

INTO THE ARMORY

THE COMPLETE GUIDE TO
WEAPONS, ARMOR, AND EQUIPMENT



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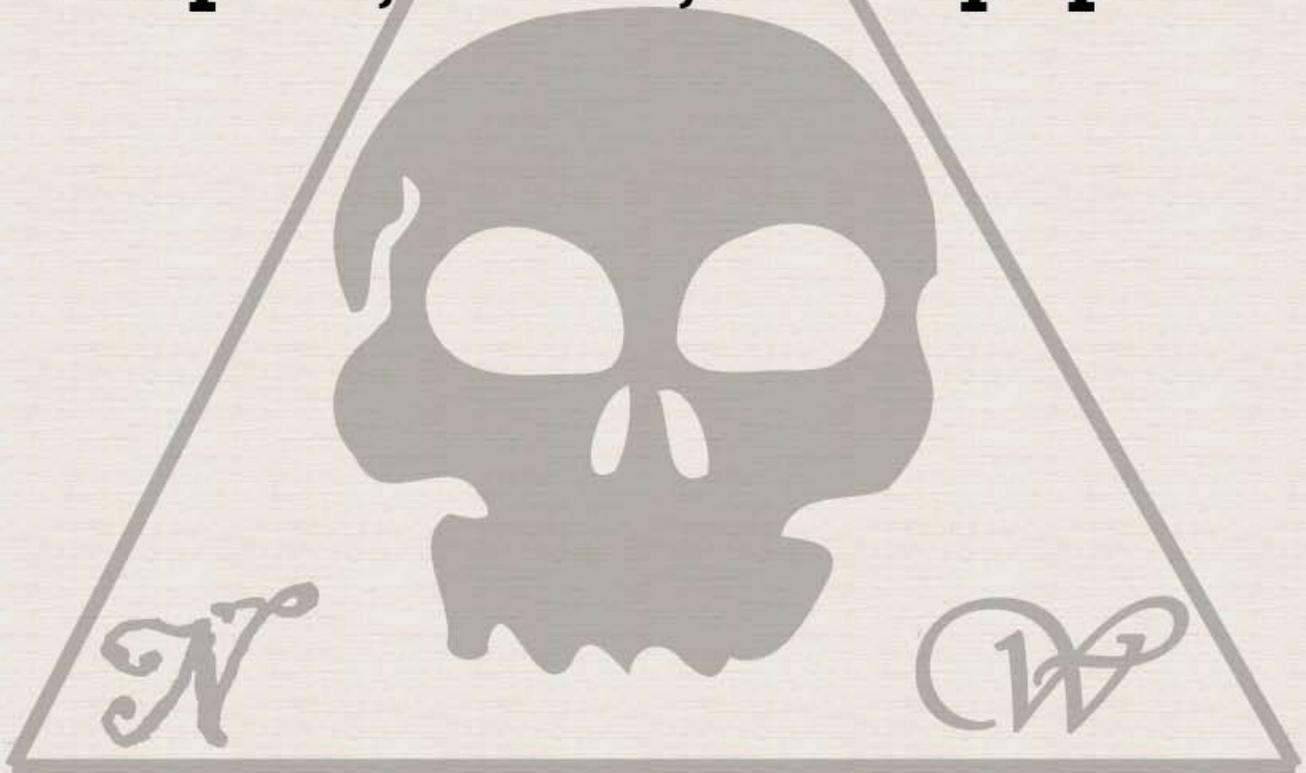
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Into the Armory

The Complete Guide to Weapons, Armor, and Equipment



Version 1.1

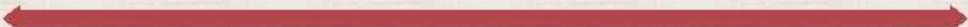
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Sidebar: Terminology

For legal reasons, this book will refer to the person running the game as the “Dungeon Maestro”, or “DM” for short. This term reflects the fact that a Dungeon Maestro runs the game in a fashion similar to a maestro directing an orchestra: weaving together diverse and unrelated pieces to form a cohesive story. It acknowledges the complexity of the job without adding an unnecessary sense of the grandiose. Similar titles would set the person running the game above the players, minimizing their importance in the game’s story and conclusion. This change is in name only, and in no way indicates a change in the responsibilities of the DM.



Oh? What's that? A customer? Well, hello, friend, and welcome to Sebastian Dranko's Emporium of Magical Goods! I can tell from your attire and the way you hold yourself that you are not just one of the commoners, here to gawk at glowing swords or some such nonsense. No, it is plain to my eye that you are an adventurer, a grand hero in the making. No doubt you will face perilous odds and terrible foes. Which is exactly why you need me: to sell you all the useful, magical things which will allow you to survive the trials and dangers that await you.

Of course, I don't mean to say that you aren't capable of handling things by yourself, without my wares. I've heard dozens of tales of brave young men and women who accomplished great things with only their wits and their reflexes, or of barbarian kings who went into battle naked with but a single, unenchanted weapon. Of course, I've heard thousands of stories of bright, promising young adventurers who set out underprepared, and never came home again. You seem like a smart, sensible person to me. Come in, and let me show you my wares. Were you looking for something specific today?

Into the Armory: The Complete Guide to Weapons, Armor, and Equipment is a supplement for 3.5 OGL/Pathfinder that provides a cartload of new options for mundane and magical items which can be added to your game. In addition to the usual fare of magical abilities, specific magic items, and a few new mundane weapons and armor, this book also deals with two slightly more complex items which are described below.

Quasi-Magical Items: A new category of item introduced in this book, quasi-magical items exist in the area between mundane and magical items, and they bear particularly weak enchantments that allow them to do things that are less overt and spectacular than the average magic item.

Quasi-magical items are created very different from magical items, but otherwise work in a very similar fashion. To make a quasi-magical item, a character must meet the item's requirements, typically a certain number of ranks in a specific craft skill. There is no relevant feat for crafting quasi-magical items, and no feat is necessary to craft them. A character who wishes to craft a quasi-magical item must also possess all of the ingredients listed in the item's description, some of which are more esoteric and less tangible than physical items, such as a blessing or a kiss from a specific kind of creature. In cases where a spell is called for, the spell must be cast on the item, but it can be done so by anyone, not necessarily the

crafter, or through a scroll or other magical item. The character then uses the relevant craft skill, as normal for crafting mundane items, except that you pay only 1/5th the cost of the item in raw materials, not including the special ingredients required to craft the item. As a general rule, if you are purchasing the ingredients required to craft the item, they should cost between 1/3 and 1/2 the total cost of the item. Special ingredients are never destroyed by a failed craft check. Some, but not all, quasi-magical items have a magical aura. These items can be identified as though they were magical item. Quasi-magical arms and armor can later be enchanted as normal, but armor cannot be made quasi-magical after its creation: quasi-magical properties must be added at the time of item creation or not at all. As a rule, quasi-magical items cost less than 2,500 gp.

Siege Weaponry: The last chapter of this book is devoted to siege weaponry, and contains optional rules for using siege weaponry in your campaign. These rules are designed to streamline use of siege engines and make siege warfare more fun for everyone involved. In addition to these rules, there are several special abilities, special ammunitions, and specific siege weapons designed to be compatible with either the original siege weapon rules or the optional rules presented in this book.



Artist: Karen Zaback

Chapter 1: Armor

So, you want to look at armor? Very wise of you. Not many have the kind of foresight you do. Most are attracted to the glamour of magic weapons. But you know the true value of armor. After all, you can't spend the dragon's hoard if he gobbles you up in one bite, yes? The wise adventurer invests in armor, because he knows that on the battlefield, armor is all that stands between you and the cold embrace of oblivion.

In any event, you've come to the right place. I have armors of every variety, including one with enough protection that you practically disappear inside of it. Or if you want something more unique, perhaps you'd like to take a look at my quasi-magical armors? I have a suit of armor made entirely of clouds, and another which destroys your enemies in a hellish explosion. Or if that isn't what you had in mind, perhaps you'd like to peruse my fine array of special enchantments for magic armors? I have armors that make you immune to weapons and magic, and another which allows you to drain the very life from those around you.

But, then, I sense that you are a very discerning customer. Only the best will do for you. I have in my time as a merchant collected a vast number of rare and powerful magical armors with very special powers. Or...but, no, surely you wouldn't be interested...still, I suppose it wouldn't hurt to ask...I do have in my possession some rare and powerful items called golem armor...

Table 1-1: Mundane Weapons

Armor	Cost	Armor Bonus	Maximum Dex	Armor Check	Arcane Spell Failure	Speed 30 ft	Speed 20 ft	Weight
<i>Medium Armor</i>								
Brigandine	225 gp	+4	+5	-3	25%	20 ft	15 ft	25 lbs
<i>Heavy Armor</i>								
War plate	2,200 gp	+11	+0	-8	40%	20 ft	15 ft	75 lbs

Mundane Armors

Brigandine

The favorite of bandits and moderately armored adventurers, this medium armor uses steel plates, layered not unlike splint mail, concealed inside a studded leather vest with a comfortable quilted shirt to prevent chafing. The armor includes leather gauntlets, boots, and leggings.

War Plate

This mammoth tower of metal is incredibly imposing. Similar to full plate in design, the metal plates are notably thicker and more difficult to pierce. Additionally,

extra plates and guards are in place to better protect the joints and other weak spots in the armor. Because of this, characters wearing war plate have exceptional difficulties with maneuverability, and suffer a -2 penalty on all Reflex saves.

Quasi-Magical Armors

The following armors are quasi-magical in nature. For more information on quasi-magical armor, see page 3.

Cloud Armor

This armor is literally made from clouds which have been woven together by a complex ritual. It provides only limited protection (+2 Armor bonus to AC), but is incredibly flexible (no maximum

Table 1-2: Quasi-Magical Armor

Quasi-Magical Armor	Market Price
Swarmnest Armor	+200 gp
Cloud Armor	2,500 gp
Exploding Armor	+3,000 gp

dexterity, armor check 0) and entirely weightless. Additionally, it can never truly be sundered, and always reforms after 1d4 rounds, though it can be suppressed by the effects of strong winds, such as the gust of wind spell, or any other effect creating winds of 50 mph or more. Once the wearer is no longer exposed to such winds, the armor reforms after 1d4 rounds.

Aura: faint conjuration; **CL** -; **Slot:** Armor **Price:** 2,500gp **Weight:** - **Ingredients:** a lock of hair from a Bralani, the item must be crafted at least 500 ft above sea level; **Requirements:** Craft (armor) 9 ranks, Spellcraft 1 rank;

~Make sure you're wearing something underneath for when a strong wind comes along.

Exploding Armor

Exploding armor has two large, hollow cylinders mounted on its back. These cylinders are filled with an extremely volatile liquid (the bile of a dragon, who must be young or older) at creation and sealed. At the wearer's command, a simple prestidigitation spell designed to create a spark inside the cylinders is triggered, and the armor explodes in a horrific inferno, dealing 20d6 fire damage to everything within 40 ft, including the wearer (Reflex DC 20 for half). This blast destroys the armor utterly. Any effect that deals enough fire or acid damage to actually damage the wearer's armor has a 50% chance of accidentally triggering the explosion. This quasi-magical property can only be added to armors that are primarily metal.

Aura: faint evocation; **CL** -; **Slot:** Armor **Price:** +3,000gp; **Weight:** +20lbs; **Ingredients:** two gallons of red dragon bile, a prestidigitation spell must be cast on the armor during creation; **Requirements:** Craft (armor) 4 ranks;

Swarmnest Armor

Suits of swarmnest armor have a large, hollow structure built onto the back. This structure is hive-like, riddled with small tunnels and chambers, and is designed to hold and transport swarms of insects. The entire structure has a single opening, which can be tightly sealed and is easily reached by the armor's wearer. The nest chamber is alchemically treated to be resistant to the attacks of the creatures it is meant to transport, as well as to safely allow air into the chamber without letting any creatures out. A suit of swarmnest armor can transport up to a single swarm of diminutive or smaller creatures. It does not grant any special control over such creatures, nor does it provide nourishment for them, though if the swarmnest armor is also made of living armor, the armor can provide the swarm with nourishment by growing food packets and secreting nectar. To do this the armor must extract more of its wearer's life force, causing an additional 5 points of damage when it extracts its daily nourishment.

Aura: faint conjuration; **CL** -; **Price:** +200gp **Ingredients:** the spinnerets of an ettercap, or the heart of a mite; **Requirements:** Craft (Armor) 3 ranks, Knowledge (Nature) 1 rank;

Golem Armors

This special type of armor is more similar to a construct than a protective device. All golem armors are at least partially hollow, and have a space designed for the wearer to control the armor's movements. Golem armor is very different from other kinds of armor, and each different kind of golem armor requires a separate Exotic Armor Proficiency feat to use without penalty. The tight confines and

Table 1-3: Golem Armor

Golem Armor	Market Price	Armor Class	Hit Points	Speed	Weight
Fist of the Legion	65,000 gp	22	30	30	450 lbs
Iron Wyvern	80,000 gp	19	30	20 (fly 60)	600 lbs
The Behemoth	200,000 gp	22	80	40	3,750 lbs

ambient magical energies of the golem armor provide the wearer with 85% arcane spell failure, and the enclosed nature of the armor means that the caster will almost never have line of effect, and often not even have line of sight. Unless the golem armor's entry says otherwise, only a single person can fit in the confines of a single suit of golem armor.

While wearing the golem armor, a character uses its Strength and Dexterity scores. A character wearing golem armor will also use its attacks (typically slams) in place of his own. Enemies' attacks must target the armor, which has its own AC score (and is not affected by any magical items which may be increasing the wearer's AC score), rather than the wearer, unless they have some way of reaching the wearer. Spells can target the wearer as long as they would otherwise be able to, bearing in mind such things as line of sight and line of effect. Most golem armors have a section which is made of glass, allowing the wearer to see what he is doing. This section, unless otherwise noted, has an AC of 10, hardness 3 and 12 hit points. When broken, this section will allow a golem armor's wearer to be attacked directly, though he will typically have cover in such cases.

Each golem armor has its own hit points. A golem armor reduced to less than half its hit point total gains the broken condition, providing a -2 penalty to attack and damage rolls, and reducing the golem armor's AC by half rounded down. Additionally, a golem armor with the broken condition moves at half-speed, and any time a golem armor with the broken condition is damaged, there is a 50% chance that magical discharge damages the wearer, inflicting 2d6 electricity damage.

Each golem armor is created with 10 charges that function the same as charges on a staff. The rate at which these charges are consumed varies, but typically 1 charge is consumed per hour of use.

Golem armors can be further enchanted as though they were other kinds of armor. The cost is the same. Because of the weight of the golem armors and the complex and delicate magic required to animate them, golem armors cannot be made of any material heavier than steel.

Fist of the Legion

This suit of armor is large sized, and shaped like a man—albeit an oversized, 12-foot tall man. Where the man's face would be is instead a large glass panel which allows the wearer to see out. While the armor is active, the wearer has a 30 ft movement speed, a Strength score of 22 and a Dexterity score of 8. The armor has an AC of 22, with a touch AC of 8 and a flat-footed AC of 22. The armor has hardness 10 and 30 hit points. For each point of While the armor is active, the wearer gains access to its slam attacks, which deal 1d8+6 points of damage each. Each of the armor's two fists is attached to a 30 ft chain, and by spending a single charge the wearer can, as a standard action, launch one of them at an opponent, allowing him to use his slam attack at a range of up to 30 ft. He must then spend a move action (which does not provoke an attack of opportunity) to retract the chain before that fist can be used to make a slam attack again. The armor's enhancement bonus does not apply to these attacks, but the golem's fists can be enchanted normally (albeit separately) as weapons.

Aura: moderate transmutation; **CL:** 11th; **Requirements:** Craft Magic Arms and Armor, *animate objects*; **Weight:** 450lbs **Price:** 35,500gp

Iron Wyvern

Contrary to this golem armor's name, it is actually made of mithral. Like its namesake however, it is large, and vaguely draconic in shape. At the base of the neck is a small glass panel which allows the wearer to see out. While the armor is active, the wearer has a 20 ft movement speed and a 60 ft fly speed, with poor maneuverability. The wearer's Strength score while the armor is active is 19 and their Dexterity score is 12. The armor has an AC of 19, with a touch AC of 10 and a flat-footed AC of 18. The armor has hardness 15 and 30 hit points. For each point of enhancement bonus the armor possesses, add 2 to its hardness and 10 to its hit points. An Iron Wyvern uses up two charges per hour.

While the armor is active, the wearer gains access to its tail attack, a sting which does 2d6+6 points of damage. Unlike its namesake, the Iron Wyvern's attack does not deliver a poison, though for an extra 3,000gp paid at the time of creation it can be modified to hold up to three doses of any given poison, which must be bought and applied separately. As a standard action, however, the wearer can expend a charge to let loose a 30 ft line of acid which deals 3d6 damage (Reflex DC 17 for half). An Iron Wyvern can use this ability only once per hour. The armor's enhancement bonus does not apply to these attacks, but the golem's tail can be enchanted normally as a weapon.

Aura: moderate transmutation; **CL:** 11th;
Requirements: Craft Magic Arms and Armor, *animate objects*, *acid arrow*; **Weight:** 600lbs
Price: 80,000gp

The Behemoth

This huge, adamantine golem armor is made to accommodate 1-5 people. Shaped more-or-less like a smaller version of the Tarrasque, the armor has a main wearer, who can perform both a move and standard action on his turn, and up to 4 other wearers, who can each initiate a single standard action on the part of the armor on their turn (for example if The Behemoth was being piloted by the full 5 wearers, it could make a

full-round action, plus four additional standard actions, each round). No matter how many people are operating the armor, it cannot move more than twice its movement speed in any given round.

While the armor is active, the wearer has a 40 ft movement speed, a Strength score of 28 and a Dexterity score of 10. The armor has an AC of 22, a touch AC of 8, and a flat-footed AC of 22. The armor has hardness 20 and 80 hit points. For each point of enhancement bonus the armor possesses, add 2 to its hardness and 10 to its hit points. The Behemoth uses up two charges per hour.

While the armor is active, the wearer gains access to its various attacks. Each attack can be used only once per round, and each attack requires a standard action to initiate. These include two slam attacks, which deal 2d6+9 damage each, a tail attack, which deals 2d8+4 damage, and a bite attack, which deals 2d8+9 damage. As a standard action, by spending a single charge, it can fire a *searing light*, as the spell, from each eye.

Finally, every 1d4+1 rounds, as a standard action that uses up two charges, it can let forth a torrent of fire from its maw, dealing 8d6 fire damage to everything within a 30 ft cone (Reflex DC 21 for half). The armor's enhancement bonus does not apply to these attacks, but the golem's claws and tail can be enchanted normally as a weapon. Unlike most golem armors, The Behemoth can hold a maximum of 20 charges at any given time.

Aura: strong transmutation; **CL:** 17th;
Requirements: Craft Magic Arms and Armor, *animate objects*, *fireball*, *searing light*;
Weight: 3,750lbs **Price:** 200,000gp

~Be careful, this one is very powerful. You could lay siege to a small city with it. It isn't the sort of thing that should be allowed to wind up in the wrong hands.

Armor Special Abilities

In addition to the special abilities for armor listed in the Pathfinder® Roleplaying Game Core Rulebook™, the following abilities can be added to magical armor.

Blinking

Armor with this property typically appears semi-translucent, like foggy glass. Blinking armor constantly affects the wearer as though with the spell blink.

Aura: Faint transmutation; **CL** 5th;
Requirements: Craft Magic Arms and Armor, *blink*; **Price:** +240,000gp

Consumptive

Consumptive armor allows the wearer to draw on his own life force in order to protect him from harmful effects. As a swift action, the wearer may choose to take any amount of ability score damage to all three of his physical ability scores (Strength, Dexterity, and Constitution). For each point of damage taken in this way, the wearer gains DR 5/- for 1 round (so that taking 3 points of damage each to Strength, Dexterity, and Constitution would grant DR 15/-

Table 1-4: Armor Special Abilities

Special Ability	Base Price Modifier
Modular	+1 bonus
Transmuting	+1 bonus
Seasafe (fish)	+8,000 gp
Spellsaver	+8,000 gp
Consumptive	+3 bonus
Gravitic	+3 bonus
Phasic	+3 bonus
Spelleater (13)	+3 bonus
Spelleater (15)	+4 bonus
Spelleater (17)	+5 bonus
Seasafe (shark)	+80,000 gp
Magnetic	+84,000 gp
Lifedrainig	+126,000 gp
Seasafe (squid)	+225,000 gp
Blinking	+240,000 gp

Additionally, the wearer may choose as a swift action to take any amount of ability score damage to all three of his mental ability scores (Intelligence, Wisdom, and Charisma). For each point of damage taken in this way, the wearer gains a +5 bonus to their SR, if any, for 1 round (so that taking 4 points of damage each to Intelligence, Wisdom, and Charisma would grant SR 20 for 1 round). Damage reduction and spell resistance granted in this way stacks with any previous damage reduction or spell resistance the wearer possesses. Anything which prevents the ability score damage also prevents the benefits of this ability.

Aura: Strong universal; **CL** 17th;
Requirements: Craft Magic Arms and Armor, *wish* or *miracle*; **Price:** +3 bonus

~I once knew a man who used this armor to save himself from the dominating gaze of a vampire. Unfortunately, it left him such a drooling idiot he followed the monster of his own accord.

Gravitic

Gravitic armor is magically lightweight, and all gravitic armors weigh half as much as normal armor of their kind. Additionally, suits of gravitic armor always count as light armor for the purposes of feats or class features that require a character be wearing a certain kind of armor, though this does not change the proficiencies that the armor requires. As a standard action, the wearer can cause himself to be affected as though by the spell reverse gravity, except that it affects only him, and he also gains the benefit of the feather fall spell for the same duration. The wearer is further immune to any changes in gravity from magical or planar effects. Finally, characters wearing gravitic armor always count as having a running start for any acrobatics checks made for jumping.

Aura: Strong transmutation; **CL** 13th; **Requirements:** Craft Magic Arms and Armor, *feather fall*, *reverse gravity* **Price:** +3 bonus

Lifedrain

Typically black and covered in spikes and skulls, armor with this property emits an aura of negative energy, drawing in the life force of those around the wearer. The armor deals 1d6 points of negative energy damage each round to all living creatures within 5 ft of the wearer (the wearer himself is unaffected, as are any undead or other creatures which would normally be healed by negative energy). For every 50 points of damage inflicted in this way, the armor gains a single charge, of which it can hold up to 10 at any given time. The wearer can expend any number of charges as a swift action, gaining 10 temporary hit points for each charge expended. These temporary hit points fade after 1 hour.

Aura: Strong necromancy; **CL** 15th; **Requirements:** Craft Magic Arms and Armor, *vampiric touch*; **Price:** +126,000gp

Modular

This property does not directly improve the armor's defensive capabilities. Instead, when it is first donned each day, the wearer of modular armor may choose how to allocate his armor's enhancement bonus. For example, the wearer of a suit of +1 modular ghost touch full plate could, at the start of his day, choose to make his armor +4 modular full plate, or +1 modular spell resistance (15) full plate, or +3 modular light fortification full plate. The total bonus cannot be more or less than the armor's actual bonus, and armor abilities that do not adjust the bonus (such as glamered, slick, or shadow) are not affected. Finally, the modular property itself cannot ever be replaced in this manner. The change is permanent, but new changes can be made when the armor is put on the next day.

Aura: Faint transmutation; **CL** 13th; **Requirements:** Craft Magic Arms and Armor, *wish* or *miracle* **Price:** +1 bonus

Phasic

Phasic armor causes its wearer to move back and forth between the material and ethereal planes, similar to the blink spell, except notably slower. When active, each round, at the beginning of the wearer's turn, he shifts from the material plane to the ethereal or vice versa. See the Pathfinder® Roleplaying Game Core Rulebook™ for information on how a character on the ethereal plane interacts with the material plane and vice versa. Once activated, the effect lasts for up to 5 minutes. It can be dismissed prior to that, but continues until the wearer is returned to the plane he started on. This ability can be activated 3 times per day.

Aura: Faint transmutation; **CL** 5th; **Requirements:** Crafts Magic Arms and Armor, *blink*; **Price:** +3 bonus

Seasafe

Armor with this property usually has a slight blue-green tint to it, and often bears aquatic motifs. Whenever the wearer is exposed to water (a refreshing drink or a moist towel wouldn't be enough, but a splash from a bucket would probably be sufficient) he transforms into an aquatic animal (as the spell *beast shape III*). The price of the enchantment depends on the type of animal, as indicated below. If the wearer becomes dry before the effect would otherwise end it ends immediately.

Aura: Moderate transmutation; **CL** 9th; **Requirements:** Craft Magic Arms and Armor, *beast shape III*; **Price:** +8,000gp (fish (treat as a bat with the aquatic subtype)), +80,000gp (shark), +225,000gp (giant squid).

~You can be a small fish in a big pond, or, if you have the gold, you can be the big fish in a small pond instead.

Spelleater

This property grants the armor's wearer spell resistance while the armor is worn. The

spell resistance can be 13, 15, or 17, depending on the armor. Additionally, whenever a spell is resisted in this fashion the armor absorbs its magical energies, using them to temporarily boost its own defensive ability: for each level of the spell resisted, the armor's enhancement bonus to AC increases by 1. This effect stacks with itself, but fades after 1 minute.

Aura: Strong abjuration; **CL** 15th;
Requirements: Craft Magic Arms and Armor, *spell resistance* **Price:** +3 bonus (SR 13), +4 bonus (SR 15), +5 bonus (SR 17)

~Cock sure fighters will be wise to remember that resistance is not the thing same as immunity.

Transmuting

This property does not directly improve the armor's defensive capabilities. Instead, as a full-round action which provokes attack of opportunity, its wearer can command it to transform into another type of armor. For example, a suit of +1 transmuting chainmail could become a suit of +1 transmuting half-plate or a suit of +1 transmuting hide armor. Armor made of special materials, such as mithral or adamantine, retain their special properties only if the new armor type is capable of being made of that material (for example, hide armor cannot be made of mithral). If the armor is ever transmuted into a type that cannot be made of that special material, the benefits of the material are lost until the armor transmutes into a type of armor that can be made of that material.

Aura: Faint transmutation; **CL** 13th;
Requirements: Craft Magic Arms and Armor, *polymorph any object*; **Price:** +1 bonus

Spellsaver Armor

Armor with this special property is covered in a complicated series of glyphs and runes designed to "catch" spells that are lost due to a breach of concentration on the part of the wearer. Whenever the wearer fails a concentration check to successfully cast a spell, he can immediately make a second

concentration check, with the DC equal to the original DC -5. If he succeeds he still fails to cast the spell, but the spell (or spell slot) is not lost from his memory, and he can try again on the next round.

Aura: Faint transmutation; **CL** 7th;
Requirements: Craft Magic Arms and Armor, *mage's lucubration*; **Price:** +8,000gp

~Save the spell, save the caster.

Magnetic Armor

Armor with this special property has been magically magnetized, drawing metal to it. If you carry a metal shield, its armor check penalty and spell failure, if any, are doubled. If you wield a metal weapon, you take a -2 penalty on your attack roll. Additionally, any creature attacking you with a metal weapon gains a +2 bonus to their attack rolls. Whenever a creature successfully strikes you with a metal weapon, however, you may make a disarm attempt as a free action without provoking an attack of opportunity. Treat the magnetic armor as your weapon for the purposes of this check, and add its enhancement bonus to your CMB. If you succeed, the attacker's weapon becomes stuck to the armor, and cannot be removed without both a successful disarm attempt and a successful DC 5 strength check (made as part of the disarm attempt).

Aura: faint transmutation; **CL** 5th; Craft Magic Arms and Armor, *lightning bolt*; **Price:** +84,000gp

Specific Magic Armor

Armor of the Unseen

This tight, form-fitting armor is made of a fine mesh of woven chain. In the center of the chest is a single golden link. The metal's color is unclear, and it almost seems to shift to match the color of its surroundings.

This armor functions as +2 mithral chainmail, except that it has no armor check penalty and has a maximum dexterity bonus

Table 1-5: Specific Armors

Specific Armor	Market Price
Quilled Armor	3,675 gp
Iron Body	6,350 gp
Hivelord's Armor (spider)	8,165 gp
Hivelord's Armor (bat or rat)	10,165 gp
Hivelord's Armor (leech)	16,165 gp
Hivelord's Armor (crab)	18,165 gp
Rust Monster Hide	18,165 gp
Hivelord's Armor (centipede)	22,165 gp
Hivelord's Armor (army ant)	26,165 gp
Swarmbane	38,030 gp
Armor of the Unseen	72,400 gp
Valor	150,000 gp

of +6. It grants its wearer a +10 competence bonus on stealth checks. One of the links in the chainmail is a ring of invisibility, and with a standard action the wearer can become invisible. This ability functions identically to a ring of invisibility.

Aura: moderate illusion; **CL** 10th; **Slot:** Armor
Price: 72,400gp **Weight:** 25 lbs
Requirements: Craft Magic Arms and Armor, invisibility, silence; **Cost:** 36,200gp

Hivelord's Armor

This hide armor appears to be half-eaten by moths or some other kind of insect. Looking closely, you think you may even see a few of them crawling over its surface.

This suit of +2 hide armor is magically bonded to a specific swarm, which is stored inside an extra-dimensional space contained in the armor. The armor's wearer is immune to the swarm's damage and distraction ability, and can directly control the swarm as a move action. A swarm in its extra-dimensional space will remain dormant, but if the swarm is outside its extra-dimensional space and not given commands, it will attack perceived threats to the armor's wearer. Each time the armor is donned it deals one point of Constitution damage to the wearer, which is used to feed and sustain the swarm. This damage can be healed without complication, even if you are still wearing the armor at the

time. If the swarm is dispersed, the remaining members of the swarm return to the armor, and the swarm cannot be used for the next 2d4 days as it focuses on restoring its numbers.

Aura: Strong transmutation and conjuration;
CL 3rd; **Slot:** Armor; **Price:** 8,165gp (spider); 10,165gp (bat or rat); 16,165gp (leech); 18,165 (crab); 22,165 (centipede); 26,165 (army ant)
Weight: 25lbs **Requirements:** Craft Magic Arms and Armor, *rope trick*, *summon swarm*; **Cost:** 4,083gp (spider); 5,083gp (bat or rat); 8,083gp (leech); 9,083 (crab); 11,083 (centipede); 18,083 (army ant)

~The power of swarms will surely destroy your enemies...and may destroy your popularity with the ladies.

Iron Body

This armor gleams brightly no matter how the light strikes it, and is sculpted to resemble the torso of an extremely muscular man. It bears no buckles of any kind, and it is difficult to tell how one would keep it secure while wearing it.

Once this +1 breastplate is donned, it immediately begins to magically fuse with the wearer's body, literally sculpting the wearer's flesh to match its own form, and thereafter cannot be removed without being destroyed for the next 24 hours, after which it becomes inert and falls off harmlessly. Once it has been removed, it can be donned again with the same effect. As long as it is worn, it confers an entirely new set of ability scores on the wearer, as follows: Str 18, Dex 14, Con 14, Int 7, Wis 7, Cha 7. Any modifiers from race, magic items, or spells should be applied after these adjustments.

Aura: moderate transmutation; **CL** 11th;
Slot: Armor **Price:** 6,350gp **Weight:** 30lbs
Requirements: Craft Magic Arms and Armor, *transformation*; **Cost:** 3,175gp

~Thighs of steel. Abs of steel. Head of... well, steel.

Quilled Armor

This armor looks incredibly unremarkable. Though the spikes adorning its leather surface seem a little more barbed and wicked than

normal, that hardly seems magical.

This suit of +1 studded leather always comes with armor spikes. Once per day, as a standard action, the wearer can cause the spikes to explode forth from the armor and fly at a specific target. This shoots a total of four spikes, each of which deal 1d6 damage on a successful hit (roll separate attack rolls). The spikes have a range increment of 30 ft, and the wearer is considered proficient as long as he is normally proficient with armor spikes. Once the spikes have been launched in this manner the armor loses its armor spikes until the next day, when they reform.

Aura: moderate transmutation; **CL** -;
Slot: Armor **Price:** 3,675gp **Weight:** 20lbs
Requirements: Craft Magic Arms and Armor, *telekinesis*; **Cost:** 1,337gp

Rust Monster Hide

This dull brown hide looks at first glance as though it were made of rusted iron. The shopkeeper drops a copper coin onto the armor, and as you watch the copper dissolves into nothingness the second it touches the hide.

Despite its name, rust monster hide armor is not actually made from rust monsters, due principally to the fact that it is their antennae, not their hide, which possesses supernatural rusting ability. This +2 hide armor does, however, carry a potent enchantment that affects any non-magical weapon striking it as though with the rusting grasp spell, instantly destroying it if it is made of metal. This occurs after the weapon deals damage.

Aura: moderate transmutation; **CL** 7th; **Slot:** Armor **Price:** 18,165gp **Weight:** 25 lbs
Requirements: Craft Magic Arms and Armor, *rusting grasp*; **Cost:** 9,037gp

Swarmbane

This suit of armor appears to be nearly as flexible as cloth, and is all made of one piece, so that there are no openings or joints in the armor at all. The helm's visor is even covered with glass, effectively sealing the wearer from the outside world completely.

This suit of +1 mithral full plate is made from a single piece of material, and is made magically flexible at the joints to allow movement. Even the helmet has special locks in place to seal any opening at the neck, and the visor has a glass window. The end result of all this is that when the armor is fully secured, the user gains DR 15/- against the attacks of swarms, and is immune to the distraction ability of swarms. Further, once per day as a standard action, the wearer can activate an aura that keeps swarms at bay. This functions identically to the spell *antilife shell*, except that it affects only creatures with the swarm subtype.

Aura: moderate abjuration; **CL** 11th;
Slot: Armor **Price:** 38,030gp **Weight:** 50lbs
Requirements: Craft Magic Arms and Armor, *antilife shell*;
Cost: 19,015gp

Valor

This armor is decorated with a large number of graven images, from glorious angels flying on high to holy warriors slaying evil to rays of sun bursting forth from the clouds. It glows with a pure white-gold light which is unpleasant to look upon for those not pure of heart. It has no blemishes, nicks, or scratches, and appears to be as totally pure and untarnished as the day it was made. Engraved on the inside is the phrase "my honor and my life are one and the same: strip me of one, and you strip me of the other."

This powerful suit of +5 heavy fortification full-plate also grants spell resistance 21. Some rumors claim it was crafted by a dwarven paladin who had grown embittered that holy knights "weren't what they used to be." Others say it was first designed as an indoctrination test by a long-forgotten Lawful Good deity who demanded his followers obey a strict moral code. Whatever the case, Valor functions only so long as its wearer behaves in an honorable fashion. If the wearer ever attacks a flat-footed opponent, attacks an opponent he is flanking, delivers a sneak attack, uses poison, attacks a helpless opponent, refuses to accept an opponent's

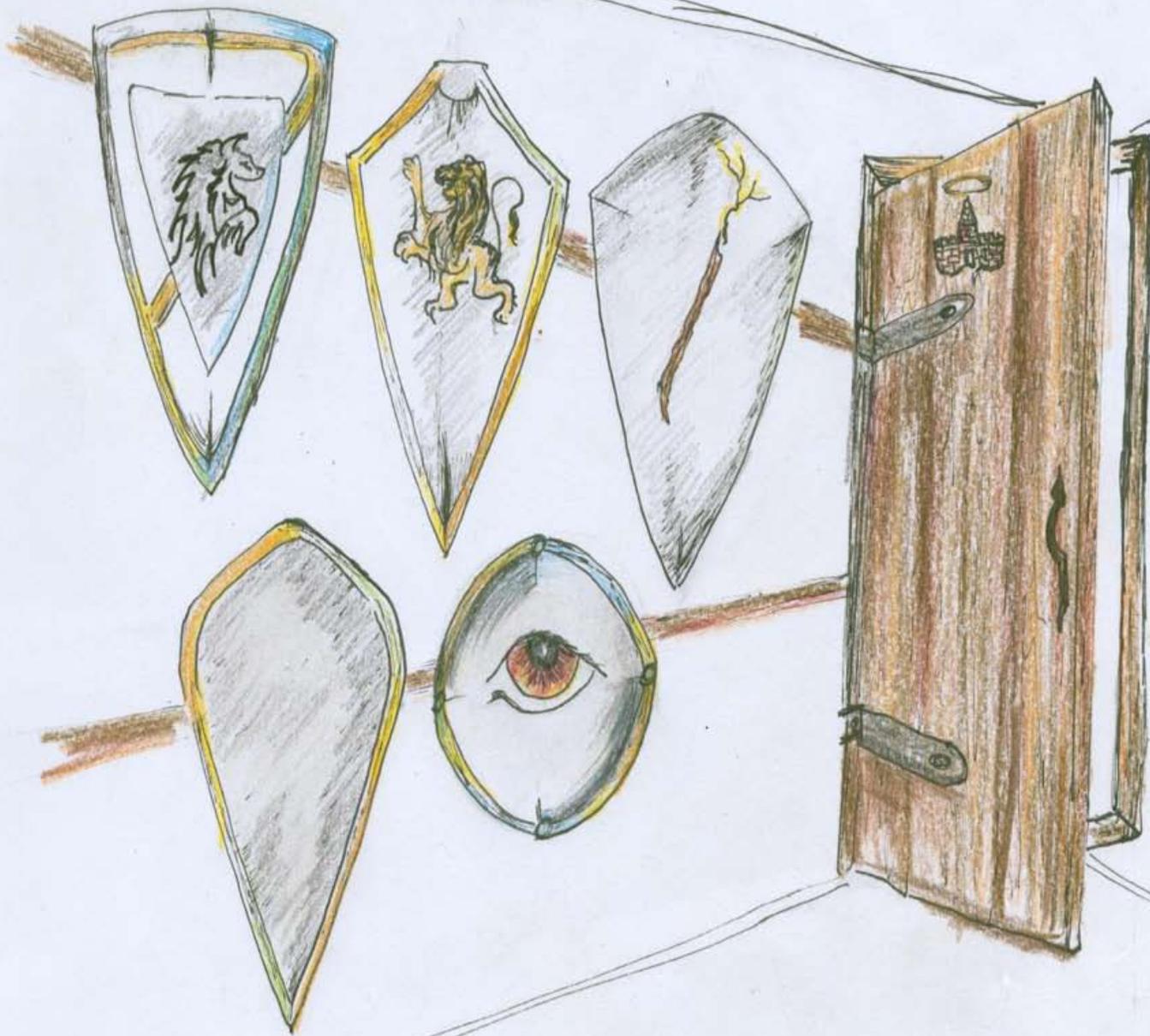
surrender, fails to offer a wounded opponent the chance to yield, or anything else that can reasonably be considered dishonorable, Valor immediately places a *mark of justice*, as the spell, on the wearer. This mark is activated any time the character breaks Valor's rigorous moral code, and causes him to take -6 to his highest ability score. Once this is done, Valor casts *holy word*, centered on itself, and then crumbles to dust.

Aura: strong abjuration; **CL** 15th; **Slot:** Armor

Price: 150,000gp **Weight:** 50lbs

Requirements: Craft Magic Arms and Armor, *holy word*, *mark of justice*, *limited wish* or *miracle* **Cost:** 75,000gp

~For the paladin you love. Or the rogue you don't.



Artist: Karen Zaback

Chapter 2: Shields

Ah, the shield: one of the most useful and important tools in an adventurer's repertoire. Most people think that shields are only for knights and paladins, but this is simply not so! With the shield, one literally takes his life into his own hands. And, of course, one wants to make sure one has the best shield money can buy: after all, your health and safety is one thing you don't want to be stingy over.

Which, of course, is why you came to me: for the finest shields and the best selection. I have quasi-magical shields which provide very great protection at a bargain price. Or perhaps a shield that turns hostile spells back on their caster is more your thing? I have a shield for everyone, and every occasion, whether you're a thief, a priest, a sorcerer or a barbarian, I have a shield for you.

Quasi-Magical Shields

The following shields are quasi-magical in nature. For more information on quasi-magical shields, see page 3

Seafarers' Shield

These shields, which must be made of wood, are specially treated to make them waterproof, and are further enhanced with several hollow sections along the inside of the rim, which have been filled with an exceptionally light gas. As a result, seafarers' shields negate their armor check penalty for the purpose of swim checks made to stay above water, and in fact add their normal armor check penalty as a bonus to such checks. By contrast, however, the wearer suffers double the normal armor check penalty of the shield when attempting a swim check involving swimming deeper into a body of water.

Aura: faint transmutation; **CL:** -; **Price:** +75gp; **Ingredients:** the shield must be anointed with holy water by a cleric of a water deity; **Requirements:** Craft (armor) 2 ranks

Soldier's Best Friend

This tower shield is enchanted with a minor prestidigitation spell, which, with a command word, can cause a small tripod, normally folded into the back of the

Table 2-1: Quasi-Magical Shields

Quasi-Magical Shields	Market Price
Seafarer's Shield	+75 gp
Soldier's Best Friend	+750 gp

back of the shield, to unfold and remain in place, granting cover along one side of the square you are in. The shield can be knocked over with a successful Strength check (DC 15). You are not wearing the shield during this time. It takes another command word to refold it.

Aura: Faint universal; **CL:** -; **Price:** +750gp; **Ingredients:** the shield must be forged with materials from the shield of a soldier who fell in battle, a prestidigitation spell must be cast on the shield while it is being created; **Requirements:** Craft Magic Arms and Armor, prestidigitation;

Table 2-2: Shield Special Abilities

Special Ability	Base Price Modifier
Blasting	+2 bonus
Insignia, least	+16,200 gp
Insignia, lesser	+30,240 gp
Mirror	+32,000 gp
Insignia	+48,600 gp
Insignia, improved	+71,280 gp
Insignia, greater	+98,280 gp

Shield Special Abilities

In addition to the special abilities for shields listed in the Pathfinder® Roleplaying Game Core

Rulebook™, the following abilities can be added to magical shields.

Blasting

Three times per day, as a standard action, a shield with this magical property can let loose a ray of magical energy at a target. Treat this as a ranged touch attack with a range of 60 ft that gains the shield's enhancement bonus to the attack roll. On a successful hit, the ray deals 1d6 damage per point of effective bonus (enhancement bonus plus the bonuses of any special abilities the shield possesses, including blasting) the shield possesses. The damage can be fire, cold, or electricity, but the type of damage is determined when the shield is created and cannot be changed thereafter.

Aura: faint evocation; **CL** 3rd; **Slot:** Shield
Requirements: Craft Magic Arms and Armor, *scorching ray*; **Price:** +2 bonus

Insignia Shield

Each insignia shield bears the image of a creature painted or engraved on the front. Three times per day, as a standard action, the wearer may call upon the spirit of the animal portrayed on the shield, summoning it to fight on his behalf. Different insignia shields bear the images of different animals.

Aura: moderate conjuration; **CL** 15; **Slot:** Shield
Requirements: Craft Magic Arms and Armor, summon monster VII; **Cost:** +16,200gp (ankheg, giant crab); +30,240 (dire boar, dire wolf, griffon, giant scorpion); +48,600 gp (basilisk, dire lion, manticores); +71,280gp (dire bear); +98,280gp (young green dragon)

Mirror Shield

Once per day, as an immediate action, when you (or an item in your possession) are the target of a spell which offers spell resistance and of which you are the only target, you can cause the spell to be turned back on its caster, as though it had been successfully affected by the spell spell turning.

Aura: Strong abjuration; **CL** 13; **Slot:** Shield
Requirements: Craft Magic Arms and Armor, *spell turning*; **Cost:** +32,760

Table 2-3: Specific Shields

Specific Shield	Market Price
Shield of the Saint	8,160 gp
Shield of the Thief	10,660 gp
Shield of the Champion	12,165 gp
Shield of the Mage	25,165 gp
Planar Gateway Shield	56,210 gp
Magebane Shield	129,180 gp

Specific Shields

Magebane Shield

Mounted in the center of this shield is a large eye, which has apparently been grafted to the very steel the shield is made of. As you look at it, it stirs, its attention focusing on you, glaring at you with a burning malevolence. The eye mounted in the center of this +2 heavy steel shield is a large eye is harvested from a creature so terrifying it cannot be described in these pages. The eye is enchanted, and can open or shut with a command from the shield's wearer. As long as the eye is open, the eye can be attacked. It has AC 5, 1hp and no hardness, and once destroyed, the shield becomes a plain +2 heavy steel shield. While the eye is open, however, it produces a 30 ft cone which reproduces the effects of the spell antimagic field.

Aura: Strong abjuration; **CL** 11th; **Slot:** Shield
Requirements: Craft Magic Arms and Armor, antimagic field; **Cost:** 129,180gp

~ The beauty of this shield is in the eye of the beholder. I think it's a little ugly, but to an adventurer off to fight a mad wizard? It's the most beautiful thing in the world.

Planar Gateway Shield

You nearly miss this shield because it looks like a wooden door that has been ripped out of the wall, complete with its frame. Upon closer inspection, though, you can see that handholds have been placed on one side of the door, for easy wielding. Engraved on the front of the door is the image of a ring above a tall tower.

Once per day you may place this +1 tower shield against a flat surface (a vertical surface is the safest choice, but it can be placed on any flat surface large enough to accommodate it) and speak the shield's command word, and the doorway will become a portal to another plane. The portal opens to the plane and location of the user's choice, functioning identically to the planar travel version of the spell gate. If the user desires, it can also open a portal to a random location, a random plane, or both. The portal remains as long as the shield remains affixed to the flat surface.

Aura: Strong conjuration **CL** 17; **Slot:** Shield
Requirements: Craft Magic Arms and Armor, gate; **Cost:** 56,210gp

~I just hope you never come across the wizard whose door it used to be.

Shield of the Champion

This shield glints brightly, and always appears to be well-polished. Engraved on it is the image of a strong arm holding aloft a great sword.

Once per day, when the wearer of this +2 heavy steel shield is hit by a melee attack, he can, as an immediate action, make a single attack at his highest attack bonus against the creature that struck him using any weapon he is holding.

Aura: moderate transmutation; **CL** 5th; **Slot:** Shield; **Requirements:** Craft Magic Arms and Armor, haste; **Price:** 12,165gp

Shield of the Mage

This shield glows faintly, the color of the light always changing subtly through the range of colors. Engraved on it is the image of a wand letting loose a bolt of magical power.

This + 2 mithral buckler is capable of storing a single spell that has only one target. The spell must first be cast on the shield, and remains stored until the next time the wearer is hit in melee, at which point the spell is immediately cast, without any action on the part of the wearer, targeting the creature that struck the wearer. A

Shield of the Mage can cast only one such spell per day.

Aura: moderate transmutation; **CL** 9th;
Slot: Shield; **Requirements:** Craft Magic Arms and Armor, mage's lucubration; **Price:** 25,165gp

Shield of the Saint

This shield glows with a pure white light. Engraved on it is the image of a man curing the sick.

Three times per day, when the wearer of this +2 light steel shield is hit with a melee attack, he can, as an immediate action, use his channel energy class feature. If the wearer does not have a channel energy class feature, this ability allows him to channel energy as a first level cleric of his alignment up to three times a day. If the wearer has the Turn Undead feat, or a similar alternate use for his channel energy ability, he may elect to do that instead. No matter how many people wield the shield in a given day, it can only grant a total of three uses of channel energy.

Aura: moderate conjuration; **CL** 13th;
Slot: Shield; **Requirements:** Craft Magic Arms and Armor, limited wish, miracle; **Price:** 8,160gp

Shield of the Thief

This shield is dim and dusty, and almost seems to make the area around it darker. Engraved on it is an image so faded it is nearly impossible to see, but a keen eye can trace the image of a hand clutching a dagger.

Three times per day, when the wearer of this +2 darkwood buckler is hit with a melee attack, he can, as an immediate action, produce a cloud of smoke which is identical to the spell obscuring mist, centered on the shield. The wearer can then immediately make a stealth check to hide as a free action.

Aura: faint conjuration; **CL** 1st; **Slot:** Shield; **Requirements:** Craft Magic Arms and Armor, obscuring mist; **Price:** 10,660gp



Artist: Karen Zaback

Chapter 3: Weapons

I know what you want. I can tell by the way you walk. You're an adventurer, and adventurers want weapons. Well, you've come to the right place, my friend. I have the best selection of blades, cudgels, and the like you'll ever see. I have all the normal weapons you'll find at the other stalls, as well as a wide selection of rare and exotic weapons from faraway lands. Any weapon your foe can't recognize is a weapon he's not capable to defend against. But why stop there? My selection of quasi-magical weapons is not to be surpassed, and if it's surprising your enemies you want, you won't do much better than a sword that can also be a whip, eh? Or one that can let you fly like a bird?

But before you answer, let me tell you what else can be yours. Surely anyone can see the value in a blade so sharp it can literally cut through dimensions? Or one that allows you to be master of the very elements themselves? Or a trident which can let loose terrible explosions of lightning to level your foes?

Be sure to choose wisely, friend, for these weapons are powerful indeed. When they said that money is power there is no doubt that they were talking about weapons of this fine caliber you see before you. So, the question is: how much power do you want to buy?

Mundane Weapons

Bardiche

Similar to a halberd, the bardiche's blade is much larger, and shaped more like a cleaver than an axe-head. Because of this, it is able to threaten adjacent squares despite also having reach.

Bec de Corbin

This pole arm has a hammer head and a beak-like fluke (from which the weapon gets its name) balanced on the end of a 10ft pole.

Boomerang

This curved piece of wood is used primarily for hunting, though it can also make a deadly weapon in battle. As long as you are proficient with the boomerang, it acts as though it has the returning special ability, returning to your hand at the end of any round in which you throw it. If you roll a natural 1 on your attack roll, it does not return.

Chakram (Chodda Chakkar)

This bladed hoop is a favored weapon of guerilla fighters and irregular troops as well as many a hero. These flat, bladed hoop-like disks can be thrown to inflict damage on your enemies. Chakrams are rarely destroyed upon impact and can be recovered 95% of the time.

Chakram, Great (Vadda Chakkar)

A larger version of the chakram which is favored by heavier troops, the great chakram is also designed for throwing; however these large, bladed, wheel-like weapons may also be used in melee combat.

Crossguard Dart

Not actually a weapon unto itself, this is a special attachment that can be built into the handle of another weapon. It creates a hollow section in the handle which can hold a single dart. Loading the dart is a full-round action that provokes attacks of opportunity, so most warriors only use one dart per battle.

Table 3-1: Mundane Weapons

Martial Weapons	Cost	Damage (S)	Damage (M)	Critical	Range	Weight	Type	Special
<i>Two-Handed Melee Weapons</i>								
Bec de Corbin	15 gp	1d6	2d4	x3	-	6 lbs	B or P	brace, reach
Sledge	8 gp	1d10	1d12	x3	-	25 lbs	B	-
<i>Exotic Weapons</i>								
Exotic Weapons	Cost	Damage (S)	Damage (M)	Critical	Range	Weight	Type	Special
<i>Two-Handed Melee Weapons</i>								
Bardiche	15 gp	1d8	1d10	x3	-	12 lbs	S	reach
Chakram, Great	5 gp	1d6	2d4	19-20 x2	20 ft	3 lbs	S	-
Lynx Paw	3 gp	1d6	1d8	x2	-	2 lbs	S	disarm, reach, trip
Zanbato	75 gp	1d10	2d8	19-20 x2	-	14 lbs	S	brace
<i>Ranged Weapons</i>								
Boomerang	5 gp	1d4	1d6	x2	30 ft	4 lbs	S	-
Chakram	1 gp	1d4	1d6	x2	40 ft	1 lb	S	-
Crossguard Dart	25 gp	1	1d2	x2	20 ft	1 lb	P	-
Fire Wheel	3 gp	Special	Special	x2	20 ft	5 lbs	S	-

The dart can be fired on its own or as a secondary attack when making a full attack. This weapon add-on is a perfect choice for fighters, assassins, and anyone looking to sneak a deadly little surprise into their repertoire.

Fire Wheel

Similar to a great chakram, the fire wheel is large hoop-like throwing weapon. Unlike the chakram, however, the fire wheel does not have a blade, and instead inflicts its damage by delivering flaming oil or lethal acid to its targets. The fire wheel contains a groove into which one can insert alchemist's fire, acid, or, at the DM's discretion, another substance. There is a cover to seal the disk, and a reactive agent which activates when agitated, typically from impact (though there is a 50% chance the disk explodes any time it takes damage), causing the disk to explode. This deals 2d4 points of slashing damage to everything within 5 ft of the target, and delivers whatever liquid the hoop was filled with as though it had struck the target itself. The hoop is expended upon impact.

Lynx Paw

Sometimes called a tiger's claw, this bladed, steel head is an add-on for whips which makes them much more lethal combat

weapons. In addition to the enhancement to damage listed in Table 3-1: Mundane Weapons, the lynx paw allows a whip to deal damage to creatures with any amount of natural or manufactured armor. Because of the specialized training required to use a Lynx paw, a character is only considered proficient with a lynx paw-enhanced whip if he has both the Exotic Weapon Proficiency (Whip) and the Exotic Weapon Proficiency (Lynx Paw) feats.

Sledge

This weapon consists of a large slab of metal attached to a long shaft. Though it is potentially a very deadly weapon, it is incredibly heavy, and difficult to wield effectively.

Characters with less than 16 Strength can never make more than a single attack with the sledge in a given round. Characters with 16 or more Strength may use the sledge normally.

Zanbato

This exceptionally large sword was originally designed for use against cavalry, and it is said that masters of the blade are capable of felling a horse and rider with a single blow.

Because it is so incredibly large and unwieldy, you take a -2 penalty to attack rolls even if you are proficient with the zanbato. The added weight allows the blade to deal more damage, however, and a character applies double his

Strength bonus, instead of 1.5 times his Strength bonus, to damage rolls with the zanbato. The zanbato's brace ability can only be used against creatures at least one size category larger than you are.

~They might say you're compensating, but never to your face.

Quasi-Magical Weapons

The following shields are quasi-magical in nature. For more information on quasi-magical shields, see page 3.

Blades of Gliding

This two-bladed sword can grant its wielder limited ability to defy gravity. By quickly spinning the blades in the air above his head, the wielder can glide through the air, negating damage from a fall of any height and allowing 10 ft of forward travel for every 5 ft of descent. This weapon allows the wielder to glide at a speed of 40 ft per round as part of the full-round action of spinning the blades in the air above his head. The wielder counts as having poor maneuverability when using this ability. Should the wearer stop spinning the blades or hit anything with them while still in the air, the effect immediately ends and the wearer begins to fall as normal.

Aura: faint transmutation; **CL** -; **Price:** 1,400gp; **Ingredients:** two feathers from a roc, which must be forged into the blade; **Requirements:** Craft (weapon) 1 rank

Exploding Arrows

These exceptionally deadly arrows consist of a hollow wooden shaft filled with razor-sharp bits of hell hound tooth and the blood of a fire giant, and have an elongated iron arrow head. When struck with an exploding arrow, the target takes regular damage from the arrow, and then the arrow explodes in a cloud of fire and shrapnel, inflicting 1d4 fire and 1d4 piercing damage to everything within 5 ft of the target (Reflex DC 12 for half).

Because of the added weight, attacks with exploding arrows suffer a -1 penalty to attack rolls.

Further, they weigh twice as much as they would otherwise, and the range increment of any weapon firing them is reduced by $\frac{1}{2}$ (for example, exploding arrows fired from a longbow would have a range increment of 50 ft instead of 100 ft).

Aura: faint evocation; **CL:** -; **Price:** 100gp (20); **Ingredients:** 5 hell hound teeth and three ounces of fire giant blood; **Requirements:** Craft (weapon) 1 rank

Grappling Shot

This weapon appears at a glance to be a sword that has lost its blade, or perhaps some sort of rod. In fact, concealed inside this metal tube is a mithral grappling hook attached to a very fine, 30 ft mithral chain.

The grappling hook can be fired from the handle by pressing a small button, causing the hook and chain to shoot out not unlike a crossbow bolt. The chain can be withdrawn as a move action in the same way. Skilled users of the weapon are able to use it to pull small objects to them, or to pull themselves towards larger, heavier objects. As long as the grappling hook can find secure purchase on an inanimate object, it can pull it to you or you to it, depending on whether you are heavier or more easily mobile than the target. A similar effect can be achieved with creatures, but this requires that the wielder succeed on a combat maneuver check against the target's CMD. The grappling shot is an exotic weapon.

Aura: faint transmutation; **CL:** -; **Price:** 2,000 gp; **Ingredients:** 1 ft of chain from a kyton, which is forged onto the end of the mithral chain; **Requirements:** Craft (weapon) 5 ranks;

Mage's Net

This item's functions as a regular net except for the following. It has a longer rope, and unlike a normal net, its maximum range is 20 ft. Also unlike most nets, this net is made of mithral, which increases its hardness to 15

Table 3-2: Quasi-Magical Weapons

Quasi-Magical Weapon	Market Price	Damage	Critical	Range	Weight	Type	Special
Exploding Arrows	100 gp (20)	Special	-	1/2	6 lbs	-	-
Grappling Shot	2,000 gp	1d8	x2	30 ft	5 lbs	P	-
Blades of Gliding	1,400 gp	1d8/1d8	19-20 x2	-	8 lbs	S	double
Mage's Net	2,400 gp	-	-	20 ft	3 lbs	-	-
Net Grenade	25 gp	-	-	30 ft	5 lbs	-	-
Seed Club	600 gp	1d6	x2	10 ft	3 lbs	B	-
Whip Blade	2395 gp	1d10	19-20 x2	-	12 lbs	S	reach

and its hit points to 30. A simple prestidigitation enchantment allows the net to be refolded magically with a command word. What gives the net its name, however, is the fact that the net is hyper-conductive to spells, meaning the wielder can cast spells with a range of touch on anyone entangled in the net as long as you are holding the net's rope, even if you can't actually reach the target.

Aura: Faint universal; **CL:** -; **Price:** 2,400gp **Ingredients:** a wizard's familiar must spend at least 72 hours in the net before it will function, a *prestidigitation* spell must be cast on the net during its creation; **Requirements:** Craft (weapon) 3 ranks

~Bad for fish. Good for Mages.

Net Grenade

Upon impact, this lightweight ball explodes and releases a net, entangling the target (Reflex DC 15 negates) as though it had been entangled in a net. Note that unless you somehow have someone to hold the rope attached to the net, the net is not anchored. The ball is considered a simple weapon for the purposes of proficiency. Once the ball is triggered, it is destroyed, but the net inside is perfectly functional and can be recovered.

Aura: none; **CL:** -; **Price:** 25gp; **Ingredients:** a few drops of oil; **Requirements:** Craft (weapon) 1 rank, Craft (traps) or Knowledge (engineering) 5 ranks

Seed Club

Harvested from the rare and carnivorous *yateyvo* tree, which is known for its tendency to devour humanoids alive, this club has been magically altered to let loose a cloud of fast-growing (but short-lived) *yateyvo* seeds.

When this seemingly simple wooden club hits a target, it releases a number of seeds, which immediately begin to grow in the target's square and all adjacent squares. A successful Perception check (DC 20) will allow a character to notice the seedlings before the next round, at which point the squares will be covered in viny growth and considered difficult terrain. The plant growth then begins to entangle anything in its area. Creatures in the square can attempt to break free as a full round action by succeeding on either a Strength or Escape Artist check (DC 15). As long as a creature remains entangled by the plants, they inflict 2 points of damage each round as they leech liquid from the entangled creature. After the first time this occurs the club becomes a normal wooden club, and the seedlings spawned in this manner wither and die after 24 hours.

Aura: none; **CL:** -; **Slot:** Held; **Price:** 600gp **Ingredients:** A branch from the *yateyvo* tree; **Requirements:** Craft (weapon) 1 rank, Knowledge (nature) or Spellcraft 5 ranks

Whip Blade

This weapon appears at first glance to be a bastard sword with wicked barbs made for shredding your enemies. A closer examination reveals that the blade is actually segmented into several connected parts, each about 6 inches apart and bearing one of the wicked barbs. At its wielder's command (a swift action) these segments split apart, revealing a bony cord which extends 3 ft between each section. When in this form, the blade functions as a whip or all purposes, except that its damage remains

unchanged (it still deals lethal damage, and can damage opponents wearing armor), and it imposes a -2 penalty to all attack rolls. On any round in which you successfully hit the same target with at least three attacks with the whip blade, you may rend, dealing an additional 2d10 damage to the target.

Aura: faint universal; **CL:** -; **Price:** 2395gp
Ingredients: the tail of a bone devil, which is used to form the cord, a prestidigitation spell must be cast on the whip blade during creation;
Requirements: Craft (weapon) 9 ranks

Weapon Special Abilities

In addition to the special abilities for weapons listed in the Pathfinder® Roleplaying Game Core Rulebook™, the following abilities can be added to magical weapons.

Table 3-3: Weapon Special Abilities

Special Ability	Base Price Modifier
Swarmbane	+2 bonus
Gatecutting	+24,600 gp

Gatecutting

Once per day weapons with this property can, as a full-round action that provokes attacks of opportunity, cut a tear through reality itself, creating a temporary rift to another plane of existence. This functions as the *planeshift* spell, except that it does not target creatures, and instead creates a gateway that affects any creature walking through it with the spell *planeshift*. The wielder determines the plane and desired location when he cuts the tear, though he can also choose to open a tear to a random location, random plane, or both. The portal remains for 1 minute, regardless of how many people pass through it.

Additionally, whenever the weapon scores a critical hit, the wielder can choose to expend his ability to open a gate for that day to instead attempt to *planeshift* the creature struck.

Aura: strong conjuration; **CL:** 12th; **Price:** +24,600gp
Requirements: Craft Magic Arms and Armor, *planeshift*

~Sharp enough to shear both armour and the very fabric of reality.

Swarmbane

Weapons with this property perform much better against creatures with the swarm subtype. Against a swarm, the weapon's enhancement bonus is +2 better than its actual bonus. Further, a swarbane weapon deals full damage to swarms regardless of the size of their component creatures. This ability does not allow the weapon to overcome unrelated damage resistances a swarm may possess, but only negates the ability of Tiny, Fine, and Diminutive creatures to take less damage from weapons while in a swarm.

Aura: moderate conjuration; **CL:** 8th;
Requirements: Craft Magic Arms and Armor, *summon swarm*; **Price:** +1 bonus

Specific Magic Weapons

Blade of the Perfect Knight

The blade of this weapon appears to be made of solid gold, though it is as hard and sharp as steel. Inscribed along the edge of the blade is the phrase "If it is a sin to covet honor, I am the most offending soul."

Favored by paladins and other warriors who follow a code of chivalry, this blade allows a valorous warrior to be prepared for whatever dire situation he may come across. The blade has three different forms, and it can change between them with a command word from its wielder. Its first form is a +1 holy evil-outsider-bane longsword. Its second form is a +1 flaming burst dragonbane greatsword. Finally, its third form is a +1 merciful lance, which, when wielded against any heavily-armored humanoid who lives reasonably within the rules of chivalry (DMs have final say), counts as having a +3 enhancement bonus and deals an additional 2d6 damage.

Aura: strong transmutation; **CL** 13th;
Requirements: Craft Magic Arms and Armor, *cure light wounds, flame blade, flame strike or fireball, holy smite, lightning bolt or call lightning, polymorph any object, summon monster I*; **Price:** 42,308gp

Boomerang of Loyalty

This curved, bladed piece of wood seems to almost quiver at your touch, as though it wants you to leave it alone.

These +1 returning boomerangs are named not for any ability to inspire loyalty, but rather because the magical enchantments that cause them to return to their owner are so strong that it almost seems as though the boomerang is a loyal companion. Any time one of these boomerangs is more than 30 ft from its rightful owner, the boomerang will immediately begin flying back towards him (even in the middle of an attack, if the target is more than 30 ft away from the wielder, making it impossible to throw this

Table 3-4: Specific Weapons

Specific Weapon	Market Price
Dragon Gauntlets	4,302 gp
Nocturne's Fang	5,302 gp
Ogre's Gauntlets	5,302 gp
Spear of the Legion	6,302 gp
Sledge of Destruction	7,308 gp
Ruyi Jingu Bang	9,800 gp
Steel Whirlwind	14,320 gp
Sword of the Meek	15,308 gp
Boomerang of Loyalty	24,305 gp
Living Chain	35,325 gp
Giantbane Sling	38,500 gp
Blade of the Perfect Knight	42,308 gp
Ruin Blade	42,308 gp
Sword of Storms	62,335 gp
Staff of Battle	67,300 gp
Trident of Wave Riding	129,108 gp
Lightning Trident	139,315 gp
Flail of Destiny	162,315 gp
Scythe of the Wretched	225,318 gp

boomerang more than 30 ft). Someone in possession of the boomerang while it is trying to return to its owner this way must succeed on a DC 25 Strength check each round to maintain his hold on the weapon. Even locking the weapon in a vault or similar precautions rarely helps keep the boomerang out of its owner's hands for long—these weapons have a tendency to disappear inexplicably in such circumstances, only to be stumbled upon by their owner a few days later.

Aura: strong transmutation; **CL:** 13th;
Requirements: Craft Magic Arms and Armor, *limited wish or miracle*; **Price:** 24,305 gp

~My cousin once ran from one of these for three days and three nights before he finally realized it was a gift from his mother.

Dragon Gauntlets

These bronze gauntlets are carved to resemble a dragon's skull. The mouth, complete with razor-sharp fangs, appears to wrap around the wearer's fist when he wears it. The dragon's eyes are fat, bright emeralds which almost seem to glow in the proper light.

Unarmed strikes made while wearing these gauntlets always do piercing damage, and they deal either 1d6 damage or the wielder's normal damage, whichever is higher. Further, whenever you score a critical hit with your unarmed attack, the gauntlets let out a mighty roar and bite into your target, inflicting an additional 2d8 points of piercing damage.

Aura: moderate transmutation; **CL** 5th;
Requirements: Craft Magic Arms and Armor, *magic fang*; **Price:** 4,302gp

Flail of Destiny

This heavy flail bears three heads hanging from one end. Each of the flail's three heads emanate a different kind of energy. One burns with an angry red flame, another crackles with lightning and lets off the occasional bright blue spark, and the third is coated in a thin layer of frost.

A rare and powerful item, a flail of destiny is +3 flaming frost shock heavy flail that has three heads dangling from one end, each one enchanted to deal a different kind of damage. These additional heads can be somewhat awkward to wield, and all attacks with a flail of destiny suffer a -2 penalty. On a successful hit, the flail does 3d8 damage, instead of the normal 1d10.

Aura: strong evocation; **CL** 18th;
Requirements: Craft Magic Arms and Armor, *chill metal* or *ice storm*; *call lightning* or *lightning bolt*; *flamestrike*, *flame weapon* or *fireball*; **Price:** 162,315gp

Giantbane Sling

This sling appears completely mundane, and doesn't even look very high quality. The rope is fraying, and the leather is worn and musty.

Despite its name, this sling has no special effect on giants. The name is more metaphorical, as the weapon is designed to level the playing field when its wielder faces a notably more powerful opponent. It is normally a modest +1 sling, but when wielded against a creature whose CR exceeds its wielder's hit dice by 5 or more, it becomes a +3 speed sling.

Aura: moderate transmutation; **CL** 18th;
Requirements: Craft Magic Arms and Armor, *haste*; **Price:** 38,500gp

~For some reason, this is much more popular than my old childbane sling.

Lightning Trident

This trident is made entirely of copper, and its prongs are stylized to look like lightning bolts.

A favorite of both show-offs and the clerics of storm gods, this weapon is capable of channeling electrical power with deadly efficiency. As a full-round action which provokes attacks of opportunity, you can strike this +1 shocking burst trident into the ground. Roll damage as though you had confirmed a critical hit: if the damage exceeds the ground's hardness (0 for loose soil, 3 for hard-packed soil, and 8 for

stone), you succeed in planting the trident in the ground. It lets loose a storm of electricity which surges through the ground, visibly crackling along the surface of the soil, and dealing 20d6 electricity damage to all creatures touching the ground within a 30 ft radius, including you (reflex DC 18 for half). The trident remains stuck in the ground, and you must succeed on a DC 10 strength check (a move action which provokes attack of opportunity) to recover it.

Aura: strong evocation; **CL** 12th;
Requirements: Craft Magic Arms and Armor, *call lightning storm*, *lightning bolt*;
Price: 139,315gp

Living Chain

One end of this steel chain is fashioned to look like a snake's head. Every few moments a link in the chain will shift or settle, giving the impression that the chain is twitching.

Despite their name, these chains are not actually alive, or even intelligent. Nevertheless, they can be very powerful tools, and the enchantments they bear sometimes make them seem very much alive. Each chain is a +2 spiked chain that can extend to 65 ft in length at a rate of 30 ft per full round action. At the wielder's command, it can animate to bind a helpless target, granting a +5 bonus to the DC to escape being bound. Finally, as a standard action, the wielder can hurl it at a target (range increment 10ft), and it will automatically animate and attempt to bind the target, grappling with an effective CMB equal to twice its enhancement bonus. The chain always attempts to pin the target and then to tie him up (using itself for rope) when doing so, never taking any other available grapple action.

Aura: moderate transmutation; **CL** 9th;
Requirements: Craft Magic Arms and Armor, *animate object*, *shrink item*; **Price:** 35,325gp

Nocturne's Fang

This ebony dagger has a large, blood-red stone set into its pommel, and its ebony blade is carved into the shape of a fang.

A favorite of cruomancers, for every 5 points of damage this +1 dagger deals it accumulates 1 blood point, which is stored in distilled form in a jewel in the dagger's pommel. The blade can store any number of blood points in this way. At any time the wielder can break the jewel and drink the life essence contained within (equivalent to drinking a potion). Doing so renders the weapon a plain +1 dagger. This weapon is rarely, if ever, sold with any blood points already accumulated. Each blood point so stored increases the cost by 500gp.

Aura: moderate necromancy; **CL** 6th;
Price: 5,302gp **Requirements:** Craft Magic Arms and Armor, *vampiric touch*;

Ogre's Gauntlets

These adamantine gauntlets each have a different image engraved on them. The left gauntlet bears the image of an anvil, while the right gauntlet bears the image of a hammer.

These +1 adamantine gauntlets are designed for powerful bursts of destructive power, and are often used in demolitions. As a full-round action that provokes attacks of opportunity, the wielder can make a single attack against any inanimate object or helpless creature, dealing 6d8 + double Strength modifier to the target.

Aura: moderate evocation; **CL** 13th;
Requirements: Craft Magic Arms and Armor, *disintegrate*; **Price:** 5,302gp

Ruin Blade

This pitch-black blade is large and incredibly thick. The length of the blade is covered in large, glowing blue runes, and the weapon hums quietly with magical power.

A favorite of barbarians and berserkers, ruin blades are typically both a blessing and

a curse to adventurers. In addition to being a +4 vicious adamantine greatsword, a ruin blade grants its wielder a +6 bonus on combat maneuver checks to sunder objects. The blade exacts a powerful price for this ability however, as every round that the wielder holds the ruin blade it affects all his metal gear (other than the ruin blade itself) as though with the rusting grasp spell. Further, any non-metal item the wielder holds or wears while in possession of a ruin blade takes 2d6 points of damage per round. This damage ignores the hardness of the item.

Aura: moderate evocation; **CL** 12th;
Requirements: Craft Magic Arms and Armor, *enervation*, *rusting grasp*; **Price:** 42,308gp

~They will know you're not compensating for anything with this weapon!

Ruyi Jingu Bang

This staff is bright red, with a golden cap on either end.

A pale imitation of the legendary Staff of the Monkey King, a unique quarterstaff said to be able to alter its size to be as tall as a mountain or as thin as a needle and nearly everything in between, this +1 quarterstaff is still capable of impressive transfigurations. As a swift action, the wearer can increase or decrease the weapon's length by up to 5 ft, allowing him to threaten with greater or lesser reach. The staff quickly becomes unwieldy, however, and for each 5 ft of reach beyond what a quarterstaff would normally grant a creature of the wielder's size, the wielder takes a cumulative -2 penalty to attack rolls with the staff. The staff can also substitute for a lock pick, a crowbar, a club, a piton, a portable ram, or a rope. This lesser version of the staff cannot extend beyond 50 ft in length.

Aura: moderate transmutation; **CL** 5th;
Requirements: Craft Magic Arms and Armor, *shrink item*; **Price:** 9,800gp

Sledge of Destruction

This sledge is made entirely of a dull, lusterless lead. The hammer part of the sledge is carved to resemble a closed fist.

Favored by demolitionists, this +1 sledge can deliver a shattering blow to an opponent's armor or shield three times per day as a standard action. To use this ability, its wielder makes a sunder attempt against her opponent as normal, but on a success, instead of dealing damage, the item is automatically reduced to 0 hit points instead. If the wielder has the Greater Sunder feat, she can deal damage to the target as normal. This ability cannot be used on weapons, because weapons are typically not held securely enough to be shattered this way, and would result only in disarming the opponent.

Aura: moderate evocation; **CL:** 9th;
Requirements: Craft Magic Arms and Armor, *disintegrate*; **Price:** 7,308gp

Scythe of the Wretched

This scythe is made entirely of obsidian, including the haft. At the place where the blade attaches to the haft, a black, grinning skull sits, the scythe blade protruding from its mouth. When the scythe draws blood the eyes of the skull flash with a red light.

This +2 scythe is a favorite amongst sociopaths and clerics of death gods, who typically consider themselves avatars of death when they wield it. Once per day, when the scythe confirms a critical hit, the wielder may force the target to succeed on a Fortitude save (DC 10 + damage dealt) or die immediately. Anything slain by this effect cannot be resurrected by anything short of a wish or miracle.

Aura: strong necromancy; **CL:** 15;
Requirements: Craft Magic Arms and Armor, *trap the soul*; **Price:** 225,318gp

Spear of the Legion

This spear is always marked with the seal of a particular army, and typically includes an in-

scription indicating a legion, company, and rank as well. The spear is otherwise utilitarian and undecorated.

Spears of this sort are a favorite in countries that use legions and phalanxes. While using this +1 spear in conjunction with a tower shield you do not incur the normal -2 penalty to attack rolls. Additionally, you gain a +2 circumstance bonus to AC for each adjacent ally wielding a tower shield and spear of the legion, to a maximum of +4 from 2 allies.

Aura: faint abjuration; **CL:** 6th;
Requirements: Craft Magic Arms and Armor, *shield*; **Price:** 6,302gp

Staff of Battle

The ends of this staff are made of braided iron, though it appears otherwise unremarkable.

This +3/+3 quarterstaff is a favorite of versatile fighters everywhere. At will, as a standard action, the wielder may command either end of the staff to transform into a sword blade, an axe head, or a flail. In this way, the staff can become a double weapon with any combination of quarterstaff, longsword, axe, or flail as its two weapons. Each end of the staff is enchanted with a +3 bonus, which can also be changed as a standard action (for example, one end could change to be a +3 weapon, a +2 flaming weapon, or a +1 shocking burst weapon). The enchantments on each end are separate, and one end's enhancement cannot be transferred to the other end. As long as the wielder is proficient with a quarterstaff, he is proficient with any double-weapon this staff becomes.

Aura: strong transmutation; **CL:** 15th;
Requirements: Craft Magic Arms and Armor, *polymorph any object*, *limited wish* or *miracle*; **Price:** 67,300gp

Steel Whirlwind

The blades of this axe are thinner and

wider than those of most axes, with a more wicked curve, and its handle is unusually thick.

A favorite of barbarians and knights-errant, this +2 greataxe can be devastating in the hands of a skilled warrior. As a full-round action which provokes attacks of opportunity, you can throw this greataxe, targeting all creatures in a 60 ft line. Make separate attack rolls against each creature, starting with the closest. The axe magically returns to your hands at the end of the round.

Aura: moderate transmutation; **CL:** 7th;
Requirements: Craft Magic Arms and Armor, magic stone, telekinesis; **Price:** 14,320gp

Sword of the Meek

This apparently simple iron sword has an engraving etched roughly onto its blade, which reads, "Thou shalt respect all weaknesses, and shall constitute thyself the defender of them."

History is rife with tales of the wielders of swords such as these, for they are typically granted by angels and benevolent deities as gifts to stalwart defenders of the weak. Normally just a +1 longsword, this weapon becomes a +2 holy longsword when used to defend the life of a creature with less than 5 hit dice, including the wielder, if he has less than 5 hit dice.

Aura: moderate evocation [good]; **CL:** 12th;
Price: 15,308gp **Requirements:** Craft Magic Arms and Armor, holy smite;

~Helpless peasants sold separately.

Sword of Storms

The hilt of this sword is made of pearl and engraved to resemble a cloud, and the blade is engraved to resemble a jagged lightning bolt.

This +2 bastard sword allows the wielder to control hurricanes and storms, using the winds to his own purpose. Three times per day, the wielder can use the sword to control the wind in his immediate area, as the spell control winds. Further, once per day the wielder can use the sword to duplicate the effects of the spell call lightning. For the purposes of adjudicating these

spells, the wielder's caster level is equal to the caster level of the sword's crafter.

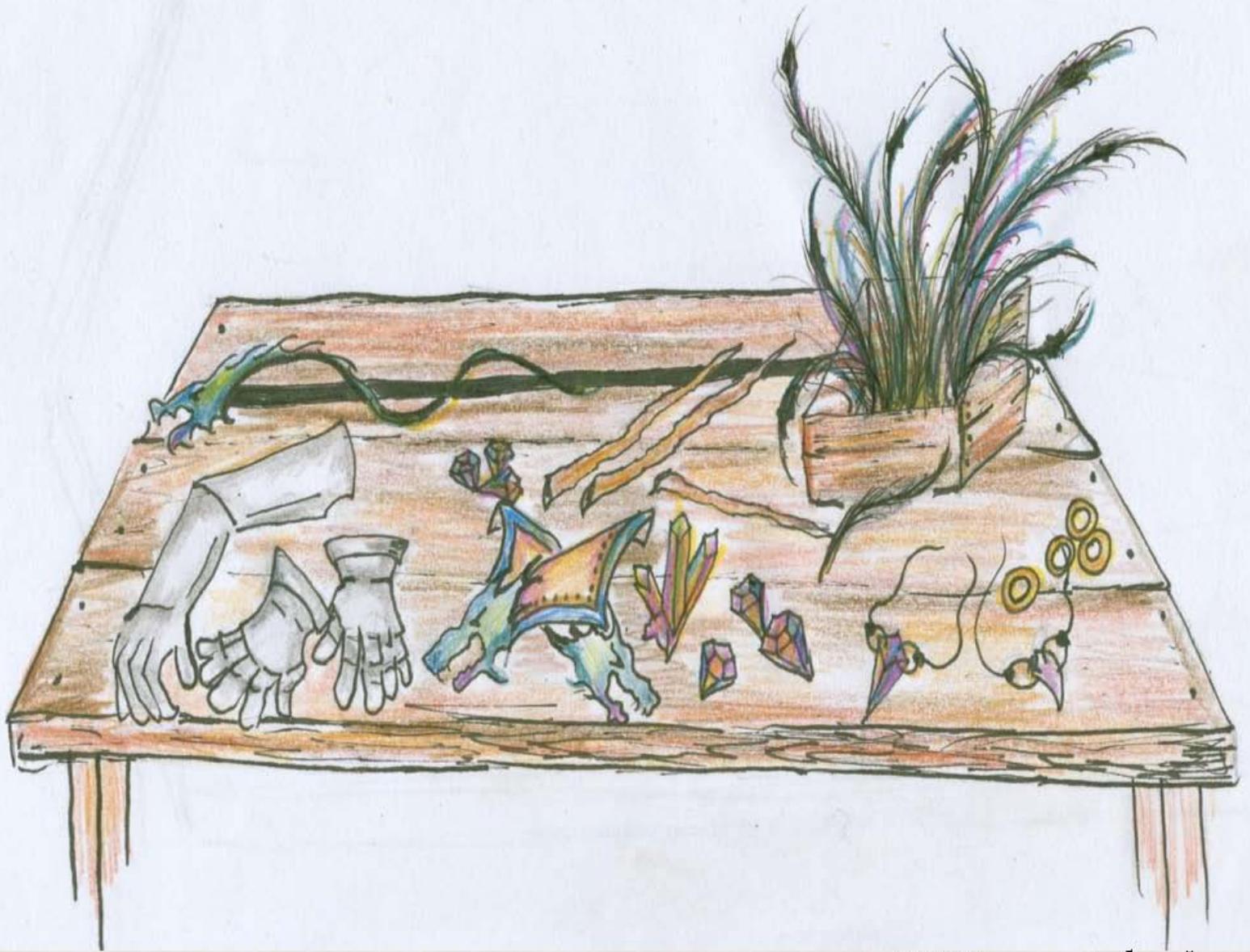
Aura: strong evocation and transmutation [air]; **CL:** 9th; **Requirements:** Craft Magic Arms and Armor, call lightning, control winds; **Price:** 62,335gp

Trident of Wave Riding

The prongs of this trident, which glows a faint blue, are shaped to resemble cresting waves.

The original version of this +2 trident was supposedly a gift from the king of an underwater kingdom to thank a mighty hero for saving his people from a kraken of immense proportions. Whether or not this is true, the trident grants the wielder the constant benefit of the *water walk* spell so long as it is held. Further, the wielder can use the trident's power to travel swiftly through water. This effect is identical to the spell *transport via plants* except that instead of plants, the spell allows instantaneous transport through bodies of water. Unlike the *transport via plants* spell, this ability has a maximum range of 1 mile.

Aura: strong conjuration; **CL:** 9th;
Requirements: Craft Magic Arms and Armor, teleport or transport via plants, water walk; **Price:** 129,108gp



Artist: Karen Zaback

Chapter 4: Equipment

You must be a very successful adventurer, my friend. You are clever enough to move past the shiny swords and armors that attract your contemporaries. No, you realize that a clever adventurer's best friend is not his blade, or his armor, or even his shield. No, to a clever adventurer, the most potent weapons are his tools, the useful, almost miscellaneous items of magical power which allow him to do so many varied things.

You're here perhaps for potions and wands, for quick surges of magical power, just when you need it most? Or perhaps I can interest you in one of my potent magical rings? No, I suspect it is wondrous items you are after. They are some of my most popular merchandise. Perhaps I can interest you in a gauntlet that lets you fling your opponents' spells back at them? Or a gem that shows you the future? I have an amulet that reduces your size, and not one but three exclusive additions to the ever-popular family of feather tokens. Go ahead, take your time, look around. I'm sure there's something here just for you.

Potions

Randomized Potions

The potions on this rack bubble and fizz erratically, and some of them slowly alternate between colors.

Considered "cursed" by many, these potions are also considered bargains by many adventurers, and some magic shops even specially create them for their adventuring clientele. A randomized potion has the potential to duplicate the effects four different spells, each of which are on the same spellcasting list and the same level. Each spell must be different, but besides these restrictions any spell that can be made into a potion can be made into a randomized potion. When you drink the potion, randomly determine which spell it duplicates.

Randomized potions cost $\frac{3}{4}$ the normal cost of a potion.

Table 4-1: Rings

Ring	Market Price
Kinetic Ring	4,200 gp
Ring of Useful Things	7,500 gp
Mood Ring	19,800 gp
Ring of Force Wall	23,500 gp

Rings

Kinetic Ring

This silver ring is set with a small, circular crystal which glows faintly whenever the ring moves.

This ring gathers energy with every movement the wearer makes, storing it until a crucial moment when the wearer can expel the energy in a powerful blast, knocking foes to from their feet. Each day it is worn, the ring gains a single charge, to a maximum of 20 charges. Any charges in excess of 20 are lost. When attacking, before making your attack roll, you may choose to expend any number of charges from the ring. If your attack hits, you deal 2 extra points of damage for each charge expended in this way.

Alternatively, you can expend two charges to have the ring perform a bull rush against an adjacent target. This does not provoke attacks of opportunity, even if you do not have the Improved Bull Rush feat. Treat this bull rush as being made by a medium creature with a Strength of 18 and uses the ring's caster level as its base attack bonus, giving it a CMB of +13.

Aura: moderate transmutation; **CL:** 9th; **Slot:** Ring; **Requirements:** Forge Ring, telekinesis; **Price:** 4,200gp

Mood Ring

This platinum band is set with a single six-sided gem, which changes color depending on the wearer's mood.

Rings with minor enchantments which change the color of their gem in accordance with the wearer's mood are quite common and popular amongst aristocratic circles, and such baubles can be procured in any major city. This ring, however, carries a more potent enchantment as well, which grants the wearer various benefits depending on the emotion they are currently feeling (If DM and player can't agree on whether or not the character is, in fact, feeling specific emotion at a certain time, assume that a character who understands how the ring functions can will himself into a certain emotion by succeeding on a DC 15 Will save.) The ring grants the following abilities:

- **Angry (Red):** Once per day, while you are angry, you may have the ring duplicate the effects of the rage spell.
- **Frightened (Yellow):** Once per day, while you are frightened, you may have the ring duplicate the effects of the fear spell.
- **Happy (Green):** Once per day, while you are happy, you may have the ring duplicate the effects of the good hope spell.
- **Lust (Purple):** Once per day, while you are lustful, you may have the ring duplicate the effects of the charm monster spell.
- **Sad (Blue):** Once per day, while you are sad, you may have the ring duplicate the effects of the crushing despair spell.
- **Serene (White):** Once per day, while you are calm, you may have the ring duplicate the effects of the calm emotions spell.

Aura: moderate universal; **CL** 7th; **Slot:** Ring; **Price:** 19,800gp **Requirements:** Forge Ring, calm emotions, charm monster, crushing despair, detect thoughts, fear, good hope, rage;

Ring of Force Wall

This titanium ring is set with a diamond. When activated, the diamond glows faintly, and seems to project the image of a transparent shield roughly a foot away from it, floating in the air.

This ring is similar to a ring of forcesshield, except that the wall of force it creates is larger: roughly the same size and shape as a tower shield. This force wall can be wielded by the wearer as if it were a tower shield (+4 AC). Like the ring of force shield, the ring of force wall does not provide any armor check penalty or arcane spell failure. For the same reason, wielders of a ring of force wall also do not suffer from the -2 penalty to attack rolls that tower shields typically impose.

Though the shield created by a ring of force wall can be used to gain cover, it does so in a somewhat different manner than a normal tower shield. As a standard action, by touching the ring to a flat, solid surface, the wearer can "lock" the force wall in place, creating a 5 ft wide by 5 ft tall wall of force. This is otherwise identical to the spell of the same name. The wall can be "locked" back to the ring with another standard action, and if the wall is ever destroyed the shield can create a new one after 1d4 minutes. A ring of force wall can only ever have one wall of force active at any given time, and as long as the wall is "locked" onto another surface the ring has no special qualities.

Aura: strong evocation; **CL** 13th; **Slot:** Ring; **Price:** 23,500gp **Requirements:** Forge Ring, wall of force;

Ring of Useful Things

This copper band is not set with a gem, but instead has a small, gold disc affixed to its circumference.

This versatile ring is a favorite among thieves and other untrustworthy sorts, though many a clever adventurer or daring spy has found them invaluable. Whenever the hand wearing the ring passes over a magical aura, the gem on the ring glows a bright blue, and whenever it passes over something that has been poisoned, it glows bright green.

The ring can also be called upon to create a single gold coin each day. Finally, at its wearer's command, the ring can alter its shape to provide any of the items listed below. In every case the item remains

attached to the ring, and crumbles to dust if separated from it. The ring can transform into the following items: masterwork thieves' tools, 10-ft pole, everburning torch, pen (with ink), any signet the wearer can envision, bell, piton, sewing needle, signal whistle, or a magnifying glass.

Aura: moderate transmutation; **CL:** 7;
Slot: Ring; **Price:** 7,500gp; **Requirements:** Forge Ring, *detect magic*, *detect poison*, *fabricate*;

~I was going to call it the ring of useless junk, but I thought it might sell better under this name.

Rods

The Torcher

This iron rod is coal black and warm to the touch, about 4 feet in length. The length of the rod is engraved to make it seem scaled, and one end is carved to resemble a dragon, its gaping mouth fixed in mid-roar.

As a standard action, the wielder of this rod can cause a jet of flame to gush forth from its end, producing either a 30-ft line or a 15-ft cone of fire. Anything caught in the blast takes 5d4 fire damage (Reflex DC 13 for half). Creatures with spell resistance may apply it against this attack. Additionally, three times per day, the wielder can have the rod duplicate the effects of the *fireball* spell (Reflex DC 15 for half.)

Aura: moderate evocation [fire]; **CL:** 10th;
Slot: -; **Price:** 57,600gp **Requirements:** Craft Rod, *burning hands*, *fireball*;

Wands

Randomized Wand

This wand seems to be unstable, and as you watch you can see it slowly grow and shrink, both in length and circumference. The end of the wand changes as well, first a star, now a lion's head, then to a glass bead.

Considered "cursed" by many, these wands are also considered bargains by many adventurers, and some magic shops even specially create them for their adventuring clientele. A randomized wand is capable of casting four different spells, each of which are on the same spellcasting list and the same level. Each spell must be different, but besides these restrictions any spell that can be put on a wand can be put on a randomized wand. Whenever the wand is activated, it casts one of these four spells, determined randomly, at the target. If the wand is targeting something that the randomly chosen spell is unable to target, the charge is expended uselessly.

Randomized wands cost $\frac{3}{4}$ the normal cost of a wand.

~It's not cursed! It just has four times as many...possibilities.

Wondrous Items

Amulet of Shrinking

The pendant dangling from this thin leather thong appears to be a small, golden figurine depicting a person with arms outstretched. Under the close scrutiny of a jeweler's glass, the statue appears to have been carved with incredible, lifelike detail.

This potent amulet allows its wearer to shrink down to the size of a small insect. As long as the amulet is worn, the wearer's size is reduced to fine, including all the bonuses and penalties involved with that change. When the wearer removes the amulet he reverts to his normal size.

Aura: moderate transmutation; **CL:** 7th;
Slot: Neck; **Price:** 26,500gp; **Requirements:** Craft Wondrous Item, *reduce person*;

Amulet of True Sustenance

The amulet at the end of this golden chain is a platinum disk. The disk is set with no gems, instead bearing what appear to be seven seeds, which surround a large rune in the

Table 4-3: Wondrous Items

Wondrous Item	Market Price
Feather Token (horse)	500 gp
Feather Token (flock)	600 gp
Prosthetic Limb	750 gp
Feather Token (grove)	1,200 gp
Anklet of Unexpected Travel	1,450 gp
Bad Luck Stone	1,500 gp
Prosthetic Limb (bladed)	2,500 gp
Spike Helm	2,750 gp
Armor of Faith (+1)	2,800 gp
Spike Boots	3,500 gp
Training Weights	3,500 gp
Prosthetic Limb (clawed)	4,500 gp
Skin Spikes	4,500 gp
Boots of Floating	5,750 gp
Gem of Visions	10,000 gp
Armor of Faith (+2)	11,000 gp
Chameleon's Cloak	16,200 gp
Lens of the Sun	21,000 gp
Amulet of True Sustenance	25,000 gp
Armor of Faith (+3)	25,000 gp
Prosthetic Limb (smuggling)	25,000 gp
Amulet of Shrinking	26,500 gp
Gauntlets of Truth	38,000 gp
Armor of Faith (+4)	45,000 gp
Gauntlet of Counterspells	57,000 gp
Armor of Faith (+5)	70,000 gp

center of the disk.

These amulets are exceedingly rare, and rumor has it that their creation involves binding the spirits of no less than seven dryads. No one can deny that the amulet has a powerful effect, however, for once the amulet has been worn for two weeks its wearer need not eat, drink, sleep, or breathe. The only reason for the wearer of one of these amulets to rest is if he is injured or needs to recover his spells. He remains fully alert during this time, but strenuous activity still prevents natural healing.

Aura: strong conjuration; **CL:** 17th; **Slot:** Neck; **Price:** 25,000gp; **Requirements:** Craft

Wondrous Item, *wish or miracle*;

Anklet of Unexpected Travel

These golden anklets are fashioned like a shackle, locking into place around each of the wearer's ankles. Each of the anklets has a small, golden wing attached to it.

This item is usually considered cursed, or at least defective, and can usually be acquired fairly cheaply by the savvy adventurer. The wearer can activate the anklet as a move action that does not provoke attacks of opportunity. When activated, and at the beginning of each of the wearer's turns for the next minute, the wearer is teleported as a free action. Because the enchantment on the anklet is flawed, however, the user is rarely transported to the place he wanted to go. The wearer is instead transported 1d6x5 ft in a random direction (use a d8 to determine direction). The anklet cannot teleport the wearer to a location he does not have both line of sight and line of effect to. While the anklet is active, it requires a DC 25 Strength check to remove it.

Aura: faint conjuration; **CL:** 3rd; **Slot:** Feet; **Price:** 1,450gp **Requirements:** Craft Wondrous Item, *dimension door*;

Armor of Faith

Despite its name, this item is actually a necklace of prayer beads, usually featuring a holy symbol. When held in the hands of a divine caster, the beads begin to glow.

Once it has been worn for 24 hours, the necklace covers its wearer in a translucent armor, granting continual magical protection in the form of a deflection bonus of +1 to +5 to AC. Further, each day the necklace can allow the user to recover a number of levels of divine spells equal to its AC bonus (for example a ring that granted a +2 deflection bonus could recover a single second-level spell or two first-level spells). For each spell level recovered in this way, the deflection bonus the amulet offers is reduced by 1 for the remainder of the day (for example, a

necklace that granted a +3 deflection bonus and recovered a third-level spell would grant a deflection bonus of 0 for the rest of the day, and a necklace with a +4 deflection bonus that recovered two first-level spells would grant a deflection bonus of +2 for the rest of the day).

The spell levels need not be recovered all at once. The necklace cannot restore spells until it has been worn for 24 hours.

Aura: faint abjuration; **CL:** 5th; **Slot:** neck; **Price:** 2,800gp (+1), 11,000gp (+2), 25,000gp (+3), 45,000gp (+4), 70,000gp (+5); **Requirements:** Craft Wondrous Item, *shield of faith*, caster must be a divine spellcaster of a level at least 3 times the bonus of the ring.

Bad Luck Stone

This rock appears entirely mundane. It isn't especially round, or smooth, and in fact appears to have a large number of nicks and scratches.

This plain-looking rock is a receptacle for bad luck. As long as the stone is in your possession, you take a -1 luck penalty to AC. Because it is such a strong attractor of bad luck, however, if any effect would target a piece of equipment you are wearing or carrying, it targets the bad luck stone, instead, even if the stone is an illegal target for the effect.

Aura: moderate necromancy; **CL:** 5th; **Slot:** -; **Price:** 1,500gp; **Requirements:** Craft Wondrous Item, *bestow curse*;

Boots of Floating

These boots appear perfectly normal, except that someone has sewn on a black leather patch shaped like a bird's wing on the side.

These boots are typically just shoddily made winged boots, though adventurers who know what they are buying often find them quite useful. They help their wearer stay in the air just a bit longer during a jump, granting a +2 bonus to acrobatics checks made to jump, and allowing the wearer to make a single turn of up to 90 degrees while in flight. Further, they allow the wearer to float over short distances, permitting the wearer to walk across 10 ft of open air before

they begin falling.

Aura: moderate transmutation; **CL:** 6th; **Slot:** Feet; **Price:** 5,750gp; **Requirements:** Craft Wondrous Item, *fly*;

~They're not "shoddily made!" I make them that way on purpose. It's cheaper, and I pass the savings along to you!

Chameleon's Cloak

This cloak is made of fine silk, and is almost perfectly transparent.

This cloak is a favorite amongst rogues, assassins, and spies, for its ability to allow its wearer to blend into their surroundings. At its wearer's command, this cloak can allow its wearer to transform into any inanimate object. This ability functions as the spell tree shape, except the wearer can transform into any kind of inanimate object. Depending on the object chosen, the AC adjustments may also change, at DM's discretion. This ability functions for a total of three hours each day, though the time need not be continuous.

Aura: moderate transmutation; **CL:** 3rd; **Slot:** Cloak; **Price:** 16,200gp; **Requirements:** Craft Wondrous Item, *polymorph any object* or *statue or tree shape*;

Feather Token

No two of these small feathers appear the same: every color is represented, and they range in size from barely visible bits of fluff to over a foot and a half long. They rest in a small case divided into several labeled sections.

Each of these items is a small feather that has a power to suit a special need. The kinds of tokens are described below. Each token is usable once. A particular feather token has no specific features to identify it unless its magic aura is viewed—even tokens with identical powers can be wildly different in appearance.

Flock: A token that creates a flock of birds which harass a target of your choice. The flock has 16 hp, 14 AC, and possesses the distraction universal monster rule, meaning that spellcasting or concentrating on spells within the area of a swarm requires a concentration check (DC 20 + spell level) and using a skill that involves patience, concentration, or attention requires a DC 20 Will save. After 1 minute the birds dissolve into harmless feathers. Other than when the target is chosen (part of activating the token) the user has no control over the birds the token creates.

Grove: A token that causes 1d4+1 great oaks to spring into being (5-ft-diameter trunk, 60-ft height, 40-ft top diameter, spaced 30-ft apart or as space allows). This is an instantaneous effect.

Horse: A token that creates a giant, wooden horse. The horse is hollow, and can fit up to 32 medium creatures, or equivalent, inside. The horse is also animated, and can move across the land at a speed of 60 ft. The horse lasts for 1 day before dissipating.

Aura: Strong conjuration; **CL:** 12th; **Slot:** -; **Price:** 600gp (flock), 1,200gp (grove), 500gp (horse); **Requirements:** Craft Wondrous Item, *major creation*;

~Funny story. These were actually invented by my cousin Paul. They always get his name wrong, for some reason.

Gauntlet of Counterspells

These gauntlets are made of pure silver, and are highly reflective. A rune of protection is carved into the back of each gauntlet.

These powerful gauntlets get their name from the wit of Argen Bradver, a witch hunter of some renown who used these gauntlets to "counter" the spells of his more magically inclined foes before beheading them with his blade. You must have at least one free hand (holding nothing) to use these gauntlets'

special ability. Once per round, when you would normally be hit by a spell, spell-like ability, or supernatural ability that requires a ranged touch attack, you may force that attack's source to make a combat maneuver check against your CMB. If they succeed, the attack resolves as normal. If they fail, you may use the gauntlets to deflect the attack, sending it at a target of your choice that could have been targeted by the original attack, including the attack's originator. You must be aware of the attack and not be flat-footed. Attempting to deflect an attack does not count as an action. If you possess the Deflect Arrows feat, this ability does not count against your use of that feat each round.

Aura: Strong abjuration; **CL:** 13th; **Slot:** Hands; **Requirements:** Craft Wondrous Item, *spell turning*; **Price:** 57,000gp

Gauntlets of Truth

These gauntlets are made of steel, and for the most part appear to be standard military issue. The only identifying feature is a short engraving on the back of the right gauntlet, which reads "The vine that grows in darkness bears rotten fruit."

A favorite of inquisitors and particularly zealous guard-captains, these gauntlets can force those struck by them to tell the truth. Any creature hit with an unarmed attack by the wearer of these gauntlets is affected as though by the spell *dispel magic*, except that only magic which enhances the target's ability to lie, such as *glibness* or *disguise self* are affected. Additionally, those struck are affected as though by the spell *zone of truth*, except that only the target is affected.

Aura: moderate enchantment and divination; **CL:** 9th; **Slot:** Hands; **Price:** 38,000gp **Requirements:** Craft Wondrous Item, *dispel magic*, *zone of truth*;

Gem of Visions

This blue-green gem has been meticulously cut into a perfect sphere. It is semi-transparent, and if you look through it long enough the inside appears to shift and move, as though it were filled with some kind of fog.

Each gem of visions is enchanted with powerful divination magic, allowing a single glimpse into the future. In order to use the gem, you must first concentrate on a specific question or subject, and then shatter the gem. Doing so exposes you to 2d4+1 visions of possible future events relating to that question or subject. Of these, two of them are highly accurate, and have a high probability of coming true, while the rest seem to be very likely, but are in fact most likely false. There is no way of determining which visions are the likely ones and which are the unlikely ones.

Aura: strong divination; **CL:** 17th; **Slot:** -;
Requirements: Craft Wondrous Item, *wish* or *miracle*; **Price:** 10,000gp

Lens of the Sun

This small lens is perfectly clear, set with a silver rim, and cut and enchanted to exacting specifications so that it refracts sunlight in just the right way.

When held aloft in sunlight (a full-round action that provokes attacks of opportunity) it can fire a powerful beam of concentrated sunlight, dealing 6d6 damage on a successful ranged touch attack. If the attack hits, the target must also succeed on a Fortitude save (DC 16) or be permanently blinded.

Aura: moderate evocation [light]; **CL:** 13th;
Slot: -; **Price:** 21,000gp; **Requirements:** Craft Wondrous Item, *sunbeam*;

Prosthetic Limb

This appears to be a severed arm made entirely of steel. A number of runes are inscribed at the top, where it would connect to the remains of the recipient's original arm. If it weren't obviously made of metal, it could probably pass for a real severed arm.

Typically made of metal, these wondrous items can be made to replace virtually any humanoid limb. Magically animated, they function identically to the limb that they replace and typically look like a metal version of that limb. The hit points and hardness of the limb will

vary depending on the material the arm is made of, but steel limbs have hardness 10 and 25 (arm) or 30 (leg) hit points. Prosthetic limbs must be specially made to fit the wearer, both physically (fitting the limb to the body) and magically (calibrating the enchantment to function properly with the wearer's thoughts and ensure maximum speed and flexibility), a process which takes about two weeks.

Because of the way that the limb's enchantment works, a creature cannot use prosthetic limbs to gain more limbs than it would naturally possess: any extra limbs remain inert and unresponsive. There are a variety of additional options that can be incorporated into a prosthetic limb when it is created, listed below. Prosthetic limbs can be enchanted as weapons at the normal rate.

Prosthetic limbs weigh 4 lbs, but because they replace previously existing body parts they do not count as carried weight while they are attached to a character.

Bladed: A prosthetic limb with this enhancement can transmute itself into a blade, either a battleaxe, a longsword, or a scimitar. The type of blade is determined at creation, and cannot later be changed. While the limb is transformed in this way it functions as a weapon of that type in all ways except that the wielder can never be disarmed of it. If the limb's owner is not proficient in the weapon the limb transforms into, he is not proficient with the limb when it is in that form, either. Transforming the limb into the weapon is equivalent to drawing a weapon with the Quick Draw feat. If the limb's owner also possesses the Quick Draw feat, if he transforms the weapon on the same round as he performs a charge action or a full attack action, his target is flat-footed against his first attack that round. Creatures that were already aware that the character had a bladed prosthetic are immune to this effect.

Clawed: A prosthetic limb with this enhancement can make a claw attack, which deals 1d6 slashing damage if the creature is medium. Humanoid creatures can only have

this enhancement placed on prosthetic arms, but creatures with natural claw attacks can have the enhancement on any limb that normally has a claw attack.

Smuggling: A prosthetic limb with this enchantment is magically glamered to appear like a living arm, and appears completely natural. Further, its magic aura is suppressed, and not detectable with detect magic or similar effects. Finally, the limb functions as a glove of storing, except that it leaves your hand slot free for other magic items.

Aura: moderate transmutation; **CL:** 13th; **Slot:** -; **Requirements:** Craft Wondrous Item, *limited wish* or *miracle*; **Price:** 750gp (base), 2,500gp (bladed), 4,500gp (clawed), 25,000gp (smuggling)

~Try buying these from my competitors, it'll cost you an arm and a leg.

Skin Spikes

This item consists of a large number of iron spikes, about six inches long and not very wide, contained in a box along with a scalpel and an armful of bandages.

This magical item is more or less exactly what it sounds like, albeit slightly more painful. It consists of a large number of metal spikes which are grafted beneath the skin all over the body, and are extremely difficult to notice when retracted (Perception DC 25). As a standard action, you may extend the spikes, forcing them to burst out your skin and leaving you covered in wicked barbs. This deals 2d4 piercing damage to you. When extended in this way, the spikes function identically to armor spikes, except that they deal 2d4 damage for a medium creature, and you are automatically proficient with them. They can be enchanted as magical weapons at the normal rate.

Aura: faint transmutation; **CL:** 5th; **Slot:** -; **Requirements:** Craft Wondrous Item, *spike growth*; **Price:** 4,500gp

Spike Boots

These appear to be perfectly normal boots except for the spikes which extend from the bottom of the soles.

At their wearer's command, these sturdy leather boots can extend barbed metal spikes from the bottom of their soles. These spikes are capable of burrowing into any substance with hardness 8 or less, firmly grounding their wearer in place. While so secured, the wearer cannot move from his square, but gains a +10 bonus to combat maneuver defense versus bullrush, overrun, and trip attempts. In theory, if the wearer has some way of getting on the wall or ceiling, the boots can be used to secure him there.

Aura: faint transmutation; **CL:** 5th; **Slot:** Feet; **Price:** 3,500gp; **Requirements:** Craft Wondrous Item, *spike growth*;

Spiked Helm

This helmet is covered in a number of wicked, barbed spikes which jut out at odd angles.

While wearing the helmet, as a full-round action, you may move up to twice your speed and make a gore attack, which deals 1d8 plus double Strength damage. Additionally, up to three times per day, as a standard action that does not provoke attacks of opportunity, you may fire a single spike from the helm. Treat this as a ranged attack with a range of 100 feet that inflicts 2d6 piercing damage. The spikes are not destroyed on impact, but must be recovered and reinstalled into the helmet before they can be used again (a process which takes 10 minutes). A Spiked helm comes with 5 spikes, and replacement spikes cost 50gp each.

Aura: moderate transmutation; **CL:** 9th; **Slot:** Head; **Requirements:** Craft Wondrous Item, *telekinesis*; **Price:** 2,750gp

Training Weights

These paired bracers and anklets appear to be made of some black metal. Each of the

bracers bears a small red gem, which begins to glow once the bracers have been worn for over a day.

These lodestone weights consist of a pair of bracers and another pair of anklets which are quite heavy and powerfully attracted to one another, making even simple movements quite difficult. While worn, these weights reduce your base land speed by 5 ft and impose a -2 penalty to Strength and Dexterity. After 24 hours of wearing the weights, you may remove them to gain a sudden burst of power. Removing the weights is a full-round action that provokes attacks of opportunity, and when removed the weights drop to the floor, typically with a loud crash. As soon as the weights are removed, in addition to losing the penalties that they provide, you gain a +4 competence bonus to Strength and Dexterity, and your movement speed is doubled. These effects last for 2 minutes before fading. For every ten days spent wearing the weights without removing them while performing strenuous activity, the bonuses to Strength and Dexterity increase by 2, and the effect lasts another minute.

Aura: moderate transmutation; **CL:** 10th;
Slot: Wrists and Feet; **Requirements:** Craft Wondrous Item, *mage's transformation*; **Price:** 3,500gp **Weight:** 100lbs

~Are you tired of being flabby? Try these weights, and you'll lose 100 pounds! Guaranteed!



Artist: Karen Zaback

Chapter 5: Miscellaneous Items

You certainly are a selective customer, I see. Most merchants would have trouble finding any merchandise for someone who had already moved past weapons, armor, shields and other magical gear. But luckily for you I make it a point to succeed where other merchants fail, and I'm far from exhausted of merchandise.

I have a wide variety of alchemical items to offer you, for example. Something that renders metal weapons and armor useless in a matter of seconds, perhaps? Or one of a wide variety of powerful and damaging substances, such as Shaman's Fire? If those aren't to your taste, I have a few living items you may be interested in: my favorite is a group of wasps that attack undead, but I'll let you peruse for yourself. Unless of course what you're really after is a poison. I have several of those. For use against monsters only, of course. Anything else would be highly illegal.

Or maybe what you're really after are the high-quality materials necessary to build truly spectacular arms and armor from the ground up? If you want the best you've come to the right place. Come with me to select the material you want to use, and then we can talk about what you want to craft it into, and of course there are enchantments to consider, and...

Table 5-1: Alchemical Items

Alchemical Item	Market Price
Quickfeet	40 gp
Shaman's Bile	75 gp
Shaman's Flame	75 gp
Shaman's Frost	75 gp
Shaman's Lightning	175 gp
Knightbane	3500 gp

Alchemical Items

Knightbane

Price: 3,500gp

Body Slot: - (held)

Activation: Standard (thrown)

This leather sack is about the size of a man's head and appears to be filled with some kind of thick, viscous fluid. A large cork protrudes from one end of the oblong sack.

This alchemical device is made of a semi-flexible membrane stuffed with muck and ooze which, upon coming into contact with metal, causes it to immediately erode and rust into uselessness.

The container, which weighs 10 lbs, is magically pressurized, so that when the seal is

removed it begins to spray the substance wildly in every direction.

A container of knightbane can be thrown as a splash weapon. Treat this as a ranged touch attack with a range increment of 5'. A direct hit forces the target to succeed on a DC 18 Reflex save or have all of his held and worn (but not necessarily carried, if they are stored in a backpack or similar container) metal items destroyed. Additionally, any creature within 20' of the point where the knightbane container hit must succeed on a DC 13 Reflex or their armor, if metal, takes damage equal to one half its maximum hp and gains the broken condition. Items that are already broken are destroyed instead.

~Just be sure to keep it away from your coinpurse.

Quickfeet

Price: 40gp

Body Slot: - (held)

Activation: Move action (consumed)

This small, pearly vial is engraved to look like a foot wearing winged sandals. The white substance inside smells faintly of wheat.

Prized by plains-nomads for its ability to give a temporary boost to speed, this ointment is made from an exotic red grass which is exceptionally flexible. Once it has been rubbed onto the user's legs, he is able to move faster than normal, increasing his base land speed by 10 feet for one minute. Because even the most protective armors must leave openings for joints to allow movement, quickfeet can be applied even if the user is armored, though applying it when wearing medium or heavier armor increases the necessary activation time to a full-round action.

Shaman's Bile

Price: 75gp

Body Slot: - (held)

Activation: Standard (thrown)

This small flask is filled with a bubbling, green liquid which smells faintly of sulphur.

Favored by primitive shamans and witch doctors as a substitute for magical powers, this alchemical liquid is incredibly vitriolic, and there are very few things it can't eat through. A vial of shaman's bile can be thrown as a splash weapon. Treat this attack as a ranged touch attack with a range increment of 10'. A direct hit deals 1d6 points of acid damage. Every creature within 5' of the point where the shaman's bile hits takes 1 point of acid damage. On the round following a direct hit, the target takes another 1d6 acid damage. The target can attempt to remove the acid before then as a full-round action that provokes attacks of opportunity, and requires that the character have something to remove the acid with, such as a towel or a blade to scrape it off.

Additionally, all creatures within 5 feet of the point where the shaman's bile lands must succeed on a Fortitude save (DC 13) or be sickened for 1 round.

Shaman's Flame

Price: 75gp

Body Slot: - (held)

Activation: Standard (thrown)

This vial is filled with a pitch-black liquid.

Favored by primitive shamans and witch doctors as a substitute for magical powers, this alchemical liquid is incredibly volatile, and immediately ignites if exposed to open air. A vial of shaman's flame can be thrown as a splash weapon. Treat this attack as a ranged touch attack with a range increment of 10'. A direct hit deals 1d6 points of fire damage. Every creature within 5' of the point where the shaman's flame hits takes 1 point of fire damage. Additionally, all squares within 5' of the point where the shaman's flame hits are filled with a thick, black smoke. A character who breathes heavy smoke must make a Fortitude save each round (DC 15, +1 per previous check) or spend that round choking and coughing. A character who chokes for 2 consecutive rounds takes 1d6 points of nonlethal damage. Smoke obscures vision, giving concealment (20% miss chance) to characters within it. The smoke clears after one minute.

Additionally, mundane materials that come into contact with shaman's flame risk catching fire.

Shaman's Frost

Price: 75gp

Body Slot: - (held)

Activation: Standard (thrown)

This thick, milky fluid has a white-blue tint, and the vial is cold to the touch.

Favored by primitive shamans and witch doctors as a substitute for magical powers, this alchemical liquid is incredibly cold. A vial of shaman's frost can be thrown as a splash weapon. Treat this attack as a ranged touch attack with a range increment of 10'. A direct hit deals 1d6 points of cold damage. Every creature within 5' of the point where the shaman's frost hits takes 1 point of cold damage. Additionally, all squares within 5' of the point where the shaman's frost hits are coated in a layer of slick ice. Treat these squares as if though they were affected by the grease spell (save DC 13). The ice melts after one hour.

Additionally, if poured into a liquid it can

cause the liquid to freeze. The amount required varies depending on the nature and temperature of the liquid, but typically one dose of shaman's frost can freeze a 10 foot cube of room-temperature water.

Shaman's Lightning

Price: 175gp

Body Slot: - (held)

Activation: Standard (thrown)

This glass bottle is filled with a blue-green slime which occasionally lets off a spark.

Favored by primitive shamans and witch doctors as a substitute for magical powers, this semi-solid substance is made from the glands of shocker lizards. A vial of shaman's lightning can be thrown as a splash weapon. Treat this attack as a ranged touch attack with a range increment of 10'. A direct hit deals 1d6 points of electricity damage. Every creature within 5' of the point where the shaman's lightning hits takes 1 point of electricity damage. Additionally, any creature damaged by the shaman's lightning is coated in a thin layer of it, which makes them more susceptible to further electrical attacks. Until the shaman's lightning is removed (a full-round action that provokes attacks of opportunity and requires that the character have something to remove the substance with, such as a towel or a blade to scrape it off), the target attracts electrical currents, granting a -2 penalty to AC and Reflex saves versus spells and effects which deal electricity damage or have the electricity descriptor.

Living Items

Living items are a special kind of alchemical item in that they are alive. Unless the description of a specific living item says otherwise, living items remain fresh and usable for 1 week after they are purchased, after which they have no effect (or, at the DM's discretion, may have a lesser effect or even a negative effect, depending on the nature of the item.)

Table 5-2: Living Items

Living Item	Market Price
Devinas' Breath	30 gp
Necrositic Wasps	600 gp
Magebane Wasps	3,000 gp

Devinas' Breath

Price: 30gp

Body Slot: -

Activation: Standard (consumed)

This white, lotus-like flower fits easily in the palm of your hand. Placing it in your mouth, you feel a slight tingling sensation and smell the faint scent of mint as a rush of cool air fills your lungs.

Devinas' breath is an aquatic flower, similar to a lily, which is named after Devinus, a nature goddess worshipped by several swamp-dwelling cultures. The flower produces oxygen at an intense rate when crushed, and so when placed in the mouth and chewed slowly can allow a character to breathe while underwater for a full three minutes, after which the effect ends and normal rules for drowning apply.

Magebane Wasps

Price: 3,000gp

Body Slot: - (held)

Activation: Standard (thrown)

This transparent glass ball is about the size of your head and filled with thousands of tiny blue-and-silver winged insects, which lie curled up and motionless, dormant until they sense their prey.

Magebane wasps are very rare, having been driven nearly to extinction by their very food source. Magebane wasps feed on magical auras. Though they prefer arcane energy over divine energy, they are perfectly happy to devour either. The origin of the magebane wasps is unclear, but contemporary scholars generally agree that

they must have come from a very warm, magic-rich environment.

Magebane wasps are contained in glass flasks. When unable to reach a source of magical energy the wasps become dormant, and can remain in this state for up to seven days before starving to death. Exposing the wasps to magical energy causes them to awaken briefly and provides them with sustenance. The wasps awaken from dormancy immediately if they are brought within 60' of anything that creates a magic aura (including magic items and ongoing spells). The wasps' container can be thrown as a ranged attack with a range increment of 10'. It shatters on contact, releasing the wasps in the square hit. Treat the wasps as a wasp swarm, from the Pathfinder® Roleplaying Game Bestiary™, with the following changes: they preferentially attack spellcasters, characters with ongoing magical effects on them, and characters in possession of magic items (in that order). They have SR 17, and instead of poison, any creature damaged by the magebane wasp swarm is affected as by the targeted version of the spell *dispel magic* (caster level 7). Additionally, any spellcaster damaged by the magebane wasp swarm must succeed on a DC 13 Will save or lose a spell slot or prepared spell of their highest level. The wasps are not controlled by the person who released them, and once the wasps' container has been broken they cannot be recaptured by normal means.

Necrositic Wasps

Price: 600gp

Body Slot: - (held)

Activation: Standard (thrown)

This transparent glass ball is about the size of your head and filled with thousands of tiny black-and-red winged insects, which lie curled up and motionless, dormant until they sense their prey.

Necrositic wasps are a species of parasitic wasp that feeds on negative energy. Their favorite food is the flesh of corporeal undead. These wasps are an artificial offshoot of a nearly extinct species of parasitic wasp known as the magebane wasp, which devours magical energy.

Specially bred by scholarly monks long ago to combat a huge undead epidemic, the species was released en masse and has found a niche for itself in undead-populated regions. In some places, necrositic wasps are deliberately raised on farms and harvested for use against the undead.

Necrositic wasps are contained in glass flasks. When unable to reach a source of negative energy the wasps become dormant, and can remain in this state for up to seven days before starving to death. Exposing the wasps to negative energy causes them to awaken briefly and provides them with sustenance. The wasps awaken from dormancy immediately if they are brought within 60' of an undead creature. The wasps' container can be thrown as a ranged attack with a range increment of 10'. It shatters on contact, releasing the wasps in the square hit. Treat the wasps as a wasp swarm, from the Pathfinder® Roleplaying Game Bestiary™, with the following changes: they attack only undead creatures (unless attacked by a living creature); they are healed by negative energy (as well as positive); instead of poison, any creature damaged by the necrositic wasp swarm must make a Fortitude save (DC 13) or suffer from light necrosis. The wasps are not controlled by the person who released them, and once the wasps' container has been broken they cannot be recaptured by normal means.

Poisons

In addition to the poisons found in the Pathfinder® Roleplaying Game Core Rulebook™, characters can purchase and use the following poisons. All the rules of poisons still apply. See the Pathfinder® Roleplaying Game Core Rulebook™ for more details on poison use.

Sleeping Powder (100gp)

Type: Poison, Inhaled; **Save:** Fortitude DC 15

Onset: -; **Frequency:** 1/round for 4 rounds

Initial Effect: Fatigued for 1 minute;

Secondary Effect: Unconsciousness for 2d4 hours; **Cure:** 2 saves.

Table 5-3: Poison

Poison	Market Price	Type	Fort DC	Onset	Frequency	Effect	Cure
Choking Powder	120 gp	Inhaled	16	-	1/round for 4 rounds	Nauseated for 1d4 rounds	1 save
Halfling's Curse	1,000 gp	Ingested	17	1 minute	1/minute for 2 minutes	Special, see text	1 save
Polymorph Poison	4,000 gp	Injury	17	-	1/round for 5 rounds	Special, see text	Special
Sleeping Powder	100 gp	Inhaled	15	-	1/round for 4 rounds	Fatigue/unconsciousness	2 saves
Wanderer's Luck	1,000 gp	Injury	17	-	1/minute for 1 hour	Special, see text	1 save

Wanderer's Luck (1,000gp)**Type:** Poison, Injury; **Save:** Will DC 17**Onset:** -; **Frequency:** 1/minute for 1 hour**Effect:** Random teleportation (see below); **Cure:** 1 save

This pseudo-magical poison is made from the distilled essence of a greater teleport spell. On a failed save, it teleports the victim to a random location on the same plane. If the victim is cured of the poison in the first 10 minutes, he is immediately teleported to wherever he was before the poison took effect.

Choking Powder (120gp)**Type:** Poison, Inhaled; **Save:** Fort DC 16**Onset:** -; **Frequency:** 1/round for 4 rounds**Effect:** Nauseated; **Cure:** 1 save**Halfling's Curse (1,000gp)****Type:** Poison, Ingested; **Save:** Fort DC 17**Onset:** 1 minute; **Frequency:** 1/minute for 2 minutes **Effect:** Shrinking, see text; **Cure:** 1 save, see text

Each failed save causes the victim to become 1 size category smaller, complete with all the ability score, natural armor, attack and AC adjustments. Once the victim successfully saves, she must succeed on an additional Fortitude save or the size change is permanent and can be reversed only by heal or a spell of similar power. If the victim is cured by a spell or ability such as neutralize poison, instead of by succeeding on the save, there is no chance of the effect becoming permanent.

Polymorph Poison (4,000gp)**Type:** Poison, Injury; **Save:** Fort DC 17**Onset:** -; **Frequency:** 1/round for 5 rounds**Effect:** Polymorph, see text; **Cure:** 1 save, see text

Each failed save causes the target to be affected as though by the baleful polymorph spell, except that the target always retains his own mental capabilities, and it transforms the target into specific animals, some of which exceed baleful polymorph's hit dice limit. The first failed save causes the target to transform into a boar. The second failed save causes the target to transform into a giant frog. The third failed save causes the target to transform into a pony. The fourth failed save causes the target to transform into a cat. If the target fails all five saves, he transforms into a toad.

~From fearsome dragon to trembling toad in 30 seconds or less—or your money back!

Special Materials

The following special materials can be used in the creation of various items, including those found in the Pathfinder® Roleplaying Game Core Rulebook™. Each material confers different benefits, described below. Note that some materials may only be able to be used in the creation of certain items (such as those made primarily of metal), or may only confer benefits to certain items (such as weapons or armor).

Blacksteel

This unique alloy is incredibly rare, and its origins are entirely unknown, except perhaps to the mysterious squid-creatures who occasionally deign to sell their supply to other races. While some scholars suggest that it is

distantly related to adamantine, the evidence is inconclusive. It is incredibly hard, and virtually indestructible by mortal means. It is pitch black, and its surface does not reflect light.

Items made from blacksteel have hardness 100 and 100 hit points per inch of thickness, except for armor, which has 100 hit points per point of armor bonus they provide. Weapons made of blacksteel ignore all hardness less than 100. Further, all items made from blacksteel are immune to rusting effects, such as the attacks of rust monsters or the effect of the rusting grasp spell. Finally, armor made from blacksteel grants its wearer damage reduction of 2/- if the armor is light, 4/- if the armor is medium, and 6/- if the armor is heavy.

The trade-off for this incredible durability is the weight of the metal. Items made of blacksteel weigh four times as much as the item normally would, and armor made of blacksteel counts as one category heavier than it actually is (for example, a suit of chainmail made of blacksteel would count as heavy armor). Finally, weapons made of blacksteel are more difficult to wield due to their poor balance. A light weapon made of blacksteel counts as a one-handed weapon, and a one-handed weapon made of blacksteel counts as a two-handed weapon. Characters wielding two-handed weapons made of blacksteel take a -2 penalty to their attack rolls.

Price: +12,000gp (light armor); +28,000gp (medium armor); +50,000gp (heavy armor); +6,000gp (weapon); +2,500gp/lb (other)

~You may want to avoid any water deeper than your wineskin while wearing this. Just to be safe.

Bloodstone

Bloodstone is supposedly the crystallized blood of a long-dead god of war and murder, though few but superstitious peasants hold to such beliefs. Whatever its origin, this rare crystal seems to call out for blood, and weapons made of it can be particularly deadly.

Though bloodstone can be used to create just about anything that can be made of metal, only weapons benefit from its special properties.

Weapons made of bloodstone increase their critical multiplier by one and rolls to confirm critical hits with the weapon receive a +4 bonus.

Price: +30,000gp (weapon); +900gp/lb (other)

Celestial Steel

Incredibly light, this fine steel seems almost more like silver or platinum. Far lighter than mithral, blades of this material seem to flow almost like water, and feel virtually weightless. Whether the steel is actually heavenly in origin, or merely named for its gracefulness, is a matter of heated debate.

Weapons made of this material count as one size category smaller for the purposes of weapon finesse, combat maneuvers, two-weapon fighting, and anything else that is dependant on weapon size. For example, a longsword made of celestial steel would count as a light weapon for the purposes of things such as two-weapon fighting or weapon finesse, including any benefits and or penalties that apply. Note that this does not actually change the number of hands required to handle the weapon, a greatsword made of celestial steel still two hands to wield. Further, weapons made of celestial steel weigh only 1/3 their normal weight. The tradeoff for this light weight and ease of use is that the weapon is not as durable as steel. It has a hardness of only 6, and 1/2 as many hit points as it would have if it were made out of steel. Non-weapons made of this material weigh 1/3 normal, have hardness 6 and 1/2 normal hit points, but are not otherwise affected. Only items made primarily of metal can benefit from being made of celestial steel.

Price: +3,500gp (weapon); +700gp/lb (other)

Living Armor (Talectini)

So-called "living armor," Talectini are actually incredibly large insects which have been specially bred to form a symbiotic, living

armor. Donning the armor involves holding the creature to one's skin long enough for it to insert a number of hook-like barbs into the wearer, similar to a tick or other parasite.

Donning living armor inflicts 2d8 points of damage, and the removal process inflicts another 4d8. Various kinds of Talectini are bred to serve as different kinds of armor, and in general any kind of armor that is made primarily of metal can be duplicated by a Talectini. Living armors must be specially molded to their wearer, a process that begins at the creature's birth. Luckily, their maturation is usually sped up by magic, meaning that the armor's creation need not take more than one or two weeks. Because they are more flexible and adjustable than most armors, and because they are specially grown to fit their wearer, armors made of this material have their maximum Dexterity bonuses increased by 2, their armor check penalties decreased by 2 (to a minimum of 0), and their arcane spell failure chance decreased by 5%. Living armor has hardness of 5 (plus 2 per point of enhancement bonus), and 10 hit points per point of armor bonus they provide, plus an additional 10 per point of enhancement bonus they possess. Each day a suit of living armor heals 1/10 its maximum hit points. Living armor cannot be repaired by normal means, though it enjoys the full benefit of healing magic. A suit of living armor can safely be slept in without fear of fatigue.

Once a day, typically while the wearer is resting, the Talectini deals 2d4 points of damage to the wearer as it draws nourishment from its host. This damage is not subject to damage reduction and cannot be prevented without starving the Talectini, causing it to die in 1d4 days. This damage is usually painless, though if the Talectini becomes particularly stressed (such as if its host has gone too long without rest, if the Talectini is severely wounded, or if the Talectini is in an environment that makes it particularly uncomfortable) this feeding process can become extremely painful.

Price: +1,250gp

Soul Steel

Soul steel is a psychically-sensitive metal which bonds with its wearer and molds its aura to match. In its natural state, soul steel is indistinguishable from regular steel. When held by an intelligent creature, however, it begins to glow faintly. The color of this psycho-reactive aura depends on the personality and spirit of the person holding it.

Though anything that can be made of metal can be made of soul steel, only armor made of soul steel is able to make use of its special properties. Armor made of soul steel grants a bonus to its wearer's Will saves equal to the armor's enhancement bonus. Additionally, it grants double the armor's enhancement bonus versus rolls to confirm critical hits. Though soul steel is not exceptionally expensive as a base component, it does double the normal price to enchant.

Price: +2,000gp (armor); +200gp/lb (other)

Spidersilk

This fine silk is harvested from the webs of giant spiders, and is as strong as steel.

Any armor that can be made of metal can be made of spidersilk. Because it is so flexible, armor made of spidersilk decreases its spell failure by 5%, increases its maximum Dexterity bonus by 2, and decreases its armor check penalty by 2. Further, the armor weighs only 1/5 its normal weight, and always counts as light armor. Because the armor must be woven from strands of webbing, however, it offers slightly less protection than normal, and its armor bonus is reduced by 3, to a minimum of 0.

Price: +300gp (light); +1,000gp (medium); +4,000gp (heavy)

Teferium

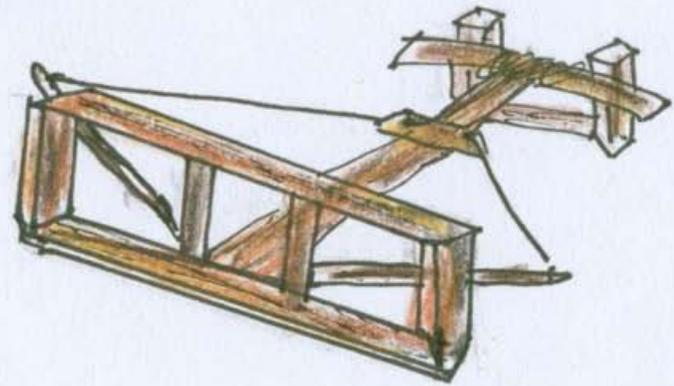
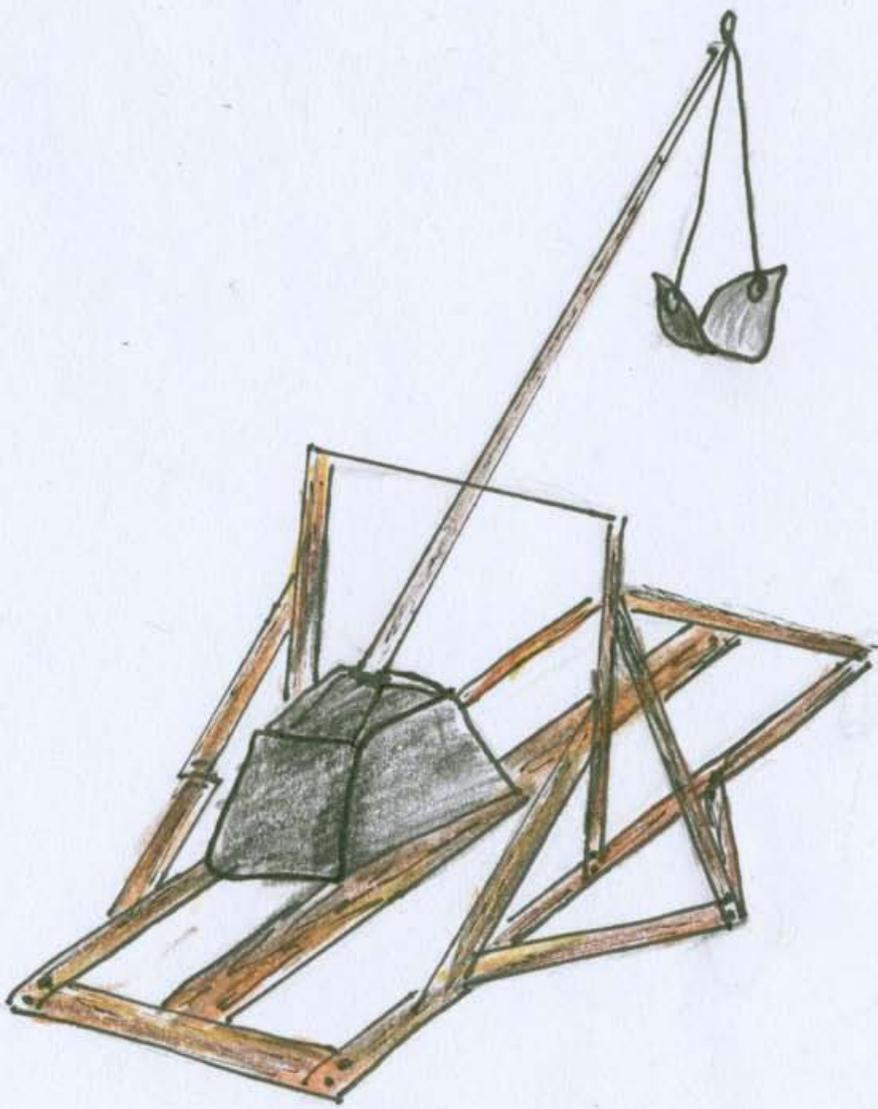
This pale, pearly-white metal is semi-transparent. Incredibly rare, it is found only in areas where the ethereal plane bleeds into the

material, and as a result this metal is tied both to the ethereal and material planes at the same time.

If used on a weapon, all attacks made against corporeal creatures with the weapon suffer 20% miss chance, as the damaging part of the weapon occasionally phases back and forth between the material and ethereal planes, similar to the blink spell. When wielded against an incorporeal creature, it has no miss chance and ignores the creature's 50% damage reduction. Though incorporeal creatures can touch the blade normally, and can therefore disarm or sunder it as though it were incorporeal, they typically can't wield it in this fashion because the handle is almost never made of the same material. If used to make a suit of armor or a shield, each time the wearer is attacked by a corporeal creature there is a 20% chance the item is currently ethereal and the character is denied her armor/shield bonus to AC for that attack. She still retains any enhancement bonus on the item, or other armor properties (such as fortification). The armor otherwise counts as having the ghost touch quality.

Price: +4,000gp (armor); +2,000 (weapon), +500gp/lb (other)

~Your armor will travel to faraway and exotic planes.



Artist: Karen Zaback

Chapter 6: Siege Weapons

Siege Equipment:

When it comes to outfitting PCs, it's true that siege equipment is not something that comes up very often. Many generals are known to joke that a band of heroic adventurers are more destructive than any trebuchet, more inspiring than any commander, and more deadly than most legions. When you can cast spells that will rain acid down on your foes, or level the gates of the fortress with a single blow from your +3 adamantite axe, it's unrewarding and unsatisfying to spend several rounds cranking a ballista that probably won't be half as effective.

The following rules are optional variants for DMs and players interested in using siege equipment in their game. These rules are designed to streamline the way siege equipment is used in game, making play involving siege engines quicker, simpler, and more fun for players. In order to achieve this, the siege engine rules presented here are less reflective of actual siege engine operation than those presented in the Pathfinder® Roleplaying Game Core Rulebook™. These optional rules are not for everyone, and are merely designed to make siege engines a more enjoyable part of your game.

Whether you choose to employ the optional rules or not, the special ammunition, siege weapon special abilities, and specific siege weapons found in this section can make siege warfare a more interesting and dynamic experience for your players.

Loading and Aiming Siege Weapons

In addition to the uses outlined in the Pathfinder® Roleplaying Game Core Rulebook™, you can use this skill to load, aim, and maintain complex siege weaponry. This check is a full-round action. Unlike most skill checks, which have a set DC, Knowledge (Engineering) checks used to load and aim complex siege weapons combine their results into a cumulative check, which is the sum of all the check results applied to a single task. When this cumulative check equals or exceeds a target number, called the Load DC, determined by the siege weapon to be aimed or loaded, the character succeeds at whatever he was doing.

This use of the Knowledge (Engineering) skill is not concerned with determining whether the character succeeds, but rather with how long it takes them to do so. Multiple characters can work together to operate a complex siege weapon in this way. Add all of their results to the cumulative check. Different siege weapons have room for different numbers of people, and anyone in excess of this number gets in the way more than they help. On a natural 1, the character accidentally does something which impedes their progress. Add their check result to the cumulative check, as normal, but also subtract 20 from the cumulative check. Characters with no ranks in Knowledge (Engineering) cannot achieve a check result higher than 10: if they would, their check result is 10 instead.

Attacking with Siege Weapons

In order to attack with a ranged siege engine (such as a ballista or a catapult), the character must first aim and load the weapon with the Knowledge (Engineering) skill (see above). Then, the character makes a ranged attack roll. If the character does not possess at least 5 ranks in Knowledge (Engineering) he suffers a -4 penalty on this attack roll. If he has 10 or more ranks, he receives a +2 bonus, and if he has 20 ranks he receives a +4 bonus. Additionally, the character can take extra time to carefully aim before firing. Each time he matches the weapon's Load DC before firing, he gains a +2 circumstance bonus on his attack roll, to a maximum of +10 for matching the Load DC 5 times.

Because siege engines are so unwieldy and difficult to aim, and because they typically target objects rather than characters, attack rolls made with ranged siege weapons are not resolved as normal. Each siege weapon lists the AC the attack needs to hit in order to successfully hit a target square. For each range increment beyond the first, add this number again (for example, if the target were 5 range increments away, the effective AC of the target square would be 5x the number listed). If the target is a living creature, add their circumstance, dexterity, dodge, and luck bonuses to AC to the effective AC listed.

Table 6-1: Siege Weapons

Weapon	Cost	Damage	Load DC	Range Increment	Target AC
Catapult, heavy	800 gp	6d6	100	200 ft (100 ft minimum)	12
Catapult, light	550 gp	4d6	50	150 ft (100 ft minimum)	10
Ballista	500 gp	3d8	40	120 ft	10
Catapult, trebuchet	1,100 gp	8d6	200	300 ft (150 ft minimum)	8

For each range increment beyond the first, add this number again (for example, if the target were 5 range increments away, the effective AC of the target square would be 5x the number listed). If the target is a living creature, add their circumstance, dexterity, dodge, and luck bonuses to AC to the effective AC listed.

If the attack misses, roll 1d8 to determine the misdirection of the attack, with 1 being back toward the siege weapon and 2 through 8 counting clockwise around the target square. For each point the attack failed to meet the effective AC of the target, roll 1d4. The combined result indicates the number of squares away the projectile struck, in the direction indicated by the d8.

Siege Weapons

The following siege weapon descriptions, and the information on table 6-1: Siege Weapons is intended for use with the optional rules presented above. If you are not using these optional rules, consult the Pathfinder® Roleplaying Game Core Rulebook™ for information on siege weapons.

Catapult, Heavy

A heavy catapult is a massive engine capable of throwing rocks or heavy objects with great force. Because the catapult throws its payload in a high arc, it can hit squares out of its line of sight. A heavy catapult takes up a space 15 feet across, and can be manned by up to 4 people at one time.

Catapult, Light

This is a smaller, lighter version of the heavy catapult. It functions as the heavy catapult, except as noted in Table 6-1: Siege Weapons. A light catapult takes up a space 10 feet across, and can be manned by up to 2 people at one time.

Catapult, Trebuchet

A trebuchet is a complex catapult that uses counterweights to fire its payload with exceptional power. It functions as the heavy catapult, except as noted in Table 6-1: Siege Weapons. A trebuchet takes up a space 15 ft by 20 ft, and it can be manned by up to 4 people at one time.

Ballista

A ballista is essentially a huge crossbow fixed in place, or attached to a rig which allows it to move. Ballista bolts deal only ½ damage to objects. A ballista takes up a space 5 feet across, and it can be manned by only one person at a time.

Magical Siege Weapon Enhancements

Like any other weapons, siege weapons can be enchanted using the rules for enchanting weapons in the Pathfinder® Roleplaying Game Core Rulebook™. Additionally, the following ammunition, magical properties, and specific magical weapons pertain directly to siege weapons.

Siege Weapon Special Abilities

Folding

Siege weapons with this property can, with a command, fold up and collapse into a compact box, roughly one foot to a side and six inches thick. In this form, the weapon weighs roughly 10 lbs. With another command word, the weapon can re-expand into its original form.

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

Table 6-2: Siege Weapon Special Abilities

Special Ability	Base Price Modifier
Precise	+1 bonus
Folding	+5000 gp
Mobile	+5500 gp
Quick	+3 bonus

Table 6-3: Siege Weapon Ammunition

Ammunition	Market Price
Exploding	2,000 gp
Strike Team	3,500 gp
Golem	30,000 gp
Spell Carrier	Varies
Swarmfilled	Varies

Requirements: Craft Magic Arms and Armor, *shrink object*; **Price:** +5,000gp

Mobile

Siege weapons with this property can, with a command word, transform into a mobile form. In this form, a flat metal platform extends from the bottom of the weapon which can hold up to four people. In this form, the weapon floats roughly 3 feet off the ground, and is capable of moving at a rate of 20 ft per round. While in mobile form, the siege weapon is incapable of firing.

Aura: moderate transmutation; **CL:** 9th;
Requirements: Craft Magic Arms and Armor, *overland flight*; **Price:** +5,500gp

Precise

Siege weapons with this property have magical enchantments that aid the operator in aiming his attacks, reducing the severity of a miss. When a weapon with the precise property misses its target, do not roll 1d4 for each point by which the attack failed to meet the effective AC of the target in order to determine how many squares away the attack hit. Instead, the attack lands 1 square away for each point by which the attack failed to meet the effective AC of the target.

Aura: faint divination; **CL:** 1st;
Requirements: Craft Magic Arms and Armor, *true strike*; **Price:** +1 bonus

Quick

Siege weapons with this property can be reloaded more quickly, reducing their Load DC to ½ normal.

Aura: moderate transmutation; **CL:** 9th;
Requirements: Craft Magic Arms and Armor, *haste*; **Price:** +3 bonus

Ammunition

Unlike ammunition for other kind of ranged weapons, ammunition for ranged siege weapons cannot be further enchanted.

Exploding Ammunition

This ammunition explodes on contact. In addition to the normal damage dealt by ammunition for this siege weapon, exploding ammunition deals an additional 2d6 fire and 2d6 piercing damage to everything within a 20 ft radius (Reflex DC 16 for half).

Price: +2,000 each

Golem Ammunition

This ammunition for catapults is actually a specialized iron golem curled up into a sphere. When the weapon hits, it deals damage as normal, and then uncurls and begins assaulting anything in sight. The golem cannot identify friend from foe, and will attack aimlessly once activated in this fashion. Because the golems are mass-produced and designed to be expendable, the magic which animates them wears off 10 minutes after they are activated.

Price: 30,000gp each

Spell Carrier Ammunition

Ammunition with this property has been enchanted to duplicate the effect of a spell when it hits. Typical spells for spell carrier ammunition include *darkness*, *silence*, *web*,

black tentacles, mind fog, transmute rock to mud, and wall of stone. The ammunition is the center of any area-effect spell carried by spell carrier ammunition. In the case of wall of stone, the wall created forms a defensive position, complete with crenellations, around the ammunition when it hits, creating an easy launching point for a strike team. Ammunition inscribed with a symbol, such as *symbol of sleep* is also common.

Aura: varies; **CL:** varies; **Requirements:** Craft Magic Arms and Armor, any spell to be carried by the ammunition; **Price:** 110gp each (*darkness, silence, web*), 480gp each (*black tentacles*), 700gp each (*mind fog, transmute rock to mud, wall of stone*)

Strike Team Ammunition

This ammunition for catapults comes in the form of a small iron plate, with a large glyph in the middle. When the glyph is activated (a command word) a wall of force, similar to a *resilient sphere* except that it is anchored to the iron plate, and can be moved by moving the plate. When activated, the sphere can hold up to 4 people, though it can only hold one comfortably. On impact, the sphere deals 6d6 force damage and all creatures and small objects within 10 ft. of the point of impact must succeed on a Reflex save (DC 16) or be thrown back, landing prone 10 ft. away from the area where the ammunition landed. Those riding inside the sphere are protected from this damage and from the force of the impact. The sphere can be lowered again by the same command word, but the plate only survives the impact 25% of the time.

Aura: moderate evocation [force] **CL:** 7th; **Requirements:** Craft Magic Arms and Armor, *resilient sphere*; **Price:** 3,500gp each

Swarmfilled Ammunition

This ammunition for catapults is actually a hollow, brittle shell filled with a living swarm. The swarm is kept in magical stasis until the ammunition hits something, at which time the swarm wakes up and begins attacking everything in sight. The ammunition does not provide any kind of control over the swarm.

Price: 2,150gp (spider); 3,150gp (bat or rat); 6,150gp (leech); 7,150 (crab); 9,150 (centipede); 11,150 (army ant)

Specific Siege Weapons

Endless Shot

This +1 trebuchet is beloved by generals for its ability to dramatically reduce the cost of a siege. No matter the size of the stone loaded into it, as the projectile is loosed from the trebuchet it grows to the size of normal trebuchet ammo, allowing the trebuchet to function with sling bullets or even plain rocks. No matter how many items are loaded into the trebuchet, only one increases in size. Once per day, however, when the endless shot is loaded with normal ammunition for a trebuchet, it can fire an oversized shot, which deals 16d6 damage when it hits, but otherwise functions normally.

Aura: moderate transmutation; **CL:** 5th; **Requirements:** Craft Magic Arms and Armor, *shrink item*; **Price:** 55,000gp

Gatebreaker

This +2 ballista's Load DC is twice that of a regular ballista. It requires no ammunition, however, and fires bolts of pure force, which ignore hardness and deal full damage to objects, unlike most ballista bolts. Further, up to three times per day, the Gatebreaker can have its ammunition reverse gravity, as the spell, in a 40 ft radius area around the square it strikes. This ability must be applied before the bolt is fired.

Aura: moderate evocation [force]; **CL:** 13th; **Requirements:** Craft Magic Arms and Armor, *magic missile, reverse gravity*; **Price:** 142,000gp

Hellfire Ballista

Considered the ultimate in siege warfare, this +2 flaming burst ballista has the potent ability to summon the fires of hell to incinerate its target. Up to three times per day the ballista can infuse a bolt with hellish power.

Table 6-4: Specific Siege Weapons

Specific Siege Weapon	Market Price
Endless Shot	55,000
The Ghostmaker	90,000
Gatebreaker	142,000
Hellfire Ballista	250,000

Upon impact, the bolt erupts in an infernal blaze and actually opens a portal to the Nine Hells itself. This causes an explosion of fire similar to a *flame strike* spell (15d6, Reflex DC 19 for half, half the damage is fire and the other half is untyped). Further, there is a 25% chance that one or more devils notice the gate and pass through it. The operator of the ballista has no special control over these devils.

Aura: Strong Conjunction [calling]; **CL:** 17th;
Requirements: Craft Magic Arms and Armor, *flame strike, gate*; **Price:** 250,000gp

The Ghostmaker

This +3 heavy catapult was designed to allow an army to devastate a castle's defenders without actually damaging the castle itself. The weapon proved ruthlessly efficient, though its callous purpose and the spectral nature of its payload gave rise to its nickname "Ghostmaker" among soldiers, who often reported supernatural occurrences in fortifications captured using the weapons. Ammunition fired by a ghostmaker is primarily ethereal, and appears translucent and glows a faint blue. This ammunition passes unhindered through non-living matter without damaging it, but is completely solid to living matter (including outsiders and elementals, but not undead or constructs) and deals normal damage to any living creature in its path.

Aura: moderate evocation [force] **CL:** 17th;
Requirements: Craft Magic Arms and Armor, *etherealness, magic missile*; **Price:** 90,000gp

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This Sourcebook for the 3.5 OGL and the Pathfinder® Roleplaying Game contains cartloads of new weapons, armor, and other equipment for DMs and PCs. In addition to these tools and treasures any adventurer would kill to have, this book also contains rules for Quasi-Magical items, a new class of semi-magical utility designed to both provide useful tricks for clever players, and to provide fun and exciting adventures. Finally, the book provides a set of optional variant rules for using siege weapons, and a number of exciting new siege weapon enhancements designed to enhance your game whether you use the variant rules or the original ones.