
Magic Item - Armor Enhancement: Adhesiveness

Contributed by
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Adhesiveness (Armor ability) This armor exudes a sticky mucus when worn. This mucus makes anything that strikes the wearer of the armor stick to the armor. When an opponent strikes the wearer of the armor, the opponent must either make a Reflex save (DC 16) or have their weapon stick to the armor. A strength check (DC 16) is required to pry the weapon off the armor.

Strong alcohol dissolves the mucus in one round, and the wearer of the armor is not affected by it (so the armor can be removed without problems). Once the armor is removed, any mucus upon it dissolves in 5 rounds. Caster Level: 7th; Prerequisites: Craft Magic Arms and Armor, web; Market Price: +1 bonus