[EPIC] DRAGON MOUNTAIN PLATE ARMOR

**Price (Market):** 310,000 gp; **Body Slot:** Body; **Caster Level:** 23rd; **Aura: Strong;** (DC 26) Abjuration/Conjuration; **Activation:** Continuous**; Weight:** 250 lbs.

DESCRIPTION

*“At first glance, this armor looks made of thick metal plates, bolted, and fused, and this exotic heavy armor is incredibly massive. On closer inspection, a rune of a beckoning hand is stamped into the armor's surface. This mountain plate is Dwarves armor but is lighter than it looks upon equipping it.”*

A character with the Dwarves Armor Proficiency feat is considered proficient in its use. The following describes its abilities:

* Armor Bonus: +20 (Great Wrym, Black Dragon Scales psionically fused and molecularly bonded into the plates of the armor)
* Enchantment Bonus: +5
* Max Dexterity Bonus: +4 (+5 w/ segmented; see below)
* Immunity: Acid (bestowed upon wearer)
* DR: 3/-

**Called [+1]:** Once the wearer is attuned to the item, the wearer can call the armor to them if they are anywhere on the same plane. Speaking the proper command word, regardless of the intervening distance. (as Called; MIC pg. 9).

**Weightless [+2]:** Armor, given this enchantment, has no weight at all. In addition to not encumbering the wearer, weightless armor reduces the armor check penalty by 5 (although not to below 0), increases the maximum Dexterity bonus by 4, and reduces the arcane spell failure percentage by 10. Additionally, the move rate of the wearer is not reduced by weightless armor.

**Activation:** Continuous

**Craft Skill (Dwarvencraft):** +2 hardness, +10 item hit points and +2 to all saving throws

**Restriction (Racial):** n/a

**Socket (1):** (Empty)

**Special Abilities:** Weightless [+2], Called [+1]

**Body Slot:** Body

**Category:** Epic

RUNES

**Master Rune of Everbright**

This rune can only be applied to metal armor. The rube glows as bright and shiny as polished silver. The rune never diminishes and confers immunity to acid and rust attacks against the armor. The wearer gains acid resistance 5.

**Price**: +1 bonus

**Master Rune of Shielding**

Dwarves, to protect their ancestral weapons or armor, seek out the most skilled Runesmiths to add this remarkable ability to guard against familiar magical mishaps. The effects of shielded weapons or armor come into effect when the item must make a saving throw. Shielded gear is unnaturally resistant to disjunction, disenchantment, spellfire, or anything that makes it take a saving throw for survival. When the item's existence is threatened, it receives a +4 bonus to the saving throw it must face.
**Price**: +2 bonus

CONSTRUCTION REQUIREMENTS

**Aura:** Strong Abjuration/Conjuration

**Caster Level:** 23rd

**Craft Feat(s):** Craft Epic Arms and Armor

**Craft Skill:** Dwarvencraft (DC26)

**Socket:** (Open)

**Dwarven Runes:** Everbright, Shielding

**Material Components:** Adamantine (10x), Mithril (5x), Manacite (Very Rare), Spellbreaker(2x)

**Alchemical Reagents:** Dragon Scales (Ancient Black Dragon)

**Special Abilities**: Called (+1), Weightless (+2)

**Item Qualities:** Segmented(+300gp)

**Spell Prerequisites:** Teleport, Levitate, Mage Armor, Energy Immunity

**Forge Tools:** Elemental Forge, Runehammer, Fire Anvil, Mana-Welder, Molecular-Bonder