

LEGENDARY SHIELDS

BY: MARC RADLE

Legendary IV

Legendary Shields

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Who to Blame

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Introduction

We have all heard tales of the heroic young adventurer who picks up a magical shield from a time long forgotten and grows in power and acclaim alongside the shield until both reach their full potential. Legendary shields have been proposed by a number of different publishers in a number of different supplements. The crux of the design always seems to be that there must be a trade off for the power gained -- be it quest requirements, progression in a prestige class, or loss of other abilities. At my table we have used legendary weapons and shields for a number of years and we have found that this class punishment discourages characters from taking up legendary treasures because the cost is too great.

For the legendary shields below I'm suggesting the following advancement:

Advancement

- All shields have a base legendary shield level that is usually a *+1 shield*.
- The legendary shields listed have requirements required to attune them to the wielder.
- If by 4th level, the wielder of the legendary shield has met the requirements to attune the weapon, it increases in power to its second shield level.
- For every two levels of experience the wielder gains while using the legendary shield, the shield's power level will increase by one level.
- Any spell-like abilities gained through the use of this legendary shield are based on the wielder's highest mental characteristic (Int, Wis, or Cha).
- The caster level required for any effects of the legendary shield are based on the wielder's total Hit Dice.

Bonus Feats

Many of the Legendary Shields presented grant bonus feats. Unless otherwise noted, these bonus feats remain in effect as long as the wielder is in physical contact with the shield. The wielder does not need to meet the prerequisites for these bonus feats.

BLACK RAVEN

Centuries ago, a beautiful druid walked a distant land. She was renowned for the profound spiritual love and respect she held for birds in general and ravens in particular.

This deep reverence for ravens meant the woman spent most of her life in raven form, soaring through the skies with other birds.

In time, it was said that the druid began to take on raven-like features and qualities, even during those few moments when she could be found in human form. Even her true name is unknown today – she referred to herself only as the Black Raven.

Along with her deep bond with ravens, the druid was also known for her wondrous magical shield. Small, wooden and covered in hardened leather, the shield was decorated with a delicate painting of a stylized black raven. Many believe the painted raven was the work of the druid's own artistic hand.

As Black Raven reached the natural end of her long life, she communed with the spirits of nature, imploring that she be allowed to live on in the spirit of the ravens she so loved. None know if this final wish was granted, but the body of the old druid was never found. Her shield was recovered, however, leaning against an ancient oak tree in her home forest. Those who have wielded the shield, which over the intervening years has itself become known simply as Black Raven, insist that you can almost feel a hint of the old druid's essence within the wood of the shield, particularly during those times when the wielder uses the shield to assume the form of a raven.

Perhaps the spirits of nature granted Black Raven her final wish after all.

Requirements

To successfully wield Black Raven to its fullest potential, a character must fulfill the following requirements.

Feats: Skill Focus (Appraise)

Skills: Appraise 4 ranks, Perception 4 ranks

Shield Level	Wielder Level	Abilities Granted
1 st	—	+1 <i>darkwood buckler</i>
2 nd	4 th	Aspect of the raven (3/day)
3 rd	6 th	Eyes of the raven
4 th	8 th	+1 <i>wild darkwood buckler</i>
5 th	10 th	Raven form (3/day)
6 th	12 th	Freedom of movement (3/day)
7 th	14 th	+2 <i>wild darkwood buckler</i>
8 th	16 th	Raven wings
9 th	18 th	Call the Great Raven (3/day)
10 th	20 th	+3 <i>wild darkwood buckler</i>

Aspect of the Raven (Sp) The wielder of Black Raven gains the ability to take on certain characteristics of the raven three times per day as a spell-like ability. This acts as *aspect of the hawk*.

Eyes of the Raven (Ex) The wielder of Black Raven receives a bonus on Perception checks equal to 1/2 the wielder's level.

Raven Form (Sp) Black Raven grants its wielder the ability to use *beast shape II* three times per day.

The wielder may only take the form of a raven (Tiny animal, +4 size bonus to Dexterity, –2 penalty to Strength, and +1 natural armor bonus, fly 60 feet (good maneuverability), low-light vision)

Freedom of Movement (Sp)

The wielder gains the ability to use *freedom of movement* three times per day as a spell-like ability.

Raven Wings (Su)

Feathery black wings grow from the wielder's back as a standard action, granting a fly speed of 60 feet with average maneuverability for a number of minutes each day equal to his character level. These minutes do not need to be continuous but must be used in 1 minute increments. The wielder can dismiss the wings as a free action.

Call the Great Raven (Sp) Three times per day the wielder can summon the Great Raven to her side. She may summon a giant black bird equivalent to a roc with the advanced and celestial simple templates.



ASPECT OF THE FALCON

School transmutation (polymorph); **Level** druid 1, ranger 1

Casting Time 1 standard action

Components V, S, DF

Range personal

Target you

Duration 1 minute/level

You take on an aspect of a falcon. Your eyes become wide and raptor-like, and you grow feathers on the sides of your head. You gain a +3 competence bonus on Perception checks, a +1 competence bonus on ranged attacks, and the critical multiplier for your bows and crossbows becomes 19–20/x3. This effect does not stack with any other effect that expands the threat range of a weapon, such as the Improved Critical feat or a keen weapon.

BEAST SHAPE II

School transmutation (polymorph); **Level** wizard 4

This spell functions as *beast shape I*, except that it also allows you to assume the form of a Tiny or Large creature of the animal type. If the form you assume has any of the following abilities, you gain the listed ability: climb 60 feet, fly 60 feet (good maneuverability), swim 60 feet, darkvision 60 feet, low-light vision, scent, grab, pounce, and trip.

Tiny animal: If the form you take is that of a Tiny animal, you gain a +4 size bonus to your Dexterity, a –2 penalty to your Strength, and a +1 natural armor bonus.

Large animal: If the form you take is that of a Large animal, you gain a +4 size bonus to your Strength, a –2 penalty to your Dexterity, and a +4 natural armor bonus.

FREEDOM OF MOVEMENT

School abjuration; **Level** bard 4, cleric 4, druid 4, ranger 4

Casting Time 1 standard action

Components V, S, M (a leather strip bound to the target), DF

Range personal or touch

Target you or creature touched

Duration 10 min./level

Saving Throw Will negates (harmless); **Spell**

Resistance yes (harmless)

This spell enables you or a creature you touch to move and attack normally for the duration of the spell, even under the influence of magic that usually impedes movement, such as paralysis, solid fog, slow, and web. All combat maneuver checks made to grapple the target automatically fail. The subject automatically succeeds on any combat maneuver checks and Escape Artist checks made to escape a grapple or a pin.

The spell also allows the subject to move and attack normally while underwater, even with slashing weapons such as axes and swords or with bludgeoning weapons such as flails, hammers, and maces, provided that the weapon is wielded in the hand rather than hurled. The freedom of movement spell does not, however, grant water breathing.

Wild: The wearer of a suit of armor or a shield with this ability preserves his armor bonus (and any enhancement bonus) while in a wild shape. While the wearer is in a wild shape, the armor cannot be seen.

Moderate transmutation; CL 9th; Craft Magic Arms and Armor, *baleful polymorph*; Price +3 bonus.

THE GREAT RAVEN (CR 11, XP 12,800)

NG Gargantuan animal

Init +8; **Senses** darkvision 60 ft., low-light vision; Perception +17

Defense

AC 26, touch 10, flatfooted 22

(+4 Dex, +16 natural, –4 size)

hp 152 (16d8+80)

Fort +15, **Ref** +16, **Will** +9

DR 10/evil; **Resist** acid 15, cold 15, electricity 15; **SR** 16

Offense

Speed 20 ft., fly 80 ft. (average)

Melee 2 talons +20 (2d6+11/19–20 plus grab), bite +19 (2d8+11)

Special Attack smite evil (+2 to hit, +16 damage)

Space 20 ft.; **Reach** 15 ft.

Statistics

Abi Str 32, Dex 19, Con 21, Int 6, Wis 16, Cha 15

Base Atk +12; **CMB** +27 (+31 grapple); **CMD** 41

Feats Flyby Attack, Improved Critical (talons), Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Skill Focus (Perception), Weapon Focus (talons)

Skills Fly +9, Perception +17

BLOOD MOON

The barbarians of the Bleeding Moon tribe are known for their mysterious worship of the moon. It is difficult for outsiders to tell whether these barbarians worship the moon itself or some little-known moon deity. What is certain is that the Bleeding Moon tribe considers most sacred those nights when the full moon is tinged a deep red. They call it the Blood Moon and believe all occurrences on those nights hold great importance.

The Night of the Blood Moon is a time when alliances are sealed, blood sacrifices are made, wars ended, and great chieftains chosen.

Despite this reverence for the moon, or perhaps because of it, the curse of lycanthropy runs deep within the blood of the tribe. This curse is both reviled and embraced by the Bleeding Moon barbarians. Nowhere is this strange dichotomy more evident than in the great shield, Blood Moon.

Blood Moon was created long ago by the tribe's shamans and high priests as a sacred symbol of leadership. Round in shape, like the moon itself, and trimmed with pure silver, the shield was passed down from tribal chieftain to tribal chieftain.

As the power of the Bleeding Moon tribe failed, however, the sacred Blood Moon shield disappeared. Whether it was lost or stolen is not known. There are not many barbarians of the Bleeding Moon tribe left today, but the few that remain would dearly love to recover their legendary lost shield and the power it represents.

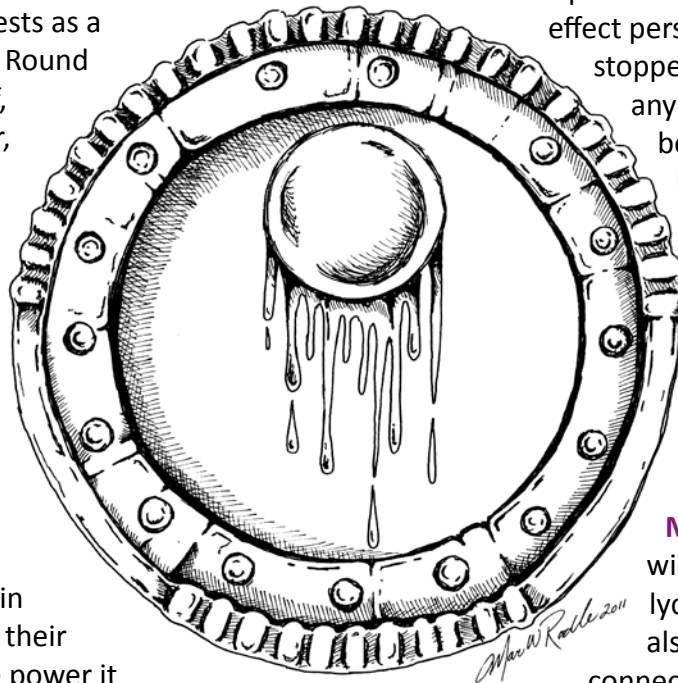
Requirements

To successfully wield Blood Moon to its fullest potential, a character must fulfill the following requirements.

Feats: Blind-Fight

Skills: Heal 4 ranks, Stealth 4 ranks

Shield Level	Wielder Level	Abilities Granted
1 st	—	+1 heavy wooden shield
2 nd	4 th	Bleeding touch (3/day)
3 rd	6 th	Night senses
4 th	8 th	+2 heavy wooden shield
5 th	10 th	Moon's shield
6 th	12 th	<i>Moonstruck</i> (3/day)
7 th	14 th	+3 barbarian's bastion heavy wooden shield
8 th	16 th	Bleeding critical
9 th	18 th	<i>Insanity</i> (1/day)
10 th	20 th	+4 barbarian's bastion heavy wooden shield



Bleeding Touch (Su) As a melee touch attack, the wielder of Blood Moon can cause a living creature to take 1d6 points bleed damage per round. This effect persists for 1d4+1 rounds or until stopped with a DC 15 Heal check or any healing spell. This ability can be used three times per day.

Night Senses (Ex) The wielder of Blood Moon gains low-light vision. If the wielder possesses low-light vision he instead gains darkvision out to a range of 30 feet. If the wielder has darkvision, the range of the darkvision increases by 30 feet.

Moon's Shield (Su) The wielder becomes immune to lycanthropy. The wielder may also disrupt a lycanthrope's connection to the moon with a successful melee touch attack. This

action automatically forces the lycanthrope into its humanoid form, which it must remain in for a number of rounds equal to the wielder's level.

Moonstruck (Sp) The wielder gains the ability to cast *moonstruck* three times per day as a spell-like ability.

Bleeding Critical (Ex) The wielder of Blood Moon gains Bleeding Critical as a bonus feat when using the shield to make an attack.

Insanity (Sp) The wielder gains the ability to cast *insanity* once per day as a spell-like ability.

INSANITY

School enchantment (compulsion) [mind-affecting];

Level wizard 7

Casting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./level)

Target one living creature

Duration instantaneous

Saving Throw Will negates; **Spell Resistance** yes

The affected creature suffers from a continuous *confusion* effect, as the spell.

Remove curse does not remove insanity. *Greater restoration*, *heal*, *limited wish*, *miracle*, or *wish* can restore the creature.

MOONSTRUCK

School enchantment (compulsion) [mind-affecting];

Level druid 4, wizard 4, witch 4

Casting Time 1 standard action

Components V, S, M (pinch of powdered moonstone)

Range medium (100 ft. + 10 ft./level)

Target one humanoid creature

Duration 1 round/level

Saving Throw Will negates; **Spell Resistance** yes

You invoke the mystical power of the moon to drive the target into a mad, bestial frenzy. If the target fails its save, it is dazed for 1 round, dropping held items as its nails and teeth elongate and sharpen. The target gains a bite attack and two claw attacks that deal damage appropriate for the creature's size, and for the remainder of the spell's duration the target behaves as if under simultaneous rage and confusion spells, attacking with its natural weapons in preference to other actions. During the final round of the spell's duration, the target is again dazed as it returns to its normal state.

Barbarian's Bastion: The wearer's penalty to AC from the rage ability is negated. In addition, the hit points gained by the wearer's increased Constitution from the rage ability are treated as temporary hit points (these points are now lost first) that last for the duration of the rage.

Faint transmutation; CL 1st; Craft Magic Arms and Armor, creator must possess the rage ability; Price +1 bonus.

COCKATRICE HEART

Lord Unther was the first great leader of the cavalier order of the cockatrice. Unther seemed to uniquely epitomize the ideals of the order. He was both a skilled and powerful mounted knight and an arrogant and self-centered leader.

On the eve of his formal election to the order's supreme leadership, one of his fellow knights presented Unther with a fantastic shield. Shod in iron, the mighty shield was emblazoned with the heraldic image of the creature the order most revered. Lord Unther immediately christened the shield Cockatrice Heart.

Unther lead his order for many years and carried Cockatrice Heart into many battles. The shield encouraged Unther's haughty ways and rewarded him with greater power the more he demonstrated his singular excellence in combat. Some say this was Unther's downfall. He believed himself so much better than other knights he refused any aid in combat. On one dreary, mist-filled morning, Lord Unther fell in single combat to a powerful anti-paladin. Even near the end, when it was evident Unther could not prevail he ordered his men to stand down. Either he refused to admit he might require assistance or he decided he would live out his ideals to his last breath. Perhaps he believed there was some reserve power as yet undiscovered in his magic shield. The evil black knight claimed Cockatrice Heart as his trophy and rode triumphantly into the mist.

It is not known what happened to Lord Unther's shield after that but Cockatrice Heart is most certainly still in the world somewhere. It has been the subject of numerous quests carried out by cavaliers of the cockatrice order and it is surely only a matter of time until it is found.

Requirements

To successfully wield Cockatrice Heart to its fullest potential, a character must fulfill the following requirements.

Feats: Power Attack, Shield Focus

Skills: Bluff 4 ranks, Intimidate 4 ranks

Shield Level	Wielder Level	Abilities Granted
1 st	—	+1 <i>light steel shield</i>
2 nd	4 th	Braggart's words
3 rd	6 th	Glory's boon +2
4 th	8 th	+1 <i>tactical charges light steel shield</i>
5 th	10 th	Superiority complex
6 th	12 th	Glory's boon +3
7 th	14 th	+2 <i>tactical charges light steel shield</i>
8 th	16 th	<i>Stoneskin</i> (3/day)
9 th	18 th	Glory's boon +4
10 th	20 th	+4 <i>tactical charges light steel shield</i>

Braggart's Words (Ex) The wielder of Cockatrice Heart gains the ability to demoralize his enemies. As a standard action, he can utter taunting words of bravado, which cause all enemies within 60 feet to become shaken for a number of rounds equal to 1/2 the wielder's level. Each target receives a Will save to avoid this effect. The DC of this save is equal to 10 + 1/2 the wielder's level + the wielder's Charisma modifier.

Glory's Boon (Su) The Cockatrice Heart aids those who demonstrate their prowess in combat without relying on the aid of others. The wielder of Cockatrice's Heart gains a +2 morale bonus to melee attack and damage rolls if no other ally is within 10 ft. At 12th level the bonus to attack and damage rolls increases to +3, and to +4 at 18th level.

Superiority Complex (Ex) Influenced by the magic inherent in Cockatrice Heart, the wielder comes to believe himself superior to all others. The shield translates this belief into reality. Three times per day the wielder may substitute a Charisma-based skill check

(including bonuses for a high Charisma, feats, and skill ranks) for one other d20 roll such as a different skill check, saving throw or attack roll. For example, the wielder might choose to make an Intimidate check in place of a Reflex save. This must be declared before the roll is made.

Stone Skin (Sp) Three times per day, the wielder of Cockatrice Heart gains the ability to cast *stoneskin* on himself as a spell-like ability.

STONESKIN

School abjuration; **Level** druid 5, wizard 4

Casting Time 1 standard action

Components V, S, M (granite and diamond dust worth 250 gp)

Range touch

Target creature touched

Duration 10 min./level or until discharged

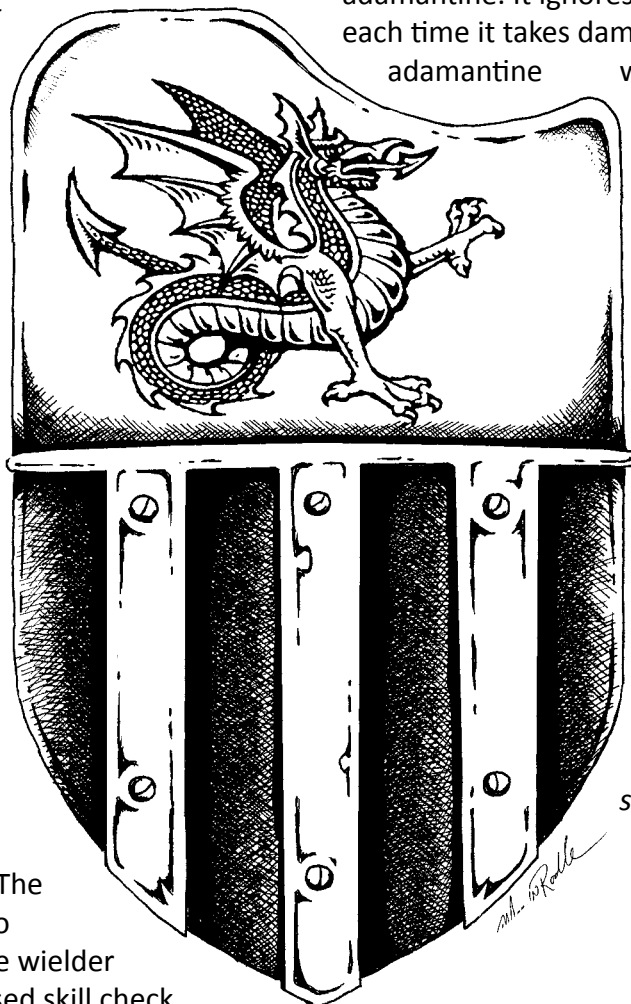
Saving Throw Will negates (harmless); **Spell**

Resistance yes (harmless)

The warded creature gains resistance to blows, cuts, stabs, and slashes. The subject gains DR 10/adamantine. It ignores the first 10 points of damage each time it takes damage from a weapon, though an

adamantine weapon bypasses the reduction. Once the spell has prevented a total of 10 points of damage per caster level (maximum 150 points), it is discharged.

Tactical Charges: Tactical Charging armor and shields grant damage reduction 15/— against all attacks taken while the wearer is making a charge (but not before or after the charge action is complete) including mounted charges, (the benefit is granted to the mount as well). Moderate abjuration; CL 12th; Craft Magic Arms and Armor, *stoneskin*; Price +1 bonus.



CRUSADER'S SHIELD

Perhaps no paladin was more famous or more beloved by the common man than Sir Valsparr. A warrior of humble beginnings, Valsparr grew to become one of the world's most valiant crusaders against evil.

Countless glorious deeds are attributed to the great paladin. He is even known to have single-handedly saved an aged cleric from the jaws of the ancient red dragon Verthimirix.

In time, however, death must come to all mortals, even those as brave and valiant as Sir Valsparr. His death arrived at the hands of a vile pit fiend that had chosen to rampage through the city Valsparr called home. Valsparr drove the creature to a barren plain where the two battled for hours. Badly wounded, the paladin prepared to deliver the killing blow to the dying pit fiend. Before Valsparr's blade could bite into the evil creature's flesh, however, it unleashed a ball of flame which engulfed them both.

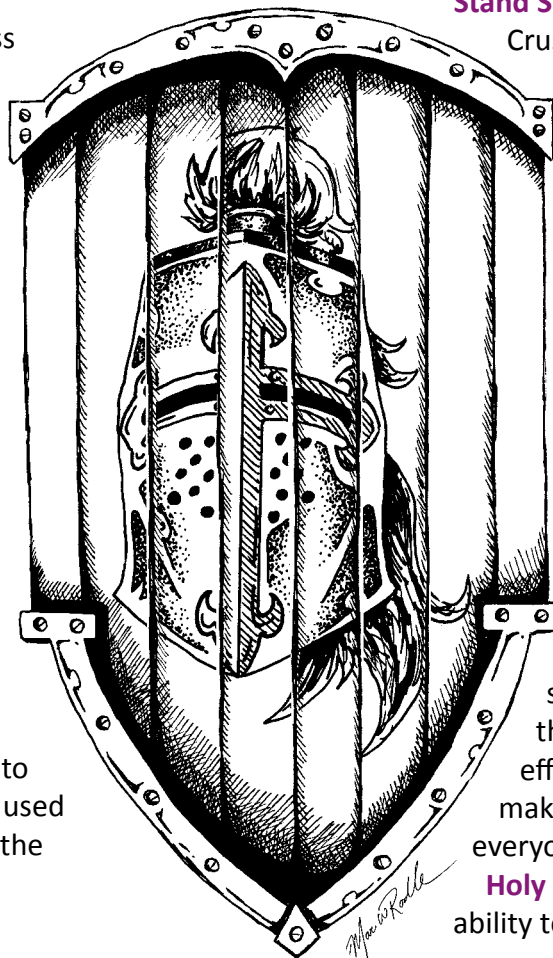
When the flames finally sputtered out, both Valsparr and the pit fiend were gone.

Slowly, the people of the city came out of hiding and witnessed all that remained of the brave paladin. There, lying on the barren ground was Sir Valsparr's helm and shield.

The people wept in both sadness and gratitude for the supreme sacrifice Sir Valsparr had made to protect them. They lifted their eyes to the heavens and, lead by the very same cleric Valsparr had once saved from the red dragon, gave thanks to the gods of good.

Then, a miracle happened. A blinding flash emanated from where the helm and shield lay. When the people could again see, they found that, instead of the paladin's shield and helm, there now was a glowing shield with the image of Valsparr's helm illuminated upon it.

The old cleric lifted the magical shield above his head and vowed to all those present that it would be used always to protect the innocent in the crusade against evil.



Requirements

To successfully wield the Crusader's Shield to its fullest potential, a character must fulfill the following requirements.

Alignment: any good

Feats: Tower Shield Proficiency

Skills: Knowledge (religion) 4 ranks

Shield Level	Wielder Level	Abilities Granted
1 st	—	+1 tower shield
2 nd	4 th	Stand Still
3 rd	6 th	Protection from evil (3/day)
4 th	8 th	+1 champion tower shield
5 th	10 th	Divine protection
6 th	12 th	Holy smite (3/day)
7 th	14 th	+2 champion light fortification tower shield of determination
8 th	16 th	Banishment (1/day)
9 th	18 th	Holy aura (1/day)
10 th	20 th	+3 champion light fortification tower shield of determination

Stand Still (Ex) The wielder of the Crusader's Shield gains Stand Still as a bonus feat.

Protection from Evil (Sp) The wielder gains the ability to cast *protection from evil* three times per day as a spell-like ability.

Divine Protection (Su) The Crusader's Shield can emit a 30-foot aura of divine protection for a number of rounds per day equal to its wielder's level. All allies within this aura are treated as if under the effects of a sanctuary spell with a DC equal to 10 + the wielder's level. These rounds do not need to be consecutive. Activating this ability is a standard action. If an ally leaves the area or makes an attack, the effect ends for that ally. If the wielder makes an attack, the effect ends for everyone.

Holy Smite (Sp) The wielder gains the ability to cast *holy smite* three times per

day as a spell-like ability.

Banishment (Sp) The wielder can cast *banishment* once per day as a spell-like ability

Holy Aura (Sp) Once per day, the wielder of the Crusader's Shield gains the ability to cast *holy aura*.

BANISHMENT

School abjuration; **Level** cleric 6, wizard 7

Casting Time 1 standard action

Components V, S, F (see text)

Range close (25 ft. + 5 ft./2 levels)

Targets one or more extraplanar creatures, no two of which can be more than 30 ft. apart

Duration instantaneous

Saving Throw Will negates; **Spell Resistance** yes

A banishment spell is a more powerful version of the *dismissal* spell. It enables you to force extraplanar creatures out of your home plane. As many as 2 Hit Dice of creatures per caster level can be banished.

You can improve the spell's chance of success by presenting at least one object or substance that the target hates, fears, or otherwise opposes. For each such object or substance, you gain a +1 bonus on your caster level check to overcome the target's spell resistance (if any), and the saving throw DC increases by 2.

Certain rare items might work twice as well as a normal item for the purpose of the bonuses (each providing a +2 bonus on the caster level check against spell resistance and increasing the save DC by 4).

HOLY AURA

School abjuration [good]; **Level** cleric 8

Casting Time 1 standard action

Components V, S, F (a tiny reliquary worth 500 gp)

Range 20 ft.

Targets one creature/level in a 20-ft.-radius burst centered on you

Duration 1 round/level (D)

Saving Throw see text; **Spell Resistance** yes (harmless)

A brilliant divine radiance surrounds the subjects, protecting them from attacks, granting them resistance to spells cast by evil creatures, and causing evil creatures to become blinded when they strike the subjects. This abjuration has four effects.

First, each warding creature gains a +4 deflection bonus to AC and a +4 resistance bonus on saves.

Unlike *protection from evil*, this benefit applies against all attacks, not just against attacks by evil creatures.

Second, each warding creature gains spell resistance 25 against evil spells and spells cast by evil creatures.

Third, the abjuration protects the recipient from possession and mental influence, just as *protection from evil* does.

Finally, if an evil creature succeeds on a melee attack against a creature warding by a *holy aura*, the offending attacker is blinded (Fortitude save negates, as *blindness/deafness*, but against holy aura's save DC).

HOLY SMITE

School evocation [good]; **Level** cleric 4

Casting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./level)

Area 20-ft.-radius burst

Duration instantaneous (1 round); see text

Saving Throw Will partial; see text; **Spell Resistance** yes

You draw down holy power to smite your enemies. Only evil and neutral creatures are harmed by the spell; good creatures are unaffected.

The spell deals 1d8 points of damage per two caster levels (maximum 5d8) to each evil creature in the area (or 1d6 points of damage per caster level, maximum 10d6, to an evil outsider) and causes it to become blinded for 1 round. A successful Will saving throw reduces damage to half and negates the blinded effect.

The spell deals only half damage to creatures who are neither good nor evil, and they are not blinded. Such a creature can reduce that damage by half (down to one-quarter of the roll) with a successful Will save.

PROTECTION FROM EVIL

School abjuration [good]; **Level** cleric 1, paladin 1, wizard 1

Casting Time 1 standard action

Components V, S, M/DF

Range touch

Target creature touched

Duration 1 min./level (D)

Saving Throw Will negates (harmless); **Spell Resistance** no; see text

This spell wards a creature from attacks by evil creatures, from mental control, and from summoned creatures. It creates a magical barrier around the subject at a distance of 1 foot. The barrier moves with the subject and has three major effects.

First, the subject gains a +2 deflection bonus to AC and a +2 resistance bonus on saves. Both these bonuses apply against attacks made or effects created by evil creatures.

Second, the subject immediately receives another saving throw (if one was allowed to begin with) against any spells or effects that possess or exercise mental control over the creature (including enchantment [charm] effects and enchantment [compulsion] effects). This saving throw is made with a +2 morale bonus, using the same DC as the original effect. If successful, such effects are suppressed for the duration of this spell. The effects resume when the duration of this spell expires. While under the effects of this spell, the target is immune to any new attempts to possess or exercise mental control over the target. This spell does not expel a controlling life force (such as a ghost or spellcaster using *magic jar*), but it does prevent them from controlling the target. This second effect only functions against spells and effects created by evil creatures or objects, subject to GM discretion.

Third, the spell prevents bodily contact by evil summoned creatures. This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded creature. Summoned creatures that are not evil are immune to this effect. The protection against contact by summoned creatures ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature. Spell resistance can allow a creature to overcome this protection and touch the warded creature.

Champion: This armor and shield property only works for good creatures with the challenge ability (such as cavaliers) or the smite evil ability (such as paladins, half-celestials, and creatures with the celestial creature template). When worn by such a creature that uses a challenge or smite ability, the wearer gains a +2 sacred bonus to AC against attacks from the chosen opponent.

Faint abjuration; CL 5th; Craft Magic Arms and Armor, *protection from evil* or *protection from good*; Price +1 bonus.

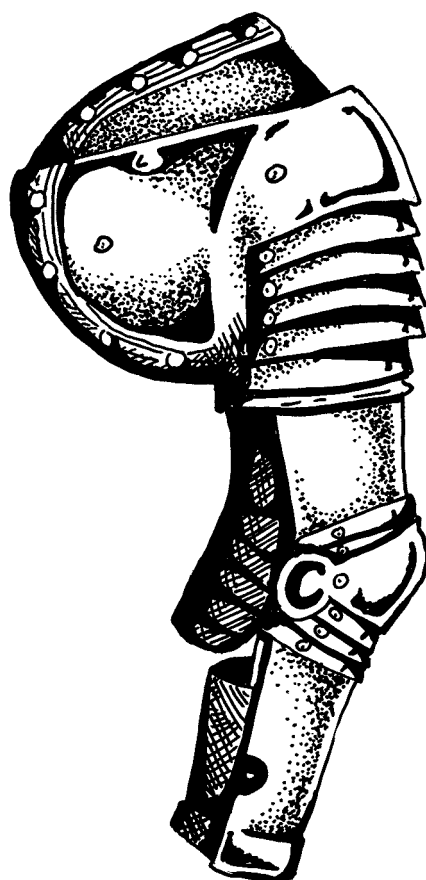
Determination: A shield or armor with this property provides the ability to fight on against seemingly impossible odds. Once per day, when the owner reaches 0 or fewer hit points, the item automatically provides a *breath of life* spell.

Moderate conjuration; CL 10th; Craft Magic Arms and Armor, *breath of life*; Price +30,000 gp.

Fortification: This suit of armor or shield produces a magical force that protects vital areas of the wearer more effectively. When a critical hit or sneak attack is scored on the wearer, there is a chance that the critical hit or sneak attack is negated and damage is instead rolled normally.

Fortification Type	Chance for Normal Damage	Base Price Modifier
Light	25%	+1 bonus
Moderate	50%	+3 bonus
Heavy	75%	+5 bonus

Strong abjuration; CL 13th; Craft Magic Arms and Armor, *limited wish* or *miracle*; Price varies (see above).



FLAME'S DEATH

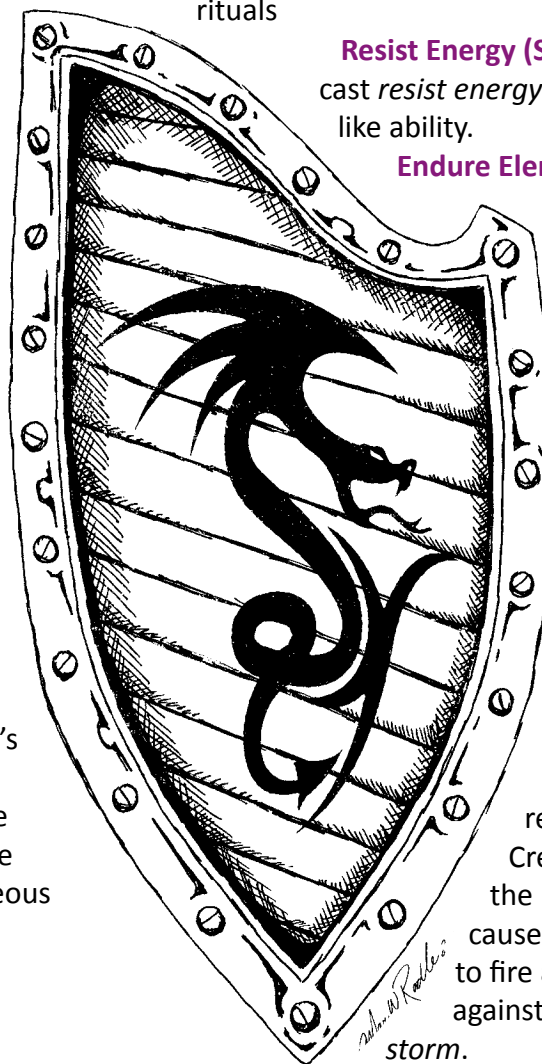
Verthimirix was an ancient red dragon of terrible power and cruelty. The creature dwelt in an active volcano deep within a mountain range. From his lair, Verthimirix would soar out and rain terror and death down on the people living in the plains below.

For generations, the oppressed people did what they could to combat the dragon. Heroes arrived to challenge Verthimirix, but the dragon's remote lair prevented most from ever reaching him. Those who did make it to his caves more often succumb to the volcano's heat, shifting lava flows and stifling air than they did to Verthimirix's fire and claws. A survivor of an encounter with Verthimirix returned with tales of colleagues consumed in fiery pits, suffocated by superheated air, and vaporized in gouts of fiery breath.

Finally, deliverance appeared when an arcane blacksmith named Zigor Tam said he could fashion a shield that would enable a brave soul to resist Verthimirix's powers. He had the villagers scour the countryside for a dragon scale shed from Verthimirix's hide. Through several powerful rituals

Zigor Tam evoked the scale's inherent draconic power. The bearer would be protected from fire, flame and heat even be able to take the shape of a red dragon. He named the shield Flame's Death.

Instead of bestowing Flame's Death on a great warrior, Zigor Tam bore the shield himself in combat against Verthimirix. The smith returned charred and wounded but also bearing Verthimirix's head. He set up a great foundry in Verthimirix's former lair and spent the remainder of his days fashioning weapons and armor of great power using the dragon's skin, scales and bones. Near the end of his life Zigor Tam gave Flame's Death to a paladin so the warrior could carry on the righteous battle against evil.



Requirements

To successfully wield Flame's Death to its fullest potential, a character must fulfill the following requirements.

Feats: Great Fortitude

Skills: Knowledge (arcana) 4 ranks

Shield Level	Wielder Level	Abilities Granted
1 st	—	+1 dragon scale shield
2 nd	4 th	Resist energy (fire) (3/day)
3 rd	6 th	Endure elements
4 th	8 th	+2 dragon scale shield
5 th	10 th	Protection from energy (fire) (3/day)
6 th	12 th	Stalwart fighter
7 th	14 th	+3 dragon scale shield
8 th	16 th	Form of dragon III (1/day)
9 th	18 th	Greater fire storm (1/day)
10 th	20 th	+4 dragon scale shield

Resist Energy (Sp) The wielder of Flame's Death can cast *resist energy* (fire) three times per day as a spell-like ability.

Endure Elements (Ex) The wielder and his equipment does not suffer the ill effects of very hot environments, up to 200 degrees Fahrenheit.

Stalwart Fighter (Ex) The bearer of Flame's Death gains a +4 morale bonus to saves to resist a dragon's frightful presence ability.

Form of the Dragon III (Sp) The wielder can cast *form of the dragon III* once per day as a spell-like ability. The wielder must assume the form of a red dragon.

Greater Fire Storm (Sp) The wielder of Flame's Death can cast *fire storm* once per day as a spell-like ability. Creatures with no fire resistance take 50% more damage. Creatures with fire resistance lose the resistance against the fire damage caused by this ability. Creatures immune to fire are considered to have resist fire 10 against the damage caused by *greater fire storm*.

FIRE STORM

School evocation [fire]; **Level** cleric 8, druid 7

Casting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./level)

Area two 10-ft. cubes per level (S)

Duration instantaneous

Saving Throw Reflex half; **Spell Resistance** yes

When a fire storm spell is cast, the whole area is shot through with sheets of roaring flame. The raging flames do not harm natural vegetation, ground cover, or any plant creatures in the area that you wish to exclude from damage. Any other creature within the area takes 1d6 points of fire damage per caster level (maximum 20d6). Creatures that fail their Reflex save catch on fire, taking 4d6 points of fire damage each round until the flames are extinguished. Extinguishing the flames is a full-round action that requires a DC 20 Reflex save.

FORM OF THE DRAGON III

School transmutation (polymorph); **Level** wizard 8

This spell functions as *form of the dragon II* save that it also allows you to take the form of a Huge chromatic or metallic dragon. You gain the following abilities: a +10 size bonus to Strength, a +8 size bonus to Constitution, a +8 natural armor bonus, fly 120 feet (poor), blindsense 60 feet, darkvision 120 feet, a breath weapon, DR 10/magic, frightful presence (DC equal to the DC for this spell), and immunity to one element (of the same type *form of the dragon I* grants resistance to). You also gain one bite (2d8), two claws (2d6), two wing attacks (1d8), and one tail slap attack (2d6). You can use the breath weapon as often as you like, but you must wait 1d4 rounds between uses. All breath weapons deal 12d8 points of damage and allow a Reflex save for half damage. Line breath weapons increase to 100-foot lines and cones increase to 50-foot cones.

PROTECTION FROM ENERGY

School abjuration; **Level** cleric 3, druid 3, ranger 2, wizard 3

Casting Time 1 standard action

Components V, S, DF

Range touch

Target creature touched

Duration 10 min./level or until discharged

Saving Throw Fortitude negates (harmless); **Spell Resistance** yes (harmless)

Protection from energy grants temporary immunity to the type of energy you specify when you cast it (acid, cold, electricity, fire, or sonic). When the spell absorbs 12 points per caster level of energy damage (to a maximum of 120 points at 10th level), it is discharged.

Protection from energy overlaps (and does not stack with) resist energy. If a character is warded by protection from energy and resist energy, the protection spell absorbs damage until its power is exhausted.

RESIST ENERGY

School abjuration; **Level** cleric 2, druid 2, paladin 2, ranger 1, wizard 2

Casting Time 1 standard action

Components V, S, DF

Range touch

Target creature touched

Duration 10 min./level

Saving Throw Fortitude negates (harmless); **Spell Resistance** yes (harmless)

This abjuration grants a creature limited protection from damage of whichever one of five energy types you select: acid, cold, electricity, fire, or sonic. The subject gains resist energy 10 against the energy type chosen, meaning that each time the creature is subjected to such damage (whether from a natural or magical source), that damage is reduced by 10 points before being applied to the creature's hit points. The value of the energy resistance granted increases to 20 points at 7th level and to a maximum of 30 points at 11th level. The spell protects the recipient's equipment as well.

Resist energy absorbs only damage. The subject could still suffer unfortunate side effects.

Resist energy overlaps (and does not stack with) protection from energy. If a character is warded by protection from energy and resist energy, the protection spell absorbs damage until its power is exhausted.

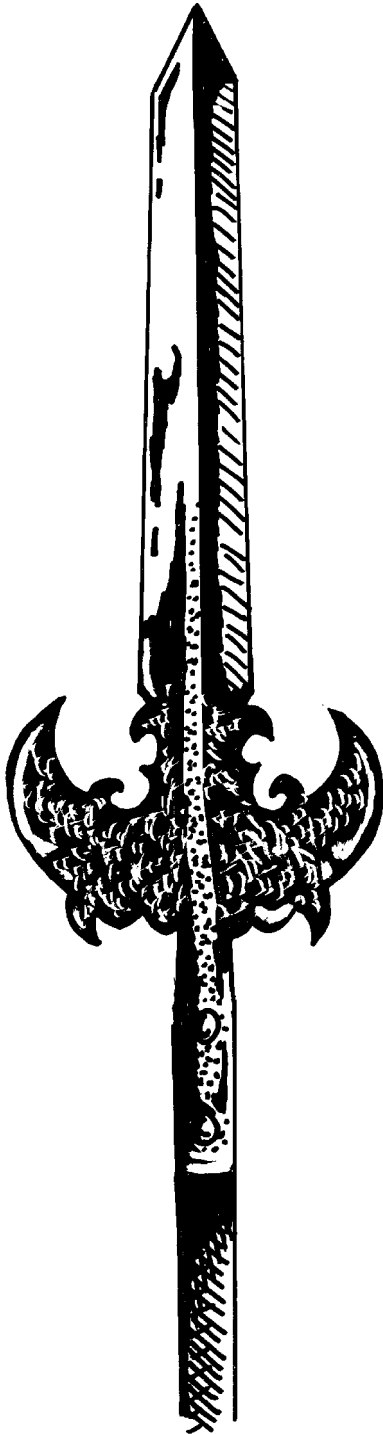
DRAGON SCALE SHIELD

Aura no aura (nonmagical); **CL** —

Slot shield; **Price** 1,000 gp; **Weight** 5 lbs.

Description

This shield is made out of the single, large scale from a dragon's hide. It confers a +2 shield bonus to the wearer but possesses no enhancement bonus. It is lighter and stronger than a normal wooden or steel shield. It has no armor check penalty. It possesses a hardness of 20 and 30 hit points.



GANIS'BRIEL

The war between elves and orcs is a struggle so enduring, so inherent to the identity of both races neither can recall how it all began. The genesis of the conflict is lost to the myths of time. Even the most ancient of elven histories written before the advent of contemporary races such as Halflings and humans describe wars between elves and orcs. It is as if the gods themselves decided orcs and elves would always face each other as bitter foes.

What is a tragedy for most is a boon to some. The unending war has spawned the creation of many powerful magic arms and armor. Smiths and the wizards who create magic weapons have earned fortunes plying their skills for both sides.

Though weapons are always terrible they can also possess an awesome beauty. One such creation is the magical elven shield Ganis'briel, which translates loosely to "one-thousand spinning arrows" in the common tongue.

Ganis'briel was crafted for a great elven arcane archer named Perial who wanted a shield suited to his unique style of combat and ranged sensibilities. Because of this, Ganis'briel is light enough to be easily slung across the back when the wielder is using a bow and then quickly wielded when the shield's powerful protective magic is needed. The shield can also be flung at foes as a ranged weapon, making it doubly useful to warriors such as elves who prefer ranged combat. The shield is beautiful in design and execution. Those who bear it describe its heft, resiliency and usefulness as exceeding any other shield – or weapon – they have ever employed.

Ganis'briel is now considered an important and honored heirloom, passed down from generation to generation among the elves. So deadly is the item, orc tribes have launched campaigns with the single goal of capturing or destroying the shield. It requires constant protection and the bearer must endeavor to keep his identity secret, lest he attract the hordes upon himself, his family and his tribe.

Requirements

To successfully wield Ganis'briel to its fullest potential, a character must fulfill the following requirements.

Feats: Exotic Weapon Proficiency (throwing shield), Point-Blank Shot

Skills: Perception 4 ranks

Shield Level	Wielder Level	Abilities Granted
1 st	—	+1 <i>quickdraw light steel shield</i>
2 nd	4 th	<i>Protection from arrows</i> (3/day)
3 rd	6 th	Deliver Touch Spells
4 th	8 th	+2 <i>returning quickdraw light steel shield</i>
5 th	10 th	Missile Shield
6 th	12 th	Ray Shield
7 th	14 th	+2 <i>returning arrow deflecting quickdraw light steel shield</i>
8 th	16 th	Stunning Critical
9 th	18 th	Improved Evasion
10 th	20 th	+3 <i>returning arrow deflecting quickdraw light steel shield</i>

Protection from Arrows (Sp) Three times per day, the wielder of Ganis' briel can to cast *protection from arrows* as a spell-like ability.

Deliver Touch Spells (Su) Ganis' briel can be used to deliver touch spells for the wielder as long as he is normally capable of casting spells. If the wielder is in contact with Ganis' briel at the time he casts a touch spell, he can then make one free shield bash or shield throw attack using Ganis' briel (at his highest base attack bonus) as part of casting this spell. If successful, the attack deals its normal damage as well as the effects of the spell.

Returning (Su) When thrown, Ganis' briel returns to the wielder. Due to the specific enchantments placed on Ganis' briel, the wielder may apply the shields full enchantment bonus to attack and damage rolls, as if the shield were a magic weapon.

Missile Shield (Ex) The wielder of Ganis' briel gains Missile Shield as a bonus feat.

Ray Shield (Ex) The wielder gains Ray Shield as a bonus feat.

Stunning Critical (Ex) The wielder of Ganis' briel gains Stunning Critical as a bonus feat. This feat only affects shield bashes, shield throw attacks or other attacks made with Ganis' briel.

Improved Evasion (Ex) The wielder of Ganis' briel gains Improved Evasion as a rogue equal to his character level.

PROTECTION FROM ARROWS

School abjuration; **Level** wizard 2

Casting Time 1 standard action

Components V, S, F (a piece of tortoiseshell or turtle shell)

Range touch

Target creature touched

Duration 1 hour/level or until discharged

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

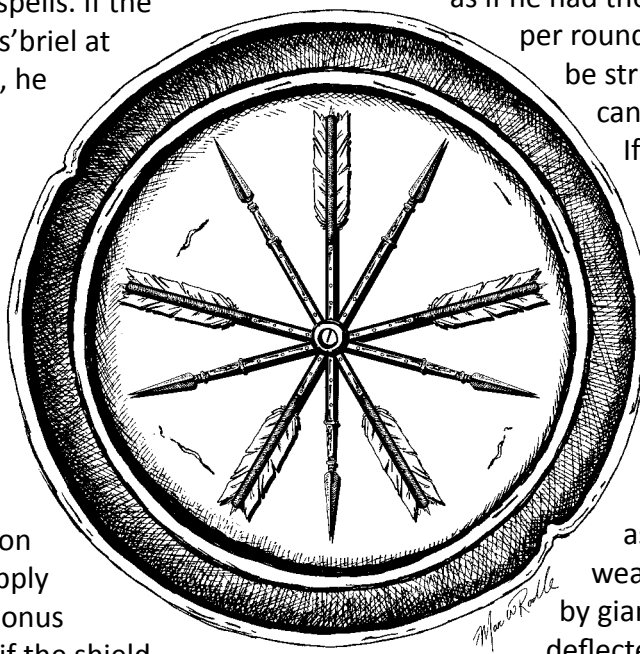
The warded creature gains resistance to ranged weapons. The subject gains damage reduction 10/magic against ranged weapons. This spell doesn't grant you the ability to damage creatures with similar damage reduction. Once the spell has prevented a total of 10 points of damage per caster level (maximum 100 points), it is discharged.

Arrow Deflection: This shield protects the wielder as if he had the Deflect Arrows feat. Once per round when he would normally be struck by a ranged weapon, he can make a DC 20 Reflex save.

If the ranged weapon (or piece of ammunition) has an enhancement bonus, the DC increases by that amount. If he succeeds, the shield deflects the weapon. He must be aware of the attack and not flat-footed. Attempting to deflect a ranged weapon doesn't count as an action. Exceptional ranged weapons, such as boulders hurled by giants or acid arrows, can't be deflected.

Faint abjuration; CL 5th; Craft Magic Arms and Armor, *shield*; Price +2 bonus.

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



through the air back to the creature that threw it. It returns to the thrower just before the creature's next turn (and is therefore ready to use again in that turn). Catching a returning weapon when it comes back is a free action. If the character can't catch it, or if the character has moved since throwing it, the weapon drops to the ground in the square from which it was thrown.

Moderate transmutation; CL 7th; Craft Magic Arms and Armor, *telekinesis*; Price +1 bonus.

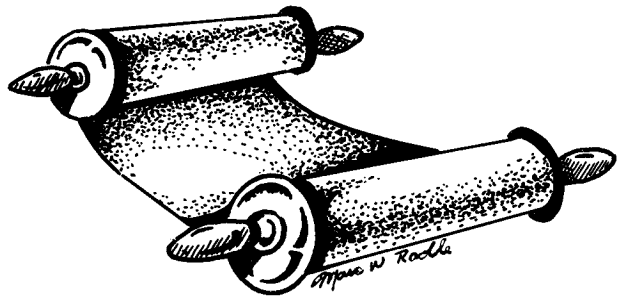
Quickdraw Shield, Light Wooden or Steel: This light shield is specially crafted with a series of straps to allow a character proficient in shields to ready or stow it on his or her back quickly and easily. If you have a base attack bonus of +1 or higher, you may don or put away a quickdraw shield as a swift action combined with a regular move. If you have the Two-Weapon Fighting feat, you can draw a light or one-handed weapon with one hand and a quickdraw shield with the other in the time it would normally take you to draw one weapon. If you have the Quick Draw feat, you may don or put away a quickdraw shield as a free action.

THROWING SHIELD

Because Perial was an expert marksman, Ganis'briel was also created for throwing. It has specially designed straps which allow the wielder to throw it as a standard action.

Dmg(S)	Dmg(M)	Critical	Range	Type	Special
1d6	1d8	X2	20 ft.	B	trip

A throwing shield is an light, exotic weapon and shield that costs 40 gp and weights 6 lbs.



GAUNTLET

Gax the Great was perhaps the most powerful warrior-mage ever known. Exactly how he came into this skill is a matter of tales and supposition. What all the stories do agree on, however, is that Gax could blend sword and spell better than anyone else who ever lived. In this he is regarded as the first true magus, the man who began the tradition and from whom all other magi descend.

Gax was also said to be a master at crafting magical weapons and armor. He created Celaborn, his powerful magic sword and he created Gauntlet, his equally powerful magic shield.

Because he was a skilled swordsman, Gax needed a shield whose powers complimented his sword-and-spell style of fighting. The device would need to be small so it did not interfere with his spells. Because Gax was known to enjoy confronting wizards and fighters (to show off his multiple talents while denigrating them for their single focus) he imbued Gauntlet with powers that kept him safe from weapons and magic.

Unfortunately, Gax was perhaps too successful. His way of combat drew such attention with its success others took it up as well. Though he was the first magus and for a time the most powerful magus, such titles never last forever. A legion of young magi sought out Gax and challenged him to duels. Most could not withstand his skill at arms and spells. A few were genuine challenges. One, a woman named Deria the Acute, was his better. He lost the duel to Deria but came out alive. A day later the two were married. They formed the first school of magi and trained several generations of warrior-mages. Gax's buckler and sword were passed down to each new head of the school. In later years it was rumored the school's leader lost the sword and buckler during an adventure in the mysterious mountain range known as the Purple Mountains.

Requirements

To successfully wield Gauntlet to its fullest potential, a character must fulfill the following requirements.

Feats: Shield Focus

Skills: Craft (armor) 4 ranks

Shield Level	Wielder Level	Abilities Granted
1 st	—	+1 buckler
2 nd	4 th	Caster's defense
3 rd	6 th	Gauntlet fist
4 th	8 th	+1 maneuver's guard buckler
5 th	10 th	Interposing hand (3/day)
6 th	12 th	Touch defense
7 th	14 th	+1 battle step maneuver's guard buckler
8 th	16 th	Spell block
9 th	18 th	Forceful hand (3/day)
10 th	20 th	+2 battle step maneuver's guard buckler

Caster's Defense (Ex) The bearer of Gauntlet gains a +2 bonus to concentration checks when casting spells. This increases to +4 when the wielder reaches 11th level.

Gauntlet Fist (Su) As a swift action, the wielder can turn his fist on the arm bearing the buckler into metal, allowing him to make an unarmed strike that deal 1d6 points of bludgeoning damage plus Strength modifier + 1 point for every two levels the wielder possess. These unarmed strikes ignores the hardness of items with a hardness of 10 or less. The wielder can use this ability a number of rounds per day equal to 1/2 the wielder's level

Interposing Hand (Sp) The wielder of Gauntlet gains the ability to cast *interposing hand* three times per day as a spell-like ability.

Touch Defense (Su) The wielder may add Gauntlet's shield and enhancement bonus to his Armor Class when defending against a melee or ranged touch attack.

Spell Block (Sp) The wielder can attempt to block certain spells with Gauntlet. This requires a move action and is treated as though the wielder was using

dispel magic as a counterspell (see dispel magic spell description). Only spells which directly target the wielder and which have a visible manifestation that the wielder can see (such a magic missile, acid arrow or any ray spell) can be dispelled in this way. The wielder must make a dispel check (1d20 + wielder's level) and compare that to the spell targeting him (DC = 11 + the spell's caster level). If the check fails, the spell effects are resolved as normal. If the check is successful, the spell has no effect on the wielder, although it could still affect others if they were also targeted by the spell. The wielder may do this three times per day.

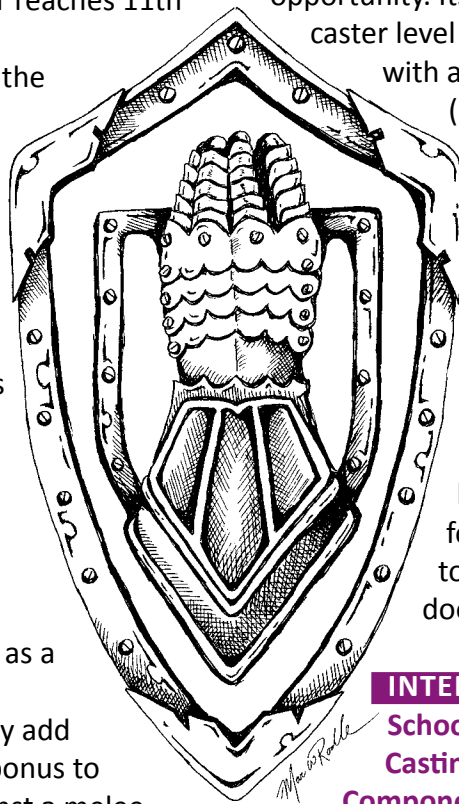
Forceful Hand (Sp) The wielder of Gauntlet gains the ability to cast *forceful hand* three times per day as a spell-like ability.

FORCEFUL HAND

School evocation [force]; **Level** wizard 6

This spell functions as *interposing hand*, except that it can also pursue and bull rush one opponent you select. The forceful hand gets one bull rush attack per round. This attack does not provoke an attack of opportunity. Its CMB for bull rush checks uses your caster level in place of its base attack bonus, with a +8 bonus for its Strength score (27), and a +1 bonus for being Large.

The hand always moves with the opponent to push them back as far as possible. It has no movement limit for this purpose. Directing the spell to a new target is a move action. Forceful hand prevents the opponent from moving closer to you without first succeeding on a bull rush attack, moving both the forceful hand and the target closer to you. The forceful hand can instead be directed to interpose itself, as *interposing hand* does.



INTERPOSING HAND

School evocation [force]; **Level** wizard 5

Casting Time 1 standard action

Components V, S, F (a soft glove)

Range medium (100 ft. + 10 ft./level)

Effect 10-ft. hand

Duration 1 round/level (D)

Saving Throw none; **Spell Resistance** yes

Interposing hand creates a Large magic hand that appears between you and one opponent. This floating, disembodied hand then moves to remain between the two of you, regardless of where you move or how the opponent tries to get around it, providing cover (+4 AC) for you against that opponent. Nothing can fool the hand—it sticks with the selected opponent in spite of darkness, invisibility, polymorphing, or any other attempt at hiding or disguise. The hand does not pursue an opponent, however.

An interposing hand is 10 feet long and about that wide with its fingers outstretched. It has as many hit points as you do when you're undamaged, and is AC 20 (–1 size, +11 natural). It takes damage as a normal creature, but most magical effects that don't cause damage do not affect it.

The hand never provokes attacks of opportunity from opponents. It cannot push through a *wall of force* or enter an *antimagic field*, but it suffers the full effect of a *prismatic wall* or *prismatic sphere*. The hand makes saving throws as its caster.

Disintegrate or a successful *dispel magic* destroys it.

Any creature weighing 2,000 pounds or less that tries to push past the hand is slowed to half its normal speed. The hand cannot reduce the speed of a creature weighing more than 2,000 pounds, but it still affects the creature's attacks.

Directing the spell to a new target is a move action.

Battle Step: This armor allows the wearer to take an additional 5-foot step each round. This can be combined with an existing 5-foot step (allowing the wearer to make two such steps), but not with other movement.

Minor transmutation; CL 1st; Craft Magic Arms and Armor, *longstrider*; Price +2 bonus.

Maneuver's Guard: The wearer of this armor gains a +4 bonus to Combat Maneuver Defense, she can also make an attack of opportunity against an opponent who would normally not provoke attacks of opportunity when starting a combat maneuver against the wearer—even one with the appropriate Improved Combat Maneuver feat or the grab ability. This does not count against her total number of attacks of opportunity each round.

Minor abjuration; CL 1st; Craft Magic Arms and Armor, *shield*; Price +1 bonus.

GOLDEN GRIFFON

Bronwyn Blackrose was a renowned ranger who possessed an especially empathic connection to animals and beasts. His pure heart, generous nature and courageous defense of the natural world earned him the services of a highly intelligent and fiercely loyal griffon with golden feathers. The creature served as the ranger's steed and close companion.

One fateful day, wyverns attacked Bronwyn and his griffon while the pair flew high above the ground. During the battle, Bronwyn's griffon suffered several poisonous stings. Weakened, the animal was unable to remain aloft. Bronwyn and the griffon plummeted to the rocky ground far below.

In its last act the griffon made sure its body took the brunt of the impact. Although terribly injured, Bronwyn survived the fall. Wracked with a profound feeling of grief and guilt, the ranger plucked a single golden feather from the dead griffon and then buried his loyal mount there among the rocky hills where it had died.

Bronwyn carried that golden feather with him for many months. Eventually, he had a magical shield crafted to honor his fallen friend. Bronwyn watched as the expert craftsman's hammer fell repeatedly on the new shield, giving it shape and form. Just as the last hammer blow fell, Bronwyn tossed the feather onto the shield. The plumage vanished as the craftsman's hammer struck, as if the golden feather had somehow fused with the very metal. At that moment, the image of a griffon appeared on the shield's surface, glowing with a soft, amber light.

Bronwyn named the shield Golden Griffon. It was this shield he bore when he stalked and annihilated the nest of wyverns that had slain his animal friend. He carried Golden Griffon with him for the remainder of his life. Upon his death, it is said he passed the shield on to his son, who carries it to this day.

Requirements

To successfully wield Golden Griffon to its fullest potential, a character must fulfill the following requirements.

Feats: Power Attack

Skills: Acrobatics 4 ranks, Handle Animal 4 ranks

Shield Level	Wielder Level	Abilities Granted
1 st	—	+1 <i>light steel shield</i>
2 nd	4 th	<i>Feather fall</i> (3/day)
3 rd	6 th	Dragon foe
4 th	8 th	+2 <i>light steel shield of vitalization</i>
5 th	10 th	Golden griffon
6 th	12 th	Ranger's redoubt
7 th	14 th	+3 <i>light steel shield of vitalization</i>
8 th	16 th	Greater ranger's redoubt
9 th	18 th	Greater dragon foe
10 th	20 th	+4 <i>light steel shield of vitalization</i>

Feather Fall (Sp) The wielder of the Golden Griffon shield gains the ability to cast *feather fall* three times per day as a spell-like ability.

Dragon Foe (Ex) The wielder of the Golden Griffon gains dragons as a favored enemy. He gains a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks against dragons as well as a +2 bonus on weapon attack and damage rolls against them. This stacks with a ranger's favored enemy class feature.

Golden Griffon (Su) As a standard action, the wielder may cause the image of the griffon emblazoned on the shield to become an actual griffon, similar to a Figurine of Wondrous Power (Bronze Griffon). When animated, the griffon acts in all ways like a normal griffon under the command of its possessor. This may be done three times per week for up to 6 hours per use. When 6 hours have passed or when commanded by the wielder, the golden griffon once again becomes an image on the shield.

Ranger's Redoubt (Ex): A wielder of the Golden Griffon who possesses the favored enemy class ability including that conferred through Dragon Foe, gain a +2 bonus to AC against any creature selected as a favored enemy.

Greater Dragon Foe (Ex) The Dragon Foe bonuses conferred to the wielder double to +4. This stacks with a ranger's favored enemy class feature.

Greater Ranger's Redoubt (Ex): A wielder of the Golden Griffon who possesses the favored enemy class ability including that conferred through Dragon Foe, gain a +4 bonus to AC against any creature selected as a favored enemy.

FEATHER FALL

School transmutation; **Level** bard 1, wizard 1

Casting Time 1 immediate action

Components V

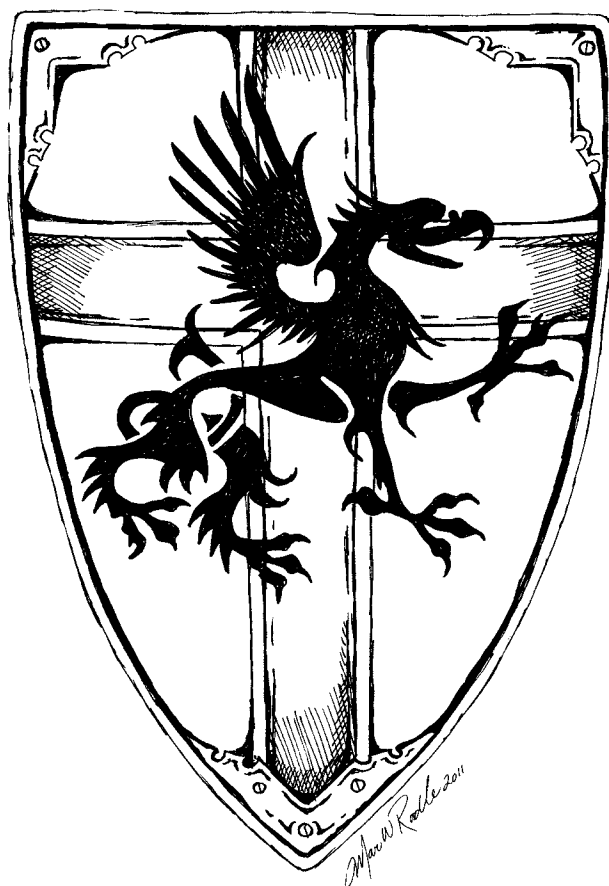
Range close (25 ft. + 5 ft./2 levels)

Targets one Medium or smaller freefalling object or creature/level, no two of which may be more than 20 ft. apart

Duration until landing or 1 round/level

Saving Throw Will negates (harmless) or Will negates (object); **Spell Resistance** yes (object)

The affected creatures or objects fall slowly. Feather fall instantly changes the rate at which the targets fall to a mere 60 feet per round (equivalent to the end of a fall from a few feet), and the subjects take no damage upon landing while the spell is in effect. When the spell duration expires, a normal rate of falling resumes.



The spell affects one or more Medium or smaller creatures (including gear and carried objects up to each creature's maximum load) or objects, or the equivalent in larger creatures: a Large creature or object counts as two Medium creatures or objects, a Huge creature or object counts as four Medium creatures or objects, and so forth.

This spell has no special effect on ranged weapons unless they are falling quite a distance. If the spell is cast on a falling item, the object does half normal damage based on its weight, with no bonus for the height of the drop.

Feather fall works only upon free-falling objects. It does not affect a sword blow or a charging or flying creature.

Vitalization: Once per day as an immediate action, the wearer can ignore one debilitating condition (shaken, sickened, paralyzed, and so on) for 1 round per hit die and that time counts as part of the condition's duration. In other words, if the wearer is sickened for 10 rounds but she ignores the condition for 6 rounds; after the 6 rounds have elapsed, she is sickened for 4 more rounds. The wearer cannot ignore the dead condition.

Faint conjuration; CL 5th; Craft Magic Arms and Armor, Mercy ability; Price +1 bonus.

GRINNING SKULL

In the mist-shrouded lands to the north, the dead walk in great numbers. It seems as if the land itself rejects creatures buried in it and forces them out to roam the world as undead horrors. No one knows exactly why this is so, but there is certainly no shortage of theories.

Unfortunately, theories do little to protect the people as they lay in their beds at night.

Only Samuel, a local cleric possessed the inner will strong enough to combat the undead terrorizing his parishioners. Though Samuel could destroy the lesser creatures, the zombies, the ghouls, the wights, his powers were not great enough to thwart the stronger undead, the shadows and vampires. The problem was bigger than he was capable of dealing with alone.

And so, Samuel traveled to meet with Althagast, a white necromancer who lived in a ruined tower hidden in the dark hills surrounding many of the towns.

"Give us a weapon to combat these evil undead," Samuel begged.

"I will create such a weapon for you," Althagast promised, "come back on the next full moon and I will give you what you ask for."

And so, on the next full moon, Samuel returned to the white necromancer's tower.

"Do you have the weapon?" he asked.

"I do," Althagast said, and handed the cleric a shield, decorated with a large, grinning skull.

"But this is not a weapon!" Samuel said. "How will this help me fight the undead that are over running our homes?"

"This shield is indeed a weapon, but it is much more. In addition to helping you to fight and destroy undead, it will also protect you from them at the same time. Have faith."

Chastened by a man who ostensibly had none, Samuel took the shield down into the lands that surrounded the town and began his work. He found the shield, which he dubbed Grinning Skull, to be everything the white necromancer had promised. It seemed that by harnessing the powers of necromancy it could better affect creatures created through the same dark energies.

Samuel cut a swath through the undead hordes. He rooted out a nest of vampires and their spawn, eventually dragging the kicking and screaming vampire lord into the purifying light of the sun. He vaporized a spectre haunting a lonely road. He even put to rest a lich that had taken up residence nearby, drawn by the large number of undead.

One evening, as the people were leaving the cleric's temple after an especially heart-felt sermon, a beautiful woman lingered. Samuel did not recognize her, but since his fame as an undead killer had grown, he often saw new people at his sermons.

"Your fame precedes you, good cleric," the beautiful woman said, "it is truly a great honor to speak with you."

"No, my child." Samuel smiled. "It is the power of my faith and the power of my shield that are responsible for any fame I may have."

"Ah yes," she said softly, her eyes narrowing, "I have heard stories of your wondrous shield. Where is it, by the way? I would love to catch a glimpse of it."

"I keep the shield locked in my inner sanctuary, where it is safe." Samuel glanced around and saw that the temple was now empty of townspeople. "I could show it to you if you like."

"No," the young woman said, "I think that I do not wish to see it after all. I think that perhaps you may

wish you had it with you now, though ...”

Samuel’s smile faded as he tilted his head questioningly at the woman.

It was then that he noticed, as if for the first time, her deathly pale complexion.

And her vampire fangs ...

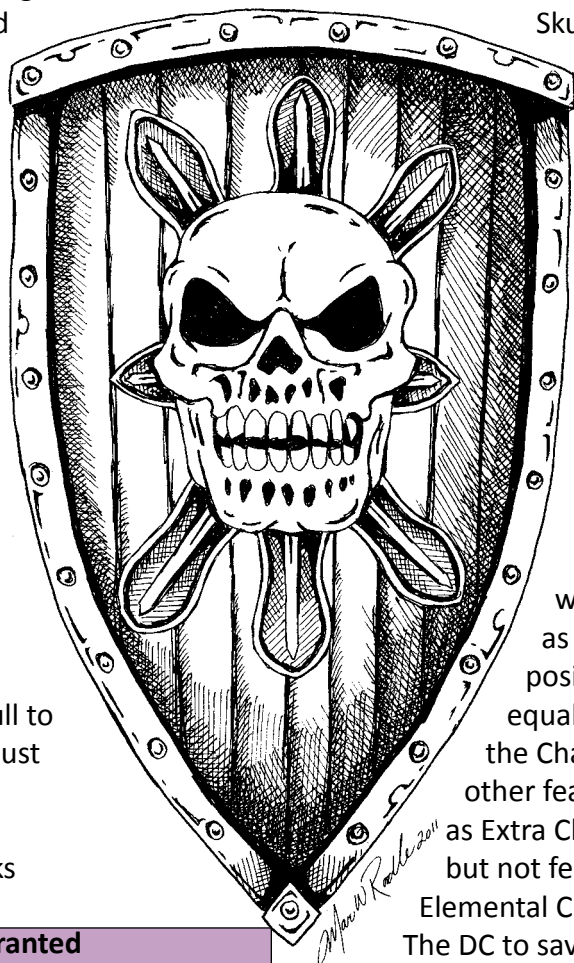
Though Samuel no longer protects the land, other stalwart souls have organized under his example to keep the north lands clear of undead. It is rumored the Grinning Skull sits buried in some forgotten crypt, a trophy for the vampire who ended Samuel’s career.

Requirements

To successfully wield Grinning Skull to its fullest potential, a character must fulfill the following requirements.

Feats: Iron Will

Skills: Knowledge (religion) 4 ranks



Shield of Force (Su) The wielder of Grinning

Skull can cause the shield to turn transparent and glow with a holy light for a number of rounds equal to his Charisma modifier (minimum 1). While in effect this ability allows the wielder to add the shield’s total bonus to his AC against attacks from incorporeal creatures. These rounds do not need to be consecutive.

Halt Undead (Sp) The wielder can cast *halt undead* three times per day as a spell-like ability.

Smite Undead (Su) The wielder receives Channel Smite as a bonus feat. He can channel positive energy as a cleric of a level equal to his level -4, but only to use the Channel Smite feat. He can take other feats to add to this ability, such as Extra Channel and Improved Channel, but not feats that alter this ability, such as Elemental Channel and Alignment Channel.

The DC to save against these feats is equal to 10 + 1/2 the wielder’s level + the wielder’s Charisma modifier. At 20th level, undead cannot add their channel resistance to the save against this ability.

Stalwart Soul (Su) The wielder of Grinning Skull receives a +4 morale bonus on attack rolls made to confirm critical hits against undead. This does not stack with Critical Focus. The wielder also receives this bonus on saves against any fear effect or spell cast by an undead creature. The wielder is also granted a save to negate such effects even if one is not normally allowed.

Undeath to death (Sp): The wielder of Grinning Skull can use *undeath to death* once per day as a spell-like ability.

Shield Level	Wielder Level	Abilities Granted
1 st	—	+1 life’s warding heavy steel shield
2 nd	4 th	Detect undead (3/day)
3 rd	6 th	Shield of force
4 th	8 th	+2 life’s warding heavy shield
5 th	10 th	Halt undead (3/day)
6 th	12 th	Smite undead
7 th	14 th	+3 life’s warding heavy steel shield
8 th	16 th	Stalwart soul
9 th	18 th	Undeath to death (1/day)
10 th	20 th	+4 life’s warding heavy steel shield

Detect Undead (Sp) The wielder of Grinning Skull can cast *detect undead* three times per day as a spell-like ability.

DETECT UNDEAD

School divination; **Level** cleric 1, paladin 1, wizard 1

Casting Time 1 standard action

Components V, S, M/DF (earth from a grave)

Range 60 ft.

Area cone-shaped emanation

Duration concentration, up to 1 minute/ level (D)

Saving Throw none; **Spell Resistance** no

You can detect the aura that surrounds undead creatures. The amount of information revealed depends on how long you study a particular area.

- 1st Round:** Presence or absence of undead auras.
- 2nd Round:** Number of undead auras in the area and the strength of the strongest undead aura present. If you are of good alignment, and the strongest undead aura’s strength is overwhelming (see below), and the creature has HD of at least twice your character level, you are stunned for 1 round and the spell ends.
- 3rd Round:** The strength and location of each undead aura. If an aura is outside your line of sight, then you discern its direction but not its exact location.

Aura Strength: The strength of an undead aura is determined by the HD of the undead creature, as given on the table below.

Lingering Aura: An undead aura lingers after its original source is destroyed. If detect undead is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power, as given on the table below.

HD	Strength	Lingering Aura Duration
1 or lower	Faint	1d6 rounds
2–4	Moderate	1d6 minutes
5–10	Strong	1d6 × 10 minutes
11 or higher	Overwhelming	1d6 days

Each round, you can turn to *detect undead* in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

HALT UNDEAD

School necromancy; **Level** wizard 3

Casting Time 1 standard action

Components V, S, M (a pinch of sulfur and powdered garlic)

Range medium (100 ft. + 10 ft./level)

Targets up to three undead creatures, no two of which can be more than 30 ft. apart

Duration 1 round/level

Saving Throw Will negates (see text); **Spell Resistance** yes

This spell renders as many as three undead creatures immobile. A nonintelligent undead creature gets no saving throw; an intelligent undead creature does. If the spell is successful, it renders the undead creature immobile for the duration of the spell (similar to the effect of hold person on a living creature). The effect is broken if the halted creatures are attacked or take damage.

UNDEATH TO DEATH

School necromancy; **Level** cleric 6, wizard 6

Components V, S, M/DF (diamond powder worth 500 gp)

Area several undead creatures within a 40-ft.-radius burst

Saving Throw Will negates

Undeath to death snuffs out the life force of undead creatures, killing them instantly. The spell slays 1d4 HD worth of undead creatures per caster level (maximum 20d4). Creatures with the fewest HD are affected first; among creatures with equal HD, those who are closest to the burst’s point of origin are affected first. No creature of 9 or more HD can be affected, and HD that are not sufficient to affect a creature are wasted.

Life’s Warding: The wearer is surrounded by a veil of positive energy, making it harder for creatures to harm her. When under the effect of this ability, the wearer gains a +2 sacred bonus to AC and a +2 sacred bonus on saves. Both of these bonuses apply only against attacks or effects created by undead creatures. The wearer can activate this ability once per day as an immediate action and the effect lasts for 10 minutes. The wearer can dismiss this effect and its remaining duration as a swift action to deal a number of points of positive energy damage equal to the wearer’s HD to all undead creatures within 5 feet of the wearer.

Faint transmutation; CL 1st; Craft Magic Arms and Armor, *veil of positive energy*; Price +400 gp.

NANROC

According to dwarven legend, Raurrick was the greatest axe warrior who ever lived. His skill with the battleaxe and waraxe was so great no one was ever able to best him. In time, Raurrick became known among dwarves as the Axe Thane, an appellation that, according to the legends, he worked tirelessly to live up to. In fact, Raurrick became such an expert axe master he refused to ever go anywhere without an axe at his side.

Late in his life, Raurrick heard the call of the gods and became a great warrior-priest. Dwarven tradition, however, dictated that clerics could not carry weapons into areas sacred to the gods or to meetings between warring clans when they occurred under a temporarily declared truce. This did not sit well with Raurrick, who still refused to go anywhere without an axe close at hand.

So, Raurrick prayed to the gods for guidance. His answer came in the form of a vision. The vision was that of a shield and it was that very shield that he promptly set about forging.

Once finished, Raurrick placed his new shield on the sacred forge and dedicated it to the gods, naming it Nanroc, meaning “protected always.” The image of the axe emblazoned on the shield’s surface flared a deep red as the prayer of dedication concluded and Raurrick knew the gods had blessed his shield.

Over the years Raurrick carried Nanroc into countless battles, both military and diplomatic. The mystical shield lived up to its name and never left Raurrick unprotected. Along with his magical war axe, Raurrick counted his shield Nanroc among his most prized possessions. When his son was born, he vowed to one day pass his axe and his shield on to him.

Raurrick did not live long enough to see that vow through, nor did his son ever inherit the shield. Raurrick died fighting a powerful clan of hobgoblins and ogres. The few companions who survived the battle told of how an ogre carried off Raurrick’s body and gear into the depths. The shield now most likely hangs in a hobgoblin chief’s throne room. It is fortunate the humanoid probably does not realize the shield’s true power.

Requirements

To successfully wield Nanroc to its fullest potential, a character must fulfill the following requirements.

Feats: Shield Focus

Skills: Knowledge (dungeoneering) 4 ranks

Shield Level	Wielder Level	Abilities Granted
1 st	—	+1 heavy wooden shield
2 nd	4 th	<i>Spiritual weapon</i> (3/day)
3 rd	6 th	+1 bashing heavy wooden shield
4 th	8 th	Damaging defense
5 th	10 th	+2 bashing heavy wooden shield
6 th	12 th	Shield slam
7 th	14 th	+3 bashing heavy wooden shield
8 th	16 th	Bashing finish
9 th	18 th	Vorpal weapon
10 th	20 th	+4 bashing heavy wooden shield

Spiritual Weapon (Sp) The wielder of Nanroc gains the ability to cast *spiritual weapon* three times per day as a spell-like ability. Only a battleaxe or dwarven waraxe may be produced in this way.

Damaging Defense (Su) When used in a shield bash Nanroc gains a bonus to attack and damage rolls equal to its enhancement bonus as if it were a magic weapon. This stacks with the +1 bonus granted by the bashing enhancement.

Shield Slam (Ex) The wielder gains Shield Slam as a bonus feat.

Bashing Finish (Ex) The wielder receives Bashing Finish as a bonus feat.

Vorpal Weapon (Su) Once per day Nanroc can convey the vorpal weapon quality on any battleaxe or dwarven waraxe used by its’ wielder for a number of rounds equal to ½ the wielder’s level. The wielder must declare the use of this ability before he makes an attack roll with the enhanced weapon.

SPIRITUAL WEAPON

School evocation [force]; **Level** cleric 2

Casting Time 1 standard action

Components V, S, DF

Range medium (100 ft. + 10 ft./level)

Effect magic weapon of force

Duration 1 round/level (D)

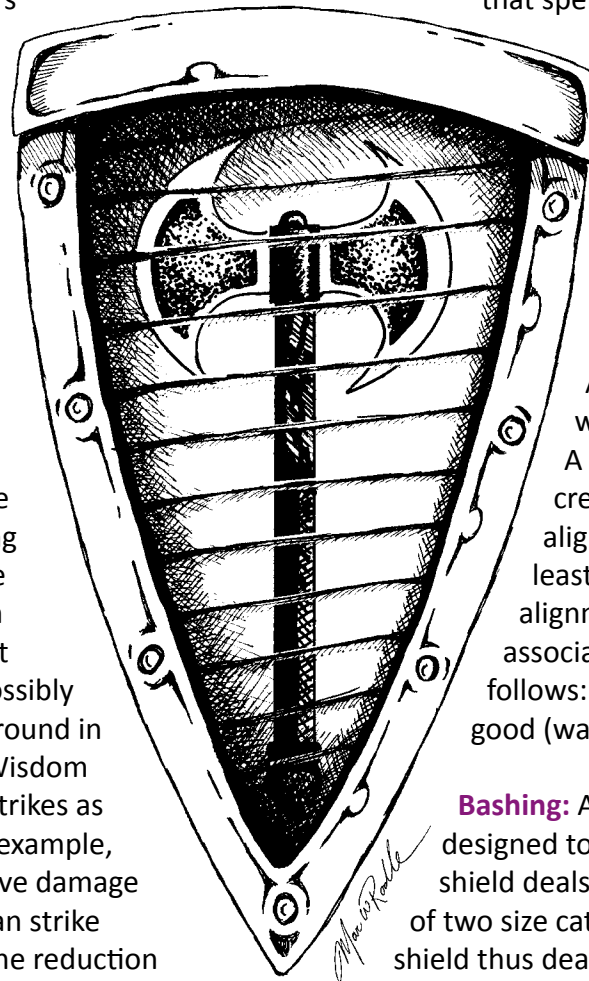
Saving Throw none; **Spell Resistance** yes

A weapon made of force appears and attacks foes at a distance, as you direct it, dealing 1d8 force damage per hit, + 1 point per three caster levels (maximum +5 at 15th level). The weapon takes the shape of a weapon favored by your deity or a weapon with some spiritual significance or symbolism to you (see below) and has the same threat range and critical multipliers as a real weapon of its form. It strikes the opponent you designate, starting with one attack in the round the spell is cast and continuing each round thereafter on your turn. It uses your base attack bonus (possibly allowing it multiple attacks per round in subsequent rounds) plus your Wisdom modifier as its attack bonus. It strikes as a spell, not as a weapon, so for example, it can damage creatures that have damage reduction. As a force effect, it can strike incorporeal creatures without the reduction in damage associated with incorporeality. The weapon always strikes from your direction. It does not get a flanking bonus or help a combatant get one. Your feats or combat actions do not affect the weapon. If the weapon goes beyond the spell range, if it goes out of your sight, or if you are not directing it, the weapon returns to you and hovers.

Each round after the first, you can use a move action to redirect the weapon to a new target. If you do not, the weapon continues to attack the previous round's target. On any round that the weapon switches targets, it gets one attack. Subsequent rounds of attacking that target allow the weapon to make multiple attacks if your base attack bonus would allow it to. Even if the spiritual weapon is a ranged weapon, use the spell's range, not the weapon's normal range increment, and switching targets still is a move action.

A spiritual weapon cannot be attacked or harmed by physical attacks, but *dispel magic*, *disintegrate*, a *sphere of annihilation*, or a *rod of cancellation* affects it. A spiritual weapon's AC against touch attacks is 12 (10 + size bonus for Tiny object).

If an attacked creature has spell resistance, you make a caster level check (1d20 + caster level) against



that spell resistance the first time the spiritual weapon strikes it. If the weapon is successfully resisted, the spell is dispelled. If not, the weapon has its normal full effect on that creature for the duration of the spell.

The weapon that you get is often a force replica of your deity's own personal weapon. A cleric without a deity gets a weapon based on his alignment. A neutral cleric without a deity can create a spiritual weapon of any alignment, provided he is acting at least generally in accord with that alignment at the time. The weapons associated with each alignment are as follows: chaos (battleaxe), evil (light flail), good (warhammer), law (longsword).

Bashing: A shield with this special ability is designed to perform a shield bash. A bashing shield deals damage as if it were a weapon of two size categories larger (a Medium light shield thus deals 1d6 points of damage and a Medium heavy shield deals 1d8 points of damage). The shield acts as a +1 weapon when used to bash. Only light and heavy shields can have this ability.

Moderate transmutation; CL 8th; Craft Magic Arms and Armor, *bull's strength*; Price +1 bonus.

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

Strong necromancy and transmutation; CL 18th; Craft Magic Arms and Armor, *circle of death*, *keen edge*; Price +5 bonus.

SCORPION STING

In a far off desert kingdom, a powerful king known as the Scorpion Padishah once ruled from a gleaming city next to a vast oasis. The Padishah commanded a small but loyal army, dedicated to protecting the city from violent raiders and tribesmen that wandered the surrounding desert. Leading this army were seven elite warriors known as the Seven Scorpions. Each of these elite warriors was said to equal 10 normal men and each was sworn to protect the city and the Padishah with their lives.

According to various tales, the Seven Scorpions each carried a different fantastic weapon, from a golden scimitar that could cleave through solid rock to an intelligent spear said to have once belonged to a shaitan genie. The one thing that all the tales agree on is that each of these seven great warriors carried an identical magical shield, called Scorpion Sting, which was given to them by the Scorpion Padishah himself.

Possessing a Scorpion Sting shield was the highest accolade one could receive within the desert kingdom. If a Scorpion warrior fell in battle, one of his fellow Scorpions was honor bound to recover the fallen Scorpion's shield and return it to the Padishah who would then bestow it on a worthy successor.

It is not known what became of the seven Scorpion Sting shields after the uncaring desert reclaimed the Scorpion Padishah's city. One of the shields is thought to be in the possession of a wicked desert sultan; another is rumored to be part of an Efreeti's personal hoard. At least two of the shields are thought destroyed. As for the whereabouts of the remaining Scorpion Sting shields, none can say with certainty.

Requirements

To successfully wield Scorpion Sting to its fullest potential, a character must fulfill the following requirements.

Feats: Nimble Moves

Skills: Knowledge (nature) 4 ranks, Stealth 4 ranks

Shield Level	Wielder Level	Abilities Granted
1 st	—	+1 heavy steel shield
2 nd	4 th	Ant haul (3/day)
3 rd	6 th	Venom resistance
4 th	8 th	+1 light fortification heavy steel shield
5 th	10 th	Scorpion form (3/day)
6 th	12 th	Scorpion tail lash
7 th	14 th	+3 light fortification heavy steel shield
8 th	16 th	Scorpion's carapace
9 th	18 th	Venom immunity
10 th	20 th	+4 light fortification heavy steel shield



Ant Haul (Sp): The wielder of Scorpion Sting can increase his strength to that of an insect. He may cast *ant haul* as a spell-like ability three times per day.

Venom Resistance (Ex): The wielder of Scorpion Sting gains a +4 bonus to saves against all poisons.

Scorpion Form (Sp) Scorpion Sting grants its wielder the ability to use *vermin shape I* three times per day as a spell-like ability. The wielder may only take the form of a scorpion.

Scorpion Tail Lash (Su) Three times per day as a free action, the scorpion emblazoned on the shield can be commanded to attack with its tail (independently of the shield wearer), stinging with the wielder's base attack bonus (including multiple attacks, if the wielder has them) and dealing 1d6 points of damage plus infecting the target with giant scorpion poison. This attack is in addition to any actions performed by the wielder.

Giant Scorpion Poison Sting—injury; *save* Fort DC 17; *frequency* 1/round for 6 rounds; *effect* 1d2 Strength damage; *cure* 1 save.

Scorpion's Carapace (Ex): The skin of Scorpion Sting's wielder becomes rigid, almost like chitin. He gains DR 10/bludgeoning.

Venom Immunity (Ex) The wielder of Scorpion Sting gains immunity to all poisons.

ANT HAUL

School transmutation; **Level** alchemist 1, cleric 1, druid 1, ranger 1, sorcerer/wizard 1, summoner 1

Casting Time 1 standard action

Components V, S, M/DF (a small pulley)

Range touch

Target creature touched

Duration 2 hours/level

Saving Throw Fortitude negates (harmless); **Spell**

Resistance yes (harmless)

The target's carrying capacity triples. This does not affect the creature's actual Strength in any way, merely the amount of material it can carry while benefiting from this spell. It also has no effect on encumbrance due to armor. If the creature wears armor it still takes the normal penalties for doing so regardless of how much weight the spell allows it to carry.

VERMIN SHAPE I

School transmutation (polymorph); **Level** alchemist 4, druid 3, magus 4, sorcerer/wizard 4, witch 3

Casting Time 1 standard action

Components V, S, M (a piece of the creature whose form you plan to assume)

Range personal

Target you

Duration 1 minute/level

When you cast this spell, you assume the form of any Small or Medium creature of the vermin type. If the form you assume has any of the following abilities, you gain the listed ability: climb 30 feet, fly 30 feet (average maneuverability), swim 30 feet, darkvision 60 feet, low-light vision, scent, and lunge. You don't gain full immunity to mind-affecting effects, but you do gain a +2 resistance bonus on all saving throws against such effects.

Small vermin: If you take the form of a Small vermin, you gain a +2 size bonus to your Dexterity and a +2 natural armor bonus.

Medium vermin: If you take the form of a Medium vermin, you gain a +2 size bonus to your Strength and a +3 natural armor bonus.

Fortification: This suit of armor or shield produces a magical force that protects vital areas of the wearer more effectively. When a critical hit or sneak attack is scored on the wearer, there is a chance that the critical hit or sneak attack is negated and damage is instead rolled normally.

Fortification Type	Chance for Normal Damage	Base Price Modifier
Light	25%	+1 bonus
Moderate	50%	+3 bonus
Heavy	75%	+5 bonus

Strong abjuration; CL 13th; Craft Magic Arms and Armor, *limited wish* or *miracle*; Price varies (see above).

SOVEREIGN'S SHIELD

Owain Dantagwyn was called The Lion. He was a great king who saw his role as Protector of the Realm as a sacred pact between himself and his people. King Owain personified all the qualities one desired in a sovereign. He was good and kind, strong and just.

The Lion went to great lengths to insure the safety, prosperity and well-being of his people. What's more, he firmly believed that all people, regardless of their station in life, deserved to be treated fairly and equally. He codified the realm's first set of laws. He even specified that no one, not even a king, should be above the law. The reign of King Owain the Lion was truly a golden age.

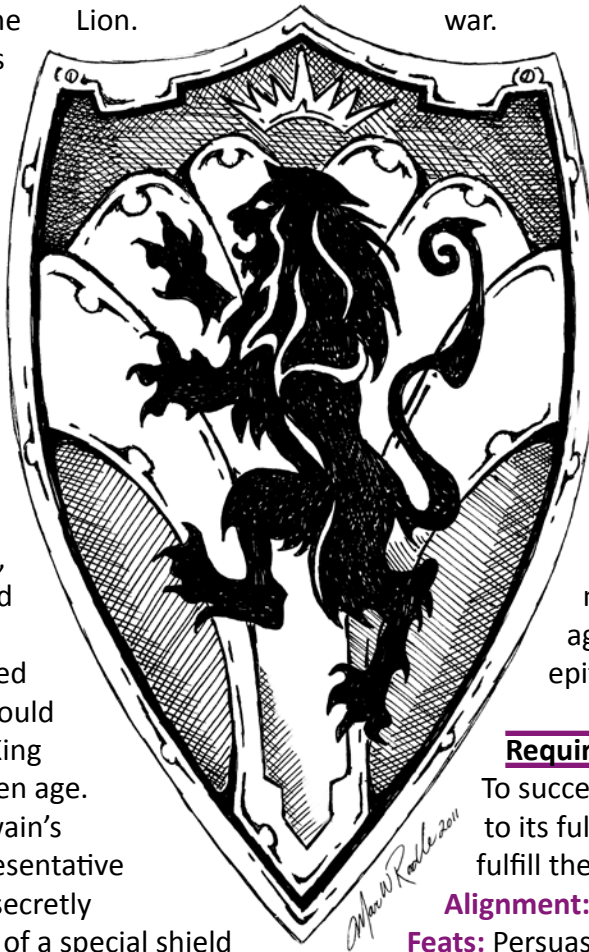
On the anniversary of King Owain's 30th year on the throne, a representative group of his lords and subjects secretly commissioned the construction of a special shield to commemorate the king's long and just reign, and honor his commitment to the protection of his people. The shield was given the name Sovereign's Shield.

By the time King Owain had reached his seventies, he was in failing health. When it was clear he was no longer fit to rule, the King transferred power to his young son, Prince Tarrgrin, as detailed by the law. To signify this official transfer of power, the King held a great ceremony in which he formally turned over the Sovereign's Shield to the young prince. Less than a year later, the great king, the Protector of the Realm, died peacefully in his sleep.

The people had hoped that the king's son would be as wise, strong and just as his father had been. Alas, it was not to be. While it was clear that Tarrgrin tried mightily to live up to his father's example, he was in truth only a shadow of the ruler King Owain had been.

Within two years, more than one lord had rebelled and attempted to wrest control from King Tarrgrin. In reaction, Tarrgrin became a despot. He ignored his father's laws and set about imprisoning without trial any person he suspected of treason. Instead of quelling unrest, Tarrgrin's actions forced his vassals to

Lion.



act. The kingdom was soon torn apart in full out civil war.

Eventually, the castle was taken and King Tarrgrin was captured and beheaded. In the chaos that followed, the Sovereign's Shield disappeared. Perhaps it was taken by one of the petty lords; perhaps it was accidentally destroyed. There are even those that believe someone loyal to the ideals of law, protection and equality King Owain the Lion had stood for secreted the Sovereign's Shield away and hid it. If true, it may be that the shield will surface again in the hands of one who also epitomizes those same ideals.

Requirements

To successfully wield Sovereign's Shield to its fullest potential, a character must fulfill the following requirements.

Alignment: any Lawful

Feats: Persuasive

Skills: Diplomacy 4 ranks, Knowledge (nobility) 4 ranks

Shield Level	Wielder Level	Abilities Granted
1 st	—	+1 heavy steel shield
2 nd	4 th	Protective aura
3 rd	6 th	Enthrall (3/day)
4 th	8 th	+2 commanding poise heavy steel shield
5 th	10 th	Protection from chaos (3/day)
6 th	12 th	Globe of invulnerability (1/day)
7 th	14 th	+3 commanding poise heavy steel shield
8 th	16 th	Greater protective aura
9 th	18 th	Shield of law (1/day)
10 th	20 th	+4 commanding poise heavy steel shield

Protective Aura (Su) Sovereign's Shield can emit a 30-foot aura of protection for a number of rounds per day equal to its wielder's level. All those within this aura gain a +1 deflection bonus to AC and resistance 5 against all elements (acid, cold, electricity, fire, and sonic). These rounds do not need to be consecutive.

Enthrall (Sp) The wielder of Sovereign's Shield gains the ability to cast *enthrall* three times per day as a spell-like ability.

Protection from Chaos (Sp) The wielder gains the ability to cast *protection from chaos* three times per day as a spell-like ability.

Globe of Invulnerability (Sp) The wielder of Sovereign's Shield gains the ability to cast *globe of invulnerability* once per day as a spell-like ability.

Greater Protective Aura (Su) Sovereign's Shield's protective aura increases to a +3 deflection bonus to AC and resistance 10 against all elements (acid, cold, electricity, fire, and sonic).

Shield of Law (Sp) The wielder of Sovereign's Shield gains the ability to cast *shield of law* once per day as a spell-like ability.

ENTHRALL

School enchantment (charm) [language dependent, mind-affecting, sonic]; **Level** bard 2, cleric 2

Casting Time 1 round

Components V, S

Range medium (100 ft. + 10 ft./level)

Targets any number of creatures

Duration 1 hour or less

Saving Throw Will negates; see text; **Spell Resistance** yes

If you have the attention of a group of creatures, you can use this spell to hold them enthralled. To cast the spell, you must speak or sing without interruption for 1 full round. Thereafter, those affected give you their undivided attention, ignoring their surroundings. They are considered to have an attitude of friendly while under the effect of the spell. Any potentially affected creature of a race or religion unfriendly to yours gets a +4 bonus on the saving throw.

A target with 4 or more HD or with a Wisdom score of 16 or higher remains aware of its surroundings and has an attitude of indifferent. It gains a new saving throw if it witnesses actions that it opposes.

The effect lasts as long as you speak or sing, to a maximum of 1 hour. Those enthralled by your words take no action while you speak or sing and for 1d3

rounds thereafter while they discuss the topic or performance. Those entering the area during the performance must also successfully save or become enthralled. The speech ends (but the 1d3-round delay still applies) if you lose concentration or do anything other than speak or sing.

If those not enthralled have unfriendly or hostile attitudes toward you, they can collectively make a Charisma check to try to end the spell by jeering and heckling. For this check, use the Charisma bonus of the creature with the highest Charisma in the group; others may make Charisma checks to assist. The heckling ends the spell if this check result beats your Charisma check result. Only one such challenge is allowed per use of the spell.

If any member of the audience is attacked or subjected to some other overtly hostile act, the spell ends and the previously enthralled members become immediately unfriendly toward you. Each creature with 4 or more HD or with a Wisdom score of 16 or higher becomes hostile.

GLOBE OF INVULNERABILITY

School abjuration; **Level** sorcerer/wizard 6

Casting Time 1 standard action

Components V, S, M (a glass or crystal bead)

Range 10 ft.

Area 10-ft.-radius spherical emanation, centered on you

Duration 1 round/level (D)

Saving Throw none; **Spell Resistance** no

An immobile, faintly shimmering magical sphere surrounds you and excludes all spell effects of 4th level or lower. The area or effect of any such spells does not include the area of the *globe of invulnerability*. Such spells fail to affect any target located within the globe. Excluded effects include spell-like abilities and spells or spell-like effects from items. Any type of spell, however, can be cast through or out of the magical globe. Spells of 5th level and higher are not affected by the globe, nor are spells already in effect when the globe is cast. The globe can be brought down by a *dispel magic* spell. You can leave and return to the globe without penalty.

Note that spell effects are not disrupted unless their effects enter the globe, and even then they are merely suppressed, not dispelled.

If a given spell has more than one level depending on which character class is casting it, use the level

appropriate to the caster to determine whether *globe of invulnerability* stops it.

PROTECTION FROM GOOD

School abjuration [lawful]; **Level** cleric 1, paladin 1, wizard 1

Casting Time 1 standard action

Components V, S, M/DF

Range touch

Target creature touched

Duration 1 min./level (D)

Saving Throw Will negates (harmless); **Spell**

Resistance no; see text

This spell wards a creature from attacks by chaotic creatures, from mental control, and from summoned creatures. It creates a magical barrier around the subject at a distance of 1 foot. The barrier moves with the subject and has three major effects.

First, the subject gains a +2 deflection bonus to AC and a +2 resistance bonus on saves. Both these bonuses apply against attacks made or effects created by chaotic creatures.

Second, the subject immediately receives another saving throw (if one was allowed to begin with) against any spells or effects that possess or exercise mental control over the creature (including enchantment [charm] effects and enchantment [compulsion] effects). This saving throw is made with a +2 morale bonus, using the same DC as the original effect. If successful, such effects are suppressed for the duration of this spell. The effects resume when the duration of this spell expires. While under the effects of this spell, the target is immune to any new attempts to possess or exercise mental control over the target. This spell does not expel a controlling life force (such as a ghost or spellcaster using *magic jar*), but it does prevent them from controlling the target. This second effect only functions against spells and effects created by evil creatures or objects, subject to GM discretion.

Third, the spell prevents bodily contact by chaotic summoned creatures. This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded creature. Summoned creatures that are not chaotic are immune to this effect. The protection against contact by summoned creatures ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature. Spell resistance

can allow a creature to overcome this protection and touch the warded creature.

SHIELD OF LAW

School abjuration [lawful]; **Level** cleric 8

Casting Time 1 standard action

Components V, S, F (a reliquary worth 500 gp)

Range 20 ft.

Targets one creature/level in a 20-ft.-radius burst centered on you

Duration 1 round/level (D)

Saving Throw see text; **Spell Resistance** yes (harmless)

A dim, blue glow surrounds the subjects, protecting them from attacks, granting them resistance to spells cast by chaotic creatures, and slowing chaotic creatures when they strike the subjects. This abjuration has four effects.

First, each warded creature gains a +4 deflection bonus to AC and a +4 resistance bonus on saves. Unlike *protection from chaos*, this benefit applies against all attacks, not just against attacks by chaotic creatures.

Second, a warded creature gains spell resistance 25 against chaotic spells and spells cast by chaotic creatures.

Third, the abjuration protects you from possession and mental influence, just as *protection from chaos* does.

Finally, if a chaotic creature succeeds on a melee attack against a warded creature, the attacker is slowed (Will save negates, as the *slow* spell, but against shield of law's save DC).

Commanding Poise: When used, the armor or shield bestows a dignified and commanding aura upon its owner. The user gains a +2 competence bonus on all Charisma checks and Charisma-based skill checks. The user also gains a +2 competence bonus to her Leadership score. Friendly troops within 360 feet of the user become braver than normal, gaining a +4 morale bonus against all fear and spell effects. Since the effect arises in great part from the distinctiveness of the armor or shield, the wearer cannot hide or conceal herself in any way and still have the effect function.

Strong enchantment; CL 15th; Craft Magic Arms and Armor, *mass charm monster*; Price +19,050 gp.

TRICKSTER'S SHIELD

Bards, rogues and tricksters of all kinds have prayed to unscrupulous gods for ways to perpetrate greater and more daring deeds without getting caught. For reasons known only to those gods, these prayers go unheeded. From time to time, however, such a prayer is answered.

On one such occasion, a particularly resourceful gnome rogue named Teegum Umberwood prayed to the trickster gods for a way to pull off the perfect heist. The next morning, he awoke to find a shield lying on the floor at the foot of his bed. Teegum smiled, knowing at once his prayers had been answered.

That very night, the gnome successfully burglarized the vaults of the royal treasury in the city of Orpesh. He went on to commit many more crimes, each seemingly more detailed and extravagant than the last, heists that would travel down the ages in legend and song. He stole the crown jewels of Ipn-tha. He replaced the golden eggs of the Holy Eagle of Bol with exact replicas and sold the originals for an enormous sum. He walked into the meeting of the banking consortium of Dalthono without being seen and stole the contents of each banker's coin sack. No trap could stop him. Guards claimed they never saw him. Before long, he was exceptionally wealthy and had earned quite a reputation.

Unfortunately, there was one important lesson Teegum, like many criminals, con men and tricksters, needed to learn the hard way. Luck is a two-way street and the gods of Deceit also play tricks on their worshippers. It was a lesson he learned late one rainy, ale-soaked night at the point of a poisoned dagger. Grasping at the burning wound in his back, the last image Teegum saw before his eyes closed was that of a dagger-wielding thief running off into the dreary night with his shield.

Requirements

To successfully wield the Trickster's Shield to its fullest potential, a character must fulfill the following requirements.

Feats: Deceitful

Skills: Bluff 4 ranks, Disguise 4 ranks

Shield Level	Wielder Level	Abilities Granted
1 st	—	+1 light steel shield
2 nd	4 th	Disguise self (3/day)
3 rd	6 th	Light Step
4 th	8 th	+2 rogue's rampart light steel shield
5 th	10 th	Invisibility (3/day)
6 th	12 th	Tricksters Luck
7 th	14 th	+3 rogue's rampart light steel shield
8 th	16 th	Greater invisibility (3/day)
9 th	18 th	Trickster's Insight
10 th	20 th	+4 rogue's rampart light steel shield

Disguise Self (Sp) The wielder of the Trickster's Shield can cast *disguise self* three times per day as a spell-like ability.

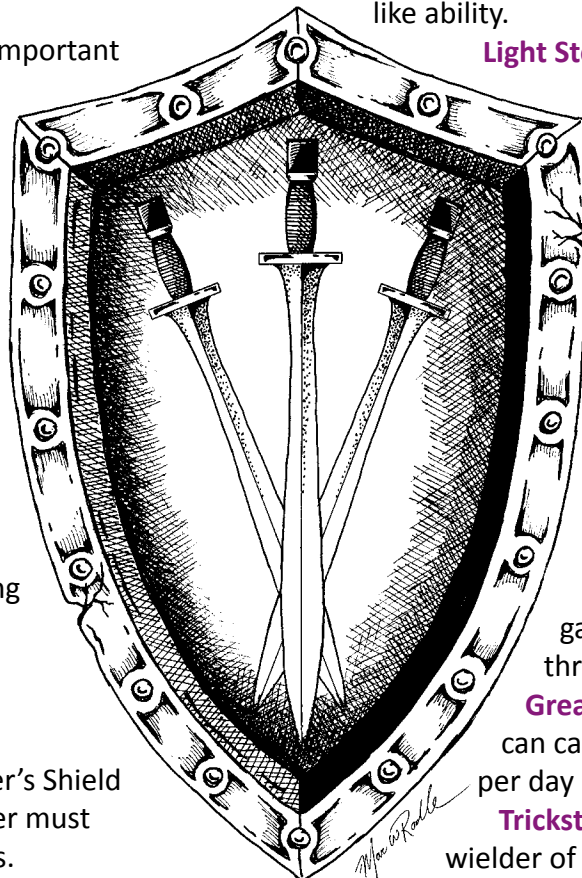
Light Step (Su): The bearer of the Trickster's Shield is only considered to weigh one-quarter his actual weight when figuring if he sets off a trap that depends on a creature's weight, such as pressure plates or trap doors. All items on his person he has stolen in the last 24 hours do not increase how much he weighs.

Invisibility (Sp) The wielder can cast *invisibility* three times per day as a spell-like ability.

Trickster's Luck (Ex) The wielder gains a +2 luck bonus to all saving throws.

Greater Invisibility (Sp) The wielder can cast *greater invisibility* three times per day as a spell-like ability.

Trickster's Insight (Ex) Once per day the wielder of Trickster's Shield can roll two dice



when using Disable Device to disarm a trap or open a lock or Sleight of Hand to lift a small object from a person and take the better result.

DISGUISE SELF

School illusion (glamer); **Level** bard 1, wizard 1

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 10 min./level (D)

You make yourself—including clothing, armor, weapons, and equipment—look different. You can seem 1 foot shorter or taller, thin, fat, or in between. You cannot change your creature type (although you can appear as another subtype). Otherwise, the extent of the apparent change is up to you. You could add or obscure a minor feature or look like an entirely different person or gender.

The spell does not provide the abilities or mannerisms of the chosen form, nor does it alter the perceived tactile (touch) or audible (sound) properties of you or your equipment. If you use this spell to create a disguise, you get a +10 bonus on the Disguise check. A creature that interacts with the glamer gets a Will save to recognize it as an illusion.

INVISIBILITY

School illusion (glamer); **Level** bard 2, wizard 2

Casting Time 1 standard action

Components V, S, M/DF (an eyelash encased in gum arabic)

Range personal or touch

Target you or a creature or object weighing no more than 100 lbs./level

Duration 1 min./level (D)

Saving Throw Will negates (harmless) or Will negates (harmless, object); **Spell Resistance** yes (harmless) or yes (harmless, object)

The creature or object touched becomes invisible. If the recipient is a creature carrying gear, that vanishes, too. If you cast the spell on someone else, neither you nor your allies can see the subject, unless you can normally see invisible things or you employ magic to do so.

Items dropped or put down by an invisible creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature.

Light, however, never becomes invisible, although a source of light can become so (thus, the effect is that of a light with no visible source). Any part of an item that the subject carries but that extends more than 10 feet from it becomes visible.

Of course, the subject is not magically silenced, and certain other conditions can render the recipient detectable (such as swimming in water or stepping in a puddle). If a check is required, a stationary invisible creature has a +40 bonus on its Stealth checks. This bonus is reduced to +20 if the creature is moving. The spell ends if the subject attacks any creature. For purposes of this spell, an attack includes any spell targeting a foe or whose area or effect includes a foe. Exactly who is a foe depends on the invisible character's perceptions. Actions directed at unattended objects do not break the spell. Causing harm indirectly is not an attack. Thus, an invisible being can open doors, talk, eat, climb stairs, summon monsters and have them attack, cut the ropes holding a rope bridge while enemies are on the bridge, remotely trigger traps, open a portcullis to release attack dogs, and so forth. If the subject attacks directly, however, it immediately becomes visible along with all its gear. Spells such as *bless* that specifically affect allies but not foes are not attacks for this purpose, even when they include foes in their area.

Invisibility can be made permanent (on objects only) with a *permanency* spell.

INVISIBILITY, GREATER

School illusion (glamer); **Level** bard 4, wizard 4

Components V, S

Target you or creature touched

Duration 1 round/level (D)

Saving Throw Will negates (harmless)

This spell functions like *invisibility*, except that it doesn't end if the subject attacks.

Rogue's Rampart: A wearer with the trapfinding ability reduces all hit point damage dealt by a trap by an amount equal to the wearer's total ranks (not bonus) in Disable Device.

Moderate abjuration; CL 6th; Craft Magic Arms and Armor, creator must possess the trapfinding ability, *stoneskin*; Price +1 bonus.

WOLF'S HOWL

It is rare for two packs of wolves to join together. It is all but unheard of for this to happen when the wolf packs are both lead by werewolves.

However, such a thing did occur long ago. Two packs, each aggressive and dangerous, competed violently for dominance within a large forest, but neither could gain the upper hand. In fact, both sides suffered such losses during the struggle that the two clans soon found themselves at the mercy of human hunters intent on wiping out the weakened remnants. To survive the werewolf leaders decided to join the two diminished packs together.

It was extremely difficult for the werewolves to meet without ripping each other apart. Yet somehow they managed to summon the resolve to bury their hatred and avoid killing each other. Slowly, an agreement was reached and the two packs became one.

To seal the alliance, each werewolf bestowed a gift upon the other. One pack leader gave the other a magical shield, Wolf's Howl. In return, the first pack leader was given a magical horn.

For a time, the joined pack existed peacefully, and their combined might allowed them to rule the forest once again. However, the werewolf given the magical horn grew disenchanted. He felt his gift, the shield Wolf's Howl, was far greater than the horn he had been given. In fact, he soon came to believe that the other werewolf had intentionally given him an inferior gift in order to slight him. Tensions grew between the two leaders. It was only a matter of time before violence erupted and when it did, the battle involved not only the leaders, but also the entire pack.

When the terrible violence finally ended, only a fraction of the wolves remained alive. The victorious werewolf bathed Wolf's Howl in the blood of his foe, absorbing the dying creature's vital essence. It was short-lived triumph. The survivors of that terrible night, including the werewolf leader, soon fell to the silver arrows of hunters.

Rumors have persisted through the decades however, of a shield matching Wolf's Howl's description

sighted in the possession of one ranger or another. Could one of these sightings actually be the real Wolf's Howl, all these many years later?

Requirements

To successfully wield Wolf's Howl to its fullest potential, a character must fulfill the following requirements.

Feats: Animal Affinity

Skills: Knowledge (nature) 4 ranks, Survival 4 ranks

Shield Level	Wielder Level	Abilities Granted
1 st	—	+1 heavy wooden shield
2 nd	4 th	Keen scent
3 rd	6 th	Wolf's howl (3/day)
4 th	8 th	+1 wild heavy wooden shield
5 th	10 th	Summon wolf
6 th	12 th	Wolf form
7 th	14 th	+2 wild heavy wooden shield
8 th	16 th	Great wolf's howl (1/day)
9 th	18 th	Lycanthropy
10 th	20 th	+3 wild heavy wooden shield



Keen Scent (Ex) The wielder of Wolf's Howl gains Keen Scent as a bonus feat.

Wolf's Howl (Su) The wielder can cause the shield to unleash a wolf's howl as a standard action three times per day. All enemies within 30 feet must make a Will save (DC equal to 10 + the wielder's level) or be shaken for 1d4+1 rounds.

Summon Wolf (Sp) The wielder of Wolf's Howl can cast *summon monster III* three times per day as a spell-like ability. Only wolves can be summoned in this way. The summoned wolves

are treated as having the feats Outflank and Paired Opportunist for the duration of the spell.

Wolf Form (Sp) Wolf's Howl grants its wielder the ability to use *beast shape II* three times per day. The wielder may only take the form of a wolf or dire wolf.

Great Wolf's Howl (Su) The wielder can cause the shield to unleash a terrifying wolf's howl as a move action once per day. All enemies within 30 feet must make a Will save (DC equal to 10 + the wielder's level) or become panicked for 1d4+1 rounds.

Lycanthropy (Su) The bearer of Wolf's Howl is considered a werewolf when he bears the shield. He can change shape into the animal or hybrid form of a werewolf once per day for a number of minutes equal to his level. This duration does not need to be consecutive but must be used in 1 minute increments. While holding the shield the bearer is considered to have the shapechanger subtype and is also considered a wolf, werewolf and lycanthrope for all effects related to race.

BEAST SHAPE II

School transmutation (polymorph); **Level** wizard 4

This spell functions as *beast shape I*, except that it also allows you to assume the form of a Tiny or Large creature of the animal type. If the form you assume has any of the following abilities, you gain the listed ability: climb 60 feet, fly 60 feet (good maneuverability), swim 60 feet, darkvision 60 feet, low-light vision, scent, grab, pounce, and trip.

Tiny animal: If the form you take is that of a Tiny animal, you gain a +4 size bonus to your Dexterity, a –2 penalty to your Strength, and a +1 natural armor bonus.

Large animal: If the form you take is that of a Large animal, you gain a +4 size bonus to your Strength, a –2 penalty to your Dexterity, and a +4 natural armor bonus.

SUMMON MONSTER III (WOLF ONLY)

School conjuration (summoning); **Level** bard 3, cleric 3, wizard 3

This spell functions like *summon monster I*, except that you can summon 1d3 wolves.

Wild: The wearer of a suit of armor or a shield with this ability preserves his armor bonus (and any enhancement bonus) while in a wild shape. Armor and shields with this ability usually appear to be covered in leaf patterns. While the wearer is in a wild shape, the armor cannot be seen.

Moderate transmutation; CL 9th; Craft Magic Arms and Armor, *baleful polymorph*; Price +3 bonus.

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