

# New Magic Items

## Armor:

**Breaking:** This armor enchantment was created originally for marines, but anyone needing a quick way to get out of heavy armor or store it in a tight space likes this enchantment. Upon command, this armor completely disassembles into small pieces, which then fall to the ground. These pieces weigh the same as the full armor, but only take up as much space as the individual parts of the armor would (Usually, a 1' cube of space.) A second command word reassembles the armor, though the owner must still put it back on. This enchantment can only be placed on breastplate or heavier armor.

Strong conjuration; CL 12<sup>th</sup>; Craft Magic Arms and Armor, *major creation, shatter*;  
Price: +3 bonus

**Splinter:** This enchantment can be placed on any armor made out of bone, stone or wood. Three times per day, the wearer of the armor can command the armor to splinter. These splinters fire out in all directions. Any creature without a natural armor bonus of +2 or better must make a Reflex save DC 14 or take damage as per the table below, depending on the armor. A successful save halves the damage. These splinters do not damage the armor.

Type of Armor	Damage
Light Armor	4d4
Medium Armor	4d6
Heavy Armor	4d8

Moderate evocation; CL 8<sup>th</sup>; Craft Magic Arms and Armor, *minor creation, shatter*; Price: +1 bonus

**Soul shielding:** This armor enhancement makes it harder to kill the wearer with instant death magics or attacks that can kill in one blow. If the wearer of *soul shielding* armor is struck by a death effect (An assassin's death attack, *finger of death*, etc.), the wearer gains a +4 bonus to any and all saves against the effect. This includes the save from massive damage. Spells that do not allow a save (*Power Word: Kill* for example) allow a single save at the spell's appropriate DC (10 + level of spell + caster's ability modifier).

Strong abjuration; CL 12<sup>th</sup>; Craft Magic Arms and Armor, *death ward, status*;  
Price: +3 bonus

## **Specific Armors:**

**M'ghaf'thuk:** A rare armor, this +2 *full plate of nimbleness* is made for the great heroes of Or-Giantha. The armor always bears the heraldic symbol of the being the armor was created for. Furthermore, all instances of this armor are recorded in the records of Or-Giantha. Orcs or half-orcs who wear this armor gain a +4 bonus on all Charisma-based skill checks against Or-Gianthans while wearing this armor. All other races gain a +3

bonus to Diplomacy and Intimidate skill checks against citizens of Or-Giantha, if the armor was indeed made for them.

Strong enchantment; CL 14<sup>th</sup>; Craft Magic Arms and Armor, *cat's grace*; Price: 22,000 GP

**Tyrant's Armor:** Priests of Xalthin created these in the image of their god's own armor. This +2 *full plate of moderate fortification* allows the wearer to cast *cause fear*, *fear* and *crushing despair* as a sorcerer of his level. If the wearer is a cleric or other spellcasting worshiper of Xalthin, he may use a non-domain spell slot of the appropriate level (Thus a cleric could sacrifice an *air walk* to cast *crushing despair*). If the wearer is not a spellcaster, they can cast *cause fear* 4/day and *fear* or *crushing despair* once per day. The DCs for these spells use the wearer's Charisma or Strength modifier, whichever is higher (Thus the *cause fear* would be 11 + modifier). All of the spell's other variables are as if cast by a sorcerer of the wearer's total level.

Strong necromancy and enchantment; CL 14<sup>th</sup>; Craft Magic Arms and Armor, *cause fear*, *fear*, *crushing despair*, creator must be a worshiper of Xalthin; Price: 35,000 GP

### Weapons:

**Cord breaking:** This enchantment can only be placed on a slashing weapon of any size made out of silver, astral driftsilver or astral driftmetal. The effects of this power are different depending on where it is used. When used on the Astral Plane (Or against creatures native to the Astral Plane, such as astral dragons, githyanki, and the like) the wielder makes a standard attack. If that attack misses, the wielder gets a second attack roll. This second attack uses all the modifiers of the first, but the target does not get any physical armor, only deflection and force effect modifiers. Against creatures not on their home plane, (Such as a summoned creature on the Prime Material) if the weapon confirms a critical, the strike goes directly against the silver cord of the creature. Creatures that physically traveled to a location (Via a *gate* spell or physically walking across the planar borders on the Outer Planes) do not have an astral cord to strike, so attacks against them are treated normally. Also any creature type that does not have a spirit separate from its physical form (An elemental, for example) is also unaffected.

Strong conjuration; CL 14<sup>th</sup>; Craft Magic Arms and Armor, *banishment*, *plane shift*; Price: +3 bonus

**Rapid-Fire:** This ability can only be placed on heavy crossbows or firearms. This enchantment allows a heavy crossbow to be reloaded as a free action. Matchlock, wheellock and flintlock firearms with this enchantment are now only a move action to reload, instead of a standard action. An arquebus with this enchantment takes only a standard action to reload.

Moderate transmutation; CL 11<sup>th</sup>; Craft Magic Arms and Armor, *haste*; Price: +3 bonus.

### **Specific Weapons:**

**A'gra'kal:** This +2 *mighty cleaving great axe* is often wielded by the commander of an Or-Gianthian heavy infantry unit. When held aloft and the command word is spoken, all allies within 60 feet gain a +2 morale bonus to all Will saves. The wielder is also immune to all *fear* effects (As a paladin)

Moderate evocation; CL 10<sup>th</sup>; Craft Magic Arms and Armor, *divine power, remove fear, resistance*; Price: 20,000 GP.

**Chain Sword:** These +1 *spiked chains* were created by a wizard who didn't want to pay for his guards to carry multiple magical weapons. Upon command (A swift action that does not provoke an attack of opportunity) the wielder of a *chain sword* can transform it from a +1 *spiked chain* to a +1 *bastard sword*. Any extra enchantments that are placed on the weapon must be able to affect both piercing and slashing melee weapons. These weapons can also be made out of special materials (cold iron, silver and adamantite being the primary choices.) as well. Adding abilities to the weapon costs an additional 1,000 GP to cover the need to weave the enhancement into the transformational magic.

Faint to powerful transmutation; CL 4<sup>th</sup> (Or higher, for effects); Craft Magic Arms and Armor, *alter self*; Price: 3,000 GP (Base weapon.)

**Frost axe:** Exclusively created by the clergy of Amaurail, these +2 *icy burst battle axes* are made of solid ice. They have been magically enhanced to never melt, and are immune to any fire effects. Only priestesses of Amaurail can wield these axes. If a non-worshiper attempts to use the axe, it shatters and the person takes 3d8 cold damage and 3d6 slashing damage from the blast of shards. A male worshiper of Amaurail (The few that exist) may hold the axe, but it has no magical power for him.

Strong transmutation; CL 12<sup>th</sup>; Craft Magic Arms and Armor, *ice storm or cone of cold*, creator must be a female worshiper of Amaurail; Price: 60,000 GP

**Slashing Thunder:** Named after the mercenary group out of eastern Euroa, these +2 *shocking burst thundering scimitars* were created for their horse-mounted swordsmen. These blades, in addition to their special damage types, have an additional ability. When wielded from horseback, they deal triple damage if the rider charges. The mount also gains 1d6 electrical damage to all of its attacks while the rider wields the scimitar.

Moderate evocation and faint necromancy; CL 14<sup>th</sup>; Craft Magic Arms and Armor, *call lightning or lightning bolt, blindness/deafness, keen edge*; Price: 110,000 GP

**Timeblade:** These swords were created by members of the church of Panthra Kar as special weapons for the church's chosen warriors. Each weapon is crafted in a specific pattern, and often for a specific person. There are five major types of timeblades, based on the material they are made of: silver, emerald, sapphire, ruby, and diamond. Carrying a timeblade is a symbol of great honor and carries a great deal of respect. Even non-worshippers see the weapon as someone who can be trusted to a degree. All timeblades are long swords.

Silver timeblades are always at least a +1 *keen* weapon. The other abilities in the sword usually make the weapon a total +4 bonus. These abilities usually include *bane*, *defending*, an energy damage type of some sort, *ghost touch*, *holy*, *merciful*, or *thundering*, though other abilities can be added, as well as increased bonus to attack and damage.

Emerald, sapphire and ruby timeblades are generally +2 *keen* weapons. The other abilities in the weapon usually make the weapon a total +6 bonus. In addition to the abilities for a silver timeblade, these often also have *axiomatic*, energy burst powers, *speed*, or *wounding*. Each of these three also has some specific users. Emerald timeblades are generally wielded by secondary combatant types, such as rangers and lurks. These often carry the *blessed*, *blindsighted*, *bodyfeeder*, *collision*, *disarming*, *dispelling*, *eager*, *energy aura*, *enervating*, *ghost strike*, *hunting*, *magebane*, *parrying*, *prismatic burst*, *revealing*, *shattermantle*, *sundering*, or *whirling*. Sapphire timeblades are generally carried by indirect combatants, such as rogue and bard types. These weapons often carry *blurstrike*, *collision*, *deadly precision*, *defensive surge*, *ghost strike*, *parrying*, *shadowstrike*, *vanishing* or *warning*. Ruby timeblades are generally the more frontline fighting types. Most of the abilities layered into these blades are heavy combat types, with abilities pointed towards doing more damage (Such as *berserker* or *collision*) adding extra damage of a particular type or against a particular type of creature (*divine wrath*, *implacable*), or battling a specific threat (*banishing* for fighting extraplanar creatures, *magebane* for fighting arcane casters.) In addition, these swords often have their bonuses increased.

Diamond timeblades are always custom built for their wielders. The few that have been made are always named, and carry a specific set of abilities tailored to the person receiving them. They are always at least a +3 *keen speed* weapon, and often carry many other abilities. So far, only 30 diamond timeblades have been made. These were always carried by holy champions of the faith, and usually buried with their owners when they died. Several of the weapons were soul-bonded weapons so they could not be used by any other.

Strong aura, various types; CL 12<sup>th</sup> (Silver), 14<sup>th</sup> (Emerald, sapphire, ruby) or 18<sup>th</sup> (Diamond); Craft Magic Arms and Armor, various, depending on abilities given, *keen edge*, creator must worship Panthra Kar; Price varies.

### **Rods:**

**Blast Rod:** These short rods are made of a hard wood with both ends carved in the image of a roaring creature, usually a dragon or lion. When activated, the user makes a ranged touch attack. If successful, the target takes 5d8 points of force damage. Alternatively, the user can make a cone-shaped blast. The blast is a 30 foot cone area, and everyone in the area of effect must make a Reflex save DC 20 or take the damage. Some blast rods have been made with only the ray attack available, and others have been made that are only the cone version.

An enhanced version, made out of stone or metal, and functions in the same way, except it does 10d8 points of damage. These metal *blast rods* are often dyed a blue or dark green hue.

No matter the version, each *blast rod* holds only 30 charges before becoming useless.

Moderate (or Strong) evocation; CL 12<sup>th</sup> (17<sup>th</sup>); Craft Rod, *Bigby's forceful hand* (*Bigby's clenched fist*); 11,000 GP (or 40,000 GP)

### **Staves:**

**Dark Power:** Created by Shanth's faithful to fight the combined forces of Darcia and Nissria, these staves are made of some black wood. They have the following powers:

- *align weapon* (1 charge)
- *darkfire* (1 charge)
- *create undead* (2 charges)
- *unholy word* (2 charges)
- *unholy aura* (3 charges)

While the staff is held in hand, the user gains the ability to cast *deeper darkness* 2/day. The staff also functions as a +1 *unholy blunt quarterstaff*. When all the charges are expended, the staff still functions as a +1 *unholy blunt quarterstaff*.

Strong varied; CL 17<sup>th</sup>; Craft Staff, *align weapon*, *darkfire*<sup>SC</sup>, *create undead*, *unholy word*, *unholy aura*, *deeper darkness*, creator must have access to the Darkness domain, creator must be evil; Price: 95,000 GP.

**Righteous Glory:** This staff was made for fighting against undead and evil creatures. It has the following spells

- *align weapon* (1 charge)
- *searing light* (1 charge)
- *undeath to death* (2 charges)
- *holy word* (2 charges)
- *holy aura* (3 charges)

While the staff is held in hand, the user gains the domain power of the Glory domain. The staff also functions as a +2 *holy quarterstaff*. When all the charges are expended, the staff still continues to function as a +2 *holy quarterstaff*.

Strong varied; CL 16<sup>th</sup>; Craft Staff, *align weapon*, *searing light*, *undeath to death*, *holy word*, *holy aura*, creator must have access to the Glory domain, creator must be good; Price: 80,000 GP

**Staffing:** This staff is usually made of ash or birch wood, with carvings that resemble doors. The user may cast any *summon* spell for the appropriate number of charges (Thus a *summon monster IV* would require 4 charges.) However, instead of beasts or monsters, the staff calls forth people. Otherwise, the spell is similar to the appropriate summoning spell. Furthermore, for an extra charge, the user can give the summoned person a +1 bonus to attack and damage, and an additional 2 hit points per level. Beings summoned are of similar alignment to the user, and are of the appropriate race, but are still summoned creatures. See the table below for the summoned being. All are as per the NPC table in the DMG (Table 4-8, pg 110)

Spell Mimicked	Level
<i>Summon Monster I</i>	2 <sup>nd</sup>
<i>Summon Monster II</i>	4 <sup>th</sup>
<i>Summon Monster III</i>	5 <sup>th</sup>
<i>Summon Monster IV</i>	7 <sup>th</sup>
<i>Summon Monster V</i>	10 <sup>th</sup>
<i>Summon Monster VI</i>	12 <sup>th</sup>
<i>Summon Monster VII</i>	14 <sup>th</sup>
<i>Summon Monster VIII</i>	17 <sup>th</sup>
<i>Summon Monster IX</i>	19 <sup>th</sup>

Strong summoning; CL 18<sup>th</sup>; Craft Staff, *summon monster I*, *summon monster II*, *summon monster III*, *summon monster IV*, *summon monster V*, *summon monster VI*, *summon monster VII*, *summon monster VIII*, *summon monster IX*; Price: 125,000 GP

### Wondrous Items:

**Arcanist's Gauntlets:** This pair of armored gauntlets is different from the Arcanist's Gloves. These gauntlets reach to almost the elbow, taking both the glove and bracer slots, but the fingers are extremely articulated, so as to not interfere with casting. They function as both *bracers of armor* as well as allowing the wearer to cast certain attack spells. The level of spell available is equal to the bonus of the bracers. Thus, if a set of *arcanist's gauntlets* works as *bracers of defense +4* then any ranged attack, touch attack or ranged touch attack spell of 4<sup>th</sup> level or lower could be stored in them. The wearer may cast the spell three times per day. Both gauntlets must be worn for the defensive effect and to allow the spell to be cast.

Moderate conjuration and varying, CL 10<sup>th</sup>; Craft Wondrous Item, *mage armor*, spell to be cast by gauntlets, creators caster level must be at least two times that of bonus placed in the gloves; Price 2,000 GP (+1/1<sup>st</sup>), 8,000 GP (+2/2<sup>nd</sup>), 18,000 (+3/3<sup>rd</sup>), 32,000 GP (+4/4<sup>th</sup>), 50,000 GP (+5/5<sup>th</sup>), 72,000 GP (+6/6<sup>th</sup>), 98,000 GP (+7/7<sup>th</sup>), 128,000 GP (+8/8<sup>th</sup>), Weight 2 lbs.

**Belt of Shielding:** This belt bears a buckle shaped like a large steel shield. Four times per day the wearer may cast *shield* on themselves as an immediate action. The shield lasts for 1 minute. Twice per day, the wearer can cast *mage armor* on themselves as a standard action. The spell lasts for 5 hours. If the wearer has *mage armor* cast on them, the spell is considered persistent (As the Persistent Spell feat, see Complete Arcane, page 81) and lasts for 24 hours. This also works for the psionic power *inertial armor*.

Moderate abjuration; CL 7<sup>th</sup>; Craft Wondrous Item, *mage armor*, *shield*; Price: 10,000 GP, Weight 1 pound.

**Boots of Selective Gravity:** These strangely manufactured boots are as hard as cured leather, but look to be made of a silver silk. When worn, the user may decide to walk however he wants. In effect, the user decides which way gravity pulls, as if on the plane of Limbo. This means that the wielder could fly by changing where gravity pulls him from each round, falling that way as appropriate. (See the rules for falling, DMG p 303)

Thus, the user could move gravity relative to him and walk in a circle in the air. The user does not need a hard surface to walk on.

Moderate enchantment; CL 13<sup>th</sup>; Craft Wondrous Item, *reverse gravity* or *air walk*; Cost: 12,000 GP

**Boots of Swamp Striding:** These boots are made of sturdy leather. They allow the wearer to ignore the terrain modifiers of swamps and bogs while worn. Furthermore, the user will not be bothered by non-monstrous vermin, as if under the effects of a *repel vermin* spell.

Faint enchantment, CL 7<sup>th</sup>; Craft Wondrous Item, *repel vermin*; Cost 2,500 GP

**Glove of Palming:** This altered *glove of storing* allows the wearer to call forth or hide the item inside as normal. If the wearer attempts a Sleight of Hand check to palm an item into the glove or pull a small item out of the glove (a dagger, for example) they gain a +5 bonus to the check. Unlike a regular *glove of storing*, the wearer does not need to snap their fingers to store or call forth a small or tiny item, merely concentrate. Any item larger than a dagger or the like (Anything weighing more than 2 pounds or an item that could not conceivably be secreted in the hand) must be called forth as normal for a *glove of storing*.

Moderate transmutation; CL 8<sup>th</sup>; Craft Wondrous Item, *shrink item*, caster must have 5 or more ranks in Sleight of Hand; Price: 15,000 GP (one glove)

**Hobarth's Armored Vehicle:** This was created by the arcanist Hobarth, and is based on the *apparatus of Kwalish*. The levers and controls are more combat-oriented, however. The object looks like a large steel box about the size of a small wagon (Taking the space of a large creature). The hatch is just as hard to find when closed (Search DC 20). However, the levers inside are labeled, thus making the unit easier to operate.

The device has the following characteristics: hp 300; hardness 15; speed 20 ft; AC 22 (-1 size, +13 natural); Attack +14 melee (3d6+2 battle claw) or +14 ranged (4d6 force attack "Blaster Turret")

Lever	Function
1	Extend/retract legs and "Blaster turret"
2	Uncover/cover observation ports
3	Open "eyes" with <i>continual flame</i> inside/close "eyes"
4	Extend/retract battle claws
5	Swipe with left claw
6	Swipe with right claw
7	Fire "Blaster turret"
8	Move forward/back
9	Move left/right
10	Open/close hatch

Using any of the levers is a full-round action, and no lever may be used more than once a round. However, four Medium-sized creatures can fit inside the device, so it can move and attack with either both claws or the turret. The device can function in water up to 100 feet deep, but as it has no swim speed, it must walk along the bottom.

It can hold enough air for four Medium-sized creatures to breathe for 1 hour (Longer for less or smaller creatures). When active, the unit looks like a boxy scorpion.

Strong evocation and transmutation; CL 19<sup>th</sup>; Craft Wondrous Item, *animate object*, *Bigby's forceful shove*, *continual flame*, creator must have 10 ranks in knowledge (architecture and engineering) and 10 ranks in knowledge (clockwork); Price: 120,000 GP; Weight: 700 lbs.

**Ring of Ringing:** This ring was created by a wizard who got sick and tired of always being interrupted by someone coming into his lab unannounced. When worn, this ring will notify the wearer whenever any living creature larger than a mouse (i.e. any creature size Tiny or larger) approaches within 60 feet. The wearer can designate up to six creatures that do not set off the alert.

Faint abjuration; CL 4<sup>th</sup>; Forge Ring, *alarm*; Cost: 500 GP

### New Materials:

**Astral Driftsilver:** Even rarer than astral driftmetal, astral driftsilver is very magically active, and takes well to enchantment. Githyanki use it to make enhanced versions of their already deadly silver swords. Driftsilver is also prized for its near weightlessness. In addition to the basic properties for silver, astral driftsilver also works against incorporeal targets like astral driftmetal.

Astral driftsilver can be made into armors, but only lighter armors, with chainmail being the heaviest possible. Weapons made out of astral driftsilver must be made mostly out of metal for the weight benefits. Check the chart below to see the cost and weight adjustment for making an item out of astral driftsilver.

Astral driftsilver has hardness 9 and 12 hit points per inch of thickness

Item	Cost	Weight Adjustment
Ammunition/Spear head	+200 GP	None
Light Weapon	+2000 GP	1/20 <sup>th</sup> weight
One handed weapon or one head of double weapon	+9000 GP	1/10 <sup>th</sup> weight
Two-handed weapon or both heads of a double weapon	+18000 GP	1/10 <sup>th</sup> weight
Light Armor	+3000 GP	1/5 <sup>th</sup> weight
Medium Armor	+6000 GP	1/5 <sup>th</sup> weight

**Ba'a'kar:** Created by the scorpinar for use in some of their weapons, this strange blend of quicksilver (mercury), steel, ceramics and chromites creates a hard but light item. Only weapons can be made out of ba'a'kar, and then only slashing or bludgeoning weapons. These weapons are considered non-metal for purposes of magical effects such as *heat metal*. A *shatter* spell affects them as soft metal, however. For all other spells they are treated as hard stone. Weapons made out of ba'a'kar also retain poisons well, so any weapon so coated will retain the poison for an extra round.

Containers made out of ba'a'kar are constantly cool inside, so any liquid inside a ba'a'kar jug or jar will always be 20 degrees cooler than the surrounding area, to a minimum of 40 degrees.

Items made of ba'a'kar cost double their normal costs (Thus a long sword made of ba'a'kar would cost 30 GP) and can be made masterwork as normal. It requires a craft (pottery) and craft (Weaponsmithing) check to make a weapon out of ba'a'kar. Making ba'a'kar for a non-weapon purpose requires a craft (pottery) and a craft (metalworking) check

Ba'a'kar has a hardness of 8 and 14 hit points per inch of thickness.

**Infernus Steel:** Made from rare ores and alchemical processes developed by the various life forms living in and near the Nine Hells, infernus steel carries the taint of its dark forging. Weapons made of infernus steel do 1 extra point of fire and 1 extra point of acid damage per strike. They also count as lawful and evil aligned for purposes of damage reduction. Armors made of infernus steel give the wearer damage reduction 1/silver and good. Any item made of infernus steel radiates mild evil, and cannot be enchanted with any good-aligned modification. Items made of infernus steel are automatically masterwork, and cost quadruple their normal cost to make (Thus a longsword out of infernus steel would cost 1260 GP to make, if one can get enough infernus steel). However, enchanting costs remain the same.

Items without metal parts cannot be made from infernus steel. An arrow could be made out of infernus steel, but a quarterstaff could not.

A double weapon that has only one end made out of infernus steel would cost twice as much to make. Thus an orc double-axe with one head made of infernus steel and the other made of regular steel would cost 1320 GP.

Infernus steel has hardness 12 and 40 hit points per inch of thickness.

**Storm Crystal:** Formed when lightning repeatedly strikes a quartz or deep crystal formation, these crystals are charged with power. In addition to the usual abilities for a crystal or deep crystal weapon (As per the XPH, pg 182) the crystals discharge electricity when struck. Weapons made of this crystal deals an additional 1 point of electrical damage. Armor made of the crystal does 1d4 points of electrical damage when struck with a metal weapon, with a Reflex save DC 12 to avoid the damage. The damage also applies when the wearer of the armor is in a grapple.

Cost: As per crystal/deep crystal +1,000 GP

**Thorak:** This strong vine-like plant is found chiefly in the equatorial jungles of Mazin. Though it can be grown in other tropical locales, it rarely survives more than a few seasons before succumbing to the elements. If properly harvested and worked by a skilled weaver, this fibrous material can be made into armors that are light and breezy. Anyone wearing armor made mostly of thorak ignores any warm or humid environmental penalties for wearing heavy armor. The armor also does not count for penalties on Swim checks, while also providing a +4 bonus to those checks. Only armors that are mostly non-metal can be made out of thorak.

Thorak can also be used as padding and straps for heavier armor. In this case, it still provides some protection against heat and humidity. Armors that have thorak as

their padding and straps gives the wearer a +3 bonus on the Fortitude save to resist fatigue due to heat and humidity. It also allows the wearer to ignore half the armor check penalty to Swim checks.

<b>Armor Type</b>	<b>Cost</b>
Armor made out of thorak	3x cost
Armor padding/straps	Cost + 150 GP