

# d30 Misc. Magic Items: Gauntlets & Gloves



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"d30 Magic Gauntlets & Gloves". © 2014, New Big Dragon Games Unlimited

## GLV: MAGIC GAUNTLETS & GLOVES

Roll	Name	Description	Properties*
1	gauntlets of accuracy	studded brown leather	adds +1 to all "to hit" rolls
2	gauntlets of climbing	as normal light handwear	provides non-thieves w/ 95% chance to climb vertical/nearly-vertical surfaces; 99.5% for thieves
3	gauntlets of destruction	spiked steel gauntlets	+2 strength bonus
4	gauntlets of dexterity	standard brown leather	+4 bonus for DEX of 6 or less, +2 for DEX of 7-13, +1 bonus for DEX of 14+; pick pockets as 4th-level thief
5	gauntlets of expertise	armored/metal	provides +3 "to hit" and damage bonuses with a single weapon type (e.g., gauntlets of expertise in swords)
6	gauntlets of fumbling	as #4 or #8	-2 penalty to DEX; 50% chance of dropping weapon each round during combat with opponent
7	gauntlets of hiding	flesh-colored leather	hides a hand-sized object extra-dimensionally (1x/day; item may be recalled at will; only 1 item may be hidden at a time)
8	gauntlets of ogre power	armored/metal†	STR of 18/00; +3 "to hit" and +6 damage bonuses on melee attacks
9	gauntlets of rust	rusted brown metal	protects wearer (and their possessions) from metal-corroding effects
10	gauntlets of swim. & climb.	as normal light handwear	provides abilities of both gauntlets of swimming and gauntlets of climbing
11	gauntlets of swimming	as normal light handwear	swimming:150'(15") underwater; swimming:180'(18") on surface of water; does not provide water-breathing
12	gauntlets, taloned	gauntlets with claws	provides wearer with 2 claw attacks (1 per hand) per round, doing 1d4+1 each on a successful "to hit" rolls
13	glove, javelin (single)	black leather w/ gold studs	creates a 1d6+1 javelin of force (3x/day; similar to <i>magic missile</i> )
14	gloves of assistance	ebony leather	creates a hand of force (as <i>forceful hand</i> spell cast by 10th-level MU; 2x/day)
15	gloves of far-reaching	brown leather	telekinesis as 10th level magic-user (3x/day; 6 rd. duration per use)
16	gloves of ghost vision	thin white silk	sees undead clearly (incl. ethereal and spectral) to 60' in open spaces and 5' deep into solid objects (3 turn duration, 3x/day)
17	gloves of healing	pure-white leather	adds 1 additional hp of healing to all clerical healing attempts
18	gloves of light	silver velvet	creates silvery radiance equal to a light spell (at will)
19	gloves of pick pocketing	beige calfskin	thief's pick pocketing attempts as 1 level higher; otherwise, as 1st-level thief (for non-thieves)
20	gloves of poison use	black, rubbery	immunity to poison (while worn); poisons weapon (3 successful hits/day; victim must save vs. poison or die in 3d4 turns)
21	gloves of protection	normal brown leather	provides a 1-3 pt. AC bonus (e.g., gloves of protection +2 would provide a -2 AC bonus)
22	gloves of reconnaissance	fingerless leather gloves	pressing palms to wall allows wearer to see/hear through 10' thickness of wall (10 rds./day)
23	gloves of snake-handling	gray snakeskin	immunity to poison (while worn); sticks to snakes (as cleric spell; 1x day); control snakes (2x/day, 2 turn duration)
24	gloves of spell storing	black supple leather	stores up to 6 levels (total) of spells; no individual spell may exceed 4th level
25	gloves of trespassing	grey silk	lock picking w/ +3 level bonus; allows wearer to pass through up to 20' of solid stone or wood (3x/day)
26	gloves of warmth	reddish gray leather	provides +1 pt. heat damage on successful melee attack w/ metal weapon; +2 to saves vs. cold; -1 pt. per die of cold damage
27	gloves of wizardry	fine snakeskin	+2 bonus on all spells requiring a "to hit" roll; +1 to all saving throws vs. magic/magical effects
28	gloves, cold-touch	bluish gray leather	provides +1 pt. cold damage on successful melee attack w/ metal weapon; +2 to saves vs. fire; -1 pt. per die of fire damage
29	gloves, spectral	studded black leather	able to strike spectral or ethereal targets with any melee weapon (standard or magic) at a +2 "to hit" bonus
30	gloves, tenkar's	rough brown leather	lock-picking and trap-disarming w/ +1 level bonus; immunity to intoxicating effects

\* unless otherwise indicated, all abilities, bonuses, and penalties are automatic when gloves are worn

† indicated item shrinks/enlarges to fit hands of various sizes