

17 Magic Gloves

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Welcome to the **17 Magic Gloves**, our latest book in the **17** series from The Le Games.

This book has **18** magic enchantments that can be applied to any pair of Gloves (or Gauntlets if so desired). Yes, we said **18**, in bold too.

CASTER LEVEL

Several of the Magic items listed here allow the wielder to cast spells or spell-like abilities. Unless otherwise noted, assume the Caster Level is equal to the character level.

POWER BALANCING

Not all campaign worlds are created equal. In some worlds, a +15 bonus to AC is weak (hard to believe, I know) while in other worlds that same armor will make you a god or goddess. It is important to remember that the GM should tweak these items as necessary to balance them.

Ideas for balancing out these gloves:

- Give them to players, but do not allow them to create them.



- Modify the AC bonuses or Arcane Spell Failure chances.
- Grant Save bonuses or penalties when wearing the armor.
- Modify the DCs for the Spell-like abilities
- Modify the creation cost to be cheaper or more expensive.
- Modify the Caster Levels.

RECIPES + MINI QUESTS

This book lists 18 Magic Gloves, their descriptions, and their creation costs. However, just because the creation cost is listed does not mean a player should have access to it.

One way of spicing up your world is by introducing *Recipes*. The concept is simple: the recipe for creating this magic item may be part of the treasure you hand out, or part of a quest. That's right, make the players work for it a bit (or a lot).

Let's face it, a sorcerer who learns to create a new type of Armor isn't going to just give it out for free. For that matter, particular recipe may be lost over time requiring it to be rediscovered in some lost hoard

Here are some places that these weapon enchantment recipes can be found:

- Neko Ali has lost her poor kitty cat. She is pretty sure that her cat ran off into the *forbidden forest whence none return alive*, but she is not sure. She would certainly reward you if you would go into the *forbidden forest whence none return alive* and bring her cat back.
 - Plot Twist: When your party returns with the kitty cat, Neko Ali turns into a giant feral cat and attacks your party!
- The Tonjes group is a secret organization that was created hundreds of years ago to defend the church against another secret organization, the evil Lucas group. One of their members, Wishu, has defected from the Tonjes group to join the Lucas group, taking along with him the sacred Tonjes Amulet which represents the victory at the Battle of the Rhine one hundred years ago. As the war between the two groups is escalating, the leader of the Tonjes group asks your party to sneak into the evil Lucas

organization to steal back the Amulet.

- Plot Twist: Wishu is actually of Lucas blood, and had planned out the theft for decades. The Amulet belonged to the great great grandfather of Wishu, who died at the Battle of the Rhine
- The Harvest Sun festival is fast approaching the Manilow Kingdom, and the local baker had prepared his Kings Blood Cake for the opening day. Unfortunately the Cake was ruined when the understudy cook accidentally let in some stray cats. The Baker is furious, but is more concerned that his giant cake is ruined. He needs to make one quickly, but needs a rare ingredient which only grows at the bottom of Loch Dungeon. Will you retrieve this rare ingredient for him?
 - Plot Twist: The ruining of the cake was no accident. The understudy actually works for a competing baker, and has informed him that you are seeking out the ingredient. The competing baker will surely do all he can to stop your party.
 - The Royal Mime, Tigue, has recently been found dead in the ruby forest. The King and Queen are very upset by this and offers a reward to anyone who can solve this murder.

- o Plot Twist: If a tree falls on a mime, and no one is around, does anyone care?

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SHAMELESS PLUGS

Coming soon from The Le Games: *17 Magic Shields, 17 Magic Items, 17 Magic Boots, 17 Magic Rings, 17 Magic Amulets, 17 Ranger Spells, 17 Bard Spells, 17 Necromancer Spells, 17 Rogue Feats, Unorthodox Pirates, Unorthodox Sorcerers, Unorthodox Paladins, Unorthodox Wizards, Unorthodox Modern Prostitutes, Unorthodox Modern Mimes, Unorthodox Modern Lifeguards, Starship Evolution, Extraordinary Druids, and Vikings d20 (this is a huge book)!*

TABLE: RANDOM TREASURE GENERATOR

1d20	Magic Gloves
1	Gloves of Bitch Slapping
2	Gloves of Blood Casting
3	Gloves of Claws
4	Gloves of Ensnaring
5	Gloves of Holy Storm
6	Gloves of Lightning
7	Gloves of Phantom Strike
8	Gloves of Reconstitution
9	Gloves of Speed
10	Gloves of Spying
11	Gloves of Squishing
12	Gloves of Stickiness
13	Gloves of Stone Fist
14	Gloves of Thunder Clap
15	Gloves of Tremor
16	Gloves of Vibration
17	Gloves of War Drums
18	Gloves of Zapping
19-20	GM's choice.



Gloves of Bitch Slapping

These gloves have a faint red color on the surface, and often an outline of a flower in the palms. Three times per day the wearer of these gloves may attempt a *Bitch Slap* (Su) with one normal melee attack. This must be an unarmed attack, which deals 1d6 points of physical damage, and has a critical threat of 16-20. A creature that is dealt a critical hit with this attack cannot be affected by *Bitch Slap* again for 5 rounds.

Upon a successful critical hit with *Bitch Slap*, the gloves will give off a flash of red light, and the normal damage for this attack is ignored. The recipient of the attack will be severely affected by the attack, based on a random effect. Consult the chart below for the effect



Table: Bitch Slap Effect Chart

1d20	Effect
1-10	2d6 damage*
11-13	2d10 damage*
14-15	Dazzled (2d4 rounds)
16-17	Shaken (2d4 rounds)
18	Staggered (1d4+1 rounds)
19	Blinded (1d4+1 rounds)
20	Whittled

- **Damage*:** This damage is considered magical for the purposes of damage reduction.
- **Dazzled:** The attack has over-stimulated the creature's senses. The creature takes a -1 penalty on attack rolls, Search checks, and Spot checks. Furthermore, its Dexterity bonus

to AC is penalized by -1.

- **Shaken** – The attack has surprised the creature, causing it to become shaken. The creature takes a -2 penalty on attack rolls, saving throws, skill checks, and ability checks, and its Dexterity bonus to AC is penalized by -1.
- **Blinded** – The attack has directly hit the creature's eyes or some other sensory appendage; the creature is blinded. The creature takes a -2 penalty to AC, loses its Dexterity bonus to AC (if any), moves at half speed, and takes a -4 penalty on Search checks and on most Strength and Dexterity based skill checks. All checks and activities that rely on vision (such as reading and Spot

checks) automatically fail. All opponents are considered to have total concealment (50% miss chance) to the blinded creature.

- **Staggered** – The attack has staggered the creature. It may take a single move action or standard action each round (but not both, nor can it take full-round actions).
- **Whittled** – The attack has stuck a critical area, and death magic is flowing through its body. The recipient of the attack loses exactly half of its current hit points (Fortitude Save DC 20 for half the effect). Furthermore, the creature is severely weakened by the *Bitch Slap*, taking 1 point of temporary Constitution damage (no save), which lasts for 1 day.

Creation Cost / Market Price

Faint conjuration; CL 5th; Craft Wondrous Item, *blindness*, *inflict moderate wounds*. Price 5,000 gp.

Gloves of Claws

These gloves are cool to the touch, and upon wearing them, they will completely turn invisible and leave three small grooves on the back the wearer’s hands. The owner cannot wear additional gloves over his hands; anyone looking at his hands will think that they are bare, without any coverings.

At will, the wearer can pop out one-foot claws from the back of each

hand – each claw will pop out of the small grooves for a total of 3 per hand. The wearer may use these claws to make claw attacks against his opponents. Each hand deals 1d6 +1 points of slashing or piercing damage, with Critical Threat of 19-20 (x2 damage). Using both hands is considered duel wielding. The wearer can pop out claws with only one hand if he so desires.

The claws are often made of hardened bone, which are often unbreakable – they *will* automatically break on a critical miss, but they will regenerate themselves after 1 day. There *are* different kinds of these gloves, in which the claws are made of different materials. Consult the chart below to determine the type of gloves that can be found.

1d6	Claw Type	Glove Color
1-2	Bone	Brown
3	Iron	Black
4	Steel	White
5	Adamantine	Grey
6	GM’s choice	

Creation Cost / Market Price

Faint transmutation; CL 4th; Craft Magic Arms and Armor, Craft Wondrous Item, magic weapon. Price 3,000 gp.

Adamantine version has an Additional 6,000 gp material cost.

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