



LEGENDARY VI: LEGENDARY ARMOR

BY MARC RADLE



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Introduction	3
Assassin's Chain	3
Battlecaster Armor	5
Beggar's Feast	6
Blood Drinker	8
Champion's Plate	11
Healer's Hand	13
Kama-Xia	14
Kelgror's Ghost	16
Landshark's Hide	18
Magehunter's Armor	20
Minstrel's Boon	21
Oak Heart's Armor	23
Seducer's Silk	25
Triton Scale	27
Vrithmytrix's Bane	29

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Introduction

We have all heard tales of the heroic young adventurer who picks up a magical sword from forgotten time, and grows in power and acclaim alongside the weapon until both reach their full potential. Legendary treasures 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 treasures 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 armors below I'm suggesting the following advancement.

Advancement

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

Bonus Feats

Many of the Legendary Armors presented grant bonus feats. Unless otherwise noted, these bonus feats remain in effect as long as the owner is physically wearing the armor. The wearer does not need to meet the prerequisites for these bonus feats.

Purple Duck Note: *Unlike previous installments of the Legendary Treasures series, the maximum armor bonus has not been capped at a +5 enhancement bonus. Several of the armors move beyond simply legendary to the truly epic in scope.*

ASSASSIN'S CHAIN

Gildreth was a killer, that much was certain. He killed for money, he killed for sport. He killed for pleasure.

On one fateful night, however, when his family was murdered, his life changed forever. From that night onward, he killed only for revenge.

Gildreth was a mercenary, a hired sword. He made his coin fighting whomever his current employer told him to. He used his talents with the blade and his skills in stealth to become rather accomplished in his chosen profession and quite rich in the process.

Unfortunately, he also earned himself more than a few enemies. The Black Cabal, a secret order of assassins, was one such enemy. On that fateful night, members of the Black Cabal infiltrated Gildreth's fortified home and killed his family. Later that night, after discovering his slain wife and children, Gildreth vowed that he would not rest until every last member of the Cabal was dead by his own hand.

Gildreth knew he would need to use the Black Cabal's own techniques against them if he was going to carry out his vow. Gildreth became even more skilled at stealth, deception and killing than the members of the Cabal. When he was ready, Gildreth began to carry out his vendetta.

One by one, Gildreth tracked down and assassinated members of the Cabal. He was relentless and single-minded. He let nothing stand in the way of his grim purpose.

Not even his own death.

One moonless night, as Gildreth was quietly slipping between shadows while infiltrating the fortress of a high ranking leader of the Cabal, he felt a sharp and sudden pain in his chest. He looked down to see a sword tip protruding from his body. He watched as his blood poured out of from the wicked wound and down his chain mail shirt. He gasped as his eyes grew dim.

Gildreth fell to the floor, dead.

Sometime later, Gildreth's eyes opened again. He looked at the ceiling and then inhaled sharply, as if his very life's breath was rushing back into his body. He sat up suddenly.

The wound was gone. His chain mail shirt had no sign of the sword's damage or his blood. The chain mail had changed though.

His mail shirt had somehow transformed into thousands of tiny, interlocking rings of black metal. He felt a tingle of power race through his body. He knew that, somehow, his dark vendetta was not done.

Not even death would stop him, it seemed.

Gildreth continued into the fortress and killed the Cabal leader. He killed many Cabal members until at last, many years later, he watched with grim satisfaction as the last of the Black Cabal died from Gildreth's poisoned blade.

And as that final man lay dying, Gildreth could feel his own life slipping away as well. At last he understood. Fate had allowed him to honor his vow of revenge. But fate can be a fickle mistress and in the end, Fate always gets her way.

No one knows what happened to the strange, black chain shirt Gildreth wore during his missions of revenge. Perhaps it faded back into the darkness from whence it came.

Or, perhaps it passed on to another who vowed to exact vengeance at any cost. Perhaps the mysterious assassin's chain is still out there somewhere, even today.

REQUIREMENTS

To successfully wear *Assassin's Chain* to its fullest potential, a character must fulfill the following requirements.

Feats Deceitful, Stealthy

Skills Disguise 4 ranks, Stealth 4 ranks.

Armor Level	Wearer Level	Abilities Granted
1st	—	+1 shadow chain shirt
2nd	4th	Sneak attack +1d6
3rd	6th	Child of darkness
4th	8th	+1 improved shadow chain shirt
5th	10th	Invisibility (3/day)
6th	12th	Hide in plain sight
7th	14th	+2 greater shadow chain shirt
8th	16th	Symbol of death (1/day)
9th	18th	Power word kill (1/day)
10th	20th	+2 greater shadow clandestine perfection chain shirt

Sneak Attack The wearer of *Assassin's Chain* gains a sneak attack. This is exactly like the rogue ability of the same name. If the wearer has a sneak attack bonus from another source, the bonuses stack.

Child of Darkness (Su) The wearer gains lowlight vision. If the wearer possesses low-light vision he

instead gains darkvision out to a range of 30 feet. If he has darkvision, the range of the darkvision increases by 30 feet. In addition, the wearer can use *darkness* three times per day as a supernatural ability.

Invisibility (Sp) The wearer gains the ability to cast *invisibility* three times per day as a spell-like ability.

Hide in Plain Sight (Su) The wearer can use the Stealth skill even while being observed. As long as he is within 10 feet of some sort of shadow, the wearer can hide himself from view in the open without having anything to actually hide behind. He cannot, however, hide in his own shadow.

Symbol of Death (Sp) The wearer gains the ability to cast *symbol of death* once per day as a spell-like ability.

Power Word Kill (Sp) The wearer gains the ability to cast *power word kill* once per day as a spell-like ability.



ARMOR PROPERTIES

Clandestine Perfection The wearer can become undetectable as *greater invisibility* but is also inaudible and has no scent and as such is undetectable by scent, blindsense, tremorsense, and blindsight. It also renders the wearer immune

to detection by *dust of appearance*, *faerie fire*, *glitterdust*, *invisibility purge*, and *see invisibility* though she is revealed by *true seeing*, and effects the wearer has on her environment, such as tracks, can still be detected. The wearer can activate this ability once per day as a swift action and the effect lasts for 2 minutes.

Aura faint abjuration; **CL** 5th; Craft Magic Arms and Armor, *screen*; **Price** +5 bonus.

Shadow This armor blurs the wearer whenever she tries to hide, while also dampening the sound around her, granting a +5 competence bonus on Stealth checks. The armor’s armor check penalty still applies normally.

Aura faint illusion; **CL** 5th; Craft Magic Arms and Armor, *invisibility*, *silence*; **Price** +3,750 gp.

Shadow, Improved As *shadow*, except it grants a +10 competence bonus on Stealth checks.

Aura moderate illusion; **CL** 10th; Craft Magic Arms and Armor, *invisibility*, *silence*; **Price** +15,000 gp.

Shadow, Greater As *shadow*, except it grants a +15 competence bonus on Stealth checks.

Aura strong illusion; **CL** 15th; Craft Magic Arms and Armor, *invisibility*, *silence*; **Price** +33,750 gp.

BATTLECASTER ARMOR

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.

Perhaps even more famous than his sword and shield, however, was the magical chainmail he created for himself. Known as his battlecaster armor, Gax infused this suit of fine chainmail with a great many magical abilities beneficial to one who weaves together spells and sword in combat.

Gax’s magical chainmail covered the legs and arms with strong yet delicate circular links. Various arcane

runes and symbols were worked into the armor, which glowed with a soft, bluish light.

As Gax grew older, he founded a school in order to pass on his methods. History tells us that both his sword, Celaborn and his shield, Gauntlet were eventually passed down to his students after his death. Strangely, there are no such stories of his armor being passed down. After his death, his magical chainmail simply vanishes from history.

Most believe that Gax’s battlecaster armor was actually buried with him. This has caused more than a few to search for the legendary lost tomb of Gax. So far, Gax’s tomb remains lost. Perhaps it will never be found. However, if it should someday be located at last, historians and treasure seekers alike can only speculate as to what magical treasures might be found within. Almost certainly, those treasures would include Gax’s wondrous battlecaster armor.

REQUIREMENTS

To successfully wear *Battlecaster Armor* to its fullest potential, a character must fulfill the following requirements.

Feats Combat Casting, any one Metamagic Feat
Skills Craft (armor) 4 ranks, Spellcraft 4 ranks

Armor Level	Wearer Level	Abilities Granted
1st	—	+1 <i>chainmail</i>
2nd	4 th	Battlecasting
3rd	6 th	<i>True strike</i> (1/day)
4th	8 th	+2 <i>chainmail</i>
5th	10 th	Arcane shield
6th	12 th	Metamagic master
7th	14 th	+2 <i>magus’ mark chainmail</i>
8th	16 th	Arcane smite
9th	18 th	Spell storing
10th	20 th	+3 <i>magus’ mark chainmail</i>

Battlecasting (Ex) The metal in this chainmail is so fine and light that it can be worn under normal clothing without betraying its presence. It has a maximum Dexterity bonus of +8, an armor check penalty of –2, and no arcane spell failure chance. It is considered light armor.

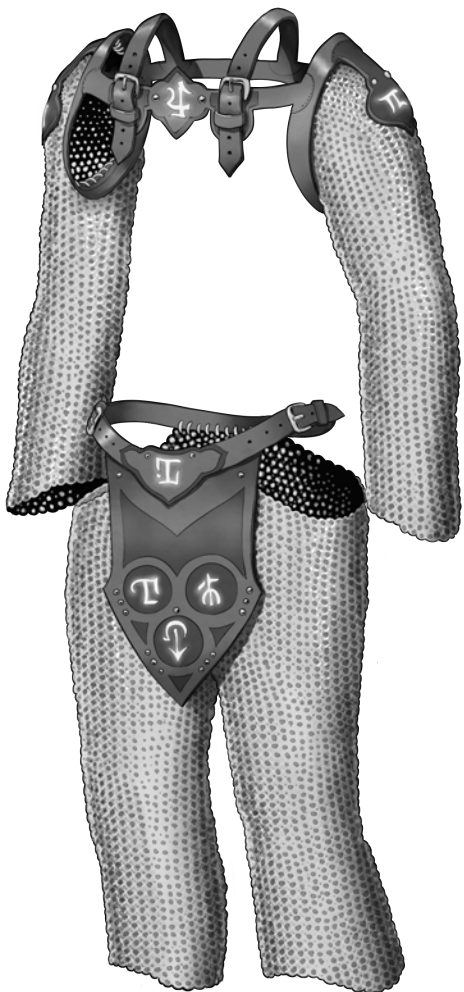
True Strike (Sp) The weare gains the ability to cast *true strike* once per day as a spell-like ability.

Arcane Shield (Ex) The wearer of *Battlecaster Armor* gains Arcane Shield as a bonus feat.

Metamagic Master (Su) The wearer may apply any one metamagic feat that he knows to a spell he is about to cast. This does not alter the level of the spell or the casting time. The wearer can use this ability three times per day. Even though this ability does not modify the spell's actual level, the wearer cannot use this ability to cast a spell whose modified spell level would be above the level of the highest-level spell that he is capable of casting.

Arcane Smite (Su) As a swift action, the wearer may expend any one spell he knows and is able to cast in order to store that raw magical energy in a melee weapon. The next time the wearer successfully hits with that weapon, the stored magical energy is discharged, adding +1d6 damage per spell level expended (+1d6 for a first level spell, +2d6 for a second level spell, etc.). The spell energy is not expended if the attack misses. The spell energy is immediately lost if the weapon is wielded by anyone other than the wearer.

Spell Storing (Sp) The armor gains the properties of a *ring of spell storing, major*.



ARMOR PROPERTY

Magus' Mark This armor or shield automatically becomes emblazoned with the wearer's heraldry, arcane mark, religious symbol, or her order's sigil and can take on the physical form of any armor type the wearer chooses. The wearer of this armor who possesses the arcane pool quality can, once per round as a free action, spend 1 point from her arcane pool to negate all the magical effects of a single successful melee attack (including melee touch attacks) as if she were in an antimagic field.

Aura moderate abjuration; **CL** 11th; Craft Magic Arms and Armor, creator must possess the arcane pool quality, *antimagic field*; **Price** +4 bonus.

BEGGAR'S FEAST

Maedras was a young prince with staggering wealth. His father's kingdom was isolated in a mountain valley. Prince Maedras seldom left the protection of the large and lavishly appointed palace. On those few occasions when the prince did venture beyond the castle's walls, it was always inside a large and enclosed royal carriage. Normally, the prince's carriage would travel through the wealthy sections of the small kingdom so that Maedras and his father could wave to the adoring crowd.

One fateful day, the prince was traveling with only the royal carriage driver and the normal contingent of soldiers. Due to an obstruction in the road, the carriage was forced to travel down a side street and into a section of the city the young prince had never seen before. As Maedras watched through the carriage window, he began to see people dressed in dirty rags wandering the streets or digging through garbage. The many buildings along this new street were small, packed tightly together and very run down.

"Why would these people want to live this way?" The young prince wondered. "Why would they not want to wear finer clothing and eat wonderful feasts like I do each day?"

Maedras continued to watch through the window as the number of these strange, dirty people grew. "These people must be mad if they choose to live like this," Maedras concluded. "I will ask father to have them all killed when we return to the castle. Then, he can clean this vile street up so that proper people can live here!"

At that very moment, the carriage struck a deep pot

hole in the bumpy road and, with a violent creaking sound, overturned!

Maedras opened his eyes. He was badly bruised but otherwise unharmed. The young prince climbed out from the carriage, which lay on its side in the street. To his horror, he saw that the carriage driver had been crushed to death under the carriage, as had the two royal soldiers. Maedras looked around, his eyes widening in terror as he saw a few of the dirty people, dressed in rags, slowly approach.

He began to weep.

To his surprise, the people asked if he was hurt and then did what little they could to comfort him. They offered him a few crusts of bread, which he declined.

The young prince turned and ran as fast as he could through the streets until at last he came to the gates of the castle.

"Let me pass!" he sobbed to the guards stationed at the gate. "It is I, prince Maedras"

"Go away, beggar, before we stick a spear in your stinking hide!" the guards laughed.

No matter how hard Maedras tried, he could not convince the guards who he was! How was this possible? Surely they recognized him! How could they not? It was as if he suddenly was not himself. Had the gods themselves cursed him for some reason?

Confused and very alone, Maedras eventually found himself on that same dirty street as night fell. To his amazement, many of the people tried to help him. One gave him a rat-eaten blanket for warmth; another offered him a space near a doorway to sleep.

Days and then weeks went by and Maedras slowly came to know these people. He saw that most were good and decent people who simply had nothing and did what they had to do to survive. He began to regret what he had originally thought about them. He also learned that there were many streets like the one he was living on. In fact, a large portion of the capital city, the portion that he was normally never taken through, was completely comprised of such vile conditions and human suffering. Maedras grew very ashamed. Worse yet, he was certain that his father the king knew about it but did nothing.

"Why should these people not eat and live like I once did? I am no better than they are!" Maedras realized.

In time, he put together a plan. He began to learn the various skills which the beggars and street people could teach him. He learned to pick the pockets of wealthy folk in order to gain a few coins. He learned

how to move stealthily and sneak into shops for food scraps.

He also learned how to cobble together scraps of cloth and other material in order to make himself a set of crude padded armor. Little more than heavy, quilted cloth, his new armor provided only the most basic protection. The pieces of cloth were ragged, mismatched and in obvious need of repair. But something about that padded armor made young Maedras feel much safer than was logical.

One day Meadras gathered together many of his fellow beggars. "While we dig through garbage looking for a few bits of food to eat, the rich feast every single night. Well, even beggars deserve to feast once in a while!

With that, Meadras began to lead a campaign in which he and his fellow beggars would steal coins and food from the wealthiest in the city and then distribute the food and gold to the poorest. Whenever they were able to steal a particularly large amount of food, they would all gather together and eat their fill. Maedras called these occasions 'beggars' feasts'. In time, the prince discovered that, even when he was unable to steal enough food to feed everyone, somehow, as if by magic, he was still able to provide a feast. Meadras became a hero to the people.

The years rolled on and Maedras grew into a young man.

Then, the king died. Maedras realized that perhaps the gods had not cursed him after all. Perhaps they had actually given him a gift. The prince went to the castle and presented himself to the mourners. This time, no one doubted him. This time, everyone knew who he was. He was Maedras, the rightful heir to the throne!

As king, Maedras made sure that no one in his kingdom ever went hungry again. He instituted new programs to help his people and in short order became the most beloved king his people had ever known.

And although he no longer wore his old, padded armor, King Maedras kept it on a hook in his chambers. When he awoke each morning, the king would take a long, hard look at the armor and remember what it represented. It became a symbol to him of all that was fair and just.

The armor was eventually passed down from Maedras to his son and then on down through many generations of kings. Today, none know what happened to the padded armor that came to be called

Beggar's Feast but wherever it is, it still symbolizes something very special.

REQUIREMENTS

To successfully wear *Beggar's Feast* to its fullest potential, a character must fulfill the following requirements.

Feats Deft Hands, Self-Sufficient

Skills Heal 4 ranks, Knowledge (local) 4 ranks

Armor Level	Wearer Level	Abilities Granted
1 st	—	+1 padded armor
2 nd	4th	Stealthy
3 rd	6th	Create food and water (3/day)
4 th	8th	+2 fool's grace padded armor
5 th	10th	Great sustenance
6 th	12th	Resilience
7 th	14th	+3 fool's grace padded armor
8 th	16th	Heroes' feast (1/day)
9 th	18th	Improved evasion
10 th	20th	+4 fool's grace padded armor

Stealthy (Ex) The wearer gains Stealthy as a bonus feat.

Create Food and Water (Sp) The wearer of *Beggar's Feast* gains the ability to cast *create food and water* three times per day as a spell-like ability.

Great Sustenance (Su) The wearer is treated as if he is wearing a *ring of sustenance*. In addition, three times per day, the wearer may convey the *sustenance* effect to a willing creature with a touch.

Resilience (Ex) Three times per day, *Beggar's Feast* can grant a number of temporary hit points equal to the wearer's level. This occurs as an immediate action when the wearer is brought to below 0 hit points. This can be used to prevent the wearer from dying. These temporary hit points last for 1 minute. If the wearer's hit points drop below 0 due to the loss of these temporary hit points, he falls unconscious and is dying as normal.

Heroes' Feast (Sp) The wearer may cast *heroes' feast* once per day as a spell-like ability.

Improved Evasion (Ex) The wearer of *Beggar's Feast* gains Improved Evasion as a rogue equal to his character level.



ARMOR PROPERTY

Fools' Grace This armor or shield grants the wearer a +2 luck bonus to all saves against traps, hazards, diseases and poisons. The wearer also gains a +2 competence bonus to Perception and Disable Device checks. Any damage dealt to the wearer by traps or hazards is reduced by 5 points (up to 100 points per day).

Aura minor transmutation; **CL** 3rd; Craft Magic Arms and Armor, *fool's luck*; **Price** +1 bonus.

BLOOD DRINKER

Gregor was an infamous mercenary with a thirst for blood. A legendary warrior, Gregor was famed both for his skill in battle and for the reckless abandon with which he attacked every aspect of his life. Because many were willing to offer him immense sums for his services, Gregor grew incredibly wealthy.

Gregor was hired to fight his way into an ancient tomb to retrieve a valuable golden cup. After many dangerous encounters, Gregor at last found the golden cup deep in the lowest bowels of the tomb. As he reached for the cup, he noticed, covered in a thick layer of dust, a dented suit of ancient armor piled in a corner. Gregor carefully gathered the pieces of the armor and wiped away some of the dust. The ancient armor was crafted from a strange black metal and had vicious spikes protruding from the shoulders, breastplate, helm and gauntlets. Hideous demonic looking faces were carved into the black metal.

The frightening armor mesmerized Gregor. He would, of course, take the golden cup back to his employer, but he would claim the armor for himself!

Once back at his base, Gregor set about the long and difficult task of restoring and repairing the armor. He hired the best armorers and weaponsmiths to ensure the suit was returned to all its former glory. Of course, he also could not resist having his smiths add new details to the armor to be sure everyone knew it was his and his alone.

After months of work, the armor was finally ready. The plate fit him perfectly. It was as if it had been made for him. From that day forward, Gregor wore his terrifying spiked armor on every mission and every campaign. He even modified his fighting style to include more grappling in order to utilize the armor spikes. In fact, Gregor derived perverse pleasure from driving the spikes into his enemies and watching the blood drip onto his armor. To his delight, he discovered the armor seemed to absorb some of the blood, as if drinking it in. Because of this odd quality, Gregor named his armor *Blood Drinker*.

Some years later, Gregor again found himself deep in an ancient tomb, this time hired to recover the sword of a long-dead king. As he approached the final burial chamber, he was mercilessly attacked by a powerful undead being. Gregor fought desperately but he was simply no match for the foul creature from beyond the grave. Its icy skeletal hands gripped Gregor's face and drained away his life.

As far as anyone knows, Gregor's remains are still in that ancient tomb. More importantly, his armor might be as well ...

REQUIREMENTS

To successfully wear *Blood Drinker* to its fullest potential, a character must fulfill the following requirements.

Feats Intimidating Prowess, Power Attack

Skills Intimidate 4 ranks

Armor Level	Wearer Level	Abilities Granted
1st	—	+1 <i>spiked full plate</i>
2nd	4th	Magical spikes
3rd	6th	Bloody assault
4th	8th	+2 <i>spiked full plate</i>
5th	10th	Bleed
6th	12th	Critical focus
7th	14th	+3 <i>spiked dread full plate</i>
8th	16th	Shoot spikes
9th	18th	Bleeding critical
10th	20th	+4 <i>spiked dread full plate</i>

Magical Spikes (Su) *Blood Drinker's* armor spikes become magic weapons (+1 enhancement bonus to hit and damage)

Bloody Assault (Ex) The wearer gains Bloody Assault as a bonus feat.

Bleed (Ex) On a successful hit, *Blood Drinker's* armor spikes cause wounds that continue to bleed, inflicting an additional 1d6 of bleed damage each round at the start of the affected creature's turn. This bleeding can be stopped by a successful DC 15 Heal skill check or through the application of any magical healing.

Critical Focus (Ex) The wearer of *Blood Drinker* gains Critical Focus as a bonus feat.

Shoot Spikes (Ex) As a standard action, the wearer can fire 2d6 armor spikes as projectiles. Each armor spike fired requires a ranged touch attack. The wearer may target one or more creatures within range. Each spike has a +1 enhancement bonus to hit and on damage, a range of 60 feet, and deals 1d10 points of damage (18–20/x2) plus an additional 1d6 of bleed damage from the armor's Bleed ability. Fired spikes regenerate immediately.

Bleeding Critical (Ex) The wearer of *Blood Drinker* gains Bleeding Critical as a bonus feat.

ARMOR ENHANCEMENT AND PROPERTY

Armor Spikes You can have spikes added to your armor, which allow you to deal extra piercing damage on a successful grapple attack. The spikes count as a martial weapon. If you are not proficient with them, you take a –4 penalty on grapple checks when you try to use them. You can also make a regular melee attack

(or off-hand attack) with the spikes, and they count as a light weapon in this case. (You can't also make an attack with armor spikes if you have already made an attack with another off-hand weapon, and vice versa.) An enhancement bonus to a suit of armor does not improve the spikes' effectiveness, but the spikes can be made into magic weapons in their own right.

Armor spikes on Small suits of armor deal 1d4 points of piercing damage and on Medium suits of armor deal 1d6 points of damage. (See the *Pathfinder Roleplaying Game Core Rulebook* for more information)

Dread The wearer of this armor gains the following three special abilities.

- **Fear Aura (Su)** The wearer of this armor is shrouded in a dreadful aura of fear. Creatures in a 30-foot radius with fewer HD than the wearer must succeed on a Will save (DC 10 + 1/2 the wearer's HD + its Charisma modifier) or be affected as though by a fear spell with a caster level equal to the wearer's hit dice. A creature that successfully saves cannot be affected again by the same wearer's aura for 24 hours.
- **Frightful Presence (Ex)** The wearer becomes unsettling to her foes, gaining the frightful presence ability. The wearer can activate this ability as part of an offensive action, such as a charge or attack. Opponents within 30 feet of the wearer must make a Will save or become shaken for 3d6 rounds. The DC of this save is equal to 10 + 1/2 the wearer's HD + the wearer's Charisma modifier. If the wearer has at least 4 more Hit Dice than an opponent, that opponent becomes frightened instead. Foes with more HD than the wearer are immune to this effect.
- **Terrifying Gaze (Su)** Viewing the wearer's faceplate inspires terror. Creatures within 30 feet that meet the wearer's gaze must succeed at a Will save (DC 10 + 1/2 the wearer's HD + her Charisma modifier) or suffer the effects of a fear spell with a caster level equal to the wearer's HD.

These are all mind-affecting fear effects. The wearer can suppress and reactive these abilities as free actions.

Aura strong necromancy; **CL** 3rd; Craft Magic Arms and Armor, *fear*; **Price** +98,000 gp.



CHAMPION'S PLATE

The queen was much beloved by her people. Unfortunately, her kingdom was surrounded on three sides by hostile monsters and enemy kingdoms. This caused the Queen's people to worry for her safety. The royal guard was ever vigilant and watched over the Queen night and day.

Every year, the Queen held a great jousting tourney. Knights from across the land traveled to the kingdom to participate, for the prize was wondrous indeed. Each year, the Queen promised to grant the winner one boon if it was in her power to do so.

On the tenth anniversary of the Queens Tourney, great celebrations were held. The jousts themselves were even more impressive than in years past. More knights than ever before participated, and the events were nothing short of spectacular. Yet one knight proved victorious in every event he took part in. The mysterious knight was the most accomplished horseman the people had ever seen. His skill with lance and sword was unmatched, his chivalrous and honorable continence unparalleled.

In the final joust of the tourney, the mysterious knight was again victorious. The crowd cheered as the cavalier strode forward and knelt before the Queen's royal box, his head bowed.

"You have won the Tourney, brave knight," the Queen announced, "pray tell us all what boon you wish."

The knight lifted his head and removed his helm. The crowd saw that he was a handsome young man.

"I ask to become your Champion, my Queen," he said, his voice proud yet humble. "I wish only to protect you and keep you safe so that I and your entire kingdom may forever gaze on your beauty."

The crowd cheered louder and roared their approval. The Queen stepped forward and touched the young knight's cheek with a smile.

"It would be my honor to call you my Champion, brave knight."

And so, the young knight became the Queen's Champion. He swore a sacred oath to protect the Queen, with his life if necessary, an oath which he took very seriously. In truth, he need not have taken such an oath, for the young knight loved the Queen with all his heart. He kept his love secret, however, fearing the Queen would question his motives for becoming her Champion.

The Queen's Champion fulfilled his duties admirably and with great honor. He led her soldiers in battle

and accompanied her always when she went out in public. The people of the kingdom marveled at the knight's seemingly unearthly skills in the saddle, his embodiment the chivalric code and his unending dedication to the Queen.

After decades of service as the Queen's Champion, the knight lost his battle to the only opponent capable of defeating him – time. The old knight was buried with his armor in the royal crypt. It is said that just before the Champion's body was sealed within the stone sarcophagus, the old Queen, who had never married, wept openly, for she had grown to love the knight deeply. Her tears fell upon the large, stylized horse's head which was regally emblazoned on the breastplate. And in that moment, so the story goes, the spirit of the old knight understood at last that his beloved Queen had loved him as he had loved her.

Not long after, the Queen herself died of natural causes, although many secretly believed she died of a broken heart.

REQUIREMENTS

To successfully wear *Champion's Plate* to its fullest potential, a character must fulfill the following requirements.

Feats Mounted Combat, Skill Focus (ride)

Skills Knowledge (nobility) 4 ranks, Ride 4 ranks

Armor Level	Wearer Level	Abilities Granted
1st	—	+1 <i>full plate</i>
2nd	4th	Ride-By-Attack
3rd	6th	<i>Mount</i> (3/day)
4th	8th	+2 <i>champion full plate</i>
5th	10th	Spirited charge
6th	12th	Fearless
7th	14th	+2 <i>champion light fortification full plate</i>
8th	16th	Armored resilience
9th	18th	Call greater mount
10th	20th	+3 <i>champion light fortification full plate</i>

Ride-By-Attack (Ex) The wearer of *Champion's Plate* gains Ride-By-Attack as a bonus feat.

Mount (Sp) The wearer may cast *mount* three times per day as a spell-like ability.

Spirited Charge (Ex) The wearer of *Champion's Plate* gains Spirited Charge as a bonus feat.

Fearless (Ex) The wearer is immune to the shaken and frightened conditions. In addition, when the wearer successfully uses the aid another special attack during melee combat, the wearer's ally gains a +4 bonus on his next attack roll or AC against that opponent instead of the normal +2

Armored Resilience (Ex) Three times per day, the wearer can automatically negate the additional damage of a successful critical hit or sneak attack, as well as other abilities or effects that rely on a successful critical hit or sneak attack (such as blinding from Blinding Critical or bleed from sneak attack). The wearer takes only normal damage from the attack.

Call Greater Mount (Su) Once per day the wearer of *Champion's Plate* may call to his side as a full-round action a good-aligned mature adult dragon. The dragon remains in the service of the wearer for 1 hour per level of the wearer and obeys the wearer's commands to the best of its ability as long as these commands do not violate the dragon's alignment.

ARMOR PROPERTIES

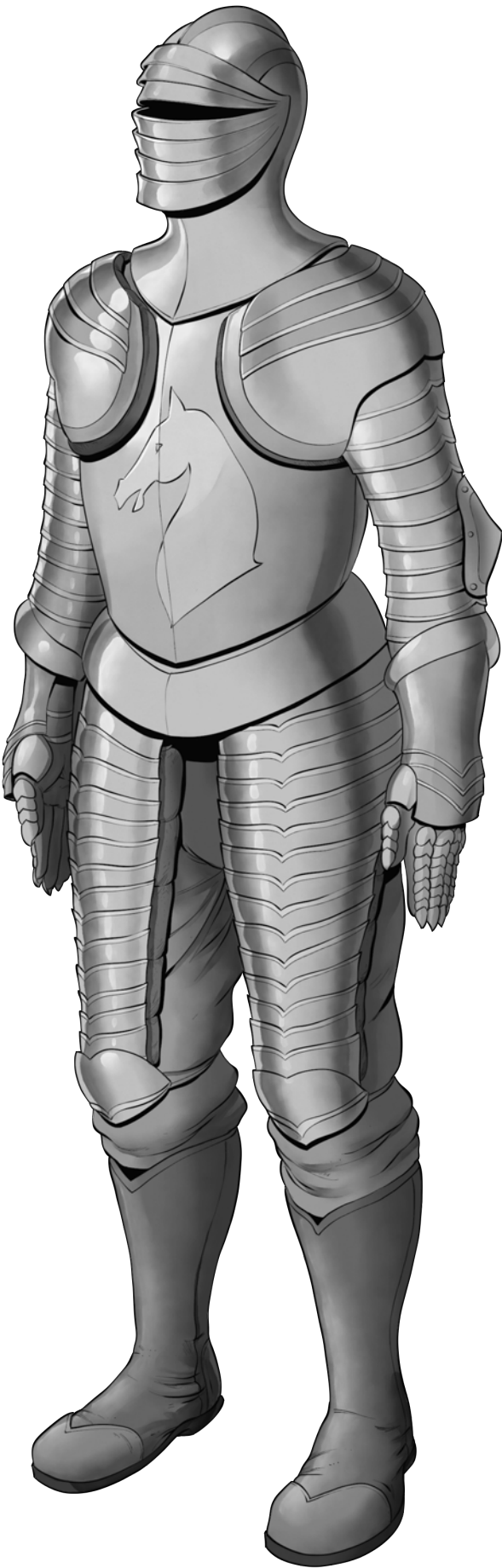
Champion This armor property only works for good creatures with the challenge ability (such as cavaliers) or the smite evil ability (such as paladins, half-celestials, and creatures with the celestial creature template). When worn by such a creature that uses a challenge or smite ability, the wearer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

Aura faint abjuration; **CL** 5th; Craft Magic Arms and Armor, *protection from good*; **Price** +1 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.

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

Fortification Type	Chance for Normal Damage	Base Price Modifier
Light	25%	+1 bonus



HEALER'S HAND

During one of the darkest, bloodiest and most violent times in history, the cult of the god of Healing came into prominence. It was also around this time that Jhana the healer, perhaps the greatest of the Healing god's followers, was born.

Jhana was a study in contrasts. As one might expect from a cleric of the god of Healing, Jhana was a great healer. He had the gift of powerful divine healing as well as unusual skill in natural healing. However, Jhana was also a warrior, skilled with weapons and trained in the art of war.

Jhana the healer traveled in the company of other warriors, serving one of the more powerful warlords. During these travels, more than one enemy met his end by Jhana's hand. More importantly, however, Jhana was relentless in his efforts to heal those who were in need. He would often spend countless hours in the various towns and villages he encountered, tirelessly tending to those who required his help. However, Jhana also stressed the importance of self reliance and was known to turn away those whom he felt unworthy of the Healing god's divine power.

On the eve of what would be, by all accounts, a very brutal battle, the mighty cleric was visited in dream by the Healing god himself. Jhana learned that the coming battle would indeed be bloody and a great many would die. The god of Healing told Jhana that he must do everything in his power to heal as many of the wounded as possible, regardless of which side they were on. Jhana was shocked but nodded his agreement. At that moment, the cleric awoke from his dream. Looking over at his breastplate, he saw that it had changed!

Where once there was only smooth, plain metal now emblazoned on the breastplate was the stylized image of an open hand within a circle. The hand glowed ever so slightly with a golden light. Jhana knew this could only be the divine hand of his god at work.

On the morning of the battle, Jhana donned his breastplate and said a silent prayer. Shortly thereafter, the two forces engaged in what was indeed one of the bloodiest and most brutal battles in history. Jhana himself was wounded more than once, yet he fought on. It was as if his breastplate was protecting him with the very divine essence of his god.

After what seemed like hours, the battle was finally over. Jhana, bloodied and exhausted, stood amid a sea of bodies. He could hear the groans and cries of

the wounded – the sheer magnitude of death was almost overwhelming. Slowly, Jhana began to move among the bodies, healing everyone he came across, with no regard for allegiance. As he went about his divinely appointed task the hand and circle upon the breastplate glowed more brightly. Jhana could feel his god within him as the healing magic flowed from his own hands.

From that day forward, Jhana dedicated himself fully to healing those in need. Although he continued to carry his weapons, he used them only in self defense. Jhana spent the remainder of his long life helping others and spreading the message of his god.

On his death many years later, Jhana the healer's breastplate was entombed with his body in the Healing god's oldest temple. As far as anyone knows, it is still there, although many believe that the blessed breastplate will appear again to one who is worthy when the need is greatest.

REQUIREMENTS

To successfully wear *Healer's Hand* fullest potential, a character must fulfill the following requirements.

Feats Empower Spell, Spell Focus (conjunction)

Skills Heal 4 ranks, Knowledge (religion) 4 ranks

Armor Level	Wearer Level	Abilities Granted
1st	—	+1 breastplate
2nd	4th	Enhanced cures
3rd	6th	Healer's blessing
4th	8th	+2 breastplate
5th	10th	Battlefield healer
6th	12th	Breath of life (1/day)
7th	14th	+2 healing's catalyst breastplate
8th	16th	Great healer
9th	18th	Mass heal
10th	20th	+3 healing's catalyst breastplate

Enhanced Cures (Su) Whenever the wearer of *Healer's Hand* casts a cure spell (a spell with "cure" in its name), the maximum number of hit points healed is based on the wearer's level, not the limit based on the spell. For example, when the wearer reaches 10th level, he may cast *cure light wounds* to heal 1d8+10 hit points instead of the normal 1d8+5 maximum.

Healer's Blessing (Su) Any cure spell cast by the

wearer is treated as if it were empowered, increasing the amount of damage healed by half (+50%). This does not apply to damage dealt to undead with a cure spell. This does not stack with the Empower Spell metamagic feat.

Battlefield Healer (Su) The wearer may cast a cure spell as a swift action, as if using the Quicken Spell feat, by expending two spell slots. This does not increase the level of the spell. The wearer can use this ability three times per day.

Breath of Life (Sp) The wearer of *Healer's Hand* may cast *breath of life* once per day as a spell-like ability

Great Healer (Su) The benefits of Healer's Blessing apply to spells of the Healing subschool. In addition, if the wearer possesses the channel positive energy class feature, he may add his level to the total amount healed when channeling positive energy.

Mass Heal (Sp) The wearer may cast *mass heal* once per day as a spell-like ability

ARMOR PROPERTY

Healing's Catalyst All healing spells and effects cast upon the wearer of this armor affect her with the best possible result (maximized) or their random result is increased by 50% (player's choice, but it must be decided before the roll is made).

Aura faint conjuration; **CL** 5th; Craft Magic Arms and Armor, Maximize Spell, Empower Spell, *cure light wounds*; **Price** +2 bonus.



KAMA-XIA

Emperor Shin ruled a vast empire far to the east. His capital city was located at the foot of Mount Xia, a sacred mountain which was the spiritual center of the prevailing religion in the land.

The Brothers of the Mountain were a force of twenty elite, hand-picked warriors who guarded Emperor Shin. Each pledged their life to the protection of the Emperor, the empire and Mount Xia.

These warriors wore special armor created specifically for them. Known as Kama-Xia (Sacred Mountain Armor), the armor consisted of hundreds of small, interlocking pieces of steel shaped to resemble the ancient symbol for the word "mountain." The mail was riveted to a cloth backing and was worn like a mail.

When a new warrior initiate first entered the ranks of the Brother of the Mountain, he received his custom crafted armor. The initiate then carried his armor alone to the Temple of the Mountain, which was located on the slopes of Mount Xia. Once there, the warrior placed his suit of Sacred Mountain Armor on the shrine and then knelt in prayer through the night. When dawn came, the warrior donned his armor, which now had been blessed by the very spirit of the mountain itself. From that moment on, until the day he died, the warrior was a member of the Brothers of the Mountain.

Fourteen years into Emperor Shin's reign, a powerful ogre mage called Ukani-sago and his large force of oni followers besieged the capital city. The terrifying force seemed determined to burn the city to the ground. Ukani-sago himself vowed that he would cut off the Emperor's head and parade it among his troops impaled on a spear.

After many days, the siege became an all-out attack. Ukani-sago lead his oni into the city, killing and burning everyone and everything in their path. The Emperor's soldiers tried valiantly to battle the oni, but they were overwhelmed. Before long, the mighty ogre-mage and his throngs of oni surrounded the Emperor's palace.

Inside, the Brothers of the Mountain realized it was only a matter of time until the enemy breached the palace walls. Once inside, the Brothers knew they would be hopelessly outnumbered. Yet, to a man, all twenty Brothers of the Mountain swore to protect their Emperor no matter what the cost. They drew their weapons and took up defensive positions in the inner courtyard, forming a circle around Emperor

Shin.

Ukani-sago and his oni burst into the courtyard. The Brothers of the Mountain fought with honor and valor. One by one, however, the twenty Brothers of the Mountain were slaughtered – the odds against them simply too great.

True to his word, Ukani-sago soon raised Emperor Shin's head high upon his spear and roared in triumph.

The bodies of the twenty Brothers of the Mountain were stripped of their sacred mountain armor and then mutilated. Most of the armor was burned although a few suits were spared and were instead carried off by the oni as war prizes. It is said that Ukani-sago even claimed one set of sacred mountain armor for himself.

REQUIREMENTS

To successfully wear *Kama-Xia* to its fullest potential, a character must fulfill the following requirements.

Feats Great Fortitude, Iron Will

Skills Knowledge (nobility) 4 ranks, Survival 4 ranks

Armor Level	Wearer Level	Abilities Granted
1st	—	+1 <i>mountain pattern armor</i>
2nd	4th	Mountain stride
3rd	6th	Decisive commands
4th	8th	+2 <i>mountain pattern armor</i>
5th	10th	Stand still
6th	12th	<i>Stoneskin</i> (1/day)
7th	14th	+2 <i>determination mountain pattern armor</i>
8th	16th	<i>Earthquake</i> (1/day)
9th	18th	<i>Clashing rocks</i> (1/day)
10th	20th	+3 <i>determination mountain pattern armor</i>

Mountain Stride (Ex) The wearer of *Kama-Xia* is not affected by difficult terrain in rocky or mountainous areas. The wearer also gains a bonus on Initiative checks and Climb, Knowledge (geography), Perception, Stealth, and Survival checks equal to half his level in mountainous terrain. Finally, the wearer does not lose his Dexterity bonus when climbing.

Decisive Commands (Ex) The wearer can issue decisive tactical commands on the battlefield,

granting all allies within 60 feet a +2 bonus to initiative, attack rolls, critical hit confirmation rolls and combat maneuver checks for 1 round per wearer's level. These rounds do not need to be consecutive. The allies must be able to see or hear the wearer in order to receive these bonuses.

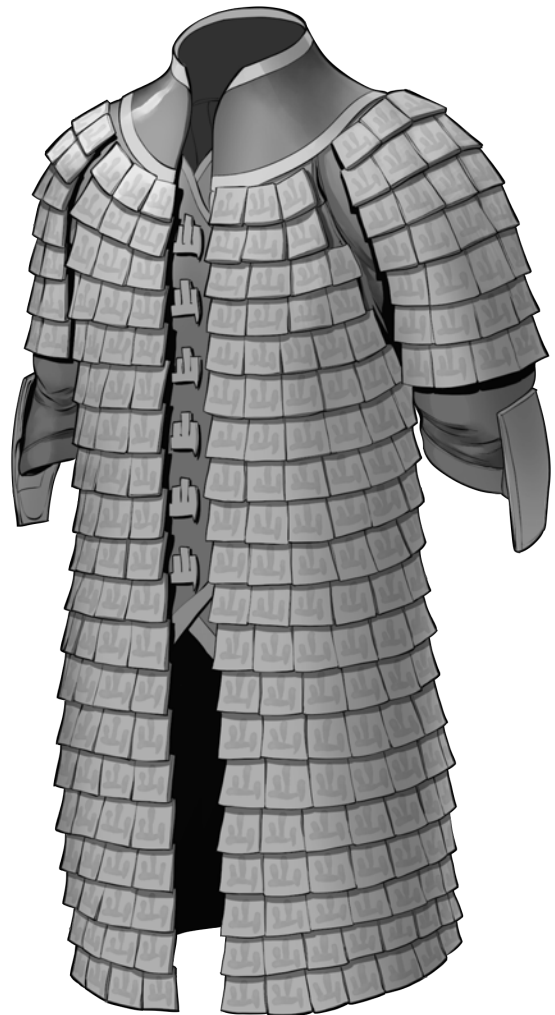
Issuing a decisive command is a standard action. Maintaining a decisive command is a free action that cannot be disrupted, but its effects end immediately if the wearer is killed or otherwise prevented from taking actions (such as being dazed, helpless, or stunned).

Stand Still (Ex) The wearer gains Stand Still as a bonus feat.

Stoneskin (Sp) The wearer of *Kama-Xia* may cast *stoneskin* once per day as a spell-like ability.

Earthquake (Sp) The wearer of *Kama-Xia* may cast *earthquake* once per day as a spell-like ability.

Clashing Rocks (Sp) The wearer may cast *clashing rocks* once per day as a spell-like ability.



Mountain Pattern Armor This medium armor consists of hundreds of small, interlocking pieces of steel shaped to resemble an ancient symbol for the word “mountain.” The mail is then riveted to a cloth or leather backing. It is worn like a mail coat and covers your torso, shoulders, and thighs.

Medium Armor	Cost	Armor Bonus	Maximum Dex Bonus	Armor Check Penalty	Arcane Spell Failure	Speed (30 ft.)	Speed (20 ft.)	Weight
Mountain pattern armor	250gp	+6	+3	−4	30%	20 ft.	15 ft.	40 lbs.

ARMOR PROPERTY

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.

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

KELGROR’S GHOST

Kelgror was a legendary dwarven smith who lived centuries ago. He was renowned for the beautiful arms and armor he created. Great kings and mighty warriors would travel to the dwarven kingdom from all over the land in the hopes that Kelgror would craft one of his masterworks for them.

Near the end of the famous smith’s life, Kelgror began one last suit of armor. It was to be his lasting legacy and his greatest masterpiece. Kelgror worked day and night, lovingly pouring every ounce of skill and energy he had into the armor’s creation. For many months, the aging dwarf worked, seemingly never quite satisfied with the armor. Feeling his health begin to fail, old Kelgror knelt at his anvil and prayed to the gods.

“Let me live long enough to finish my work!” he cried. “Do not take me until I have finished it!” The gods, it would seem, heard his prayer, for Kelgror lived on.

At last, after many more months of toil, Kelgror finally wiped his wrinkled brow and admired his work. The old dwarf smiled. It was truly his greatest achievement. The craftsmanship was exquisite; the strength of the armor was unmatched. Forged from individual strips of highly polished metal, which gave it a shimmering, almost translucent quality, the magnificent armor was etched with the subtle image

of a hammer and anvil.

Kelgror felt a pang of regret, because he knew he would never wear this armor into battle, never feel it protect him from a monster’s mighty claw or an enemy’s hammer blow. With these final thoughts of pride and regret, Kelgror, the great dwarven smith, died.

Just as Kelgror had wished, his armor was passed down from one great warrior to another. Many of those who have worn it have reported feeling as if the very spirit of Kelgror himself was within the armor, somehow sharing in every great deed. This has led some to believe the armor is actually haunted.

But, no matter if Kelgror’s final masterwork is truly haunted by his ghost or not, it is considered a high honor to receive it. And if Kelgror’s ghost does indeed inhabit the armor, none who have worn it have ever complained.

REQUIREMENTS

To successfully wear *Kelgror’s Ghost* to its fullest potential, a character must fulfill the following requirements.

Feats Skill Focus (craft armor or weapons), Endurance
Skills Craft (craft armor or weapons) 4 ranks, Appraise 4 ranks

Armor Level	Wearer Level	Abilities Granted
1st	—	+1 mithral splint mail
2nd	4th	Ghost weapon
3rd	6th	Spiritual weapon (1/day)
4th	8th	+2 mithral splint mail
5th	10th	Master craftsman
6th	12th	Speak with dead (3/day)

7th	14th	+2 <i>ghost touch mithral splint mail</i>
8th	16th	Ghost sight
9th	18th	Ghost walk
10th	20th	+3 <i>ghost touch mithral splint mail</i>

Ghost Weapon (Su) The wearer of *Kelgror's Ghost* may imbue any one weapon he is actively wielding with the ghost touch weapon quality for 1 round for every level he possesses. These rounds do not need to be consecutive. The wearer may only affect one weapon at a time in this way. The weapon immediately loses the ghost touch weapon quality if wielded by anyone other than the wearer.

Spiritual Weapon (Sp) The wearer of *Kelgror's Ghost* may cast *spiritual weapon* once per day as a spell-like ability. The weapon always appears in the form of a dwarven hammer.

Master Craftsman (Ex) The wearer receives Master Craftsman as a bonus feat.

Speak with Dead (Sp) The wearer of *Kelgror's Ghost* may cast *speak with dead* three times per day as a spell-like ability.

Ghost Sight (Su) The wearer's vision extends into the spirit realm, allowing him to see astral, ethereal, incorporeal or invisible creatures.

Ghost Walk (Su) As a standard action, the wearer of *Kelgror's Ghost* can become incorporeal and invisible. While in this form, he can move in any direction and through any object (except for those made of force). He can take no action other than to move while in this form. The wearer may remain in this form for a number of rounds equal to his level, but he can end this effect prematurely as a free action. The wearer can use this ability twice per day.

ARMOR PROPERTIES

Ghost Touch Weapon A ghost touch weapon deals damage normally against incorporeal creatures, regardless of its bonus. An incorporeal creature's 50% reduction in damage from corporeal sources does not apply to attacks made against it with ghost touch weapons. The weapon can be picked up and moved by an incorporeal creature at any time. A manifesting ghost can wield the weapon against corporeal foes. Essentially, a ghost touch weapon counts as both corporeal or incorporeal.

Aura moderate conjuration; **CL** 9th; Craft Magic Arms and Armor, *plane shift*; **Price** +1 bonus.

Ghost Touch Armor This armor or shield seems almost translucent. Both its enhancement bonus and its armor bonus count against the attacks of corporeal and incorporeal creatures. It can be picked up, moved, and worn by corporeal and incorporeal creatures alike. Incorporeal creatures gain the armor's or shield's enhancement bonus against both corporeal and incorporeal attacks, and they can still pass freely through solid objects.

Aura strong transmutation; **CL** 15th; Craft Magic Arms and Armor, *etherealness*; **Price** +3 bonus.



LANDSHARK'S HIDE

Korgg was a mighty half-orc barbarian who lived many decades ago. Like so many of his kind, Korgg was a seeker of combat, the more difficult the odds, the better. He positively thrived on fighting and lived for one-on-one combat. In many cases, Korgg would throw down his great axe when facing an opponent and rush head-long into battle. Most such battles ended with the mighty Korgg literally tearing his opponent apart with his bare hands.

One of Korgg's greatest battles was with a powerful bulette. He was part of a group of adventurers hired to go into the wild and destroy the creature which had been rampaging the surrounding area and terrifying the populace.

The group made camp for the night and finalized their plans for the following morning. During the night, however, Korgg had a dream in which he alone faced the mighty bulette and defeated it with only his fists and his fangs.

The powerful barbarian awoke and, leaving his companions still asleep at the camp site, set off alone into the wilderness to seek out the landshark.

He found the creature in a cave. With a deafening shout of primal rage, Korgg the barbarian rushed into the cave and attacked the bulette with a ferocity which surprised even him. The battle lasted for what seemed an eternity. On more than one occasion, Korgg was certain he would die. Yet he fought on.

Finally, with an explosion of raw power, Korgg snapped the huge creature's neck with his bare hands.

It was Korgg's finest moment. Skalds would sing of this battle, he knew. With a great heave of his powerful arms, the half-orc began to drag the bulette's carcass back to town. He dragged it right into the square and loudly declared his victory to all who would hear him. He then threw a bag of gold and platinum coins to the most skilled armor smith he could find and instructed him to strip the creature's very hide from its body. Korgg told the armor smith to craft a suite of armor from the bulette's hide that was worthy of him and his great victory.

The armor smith had never done anything like this before, but was willing to make the attempt. In the end, he proved to be up to the task. When the barbarian first donned the impressive armor, crafted from the tanned and preserved hide of the bulette, Korgg felt a rush of primal power. It was as if the soul of the beast had somehow entered his body. The half-orc was immensely pleased.

Korgg wore his bulette hide armor during countless adventures and battles. On more than one instance, the mere sight of the mighty half-orc in his bulette hide armor was enough to frighten an opponent into submission before a single axe blow had fallen.

In a cruel twist of irony, Korgg's final battle started out as so many others had before. Believing himself to be invincible, he rushed into a cave before knowing what was within. Once inside, he bellowed as loudly as he could for the creature to come out and face him.

The creature did exactly that.

It was the largest, most powerful looking bulette the half-orc had ever seen. The creature eyed the barbarian for many minutes. Then, its eyes narrowed as it slowly came to understand what the half-orc's armor was made from.

The fight lasted only a moment. The landshark tossed Korgg's battered and broken body on a pile of refuse at the back of its cave to be eaten later.

As for what became of the once mighty barbarian's bulette hide armor, none can say with certainty. There are those who believe the famous armor still sits on that pile of refuse. Many have searched for that cave in hopes of finding Korgg's armor, but so far, no one has been able to find it.

REQUIREMENTS

To successfully wear *Landshark's Hide* to its fullest potential, a character must fulfill the following requirements.

Feats Run, Toughness

Skills Acrobatics 4 ranks, Intimidate 4 ranks

Armor Level	Wearer Level	Abilities Granted
1st	—	+1 <i>hide armor</i>
2nd	4th	Bulette's leap
3rd	6th	Savage bite
4th	8th	+2 <i>hide armor</i>
5th	10th	Extra rage
6th	12th	Unstoppable force
7th	14th	+2 <i>invulnerability hide armor</i>
8th	16th	Tremorsense
9th	18th	Stunning critical
10th	20th	+3 <i>invulnerability hide armor</i>



Bullette's Leap (Ex) The wearer of *Landshark's Hide* can execute a special kind of pounce attack by jumping into combat. When the wearer performs a full-round charge action, he may attempt a DC 20 Acrobatics check during the charge to jump into the air and land next to an enemy. If the wearer succeeds in making the Acrobatics check during the charge, he can leap up to 10 feet in the air and 10 feet forward as part of the charge and then follow up with a single melee attack. When doing so, the wearer may leap over an obstacle, including an enemy, which does not provoke an attack of opportunity from that enemy. This otherwise conforms in all ways to the rules for the charge full-round action.

Savage Bite (Su) The wearer gains a bite attack that deals 1d6 points of damage, plus 1-1/2 times the wearer's Strength modifier. The bite threatens a critical hit on a 19–20. The wearer is considered proficient in this bite and can apply feats or effects appropriate to natural attacks to it. If used as part of a full attack action, the bite is considered a secondary attack, is made at the wearer's full base attack bonus –5, and adds half the Strength modifier to damage. The bite attack is a supernatural manifestation of the wearer.

Extra Rage (Ex) If the wearer of *Landshark's Hide* has the rage class feature, he receives Extra Rage as a bonus feat.

Unstoppable Force (Ex) The wearer receives Greater Bull Rush and Greater Overrun as bonus feats.

Tremorsense (Ex) The wearer of *Landshark's Hide* is sensitive to vibrations in the ground. The wearer gains tremorsense with a range of 60 ft.

Stunning Critical (Ex) The wearer receives Stunning Critical as a bonus feat.

Hide Armor Because hide armor isn't made of metal, druids can wear it without penalty.

ARMOR PROPERTY

Invulnerability This suit of armor grants the wearer damage reduction 5/magic.

Aura strong abjuration and evocation (if *miracle* is used); CL 18th; Craft Magic Arms and Armor, *stoneskin*, *wish* or *miracle*; **Price** +3 bonus.

MAGE HUNTER'S ARMOR

Ventru was a powerful ruler who was responsible for one of the most infamous events in recent memory. He was a devout follower of a cult which believed all that was wrong in the world stemmed from magic. Not all magic, of course. Divine magic certainly was not the cause, they preached. It was arcane magic. More to the point, it was the greedy and disloyal wizards and their ilk who practiced arcane magic that caused so many of the ills in the land.

Ventru believed whole-heartedly in this strange doctrine. What's more, because he held absolute sway in his small, isolated kingdom, he was able to do more than simply preach these beliefs. Ventru was willing and very able to do something about it.

Ventru was determined to remove every last practitioner of arcane magic – every wizard, every sorcerer, every bard. Who you were didn't matter. What did matter was that arcane magic had suddenly become outlawed in Ventru's kingdom and the penalty for breaking that law was death.

Thus began the Purge Arcana.

In order to carry out the Purge, Ventru needed loyal warriors who could seek out and destroy any and all wizards or other practitioners of the arcane arts. To this end, he created a squad of elite soldiers, each outfitted with magical armor enchanted with powers designed to neutralize arcane magic and help bring about the death of those that wielded it. These suits of magical half-plate armor combined elements of full plate and chainmail, and had magical runes and symbols worked prominently into the metal.

For more than three years, Ventru's elite Mage Hunters patrolled his kingdom, seeking out and destroying anyone who dared to practice arcane magic. It was a dark and dangerous time, filled with fear and paranoia. Over time, Ventru's strange beliefs grew even more bizarre. Inexplicably, he decided that even his own forces, which had served him without question, were now tainted by their prolonged contact with the very arcane magic they were tasked to destroy. He called together a few of his most loyal men and ordered them to round up and murder the remaining members of the Mage Hunters. It was the last straw. The Mage Hunters drew their weapons and stabbed Ventru repeatedly, leaving him to die in a pool of his own blood. The Mage Hunters were appalled at what they had done, but they were even more appalled at what had occurred over the last three years. It was as if Ventru had woven a spell on

everyone and, now that he was dead, that spell was broken.

The Purge Arcana ended with Ventru's death and soon after, the Mage Hunters disbanded. Most renounced what they had done and destroyed their magical armor as a sign of regret for their actions.

A few Mage Hunters kept their armor however and went into hiding. Some even left the kingdom altogether. Perhaps one or two even passed on their Mage Hunter's Armor to a son or daughter ...

REQUIREMENTS

To successfully wear *Mage Hunter's Armor* to its fullest potential, a character must fulfill the following requirements.

Feats Alertness, Iron Will

Skills Knowledge (arcana) 4 ranks, Sense Motive 4 ranks

Armor Level	Wearer Level	Abilities Granted
1st	—	+1 <i>half plate</i>
2nd	4th	<i>Detect magic</i> (at-will)
3rd	6th	Disruptive
4th	8th	+1 <i>spell resistance</i> 15 <i>half plate</i>
5th	10th	<i>Spell Immunity</i> (3/day)
6th	12th	Spell breaker
7th	14th	+1 <i>spell resistance</i> 17 <i>half plate</i>
8th	16th	<i>Greater dispel magic</i> (3/day)
9th	18th	<i>Greater spell immunity</i> (3/day)
10th	20th	+2 <i>spell resistance</i> 19 <i>half plate</i>

Detect Magic (Sp) The wearer may cast *detect magic* at-will as a spell-like ability.

Disruptive (Ex) The wearer receives Disruptive as a bonus feat.

Spell Immunity (Sp) The wearer may cast *spell immunity* three times per day as a spell-like ability.

Spell Breaker (Ex) The wearer receives Spell Breaker as a bonus feat.

Greater Dispel Magic (Sp) The wearer may cast *greater dispel magic* three times per day as a spell-like ability.

Greater Spell Immunity (Sp) The wearer may cast *greater spell immunity* three times per day as a spell-like ability.

ARMOR PROPERTY

Spell Resistance This property grants the armor's wearer spell resistance while the armor is worn. The spell resistance can be 13, 15, 17, or 19, depending on the armor.

Aura strong abjuration; **CL** 15th; Craft Magic Arms and Armor, *spell resistance*; **Price** +2 bonus (SR 13), +3 bonus (SR 15), +4 bonus (SR 17), or +5 bonus (SR 19).



MINSTREL'S BOON

Talvin the Wanderer is perhaps the greatest of all bards. Although he lived many hundreds of years ago, it would be difficult indeed today to find someone who does not know at least a few of the many wonderful stories that revolve around this legendary wandering bard.

Considered perhaps the greatest historian and collector of stories who ever lived, this great bard literally wandered from one corner of the world to the other during his long and fruitful life. A great many oral traditions, which would have otherwise been lost long ago, were preserved by the half elf, who never forgot a single story or fact once he heard it. In time, these many stories were written down and collected into large, leather-bound volumes. These were then copied over and over again by loyal followers, who distributed them throughout the land. These collected works of history are still studied by historians today and are considered by many to be among the greatest works ever produced.

Talvin acquired many wonderful items and fantastic treasures during his never-ending travels. Most treasures he kept only for a short time before giving them away, usually to someone he met whom he felt needed or deserved the item. Occasionally, however, Talvin would keep a particularly wondrous treasure for himself. One such item, his magical lute, was made from the finest woods by elven craftsmen. Another was the magical rapier which could dance in the air by itself and was said to possess an intelligence all its own.

Perhaps the most famous treasure the great bard possessed, however, was his armor. Referred to in most legends as Minstrel's Boon, this magical leather armor was made from the finest hard boiled leather. Each individual piece was carefully sewn together with intricate stitching. The leather armor's artistic detail and exquisite workmanship was so impressive that many insisted that it could not have been crafted by any mere mortal.

Interesting enough, while there are many legends that speak of Talvin the Wanderer wearing his wondrous armor, not a single one describes how he came to possess it. Some speculate that it was made for the great bard, perhaps by a genie or other magical being. Others propose that Talvin found the armor in some ancient tomb or crypt.

What is generally known is that Talvin the Wanderer wore Minstrel's Boon for most of his life. It protected

him during countless adventures and adorned him as he encountered many of the most famous people in history. By most accounts, in fact, the magical leather armor was the legendary bard's most prized possession.

There are conflicting stories regarding Talvin the Wanderer's later years. Some legends say he became embroiled in the political intrigue of a distant king and eventually felt the executioner's axe. Others say the great bard met his end when he was discovered with the wife of a powerful warlord. Still others seem to imply that Talvin simply faded from history and retired to live out his days in quiet obscurity.

Whatever Talvin the Wanderer's ultimate fate, it is certain that he met it wearing his beloved armor, although today the whereabouts of Minstrel's Boon are lost to the mists of time. Perhaps, if one could somehow uncover the true details of Talvin the Wanderer's final days, one might actually be able to discover what became of his wondrous armor.

REQUIREMENTS

To successfully wear *Minstrel's Boon* to its fullest potential, a character must fulfill the following requirements.

- Feats** Extra Performance, Skill Focus (perform)
- Skills** Knowledge (history) 4 ranks, Perform 4 ranks

Armor Level	Wearer Level	Abilities Granted
1st	—	+1 leather armor
2nd	4th	Skill focus
3rd	6th	Lingering performance
4th	8th	+1 bard's buttress leather armor
5th	10th	Vast knowledge
6th	12th	Great performer
7th	14th	+3 bard's buttress leather armor
8th	16th	Greater buttress
9th	18th	Lore master
10th	20th	+4 bard's buttress leather armor

- Skill Focus (Ex)** The wearer of *Minstrel's Boon* gains Skill Focus (Knowledge [history]) as a bonus feat.
- Lingering Performance (Ex)** The wearer gains Lingering Performance as a bonus feat.
- Vast Knowledge (Ex)** Three times per day, the wearer of *Minstrel's Boon* may take 20 on any one



Knowledge check.

Great Performer (Ex) When the wearer of *Minstrel's Boon* uses bardic performance, the range or area of the performance is doubled. In addition, the DC for saving throws against the wearer's bardic performance is increased by +2.

Greater Buttress (Ex) The wearer may benefit from each of the armor's Bard's Buttress abilities three times per day instead of once per day.

Lore Master (Ex) Once per day the wearer of *Minstrel's Boon* may gain the effect of *legend lore* or *analyze dweomer*. If used to create a *legend lore* effect, this ability has a casting time of 1 minute, regardless of how much information is already known about the subject in question.

ARMOR PROPERTY

Bard's Buttress Once per day if the wearer is subject to a *silence* spell or effect this enhancement dispels the effect as per *greater dispel magic* with a caster level equal to the wearer's Hit Dice. Once per day if the wearer gains the deafened or blinded condition she is subject to a *remove blindness/deafness* spell.

Aura Moderate abjuration; CL 11th; Craft Magic Arms and Armor, *remove blindness/deafness*, *greater dispel magic*; Price +1 bonus.

OAK HEART'S ARMOR

Ruatha the Brown was an orphan who grew up under the care of an ancient oak treant known as Oak Heart. Oak Heart was teacher, mentor, friend and protector to the young man. Ruatha became a druid under Oak Heart's tutelage. Together, the two tended the forest and all that lived within.

Late one night, as Ruatha slept near the cool water of a stream, a sudden storm crashed across the sky. Ruatha awoke to violent thunder claps and blinding flashes of lightning. Marveling at the wonder and power of nature, the young druid reached for his staff and began to seek shelter from the pelting rain.

Suddenly, a deafening thunder clap filled Ruatha's ears as a bolt of lightning crackled across the sky. Seconds later, he saw a flickering, yellow-orange haze in the distance.

He saw the smoke a moment later and knew at once what was happening.

Forest fire!

Ruatha ran in the direction of the flames. As he did, he shouted as loud as he could for the animals to

run towards the stream. Over the din of the roaring flames, Ruatha could hear the deep, rumbling voice of Oak Heart, rousing the trees of the forest. Ruatha knew the ancient treant was doing what he could to shepherd as many of the trees to safety on the other side of the shallow stream.

Time seemed to move both slowly and quickly at once. There was confusion as the panicked forest animals ran from the flames and toward the water. Trees lumbered past Ruatha. The young druid cast every water-creation spell he could, even though he knew he could do little more than slow the flames for a few moments.

After what seemed like a lifetime, the singed and soot-covered druid finally rushed across the stream and dropped to his knees on the far side. The heavy rain fell hard against him, feeling like tiny pebbles. Glancing around quickly, he was relieved to see that most of the forest animals had made it to safety, as had many of the trees. They were already re-rooting themselves into the ground and becoming still again. Although considerably smaller than before the fire, the forest was safe on this side of the stream, thanks to Ruatha and Oak Heart. Coughing uncontrollably, the exhausted young druid collapsed on the ground.

Ruatha woke at dawn. He looked around, unsure for a moment where he was. Then, the frightening memories rushed back to him and he stood up quickly. The storm was over. On the far side of the stream, Ruatha could see what was left of his home. The devastation left behind by the forest fire was almost indescribable. The ground was black and burned. Grey smoke rose from the charred remains of those trees which Oak Heart had not able to shepherd across the stream to safety.

It was then that Ruatha's saw a large shape in the distance, near a group of smoldering tree trunks. Ruatha studied the shape for a moment and then something gripped the pit of his stomach. He knew what that shape was.

It was Oak Heart!

Ruatha transformed at once into a wren and flew as quickly as he could to the treant. Transforming back to human form, Ruatha's heart sank. The old treant was dead, his bark blackened and charred. Tears rolled down Ruatha's face as understanding came to him. Oak Heart would not leave the burning forest as long as even one tree was still in danger. The ancient treant had died trying to save every last tree he could.

Grief more profound than anything he had ever



remainder of his very long life.

Oak Heart's armor consists of supple leather with plates of fire-treated wood from the ancient treant sewn over the wearer's vital areas. The wood has a carved nature motif, including the likeness of Oak Heart himself, which is carved into the breast plate.

REQUIREMENTS

To successfully wear Oak Heart's Armor to its fullest potential, a character must fulfill the following requirements.

Feats Natural Spell, Self-Sufficient

Skills Knowledge (nature), Survival

Armor Level	Wearer Level	Abilities Granted
1st	—	+1 wooden armor
2nd	4th	<i>Tree shape</i> (1/day)
3rd	6th	<i>Quench</i> (3/day)
4th	8th	+2 energy resistance (fire) wooden armor
5th	10th	<i>Animate trees</i> (3/day)
6th	12th	<i>Tree stride</i> (3/day)
7th	14th	+2 improved energy resistance (fire) wooden armor
8th	16th	Oaken reserves
9th	18th	<i>Spirit of oak heart</i>
10th	20th	+3 wild improved energy resistance (fire) wooden armor

known filled Ruatha. He sank slowly to his knees and wept for his old friend and mentor.

A few days later, Ruatha returned, knowing what he must do. With great reverence and respect, Ruatha cut down what remained of Oak Heart. The druid could simply not bear the thought of Oak Heart's body remaining in the burned out wasteland that once had been their home. Instead, Ruatha decided that he would keep Oak Heart with him always. He carefully removed the strongest and least burned pieces of wood and then began the long process of fashioning the wood into armor.

When he was finished, Ruatha donned the wooden armor and could immediately feel the spirit of the old treant protecting him.

Ruatha the Brown wore the wooden armor for the

Tree Shape (Sp) The wearer of *Oak Heart* may cast *tree shape* once per day as a spell-like ability.

Quench (Sp) The wearer may cast *quench* three times per day as a spell-like ability.

Animate Trees (Sp) Three times per day, the wearer may animate trees within 180 feet, controlling up to two trees at a time. It takes 1 full round for a tree to uproot itself, after which it moves at a speed of 10 feet and fights as a treant (although it has only one slam attack and lacks a treant's animation and rock-throwing abilities), gaining the treant's vulnerability to fire. If the wearer terminates the animation, moves out of range, or is incapacitated, the tree immediately takes root wherever it is and returns to its normal state.

Tree Stride (Sp) *Oak Heart's* wearer may cast *tree*

Wooden Armor This suit of leather armor has plates of fire-treated wood sewn over vital areas. Though not as effective as metal armor, it offers better protection than leather alone. Unlike metal armor, the wood is slightly buoyant, and the armor check penalty for swimming in this armor is 0.

Light Armor	Cost	Armor Bonus	Maximum Dex Bonus	Armor Check Penalty	Arcane Spell Failure	Speed (30 ft.)	Speed (20 ft.)	Weight
Wooden	20 gp	+3	+3	−1	15%	30'	20'	25 lbs.

stride three times per day as a spell-like ability.

Oaken Reserves (Su) The wearer becomes resilient in the manner of a tree. He gains a +4 bonus to saves to resist paralysis, poison, polymorph, sleep effects, and stunning

Spirit of Oak Heart (Sp) Three times per day the wearer may call the spirit of Oak Heart to his side. He may summon a ghostly treant equivalent to a treant with the advanced and celestial templates. This ability lasts for a number of rounds equal to the wearer's level and is otherwise equivalent to a *summon monster* spell.

ARMOR PROPERTIES

Energy Resistance A suit of armor or a shield with this property protects against one type of energy (acid, cold, electricity, fire, or sonic) and is designed with patterns depicting the element it protects against. The armor absorbs the first 10 points of energy damage per attack that the wearer would normally take (similar to the *resist energy* spell).

Aura faint abjuration; **CL** 3rd; Craft Magic Arms and Armor, *resist energy*; **Price** +18,000 gp.

Energy Resistance, Improved As energy resistance, except it absorbs the first 20 points of energy damage per attack.

Aura moderate abjuration; **CL** 7th; Craft Magic Arms and Armor, *resist energy*; **Price** +42,000 gp.

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.

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

SEDUCER'S SILK

Uthariel came to power three days after her nineteenth birthday. Her father, the king, had died in battle a year earlier. Her eldest brother, who had then assumed the throne, had just died under mysterious circumstances.

Uthariel had learned much about ruling and power from her father. The young woman believed there would always be someone who wished to do her harm or take her power from her. She knew she needed to use all of her skills and personal assets to ensure she remained in power. Uthariel's greatest asset was her incredible physical beauty; her greatest skills were in the many forms of seduction.

And so, Uthariel used her seductive charms to orchestrate alliances, eliminate rivals and ensure outcomes that benefited her and her crown. Truth be told, she also seduced more than a few young men and women simply out of her own insatiable desire for pleasure. Yet, with each new alliance or conquest, the beautiful young queen seemed to grow more paranoid. She was convinced that an assassin might be around every corner and a plot to dethrone her was in everyone's heart. This paranoia culminated when Uthariel commissioned the most exquisite ceremonial armor ever made.

Uthariel's silken armor was crafted from many layers of imported cloth and an outer layer of the finest silk, intricately woven together with gold brocade designs and covered with delicate metal studs. Uthariel then commanded her court wizards to enchant the silken armor with all manner of protective magic. The silken armor could be used for ceremonial displays or worn over heavier armor. Uthariel could also wear her protective silken robes during one of her numerous seductive conquests.

As time went on, the people began to grow weary of Uthariel's paranoid decrees yet they were powerless to do anything about them.

One evening during a formal dinner, the Queen discovered that a beautiful new lady-in-waiting had joined her court. Uthariel was enchanted by the girl's innocent beauty and immediately set about seducing her. In short order, the beautiful new lady-in-waiting found herself alone in the queen's private chambers.

Later that night, as the two shared pillow talk, the young girl innocently remarked at the delicate beauty of Uthariel's silken robes. "They feel so soft," the girl said. "They must feel as if you are wearing a cloud."

The queen studied young woman's eyes intently, but could find no hint of deception or ill will. "Would you like to try them on?" she asked softly.

"Very much," the lady-in-waiting purred. "I would be honored."

And so, Queen Uthariel removed her magical silken armor from her body and handed it to her lover. The young woman slipped the silk over her body, feeling the supple material against her bare skin.

"Do you like my silks?" the queen asked, admiring the girl.

"I do indeed, my queen," she said seductively and moved closer to embrace Uthariel.

As she took the queen in her arms, the beautiful new lady-in-waiting stealthily flicked at the ring she wore, revealing a tiny needle. As the two embraced, she suddenly pricked the needle sharply into the queen's bare neck.

Uthariel gasped and her eyes opened wide. Her breath quickly became shallow; she found that she could not speak or utter a sound. Uthariel's legs grew weak and she fell to the floor, her naked body twitching as the poison quickly coursed through her.

Uthariel's vision grew dim. The last thing she saw before darkness took her was the young woman, still wearing Uthariel's silken armor, hurry across the chamber and slip quietly out a side door.

REQUIREMENTS

To successfully wear *Seducer's Silk* to its fullest potential, a character must fulfill the following requirements.

Feats Alertness, Persuasive

Skills Diplomacy 4 ranks, Sense Motive 4 ranks

Armor Level	Wearer Level	Abilities Granted
1st		+1 <i>silken ceremonial armor</i>
2nd	4 th	Alluring countenance
3rd	6 th	<i>Suggestion</i> (3/day)
4th	8 th	+2 <i>silken ceremonial armor</i>
5th	10 th	Desire to please
6th	12 th	<i>Dominate person</i> (3/day)
7th	14 th	+3 <i>commanding poise silken ceremonial armor</i>
8th	16 th	<i>Mass suggestion</i> (1/day)
9th	18 th	<i>Mind blank</i>
10th	20 th	+4 <i>commanding poise silken ceremonial armor</i>

Alluring Countenance (Sp) The wearer of *Seducer's Silk* becomes intoxicatingly beautiful and desirable. Any creature in a 30-foot radius who could conceivably be attracted to the wearer must make a Will save (DC 10 + 1/2 the wearer's level + the wearer's Cha modifier). If the save succeeds, the creature can act normally and is unaffected by this property for 24 hours. If the save fails, the creature is considered to be under the effect of *charm person* for as long as the creature remains within 30 feet of the wearer.

Suggestion (Sp) The wearer may use *suggestion* three times per day as a spell-like ability. If the target is already under the effects of Alluring Countenance, the target suffers a -2 penalty to their will save.

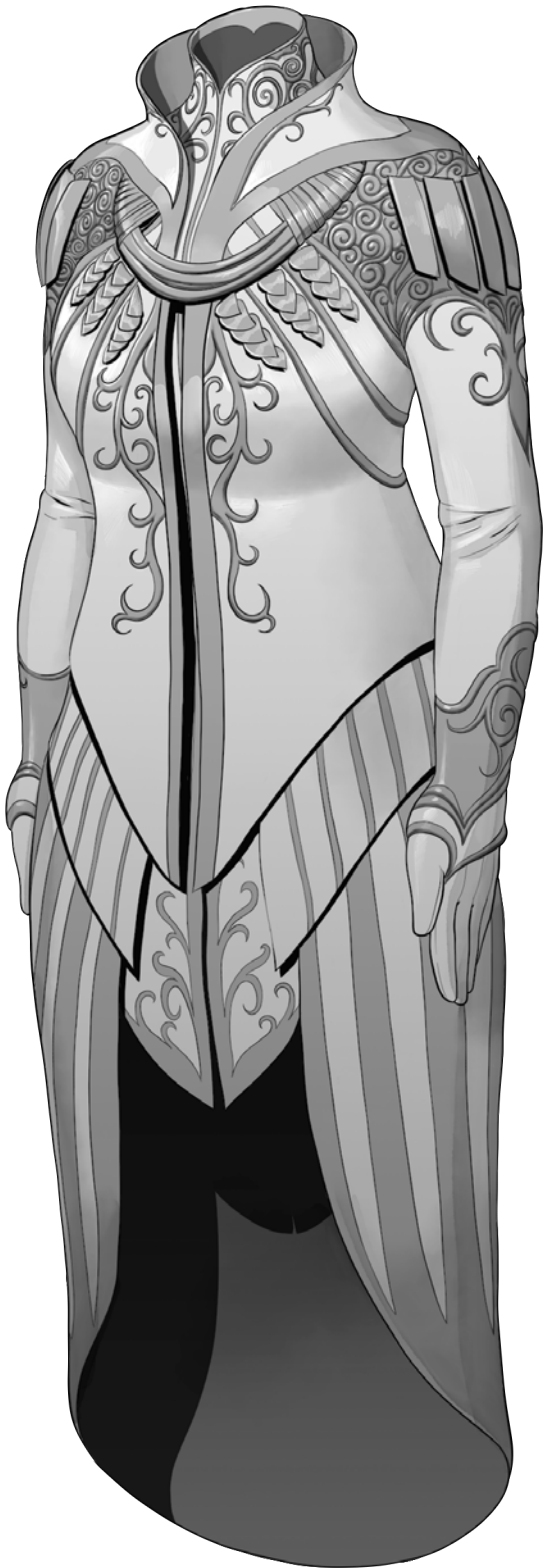
Dominate Person (Sp) The wearer of *Seducer's Silk* may use *dominate person* three times per day as a spell-like ability. If the target is already under the effects of Alluring Countenance, the target suffers a -2 penalty to their will save.

Mass Suggestion (Sp) The wearer may use *mass suggestion* once per day as a spell-like ability. Any target already under the effects of Alluring Countenance suffer a -2 penalty to their will save.

Desire to Please (Su) The wearer can compel a creature within 30 feet to attempt to please her as a standard action. The creature receives a Will save to negate this affect. If the target is already under the effects of Alluring Countenance, the target suffers a -2 penalty to their will save. If the save fails, the creature attacks the wearer's enemies for 1 round, gives her its most valuable item, or drops prone at her feet and grovels for 1d4 rounds (wearer's choice). The wearer

Silken Ceremonial Armor Used for ceremonial displays or occasionally worn (albeit with no additional benefit) over heavier armor, these robes consist of several layers of cloth and an outer layer of silk intricately woven with gold brocade designs and covered with metal studs.

Light Armor	Cost	Armor Bonus	Maximum Dex Bonus	Armor Check Penalty	Arcane Spell Failure	Speed (30 ft.)	Speed (20 ft.)	Weight
Silken ceremonial armor	30 gp	+1	—	0	0%	30 ft.	20 ft.	4 lbs.



can use this ability three times per day.

Mind Blank (Sp) The wearer is protected by a continual *mind blank*.

ARMOR PROPERTY

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.

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

TRITON SCALE

Lord Markum ruled a small keep built on a rocky outcrop of land that jutted into the sea. He loved to stand on the battlements in the morning and smell the salty sea air.

One morning, Lord Markum was shocked to see the bruised body of a mermaid lying on the rocks. He hurried down to the mermaid and found she was unconscious but still alive. Markum gently carried the mermaid into the keep and summoned the healers. When the beautiful mermaid’s eyes finally fluttered open, Lord Markum fell hopelessly in love.

A soon as the mermaid had regained some of her strength she explained that her people were under relentless attacks from a tribe of blood-thirsty sahuagin. The mermaid had been wounded during the latest sahuagin raid on her city of coral and

had somehow washed up on the rocks near Lord Markum's keep.

Markum was determined to help the girl. He was a powerful warrior, but he knew that much of his great battle prowess would be compromised when fighting far beneath the waves. He could not simply don his heavy plate mail and metal shield, pick up his great sword and wade out into the sea while holding his breath. Markum knew he needed something to gain an edge. And so, he called for his oldest and most trusted companion, the wizard Pelgroth. Together, Markum, who was a skilled armorer and Pelgroth, who was an accomplished magic crafter, set out to even the odds.

Many weeks passed, during which time the young mermaid came to return Markum's love. At last, Markum and Pelgroth's magical armor was finished. It was comprised of hundreds of small overlapping metal plates, which shimmered like the scales of a fish. The armor was impressively detailed with images of fish and the sea.

Markum donned his new magic armor and felt the power of the sea rise inside him. Immediately, the great warrior walked out from his keep and into the waves. He found that he could move and even swim as if he wore nothing at all. He could breathe water as well as any fish and commanded many remarkable powers.

That same day, Lord Markum swam down through the deep until he and the mermaid at last came to her coral city. They waited for the next sahuagin raid and when it happened, Markum became a mighty terror. He battled the sahuagin relentlessly and rallied the merfolk warriors to fight with him. He killed countless sahuagin and beat the rest back to their undersea lair. Yet even then, Markum pressed on. He relentlessly battled the remaining sahuagin until every last shark-man was dead.

Lord Markum was a hero to the merfolk and in time he and the beautiful mermaid were married. From then on, Markum spent part of his time in the coral sea of the merfolk and the rest in his keep. It was during his time away on land that disaster struck. One of Markum's bitter rivals marched on the keep and attacked. In the battle that followed, many of Markum's followers were killed defending their lord. Eventually, the keep was overrun and Markum's rival took possession of the keep.

Lord Markum was not captured however. In fact, there was no sign of him. Many believe that once



Markum realized that all was lost he quickly donned his magic scale mail and jumped from the battlements into the rocky sea far below. If so, it is hard to imaginee he could have survived such a jump. If he did not, his body, and the armor, would have been taken out to sea. If, however, Markum did manage to miss the rocks and survive the jump, he most likely swam until he was able to reach the safety of the merfolk city.

In either case, Markum’s magical scale armor might still be somewhere, out there, beneath the waves.

REQUIREMENTS

To successfully wear *Triton Scale* to its fullest potential, a character must fulfill the following requirements.

- Feats** Athletic, Skill Focus (Swim)
Skills Knowledge (nature) 4 ranks, swim 4 ranks

Armor Level	Wearer Level	Abilities Granted
1st	—	+1 <i>scale mail</i>
2nd	4th	<i>Slipstream</i> (3/day)
3rd	6th	Watery resistance
4th	8th	+2 <i>aquatic adaptation scale mail</i>
5th	10th	<i>Freedom of movement</i> (3/day)
6th	12th	Child of the sea
7th	14th	+3 <i>aquatic adaptation scale mail</i>
8th	16th	Watery form
9th	18th	<i>Tsunami</i> (1/day)
10th	20th	+4 <i>aquatic adaptation scale mail</i>

- Slipstream (Sp)** The wearer of *Triton Scale* may use *slipstream* three times per day as a spell-like ability.
- Watery Resistance (Ex)** The wearer gains resist cold 10. This resistance increases to 20 at 12th level.
- Freedom of Movement (Sp)** The wearer of *Triton Scale* may use *freedom of movement* three times per day as a spell-like ability.
- Child of the Sea (Ex)** The wearer gains a swim speed of 60 feet.
- Watery Form (Su)** Once per day, the wearer can assume the form of a Huge water elemental, as *elemental body IV*. The duration is 1 hour per level.
- Tsunami (Sp)** The wearer of *Triton Scale* may use *tsunami* once per day as a spell-like ability.

ARMOR PROPERTY

- Aquatic Adaptation** The wearer of aquatic adaptation armor is treated as unarmored for purposes of Swim checks. The wearer can breathe underwater and can converse with any creature with a language that breathes water.
- Aura** moderate abjuration; **CL** 11th; Craft Magic Arms and Armor, *freedom of movement*, *water breathing*, *tongues*; **Price** +22,000 gp.

VRITHMYTRIX’S BANE

Vrithmytrix was a mighty black dragon that inhabited a vast swamp. Many had come to this swamp over the years, hoping to gain fame and fortune by killing the great dragon, but none ever succeeded. Vrithmytrix was simply too powerful and too clever.

The black dragon’s luck changed one fog shrouded morning when Osland the Dragonslayer entered the swamp. Osland was a valiant knight who had already killed two dragons and was determined to make Vrithmytrix his third.

After facing the swamp’s many other dangers, Sir Osland at last encountered the black dragon. Shouting out a challenge, the knight attacked. There are numerous versions of what transpired during the titanic battle, most of which contradict each other. What matters is that, in the end, Osland the Dragonslayer lived up to his name once again – Vrithmytrix, mighty black dragon, was dead.

Using both magical and mundane means, Osland brought the black dragon’s body back to his keep. There, he commissioned the creation of a wondrous suit of armor, made from the Vrithmytrix’s hide. The work was very slow and required many skilled craftsmen. Eventually, Osland the Dragonslayer had a suit of armor worthy of his fame. It was a beautiful suit of banded mail with flawless draconic detailing, crafted from overlapping strips of black dragon hide ingeniously fastened to a black leather backing.

Osland christened his new armor *Vrithmytrix’s Bane*. He wore it often and, over time, discovered that many of the black dragon’s unique qualities seemed to have somehow carried over to the armor itself.

Osland was wearing Vrithmytrix’s Bane the night his keep was attacked. During an important dinner with many dignitaries, the entire keep shook as if some great force had slammed into it. Once outside, Osland saw a silhouette blacker than the night sky soaring through the air. He realized with horror the



winged shape of pitch was a black dragon larger than any beast he had ever encountered. To Osland's left, a large portion of the keep's outer wall had been reduced to rubble. Looking quickly back into the evening sky, he saw the huge black dragon circle around and dive back at the keep. Arrows fired from Osland's men bounced from the beast's hide. As it came closer, its glowing red eyes widened at the sight of Osland's armor and then narrowed into pure hatred.

What Osland did not understand was that Vrithmytrix had a mate. A mate that was much larger and more powerful than she had been. And it was this mate that was now destroying his keep.

When the dragon saw Osland's armor, it knew at once what Osland had done. Roaring in anger, the dragon swooped down and grabbed Osland in its great claws before soaring back into the sky. The sheer force of the impact caused Osland's sword to fall from his hand. Osland was helpless as the furious black dragon carried him away into the darkening sky.

Osland was never seen again. Those who witnessed the attack believe the vengeful dragon must have carried Osland back to its' vast swamp. What happened to Osland after that none can say for certain, but he most likely met a very unpleasant end.

It is rumored that the massive black dragon keeps Osland's armor on display in his lair in some kind of bizarre draconic show of mourning. Whether this is true or not, no one can say because, so far at least, no one has been brave enough to venture into the swamp and find out.

REQUIREMENTS

To successfully wear *Vrithmytrix's Bane* to its fullest potential, a character must fulfill the following requirements.

Feats Great Fortitude, Intimidating Prowess

Skills Knowledge (arcana) 4 ranks, Intimidate 4 ranks

Armor Level	Wearer Level	Abilities Granted
1st	—	+1 <i>dragon hide banded mail</i>
2nd	4th	Dragon's Claws
3rd	6th	<i>Darkness</i> (3/day)
4th	8th	+2 <i>energy resistance (acid)</i> <i>dragon hide banded mail</i>

5th	10th	Dragon's Breath
6th	12th	Dragon's Mind
7th	14th	+3 improved energy resistance (acid) dragon hide banded mail
8th	16th	Dragon's Wings
9th	18th	Acid Immunity
10th	20th	+4 greater energy resistance (acid) dragon hide banded mail

Dragon's Claws (Su) The wearer of *Vrithmytrix's Bane* can grow claws as a free action. These claws are treated as natural weapons, allowing the wearer to make two claw attacks as a full attack action using his full base attack bonus. Each of these attacks deals 1d6 points of damage plus Strength modifier. These claws are considered magic weapons for the purpose of overcoming DR. The wearer may use these claws for 1 round per level. These rounds do not need to be consecutive.

Darkness (Sp) The wearer can cast *darkness* three times per day as a spell-like ability.

Dragon's Breath (Ex) The wearer can breathe a 60-foot line of acid which deals 1d6 points of acid damage per two levels of the wearer. Those caught in the area of the breath receive a Reflex save for half damage. The DC of this save is equal to 10 + 1/2 the wearer's level + the wearer's Charisma modifier. At 10th level, the wearer can use this ability once per day. At 16th level, he can use this ability twice per day. At 20th level, he can use this ability three times per day.

Dragon's Mind (Ex) The wearer is considered to have a good Will save bonus against charm, sleep and fear spells and effects.

Dragon's Wings (Ex) The wearer of *Vrithmytrix's Bane* can sprout leathery black wings from his back as a standard action for a number of minutes per day equal to the wearer's level, granting the wearer a fly speed of 60 feet with average maneuverability. The duration does not need to be consecutive but must be used in 1 minute increments. The wearer can dismiss the wings as a free action.

Acid Immunity (Ex) The wearer is immune to all forms of acid.

ARMOR PROPERTIES

Energy Resistance A suit of armor or a shield with this property protects against one type of energy (acid, cold, electricity, fire, or sonic) and is designed with

patterns depicting the element it protects against. The armor absorbs the first 10 points of energy damage per attack that the wearer would normally take (similar to the resist energy spell).

Aura faint abjuration; **CL** 3rd; Craft Magic Arms and Armor, *resist energy*; **Price** +18,000 gp.

Energy Resistance, Improved As *energy resistance*, except it absorbs the first 20 points of energy damage per attack.

Aura moderate abjuration; **CL** 7th; Craft Magic Arms and Armor, *resist energy*; **Price** +42,000 gp.

Energy Resistance, Greater As *energy resistance*, except it absorbs the first 30 points of energy damage per attack.

Aura moderate abjuration; **CL** 11th; Craft Magic Arms and Armor, *resist energy*; **Price** +66,000 gp.

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