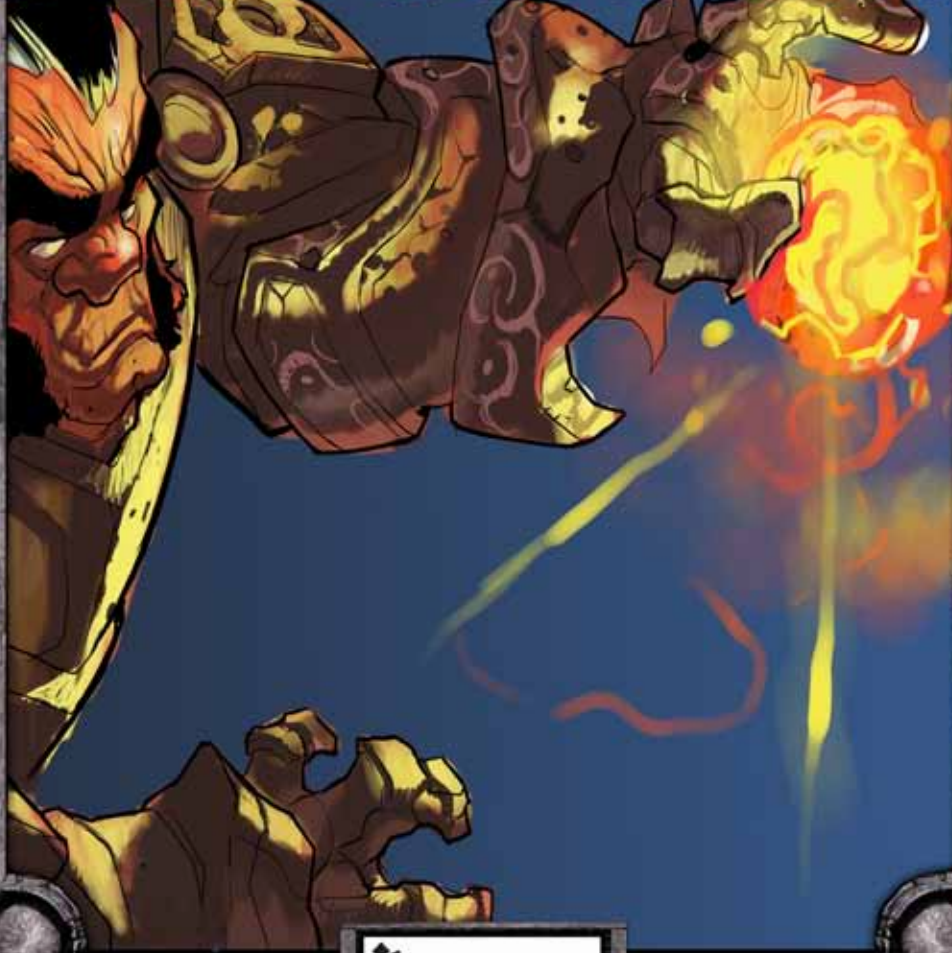


# The Genius Guide to: Loot 4 Less All You Need Is Gloves



**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE

Welcome to the fifth book in the *Loot 4 Less* line, where we deal exclusively in items with a cost-to-consumer of 2,500 gp or less. That's right: no epic items, gauntlets of infinity, or even moderate magic items here. This is a forum for the cheapest of the cheap, and that's it. And just to up the level of difficulty, we also don't deal in one-shot (or even two- or three-shot) magic items. No scrolls, potions, talismans, or fire-and-forget tattoo magics here. Everything in these pages is a legitimate permanent magic item, free of consumable charges and able to be used in adventure after adventure.

Here in *Loot 4 Less vol. 5: All You Need Is Gloves* we're looking at just bargain bin gloves and gauntlets, popular hand-covers any character can use. Not only do we provide each item with a full description and cost, we've scattered sidebars throughout the book to explain those costs. Each **Behind the Counter** sidebar explains how a price was arrived at, allowing GMs to apply the logic to other abilities (and be better able to change the pricing to match the needs of their campaign, with a firm knowledge of where the numbers come from).

## WHY?!

Okay, so let's say that all sounds great, but you're not sure why you should care. Do campaigns really need a few dozen more magic item options? We answer that question in more detail in *Loot 4 Less vol. 1: Arms and Armor*, so I don't want to belabor the point too much here. Essentially, cheap magic items make it easier to:

1. Make the gear carried by low-level foes, and thus the treasure low-level characters pick up, more varied and interesting.
2. Allow low-level PCs to built wealth, since their early treasure items aren't all scrolls, potions and partially-used wands that lose value if they get used.



3. Give mid-level characters who craft magic items a broader range of cheap items that don't take more than a couple of days to create, increasing the chance they'll get to use their various Craft feats.

## BODY SLOT AFFINITY

Though its not a stated part of the *Pathfinder Core Roleplaying Game*, it seems clear when looking through the lists of wondrous items that many of the body slots a magic item can take up have affinities—types of magical effects that are associated, and most easily attached to, items of that type. There are good reasons for this, including creating an internal consistency and avoiding silliness such as *boots of telepathy*. Items that fall outside this affinity are rarer and seem to have an increased cost (and a GM would be well served to place a similar cost on any truly weird magic items designed by players).

Not all the items in this book match the typical body slot affinity for gloves—which tends to be effect that have to do with quickness or storage. However, there was an internal logic we used when designing and developing these items that we feel makes them appropriate for a typical fantasy campaign setting. Every item is based on actions performed with the hands, so the connection looks and feels appropriate.

The consequence of this decision is twofold. First, it increases the number of minor magic items available for character uninterested in the normal body slot affinity (aids to speed or agility for gloves) since those characters aren't as likely to be interested in any of the traditional magic items for that slot. Second, it makes these items less likely to be taken by characters that do need magic enhancement to the traditional affinities. By our estimation, these effects are minor and

unlikely to affect game balance. However, a GM who wishes to firmly enforce his vision of body-slot affinities should charge an additional 50% for any of the items that break those constraints, and may want to consider changing some of these magic effects to items for other body slots. (Perhaps creating a *ki gi* that uses the vest/vestment slot slot in place of *ki wraps*.)

## GLOVES

Put simply, gloves are clothes you put on your hands. While we've stretched that definition a bit in places, every item in the gloves section takes the gloves body slot regardless of the item's name or description. The traditional affinity for gloves is agility, which makes sense as nimble-fingered rogues are a common archetype in fantasy campaigns. However, there's no reason for unarmed combatants, deft-fingered invokers, and sure-gripped woodsmen to be left out of the fingered fun.

In fact, some effort has been made to stay away from items that would appeal most of rogues, since they're already going to want a pair of *Gloves of Dexterity*. This was not a hard-and-fast design rule, just a guideline we kept in mind to make players happy. We didn't create anything truly outlandish (no *gloves of low-light vision*), but any idea that involved manual action, or seemed to work mechanically if attached to the hand, we saw as fair game.

The weight of all these gloves is negligible. Even those that seem heavy by comparison turn out to have no effect on a character's encumbrance.

## ARMIGER'S GAUNTLETS

**Aura:** Faint conjuration; **CL** 1st

**Slot:** hands; **Price:** 2,250 gp, **Weight:** 2 lbs.

### DESCRIPTION

A heavy pair of armored gauntlets, these magic items are a series of metal plates riveted to thick leather gloves. They alter their appearance and style to match any armor worn with them. As a free action, you can mentally command your gauntlets to help you don your armor. The metal flies off the gauntlets (leaving their leather backing to protect your hands), and swirls around an unattended suit of armor of your choice. They proceed to grab the armor and strap it expertly to your body, leaving you free to do other things. As soon as the gauntlets begin their work you suffer the



full armor check penalty, arcane spell failure, and maximum Dexterity of your armor (while the armor isn't fully on at first, the metal swirling around you gets in the way).

The gauntlets can put on your armor in the amount of time it normally takes to don hastily with help. They do this even if you are moving around and taking other actions (even fighting). The gauntlets work to protect your most vital regions first, causing your armor to grant you some bonus before it is fully donned. To figure how much bonus you get each round, determine how many rounds it takes to don your armor with help. Subtract your armor's armor bonus from the number of rounds it takes to don. This is the number of rounds it takes to gain one point of armor bonus. Each round afterward, you gain one additional point of armor bonus, until you reach your full bonus, at which time your armor is fully donned.

For example, a knight with a suit of banded mail owns a pair of *armiger's gauntlets*. It takes him 10 rounds (1 minute) to fully don his armor. Since his armor gives him a +6 armor bonus, he gains one point of armor bonus on the fourth round (10 rounds – 6 armor bonus). Each round, the knight gains one additional point of armor bonus from his armor until round 10, when the armor is fully donned and grants his full +6 armor bonus.

The gauntlets can also remove your armor in the time it normally takes to remove it with help.

#### CONSTRUCTION

**Requirements:** Craft Wondrous Item, *unseen servant*; **Cost:** 1,125 gp.

### DEATH GRIPPERS

**Aura:** Faint transmutation; **CL** 3rd

**Slot:** hands; **Price:** 1,600 gp, **Weight:** —

#### DESCRIPTION

The palms of these gloves are made of heavy leather, while the backs and cuffs are made from lighter cloth. The palms and insides of the fingers glisten as if damp and seem slightly tacky. Most sets of these gloves are a dark brown or black in color. When wearing these, you gain a +2 bonus to CMB checks made pertaining to grapple, and +2 to your CMD against disarm maneuvers.

#### CONSTRUCTION

**Requirements:** Craft Wondrous Item, *spider climb*; **Cost:** 800 gp.

### FORCE THRUST GAUNTLETS

**Aura:** Faint transmutation; **CL** 1st

**Slot:** hands; **Price:** 2,500 gp, **Weight:** 2 lbs.

#### DESCRIPTION

Thick, black iron gauntlets with glyphs of battering rams running along the forearm, *force thrust gauntlets* are popular with warriors who wish to prevent foes from fleeing out of

melee range. As a standard action that provokes an attack of opportunity, the wearer of these gauntlets can make a ranged trip maneuver, with a range increment of 10 feet (to a maximum range of 50 feet).

The wearer cannot be knocked prone as a result of failing trip maneuvers he makes with these gloves. This counts as a force effect, striking incorporeal targets normally. You may make this ranged trip attack against any creature, no matter what its size.

#### CONSTRUCTION

**Requirements:** Craft Wondrous Item, *purify food and drink*; **Cost:** 1,250 gp.

### BEHIND THE COUNTER: FORCE THRUST GAUNTLETS

The *force thrust gauntlets* are basically bolas-on-command, but with some differences. On the plus side, it takes no time to ready them for use, they count as a force effect, you can use them against creatures more than one size larger than you, and there is no nonproficiency penalty (which is likely to come up, as bolas are exotic weapons). On the down side, they don't deal damage, you can't make multiple trip attacks as part of a full-attack action, and they can't be enhanced with magic weapon abilities.

If we priced these as unlimited uses of a mundane charge (as we did the *net launchers*) the low base cost of a bola would have resulted in a magic item cost of around 750 gp. However, two things caused us to go with a higher price. First, the advantages seem to outweigh the drawbacks compared to a bola. Second, by not limiting it by size and proficiency, we feel it acts more like a spell than a weapon. As a result we upped the price to 2,500 gp, which seemed more appropriate.



## GAUNTLETS OF THE WAR MAGE

**Aura:** Faint conjuration; **CL** 3rd

**Slot:** hands; **Price:** 2,500 gp, **Weight:** 1 lb.

### DESCRIPTION

These gloves are made of extremely supple black leather, with thicker hard leather plates bolted onto the backs of the wrist and along the tops of the fingers. The thicker leather is skillfully articulated, allowing the fingers a full range of motion. Small runes of silver have been worked into all the leather plates.

These gauntlets grant you a +1 enhancement bonus to attack rolls with spells, and +1 to hp damage rolls with spells that require attack rolls. These bonuses cannot be used with spells delivered through weapon attacks or combined with weapon attacks in any way, nor do the damage bonuses apply to any spell that does not require an attack roll. If a spell can affect multiple targets, only a single point of additional damage is done (select one target to take one additional point of damage).

### CONSTRUCTION

**Requirements:** Craft Wondrous Item, Empower Spell; **Cost:** 1,250 gp.

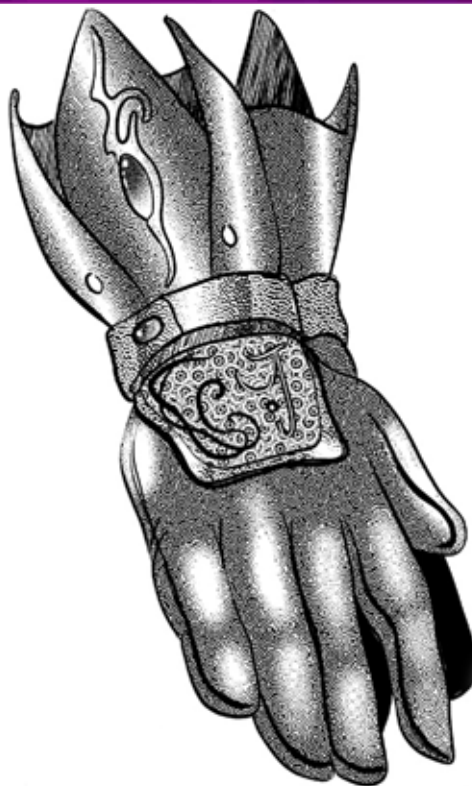
## GLOVES OF STAVES

**Aura:** Faint conjuration; **CL** 3rd

**Slot:** hands; **Price:** 2,500 gp, **Weight:** —

### DESCRIPTION

Though these gloves are clearly designed as a set, they are not identical. The left glove is plain brown leather with a decorative blue cuff



but no other adornment. The right glove is of the same leather and style with a matching blue cuff, but is also covered in golden runes (of summoning and possession) that seem to have been branded into the leather.

A *glove of staves* is the right-hand part of a set of magic gloves designed primarily for wizards and druids, though some other spellcasters also find them useful. When wearing the set, you may hold a staff in the right-hand glove and have it disappear. When this happens, a tiny, glowing glowing icon of the staff appears on the left glove in the form of embroidery. A maximum of four staves at a time may be stored in this manner.

When wearing both gloves, as a swift action you may summon any of the staves

stored in the left-hand glove to the right-hand *glove of staves*. You may only do this when the right hand is holding nothing or is holding a staff. If the hand is holding a staff, that staff is transformed into an icon on the left glove. As a result, a spellcaster can easily use multiple staves in the same encounter.

### BEHIND THE COUNTER:

#### GAUNTLETS OF THE WAR MAGE

This item is priced using the rules for magic weapons. Essentially the gauntlets are a +1 ranged weapon (base price before enhancement is 500 gp, which includes the 300 gp “masterwork” required of all magic weapons), but the “weapon” in question is any spell requiring attack rolls. These bonuses are going to apply much less frequently than the bonuses a weapon-based combatant gains from a typical weapon, so the price seems balanced. The limits of extra damage applying to a single target and the enhancements not stacking at all with spells delivered with a weapon blow (regardless of what special feature is used to combine spell and weapon) prevent most of the obvious balance-breaking synergies.

Though it would take the item beyond the 2,500 gp limit *Loot 4 Less* works under, a GM could allow further enhancements (taken from the ranged weapon magic abilities) at an appropriate increase in cost. A pair of +1 *flaming bane (vs evil outsiders)* gauntlets of the war mage, priced at 18,500 gp, would not be unbalancing. Just make sure all the normal limitations of this item apply—only with spells that require an attack roll, extra damage to only one target, not with weapon damage.

Note that the glowing staff icons can also be removed by grabbing the edge of the icon and pulling, which is the same as pulling a staff out of a pack (a move action that provokes an attack of opportunity). Others may also remove the staves in this manner, an action which is treated as identical to the act of removing an item from someone else's pack. They can even be the target of a sunder attempt. In essence the stored staves are reduced to tiny replicas rather than shunted off to some extradimensional space.

Different versions of these gloves can be found, each attuned to a single, specific kind of held item (such as a *glove of short swords*, a *glove of rods*, or a *glove of gems*).

#### CONSTRUCTION

**Requirements:** Craft Wondrous Item, *summon monster I*; **Cost:** 1,250 gp.

### HANDS OF A THOUSAND BLOCKS

**Aura:** Faint divination; **CL** 1st

**Slot:** hands; **Price:** 2,000 gp, **Weight:** —

#### DESCRIPTION

These soft leather gloves fit snugly to the hands and forearms of the wearer, held in place by a series of buckles from wrist to elbow. Reinforced sections of thicker leather are found on the backs of the hands, and along the bottom of each glove. When the wearer takes the total defense full-round action, the *hands of a thousand blocks* cause the wearer to block, duck, parry, and evade attacks with great skill. This grants a +2 dodge bonus for 1 round (like all dodge bonuses, this stacks

with the +4 dodge bonus granted by using total defense). If the wearer has both hands free (holding nothing) the bonus is instead a +4 dodge bonus to AC.

#### CONSTRUCTION

**Requirements:** Craft Wondrous Item, *true strike*; **Cost:** 1,000 gp.

### HEALER'S GLOVES

**Aura:** Faint divination; **CL** 1st

**Slot:** hands; **Price:** 750 gp, **Weight:** —

#### DESCRIPTION

These fine white linen gloves are thin and soft, offering little protection but also leaving the wearer still able to feel fine



details while wearing them. The gloves show dirt, blood, and other materials easily, though they also clean themselves one minute after being soiled with such stains.

When wearing these gloves, as a standard action you can touch a creature, object, or area to determine if it has been diseased or is infectious. You can determine the exact type of disease with a DC 20 Wisdom check. A character with ranks in the Heal skill may try a DC 20 Heal check (as an additional standard action) if the Wisdom check fails.

#### CONSTRUCTION

**Requirements:** Craft Wondrous Item, *purify food and drink*; **Cost:** 375 gp.

### BEHIND THE COUNTER: HANDS OF A THOUSAND BLOCKS

Obviously there's no formula that can turn a +4 dodge bonus to AC into a 2,000 gp magic item, so it may seem outrageous we've included an item that does just that. In fact, we don't see the *hands of a thousand blocks* as granting a bonus to AC. We see them as making a very limiting combat maneuver (total defense) more effective. That puts us much more firmly in the realm of "compare the effect to similar items/spells," which is where the 2,000 gp price tag came from.

Also, there was playtesting. This item was not overpowering in play, so we left the price as-is. If it begins to overpower in your home campaigns because your play-style is radically different than ours, just have the items turn into 2,000 gp worth of diamond dust, as a result of having used up all 1,000 blocks. (Thus removing the item from your game, giving the PC a "refund", and staying in continuity with the name.)



## KI WRAPS

**Aura:** Faint transmutation; **CL** 3rd

**Slot:** hands; **Price:** 1,600 gp, **Weight:** —

### DESCRIPTION

This matched set of thick, rough, cloth bands are designed to be wrapped around the wearer's knuckles to give them protection, in the way that many street brawlers do. Embroidered into the strips are riddles and proverbs from many different cultures.

Wearing these wraps grants a character with the Stunning Fist feat 1 additional use/day of that ability. They have no effect on characters without the Stunning Fist feat.

### CONSTRUCTION

**Requirements:** Craft Wondrous Item, *magic fang*; **Cost:** 800 gp.

## LOCKLIGHTERS

**Aura:** Faint transmutation; **CL** 1st

**Slot:** hands; **Price:** 1,000 gp, **Weight:** —

### DESCRIPTION

These fingerless gloves are made of fine silk in a pale yellow hue. Laces along the back of the gloves allows them to be fit very tightly. Close inspection reveals the gloves are covered in tiny glass beads, each etched with a magic rune meaning "light."

When wearing these gloves you can cause them to glow as a free action. The glow is very minor, giving you full illumination in a small radius within a few inches of your hands. This

illumination is enough for you to pick a lock or read a book without penalty, but doesn't cast light further than your own space (which is considered to be in dim illumination). You can easily focus the light from the gloves into a small area, and even have only part of the gloves glow. As a result the light from these gloves does not make it impossible for you to use the Stealth skill, and you suffer no penalty to Stealth checks when using their light.

These gloves are much sought after by thieves and spies, and they have been outlawed in a few cities.

### CONSTRUCTION

**Requirements:** Craft Wondrous Item, *light*; **Cost:** 500 gp.



## NET LAUNCHERS

**Aura:** Faint transmutation; **CL** 1st

**Slot:** hands; **Price:** 2,250 gp, **Weight:** —

### DESCRIPTION

A mesh of thin ropes cover these fine leather gloves, gathering most thickly at the knuckles and wrists. The ropes twitch and writhe with the movement of the gloves' wearer.

As a standard action you can throw a net from the *net launchers*. This acts as a standard net, which is always considered properly folded and automatically has its 10-foot-long trailing rope connected to your gloves. When you make an opposed Strength check to limit the movements of a creature entangled in your net, you gain a +4 circumstance bonus. If you lose this check, the net breaks and dissipates (leaving your gloves unharmed). You may only have one net in existence at a time and you may dismiss an existing net as a swift action. Any time a creature breaks or escapes your net, it automatically dissipates (leaving you free to make another net attack).

If you target an immobile inanimate object with your *net launchers*, you may make Strength checks with the +4 bonus to resist being pulled further away from that object.

### CONSTRUCTION

**Requirements:** Craft Wondrous Item, *entangle*; **Cost:** 1,125 gp.

## NIMBLERS

**Aura:** Faint alteration; **CL** 3rd

**Slot:** hands; **Price:** 1,350 gp, **Weight:** —

### DESCRIPTION

The fingers on these simple silk gloves stop at the first knuckle, but tiny straps cinch each finger-hole tight to the hand wearing them.

These gloves allow you to make untrained Disable Device and Sleight of Hand checks, and give you a +2 enhancement bonus to such attempts.

### CONSTRUCTION

**Requirements:** Craft Wondrous Item, *cat's grace*; **Cost:** 675 gp.



### BEHIND THE COUNTER:

#### PRICING THE NIMBLERS

It seems reasonable that the ability to use a skill untrained (which would stop being the case if you bought even one rank) is worth the same as +1 to a skill. It also gives a +2 bonus to each, and we felt those bonuses should be added to the theoretical +1 for proficiency, making it to +3 bonuses to skills. Since a +3 bonus to one skill runs 900 gp, and you're unlikely to use both skills in the same round, we used a final price of 1,350 gp.

## SPELL CUFFS

**Aura:** Faint evocation; **CL** 1st

**Slot:** hands; **Price:** 2,000 gp, **Weight:** —

### DESCRIPTION

These matching straps are made of smooth, soft leather dyed a dark color. Each has a silver buckle at one end, and they are designed to be strapped to the wearer's wrist, to help keep gloves in place. Each strap is covered in silver runes of elven script, which glow lightly when a spell is stored within them.

While wearing *spell cuffs*, you can store a single targeted spell of up to 1st level in the cuffs. (The spell must have a casting time of 1 standard action.) Any time the you strike a creature in melee (with a weapon or unarmed attack) and the creature takes damage from the attack, the cuffs can immediately cast the stored spell on that creature as a free action if you desire.

Once the spell has been cast from the gloves, a spellcaster can cast any other

### BEHIND THE COUNTER:

#### SPELL CUFFS

The base cost for a weapon to have the spell storing ability is 6,000 gp (though it does not require a +1 weapon to imbue with the ability, saving 2,000 gp in materials). However, that weapon ability can store a spell of up to 3rd level. Since the *spell cuffs* only store 1st-level spells they are effectively lower-level items (like a lower-level spell costs less to turn into an item than a higher-level one). Combined with all the other limitations, we charge 1/3 the price of a 3rd-level spell-storing ability, a total of 2,000 gp.

targeted spell of up to 1st level into it. The cuffs magically impart to the wearer the name of the spell currently stored within them.

### CONSTRUCTION

**Requirements:** Craft Wondrous Item, *shocking grasp*; **Cost:** 1,000 gp.

## SUCKER PUNCHER

**Aura:** Faint necromancy; **CL** 1st

**Slot:** hands; **Price:** 2,000 gp, **Weight:** —

### DESCRIPTION

These leather gloves have metal studs over their knuckles and large cuffs that constantly shift and move. The gloves look ready to fall off at any moment, despite remaining snugly fit to their wearer.

When wearing these gloves, as a standard action you can deliver a special melee touch attack against a foe you are flanking or who has been denied his Dexterity bonus to AC. On a successful attack, you force the target to suffer a -1d3 penalty to all melee attack and damage



rolls. This penalty lasts 1 minute. Although you can strike a target multiple times with these gloves and the penalties granted stack, total penalty he suffers can never be greater than -3. The special touch attack you make with these gloves cannot be combined with any other attack.

#### CONSTRUCTION

**Requirements:** Craft Wondrous Item, *ray of enfeeblement*; **Cost:** 1,000 gp.

### WRIST BOW

**Aura:** Faint evocation; **CL** 1st  
**Slot:** hands; **Price:** 1,600 gp, **Weight:** 2 lbs.

#### DESCRIPTION

This matching pair of studded leather fingerless gloves have a small crossbow mounted to the right wrist, and four short quarrels attached to the left wrist. As a move action, you can point the right gauntlet at a target and the crossbow will instantly swell up to be the size of a light crossbow then immediately fire.

These gauntlets allow you to have a light crossbow loaded and ready to fire without having to carry it in your hands. The weapon acts exactly like a light crossbow of your size for purposes of proficiency, loading time, range increments, and damage. You don't need a hand free to fire it, and it can remain loaded indefinitely, but you must have both hands free to reload it. Four quarrels sit on the wrist of the opposite gauntlet, which can be removed as easily as they could from a quiver (a free action when loading the crossbow).

The crossbow can only be reloaded with a quarrel from its left quarrel clip, as they automatically size to fit it. You can reload the four quarrels on the left wrist from a standard quiver, but each quarrel loaded takes as long as loading the crossbow itself.

You can add magic bonuses to a *wrist bow* as you could to any typical masterwork ranged weapon (though you don't gain any actually masterwork bonus to attack rolls).

#### CONSTRUCTION

**Requirements:** Craft Wondrous Item, *magic missile*; **Cost:** 800 gp.

### YETI CLAWS

**Aura:** Faint evocation; **CL** 1st  
**Slot:** hands; **Price:** 2,310 gp, **Weight:** 2 lbs.

#### DESCRIPTION

These thick white-fur gloves have ivory claws protruding over the wearer's knuckles and always emit a slight chill. You can make armed weapon attacks with the claws, which function as masterwork spiked gauntlets.

When you successfully strike a target with a melee attack while wearing yeti claws, you deal an additional 1d4 cold damage to the target. This is true whether you strike with an unarmed or with a held weapon. However, if you

already have a source of cold damage or fire damage being added to the melee attack, the yeti claws do not add their +1d4.

#### CONSTRUCTION

**Requirements:** Craft Wondrous Item, *ray of frost*; **Cost:** 1,155 gp.





# BRING A GENIUS TO THE TABLE!

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