

## Thargrond's Flagon of Benevolent Brew

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- This ceramic flagon with a cork gasket and green glass lid contains a hoppy brew of hardy ale. Divided into three 'servings', the imbiber of this benevolent brew is treated to healing magic upon quaffing a single dose. Drinking one application heals 1d8+1 points of damage. A double draft repairs 2d8+3 points of damage, and a triple dose divvies up the most healing by curing 3d8+6 points of damage.
- No matter how much of the brew is imbibed, each dose takes a standard action to swallow.
- Drinking any amount of the benevolent brew may subject the imbiber to 'drunkenness' (See AE page 32). Make a Fortitude save with a DC of 12. Multiple drinks in an hour imposes a -1/-2/-4 penalty. Failure causes 1d2 temporary DEX and WIS damage. If WIS drops to 0 you're unconscious. If DEX drops to 0 you collapse into drunken wreck but remain in a blurry state of consciousness. If both scores drop to 0, you may be poisoned (alcohol poisoning). Make Fort save with highest DC of alcohol imbibed. If you fail take 1 point temporary CON damage every 10 minutes until death occurs. Pumping the stomach or any healing spell will prevent death. A person with at least 10 points of skill in Heal may attempt to pump a persons stomach if they have a suitable length of hose or tubing. Each such stomach pumping attempt takes 5 rounds, and A successful Heal check against a DC of 15 or better indicates a successful pumping of the stomach.

*Item Level: 12th; Body Slot: – (held); Caster Level: 10th; Aura: Moderate (DC 18) conjuration; Activation: Standard (manipulation)*

**Weight(lb.): 2**

**Value(gp): 7,500**

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## Double-breasted shuriken bandolier

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- A double-breasted shuriken bandolier made of leather with brass fittings. The bandolier generates an infinite number of shurikens. Each shuriken is enchanted with a +1 to hit and +2 to damage. Damage from the shurikens produced by this bandolier are considered weapons of all types: piercing, bludgeoning, slashing. Damage from the shurikens produced by this bandolier are enchanted to bypass the following types of damage reduction: silver, adamantite, cold-forged iron.
- The bandolier contains six 'quick-draw' sleeves on each arm of the bandolier. These sleeves always contain shurikens. Any shuriken drawn from a sleeve will 'vanish' within the round regardless of whether they're held, thrown, or stuck in an opponent. Shurikens will not fall out of the sleeves under normal circumstances. Even if the wearer falls, is inverted or shaken. The shurikens must be intentionally drawn from a sleeve.
- Shurikens are treated as ammunition for the purposes of attacking (i.e. they may be drawn and thrown in one action. Drawing the shuriken is a free action).
- As a thrown weapon, attackers add their Dex modifier in the 'To Hit' roll, and a Str modifier in the 'Damage' calculation. A shuriken cannot be used as a melee weapon without an illegal use penalty (see House Rules, page 21).

**Weight(lb.): 4**

**Value(gp): 25,000**

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## Double-breasted shuriken bandolier

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- As special monk weapons, shuriken may be used in a 'Flurry of Blows' attack (see PH40-41).
- These shuriken are enchanted with a bonus when used in point blank situations. An additional +1 (on top of the previously mentioned +1 to hit) is added in ranged attacks that are made against targets up 10' away. Beyond 10', standard range increment penalties (-2 for 2x range increment, -4 for 3x range increment, etc. (see PH114)). This benefit does not stack with a 'Point Blank Shot' feat.
- The bandolier also grants an additional shuriken attack with the highest bonus afforded to the character per round. This benefit does stack with Rapid Shot, Flurry of Blows or Two Weapon fighting benefits.
- The weapon has the following stats:
- Damage: 1/1d2/1d3 (w/out pluses); Crit: x2; Rng: 10 ft.; Wt: .5; Type: \*; Parry: -; M.Str: 3; M.Dex: 9; Fumble: 16

*Item Level: 16; Body Slot: Torso; Caster Level: 12; Aura: Moderate (DC 17) Abjuration;  
Activation: Standard*

**Weight(lb.): 4**

**Value(gp): 25,000**

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## +2 Sais of Saladene

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- A pair of finely crafted translucent (made of mithral) weapons. These sai once belonged to the legendary monk 'Saladene' of Surthay. Saladene was a Half-Elven monk of renown who had a major air elemental bloodline. These weapons were a birth gift granted to him by his father (whom he never met). The handles of the sais are decorated with gold filled engravings of seven beautiful human maidens with long flowing hair.
- The sais are enchanted with a +2 to hit, damage, parry, and disarm on all attacks . These bonuses are in addition to the weapon's normal stats (see below).
- The weapons are normally stored on the elemental plane of air, in a magically secured hidden pocket. They may be summoned (a free action) by crossing the forearms in an upward facing 'X' fashion and snapping the fingers. The sais cannot be summoned in an environment devoid of air (i.e. underwater, in a vacuum, while buried, etc). To store the blades (a free action), cross the blades in a downward facing 'X' fashion and drop the sais simultaneously. While stored, the sais cannot be seen, damaged or scribed. The weapons are always treated as a pair. If one is dropped or lost so is the other. If one falls from a great height, the other will be pulled along by an unseen force. The two sai may not be separated by more than 10' distance. Holding one does not prevent the other from falling or being disarmed. If one falls or is disarmed, so is the other.
- In addition to magical bonuses and summoning ability, the wielder may use the sais to summon a swirling vortex that moves about the battlefield buffeting opponents and blinding foes. Once per day, the wielder may summon a swirling vortex (standard action) by pointing the sais at any accessible point within 20' and speaking the command words 'I summon the

**Weight(lb.): 0.5 each**

**Value(gp): 40,000**

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## +2 Sais of Saladene

spirits of air to aid me in my quest'. At the beginning of the next round a medium sized swirling vortex of air (visible distortion in the air which has picked up dust and other debris) appears and moves on the summoners initiative (before or after - not split). The vortex has movement 30'. It may move twice, move once and attack, or attack once and then move. The vortex attacks by moving into an occupied square. Once it occupies the square of an opponent, the opponent (only one opponent may be affected with the attack) must make a Fort. save vs DC 18. If the save is made, the vortex has no effect. If the save is failed, the opponent suffers two penalties (-2 to hit against opponents and a -2 to AC). The penalties persist for 1d4 rounds. The vortex is allowed a single 'attack of opportunity' if the target should attempt to move out of its area of affect by a provoking movement. A successful attack of opportunity results in the affect (-2 to hit and AC) persisting for an additional 1d4 rounds. The vortex persists for 1d8 rounds, until dispelled by the summoner (free action, or dispelled by a 'dispel magic' spell (targeted dispel against the vortex's DC of 20). If successful, the vortex is dispelled.

- The sai is a parrying weapon with a large cross guard. It resembles a dagger, but the 'blade' is round with no edges. It is normally used for bludgeoning attacks. With a sai, you get a +4 bonus on attack rolls made to disarm (see PH155) an enemy (including the roll to avoid being disarmed if such an attempt fails). A monk using a sai fights with her unarmed base attack bonus, including her more favorable number of attacks per round along with other applicable modifiers.
- The sai is a special monk weapon. This designation gives a monk wielding this weapon special options (See PH40-41 (weapons & armor proficiency and flurry of blows).5). The weapon has the following stats:
- Damage: 1d3/1d4/1d5 (w/out pluses); Crit: x2; Rng: 10 ft.; Wt: .5; Type: B; Parry: +5; M.Str: 3; M.Dex: 5(7); Fumble: 16

*Item Level: 16; Body Slot: – (held); Caster Level: 18; Aura: Moderate (DC 17) summoning; Activation: – Standard*

**Weight(lb.): 0.5 each**

**Value(gp): 40,000**

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## Mystic Trap

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- A 3"x3" wooden placard made of balsa. Engraved with a series of mystic runes, this placard is broken (standard action) in order to 'set' a mystic trap for anyone who crosses through an enchanted area.
- The area of the 'trap' is 1000 cubic feet. Eight 5'x5'x5' cubes may be mentally arranged in any contiguous manner in order to bound the area of the trap. Once this 1000 cubic foot area is described, the trap is set. The trap will persist for 10 days, or until the trap is triggered. The pieces of the placard vanish once broken/once the trap is set.
- The passing of any sentient creature (Intelligence > 3) will trigger the trap. Named individuals may be exempted from the trap, but their names must be spoken aloud when the trap is set.
- Once a trap is set it cannot be seen, but it can be detected by any 'Detect Magic' spell (see PH219) or similar ability to detect magic/magical traps within the area of the trap.
- If a sentient creature enters the area of the trap two things occur: Provided that the trap setter and triggering creature are both on the same plane, the person who erected the trap is mentally alerted that the trap has been tripped. The second effect of the trap (without regard to the trap setter's location) is damage with a stunning component. The triggering creature must make a Fortitude save against DC 18 or suffer 1d10+4 non-lethal damage. If the save is made damage is halved. If the save is failed, the triggering creature is also 'stunned' for 1d6 rounds. A stunned creature drops everything held, can't take actions, takes a -2 penalty to AC, and loses his Dex bonus to AC (if any).
- Once the trap is triggered, other creatures can safely enter the area.
- The person who set the trap can dispel the trap at any time (free action).

*Item Level: 8th; Body Slot: -; Caster Level: 10th; Aura: Moderate (DC 15) Abjuration; Activation: Standard*

**Weight(lb.): 0.1**

**Value(gp): 1,500**

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## Sandals of the Cricket

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- Sandals made of Calantra (wood from the Calan tree) with leather thongs. Calan trees are as hardy alive as they are dead, withstanding most frosts, fires (even Red Dragon breath), and floods. Calantra is prized by those who craft magical items because of this hardness. The sandals gain a +3 save on item saves.
- These particular sandals are enchanted to increase one's move silent attempts (see PH79), standard jump attempts (see PH77) and execute a magical jump like a cricket. Add +15 to any move silent attempt (no charges); add +10 to any jump attempt (no charges)
- Perform a magically augmented jump as the 8th level magic user spell 'Jump'. The jumping ability uses charges, but the sandals can be recharged at a cost of 250gp/charge. Maximum charges is 90. Activating the magical jumping ability is a standard action.
- Each expenditure of a charge allows the wearer to jump as many times as possible during the 1d3+8 round duration. The wearer will feel a tingling in their feet 2 rounds before the charge expires. No 'running start' is required to use the magical jumping function of these sandals.
- May jump laterally 80' (with a height of 20' at mid point of jump); may jump straight up 80'; may jump down from a height of 40' without taking any damage. The jumper may carry up to two times their heavy load (see PH162) while the magic of the sandals is in effect. There is no effect on movement of any sort while the sandals magic jumping effect is active.

*Item Level: 12; Body Slot: Feet; Caster Level: 8th; Aura: Moderate (DC 16) Transmutation; Activation: – Standard*

**Weight(lb.): 0.5**

**Value(gp): 15,000**

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## Umbra of Parrying

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- A magical shadow which provides the host with an automatic extra parry every round, plus a +2 AC bonus at all times.
- During combat the umbra (a magical shadow that replaces your normal shadow) will parry melee and missile attacks at the direction of the host. The parry provided by the umbra does not require the host to have minimum Int and Dex scores of 13 or higher, and the host does not need to have expertise in any particular weapon.
- The parry provided by the umbra is an additional parry. If you are allowed a parry of your own, the Umbra then allows a second (or greater) parry at no cost to the host.
- After a successful melee or missile attack roll to hit your character has been made, but before the damage is assigned, you may direct the umbra to parry the attack. You may only attempt to parry an attack against a weapon wielded by an opponent up to two size categories larger than you (Huge for medium sized characters). Natural and missile attacks are considered an attack from a small sized creature. When parrying the attack of an opponent who is one size category larger, you suffer a -4 to your opposed attack roll. When parrying the attack of an opponent who is two size categories larger, you suffer a -8 to your opposed attack roll. See 3enewfeats.pdf house rules document for more information about parrying.

**Weight(lb.):** n/a

**Value(gp):** 20,000

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## Umbra of Parrying

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- The parry attempt is made using all your applicable attack modifiers (as if the umbra were wielding the same weapon you are wielding). If the host has no weapon or is not in melee, the umbra reacts as a normal shadow and no parry benefits are provided.
- If lighting conditions prohibit shadows the umbra remains inactive; no parry or AC bonus is received.
- The umbra automatically transfers from one host to another if the first is killed.
- The umbra can be forced to a different host (the nearest living person) with a remove curse spell.
- The umbra can parry against attacks from any direction/all around the host.
- The additional parry cannot be used if the host is flat footed, but the AC bonus is applicable whenever the host is conscious (includes sleeping).
- If the host has additional parry proficiencies (see 3enewfeats.pdf house rules document) then those additional feats are extended to the umbra. If a host has 'Improved parry' the host and the umbra would gain multiple parry attempts in a single round.

*Item Level: 12; Body Slot: –; Caster Level: 12; Aura: Moderate (DC 16) Illusion; Activation: – (free action)*

**Weight(lb.): n/a**

**Value(gp): 20,000**

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## Always there throwing axe

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- A finely crafted throwing axe, balanced for throwing. The handle of this axe is made out of carved ivory. Adorned with silver inlaid designs of whales cavorting in a frothy sea, the blade is made of a rare substance called darksteel. Silvery in hue, it has a purple luster that becomes more noticeable on the exposed sides of the axe head. This Martial weapon is a light melee weapon that may be used in both melee and ranged attacks.
- Items made primarily of darksteel automatically succeed in all item svs falls, normal fire, cold & electricity. It gains a +5 svs lightning and a +3 bonus to all other svs. The wielder of the axe gains a +3 to all svs electricity or lightning (the axe must be held to gain this saving throw bonus).
- The axe is enchanted with +1 to hit and damage. In addition to the bonuses to hit & damage, the range is extended by 10'.
- This weapon may be summoned to hand by snapping your fingers and exclaiming 'Axe' (an Immediate action). Anyone may summon the axe in this manner. The weapon must be visible (or in a known location (i.e. it's in your backpack; it's in your room under the bed; it's lodged in the back of that whale that just submerged into the depths of the ocean)) in order to summon the axe with this action. The first time this action is performed requires a standard action, afterwards (once the person is familiar with the weapon) an Immediate action will suffice. A loud clapping noise - "Bamf" - is heard when the axe is summoned (see House Rules, page 41).
- The weapon has the following stats:
- Damage: 1d4/1d6/1d8 (w/out pluses); Crit: x2; Rng: 20'; Wt: 3; Type: S; Parry: -; M.Str: 5; M.Dex: 3(5); Fumble: 17

*Item Level: 14; Body Slot: -(held); Caster Level: 20th; Aura: Strong (DC 20) conjuration; Activation: -*

**Weight(lb.): 3**

**Value(gp): 7,500**

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# Armor of the Ancient Islander

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- Fazweqii Yamaliat was an Armorer from the Island nation of Gaaz-Iick'a. Gaaz-Iick'a was once a powerful Confederation of Islands that harbored a great warrior culture. These warriors knew the secret of constructing unique armor and weapons for the warriors of their tribe. The armor and weapons were made from unique materials found only amongst the islands of the region. This 'Armor of the Ancient Islander' is one such example of that secret and mystical craftsmanship, now lost to the ages.
- This suit of magical full plate armor is not made of metal at all, yet it provides protection equivalent to the heaviest grade of metal armor made by Dwarven masters. This complete suit of armor includes an open-faced helm, gauntlets and a pair of boot coverings. The suit itself is made out of Dragon Turtle shell. It's varied in color with mottled patterns of green, brown and blue. The suit is lined with coconut husk padding for comfort. The outside of the suit is decorated with various engravings of ocean themed motifs; including swirling eddies, waves, dolphins, turtles, flying fish and a trident wielding triton on the back of the suit. The suit features ornamental fin crests on the helm forearms and backs of the calfs. The suit is also adorned with several small aquamarine gems on the shoulders, the eyebrows of the helm, knuckles of the gauntlets and shins.
- The suit sizes to fit any wearer of Large, Medium or Small size, weighing 10, 20 or 30lbs (respectively), but the suit's weight is not counted when calculating max weight/carrying capacity. The suit is considered non-encumbering. It may be worn comfortably without any limitation on Max Dex bonus. It does not impose an Armor Check Penalty or Arcane Spell Failure Chance. You may sleep in the armor without any fatigue effects.
- The suit is magically enchanted to provide an armor bonus of +2, giving the suit a total Armor Bonus of +10.
- The buoyant nature of the armor provides the wearer with an enhanced swimming capability; doubling any STR modifier the wearer may already have. It also increases swim speed by a factor of 4 (If normal swimmer could move at quarter speed, they now move at full speed). It also allows the wearer to hold their breath for a factor of 4.
- The armor must be moistened occasionally or the magical properties will deactivate. The wearer must expend 8 ounces of water per day lubricating the suit (a full-round action) or it will become standard 'Full Plate Armor' (see PH123) weighing 40, 50 or 60lbs (Small, Medium, Large sized). The magical properties will remain dormant until the suit is re-hydrated. Any water based liquid will suffice (salt or fresh).

*Item Level: 18; Body Slot: Body; Caster Level: 20th; Aura: Strong (DC 24) abjuration; Activation: –*

**Weight(lb.): varies**

**Value(gp): 25,000**

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## Dagger of Grimm:

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- A normal looking dagger, decorated only by a symbol of an open hand on the handle.
- The weapon is enchanted to +1, but radiates more magic than this might warrant. The reason for the surprisingly large dweomer becomes apparent when the wielder first tries to put the dagger down. As the wielder's hand opens the dagger vanishes, and a tattoo of a dagger appears on the palm of the wielder (with the word 'Manifest' written beneath it (in embellished calligraphy)). The tattoo will remain until the command word is spoken (free action), upon which the dagger will instantly reappear in the wielder's hand, the tattoo gone.
- While the dagger is in tattoo form it will not radiate any noticeable magic.
- The command word is "Manifest".
- If the possessor of the dagger dies the dagger will appear in the persons hand. The dagger is a common dagger. See House Rules (3ewpn1st.pdf) for stats, damage, etc.
- If someone touches the owner of the dagger (while the dagger is in tattoo form) and speaks the command word, the tattoo transfers to his/her hand. This transference can only be accomplished once per day.

*Item Level: 12; Body Slot: -(held); Caster Level: 20th; Aura: Strong (DC 21) transmutation; Activation: -*

**Weight = 1 #**

**Value = 2500gp**

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## Cotton shirt of the lucky one

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- This dark grey cotton shirt with leather wrist ties & lacings is a considerable asset when used as armor (not considered a 'suit' of armor). None of the shirt's magical properties function if a traditional suit of armor is worn with the shirt.
- The shirt provides a +5 armor bonus w/no armor check penalties, limitation on Dex bonus, arcane spell failure modifiers or reduction in movement.
- When an opponent attacks the person wearing this shirt, they must roll twice, selecting the lower attack roll (excepting natural 20's).
- The wearer of the shirt also gains a +2 on all saving throws.
- The shirt itself gains a +6 on it's saving throws.
- The shirt has hardness 10 and 20 hit points.
- If the shirt is damaged, it will lose it's magical properties. Depending on the amount of damage, the shirt can be repaired with a 'healing' (equivalent or more powerful) spell of 3rd or higher level. A mending or make whole spell is not powerful enough to repair the shirt and a craft check cannot be used to repair the shirt. For each 10 points of hit points restored through a healing spell, one point of the shirt's hit points are repaired.

*Item Level: 15; Body Slot: Torso; Caster Level: 17th; Aura: Strong (DC 20) Abjuration; Activation: –*

**Weight(lb.): 1**

**Value(gp): 40,000**

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## Dwarven War Axe of Armor's Bane

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- This Dwarven War Axe is made out of Adamanite and Jasmal. The handle and blade setting are made of Adamanite, the handle is wrapped in alligator hide, and the blade is actually made out of gemstone. Jasmal - A durable, very hard gem, found in small veins or, very rarely, larger seam deposits in various mountain ranges. When polished, Jasmals catch sunlight or torchlight and give off haloes of amber light, although they themselves remain transparent and colorless. Jasmal is so hard that it can hold a cutting edge and even be worked into weapons. It is prized for its ability to take multiple or complex enchantments. The blade of this war axe is one large, polished piece of Jasmal. It has a shiny, translucent blade with an orange tint.
- The primary enchantment on this axe is a +3 to hit and damage, but it also has some additional enchantments.
- In addition to the standard combat modifiers, this weapon is also enchanted with a bonus when used to destroy other things (see PH165-166). When a character tries to smash something (an object) with the axe, the damage is doubled. On any attack against an armored opponent (see House Rules page 33 / Armor deterioration rules), the calculation for resistance to armor damage is based upon a saving throw vs DC 10, +2 per point over the amount needed to achieve the critical hit. Doubling the effectiveness against armor.
- The axe has been enchanted with a casting of Veladar's Vambrace, thus gaining a bonus of +5 on all item saving throws (see PH165-166). This bonus is an addition on top of the standard save for magic items. The axe has hardness 20, HP 30.
- The weapon has the following stats:
  - Damage: 1d8/1d10/1d12 (w/out pluses); Crit: x2; Rng: -; Wt: 8; Type: S; Parry: -2; M.Str: 10; M.Dex: 7; Fumble: 18
  - Item Level: 16th; Body Slot: -(held); Caster Level: 20th; Aura: Strong (DC 25) abjuration; Activation: -*

**Weight(lb.): 8**

**Value(gp): 20,000**

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# Moon Locker

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- A paired set of magic items. A leather backpack and a 'paired' iron bound wooden chest (6'x4'x4') which weighs 55#.
- The magical chest/locker is kept permanently on the moon (Selune), where it is partially buried in the interior of a crater. The leather backpack is paired to the chest as a magical teleport conduit.
- Anything placed in the backpack (the opening has a maximum dimension of 2'x2') is instantly teleported to the inside of the chest on the moon.
- Despite the fact that all the stored items are actually held in the 'Moon locker', any cursory examination of the backpack (by touch, heft, and casual visual inspection (inside as well)) will indicate that the backpack feels as if it is three-fourths full (weighs 35#), and appears to contain non-specific items. (i.e. Iron rations, a folded shovel, a bedroll, two pitons, a hand hammer, a length of rope, two torches, tinder box, pair of work gloves, a metal flask, etc.) However, nothing can be removed from the chest if the person does not follow the procedure below. Inverting the bag will produce some fine gray dust. Even the most extreme inversion - i.e. turning the bag inside out will fail to produce any items; just some more of that fine gray dust.
- To get something specific out of the chest, the owner thinks about the item he/she wishes to retrieve from the chest - and then appends that thought by also thinking about 'the moon'. He/she then reaches into the backpack, and the appropriate item is within grasp (standard action).
- Anything living placed inside the backpack will be teleported to the chest on the moon. It must then make a Fortitude save with DC = 30. If the save is made, the creature is teleported back to the vicinity of the backpack (random location within 5'). Failure will result in death.
- Up to 50 items may be stored in the moon locker (which has an extradimensional property), regardless of size or weight (it must fit through the 2'x2' opening). The owner/player is strongly advised to keep a detailed list of items stored within the moon locker. Items placed in the locker and 'forgotten', cannot be retrieved and will take up one of the 50 available 'slots' in the locker.

Item Level: 14; Body Slot: —; Caster Level: 14; Aura: Moderate (DC 19) conjuration; Activation: Standard (manipulation/mental)

**Weight(lb.): 35**

**Value(gp): 15,000**

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## Shield of the Shark Bite

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-A Light Metal Shield (see PH123 (as light steel shield)) embossed with a vicious looking maw relief. Made out of an unusual metal which floats (provides +5 to any swim check). This shield has a design on the front of the shield that's more functional than your typical artistic decoration. The embossed mouth is actually enchanted to attack during melee combat.

-In addition to a standard +1 armor bonus the shield is also magically enchanted to provide a +1 magical bonus to AC (total Armor bonus = +2).

-The magical maw animates in battle. Attacking adjacent opponents (when held) as a 5HD monster. One attack is allowed per round. The shield wielder may designate any adjacent opponent as the target of the 'Shark Bite'. The attack occur before or after the shield wielder has made any of his/her attacks (it may not occur in the middle of any attacks made by the shield wielder). Make a separate 'To Hit' roll, with a +5 on the roll. If the mouth hits, it does 1d8+5 damage (Type: BPS). On a score of 19 or higher the shield has a chance of breaking an opponents weapon (if a non-magical weapon is held). See 'Sunder' rules in PH158. No attack of opportunity is

provoked by this attempt and success results in damage to the opponents held weapon, but not the opponent.

-The bite attack may be used in conjunction with a 'Shield Bash' attack (See House Rules, page 30). When used to Shield Bash, you do not lose the shield's armor bonus to AC, and the attack penalties are reduced by 2 points.

*Item Level: 12th; Body Slot: – (Held); Caster Level: 12th; Aura: Moderate (DC 16) transmutation; Activation: –*

**Weight(lb.): 8**

**Value(gp): 10,000**

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