

Bejeweled Mail

Aura Moderate enchantment; CL 10th; Slot body; Price 7,200 gp; Weight 20 lbs.

Dozens of dazzling gems cover this brilliant piece of opulence.

DESCRIPTION

The wearer of this +1 chain shirt finds being the center of attention to be very easy indeed. Complex magics woven into the gems themselves allow the wielder to construct breathtaking scenes with but a string of words or a melody, enhancing his ability to enthrall groups of people. The wearer gains +20 to his Perform skill for the purpose of earning a living. In addition, his Inspire Competence class feature grants an additional +1 bonus to skill checks.

CONSTRUCTION REQUIREMENTS

Craft Magic Arms and Armor, calm emotions, charm person, dominate person, suggestion; Cost 3,600 gp, 288 XP.



Bulwark of the Setting Sun

Bulwark of the Setting Sun Aura Moderate evocation; CL 6th; Slot -; Price 12,300 gp; Weight 15 lbs.

This pale orange shield glows with a faint radiance, a pale flicker of life held within.

DESCRIPTION

This +2 heavy steel shield grants its wielder resistance 5 against fire and a +1 insight bonus to all saving throws. In addition, once per day as an immediate action, the wielder can will the shield to erupt in protective light, a final hurrah against the coming of night. This eruption grants the wielder DR X/-, where X is the caster level of the ability, against the next attack that hits her. If no attack hits the wielder before her next turn, the light fades and the daily use of the ability is wasted.

If the wielder of the Bulwark of the Setting Sun is also wearing the Helm of the Rising Sun or the Plate of the Noonday Sun, the Bulwark of the Setting Sun gets a +1 bonus to its caster level. If both the Helm and the Plate are being worn, the Bulwark of the Setting Sun gets a +2 bonus instead.

Construction Requirements Craft Magic Arms and Armor, daylight, searing light; Cost 6,150 gp, 492 XP.

The Deniable Asset Aura Moderate conjuration; CL 9th; Slot -; Price 4,700 gp; Weight 5 lbs.

This small buckler has a nearly invisible mechanism built into its ornate geometric design.

DESCRIPTION

Once per day as a standard action, the wielder of this +1 buckler can launch a poisoned +1 dart from it, dealing 1d4+1 points of piercing damage and 1d6 points of Constitution damage unless the victim makes a DC 14 Fortitude save.

CONSTRUCTION REQUIREMENTS

Craft Magic Arms and Armor, minor creation; Cost 2,350 gp, 188 XP.

<u>The Door</u>

Aura Strong conjuration; CL 13th; Slot -; Price 23,500 gp; Weight 45 lbs.

Though obviously a shield from the banding around the edge, you get the feeling that the doorknob on it is rather out of place.

DESCRIPTION

Proof that the heavily armored can find ways to be sneaky, this +3 wooden tower shield can be placed against a wall, hillside, or other such terrain feature, a standard action, and opened on an invisible hinge, revealing a five foot long hallway that tunnels into the terrain feature to which it was affixed. If there exists a room within five feet, then the hallway links into it, forming an alternate passage into the room. If not, then the shield merely makes a cubby.

When The Door is removed from the terrain feature to which it was affixed, another standard action, the 5' x 5' cubby is immediately filled in with whatever used to be there, crushing anything inside for 4d6 points of damage every round unless it makes a DC 20 Reflex save to scramble out in time. If successful, the creature takes a five foot step directly out of what used to be the cubby as an immediate action. If this five foot step would force the creature into an occupied square, it does so. No attacks of opportunity are provoked by this movement.

If trapped by the cubby filling itself back in, a creature must make a DC 25 Acrobatics check, a DC 20 Strength check, or use an appropriate spell or ability to escape. If successful, the creature takes a five foot step directly out of what used to be the cubby as an immediate action. If this five foot step would force the creature into an occupied square, it does so. No attacks of opportunity are provoked by this movement.

Creatures with a subtype matching the material within which it is trapped, usually earth, are not dealt damage by being crushed by their native element, though they may still find themselves significantly hindered.

CONSTRUCTION REQUIREMENTS Craft Magic Arms and Armor, plane shift; Cost 11,750 gp, 940 XP.

Forest's Embrace

Aura Moderate abjuration and conjuration; **CL** 7th; **Slot** head; **Price** 6,500 gp; **Weight** 4 lbs.

It looks like some idiot made a helmet out of a bonsai tree.

DESCRIPTION

The wearer of this helmet is protected from the unnatural, granting a +2 insight bonus to saving throws against arcane spells. Further, the wearer enjoys a +1 natural armor bonus to AC thanks to all of the enchanted bark and such surrounding the wearer's head. Finally, the bonsai tree itself grows 2d6 small fruits daily. These can be plucked and eaten as a standard action that follows the rules for drinking a potion, restoring one hit point.

CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, barkskin, goodberry; Cost 3,250 gp, 260 XP.

Guardian's Targe

Aura Strong abjuration and transmutation; CL 11th; Slot -; Price 17,000 gp; Weight 6 lbs.

An engraving on the back of this steel shield proclaims, "A true Guardian is always there." Below this, a hastily scrawled note reads, "Remember to catch!!"

DESCRIPTION

This ornate +3 light steel shield can be thrown at a willing creature within 30 ft. as a standard action. Once reaching its target, it begins to orbit that creature rapidly, thus granting the target the shield's AC bonus and a -2 penalty to attack rolls because of the added difficulty of timing swings between the shield's orbits. Obviously, the thrower loses his shield bonus to AC for the duration of the throw.

The shield returns at the beginning of the thrower's next turn. Should both of the thrower's hands be occupied when the shield returns, the thrower must elect to either immediately drop a held item or take damage as though he were just shield bashed by his own shield, which then clatters to the ground in a square adjacent to the thrower.

CONSTRUCTION REQUIREMENTS

Craft Magic Arms and Armor, animate objects, shield, unseen servant; Cost 8,500 gp, 680 XP.



Guardian's Targe

Helm of the Rising Sun Aura Faint conjuration and evocation; CL 3rd;

Slot head; **Price** 6,300 gp; **Weight** 3 lbs.

This shining helmet features a red sun that frames the head of the wearer. Given how ridiculous it looks, it had better be useful.

DESCRIPTION

This helmet grants its wearer a number of spell-like abilities that revolve around a newborn day. First, as a standard action, the wearer of this helmet may cause the red sun framing her head to illuminate, much like the light spell. Second, twice per day as a standard action, the wearer may call upon the invigorative aspect of a new day, in the guise of the cure light wounds spell. Finally, once per day as a standard action that provokes attacks of opportunity, the wearer can cause the incandescence of the newly risen sun to fill a single currently held weapon, granting it the ability to deal an additional 1d6 points of light damage for a number of rounds equal to the caster level of this ability.

If the wielder of the Helm of the Rising Sun is also wearing the Bulwark of the Setting Sun or the Plate of the Noonday Sun, the Bulwark of the Setting Sun gets a +1 bonus to its caster level. If both the Bulwark and the Plate are being worn, the Helm of the Rising Sun gets a +2 bonus instead.

CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, cure light wounds, light, scorching ray: Cost 3,150 gp, 252 XP.



Hide of a Thousand Beasts Aura Moderate necromancy; CL 8th; Slot body; Price 14,000 gp; Weight 25 lbs.

This magnificent hide armor is made from the bits and pieces of enough species to make any druid concerned.

DESCRIPTION

All animals, but not vermin and magical beasts, that come within 10 feet of the wearer of this +2 hide armor must make a DC 13 Will save or be stricken with fear for 1d6 rounds. Animals that save against this effect are immune to it for the next 24 hours.

CONSTRUCTION REQUIREMENTS Craft Magic Arms and Armor, fear; Cost 7,000 gp, 560 XP.

Life's Assurance

Aura Moderate conjuration and enchantment; CL 9th; Slot body; Price 13,500 gp; Weight 15 lbs.

This supple leather armor is reinforced over the heart and features an awkward collar-like protrusion that hugs the neck.

DESCRIPTION

The wearer of this +2 leather armor ignores the first critical hit made against him each day. In addition, he gains the effects of the Diehard feat and has fast healing 1 whenever he is reduced to 0 hit points or fewer.

CONSTRUCTION REQUIREMENTS

Craft Magic Arms and Armor, delay pain, regenerate; Cost 6,750 gp, 560 XP.



Old Reliable Aura Faint evocation; CL 3rd; Slot head; Price 1,000 gp; Weight 3 lbs.

This teardrop helmet is dinged and dented with a thousand blows. Amazingly, none of them seem to have done significant damage to it.

DESCRIPTION

Whenever the wearer of this helmet is struck by an attack whose attack roll exactly matches the wearer's AC, the wearer gets DR 2/- against that attack.

CONSTRUCTION REQUIREMENTS Craft Wondrous Item, divine favor; Cost 500 gp, 40 XP.

<u>Omniguard</u> Aura Strong universal; CL 20th; Slot head; Price 36,700 gp; Weight 10 lbs.

This wooden shield shifts and strains constantly under the weight of competing enchantments.

DESCRIPTION

This +1 heavy wooden shield grants its wearer a +1 luck bonus to AC, a +1 sacred bonus to AC, a +1 profane bonus to AC, a +1 natural bonus to AC, a +1 deflection bonus to AC, a +1 armor bonus to AC, and a +1 dodge bonus to AC.

CONSTRUCTION REQUIREMENTS Craft Magic Arms and Armor, wish; Cost 18,350 gp, 1,468 XP.

<u>Plate of the Noonday Sun</u> Aura Moderate evocation; CL 6th; Slot body;

Aura Moderate evocation; **CL** 6th; **Slot** body; **Price** 21,500 gp; **Weight** 50 lbs.

This brilliant yellow full plate glows with the radiance of the sun itself.

DESCRIPTION

Once per day as a standard action that provokes attacks of opportunity, this +2 mithril full plate can burst into flame, dealing 1d6+1 points of fire damage to all creatures within 5 ft. of the wearer with a DC 13 Fortitude save for half. Creatures that move into or begin their turn within the area of effect of this ability take damage. This effect persists for rounds equal to the caster level of this ability.

If the wearer of the Plate of the Noonday Sun is also wearing the Bulwark of the Setting Sun or the Helm of the Rising Sun, the Plate of the Noonday Sun gets a +1 bonus to its caster level. If both the Bulwark and the Helm are being worn, the Plate of the Noonday Sun gets a +2 bonus instead.

CONSTRUCTION REQUIREMENTS Craft Magic Arms and Armor, fire shield; Cost 10,750 gp, 860 XP.

Pufferfish Leathers

Aura Moderate transmutation; CL 7th; Slot body; Price 14,500 gp; Weight 20 lbs.

This slimy studded leather is covered in wicked little spines.

DESCRIPTION

This +1 studded leather armor grants its wearer a +5 bonus to Swim checks, has a o armor check penalty for the purpose of swim checks, and allows its wearer to breathe water as though it were air. In addition, this armor is covered in wicked spines, dealing 1d4 points of damage to any creature foolish enough to attack the wearer with natural weapons or while unarmed.

CONSTRUCTION REQUIREMENTS

Craft Magic Arms and Armor, water breathing; Cost 7,250 gp, 580 XP.

Reckless Abandon

Aura Faint enchantment and transmutation; **CL** 4th; **Slot** head; **Price** 9,000 gp; **Weight** 4 lbs.

Designed in an aerodynamic fashion, this helmet seems to scream out in an effort to charge blindly onward.

DESCRIPTION

The wearer of this helmet can choose to gain a +4 bonus to initiative if able to charge in the first round of combat, but he must do so should he elect to take the bonus. While charging, the wearer gains a +2 bonus to weapon damage.

Construction Requirements Craft Wondrous Item, cat's grace, rage; Cost 4,500 gp, 360 XP.

Retaliatory Breastplate Aura Moderate enchantment; CL 6th; Slot body; Price 16,000 gp; Weight 30 lbs.

As you knock on this breastplate to test whether or not its previous owners have taken care of it, a sense of animosity slowly wells up within you. This armor appears to be opposed to appraisals.

DESCRIPTION

This +2 breastplate worms its way into the mind of its wearer, granting a +1 morale bonus to Strength whenever the wearer is struck in combat, up to a maximum of +4. This bonus fades at the end of the wearer's turn.

CONSTRUCTION REQUIREMENTS Craft Magic Arms and Armor, rage; Cost 8,000 gp, 640 XP.

Rustless Chain

Aura Moderate abjuration and transmutation; CL 6th; Slot body; Price 4,000 gp; Weight 40 lbs.

Discounting the dents and blows from what may very well be generations of use, this suit of chainmail looks brand new.

DESCRIPTION

The wearer of this suit of +1 chainmail receives resistance to against the acidic secretions and/or excretions of oozes of all types. The armor itself is immune to any attempted digestion by both oozes and rust monsters, as well as all magical forms of rust or transmutation that would threaten its own structural integrity. Spells that harm the wielder but leave the armor intact, such as heat metal and disintegrate cast upon the wielder, are not blocked in any way by the Rustless Chain.

CONSTRUCTION REQUIREMENTS

Craft Magic Arms and Armor, mending, resist energy; Cost 2,000 gp, 160 XP.

<u>Slickwraps</u>

Aura Weak conjuration; CL 2nd; Slot body; Price 3,500 gp; Weight 10 lbs.

A fatty grease coats this filthy and matted suit of padded armor.

DESCRIPTION

This suit of +1 padded armor grants its wearer a +4 bonus to CMD against grapple attempts, as well as a +4 bonus to Acrobatics for the purpose of breaking a grapple.

Should the wearer ever roll a critical fumble with a melee weapon, it immediately slides out of his hand and clatters to the ground in an adjacent square. This is in addition to any optional rulesets used in a campaign, such as a critical fumble table or deck.

Construction Requirements Craft Magic Arms and Armor, grease; Cost 1,750 gp, 140 XP.

Spellbane Buckler Aura Moderate abjuration: C

Aura Moderate abjuration; **CL** 9th; **Slot** -; **Price** 9,300 gp; **Weight** 5 lbs.

This buckler exudes a feeling of distrust toward anything remotely magical, including itself.

DESCRIPTION

This +2 darkwood buckler grants its wielder a +2 luck bonus to AC against all touch attacks made by spells, spell-like abilities, or supernatural abilities.

CONSTRUCTION REQUIREMENTS Craft Magic Arms and Armor, forbiddance; Cost 4,650 gp, 372 XP.

Tortoise Plate

Aura Strong abjuration and divination; **CL** 11th; **Slot** body; **Price** 42,500 gp; **Weight** 60 lbs.

This plate armor is shaped to make its wearer look like an upright metallic tortoise.

DESCRIPTION

This +2 adamantine full plate confers the powers of a tortoise upon its wielder. At will as a standard action that provokes attacks of opportunity, the wielder may draw his arms, legs, and head into the Tortoise Plate and seal the holes, granting him a +4 bonus to AC that does not stack with the Total Defense action; DR 3/- that stacks with all other sources of damage reduction; immunity to all abilities, spells, and items that require exposed skin or skin-to-skin contact, such as contact poisons, flesh to stone, and horrid wilting; blindsense 60 ft.; a -2 penalty to Reflex saves; and a 15 ft. base land speed. While withdrawn in the Tortoise Plate, the wearer cannot swim, fly, hear, speak, or make use of anything that requires hands to be used. All attacks made by the wearer are slam attacks that are modified by the enhancement bonus of the Tortoise Plate and have a 1d8 base damage die for medium creatures. The wearer may stay in "Tortoise" form for a maximum of ten minutes daily, at the end of which his arms and legs pop out as an immediate action, provoking attacks of opportunity. At any time, he may pop his limbs back out as a standard action that does NOT provoke attacks of opportunity. He will, however, be prone.

The chestplate of the Tortoise Plate contains two slots meant for wands. Slotting a wand takes a full minute and a wand with charges remaining cannot be removed without wasting the remaining charges. While in "Tortoise" form, the wearer may activate one of the wands as a standard action. Any touch spells slotted into the chestplate of the Tortoise Plate are instead rays with a range of 50 ft. Any ray spells with a range of less than 50 ft., such sas scorching ray, are set to a range of 50 ft. Spells like burning hands, which is a cone and not a ray, not from do benefit this range increase.

CONSTRUCTION REQUIREMENTS

Craft Magic Arms and Armor, stoneskin, true seeing; Cost 21,250 gp, 1,700 XP. Ooh, Shiny! - 20 Unique Armors, Shields, and Helmets Interjection Games

Verdant Guardian Aura Faint transmutation; CL 4th; Slot -; Price 3,400 gp; Weight 5 lbs.

This oaken shield is covered in living vines that sway in even the slightest of breezes.

DESCRIPTION

As an immediate action once per day, this +1 light wooden shield can lash out at any weapon that attempts to strike its wielder. Roll to disarm with a combat maneuver bonus of +10. If successful, the target is disarmed and the weapon is stuck to the Verdant Guardian by a thick tangle of vines. These vines have hardness 2, 8 hp, and a Break DC of 17. This ability is ineffective against natural weapons.

While the Verdant Guardian holds a disarmed weapon, its wielder takes a -1 penalty to his armor's max Dexterity bonus, as the unbalancing effects of having several pounds of additional metal slapped onto his gear in an awkward place is rather pronounced.

CONSTRUCTION REQUIREMENTS Craft Magic Arms and Armor, entangle; Cost 1,700 gp, 136 XP.

Xenophilic Leathers

Aura Moderate enchantment; CL 8th; Slot body; Price 18,500 gp; Weight 15 lbs.

This patchwork leather armor trembles slightly when touched.

DESCRIPTION

This suit of +3 leather armor exists for the sole purpose of cataloguing as many races as possible, but it was built incorrectly in that it only remembers the races it has catalogued while being worn by its current wearer. As no creature has ever been able to live long enough to meet everyone and everything, the mission of the Leathers remains unfulfilled.

Whenever the wearer of the Xenophilic Leathers comes into physical contact with a race he has not come into contact with in the past, Leathers begins to take an account of that creature with an almost gleeful intensity, which is interesting given the armor's lack of any true intelligence. This burst of gleeful energy lasts for one minute and grants its wearer a +2 morale bonus to all ability scores for the duration.

Should the Xenophilic Leathers have the good fortune to discover another new race before finishing being oh so excited about encountering the last one, the duration of the gleeful energy (gleefully) stacks.

CONSTRUCTION REQUIREMENTS Craft Magic Arms and Armor, geas/quest; Cost 9,250 gp, 720 XP.



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