence*; **Cost** see above**ARMOR, SHADOW, GREATER, +1****Aura** strong illusion; **CL** 15th**Slot** armor; **Price** see below; **Weight** see below;

DESCRIPTION

Metal parts of this armor are irregularly shapes and sized, lacquered with a variety of flat finishes that makes the pieces resemble velvet. Cloth that has been woven into similar patterns of dark colors us used, giving the overall armor a muted crazy-quilt effect.

Armor	Price (gp)	Cost (gp)	Total Bonus	Max Dex	Check Penalty	Arcane Failure	Speed 30/20	Weight S/M/L
Padded	34,905	17,453	+2	+8	0	5%	30/20	5/10/20 lbs.
Leather	34,910	17,455	+3	+6	0	10%	30/20	8/15/30 lbs.
Studded leather	34,925	17,463	+4	+5	-1	15%	30/20	10/20/40 lbs.
Chain shirt	35,000	17,500	+5	+4	-2	20%	30/20	13/25/50 lbs.
Hide	34,915	17,458	+5	+4	-3	20%	20/15	13/25/50 lbs.
Scale mail	34,950	17,475	+6	+3	-4	25%	20/15	15/30/60 lbs.
Chainmail	34,050	17,025	+7	+2	-5	30%	20/15	20/40/80 lbs.
Breastplate	35,200	17,700	+7	+3	-4	25%	20/15	15/30/60 lbs.
Splint mail	35,100	17,650	+8	+0	-7	40%	20/15	23/45/90 lbs.
Banded mail	35,150	17,675	+8	+1	-6	35%	20/15	18/35/70 lbs.
Half-plate	35,510	17,755	+9	+0	-7	40%	20/15	25/50/100 lbs.
Full plate	36,400	18,200	+10	+1	-6	35%	20/15	25/50/100 lbs.

See *shadow*, *greater* under armor special abilities in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *invisibility*, *silence*; **Cost** see above

ARMOR, SLICK, +1

Aura faint conjuration; **CL** 4th

Slot armor; **Price** see below; **Weight** see below;

DESCRIPTION

This armor has no sharp edges or angles. Buckles are rounded, seams are smoothed, and pieces are made to expand and “float” on straps of leather rather than lock tightly together. It always glistens as though wet.

Armor	Price (gp)	Cost (gp)	Total Bonus	Max Dex	Check Penalty	Arcane Failure	Speed 30/20	Weight S/M/L
Padded	4,905	2,453	+2	+8	0	5%	30/20	5/10/20 lbs.
Leather	4,910	2,455	+3	+6	0	10%	30/20	8/15/30 lbs.
Studded leather	4,925	2,463	+4	+5	-1	15%	30/20	10/20/40 lbs.
Chain shirt	5,000	2,500	+5	+4	-2	20%	30/20	13/25/50 lbs.
Hide	4,915	2,458	+5	+4	-3	20%	20/15	13/25/50 lbs.
Scale mail	4,950	2,275	+6	+3	-4	25%	20/15	15/30/60 lbs.
Chainmail	5,050	2,525	+7	+2	-5	30%	20/15	20/40/80 lbs.
Breastplate	5,200	2,600	+7	+3	-4	25%	20/15	15/30/60 lbs.
Splint mail	5,100	2,550	+8	+0	-7	40%	20/15	23/45/90 lbs.
Banded mail	5,150	2,575	+8	+1	-6	35%	20/15	18/35/70 lbs.
Half-plate	5,510	2,755	+9	+0	-7	40%	20/15	25/50/100 lbs.
Full plate	6,400	3,200	+10	+1	-6	35%	20/15	25/50/100 lbs.

See *slick* under armor special abilities in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *grease*; **Cost** see above

ARMOR, SLICK, IMPROVED, +1

Aura moderate conjuration; **CL** 10th

Slot armor; **Price** see below; **Weight** see below;

DESCRIPTION

This armor does not appear wet, but has a sheen reminiscent of snakeskin. Cloth components are made of oilskin, and strips of that material are woven into bands, splints, and links. It has no sharp edges or protrusions.

Armor	Price (gp)	Cost (gp)	Total Bonus	Max Dex	Check Penalty	Arcane Failure	Speed 30/20	Weight S/M/L
Padded	16,155	8,078	+2	+8	0	5%	30/20	5/10/20 lbs.
Leather	16,160	8,080	+3	+6	0	10%	30/20	8/15/30 lbs.
Studded leather	16,175	8,088	+4	+5	-1	15%	30/20	10/20/40 lbs.

Chain shirt	16,250	8,125	+5	+4	-2	20%	30/20	13/25/50 lbs.
Hide	16,165	8,083	+6	+4	-3	20%	20/15	13/25/50 lbs.
Scale mail	16,200	8,100	+6	+3	-4	25%	20/15	15/30/60 lbs.
Chainmail	16,300	8,150	+7	+2	-5	30%	20/15	20/40/80 lbs.
Breastplate	16,450	8,225	+7	+3	-4	25%	20/15	15/30/60 lbs.
Splint mail	16,350	8,175	+8	+0	-7	40%	20/15	23/45/90 lbs.
Banded mail	16,400	8,200	+8	+1	-6	35%	20/15	18/35/70 lbs.
Half-plate	16,760	8,380	+9	+0	-7	40%	20/15	25/50/100 lbs.
Full plate	17,650	8,825	+10	+1	-6	35%	20/15	25/50/100 lbs.

See *slick*, *improved* under armor special abilities in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *grease*; **Cost** see above

ARMOR, SLICK, GREATER

Aura strong conjuration; **CL** 15th

Slot armor; **Price** see below; **Weight** see below;

DESCRIPTION

This armor looks more like normal armor of its type, and merely appears to be polished rather than oily. It is still very smooth and rounded, with leather components cured from animals such as snakes, reptiles, or even octopuses.

Armor	Price (gp)	Cost (gp)	Total Bonus	Max Dex	Check Penalty	Arcane Failure	Speed 30/20	Weight S/M/L
Padded	34,905	17,453	+2	+8	0	5%	30/20	5/10/20 lbs.
Leather	34,910	17,455	+3	+6	0	10%	30/20	8/15/30 lbs.
Studded leather	34,925	17,463	+4	+5	-1	15%	30/20	10/20/40 lbs.
Chain shirt	35,000	17,500	+5	+4	-2	20%	30/20	13/25/50 lbs.
Hide	34,915	17,458	+5	+4	-3	20%	20/15	13/25/50 lbs.
Scale mail	34,950	17,475	+6	+3	-4	25%	20/15	15/30/60 lbs.
Chainmail	35,050	17,525	+7	+2	-5	30%	20/15	20/40/80 lbs.
Breastplate	35,200	17,600	+7	+3	-4	25%	20/15	15/30/60 lbs.
Splint mail	35,100	17,550	+8	+0	-7	40%	20/15	23/45/90 lbs.
Banded mail	35,150	17,575	+8	+1	-6	35%	20/15	18/35/70 lbs.
Half-plate	35,510	17,755	+9	+0	-7	40%	20/15	25/50/100 lbs.
Full plate	36,400	18,200	+10	+1	-6	35%	20/15	25/50/100 lbs.

See *slick*, *greater* under armor special abilities in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *grease*; **Cost** see above

ARMOR OF SPELL RESISTANCE (13), +2

Aura strong abjuration; **CL** 15th

Slot armor; **Price** see below; **Weight** see below;

DESCRIPTION

This brightly-colored armor sparkles as if dusted by glitter or diamond dust, and glows faintly in the presence of cast magic. It is embroidered or engraved, depending upon the materials of its construction, with subtle wards.

Armor	Price (gp)	Cost (gp)	Total Bonus	Max Dex	Check Penalty	Arcane Failure	Speed 30/20	Weight S/M/L
Padded	8,155	4,078	+3	+8	0	5%	30/20	5/10/20 lbs.
Leather	8,160	4,080	+5	+6	0	10%	30/20	8/15/30 lbs.
Studded leather	8,175	5,088	+5	+5	-1	15%	30/20	10/20/40 lbs.
Chain shirt	8,250	4,125	+6	+4	-2	20%	30/20	13/25/50 lbs.
Hide	8,165	4,083	+6	+4	-3	20%	20/15	13/25/50 lbs.
Scale mail	8,200	4,100	+7	+3	-4	25%	20/15	15/30/60 lbs.
Chainmail	8,300	4,150	+8	+2	-5	30%	20/15	20/40/80 lbs.
Breastplate	8,450	4,225	+8	+3	-4	25%	20/15	15/30/60 lbs.
Splint mail	8,350	4,175	+9	+0	-7	40%	20/15	23/45/90 lbs.
Banded mail	8,400	4,200	+9	+1	-6	35%	20/15	18/35/70 lbs.
Half-plate	8,760	4,380	+10	+0	-7	40%	20/15	25/50/100 lbs.
Full plate	9,650	4,825	+11	+1	-6	35%	20/15	25/50/100 lbs.

See *spell resistance* under armor special abilities in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *spell resistance*; **Cost** see above

ARMOR OF SPELL RESISTANCE (15), +3

Aura strong abjuration; **CL** 15th

Slot armor; **Price** see below; **Weight** see below;

DESCRIPTION

This brightly-colored armor is inset with small gems, which will glow in the presence of cast magic. It is embroidered with fine thread, or inlaid with a filigree of precious metal, depending upon the materials of its construction, forming obvious wards.

Armor	Price (gp)	Cost (gp)	Total Bonus	Max Dex	Check Penalty	Arcane Failure	Speed 30/20	Weight S/M/L
Padded	18,155	9,078	+4	+8	0	5%	30/20	5/10/20 lbs.
Leather	18,160	9,080	+5	+6	0	10%	30/20	8/15/30 lbs.
Studded leather	18,175	9,083	+6	+5	-1	15%	30/20	10/20/40 lbs.
Chain shirt	18,250	9,125	+7	+4	-2	20%	30/20	13/25/50 lbs.
Hide	18,165	9,083	+7	+4	-3	20%	20/15	13/25/50 lbs.
Scale mail	18,200	9,100	+8	+3	-4	25%	20/15	15/30/60 lbs.
Chainmail	18,300	9,150	+9	+2	-5	30%	20/15	20/40/80 lbs.
Breastplate	18,450	9,225	+9	+3	-4	25%	20/15	15/30/60 lbs.
Splint mail	18,350	9,175	+10	+0	-7	40%	20/15	23/45/90 lbs.
Banded mail	18,400	9,200	+10	+1	-6	35%	20/15	18/35/70 lbs.
Half-plate	18,760	9,380	+11	+0	-7	40%	20/15	25/50/100 lbs.
Full plate	19,650	9,825	+12	+1	-6	35%	20/15	25/50/100 lbs.

See *spell resistance* under armor special abilities in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *spell resistance*; **Cost** see above

ARMOR OF SPELL RESISTANCE (17), +4

Aura strong abjuration; **CL** 15th

Slot armor; **Price** see below; **Weight** see below;

DESCRIPTION

This armor is inlaid with many gems, and glows and changes color in the presence of cast magic. It is embroidered with thread made of silver and gold, or inlaid with filigree, depending upon its construction, with such decoration forming overlapping wards and runes of protection.

Armor	Price (gp)	Cost (gp)	Total Bonus	Max Dex	Check Penalty	Arcane Failure	Speed 30/20	Weight S/M/L
Padded	32,155	16,078	+5	+8	0	5%	30/20	5/10/20 lbs.
Leather	32,160	16,080	+6	+6	0	10%	30/20	8/15/30 lbs.
Studded leather	32,175	16,083	+7	+5	-1	15%	30/20	10/20/40 lbs.
Chain shirt	32,250	16,125	+8	+4	-2	20%	30/20	13/25/50 lbs.
Hide	32,165	16,083	+8	+4	-3	20%	20/15	13/25/50 lbs.
Scale mail	32,200	16,100	+9	+3	-4	25%	20/15	15/30/60 lbs.
Chainmail	32,300	16,150	+10	+2	-5	30%	20/15	20/40/80 lbs.
Breastplate	32,450	16,225	+10	+3	-4	25%	20/15	15/30/60 lbs.
Splint mail	32,350	16,175	+11	+0	-7	40%	20/15	23/45/90 lbs.
Banded mail	32,400	16,200	+11	+1	-6	35%	20/15	18/35/70 lbs.
Half-plate	32,760	16,380	+12	+0	-7	40%	20/15	25/50/100 lbs.
Full plate	33,650	16,825	+13	+1	-6	35%	20/15	25/50/100 lbs.

See *spell resistance* under armor special abilities in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *spell resistance*; **Cost** see above

ARMOR OF SPELL RESISTANCE (19), +5

Aura strong abjuration; **CL** 15th

Slot armor; **Price** see below; **Weight** see below;

DESCRIPTION

This armor is inlaid with many high quality gems, which form the center of a large glyph upon the chest. It is either embroidered with the finest threads, or engraved and inlaid with delicate filigree, depending upon the materials. The armor glows brightly when magic is cast at it.

Armor	Price (gp)	Cost (gp)	Total Bonus	Max Dex	Check Penalty	Arcane Failure	Speed 30/20	Weight S/M/L
Padded	50,155	25,078	+6	+8	0	5%	30/20	5/10/20 lbs.
Leather	50,160	25,080	+7	+6	0	10%	30/20	8/15/30 lbs.
Studded leather	50,175	25,083	+8	+5	-1	15%	30/20	10/20/40 lbs.
Chain shirt	50,250	25,125	+9	+4	-2	20%	30/20	13/25/50 lbs.
Hide	50,165	25,083	+9	+4	-3	20%	20/15	13/25/50 lbs.
Scale mail	50,200	25,100	+10	+3	-4	25%	20/15	15/30/60 lbs.
Chainmail	50,300	25,150	+11	+2	-5	30%	20/15	20/40/80 lbs.
Breastplate	50,450	25,225	+11	+3	-4	25%	20/15	15/30/60 lbs.
Splint mail	50,350	25,175	+12	+0	-7	40%	20/15	23/45/90 lbs.
Banded mail	50,400	25,200	+12	+1	-6	35%	20/15	18/35/70 lbs.
Half-plate	50,760	25,380	+13	+0	-7	40%	20/15	25/50/100 lbs.
Full plate	51,650	25,825	+14	+1	-6	35%	20/15	25/50/100 lbs.

See *spell resistance* under armor special abilities in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *spell resistance*; **Cost** see above

ARMOR OF UNDEAD CONTROLLING, +1

Aura strong necromancy; **CL** 13th

Slot armor; **Price** see below; **Weight** see below;

DESCRIPTION

This armor is blackened and appears to have survived a fire. Rust-colored patterns appear to be formed by the careful and intentional application of blood that was left to dry, then lacquered over. Joints are stiff, quietly creaking and moaning when the wearer moves. Adornments often have a skull and bones motif to them.

Armor	Price (gp)	Cost (gp)	Total Bonus	Max Dex	Check Penalty	Arcane Failure	Speed 30/20	Weight S/M/L
Padded	50,155	25,078	+2	+8	0	5%	30/20	5/10/20 lbs.
Leather	50,160	25,080	+3	+6	0	10%	30/20	8/15/30 lbs.
Studded leather	50,175	25,088	+4	+5	-1	15%	30/20	10/20/40 lbs.
Chain shirt	50,250	25,125	+5	+4	-2	20%	30/20	13/25/50 lbs.
Hide	50,165	25,083	+5	+4	-3	20%	20/15	13/25/50 lbs.
Scale mail	50,200	25,100	+6	+3	-4	25%	20/15	15/30/60 lbs.
Chainmail	50,300	25,150	+7	+2	-5	30%	20/15	20/40/80 lbs.
Breastplate	50,450	25,225	+7	+3	-4	25%	20/15	15/30/60 lbs.
Splint mail	50,350	25,175	+8	+0	-7	40%	20/15	23/45/90 lbs.
Banded mail	50,400	25,200	+8	+1	-6	35%	20/15	18/35/70 lbs.
Half-plate	50,760	25,380	+9	+0	-7	40%	20/15	25/50/100 lbs.
Full plate	51,650	25,825	+10	+1	-6	35%	20/15	25/50/100 lbs.

See *undead controlling* under armor special abilities in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *control undead*; **Cost** see above

ARMOR, WILD, +3

Aura moderate transformation; **CL** 9th

Slot armor; **Price** see below; **Weight** see below;

DESCRIPTION

Components of this armor are usually dyed, lacquered, or painted in earth tones or shades of green. Adornments are in the form of leaves or flowers, embroidered or engraved as appropriate for the materials in the armor. Scales and splints may even be cut into leaf shapes. Sometimes, however, wild armor is left in its natural state, with metal unpolished and no decoration added.

Armor	Price (gp)	Cost (gp)	Total Bonus	Max Dex	Check Penalty	Arcane Failure	Speed 30/20	Weight S/M/L
Padded	18,155	9,078	+4	+8	0	5%	30/20	5/10/20 lbs.
Leather	18,160	9,080	+5	+6	0	10%	30/20	8/15/30 lbs.
Studded leather	18,175	9,088	+6	+5	-1	15%	30/20	10/20/40 lbs.
Chain shirt	18,250	9,125	+7	+4	-2	20%	30/20	13/25/50 lbs.
Hide	18,165	9,083	+7	+4	-3	20%	20/15	13/25/50 lbs.
Scale mail	18,200	9,100	+8	+3	-4	25%	20/15	15/30/60 lbs.
Chainmail	18,300	9,150	+9	+2	-5	30%	20/15	20/40/80 lbs.
Breastplate	18,450	9,225	+9	+3	-4	25%	20/15	15/30/60 lbs.
Splint mail	18,350	9,175	+10	+0	-7	40%	20/15	23/45/90 lbs.
Banded mail	18,400	9,200	+10	+1	-6	35%	20/15	18/35/70 lbs.
Half-plate	18,760	9,380	+11	+0	-7	40%	20/15	25/50/100 lbs.
Full plate	19,650	9,825	+12	+1	-6	35%	20/15	25/50/100 lbs.

See *wild* under armor special abilities in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *baleful polymorph*; **Cost** see above

Shields

The following shields have protection bonuses or are made of special materials, but have no other special abilities. Statistics listed are for shields for Small, Medium, and Large humanoids. To calculate costs and weight of shields for non-humanoid creatures, or humanoids of other sizes, see *armor for unusual creatures* in the *Pathfinder Roleplaying Game Core Rulebook*.

BUCKLER, +1 TO +5

Aura moderate abjuration; **CL** see below

Slot shield; **Price** see below; **Weight** see below;

DESCRIPTION

Because of their small size and the function they serve, magical bucklers are typically painted rather than engraved. Runes and sigils are sometimes inscribed around the rim, but are often placed on the inside. As with other protective items, quality and decoration increase with the level of protection offered.

Shield, buckler	CL	Price (gp)	Cost (gp)	Total Bonus	Max Dex	Check Penalty	Arcane Failure	Weight S	M	L
Buckler +1	5 th	1,155	578	+2	—	-1	5%	3 lbs.	5 lbs.	10 lbs.
Buckler +2	6 th	4,155	2,078	+3	—	-1	5%	3 lbs.	5 lbs.	10 lbs.
Buckler +3	9 th	9,155	4,578	+4	—	-1	5%	3 lbs.	5 lbs.	10 lbs.
Buckler +4	12 th	16,155	8,078	+5	—	-1	5%	3 lbs.	5 lbs.	10 lbs.
Buckler +5	15 th	25,155	12,578	+6	—	-1	5%	3 lbs.	5 lbs.	10 lbs.

See *buckler* in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Magic Arms and Armor; **Cost** see above

BUCKLER, SPECIAL MATERIALS

Aura no aura/non-magical; **CL** --

Slot shield; **Price** see below; **Weight** see below;

DESCRIPTION

While bucklers are typically made of metal the hardness of darkwood makes for a suitable substitute. Dragonhide bucklers are simply wrapped in a layer of that material, which is riveted down. Mithral bucklers are slightly larger but thinner than their normal equivalent, keeping the weight the same.

Shield, buckler	Price (gp)	Cost (gp)	Total Bonus	Max Dex	Check Penalty	Arcane Failure	Weight S	M	L
Darkwood	1,205	603	+2	—	0	5%	3 lbs.	5 lbs.	10 lbs.
Dragonhide	2,310	1,155	+2	—	-1	5%	3 lbs.	5 lbs.	10 lbs.
Mithral	2,155	1,078	+2	+2	0	0%	3 lbs.	5 lbs.	10 lbs.

See *darkwood*, *dragonhide*, and *mithral* under Special Materials in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Magic Arms and Armor; **Cost** see above

SHIELD, LIGHT WOODEN, +1 TO +5

Aura moderate abjuration; **CL** see below

Slot shield; **Price** see below; **Weight** see below;

DESCRIPTION

Magical wooden shields often have coats of arms or personal devices painted on them, which are then protected from damage with thick coats of clear lacquer. The designs are sometimes made of more elaborate materials, such as mosaics of tile, gems, or precious metals. Runes and sigils of protection decorate the rim, the leather straps, or the inside of the shield.

Shield, lt wooden	CL	Price (gp)	Cost (gp)	Total Bonus	Max Dex	Check Penalty	Arcane Failure	Weight		
								S	M	L
Shield, lt wooden +1	5 th	1,153	577	+2	—	—1	5%	3 lbs.	5 lbs.	10 lbs.
Shield, lt wooden +2	6 th	4,153	2,077	+3	—	—1	5%	3 lbs.	5 lbs.	10 lbs.
Shield, lt wooden +3	9 th	9,153	4,577	+4	—	—1	5%	3 lbs.	5 lbs.	10 lbs.
Shield, lt wooden +4	12 th	16,153	8,077	+5	—	—1	5%	3 lbs.	5 lbs.	10 lbs.
Shield, lt wooden +5	15 th	25,153	12,577	+6	—	—1	5%	3 lbs.	5 lbs.	10 lbs.

See *shield, light wooden* in the Pathfinder Roleplaying Game Core Rulebook.

CONSTRUCTION

Requirements Craft Magic Arms and Armor; **Cost** see above

SHIELD, LIGHT WOODEN, SPECIAL MATERIALS

Aura no aura/non-magical; **CL** --

Slot shield; **Price** see below; **Weight** see below;

DESCRIPTION

Darkwood shields are often very plain, with designs created from metal plates or studs hammered into the surface. Dragonhide shields are wrapped in that material, or have individual scales meticulously attached with metal rivets.

Shield, lt wooden	Price (gp)	Cost (gp)	Total Bonus	Max Dex	Check Penalty	Arcane Failure	Weight		
							S	M	L
Darkwood	1,203	602	+2	—	0	5%	3 lbs.	5 lbs.	10 lbs.
Dragonhide	2,306	1,153	+2	—	—1	5%	3 lbs.	5 lbs.	10 lbs.

See *darkwood* and *dragonhide* under Special Materials in the Pathfinder Roleplaying Game Core Rulebook.

CONSTRUCTION

Requirements Craft Magic Arms and Armor; **Cost** see above

SHIELD, LIGHT STEEL, +1 TO +5

Aura moderate abjuration; **CL** see below

Slot shield; **Price** see below; **Weight** see below;

DESCRIPTION

Magical light shields often have small gems set into the rivets, or rivets plated with precious metals, or have the dust of crushed gemstones worked into the lacquer to give them an extra sheet. Runes and sigils that provide the bonus to protection are often inscribed on the inside or worked into metal or leather bands, so that the primary surface can be reserved for personal symbols or coats of arms.

Shield, lt steel	CL	Price (gp)	Cost (gp)	Total Bonus	Max Dex	Check Penalty	Arcane Failure	Weight		
								S	M	L
Shield, lt steel +1	5 th	1,159	580	+2	—	—1	5%	3 lbs.	6 lbs.	12 lbs.
Shield, lt steel +2	6 th	4,159	2,080	+3	—	—1	5%	3 lbs.	6 lbs.	12 lbs.
Shield, lt steel +3	9 th	9,159	4,580	+4	—	—1	5%	3 lbs.	6 lbs.	12 lbs.
Shield, lt steel +4	12 th	16,159	8,080	+5	—	—1	5%	3 lbs.	6 lbs.	12 lbs.
Shield, lt steel +5	15 th	25,159	12,580	+6	—	—1	5%	3 lbs.	6 lbs.	12 lbs.

See *shield, light steel* in the Pathfinder Roleplaying Game Core Rulebook.

CONSTRUCTION

Requirements Craft Magic Arms and Armor; **Cost** see above

SHIELD, LIGHT STEEL, SPECIAL MATERIALS

Aura no aura/non-magical; **CL** --

Slot shield; **Price** see below; **Weight** see below;

DESCRIPTION

Mithral shields are much like ordinary light steel shields, with magical inscriptions on the inside. Rather than painted or lacquered, the designs are often engraved or created from inlaid mosaics in order to enhance the beauty of the metal.

Shield, lt steel	Price (gp)	Cost (gp)	Total Bonus	Max Dex	Check Penalty	Arcane Failure	S	Weight M	L
Mithral	2,159	580	+2	+2	0	0%	3 lbs.	6 lbs.	12 lbs.

See *mithral* under Special Materials in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Magic Arms and Armor; **Cost** see above

SHIELD, HEAVY WOODEN, +1 TO +5

Aura moderate abjuration; **CL** see below

Slot shield; **Price** see below; **Weight** see below;

DESCRIPTION

Magical heavy wooden shields provide a greater surface for artistry, and are often carved rather than painted, with those carvings enhanced with embedded gems or elaborate panels of painted enamel. Gems are often embedded along the rim, as are studs of precious metals.

Shield, hvy wooden	CL	Price (gp)	Cost (gp)	Total Bonus	Max Dex	Check Penalty	Arcane Failure	S	Weight M	L
Shield, hvy wooden +1	5 th	1,157	579	+3	—	−2	15%	5 lbs.	10 lbs.	20 lbs.
Shield, hvy wooden +2	6 th	4,157	2,079	+4	—	−2	15%	5 lbs.	10 lbs.	20 lbs.
Shield, hvy wooden +3	9 th	9,157	4,579	+5	—	−2	15%	5 lbs.	10 lbs.	20 lbs.
Shield, hvy wooden +4	12 th	16,157	8,079	+6	—	−2	15%	5 lbs.	10 lbs.	20 lbs.
Shield, hvy wooden +5	15 th	25,157	12,579	+7	—	−2	15%	5 lbs.	10 lbs.	20 lbs.

See *shield, heavy wooden* in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Magic Arms and Armor; **Cost** see above

SHIELD, HEAVY WOODEN, SPECIAL MATERIALS

Aura no aura/non-magical; **CL** --

Slot shield; **Price** see below; **Weight** see below;

DESCRIPTION

Darkwood heavy shields are, like their smaller equivalents, plain and unadorned. Some are painted and lacquered, making them almost indistinguishable from normal wooden shields. Dragonhide heavy shields often have bands of individual scales attached to bands of metal, much like banded mail, across the surface.

Shield, hvy wooden	Price (gp)	Cost (gp)	Total Bonus	Max Dex	Check Penalty	Arcane Failure	S	Weight M	L
Darkwood	1,257	629	+3	—	0	15%	5 lbs.	10 lbs.	20 lbs.
Dragonhide	2,314	1,157	+3	—	−2	15%	5 lbs.	10 lbs.	20 lbs.

See *darkwood* and *dragonhide* under Special Materials in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Magic Arms and Armor; **Cost** see above

SHIELD, HEAVY STEEL, +1 TO +5

Aura moderate abjuration; **CL** see below

Slot shield; **Price** see below; **Weight** see below;

DESCRIPTION

Magical heavy steel shields often have some sculpted device or design attached, sometimes plated in precious metals or inlaid with gems. Gems are commonly set into the rivets. The greater the protection, the more ornate and elaborate the decorations.

Shield, hvy steel	CL	Price (gp)	Cost (gp)	Total Bonus	Max Dex	Check Penalty	Arcane Failure	S	Weight M	L
Shield, hvy steel +1	5 th	1,170	585	+3	—	−2	15%	8 lbs.	15 lbs.	30 lbs.
Shield, hvy steel +2	6 th	4,170	2,085	+4	—	−2	15%	8 lbs.	15 lbs.	30 lbs.
Shield, hvy steel +3	9 th	9,170	4,585	+5	—	−2	15%	8 lbs.	15 lbs.	30 lbs.
Shield, hvy steel +4	12 th	16,170	8,085	+6	—	−2	15%	8 lbs.	15 lbs.	30 lbs.
Shield, hvy steel +5	15 th	25,170	12,585	+7	—	−2	15%	8 lbs.	15 lbs.	30 lbs.

See *shield, heavy steel* in the Pathfinder Roleplaying Game Core Rulebook.

CONSTRUCTION

Requirements Craft Magic Arms and Armor; **Cost** see above

SHIELD, HEAVY STEEL, SPECIAL MATERIALS

Aura no aura/non-magical; **CL** --

Slot shield; **Price** see below; **Weight** see below;

DESCRIPTION

Mithral heavy shields are much like heavy steel shields, above, although they are more likely to be engraved and worked with gold filigree, or be encrusted with gems or mosaic tiles.

Shield, hvy steel	Price (gp)	Cost (gp)	Total Bonus	Max Dex	Check Penalty	Arcane Failure	S	Weight M	L
Mithral	2,170	1,085	+3	+2	0	5%	8 lbs.	15 lbs.	30 lbs.

See *mithral* under Special Materials in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Magic Arms and Armor; **Cost** see above

SHIELD, TOWER, +1 TO +5

Aura moderate abjuration; **CL** see below

Slot shield; **Price** see below; **Weight** see below;

DESCRIPTION

Ordinary tower shields are rarely plain, bearing personal emblems and the coats of arms of lords, armies, and nations upon them. Magical tower shields follow suit, with the artistry several steps higher, the paint pigments richer, and the materials more expensive and elaborate.

Shield, tower	CL	Price (gp)	Cost (gp)	Total Bonus	Max Dex	Check Penalty	Arcane Failure	S	Weight M	L
Shield, tower +1	5 th	1,180	590	+5	+2	-10	50%	23 lbs.	45 lbs.	90 lbs.
Shield, tower +2	6 th	4,180	2,090	+6	+2	-10	50%	23 lbs.	45 lbs.	90 lbs.
Shield, tower +3	9 th	9,180	4,590	+7	+2	-10	50%	23 lbs.	45 lbs.	90 lbs.
Shield, tower +4	12 th	16,180	8,090	+8	+2	-10	50%	23 lbs.	45 lbs.	90 lbs.
Shield, tower +5	15 th	25,180	12,590	+9	+2	-10	50%	23 lbs.	45 lbs.	90 lbs.

See *shield, tower* in the Pathfinder Roleplaying Game Core Rulebook.

CONSTRUCTION

Requirements Craft Magic Arms and Armor; **Cost** see above

SHIELD, TOWER, SPECIAL MATERIALS

Aura no aura/non-magical; **CL** --

Slot shield; **Price** see below; **Weight** see below;

DESCRIPTION

Darkwood tower shields seem unusually thin, taking advantage of increased hardness to balance out their greater weight. As with other power shields, they are typically painted with devices and arms and lacquered. Dragonhide shields are covered with what appears to be banded mail, with individual scales attached to strips of metal attached to the face of the shield in rows.

Shield, tower	Price (gp)	Cost (gp)	Total Bonus	Max Dex	Check Penalty	Arcane Failure	S	Weight M	L
Darkwood	1,630	815	+5	+2	-8	50%	23 lbs.	45 lbs.	90 lbs.
Dragonhide	2,360	590	+5	+2	-10	50%	23 lbs.	45 lbs.	90 lbs.

See *darkwood* and *dragonhide* under Special Materials in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Magic Arms and Armor; **Cost** see above

Special Shields

The following shields have special magical abilities beyond a bonus to armor class. Statistics listed are for shields for Small, Medium, and Large humanoids. To calculate costs and weight of shields for non-humanoid creatures, or humanoids of other sizes, see *armor for unusual creatures* in the *Pathfinder Roleplaying Game Core Rulebook*.

SHIELD, ANIMATED, +2

Aura strong transmutation; **CL** 12th

Slot shield; **Price** see below; **Weight** see below;

DESCRIPTION

These shields are often inscribed with images of fighters in action poses, people dancing, or even frolicking creatures. The shields themselves are often asymmetrical or appear to be bent or twisted in some way.

Shields	Price (gp)	Cost (gp)	Total Bonus	Max Dex	Check Penalty	Arcane Failure	Weight S/M/L
Buckler	8,155	4,078	+3	—	—1	5%	3/5/10 lbs.
Shield, light wooden	8,153	4,077	+3	—	—1	5%	3/5/10 lbs.
Shield, light steel	8,159	4,080	+3	—	—1	5%	3/6/12 lbs.
Shield, heavy wooden	8,157	4,079	+4	—	—2	15%	5/10/20 lbs.
Shield, heavy steel	8,170	4,085	+4	—	—2	15%	8/15/30 lbs.
Shield, tower	8,180	4,090	+6	+2	—10	50%	23/45/90 lbs.

See *animated* under shield special abilities in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *animate objects*; **Cost** see above

SHIELD OF ARROW CATCHING, +1

Aura moderate abjuration; **CL** 8th

Slot shield; **Price** see below; **Weight** see below;

DESCRIPTION

These shields are often covered with padding, cork, or similar soft materials. They glow with a faint cascade of color when struck by projectiles. Some who carry these shields go so far as to paint targets, or even portraits of their enemies, upon them.

Shields	Price (gp)	Cost (gp)	Total Bonus	Max Dex	Check Penalty	Arcane Failure	Weight S/M/L
Buckler	1,155	578	+2	—	—1	5%	3/5/10 lbs.
Shield, light wooden	1,153	577	+2	—	—1	5%	3/5/10 lbs.
Shield, light steel	1,159	580	+2	—	—1	5%	3/6/12 lbs.
Shield, heavy wooden	1,157	579	+3	—	—2	15%	5/10/20 lbs.
Shield, heavy steel	1,170	585	+3	—	—2	15%	8/15/30 lbs.
Shield, tower	1,180	590	+5	+2	—10	50%	23/45/90 lbs.

See *arrow catching* under shield special abilities in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *entropic shield*; **Cost** see above

SHIELD OF ARROW DEFLECTION, +2

Aura faint abjuration; **CL** 5th

Slot shield; **Price** see below; **Weight** see below;

DESCRIPTION

These shields often appear as if they are brand new and have never been used, as the magic prevents most attacks from striking them directly. As such, their owners often have them decorated with delicate and complex artwork, knowing that it is unlikely to be damaged or destroyed.

Shields	Price (gp)	Cost (gp)	Total Bonus	Max Dex	Check Penalty	Arcane Failure	Weight S/M/L
Buckler	8,155	4,078	+3	—	—1	5%	3/5/10 lbs.
Shield, light wooden	8,153	4,077	+3	—	—1	5%	3/5/10 lbs.
Shield, light steel	8,159	4,080	+3	—	—1	5%	3/6/12 lbs.
Shield, heavy wooden	8,157	4,079	+4	—	—2	15%	5/10/20 lbs.
Shield, heavy steel	8,170	4,085	+4	—	—2	15%	8/15/30 lbs.
Shield, tower	8,180	4,090	+6	+2	—10	50%	23/45/90 lbs.

See *arrow deflection* under shield special abilities in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION**Requirements** Craft Magic Arms and Armor, *shield*; **Cost** see above**SHIELD OF BASHING, +1****Aura** moderate transmutation; **CL** 8th**Slot** shield; **Price** see below; **Weight** see below;**DESCRIPTION**

Because their shields are intended to be used as weapons, they are typically plain and the materials are often left in their natural state. Bits of hair, dirt, leaves, and such often appear caught in rivets and seams.

Shields	Price (gp)	Cost (gp)	Total Bonus	Max Dex	Check Penalty	Arcane Failure	Weight S/M/L
Buckler	2,155	1,078	+2	—	—1	5%	3/5/10 lbs.
Shield, light wooden	2,153	1,077	+2	—	—1	5%	3/5/10 lbs.
Shield, light steel	2,159	1,080	+2	—	—1	5%	3/6/12 lbs.
Shield, heavy wooden	2,157	1,079	+3	—	—2	15%	5/10/20 lbs.
Shield, heavy steel	2,170	1,085	+3	—	—2	15%	8/15/30 lbs.
Shield, tower	2,180	1,090	+5	+2	—10	50%	23/45/90 lbs.

See *bashing* under shield special abilities in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION**Requirements** Craft Magic Arms and Armor, *bull's strength*; **Cost** see above**SHIELD OF BLINDING, +1****Aura** moderate evocation; **CL** 7th**Slot** shield; **Price** see below; **Weight** see below;**DESCRIPTION**

These shields are always polished to a mirror sheen, and often lacquered with crushed gems or glitter to add extra sparkle.

Shields	Price (gp)	Cost (gp)	Total Bonus	Max Dex	Check Penalty	Arcane Failure	Weight S/M/L
Buckler	2,155	1,078	+2	—	—1	5%	3/5/10 lbs.
Shield, light wooden	2,153	1,077	+2	—	—1	5%	3/5/10 lbs.
Shield, light steel	2,159	1,080	+2	—	—1	5%	3/6/12 lbs.
Shield, heavy wooden	2,157	1,079	+3	—	—2	15%	5/10/20 lbs.
Shield, heavy steel	2,170	1,085	+3	—	—2	15%	8/15/30 lbs.
Shield, tower	2,180	1,090	+5	+2	—10	50%	23/45/90 lbs.

See *blinding* under shield special abilities in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION**Requirements** Craft Magic Arms and Armor, *searing light*; **Cost** see above**SHIELD OF ENERGY RESISTANCE, +1****Aura** faint abjuration; **CL** 3rd**Slot** shield; **Price** see below; **Weight** see below;**DESCRIPTION**

This shield has subtle runes worked into its design, representing the forces it protects against. These appear on the face of the shield, along the rim, or both. Devices decorating the shield depict scenes of these forces, often dragons or other creatures with the powers the resist.

Roll to determine the type of energy the armor offers resistance against: 01-20 *acid*; 21-40 *cold*; 41-60 *electricity*; 61-80 *fire*; 81-100 *sonic*.

Shields	Price (gp)	Cost (gp)	Total Bonus	Max Dex	Check Penalty	Arcane Failure	Weight S/M/L
Buckler	19,155	9,578	+2	—	—1	5%	3/5/10 lbs.
Shield, light wooden	19,153	9,577	+2	—	—1	5%	3/5/10 lbs.
Shield, light steel	19,159	9,580	+2	—	—1	5%	3/6/12 lbs.
Shield, heavy wooden	19,157	9,579	+3	—	—2	15%	5/10/20 lbs.
Shield, heavy steel	19,170	9,585	+3	—	—2	15%	8/15/30 lbs.
Shield, tower	19,180	9,590	+5	+2	—10	50%	23/45/90 lbs.

See *energy resistance* under shield special abilities in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION**Requirements** Craft Magic Arms and Armor, *resist energy*; **Cost** see above**SHIELD OF ENERGY RESISTANCE, IMPROVED, +1****Aura** moderate abjuration; **CL** 7th**Slot** shield; **Price** see below; **Weight** see below;**DESCRIPTION**

This shield has overt runes worked into its design, representing the forces it protects against. Color choices are accentuated by gemstones and minerals that are inlaid with the shield's motif, with bits of obsidian or dark limestone for acid, snow agate for cold, crystal and copper for electricity, opals and gold wire for fire, and steel and porcelain for sonic.

Roll to determine the type of energy the armor offers resistance against: 01-20 *acid*; 21-40 *cold*; 41-60 *electricity*; 61-80 *fire*; 81-100 *sonic*.

Shields	Price (gp)	Cost (gp)	Total Bonus	Max Dex	Check Penalty	Arcane Failure	Weight S/M/L
Buckler	43,155	21,578	+2	—	—1	5%	3/5/10 lbs.
Shield, light wooden	43,153	21,577	+2	—	—1	5%	3/5/10 lbs.
Shield, light steel	43,159	21,580	+2	—	—1	5%	3/6/12 lbs.
Shield, heavy wooden	43,157	21,579	+3	—	—2	15%	5/10/20 lbs.
Shield, heavy steel	43,170	21,585	+3	—	—2	15%	8/15/30 lbs.
Shield, tower	43,180	21,590	+5	+2	—10	50%	23/45/90 lbs.

See *energy resistance, improved* under shield special abilities in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION**Requirements** Craft Magic Arms and Armor, *resist energy*; **Cost** see above**SHIELD OF ENERGY RESISTANCE, GREATER, +1****Aura** moderate abjuration; **CL** 11th**Slot** shield; **Price** see below; **Weight** see below;**DESCRIPTION**

This symbolism in this shield is markedly overt, with large runes and sigils covering the front. Designs contain bright colors, with expensive gemstones and jewels evocative of the forces protected against prominently displayed.

Roll to determine the type of energy the armor offers resistance against: 01-20 *acid*; 21-40 *cold*; 41-60 *electricity*; 61-80 *fire*; 81-100 *sonic*.

Shields	Price (gp)	Cost (gp)	Total Bonus	Max Dex	Check Penalty	Arcane Failure	Weight S/M/L
Buckler	67,155	33,578	+2	—	—1	5%	3/5/10 lbs.
Shield, light wooden	67,153	33,577	+2	—	—1	5%	3/5/10 lbs.
Shield, light steel	67,159	33,580	+2	—	—1	5%	3/6/12 lbs.
Shield, heavy wooden	67,157	33,579	+3	—	—2	15%	5/10/20 lbs.
Shield, heavy steel	67,170	33,585	+3	—	—2	15%	8/15/30 lbs.
Shield, tower	67,180	33,590	+5	+2	—10	50%	23/45/90 lbs.

See *energy resistance, improved* under shield special abilities in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION**Requirements** Craft Magic Arms and Armor, *resist energy*; **Cost** see above**SHIELD OF FORTIFICATION, LIGHT, +1****Aura** strong abjuration; **CL** 13th**Slot** shield; **Price** see below; **Weight** see below;**DESCRIPTION**

This shield has a subtle reflective sheen to it, as if dusted with glitter. It gives off a faint white glow when struck.

Shields	Price (gp)	Cost (gp)	Total Bonus	Max Dex	Check Penalty	Arcane Failure	Weight S/M/L
Buckler	2,155	1,078	+2	—	—1	5%	3/5/10 lbs.
Shield, light wooden	2,153	1,077	+2	—	—1	5%	3/5/10 lbs.
Shield, light steel	2,159	1,080	+2	—	—1	5%	3/6/12 lbs.
Shield, heavy wooden	2,157	1,079	+3	—	—2	15%	5/10/20 lbs.
Shield, heavy steel	2,170	1,085	+3	—	—2	15%	8/15/30 lbs.
Shield, tower	2,180	1,090	+5	+2	—10	50%	23/45/90 lbs.

See *fortification*, *light* under shield special abilities in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *limited wish* or *miracle*; **Cost** see above

SHIELD OF FORTIFICATION, MODERATE, +3

Aura strong abjuration; **CL** 13th

Slot shield; **Price** see below; **Weight** see below;

DESCRIPTION

This shield is decorated with patterns of small diamonds or diamond chips. Metal components appear polished to a high sheen. It glows momentarily with a white light when struck.

Shields	Price (gp)	Cost (gp)	Total Bonus	Max Dex	Check Penalty	Arcane Failure	Weight S/M/L
Buckler	18,155	9,078	+4	—	—1	5%	3/5/10 lbs.
Shield, light wooden	18,153	9,077	+4	—	—1	5%	3/5/10 lbs.
Shield, light steel	18,159	9,080	+4	—	—1	5%	3/6/12 lbs.
Shield, heavy wooden	18,157	9,079	+5	—	—2	15%	5/10/20 lbs.
Shield, heavy steel	18,170	9,085	+5	—	—2	15%	8/15/30 lbs.
Shield, tower	18,180	9,090	+7	+2	—10	50%	23/45/90 lbs.

See *fortification*, *moderate* under shield special abilities in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *limited wish* or *miracle*; **Cost** see above

SHIELD OF FORTIFICATION, HEAVY, +5

Aura strong abjuration; **CL** 13th

Slot shield; **Price** see below; **Weight** see below;

DESCRIPTION

A pattern of diamonds, or sometimes one large diamond, is prominent upon the front of this shield. Metal components are polished to a high sheen and sparkle as if faceted like diamond; smooth components appear lacquered and polished to a high sheen. It gives off brief flashes of white light, like bright sparks, when struck.

Shields	Price (gp)	Cost (gp)	Total Bonus	Max Dex	Check Penalty	Arcane Failure	Weight S/M/L
Buckler	50,155	25,078	+6	—	—1	5%	3/5/10 lbs.
Shield, light wooden	50,153	25,077	+6	—	—1	5%	3/5/10 lbs.
Shield, light steel	50,159	25,080	+6	—	—1	5%	3/6/12 lbs.
Shield, heavy wooden	50,157	25,079	+7	—	—2	15%	5/10/20 lbs.
Shield, heavy steel	50,170	25,085	+7	—	—2	15%	8/15/30 lbs.
Shield, tower	50,180	25,090	+9	+2	—10	50%	23/45/90 lbs.

See *fortification*, *heavy* under shield special abilities in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *limited wish* or *miracle*; **Cost** see above

SHIELD OF GHOST TOUCH, +3

Aura strong transmutation; **CL** 15th

Slot shield; **Price** see below; **Weight** see below;

DESCRIPTION

This shield is frequently painted non-reflective white or gray, with subtle shifts in shading used to create designs resembling mist or fog. Metal components are often covered by strips of linen, often left ragged at the edges.

Shields	Price (gp)	Cost (gp)	Total Bonus	Max Dex	Check Penalty	Arcane Failure	Weight S/M/L
Buckler	18,155	9,078	+4	—	—1	5%	3/5/10 lbs.
Shield, light wooden	18,153	9,077	+4	—	—1	5%	3/5/10 lbs.
Shield, light steel	18,159	9,080	+4	—	—1	5%	3/6/12 lbs.
Shield, heavy wooden	18,157	9,079	+5	—	—2	15%	5/10/20 lbs.
Shield, heavy steel	18,170	9,085	+5	—	—2	15%	8/15/30 lbs.
Shield, tower	18,180	9,090	+7	+2	—10	50%	23/45/90 lbs.

See *ghost touch* under shield special abilities in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION**Requirements** Craft Magic Arms and Armor, *ethereality*; **Cost** see above**SHIELD OF REFLECTING, +5****Aura** strong abjuration; **CL** 14th**Slot** shield; **Price** see below; **Weight** see below;**DESCRIPTION**

Metal shields are polished to a high mirror finish; wooden shields are often white, and lacquered to a high gloss.

Shields	Price (gp)	Cost (gp)	Total Bonus	Max Dex	Check Penalty	Arcane Failure	Weight S/M/L
Buckler	50,155	25,078	+6	—	—1	5%	3/5/10 lbs.
Shield, light wooden	50,153	25,077	+6	—	—1	5%	3/5/10 lbs.
Shield, light steel	50,159	25,080	+6	—	—1	5%	3/6/12 lbs.
Shield, heavy wooden	50,157	25,079	+7	—	—2	15%	5/10/20 lbs.
Shield, heavy steel	50,170	25,085	+7	—	—2	15%	8/15/30 lbs.
Shield, tower	50,180	25,090	+9	+2	—10	50%	23/45/90 lbs.

See *reflecting* under shield special abilities in the *Pathfinder Roleplaying Game Core Rulebook*.**CONSTRUCTION****Requirements** Craft Magic Arms and Armor, *spell turning*; **Cost** see above**SHIELD OF SPELL RESISTANCE (13), +2****Aura** strong abjuration; **CL** 15th**Slot** shield; **Price** see below; **Weight** see below;**DESCRIPTION**

This brightly-colored shield sparkles with glitter or diamond dust worked into the finish, and glows faintly in the presence of cast magic.

Shields	Price (gp)	Cost (gp)	Total Bonus	Max Dex	Check Penalty	Arcane Failure	Weight S/M/L
Buckler	8,155	4,078	+3	—	—1	5%	3/5/10 lbs.
Shield, light wooden	8,153	4,077	+3	—	—1	5%	3/5/10 lbs.
Shield, light steel	8,159	4,080	+3	—	—1	5%	3/6/12 lbs.
Shield, heavy wooden	8,157	4,079	+4	—	—2	15%	5/10/20 lbs.
Shield, heavy steel	8,170	4,085	+4	—	—2	15%	8/15/30 lbs.
Shield, tower	8,180	4,090	+6	+2	—10	50%	23/45/90 lbs.

See *spell resistance* under shield special abilities in the *Pathfinder Roleplaying Game Core Rulebook*.**CONSTRUCTION****Requirements** Craft Magic Arms and Armor, *spell resistance*; **Cost** see above**SHIELD OF SPELL RESISTANCE (15), +3****Aura** strong abjuration; **CL** 15th**Slot** shield; **Price** see below; **Weight** see below;**DESCRIPTION**

This brightly-colored shield is inset with small gems, which will glow in the presence of cast magic.

Shields	Price (gp)	Cost (gp)	Total Bonus	Max Dex	Check Penalty	Arcane Failure	Weight S/M/L
Buckler	18,155	9,078	+4	—	—1	5%	3/5/10 lbs.
Shield, light wooden	18,153	9,077	+4	—	—1	5%	3/5/10 lbs.
Shield, light steel	18,159	9,080	+4	—	—1	5%	3/6/12 lbs.
Shield, heavy wooden	18,157	9,079	+5	—	—2	15%	5/10/20 lbs.
Shield, heavy steel	18,170	9,085	+5	—	—2	15%	8/15/30 lbs.
Shield, tower	18,180	9,090	+7	+2	—10	50%	23/45/90 lbs.

See *spell resistance* under shield special abilities in the *Pathfinder Roleplaying Game Core Rulebook*.**CONSTRUCTION****Requirements** Craft Magic Arms and Armor, *spell resistance*; **Cost** see above

SHIELD OF SPELL RESISTANCE (17), +4

Aura strong abjuration; CL 15th

Slot shield; **Price** see below; **Weight** see below;

DESCRIPTION

This shield is inlaid with many gems, and glows and changes color in the presence of cast magic

Shields	Price (gp)	Cost (gp)	Total Bonus	Max Dex	Check Penalty	Arcane Failure	Weight S/M/L
Buckler	32,155	16,078	+5	—	—1	5%	3/5/10 lbs.
Shield, light wooden	32,153	16,077	+5	—	—1	5%	3/5/10 lbs.
Shield, light steel	32,159	16,080	+5	—	—1	5%	3/6/12 lbs.
Shield, heavy wooden	32,157	16,079	+6	—	—2	15%	5/10/20 lbs.
Shield, heavy steel	32,170	16,085	+6	—	—2	15%	8/15/30 lbs.
Shield, tower	32,180	16,090	+8	+2	—10	50%	23/45/90 lbs.

See *spell resistance* under shield special abilities in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *spell resistance*; **Cost** see above

SHIELD OF SPELL RESISTANCE (19), +5

Aura strong abjuration; CL 15th

Slot shield; **Price** see below; **Weight** see below;

DESCRIPTION

This shield is inlaid with many high quality gems, which form the center of a large glyph upon the front. It glows brightly when magic is cast at it.

Shields	Price (gp)	Cost (gp)	Total Bonus	Max Dex	Check Penalty	Arcane Failure	Weight S/M/L
Buckler	50,155	25,078	+6	—	—1	5%	3/5/10 lbs.
Shield, light wooden	50,153	25,077	+6	—	—1	5%	3/5/10 lbs.
Shield, light steel	50,159	25,080	+6	—	—1	5%	3/6/12 lbs.
Shield, heavy wooden	50,157	25,079	+7	—	—2	15%	5/10/20 lbs.
Shield, heavy steel	50,170	25,085	+7	—	—2	15%	8/15/30 lbs.
Shield, tower	50,180	25,090	+9	+2	—10	50%	23/45/90 lbs.

See *spell resistance* under shield special abilities in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *spell resistance*; **Cost** see above

SHIELD OF UNDEAD CONTROLLING, +1

Aura strong necromancy; CL 13th

Slot shield; **Price** see below; **Weight** see below;

DESCRIPTION

This shield is blackened and appears to have survived a fire. Rust-colored patterns appear to be formed by the careful and intentional application of blood that was left to dry, then lacquered over. Adornments often have a skull and bones motif.

Shields	Price (gp)	Cost (gp)	Total Bonus	Max Dex	Check Penalty	Arcane Failure	Weight S/M/L
Buckler	50,155	25,078	+2	—	—1	5%	3/5/10 lbs.
Shield, light wooden	50,153	25,077	+2	—	—1	5%	3/5/10 lbs.
Shield, light steel	50,159	25,080	+2	—	—1	5%	3/6/12 lbs.
Shield, heavy wooden	50,157	25,079	+3	—	—2	15%	5/10/20 lbs.
Shield, heavy steel	50,170	25,085	+3	—	—2	15%	8/15/30 lbs.
Shield, tower	50,180	25,090	+5	+2	—10	50%	23/45/90 lbs.

See *undead controlling* under shield special abilities in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *control undead*; **Cost** see above

SHIELD, WILD, +3

Aura moderate transformation; **CL** 9th

Slot shield; **Price** see below; **Weight** see below;

DESCRIPTION

Components of this shield are usually dyed, lacquered, or painted in earth tones or shades of green. Adornments are in the form of leaves or flowers, embroidered or engraved as appropriate for the materials in the armor. Sometimes wild armor is left in its natural state, with metal unpolished and no decoration added.

Shields	Price (gp)	Cost (gp)	Total Bonus	Max Dex	Check Penalty	Arcane Failure	Weight S/M/L
Buckler	18,155	9,078	+4	—	—1	5%	3/5/10 lbs.
Shield, light wooden	18,153	9,077	+4	—	—1	5%	3/5/10 lbs.
Shield, light steel	18,159	9,080	+4	—	—1	5%	3/6/12 lbs.
Shield, heavy wooden	18,157	9,079	+5	—	—2	15%	5/10/20 lbs.
Shield, heavy steel	18,170	9,085	+5	—	—2	15%	8/15/30 lbs.
Shield, tower	18,180	9,090	+7	+2	—10	50%	23/45/90 lbs.

See *wild* under shield special abilities in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *baleful polymorph*; **Cost** see above

For more tables, as well as statistics for a full range of magic items, check out the following Asparagus Jumpsuit Missing Magic products*:

AJ7300	Missing Magic: Random Treasure
AJ7301	Missing Magic: Potions
AJ7302	Missing Magic: Scrolls
AJ7303	Missing Magic: Rings
AJ7304	Missing Magic: Rods, Staves, Wands
AJ7305	Missing Magic: Miscellaneous Magic A
AJ7306	Missing Magic: Miscellaneous Magic B
AJ7307	Missing Magic: Miscellaneous Magic C
AJ7308	Missing Magic: Miscellaneous Magic D
AJ7309	Missing Magic: Miscellaneous Magic E
AJ7310	Missing Magic: Artifacts and Relics
AJ7311	Missing Magic: Armor and Shields
AJ7312	Missing Magic: Magic Weapons

*If you don't own any of the above fine Asparagus Jumpsuit products, the gamemaster can choose a pre-generated item of the type rolls from the selection in the *Pathfinder Roleplaying Game Core Rulebook*.

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