

ARMOR MADE FROM MONSTER HIDES





dventurers who brave the many dark and strange places of the world are certain to encounter deadly beasts, many of which also possess treasure, whether by accident or design. These hoards are what often drive heroes to risk death or worse, all for piles of gold and gems mixed with the bones and possessions of those that came before and failed to return.

Yet the worth of the creatures themselves is often overlooked. Few heroes who have fought a hell hound or aurumvorax spend even a single moment considering the usefulness of their foe after it has fallen. Some choose to wear trophies of their kills—a necklace of claws or some fetish. Adventurers can take another course—one involving greater risk and cost, but with far more pleasing and practical results.

Some few master crafters or seasoned monster hunters know that the most valuable treasure does not glitter. Many monsters can yield a resource that is dearer than gold: strong armor. An adventurer's armor is frequently the divider between life and death, and the best protection available is always in high demand.

The use of monster bits in the crafting of armor yields items that are unique not only in appearance but also in their protective abilities. Although powerful magic armor is ultimately more protective and can grant its wearers a greater range of powers, it lacks the flare and dramatic style of armor crafted from creatures. What is more intimidating? Softly glowing chainmail or lamellar crafted from the horns of a gorgon? When someone wearing armor crafted from monsters enters a room, they project an air of power, since they are wearing their most powerful foe.

With this Wondrous Items supplement, you can make the most of the Craft and Survival skills in your roleplaying game. Each item described below uses some element of a defeated monster, which characters (whether player characters or nonplayer characters) can then harvest (using Survival) and craft (using a subset of the Craft skill, as noted in each item's description).

Crafting Your Own Armor

To help you determine the market (purchase) price of the armor, use the following pricing guideline as a starting point, tweaking as necessary for your home campaign. (In magic-scarce worlds, consider adjusting the prices upward to reflect the rarity of such finely crafted gear.)

Base price of the armor adds + 400 gp for light armor, or + 700 gp for medium armor, or + 1,000 gp for heavy armor, and +500 gp per special ability and/or resistance beyond the first.

Credits

Design: Jeffery Harris Development: Frank Gori Editing: Miranda Horner Art Direction & Graphic Design: Marc Radle Accountant: Shelly Baur Publisher: Wolfgang Baur

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The DC of the skill check(s) required to obtain the material and craft the item can be determined by the following formulas:

Craft check DC 10 + armor value + two times the monster's Hit Dice if 10 or fewer, or + the monster's Hit Dice if 11 or greater. The Survival skill DC equals the Craft check DC –6.

Sample Armor

The sample armor provided is broken up into sections based on type of armor: light, medium, and heavy. You'll find suggested market prices for them, along with descriptions and statistics.

LIGHT ARMOR

Hell hound leather is supple yet strong, and troll skin is both rubbery and protective, if you know how to work it. These armors won't slow a hero down.

ARMOR DESCRIPTIONS

Assassin Vine Rope Armor: Rope is a staple in the backpacks of many adventurers. Few know the assassin vine can also be woven into rope. Weaving rope armor from the deadly assassin vine protects the wearer against lightning. Because it remembers its origins, it can entangle foes who try to grapple the wearer as well. This check is made using the wearer's CMB automatically when an opponent starts a grapple attempt. Harvesting the assassin vines for this armor requires a DC 16 Survival check. Crafting the armor requires a Craft (weaver) check (DC 22).

Gnarlwood Leaf Armor: The deep forests harbor grave dangers. One of the worst forests is the evil and cunning Gnarlwood. Yet those who brave the dangers of felling a dangerous tree from this forest find its largest leaves freakishly strong and perfect for armor crafting. These leaves, when crafted into leaf armor,

Light Armor

Armor	Cost (gp)	Armor Bonus	Max. Dex Bonus	Armor Check Penalty	Arcane Spell Failure	Speed	Weight (lbs.)	Special
Assassin Vine Rope Armor	925	+4	+3	-2	20%	30 ft./20 ft.	10	Lightning resistance 5, entangles grapplers
Gnarlwood Leaf Armor	1,400	+4	+4	-1	15%	30 ft./20 ft.	15	DR 1/slashing and bludgeoning, +5 Stealth in forested terrain, vulnerable to fire
Hell Hound Leather	410	+3	+6	+0	10%	30 ft./20 ft.	15	Fire resistance 5
Kyton Chainmail Shirt	500	+4	+5	-1	20%	30 ft./20 ft.	20	Deals 1d4+1 dmg on grapple and close attacks
Moon Beast Hide Studded Leather	925	+4	+5	-1	20%	30 ft./20 ft.	20	DR 1/bludgeoning, lightning resistance 5
Peryton Feather Padded Armor	405	+1	+8	+0	5%	30 ft./20 ft.	5	DR 1/magic
Troll Skin Leather	1,410	+2	+6	+0	10%	30 ft./20 ft.	15	Armor regenerates 1 hp per hour, wearer is immune to bleed dmg, auto stabilizes wearer
Unicorn Leather Armored Kilt	420	+1	+6	+0	0%	30 ft./20 ft.	10	+2 vs. poison
Vampire Rose Cord Armor	925	+3	+5	-1	15%	30 ft./20 ft.	10	Deals 1d3 dmg on grapple and close attacks, heals wearer 1 hp after dealing dmg

absorb some of the bludgeoning and piercing damage taken by the wearer. The armor also enhances the wearer's ability to hide in forested terrain. The wood used in its construction makes this armor susceptible to fire. To harvest the leaves for this armor, the harvester must make a DC 22 Survival check. Crafting this armor requires a Craft (armor) check (DC 28).

- Hell Hound Leather: Because hell hounds often guard the treasure of evil spellcasters or powerful demons, it is only natural that great heroes may acquire one of their pelts. This trophy can be tanned and made into supple strong leather armor. As long as the fur is left on, the armor protects the wearer against fire to some degree. Harvesting a hell hound pelt requires a DC 15 Survival check. Crafting this armor requires a Craft (armor) check (DC 21).
- **Kyton Chainmail Shirt:** No one would say those who encounter a chain devil are lucky, but those lucky or skillful enough to survive the meeting have found that the chains left behind in the creature's oily remains possess strange powers when crafted into mail. The chains retain their master's violent tendencies, and its spikes attack (1d4+1 damage) those who strike the wearer with an unarmed strike, natural weapon, or close weapon attack. The armor also seems to move with the wearer and is less restrictive than a normal shirt of mail. Harvesting the kyton requires a DC 24 Survival check. Crafting this armor requires a Craft (armor) check (DC 30).
- Moon Beast Hide Studded Leather: No one knows where these bizarre creatures come from, and few live long enough to learn. Those brave few who have slain such a beast have found that its hide can be crafted into strong armor. Wearers are more resistant to bludgeoning damage and lightning. Unfortunately for the wearer, using moon beast armor in the presence of another moon beast makes killing the wearer the horror's only goal. Harvesting a moon beast's hide requires a DC 22 Survival check. Crafting this armor requires a Craft (armor) check (DC 28).
- **Peryton Feather Padded Armor:** These malevolent flying beasts have long plagued civilization; striking out from nests often located in remote ruins, they hunt the countryside for many miles. Hunters and adventurers who have slain a peryton have discovered that its feathers make amazingly light padded armor that is stronger than it looks. The armor absorbs a small amount of damage from all but magic weapons that strike the wearer. Harvesting the feathers of a peryton requires a DC 15 Survival check. Crafting this armor requires a Craft (armor) check (DC 21).

- **Troll Skin Leather:** Old and grizzled warriors tell tales of fearsome trolls. These ravenous giants slay most people they meet, and the few who have slain one don't often know that its warty hide holds untapped potential. When tanned and made into leather armor, troll leather can regrow itself much like the troll it came from. No cut or tear made by a blade or spear permanently damages it, but fire and acid still will. Beyond the armor's ability to repair itself is the the wondrous way it helps the wearer heal rapidly, protecting the wearer from bleed damage and stabilizing him or her automatically. Harvesting troll skin requires a DC 18 Survival check. Crafting this armor requires a Craft (armor) check (DC 24).
- **Unicorn Leather Armored Kilt:** Even the noble guardians of the forest are not immune to hunters. Those debased enough to slay a unicorn can craft a fine white armored kilt from the creature's hide. The kilt helps protect the wearer from poison. Harvesting a unicorn's hide requires a DC 13 Survival check. Crafting this armor requires a Craft (armor) check (DC 19).
- Vampire Rose Cord Armor: Smart adventurers avoid these dangerous but easy to spot plants. Those brave enough to harvest a wild patch or grow vampire roses themselves have found they can weave the thorny tendrils into tough cord armor. The armor's thorns injure (1d3 damage) those who strike the wearer with an unarmed attack, natural attack, or close weapon attack. The armor also gives a small amount of this damage back to the wearer as healing. Harvesting vampire rose tendrils requires a DC 15 Survival check. Crafting this armor requires a Craft (weaver) check (DC 21).

Medium Armor

ARMOR DESCRIPTIONS

- Amphisbaena Scale Mail: These two-headed serpents are known to many people as dangerous predators. Much less known, however, is that their scaled hides can be used to craft scale mail that helps protect its wearer from cold and petrification. Harvesting an amphisbaena's scaled hide requires a DC 22 Survival check. Crafting this armor requires a Craft (armor) check (DC 28).
- **Cloaker Skin Cape:** These little understood aberrations live in the dark places of the world, waiting to ambush the unwary. After careful adventurers lay one of these abominations low, the thick rubbery folds of the creature can be worked into a cape that functions as armor. Flexible and strong, the cape is easier to move

in than armor, and it also aids a wearer when using the Fly skill. To effectively wear a cloaker skin cape still requires Medium Armor Proficiency. Harvesting a cloaker's hide requires a DC 21 Survival check. Crafting this armor requires a Craft (tailor) check (DC 27).

- **Disenchanter Bone Ring Mail:** These odd creatures are the bane of magic users and magic items in the warm places of the world. When one falls, as disenchanters do often enough, its long bones can be sliced into rings to form ring mail. The armor absorbs some of the damage taken by the wearer from all but magic weapons. Additionally, magic weapons that strike the wearer are drained of their power temporarily. The effect works only once a day, the first time the wearer takes damage from a magic weapon. The affected weapon loses all bonuses and properties for 1d6 hours. Harvesting the bones of a disenchanter requires a DC 16 Survival check. Crafting this armor requires a Craft (armor) check (DC 22).
- **Forked Cat Hide Armor:** These cunning feline hunters often stalk adventurers; however, their hunts do not always go as planned. The pelt of these creatures can be crafted into fine hide armor. A clever craftsman can work the claws into the gauntlets of the armor.

The claws provide the wearer a +4 Climb bonus and function as a *tekko-kagi* (iron claw) if the wearer is proficient with that weapon. The dark color of the pet also aids in Stealth checks. Additionally, the armor provides some resistance to poison and disease. Because of the creature's size, two pelts are needed to craft armor for a Medium creature. Harvesting a forked cat pelt requires a DC 20 Survival check. Crafting this armor requires a Craft (armor) check (DC 26).

- **Giant Ant Lion Chitin Breastplate:** These desert predators lie in wait for prey at the bottom of a coneshaped pit of death. Some prey is too strong, though, and the predator becomes the prey. Desert folk have found that the chitin plates of the creature can be made into light protective armor that also helps conceal the wearer among the dunes. Harvesting a giant ant lion carapace requires a DC 26 Survival check. Crafting this armor requires a Craft (armor) check (DC 32).
- **Gorgon Horn Lamellar Armor:** Gorgons have often troubled heroes with their breath that turns humans to stone. When those heroes are victorious, more than fame can be had from the beast's death. Their great horns can be carved into small plates and turned into lamellar armor. The armor not only protects its

Armor	Cost (gp)	Armor Bonus	Max. Dex Bonus	Armor Check Penalty	Arcane Spell Failure	Speed	Weight (lbs.)	Special
Amphisbaena Scale Mail	1,250	+6	+3	-4	20%	20 ft./15 ft.	25	Cold resistance 3, +2 vs. petrification
Cloaker Skin Cape	750	+5	+4	-2	15%	30 ft./20 ft.	15	+5 on Fly checks
Disenchanter Bone Ring Mail	1,250	+4	+3	-3	20%	20 ft./15 ft.	20	Drain magic weapon 1/day, DR 1/magic
Forked Cat Hide Armor	2,215	+4	+4	-3	20%	20 ft./15 ft	25	+2 vs. poison and disease, +4 Climb and Stealth
Giant Ant Lion Chitin Breastplate	900	+6	+3	-4	25%	30 ft./20 ft.	15	+5 Stealth in desert terrain
Gorgon Horn Lamellar Armor	1,300	+6	+3	-4	25%	20 ft./15 ft.	30	Petrify weapon 1/day, +2 vs. petrification
Kirin Scale Mail	1,250	+6	+3	-4	25%	20 ft./15 ft.	30	Cold and fire resistance 3, lightning resistance 5
Rust Monster Shell Breastplate	900	+6	+3	-4	25%	20 ft./15 ft.	25	Metal weapons take 1d4 dmg each time wearer is struck

Medium Armor

wearer against petrification but also petrifies weapons that strike the wearer. This effect occurs the first time the wearer is struck for damage, and it works only once per day. The weapon becomes stone and gains the fragile property. This effect lasts for 1d4 days. Harvesting a gorgon's horns requires a DC 26 Survival check. Crafting this armor requires a Craft (armor) check (DC 32).

- Kirin Scale Mail: These beautiful and noble creatures are a powerful force for good, but their crusade is not without cost. When one of these creatures falls to evil, its golden scaled hide can be made into armor that helps the wearer resist fire, cold, and lightning. Anyone wearing this armor becomes a target for goodaligned characters and monsters. Harvesting a kirin's scaled hide requires a DC 28 Survival check. Crafting this armor requires a Craft (armor) check (DC 34).
- **Rust Monster Shell Breastplate:** These pests have long annoyed dwarves and all who use metal tools and armor. They are often killed because of the danger they present to valuable resources, but the shells of these creatures are a resource as well. When used to craft a breastplate, the shell retains the rusting power of the rust monster. Each time a metallic weapon strikes the wearer for damage, the attacker must make a DC 15 Reflex save. On a failed saving throw, the weapon takes 1d4 damage that ignores hardness. Harvesting a rust monster carapace requires a DC 20 Survival check. Crafting this armor requires a Craft (armor) check (DC 26).

HEAVY ARMOR

ARMOR DESCRIPTIONS

- Aurumvorax Pelt Cloak: These creatures are known for their love of gold, not as treasure but as food. They are often found near hoards or gold mines, where they are killed and skinned for their shining pelts from time to time.. Anyone lucky enough to possess a pelt can have it made into a cloak that protects its wearer, plus it can serve as a component in the creation of plate and mail armor. As well as protecting the wearer, it also makes them resistant to bludgeoning damage and fire. Unfortunately, the highly conductive metal in the fur makes the wearer somewhat more vulnerable to electricity. To use this cloak effectively, the wearer must have Heavy Armor Proficiency. Because of the creature's size, two pelts are needed to craft a cloak for a Medium creature. Harvesting an aurumvorax pelt requires a DC 23 Survival check. Crafting this armor requires a Craft (tailor) check (DC 29).
- **Black Skeleton Bone Banded Mail:** Skeletons in their many variations are common enough. One variety, the black skeleton, has proven to have a use even after its second death. The steel-like bones can be crafted into banded mail that protects the wearer from slashing and piercing damage, much like a true skeleton. The armor can also protect the wearer from mind-affecting effects. Harvesting the skeleton requires a DC 25

Heavy Armor

Armor	Cost (gp)	Armor Bonus	Max. Dex Bonus	Armor Check Penalty	Arcane Spell Failure	Speed	Weight (lbs.)	Special
Aurumvorax Pelt Cloak	1,600	+7	+3	-5	20%	35 lbs.	35	DR 3/bludgeoning, fire resistance 3, –2 vs. electricity
Black Skeleton Bone Banded Mail	1,750	+7	+2	-5	35%	18 lbs.	18	DR 3/slashing and piercing, +2 vs. mind- affecting effects
Shield Archon Full Plate	3,500	+9	+1	-6	35%	50 lbs.	50	DR 3/evil, lightning resistance 5, +2 vs. petrification
Witch Tree Wooden Field Plate	3,200	+7	+1	-4	30%	30 lbs.	30	DR 3/magic, fire and lightning resistance 3

Survival check. Crafting this armor requires a Craft (armor) check (DC 31).

- Shield Archon Full Plate: Even the warriors of the upper planes are not immune to being harvested as resources. Those who slay a shield archon, if willing to darken their souls, can have forged full plate armor that protects them against the blows of all but weapons dedicated to evil, as well as from lightning and petrification. Wearing this armor provokes the ire of celestial beings. Harvesting the shield archon requires a DC 31 Survival check. Crafting this armor requires a Craft (armor) check (DC 37).
- Witch Tree Wooden Field Plate: Witch trees are rare even in the deep woods, and they wield powerful charms. Yet when one falls to the axe, its wood need not go to waste. An armorer can carve and craft plate from witch tree wood, and the resulting suit provides protection against all nonmagic weapons that land a blow, as well as protection against fire and lightning. Harvesting witch tree wood requires a DC 22 Survival check. Crafting this armor requires a Craft (carpentry) check (DC 28).

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