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Adamantine Chiton

Tiny Animal (Aquatic)



Range:	Malabar Sea
Habitat:	Rocky Coastlines
Occurrence:	Rare
Hardness:	2
Hit Points:	2
Special Quality:	Adamantine shell



Many types of mollusks live in rocky intertidal zones. Many of these animals are sought after merely as a source of food, or for the pearls found inside their shells. The chitons as a group are unremarkable, usually feeding on algae and moss on submerged rocks and are not sought after as a resource by most people. The adamantine chiton is the exception, and while the animal was once common in many locations, over harvesting has caused the species to decline. Today, finding

enough adamantine chitons to make harvesting them worthwhile is a rare occurrence, yet common enough that people can still earn a decent living from it.

As the animal's name suggests, the adamantine chiton is unique because of the occurrence of adamantine in the animal's shell. A mature chiton can grow up to a foot long and its shell is lined with thin, blue-colored lines. Each line is a tiny vein of adamantine, deposited by the animal to strengthen its shell. Scholars are not sure how the chiton processes the adamantine, which it collects in very small amounts from the algae it feeds on.

Oyster farmers were some of the first people to collect adamantine chitons, but today the business has become a commercial operation, treated more like a mine than a fishery. A single adult chiton will produce about a sixteenth of a pound of adamantine. While many are harvested merely to collect the mineral, others are used to create unique armor and shields, or collected as components for spells. The versatility of the adamantine chiton, along with their rarity, makes them more valuable than raw adamantine ore.

Applicable Skills:

Identification: Knowledge (animals) or Knowledge (nature) DC 15

Location: Survival DC 25

Harvest (1 chiton): Profession (oyster farmer) or Profession (chiton miner) DC 10

Spellcraft: Use the following table to identify spells cast using adamantine chiton as the spell component:

DC	Spell being cast
21	<i>mage armor</i>
24	<i>stoneskin</i>

Lore: Knowledge (animals) or Knowledge (nature)

DC	Result
18	The adamantine chiton is a type of mollusk that lives in rocky intertidal zones.
23	The animal is harvested for its shell, which is used to collect pure adamantine metal or to create armor and shields.
28	The shell can be used to cast different spells.

Raw Material Prices:

Whole adamantine chiton shell: 3 gp

Special Items:



Chiton Mail: This is a suit of medium armor made from several adamantine chiton shells. The shells are set in an overlapping pattern and attached to a leather undercoat. The armor resembles banded or scale armor in appearance, but provides the same protection as half-plate due to the natural hardness of the shells. In addition, the armor bestows Damage Reduction of 2/- when worn. It takes 75 chiton shells to make a suit of chiton mail for a medium creature, 45 shells for a small creature, and 120 shells for a large creature. Chiton mail is considered to be masterwork armor.

Craft (Armorsmithing) DC 20 to create; Cost 500

gp; Armor Bonus +7; Max Dex Bonus +2; Armor Check Penalty -5; Arcane Spell Failure Chance 30%; Speed 20 ft./15 ft.; Weight: 30 lb.

Chiton Tower Shield: This is a very large shield made with overlapping adamantine chiton shells attached to a hard leather and wood frame. It provides similar protection as other tower shields, but it also bestows Damage Reduction of 3/- when wielded. It takes 50 chiton shells to make a tower shield. A chiton tower shield is considered to be a masterwork shield.

Craft (Armorsmithing) DC 18 to create; Cost 250 gp; Armor Bonus +4; Max Dex Bonus +2; Armor Check Penalty -9; Arcane Spell Failure Chance 45%; Weight: 46 lb.

Heavy Chiton Shield: This is a large shield made with overlapping adamantine chiton shells attached to a hard leather and wood frame. It provides similar protection as other heavy shields, but it also bestows Damage Reduction of 2/- when wielded. It takes 32 chiton shells to make a heavy shield. A heavy chiton shield is considered to be a masterwork shield.

Craft (Armorsmithing) DC 16 to create; Cost 200 gp; Armor Bonus +2; Armor Check Penalty -1; Arcane Spell Failure Chance 10%; Weight: 17 lb.

Light Chiton Shield: This is a small shield made with overlapping adamantine chiton shells attached to a hard leather and wood frame. It provides similar protection as other light shields, but it also bestows Damage Reduction of 1/- when wielded. It takes 16 chiton shells to make a light shield. A light chiton shield is considered to be a masterwork shield.

Craft (Armorsmithing) DC 15 to create; Cost 165 gp; Armor Bonus +1; Armor Check Penalty 0; Arcane Spell Failure Chance 5%; Weight: 7 lb.



Spell effects:

Spells cast using adamantine chiton shells instead of normal components behave slightly differently than their normal versions.

Mage armor: When used as an additional material component when casting this spell, the protection granted by the spell is +4 armor bonus and DR 1/-.

Stoneskin: When an adamantine chiton shell is used as an additional material component when casting this spell, the protection granted by the spell changes to DR 10/-.

New Spells:

Alter Weapon

Transmutation

Level: Clr 2, Pal 2, Sor/Wiz 2, War 2

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Weapon touched

Duration: 1 min./level (D)

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

This spell transforms a single weapon (or 50 projectiles, all of which must be in contact with each other at the time of casting) into an adamantine weapon of the same type. The weapon gains no additional bonuses to attack or damage.

You can't cast this spell on a natural weapon, such as an unarmed strike. A monk's unarmed strike is considered a weapon, and thus it can be enhanced by this spell.

Material Component: An adamantine chiton shell.

Chitonskin

Transmutation

Level: Drd 3, Rgr 3

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 10 min./level

Saving Throw: None

Spell Resistance: Yes (harmless)

The target creature's skin is transformed into a thick, chitonous hide. The hide provides a +2 enhancement bonus to the creature's existing natural armor bonus. This enhancement bonus increases by 1 for every three caster levels above 5th, to a maximum of +7 at caster level 20th. In addition, the transformed creature gains DR 1/- while the *chitonskin* is in effect.

The enhancement bonus provided by *chitonskin* stacks with the target's natural armor bonus, but not with other enhancement bonuses to natural armor. A creature without natural armor has an effective natural armor bonus of +0.

Material Component: An adamantine chiton shell.

Mail of the Chiton

Conjuration (Creation)

Level: Drd 4, Rgr 4, Sor/Wiz 3, War 3

Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 10 min./level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

This spell creates a suit of chiton mail armor around the target creature. The armor functions as regular chiton mail, with all armor bonuses,

checks, and penalties. The armor replaces any existing armor and fits over clothing and other garments, and carried items, like weapons, backpacks, and cloaks, are fitted to the outside of the armor as if they had been donned after the armor. A person who is the target of the spell who does not have the Armor Proficiency (Medium) feat only suffers a -3 penalty to attack rolls and to all skill checks that involve moving, including Ride.

Material Component: An adamantine chiton shell.

Adventure Hook

Chiton Miners Local #231 has seen a rash of attacks made against the members of the union. As the union members hauled in their small catch of adamantine chitons they were attacked by an unknown assailant, who rendered the miners unconscious and then took the chitons. The union leader, a Dwarf named Devon Ord, has put a bounty of 5,000 gp on the capture of the assailant so he can be brought to justice and make reparations to the union and its members. (EL 8)

Devon Ord CR 4

Male Dwarf Expert 5
NG Medium humanoid
Init +3 **Senses** Darkvision 60 ft., Listen +5, Spot +5
Languages Common, Dwarven, Gnome, Orc

AC 13, touch 13, flat-footed 10 (+3 Dex)
hp 32 (5 HD)
Fort +3 (+5 vs. poison), **Ref** +4, **Will** +7 (+9 vs. spells)

Speed 20 ft. (4 squares)
Melee MW handaxe +2 (1d6-2, x3)
Ranged MW throwing axe +7 (1d6-2)
Base Atk +3 **Grp** +1

Abilities Str 6, Dex 17, Con 15, Int 15, Wis 17, Cha 7
Feats Alertness, Skill Focus (Knowledge (local))
Skills Craft (armorsmithing) +7, Craft (blacksmithing) +12, Craft (pottery) +9, Craft (stonemasonry) +7, Craft (trapmaking) +4, Craft (weaponsmithing) +4, Forgery +5, Gather Information +5, Hide +3, Knowledge (local) +10, Listen +5, Move Silently +3, Perform (dance) +8, Profession (chiton miner) +12, Spellcraft +4, Spot +5

Possessions Clothing, MW handaxe, MW throwing axe, leather boots, adamantine necklace with union emblem (50 gp), pouch with 32 gp and 13 sp).

Description Devon is an elderly Dwarf, his thick beard has turned white with age. His skin is tan and leathery from many years under the sun and surf. His coal black eyes are still sharp and he is well respected by the other union members.



The Adamantine Druid (a.k.a. Erin Blackminnow)

CR 8

Female Human Druid 8

NE Medium humanoid

Init +1 **Senses** Listen +5, Spot +5

Languages Common, Draconic, Druidic, Dwarven, Gnome, Halfling, Infernal

AC 11, touch 11, flat-footed 10 (+1 Dex) or

AC 18, touch 11, flat-footed 17 and DR 2/- (+1 Dex, +7 Armor) w/ *mail of chiton* spell or

AC 14, touch 11, flat-footed 13 and DR 1/- (+1 Dex, +3 Natural) w/ *chitonskin* spell or

AC 21, touch 11, flat-footed 20 and DR 3/- (+1 Dex, +7 Armor, +3 Natural) w/ *mail of chiton* and *chitonskin* spells

hp 55 (8 HD)

Fort +8, **Ref** +3, **Will** +9 (+13 vs. fey spell-like abilities)

Speed 30 ft. (6 squares)

Melee +1 *adamantine scimitar* +9/+4 (1d6+2, 18-20)

Ranged +1 *merciful spear* +8/+3 (1d8+2+1d6, x3 nonlethal)

Base Atk +6/+1 **Grp** +8

Atk Options *potion chitonskin*, *potion cure moderate wounds*

Abilities Str 15, Dex 12, Con 14, Int 15, Wis 16, Cha 15

SQ Animal companion, nature sense, wild empathy, woodland stride, trackless step, resist nature's lure, wild shape (3/day), wild shape (large)

Druid Spells Prepared (CL 8th) (DC 13 + spell level)

4th – *flame strike*, *mail of the chiton*

3rd – *call lightning*, *chitonskin*, *cure moderate wounds*, *protection from fire*

2nd – *barkskin*, *bull's strength*, *flaming sphere*, *summon swarm*

1st – *cure light wounds*, *entangle*, *faerie fire*, *magic fang*, *obscuring mist*

0 – *create water*, *cure minor wounds*, *flare*, *light*, *resistance*, *virtue*

Feats Alertness, Brew Potion, Combat Casting, Empower Spell

Skills Craft (alchemy) +12, Craft (pottery) +11, Craft (weaponsmithing) +12, Handle Animal +13, Hide +1, Knowledge (nature) +13, Listen +5, Move Silently +1, Perform (string instruments) +4, Sense Motive +6, Speak Language +3, Spot +5, Swim +13

Possessions Traveling clothes, +1 *adamantine scimitar*, +1 *merciful spear*, leather sandals, adamantine headband (75 gp), adamantine belt (45 gp), backpack, *potion chitonskin*, *potion cure moderate wounds*, pouch with 42 gp.

Description Erin has long platinum colored hair that flows loose, constrained only by her adamantine headband. Her eyes are blue and look sad, set on a weary face. Flecks of adamantine glitter adorn her skin and a tattoo of the Chiton Miners Local #231 adorns her left bicep. Erin was once a member of the union, until she was thrown out for stealing from another union member. She has secretly plotted her revenge against the union, but does not want any actual harm come to the union members.

