

+3 non-encumbering studded leather armor

- This suit of magical, non-encumbering, non-reflective, studded leather armor is crafted from the leather of tiny 'Iron fang bats' from the island of 'Faranghan' The leather is exceedingly dark, non-reflective and it actually absorbs some of light that falls on it (This armor reduces spot checks against wearer by 5 points). Close examination of the armor reveals what appear to be the faces and bodies of hundreds of bats sewn together in a macabre scene.
- The leather is extremely light weight. It is considered non-encumbering; having no negative impact on movement, no armor check penalty, no arcane spell failure chance, no max-dex penalty, and the armor is considered to weigh 0# when calculating the load for encumbrance (not for max lift/carry)*.
- The leather is highly flexible. It sizes to fit the wearer and will fit any wearer from size tiny to huge.
- The armor is covered with numerous dark purple studs made of darksteel. These studs help to deflect many blows visited upon the armor's wearer and they protect the armor from critical hits. This suit of armor can absorb up to 10 critical hits before it takes any damage from a critical hit.
- The protective rating provided by this armor is a +6.

Item Level: 12th; Body Slot: Body; Caster Level: 16th; Aura: Moderate (DC 20) Abjuration; Activation: —

Weight(lb.): 10/0*

Value(gp): 14,500