

Magic Item Saving Throws

Magic items always get a saving throw against spells or other effects that might deal damage to them—even against attacks from which a mundane item would normally get no chance to save. Magic items use the same saving throw bonus for all saves, no matter what the type. A magic item's saving throw bonus equals 2 + one-half its caster level (rounded down). The only exceptions to this are intelligent magic items, which make Will saves based on their own Wisdom scores.

Magic items, unless otherwise noted, take damage as normal items of the same type. A damaged magic item continues to function, but if it is destroyed, all its magical power is lost.

Energy Attacks

Objects take half damage from acid, fire, and lightning attacks. Divide the damage by 2 before applying the hardness. Cold attacks deal one-quarter damage to objects. Sonic attacks deal full damage.

Items Surviving after a Saving Throw

Unless the descriptive text for the spell specifies otherwise, all items carried and worn are assumed to survive a magical attack. If a character rolls a natural 1 on his saving throw, however, an exposed item is harmed (if the attack can harm objects). The four items nearest the top on the table below are the most likely to be struck. ***Determine which four objects are most likely to be struck and select one randomly among them.*** The randomly determined item must make a saving throw against the attack form and take whatever damage the attack deals.

Items “Most Likely Struck” by Magical Attacks

Order*	Item
1st	Shield
2nd	Armor
3rd	Helmet
4th	Item in hand (including weapon, wand, etc.)
5th	Cloak
6th	Stowed or sheathed weapon
7th	Magic arm bracers or leg bracers
8th	Clothing
9th	Magic jewelry (including rings)
10th	Anything else

**In order of most likely to least likely to be affected.*