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## <u>Absorbent Bulwark</u> Aura Strong abjuration; CL 13th; Slot shield ; Price 25,500 gp; Weight 6 lbs.

This shield has been polished to a mirrorlike shine that no abuse can ever hope to remove.

#### DESCRIPTION

Whenever fire, cold, acid, electric, or sonic damage would be done to the wielder of this +2 light steel shield, roll 2d6 and reduce the damage done by that amount. This is an enhancement bonus. If doubles are rolled, the Bulwark's mirrored surface deflects energy in a cohesive ray targeting the individual who attacked the wielder in the first place. As an immediate action, make a ranged touch attack that deals damage equal to the amount deflected of the energy type deflected.

Construction Requirements Craft Magic Arms and Armor, resist energy, spell turning; Cost 12,750 gp, 1,020 XP.

# Artificial Insight Inducer Aura Moderate divination; CL 5th; Slot finger ; Price 2,500 gp; Weight -

Like the sounds that float on a spring breeze, warm and inviting, yet taken for granted and forgotten until suddenly recalled for reasons that don't quite measure up, this golden band whispers to you. It promises much, if only you would just put it on.

#### DESCRIPTION

Whenever the wearer of this ring makes a skill check for that particular skill, roll a d6. The wearer gains the result as an insight bonus to that skill for the duration of the skill check.

CONSTRUCTION REQUIREMENTS Forge Ring, true strike; Cost 1,250 gp, 100 XP.

# **Bib of the Glutton**

Aura Strong conjuration; CL 11th; Slot neck ; Price 300 gp; Weight 1/2 lb.

Just looking at this bib makes you hungry.

# DESCRIPTION

The wearer of this bib gains 1d4 temporary hit points that persist for six hours whenever he eats a hearty meal. In addition, he also receives a random protection from alignment spell determined by the table below. Once determined, the random protection from alignment spell can be activated as a standard action that provokes attacks of opportunity any time in the next six hours. Once activated, it lasts one minute.

The gluttonous behavior that this bib promotes is also its downfall. After three hearty meals, it is so horribly stained that the magic urging its wearer to consume is itself sated and fades.

**Construction Requirements Craft Wondrous Item,** heroes' feast, protection from chaos, protection from evil, protection from good, protection from law; **Cost 150 gp, 12 XP.** 

Table: Bib of the Glutton			
d4 Roll Protection from			
1	Good		
2	Evil		
3	Law		
4	Chaos		

## <u>Chaos-infused Robe</u> Aura Strong universal; CL 10th; Slot body; Price 8,000 gp; Weight 5 lbs.

Whatever magic is held within the fabric of this robe has caused it to become a shifting mess of garish colors.

#### DESCRIPTION

The wearer of this Robe takes a -2 penalty to his caster level; however, whenever the wearer casts a spell, he gains a +1d4 bonus to his caster level for that spell.

In addition, the wearer can attempt to quicken any spell once per day. When a spell is nominated for quickening in this fashion, roll 1d4. If the number rolled is equal to or less than the spell level of the spell to be quickened, it is successfully quickened, otherwise, the spell fails to be cast and the wearer wastes a standard action.

CONSTRUCTION REQUIREMENTS Craft Wondrous Item, creator must have the Quicken Spell feat; **Cost** 4,000 gp, 320 XP.

# <u>Cloak of Variable Resistance</u> Aura Moderate abjuration; CL 9th; Slot shoulders; Price 8,000 gp;

This utilitarian cloak has been reinforced with several layers of heavy cloth.

## DESCRIPTION

Weight 3 lbs.

The wearer of the Cloak gains a +1 resistance bonus to all saving throws. In addition, the morning after the Cloak is donned and every morning thereafter, roll on the table below. The wearer gains the corresponding ability for the day. Should the wearer ever be separated from the Cloak of Variable Resistance overnight, the wearer will not receive any benefit until the morning after he puts it back on; however, should the wearer put the Cape back on in a more expeditious fashion, then the ability conferred for that day will continue to apply to him.

**CONSTRUCTION REQUIREMENTS Craft Wondrous Item,** resistance, stoneskin; **Cost 4,000 gp, 320 XP.** 

Table: Cloak of Variable Resistance	
d6 Roll	Effect
1	DR 3/nonmagic
2	DR 3/piercing
3	DR 3/slashing
4	DR 3/bludgeoning
5	DR 3/magic
6	DR 3/-

# **Dilettante's Cape**

Aura Weak transmutation; CL 3rd; Slot shoulders; Price 5,000 gp; Weight 2 lbs.

This patchwork cape incorporates leather, tattered robe-cloth, and bits of ringmail.

# DESCRIPTION

Upon donning the Dilettante's Cape, the wearer is immediately assailed with visions of overcoming obstacles through the use of rogueish ingenuity, the wonders of spellcasting, and other visions that could be attributed to an amateur adventurer. The morning after the Cape is donned and every morning thereafter, roll on the table below. The wearer gains the abilities corresponding to the listed adventuring class for the day.

If the wearer has levels in the class rolled, then the Dilettante's Cape confers no benefit to the wearer. The feelings of wideeyed excitement it produces tend to have no effect on those whose innocent enthusiasm has been shattered by the ravages of reality.

# Table: Dilettante's Cape

d12	Class	Effect
1	Barbarian	The wearer gains DR 1/- and the ability to Rage as a 1st level barbarian for 3 rounds per day. Unlike a barbarian, this Rage must be used all at once.
2	Bard	The wearer gains +2 to his Bluff, Diplomacy, and Intimidate skill checks. In addition, he gains the ability to Inspire Courage as a 1st level bard for 3 rounds per day.
3	Cleric	The wearer gains the ability to cast <i>create water</i> at will as a 1st level cleric. In addition, he can Channel Energy as a 1st level cleric of his alignment twice per day. Neutral characters channel positive energy.
4	Druid	The wearer gains +3 to his Knowledge (nature) skill checks. In addition, he gains the ability to cast <i>summon nature's ally I</i> twice per day.
5	Fighter	The wearer gains +1 to hit and +1 to damage with the next weapon he draws today.
6	Monk	The wearer gains +1 to his CMB and CMD and the Improved Unarmed Strike feat.
7	Paladin	The wearer gains the ability to cast <i>detect evil</i> at will. In addition, he gains the ability to Smite Evil as a 1st level paladin.
8	Ranger	The wearer gains +3 to his Survival skill checks. In addition, he gains the ability to Track as a 1st level ranger.
9	Rogue	The wearer is treated as though he has Evasion whenever he rolls a natural 20 on a Reflex save. In addition, he deals an additional 1d4 points of sneak attack damage.
10	Sorcerer	The wearer gains the ability to cast a single cantrip of his choice at will. This cantrip is maximized and extended, but still only requires a standard action to cast.
11	Wizard	The wearer gains +3 to his Spellcraft skill checks. In addition, he gains the ability to cast <i>read magic</i> at will.
12	-	No effect.

Should the wearer ever be separated from the Dilettante's Cape overnight, the wearer will not receive any benefit until the morning after he puts it back on; however, should the wearer put the Cape back on in a more expeditious fashion, then the ability conferred for that day will continue to apply to him.

Construction Requirements Craft Wondrous Item, alter self; Cost 2,500 gp, 200 XP.

## Entropic Evocation Elixir Aura Moderate evocation; CL 6th; Slot - ; Price 1,100 gp; Weight 1 lb.

This glass phial, which is both simultaneously frosted over and warm to the touch, has been heavily etched by the substance held within.

#### DESCRIPTION

The Entropic Evocation Elixir can be thrown as a Throw Splash Weapon special action. Upon impact, the thrower rolls on the two tables below to determine its energy type and geometry. The Elixir deals 2d6 d6 damage on impact with a DC 15 Reflex save for half.

If the Elixir's geometry is randomly determined to be single target, then there is no save allowed.

If the Elixir's energy type is randomly determined to be force, it has a DC 13 Reflex save for half instead.

# CONSTRUCTION REQUIREMENTS

**Craft Wondrous Item,** acid splash, fireball, lightning bolt, magic missile, ray of frost sound burst; **Cost 550 gp, 44 XP.** 

Table: Elixir Energy Type		
d6 Roll Energy Type		
1	Fire	
2	Cold	
3	Electricity	
4	Acid	
5	Sonic	
6	Force	



Table: Elixir Geometry		
d6 Roll	Geometry	
1-2	Single target	
3-4	Line from thrower to target	
5	5' radius centered on target	
6	10' radius centered on target	

#### **Eternally Toxic Shiv**

Aura Moderate necromancy; CL 5th; Slot - ; Price 11,500 gp; Weight 1 lb.

This worn knife glistens with a fresh, oily residue.

#### DESCRIPTION

Whenever this +1 dagger scores a critical hit, it deals 1d6 points of damage to a random ability score; however, whenever a critical fumble is made with this weapon, it nicks its wielder, dealing 1d4+1 points of piercing damage and 1d6 points of damage to a random ability score.

Construction Requirements Craft Magic Arms and Armor, poison; Cost 5,750 gp, 460 XP.

# **Goggles of Indeterminate Insight**

Aura Moderate divination; CL 8th; Slot eyes ; Price 8,000 gp; Weight 1 lb.

These gaudy goggles are inlaid with silver filigree on every surface and feature a miniature astrolabe under each eye.

#### DESCRIPTION

Three times per day, the wearer of the Goggles of Indeterminate Insight may roll two dice for any d20 roll and take the highest; however, the next d20 roll made against the wearer rolls two dice and takes the highest.

The Goggles of Indeterminate Insight cannot be used if the wearer is "owed" a two dice roll against him at that point in time. Construction Requirements Craft Wondrous Item, embrace destiny; Cost 5750 gp, 320 XP.

#### The Luckmakers

Aura Strong divination; CL 13th; Slot hands ; Price 2,500 gp; Weight 1 lb.

These white gloves would look proper on a butler, or perhaps a blackjack dealer.

#### DESCRIPTION

Once per day, the wearer of The Luckmakers can reroll on the random table of any item she wields. She must take the second result, even if she likes the result less than the first.

Should a reroll caused by The Luckmakers ever result in the same roll as that which was rerolled, the reroll is refunded.

#### CONSTRUCTION REQUIREMENTS Craft Wondrous Item, embrace destiny, limited wish; Cost 1250 gp, 100 XP.



# Magician's Tophat

Aura Moderate conjuration; CL 8th; Slot head ; Price 12,000 gp; Weight 2 lb.

This tophat looks as though a rabbit could peek out of it at any moment.

# DESCRIPTION

Three times per day as a standard action that provokes attacks of opportunity, the wearer of this hat may pop it off, reach inside, and pull something out of it. When this is done, roll on the table below to see what is pulled out. Strangely, it is not possible to pull anything out of the Magician's Tophat unless it has a rather intimate relationship with its owner's skull. As such, the Magician's Tophat will not function unless the owner actively wears the hat for at least half of her waking hours.

Construction Requirements Craft Wondrous Item, minor creation; Cost 6,000 gp, 480 XP.

Table: Magician's Tophat			
d10 Roll			Effect
1-2	The wearer pulls a rabbit out of her hat. This rabbit does nothing particularly useful, but is a rather hefty example of the species. If cleaned and cooked, it will readily feed six. The rabbit is permanent.		
3-4	The wearer pulls a dozen daffodils out of her hat. As a standard action, she may have these flowers squirt several gallons of water. Such an outlandish trick gives any enemy hit by the water, a ranged touch attack, a -2 penalty to hit for one round. Once used or after an hour, the daffodils wilt and become useless.		
5-6	The wearer pulls 1d4 juggling balls out of her hat. For some unexplained reason, when struck against the ground, they make an illusory copy of the hat's wearer. Any illusory copies last for 1d4 rounds. For another unexplained reason, these juggling balls disappear after one hour.		
7-8	The wearer pulls a saw and a violin bow out of her hat. When used together as a standard action, they play a haunting melody that fascinates all other creatures, including allies, within a 30 ft. radius with a DC 13 Will save to negate. This fascination effect persists only as long as the saw is being played. The saw and violin bow persist for 5 rounds.		
9-10	Somehow, the wearer manages to pull an entire lovely assistant out of her hat. The assistant is the opposite gender of the wearer, can be readily described as a bundle of smiles, and automatically succeeds on all Aid Other checks he or she makes. The lovely assistant will only assist the wearer and persists for one day.		

# Perfectly Normal Axe Aura Strong enchantment; CL 15th; Slot - ; Price 75,000 gp; Weight 12 lb.

This plain, unornamented axe has been burned and hacked upon, not to mention the scars of other miscellaneous abuses. Regardless, the haft still finds a way to keep itself together and its blade retains a wickedly sharp edge. Clearly, this is a weapon made to endure.

#### DESCRIPTION

The Perfectly Normal Axe is a +2 greataxe that imparts a horrific curse upon its wielder the first time it is used in combat. Once an individual is cursed, he cannot allow the Perfectly Normal Axe to leave his person unless he makes a DC 25 Will save or receives the break curse spell. If successful, the axe is thrown down in a forceful manner, breaking the curse, though the axe will immediately reinstate the curse should that individual ever pick it back up.

Once cursed, the wielder immediately rolls on the two tables below. The final three races listed in each table are meant to be filled in by the DM to reflect any substantial minorities present in his campaign setting.

Whenever the wielder of the Perfectly Normal Axe comes into contact with a member of the race rolled on the Empathy table, he must make a DC 20 Will save or be compelled to draw the Perfectly Normal Axe and gently touch the flat of the axe against that individual. This is a standard action that provokes attacks of opportunity and casts the cure critical wounds spell. If this is done or the Will save is made, roll on the Empathy table again to choose a new race. The wielder may make a Will save each round and the DC of the Will save increases by 2 for each successful Will save made against this part of the curse today.

The Perfectly Normal Axe gains +4 to its enhancement bonus and deals an additional 3d6 points of damage against the race rolled on the Loathing table. In addition, whenever the wielder comes into contact with a member of the race rolled on the Loathing table, he must make a DC 20 Will save or be compelled to draw the Perfectly Normal Axe and slaughter that individual mercilessly, ignoring the tactical significance of anything else around him. If this is done or the Will save is made, roll on the Loathing table again to choose a new race. The wielder may make a Will save each round and the DC of the Will save increases by 2 for each successful Will save made against this part of the curse today.

Should the wielder ever simultaneously be compelled to have Empathy and Loathing for the same individual, then both compulsion effects are broken and he is instead confused for 1 minute, after which both tables are rolled upon again to reset the curses held within the Perfectly Normal Axe.

CONSTRUCTION REQUIREMENTS Craft Magic Arms and Armor, dominate person, geas/quest, named bullet, serenity, vengeful outrage; Cost 37,500 gp, 3,000 XP.

Table: Perfectly Normal Axe Empathy			
d10 Roll Race			
1	Dwarf		
2	Elf		
3	Gnome		
4	Half Elf		
5	Half Orc		
6	Halfling		
7	Human		
8	DM's Choice		
9	DM's Choice		
10	DM's Choice		

	Table: Perfectly Normal Axe Loathing		
d10 Roll	Race		
1	Dwarf		
2	Elf		
3	Gnome		
4	Half Elf		
5	Half Orc		
6	Halfling		
7	Human		
8	DM's Choice		
9	DM's Choice		
10	DM's Choice		

# Pieces of Fate

Aura Weak divination; CL 1st; Slot - ; Price 200 gp; Weight -.

Even a layman can feel that there is something quite special about this battered gold coin.

#### DESCRIPTION

If held tightly in one hand while activating a magic item that uses a random table, a Piece of Fate vanishes within its owner's grip. The upshot of this is that all random tables rolled upon as part of the item's activation can have their die roll increased or decreased by 1. (Ex. A '5' is rolled on a d8 random table. The Piece of Fate allows it to resolve as the bearer's choice of '4', '5', or '6'.) The Piece of Fate is consumed even if the bearer does not change the result of any random tables.

If the maximum result is rolled on a table, the Piece of Fate can alter it to its minimum result. (Ex. An '8' is rolled on a d8 random table. The Piece of Fate allows it to resolve as the bearer's choice of '7', '8', or '1'.) The opposite is true for minimum results.

CONSTRUCTION REQUIREMENTS Craft Wondrous Item, moment of greatness; Cost 100 gp, 8 XP.

# Porcelain Housecat

Aura Strong transmutation; CL 11th; Slot - ; Price 12,000 gp; Weight 8 lbs.

This life-size porcelain statuette of a housecat with a ball of yarn is very finely made and oh so adorable. It almost looks as if it could shed all over your floors and claw up your legs at any moment. 15 hit points. As a standard action that provokes attacks of opportunity, the Housecat can be brought to a semblance of life for a duration of 10 rounds per day.

Each round on the owner's turn, roll on the table below to see what the Housecat does.

Construction Requirements Craft Wondrous Item, animate objects; Cost 6,000 gp, 480 XP.

#### DESCRIPTION

The Porcelain Housecat has hardness 5 and

Table: Porcelain Housecat

d12 Roll	Effect	
1	The Housecat bats its ball of yarn under the feet of an enemy of your choice, causing it to trip and fall unless it makes a DC 16 Reflex save.	
2	The Housecat bats its ball of yarn under your feet, causing you to trip and fall unless you make a DC 16 Reflex save.	
3	The Housecat takes a nap for the next 1d4 rounds. Do not roll on this table for the duration of the nap.	
4	The Housecat jumps up at the legs of an enemy of your choice, dealing 2d6 points of slashing damage. There is no escape from the claws of a rampaging Housecat.	
5	The Housecat jumps up at the legs of the character that comes next in initiative order, dealing 2d6 points of slashing damage.	
6	The Housecat sneezes, causing a cloud of dander to fill a 15' cube centered on an enemy of your choice. This dander grants concealment and forces all that enter it to make a DC 16 Fortitude save or become sickened.	
7	The Housecat sneezes, causing a cloud of dander to fill a 15' cube centered on you. This dander grants concealment and forces all that enter it to make a DC 16 Fortitude save or become sickened.	
8	The Housecat sneezes, causing an enemy of your choice to become coated in gooey snot that follows the rules for a Tanglefoot Bag.	
9	The Housecat sneezes, causing the character that comes next in initiative order to become coated in gooey snot that follows the rules for a Tanglefoot Bag.	
10	The Housecat sneezes, causing you to become coated in gooey snot that follows the rules for a Tanglefoot Bag.	
11	The Housecat marks you as its property. While the Housecat is active, creatures that attempt to attack you in melee must make a DC 16 Will save or be suddenly overwhelmed by a desire to not do so.	
12	Roll again on this table and add +1 to the DCs of all of the Housecat's abilities for today's activation.	

# **Spellstorm Wand Aura** Varies; **CL** Varies; **Slot** - ; **Price** 250 gp (oth level), 500 gp (1st level), 3,000 gp (2nd level), 7,500 gp (3rd level); **Weight** 1 lb.

Unlike most wands, this device is squat and comes to a multitude of points rather than just one.

## DESCRIPTION

A Spellstorm Wand operates on the principle that magic, on the whole, is the focusing of rather generic energy. If the creator of a wand doesn't really care how the magical energy is focused, then the device that does the focusing can be built using sloppier tolerances that are cheaper to produce than the rather tight magical foci necessary to consistently cast a single spell.

When a Spellstorm Wand is created, its creator selects four spells that share the same spell level.

The cost of any material components required for a spell to be built into a Spellstorm Wand is multiplied by 12.

For the purpose of qualifying for being put into a Spellstorm Wand, metamagically enhanced spells are the spell level to which they are raised by the metamagic.

When activated, the spell that is actually cast is selected at random from the list built into the wand. Unlike most wands, a Spellstorm Wand does not have charges. Instead, it can be activated three times per day.

# Example Spellstorm Wands

The Apprentice: acid splash, daze, jolt, ray of frost - oth level wand

**Chaotic Evocation:** ear-splitting scream, hydraulic push, magic missile, produce flame **- 1st level wand** 

Chaotic Evocation, Greater: call lightning, fireball, lightning bolt, searing light - 3rd level wand

**Debilitation:** daze monster, hideous laughter, hold person, web **- 2nd level** wand

Mindtricks: blur, invisibility, mirror image, miserable pity - 2nd level wand

**Protection:** aid, barkskin, resist energy, protection from arrows - **2nd level wand** 

Wound Closure: cure light wounds, goodberry, infernal healing, virtue - 1st level wand

Wound Closure, Greater: aid, cure moderate wounds, extended infernal healing, false life - 2nd level wand

CONSTRUCTION REQUIREMENTS Craft Wand, spells selected for the wand; **Cost** 125 gp, 10 XP (oth level), 250 gp, 20 XP (1st level), 1,500 gp, 120 XP (2nd level), 3,750 gp, 300 XP (3rd level).

# **Tankard of Trouble**

1-2

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10

Aura Strong conjuration; CL 11th; **Slot** - ; **Price** 15,000 gp; Weight 3 lbs.

This pewter stein constantly exudes the odor of a particularly excellent brew.

## DESCRIPTION

Upon gripping the Tankard and shouting, "Beer!" in Dwarven, the Tankard fills with a heady stout that meets the approval of even the most uppity of brew connoisseurs.

Though this function of the Tankard is infinite, the first three batches for the day are magical in nature, imparting a -2 penalty to Wisdom for one hour when consumed and conferring the benefit rolled on the table below for one hour.

# **CONSTRUCTION REQUIREMENTS** Craft Wondrous Item, cloudkill, create water, cure moderate wounds, stinking cloud; Cost 7,500 gp, 600 XP.

Table: Tankard of Trouble d12 Roll Effect Immunity to Fear +2 Str +2 Dex +2 Con +2 Int +2 Cha Once in the next hour, the drinker may belch as a standard action, filling a 10' cube around him in noxious fumes that behave as the stinking cloud spell. Unlike stinking cloud, however, the drinker himself is absolutely immune to his own fumes, including the rather ridiculous ability to see right through the cloud as though it weren't there. The cloud persists for 1d4 rounds or until otherwise removed. Once in the next hour, the drinker may belch as a standard action, filling a 10' cube around him in noxious fumes that behave as the cloudkill spell. Unlike cloudkill, however, the drinker himself is absolutely immune to his own fumes, including the rather ridiculous ability to see right through the cloud as though it weren't there. The cloud persists for 1d4 rounds or until otherwise removed. Once in the next hour, the drinker may belch as a standard action, throwing a target within 10 feet backward 1d6x10 feet unless he makes a DC 16 Strength check. Should the thrown target strike a wall, side of a hill, rock, or other harder-to-move-than-a-flying-person

- object, it takes 1d4 points of damage for every 5 feet of movement denied by the collision. Once in the next hour, the drinker may belch as a standard action, 11 filling a 10' cube with surprisingly pleasant fumes. All creatures, living and undead alike, caught in the cube are healed for 2d8+5 points of damage.
- You have quaffed a particularly bubbly brew! Roll twice again on this 12 table; however, instead of rolling d12s, roll d4s and add 7 to your roll.

	Ooh, Shiny! - Entropic Equipment Interjection Games		
		DESCRIPTION This +1 shocking burst warhammer contains within it the power of a chaotic thunderstorm. Three times per day as a standard action, the wielder may smite with the hammer, but it must be held in both hands in order to do so. If the smite hits, consult the table below. Whatever was rolled on the to-hit roll is the smite's result. CONSTRUCTION REQUIREMENTS Craft Magic Arms and Armor, chain lightning, shout; Cost 17,500 gp, 1,400 XP.	
Table: Thunders	storm Sledge	Effect	
2	Swinging the Sledge in a wide arc that nearly misses the target, the wielder instead smacks the enemy upside the head/nucleus/power core/etc. in such a way that it deals nonlethal damage to the target. If the target would be knocked unconscious by this attack, no damage is dealt and the target is instead afflicted by amnesia and immediately imprints upon the wielder as though he were its mother. This is a mind-affecting ability.		
3-6	A booming crash of thunder accompanies the Sledge's impact, dealing 1d6 points of sonic damage and stunning the target for one round unless it makes a DC (10 + to-hit roll) Fortitude save.		
7-10	With a static crackle, a bolt of lightning streaks from the Sledge toward the target, dealing 3d6 points of electricity damage with a DC (7 + to-hit roll) Reflex save for half.		
11-13	A deafening boom accompanies the Sledge's downswing, dealing 1d6 points of force damage and knocking the target prone unless it makes a DC (5 + to-hit roll) Strength check.		
14-16	A cascade of rain spews from the Sledge, dousing the target unless it makes a DC (3 + to-hit roll) Reflex save. This magical water persists for 1d6 rounds and reduces the target's electricity resistance by 5. Should the target's electricity resistance go below 0, it gains electricity vulnerability instead.		
17-19	Electricity blasts the target, dealing 2d6 points of electricity damage and dazing the target for 1d3 rounds unless it makes a DC (to-hit roll) Fortitude save.		
20		ble. Treat your to-hit roll as 20 for calculating damage dealt by the smite portion of the attack is	
		12	



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