



Buck-A-Batch
Magic
Armor 2

For use with the 4th Edition

**DUNGEONS
& DRAGONS**
ROLEPLAYING GAME

Requires the use of the D&D Player's Handbook, Monster Manual, and
Dungeon Master's Guide core rulebooks, available from Wizards of the Coast, Inc.

Buck-A-Batch Magic Armor 2

For 4th Edition Dungeons & Dragons

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Lvl	Name	Price (gp)	Categories
2	Lifebane Armor	520gp	Any
2	Mooring Armor	520gp	Chain, Scale, Plate
2	Quickened Armor	520gp	Any
2	Quill Burst Armor	520gp	Leather, Hide, Chain, Scale, Plate
2	Sidestep Armor	520gp	Any
3	Deathbane Armor	680gp	Scale, Plate
3	Deathknell armor	680gp	Scale, Plate
3	Feystrike Armor	680gp	Cloth, Leather, Hide, Chain
3	Firebane Armor	680gp	Any
3	Fostbane Armor	680gp	Any
3	Razorspine Armor	680gp	Leather, Hide, Chain, Scale, Plate
4	Shifting Plate	840gp	Plate
5	Armor of Transformation	1,000gp	Cloth, Leather, Hide
5	Armor of Vengeance	1,000gp	Scale, Plate
5	Darkshard Armor	1,000gp	Any
5	Firefrost Armor	1,000gp	Chain, Scale, Plate
5	Frostfire Armor	1,000gp	Chain, Scale, Plate
5	Incendiary Armor	1,000gp	Any
5	Shadowrift Armor	1,000gp	Cloth, Leather, Hide, Chain
6	Trog Hide Armor	1,800gp	Hide
7	Lifebane Armor	2,600gp	Any
7	Mooring Armor	2,600gp	Chain, Scale, Plate
7	Quickened Armor	2,600gp	Any
7	Quill Burst Armor	2,600gp	Leather, Hide, Chain, Scale, Plate
7	Sidestep Armor	2,600gp	Any
8	Deathbane Armor	3,400gp	Scale, Plate
8	Deathknell armor	3,400gp	Scale, Plate
8	Feystrike Armor	3,400gp	Cloth, Leather, Hide, Chain
8	Firebane Armor	3,400gp	Any
8	Fostbane Armor	3,400gp	Any
8	Glacial Armor	3,400gp	Chain, Scale, Plate
8	Magma Armor	3,400gp	Chain, Scale, Plate
8	Razorspine Armor	3,400gp	Leather, Hide, Chain, Scale, Plate
9	Shifting Plate	4,200gp	Plate
9	Vilebark Armor	4,200gp	Hide
10	Armor of Transformation	5,000gp	Cloth, Leather, Hide
10	Armor of Truth	5,000gp	Chain, Scale, Plate
10	Armor of Vengeance	5,000gp	Scale, Plate
10	Darkshard Armor	5,000gp	Any
10	Firefrost Armor	5,000gp	Chain, Scale, Plate
10	Frostfire Armor	5,000gp	Chain, Scale, Plate

Lvl	Name	Price (gp)	Categories
10	Incendiary Armor	5,000gp	Any
10	Shadowrift Armor	5,000gp	Cloth, Leather, Hide, Chain
11	Trog Hide Armor	9,000gp	Hide
12	Lifebane Armor	13,000gp	Any
12	Mooring Armor	13,000gp	Chain, Scale, Plate
12	Quickened Armor	13,000gp	Any
12	Quill Burst Armor	13,000gp	Leather, Hide, Chain, Scale, Plate
12	Sidestep Armor	13,000gp	Any
13	Deathbane Armor	17,000gp	Scale, Plate
13	Deathknell armor	17,000gp	Scale, Plate
13	Feystrike Armor	17,000gp	Cloth, Leather, Hide, Chain
13	Firebane Armor	17,000gp	Any
13	Fostbane Armor	17,000gp	Any
13	Glacial Armor	17,000gp	Chain, Scale, Plate
13	Magma Armor	17,000gp	Chain, Scale, Plate
13	Razorspine Armor	17,000gp	Leather, Hide, Chain, Scale, Plate
14	Shifting Plate	21,000gp	Plate
14	Vilebark Armor	21,000gp	Hide
15	Armor of Transformation	25,000gp	Cloth, Leather, Hide
15	Armor of Truth	25,000gp	Chain, Scale, Plate
15	Armor of Vengeance	25,000gp	Scale, Plate
15	Darkshard Armor	25,000gp	Any
15	Firefrost Armor	25,000gp	Chain, Scale, Plate
15	Frostfire Armor	25,000gp	Chain, Scale, Plate
15	Incendiary Armor	25,000gp	Any
15	Shadowrift Armor	25,000gp	Cloth, Leather, Hide, Chain
16	Trog Hide Armor	45,000gp	Hide
17	Lifebane Armor	65,000gp	Any
17	Mooring Armor	65,000gp	Chain, Scale, Plate
17	Quickened Armor	65,000gp	Any
17	Quill Burst Armor	65,000gp	Leather, Hide, Chain, Scale, Plate
17	Sidestep Armor	65,000gp	Any
18	Deathbane Armor	85,000gp	Scale, Plate
18	Deathknell armor	85,000gp	Scale, Plate
18	Feystrike Armor	85,000gp	Cloth, Leather, Hide, Chain
18	Firebane Armor	85,000gp	Any
18	Fostbane Armor	85,000gp	Any
18	Glacial Armor	85,000gp	Chain, Scale, Plate
18	Magma Armor	85,000gp	Chain, Scale, Plate
18	Razorspine Armor	85,000gp	Leather, Hide, Chain, Scale, Plate
19	Shifting Plate	105,000gp	Plate

Lvl	Name	Price (gp)	Categories
19	Vilebark Armor	105,000gp	Hide
20	Armor of Transformation	125,000gp	Cloth, Leather, Hide
20	Armor of Truth	125,000gp	Chain, Scale, Plate
20	Armor of Vengeance	125,000gp	Scale, Plate
20	Darkshard Armor	125,000gp	Any
20	Firefrost Armor	125,000gp	Chain, Scale, Plate
20	Frostfire Armor	125,000gp	Chain, Scale, Plate
20	Incendiary Armor	125,000gp	Any
20	Shadowrift Armor	125,000gp	Cloth, Leather, Hide, Chain
21	Trog Hide Armor	225,000gp	Hide
22	Lifebane Armor	325,000gp	Any
22	Mooring Armor	325,000gp	Chain, Scale, Plate
22	Quickened Armor	325,000gp	Any
22	Quill Burst Armor	325,000gp	Leather, Hide, Chain, Scale, Plate
22	Sidestep Armor	325,000gp	Any
23	Deathbane Armor	425,000gp	Scale, Plate
23	Deathknell armor	425,000gp	Scale, Plate
23	Feystrike Armor	425,000gp	Cloth, Leather, Hide, Chain
23	Firebane Armor	425,000gp	Any
23	Fostbane Armor	425,000gp	Any
23	Glacial Armor	425,000gp	Chain, Scale, Plate
23	Magma Armor	425,000gp	Chain, Scale, Plate
23	Razorspine Armor	425,000gp	Leather, Hide, Chain, Scale, Plate
24	Shifting Plate	525,000gp	Plate
24	Vilebark Armor	525,000gp	Hide
25	Armor of Transformation	625,000gp	Cloth, Leather, Hide
25	Armor of Truth	625,000gp	Chain, Scale, Plate
25	Armor of Vengeance	625,000gp	Scale, Plate
25	Darkshard Armor	625,000gp	Any
25	Firefrost Armor	625,000gp	Chain, Scale, Plate
25	Frostfire Armor	625,000gp	Chain, Scale, Plate
25	Incendiary Armor	625,000gp	Any
25	Shadowrift Armor	625,000gp	Cloth, Leather, Hide, Chain
26	Trog Hide Armor	1,125,000gp	Hide
27	Lifebane Armor	1,625,000gp	Any
27	Mooring Armor	1,625,000gp	Chain, Scale, Plate
27	Quickened Armor	1,625,000gp	Any
27	Quill Burst Armor	1,625,000gp	Leather, Hide, Chain, Scale, Plate
27	Ringmail	1,625,000gp	Chain, Scale, Plate
27	Sidestep Armor	1,625,000gp	Any
28	Deathbane Armor	2,215,000gp	Scale, Plate

Lvl	Name	Price (gp)	Categories
28	Deathknell armor	2,215,000gp	Scale, Plate
28	Feystrike Armor	2,215,000gp	Cloth, Leather, Hide, Chain
28	Firebane Armor	2,215,000gp	Any
28	Fostbane Armor	2,215,000gp	Any
28	Glacial Armor	2,215,000gp	Chain, Scale, Plate
28	Magma Armor	2,215,000gp	Chain, Scale, Plate
28	Razorspine Armor	2,215,000gp	Leather, Hide, Chain, Scale, Plate
29	Shifting Plate	2,625,000gp	Plate
29	Vilebark Armor	2,625,000gp	Hide
30	Armor of Transformation	3,125,000gp	Cloth, Leather, Hide
30	Armor of Truth	3,125,000gp	Chain, Scale, Plate
30	Armor of Vengeance	3,125,000gp	Scale, Plate
30	Darkshard Armor	3,125,000gp	Any
30	Firefrost Armor	3,125,000gp	Chain, Scale, Plate
30	Frostfire Armor	3,125,000gp	Chain, Scale, Plate
30	Incendiary Armor	3,125,000gp	Any
30	Shadowrift Armor	3,125,000gp	Cloth, Leather, Hide, Chain

Armor of Transformation Level 5+

Favored by those that find themselves at home in nature this armor offers two forms of protection.

Lvl 5	+1	1,000gp	Lvl 20	+4	125,000gp
Lvl 10	+2	5,000gp	Lvl 25	+5	625,000gp
Lvl 15	+3	25,000gp	Lvl 30	+6	3,125,000gp

Armor: Cloth, Leather, Hide

Enhancement: AC

Property: When struck by a critical attack, if the armor's daily power hasn't already been used, the armor turns rock hard and you gain 5 temporary hit points.

Level 15 to 20: 10 temporary hit points.

Level 25 to 30: 15 temporary hit points.

Power (Daily): Standard Action. You and your armor gain a bark like coating granting you a +2 power bonus to AC until the end of the encounter. Each time an attack hits your AC, reduce this bonus by 1 (minimum 0). Or you and your armor gain a granite like coating and you gain 5 temporary hit points until the end of the encounter.

Level 15 to 20: +3 power bonus to AC -or- 10 temporary hit points.

Level 25 to 30: +3 power bonus to AC -or- 15 temporary hit points.

Armor of Truth Level 10+

This armor makes it easier for you and your allies to see through deceptions.

Lvl 10	+2	5,000gp	Lvl 25	+5	625,000gp
Lvl 15	+3	25,000gp	Lvl 30	+6	3,125,000gp
Lvl 20	+4	125,000gp			

Armor: Chain, Scale, Plate

Enhancement: AC

Property: You gain a +1 item bonus to Insight, and Perception checks.

Power (Daily): Standard Action. You and all allies adjacent to you can see as though affected by a wizard's *true seeing* power. This power lasts for a number of turns equal to the armor's enhancement bonus. If you've reached at least one milestone today the power lasts one additional round.

Armor of Vengeance Level 5+

You gain a bonus in combat when seeking justice for a fallen comrade.

Lvl 5	+1	1,000gp	Lvl 20	+4	125,000gp
Lvl 10	+2	5,000gp	Lvl 25	+5	625,000gp
Lvl 15	+3	25,000gp	Lvl 30	+6	3,125,000gp

Armor: Scale, Plate

Enhancement: AC

Power (Encounter): Immediate Reaction. When an ally within 5 squares of you is reduced to zero hit points or less you can make a standard melee attack against an enemy adjacent to you. Gain a bonus to the attack roll equal to the armor's enhancement bonus.

Power (Daily): Immediate Reaction. When a creature reduces one of your allies to zero hit points or less you may use this ability to slide to the nearest open space adjacent to the creature. You can then make a standard melee attack against the creature with an attack bonus equal to the armor's enhancement bonus. If the attack hits it deals 2w + the armor's enhancement bonus.

Darkshard Armor Level 5+

This armor seems to be comprised of shale-like, black and brittle stone.

Lvl 5	+1	1,000gp	Lvl 20	+4	125,000gp
Lvl 10	+2	5,000gp	Lvl 25	+5	625,000gp
Lvl 15	+3	25,000gp	Lvl 30	+6	3,125,000gp

Armor: Scale, Plate

Enhancement: AC

Property: You gain resist 5 radiant.

Level 15 to 20: Resist 10 radiant.

Level 25 to 30: Resist 15 radiant.

Power (Encounter ♦ Necrotic): Immediate Reaction. Use this ability when struck by an attack during melee combat. Each enemy creature within 2 squares of you is dealt 1d6 necrotic with ongoing 5 necrotic (save ends). Each time you use this power the armor's enhancement bonus is reduced by 1 plus (0 minimum). A plus is restored to the armor's enhancement bonus after each

extended rest.

Level 15 to 20: 2d6 necrotic with ongoing 10 necrotic (save ends).

Level 25 to 30: 3d6 necrotic with ongoing 15 necrotic (save ends).

Deathbane Armor

Level 3+

This armor turns the tables on those who seek to harm you with necrotic energies.

Lvl 3	+1	680gp	Lvl 18	+4	85,000gp
Lvl 8	+2	3,400gp	Lvl 23	+5	425,000gp
Lvl 13	+3	17,000gp	Lvl 28	+6	2,125,000gp

Armor: Any

Enhancement: AC

Property: You gain a resistance to necrotic damage equal to 2x the armor's enhancement bonus.

Power (Encounter ♦ Radiant): Immediate Reaction. Use this ability when an enemy deals necrotic damage to you. You take no damage from the attack. Additionally you can spend a healing surge. If you do you are healed for half the prevented damage amount and the enemy is dealt the other half plus the armor's enhancement bonus in radiant damage.

Deathknell Armor

Level 3+

At times when struck this armor rings like a large bell, sounding a death knell for your opponents.

Lvl 3	+1	680gp	Lvl 18	+4	85,000gp
Lvl 8	+2	3,400gp	Lvl 23	+5	425,000gp
Lvl 13	+3	17,000gp	Lvl 28	+6	2,125,000gp

Armor: Scale, Plate

Enhancement: AC

Property: You gain resist 5 thunder.

Level 13 to 18: Resist 10 thunder.

Level 23 to 28: Resist 15 thunder.

Power (Daily ♦ Thunder): Immediate Reaction. Use this ability when you take melee damage in combat. Close burst 3; +10 plus the armor's level vs. Fortitude; bloodied creatures take 1d6 per plus in thunder damage. Non-bloodied creatures take half damage.

Feystrike Armor

Level 3+

The ornamental leaves on this armor are razor-sharp.

They can be willed to detach and fire at your foes.

Lvl 3	+1	680gp	Lvl 18	+4	85,000gp
Lvl 8	+2	3,400gp	Lvl 23	+5	425,000gp
Lvl 13	+3	17,000gp	Lvl 28	+6	2,125,000gp

Armor: Cloth, Leather, Hide, Chain

Enhancement: AC

Property: The distance you can move when teleporting is increased by 1 square.

Power (Encounter): Free Action. Immediately after

teleporting make ranged basic attacks against a number of creatures equal to the armor's enhancement bonus up to 5 squares away from you. Each attack deals 1d6 + your charisma or dexterity modifier in damage.

Level 13 to 18: 2d6 + modifier in damage.

Level 23 to 28: 3d6 + modifier in damage.

Firebane Armor

Level 3+

This armor turns the tables on those who seek to harm you with fire.

Lvl 3	+1	680gp	Lvl 18	+4	85,000gp
Lvl 8	+2	3,400gp	Lvl 23	+5	425,000gp
Lvl 13	+3	17,000gp	Lvl 28	+6	2,125,000gp

Armor: Any

Enhancement: AC

Property: You gain a resistance to fire damage equal to 2x the armor's enhancement bonus.

Power (Encounter ♦ Cold): Immediate Reaction. Use this ability when an enemy deals fire damage to you. You take no damage from the attack. Additionally you can spend a healing surge. If you do you are healed for half the prevented damage amount and the enemy is dealt the other half plus the armor's enhancement bonus in cold damage.

Firefrost Armor

Level 5+

This armor can twist the energies of a fire attack into something it can protect you from.

Lvl 5	+1	1,000gp	Lvl 20	+4	125,000gp
Lvl 10	+2	5,000gp	Lvl 25	+5	625,000gp
Lvl 15	+3	25,000gp	Lvl 30	+6	3,125,000gp

Armor: Chain, Scale, Plate

Enhancement: AC

Property: You gain resist 5 Cold.

Level 15 to 20: Resist 10 Cold.

Level 25 to 30: Resist 15 Cold.

Power (Encounter): Immediate Interrupt. Use this ability when struck by an attack that deals fire damage; You take cold damage instead.

Frostbane Armor

Level 3+

This armor turns the tables on those who seek to harm you with cold.

Lvl 3	+1	680gp	Lvl 18	+4	85,000gp
Lvl 8	+2	3,400gp	Lvl 23	+5	425,000gp
Lvl 13	+3	17,000gp	Lvl 28	+6	2,125,000gp

Armor: Any

Enhancement: AC

Property: You gain a resistance to cold damage equal to 2x the armor's enhancement bonus.

Power (Encounter ♦ Fire): Immediate Reaction. Use this ability when an enemy deals cold damage to you. You

take no damage from the attack. Additionally you can spend a healing surge. If you do you are healed for half the prevented damage amount and the enemy is dealt the other half plus the armor's enhancement bonus in fire damage.

Frostfire Armor Level 5+

This armor can twist the energies of a cold attack into something it can protect you from.

Lvl 5	+1	1,000gp	Lvl 20	+4	125,000gp
Lvl 10	+2	5,000gp	Lvl 25	+5	625,000gp
Lvl 15	+3	25,000gp	Lvl 30	+6	3,125,000gp

Armor: Chain, Scale, Plate

Enhancement: AC

Property: You gain resist 5 Fire.

Level 15 to 20: Resist 10 Fire.

Level 25 to 30: Resist 15 Fire.

Power (Encounter): Immediate Interrupt. Use this ability when struck by an attack that deals cold damage; You take fire damage instead.

Glacial Armor Level 8+

This armor takes the energy of a cold attack and uses it to encase you in a protective layer of ice while you heal.

Lvl 8	+2	3,400gp	Lvl 23	+5	425,000gp
Lvl 13	+3	17,000gp	Lvl 28	+6	2,125,000gp
Lvl 18	+4	85,000gp			

Armor: Chain, Scale, Plate

Enhancement: AC

Power (Encounter ♦ Cold, Healing): Immediate Reaction. Use this power when you are dealt cold damage. You become encased in ice for a number of turns equal to the armor's enhancement bonus. Treat as being petrified. During this time you gain regeneration 5 and creatures that end their turn in a square next to yours are dealt 5 cold damage.

Level 13 to 18: regeneration 10; 10 cold damage.

Level 23 to 28: regeneration 15; 15 cold damage.

Incendiary Armor Level 5+

This constantly smoldering armor just seems to want to burn.

Lvl 5	+1	1,000gp	Lvl 20	+4	125,000gp
Lvl 10	+2	5,000gp	Lvl 25	+5	625,000gp
Lvl 15	+3	25,000gp	Lvl 30	+6	3,125,000gp

Armor: Any

Enhancement: AC

Power (Encounter ♦ Fire): Immediate Reaction. Use this ability when you take fire damage. Until the end of the encounter creatures that end their turn in a square adjacent to yours are dealt 5 fire damage. Each time you use this power the armor's enhancement bonus is

reduced by 1 plus (0 minimum). A plus is restored to the armor's enhancement bonus after each extended rest.

Level 15 to 20: Creatures dealt 10 fire.

Level 25 to 30: Creatures dealt 15 fire.

Lifebane Armor Level 2+

This armor turns the tables on those who seek to harm you with radiant energies.

Lvl 2	+1	520gp	Lvl 17	+4	65,000gp
Lvl 7	+2	2,600gp	Lvl 22	+5	325,000gp
Lvl 12	+3	13,000gp	Lvl 27	+6	1,625,000gp

Armor: Any

Enhancement: AC

Property: You gain a resistance to radiant damage equal to 2x the armor's enhancement bonus.

Power (Encounter ♦ Necrotic): Immediate Reaction. Use this ability when an enemy deals radiant damage to you. You take no damage from the attack. Additionally you can spend a healing surge. If you do you are healed for half the prevented damage amount and the enemy is dealt the other half in necrotic damage.

Magma Armor Level 8+

This armor takes the energy of a fire attack and uses it to encase you in a protective layer of rock while you heal.

Lvl 8	+2	3,400gp	Lvl 23	+5	425,000gp
Lvl 13	+3	17,000gp	Lvl 28	+6	2,125,000gp
Lvl 18	+4	85,000gp			

Armor: Chain, Scale, Plate

Enhancement: AC

Power (Encounter ♦ Fire, Healing): Immediate Reaction. Use this power when you are dealt cold damage. You become encased in molten rock for a number of turns equal to the armor's enhancement bonus. Treat as being petrified. During this time you gain regeneration 5 and creatures that end their turn in a square next to yours are dealt 5 fire damage.

Level 13 to 18: regeneration 10; 10 fire damage.

Level 23 to 28: regeneration 15; 15 fire damage.

Mooring Armor Level 2+

Phantom chains of energy lash out from this armor, tethering flying creatures to you, keeping them in range.

Lvl 2	+1	520gp	Lvl 17	+4	65,000gp
Lvl 7	+2	2,600gp	Lvl 22	+5	325,000gp
Lvl 12	+3	13,000gp	Lvl 27	+6	1,625,000gp

Armor: Chain, Scale, Plate

Enhancement: AC

Property: You can make a grab attack on a flying creature up to 2 squares away adding the armor's enhancement bonus to the attack roll. If you succeed they can't move more than 2 squares away from you.

This effect remains until you move from your square, the creature escapes, or you end the grab. You can have a number of flying creature equal to your armor's enhancement bonus 'grabbed' at one time. You gain resist 5 damage from flying creatures you have grabbed.

Level 12 to 17: resist 10 damage from flying creatures you have grabbed.

Level 22 to 27: resist 15 damage from flying creatures you have grabbed.

Power (Encounter): Immediate Reaction. Use this ability when struck by a creature with flying that is currently not considered grabbed. Make a grab attack on the creature. If successful the creature is affected as described above.

Quickened Armor

Level 2+

First created to speed the response time of town militias, this armor has since gain popularity with adventurers.

Lvl 2	+1	520gp	Lvl 17	+4	65,000gp
Lvl 7	+2	2,600gp	Lvl 22	+5	325,000gp
Lvl 12	+3	13,000gp	Lvl 27	+6	1,625,000gp

Armor: Any

Enhancement: AC

Property: You gain a +1 bonus to your initiative. Your movement rate is increased by a number of squares equal to the armor's enhancement bonus. The amount of time it takes to don or doff this armor is halved.

Power (Daily): Immediate Reaction. When suffering from an effect that slows you that a save can end you can spend a healing surge to immediately remove the slow effect.

Level 12 to 17: This power becomes an Encounter power.

Level 22 to 27: This power becomes an At-Will power.

Quill Burst Armor

Level 2+

At the onset of battle the back of this armor quickly sprouts a number of rows of quill-like energy spikes.

Lvl 2	+1	520gp	Lvl 17	+4	65,000gp
Lvl 7	+2	2,600gp	Lvl 22	+5	325,000gp
Lvl 12	+3	13,000gp	Lvl 27	+6	1,625,000gp

Armor: Leather, Hide, Chain, Scale, Plate

Enhancement: AC

Property: When a creature in the square directly behind you attacks you with a melee attack they take an amount of force damage equal to the armor's enhancements bonus.

Power (Daily ♦ Force): Minor Action. Make an attack: Close burst 2; Target: Each creature in burst Intelligence or Charisma vs. Reflex (add the armor's enhancement bonus as an enhancement bonus to the attack roll); on a hit, the target takes 2d4 plus the armor's enhancement bonus in force damage. If you've taken force damage during this encounter prior to using this power the

damage is doubled.

Level 12 to 17: 3d4 plus the armor's enhancement bonus in force damage.

Level 22 to 27: 4d4 plus the armor's enhancement bonus in force damage.

Razorspine Armor

Level 3+

The back of this armor bears a column of razor-sharp spines.

Lvl 3	+1	680gp	Lvl 18	+4	85,000gp
Lvl 8	+2	3,400gp	Lvl 23	+5	425,000gp
Lvl 13	+3	17,000gp	Lvl 28	+6	2,125,000gp

Armor: Leather, Hide, Chain, Scale, Plate

Enhancement: AC

Property: A creature that has you grabbed is dealt 1d4 + the armor's enhancement bonus damage at the end of its turn.

Power (At-Will): Free Action. Make a standard melee attack against a creature in an adjacent space to the rear of you. Hit: Creature is dealt 1d4 + the armor's enhancement bonus damage. Miss: Creature takes 2 points damage.

Level 13 to 18: 2d4 + the armor's enhancement bonus damage.

Level 23 to 28: 3d4 + the armor's enhancement bonus damage.

Ringmail

Level 27

The front of this armor bears a small compartment designed to hold a magic ring.

Lvl 27	+6	1,625,000gp
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Armor: Chain, Scale, Plate

Enhancement: AC

Property: Placing a magic ring into the compartment on the armor allows you to access its magic as though you were wearing it. A ring held in this compartment does not count against the number you can legally wear.

Shadowrift Armor

Level 5+

This black armor is carved from living shadow through a series of controversial rituals.

Lvl 5	+1	1,000gp	Lvl 20	+4	125,000gp
Lvl 10	+2	5,000gp	Lvl 25	+5	625,000gp
Lvl 15	+3	25,000gp	Lvl 30	+6	3,125,000gp

Armor: Cloth, Leather, Hide, Chain

Enhancement: AC

Property: When struck by a critical hit you can use the power below as an At-Will power.

Power (Encounter): Immediate Reaction. Use this ability when a melee attack causes you to become bloodied. You teleport up to 3 squares away and become invisible to your attacker until the end of their next turn.

Shifting Plate

Level 4+

This suit of armor is comprised of several sliding plates of metal which redirect the force of blows you suffer.

Lvl 4	+1	840gp	Lvl 19	+4	105,000gp
Lvl 9	+2	4,200gp	Lvl 24	+5	525,000gp
Lvl 14	+3	21,000gp	Lvl 29	+6	2,625,000gp

Armor: Plate

Enhancement: AC

Property: When you are struck by a critical hit in melee combat you can choose to have a section of the armor shift. If you do you only take half damage from the attack. Subtract 1 from your armor's enhancement bonus each time you do this. Once the enhancement bonus equals 0 this ability ceases. You restore 1 plus to the armor's enhancement bonus after each extended rest.

Power (Daily): Immediate Reaction. Use this ability after being struck by a melee attack. You take half damage from the attack and you slide the creature either 1 square to the right or left of its current square. The creature suffers a -1 penalty to its attacks until the end of its next turn.

Sidestep Armor

Level 2+

This armor allows you to quickly evade an enemy's attack.

Lvl 2	+1	520gp	Lvl 17	+4	65,000gp
Lvl 7	+2	2,600gp	Lvl 22	+5	325,000gp
Lvl 12	+3	13,000gp	Lvl 27	+6	1,625,000gp

Armor: Any

Enhancement: AC

Property: You gain a +1 item bonus to your reflex saves. Each time you make a successful reflex save you may slide 1 square.

Power (Encounter): Immediate Reaction. Use this ability when you are hit by an enemy's melee attack. The attack is canceled and you may slide a number of spaces equal to the armor's enhancement bonus. You must slide at least 1 space. Until the end of the encounter each time an enemy melee attack misses you, you may slide one space.

Trog Hide Armor

Level 6+

This scaly armor is crafted from the tanned hide of a troglodyte. Who knows how long it will smell this way.

Lvl 6	+2	1,800gp	Lvl 21	+5	225,000gp
Lvl 11	+3	9,000gp	Lvl 26	+6	1,125,000gp
Lvl 16	+4	45,000gp			

Armor: Hide

Enhancement: AC

Property: Living enemy creatures that end their turn in a

square adjacent to yours must make a successful saving throw or else suffer a -2 penalty to their attack rolls during their next turn. You suffer penalty to diplomacy checks equal to the armor's enhancement bonus while wearing this armor.

Power (Daily): Immediate interrupt. Use this ability when struck by a living creature's melee attack. The attack roll is re-rolled. Subtract 2 from both rolls and use the lowest roll as the actual attack roll. If the attack misses the attacking creature suffers a -2 penalty to its attack rolls until the end of the encounter (save ends). If it still hits you suffer a -2 penalty to any attack rolls you make during your next turn.

Vilebark Armor

Level 9+

The fey avoid the diseased Vilebark Forest and with good reason.

Lvl 9	+2	4,200gp	Lvl 24	+5	525,000gp
Lvl 14	+3	21,000gp	Lvl 29	+6	2,625,000gp
Lvl 19	+4	105,000gp			

Armor: Hide

Enhancement: AC

Property: You gain a bonus equal to your armor's enhancement bonus when defending against attacks from fey.

Power (Daily ♦ Necrotic): Minor Action. You gain a +3 power bonus to your AC until the end of the encounter. Each time an attack hits your AC, reduce this bonus by 1 (minimum 0). While this power is active fey creatures that end their turn in a square adjacent to you are dealt an amount of damage equal to the armor's enhancement bonus in necrotic. While this power is active any creature within 2 squares of you that attempts to teleport must make a saving throw. Success: The creature teleports but takes 5 necrotic damage. Failure: The creature doesn't teleport and becomes dazed until the end of their next turn.

Armor cover art provided by Sade.

You can find more of her fantastic art at

<http://shop.earthdawn.co.hu>

or on rpgnow.com

Armor of Transformation

Favored by those that find themselves at home in nature this armor offers two forms of protection.

Armor:	Level:	Bonus:	Value:

Enhancement: AC

Property: When struck by a critical attack, if the armor's daily power hasn't already been used, the armor turns rock hard and you gain 5 temporary hit points.

Level 15 to 20: 10 temporary hit points.

Level 25 to 30: 15 temporary hit points.

Power (Daily): Standard Action. You and your armor gain a bark like coating granting you a +2 power bonus to AC until the end of the encounter. Each time an attack hits your AC, reduce this bonus by 1 (minimum 0). Or you and your armor gain a granite like coating and you gain 5 temporary hit points until the end of the encounter.

Level 15 to 20: +3 power bonus to AC -or- 10 temporary hit points.

Level 25 to 30: +3 power bonus to AC -or- 15 temporary hit points.

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Armor of Truth

This armor makes it easier for you and your allies to see through deceptions.

Armor:	Level:	Bonus:	Value:

Enhancement: AC

Property: You gain a +1 item bonus to Insight, and Perception checks.

Power (Daily): Standard Action. You and all allies adjacent to you can see as though affected by a wizard's true seeing power. This power lasts for a number of turns equal to the armor's enhancement bonus. If you've reached at least one milestone today the power lasts one additional round.

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Armor of Vengeance

You gain a bonus in combat when seeking justice for a fallen comrade.

Armor:	Level:	Bonus:	Value:

Enhancement: AC

Power (At-Will): Immediate Reaction. When an ally within 5 squares of you is reduced to zero hit points or less you can make a standard melee attack against an enemy adjacent to you. Gain a bonus to the attack roll equal to the armor's enhancement bonus.

Power (Daily): Immediate Reaction. When a creature reduces one of your allies to zero hit points or less you may use this ability to slide to the nearest open space adjacent to the creature. You can then make a standard melee attack against the creature with an attack bonus equal to the armor's enhancement bonus. If the attack hits it deals 2w + the armor's enhancement bonus.

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Darkshard Armor

This armor seems to be comprised of shale-like, black and brittle stone.

Armor:	Level:	Bonus:	Value:

Enhancement: AC

Property: You gain resist 5 radiant.

Level 15 to 20: Resist 10 radiant.

Level 25 to 30: Resist 15 radiant.

Power (Encounter + Necrotic): Immediate Reaction. Use this ability when struck by an attack during melee combat. Each enemy creature within 2 squares of you is dealt 1d6 necrotic with ongoing 5 necrotic (save ends). Each time you use this power the armor's enhancement bonus is reduced by 1 plus (0 minimum). A plus is restored to the armor's enhancement bonus after each extended rest.

Level 15 to 20: 2d6 necrotic with ongoing 10 necrotic (save ends).

Level 25 to 30: 3d6 necrotic with ongoing 15 necrotic (save ends).

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Deathbane Armor

This armor turns the tables on those who seek to harm you with necrotic energies.

Armor:	Level:	Bonus:	Value:

Enhancement: AC

Property: You gain a resistance to necrotic damage equal to 2x the armor's enhancement bonus.

Power (Encounter ✦ Radiant): Immediate Reaction. Use this ability when an enemy deals necrotic damage to you. You take no damage from the attack. Additionally you can spend a healing surge. If you do you are healed for half the prevented damage amount and the enemy is dealt the other half plus the armor's enhancement bonus in radiant damage.

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Deathknell Armor

At times when struck this armor rings like a large bell, sounding a death knell for your opponents.

Armor:	Level:	Bonus:	Value:

Enhancement: AC

Property: You gain resist 5 thunder.

Level 13 to 18: Resist 10 thunder.

Level 23 to 28: Resist 15 thunder.

Power (Daily ✦ Thunder): Immediate Reaction. Use this ability when you take melee damage in combat. Close burst 3; +10 plus the armor's level vs. Fortitude; bloodied creatures take 1d6 per plus in thunder damage. Non-bloodied creatures take half damage.

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Feystrike Armor

The ornamental leaves on this armor are razor-sharp. They can be willed to detach and fire at your foes.

Armor:	Level:	Bonus:	Value:

Enhancement: AC

Property: The distance you can move when teleporting is increased by 1 square.

Power (Encounter): Free Action. Immediately after teleporting make ranged basic attacks against a number of creatures equal to the armor's enhancement bonus up to 5 squares away from you. Each attack deals 1d6 + your charisma or dexterity modifier in damage.

Level 13 to 18: 2d6 + modifier in damage.

Level 23 to 28: 3d6 + modifier in damage.

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Firebane Armor

This armor turns the tables on those who seek to harm you with fire.

Armor:	Level:	Bonus:	Value:

Enhancement: AC

Property: You gain a resistance to fire damage equal to 2x the armor's enhancement bonus.

Power (Encounter ✦ Cold): Immediate Reaction. Use this ability when an enemy deals fire damage to you. You take no damage from the attack. Additionally you can spend a healing surge. If you do you are healed for half the prevented damage amount and the enemy is dealt the other half plus the armor's enhancement bonus in cold damage.

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Firefrost Armor

This armor can twist the energies of a fire attack into something it can protect you from.

Armor:	Level:	Bonus:	Value:

Enhancement: AC

Property: You gain resist 5 Cold.

Level 15 to 20: Resist 10 Cold.

Level 25 to 30: Resist 15 Cold.

Power (Encounter): Immediate Interrupt. Use this ability when struck by an attack that deals fire damage; You take cold damage instead.

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Frostbane Armor

This armor turns the tables on those who seek to harm you with cold.

Armor:	Level:	Bonus:	Value:

Enhancement: AC

Property: You gain a resistance to cold damage equal to 2x the armor's enhancement bonus.

Power (Encounter + Fire): Immediate Reaction. Use this ability when an enemy deals cold damage to you. You take no damage from the attack. Additionally you can spend a healing surge. If you do you are healed for half the prevented damage amount and the enemy is dealt the other half plus the armor's enhancement bonus in fire damage.

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Frostfire Armor

This armor can twist the energies of a cold attack into something it can protect you from.

Armor:	Level:	Bonus:	Value:

Enhancement: AC

Property: You gain resist 5 Fire.

Level 15 to 20: Resist 10 Fire.

Level 25 to 30: Resist 15 Fire.

Power (Encounter): Immediate Interrupt. Use this ability when struck by an attack that deals cold damage; You take fire damage instead.

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Glacial Armor

This armor takes the energy of a cold attack and uses it to encase you in a protective layer of ice while you heal.

Armor:	Level:	Bonus:	Value:

Enhancement: AC

Power (Encounter + Cold, Healing): Immediate Reaction. Use this power when you are dealt cold damage. You become encased in ice for a number of turns equal to the armor's enhancement bonus. Treat as being petrified. During this time you gain regeneration 5 and creatures that end their turn in a square next to yours are dealt 5 cold damage.

Level 13 to 18: regeneration 10; 10 cold damage.

Level 23 to 28: regeneration 15; 15 cold damage.

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Incendiary Armor

This constantly smoldering armor just seems to want to burn.

Armor:	Level:	Bonus:	Value:

Enhancement: AC

Power (Encounter ♦ Fire): Immediate Reaction. Use this ability when you take fire damage. Until the end of the encounter creatures that end their turn in a square adjacent to yours are dealt 5 fire damage. Each time you use this power the armor's enhancement bonus is reduced by 1 plus (0 minimum). A plus is restored to the armor's enhancement bonus after each extended rest.

Level 15 to 20: Creatures dealt 10 fire.

Level 25 to 30: Creatures dealt 15 fire.

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Lifebane Armor

This armor turns the tables on those who seek to harm you with radiant energies.

Armor:	Level:	Bonus:	Value:

Enhancement: AC

Property: You gain a resistance to radiant damage equal to 2x the armor's enhancement bonus.

Power (Encounter ♦ Necrotic): Immediate Reaction. Use this ability when an enemy deals radiant damage to you. You take no damage from the attack. Additionally you can spend a healing surge. If you do you are healed for half the prevented damage amount and the enemy is dealt the other half in necrotic damage.

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Magma Armor

This armor takes the energy of a fire attack and uses it to encase you in a protective layer of rock while you heal.

Armor:	Level:	Bonus:	Value:

Enhancement: AC

Power (Encounter ♦ Fire, Healing): Immediate Reaction. Use this power when you are dealt cold damage. You become encased in molten rock for a number of turns equal to the armor's enhancement bonus. Treat as being petrified. During this time you gain regeneration 5 and creatures that end their turn in a square next to yours are dealt 5 fire damage.

Level 13 to 18: regeneration 10; 10 fire damage.

Level 23 to 28: regeneration 15; 15 fire damage.

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Mooring Armor

Phantom chains of energy lash out from this armor, tethering flying creatures to you, keeping them in range.

Armor:	Level:	Bonus:	Value:

Enhancement: AC

Property: You can make a grab attack on a flying creature up to 2 squares away adding the armor's enhancement bonus to the attack roll. If you succeed they can't move more than 2 squares away from you. This effect remains until you move from your square, the creature escapes, or you end the grab. You can have a number of flying creature equal to your armor's enhancement bonus 'grabbed' at one time. You gain resist 5 damage from flying creatures you have grabbed.

Level 12 to 17: resist 10 damage from flying creatures you have grabbed.

Level 22 to 27: resist 15 damage from flying creatures you have grabbed.

Power (Encounter): Immediate Reaction. Use this ability when struck by a creature with flying that is currently not considered grabbed. Make a grab attack on the creature. If successful the creature is affected as described above.

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Quickened Armor

First created to speed the response time of town militias, this armor has since gain popularity with adventurers.

Armor:	Level:	Bonus:	Value:

Enhancement: AC

Property: You gain a +1 bonus to your initiative. Your movement rate is increased by a number of squares equal to the armor's enhancement bonus. The amount of time it takes to don or doff this armor is halved.

Power (Daily): Immediate Reaction. When suffering from an effect that slows you that a save can end you can spend a healing surge to immediately remove the slow effect.

Level 12 to 17: This power becomes an Encounter power.

Level 22 to 27: This power becomes an At-Will power.

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Quill Burst Armor

At the onset of battle the back of this armor quickly sprouts a number of rows of quill-like energy spikes.

Armor:	Level:	Bonus:	Value:

Enhancement: AC

Property: When a creature in the square directly behind you attacks you with a melee attack they take an amount of force damage equal to the armor's enhancements bonus.

Power (Daily ♦ Force): Minor Action. Make an attack: Close burst 2; Target: Each creature in burst Intelligence or Charisma vs. Reflex (add the armor's enhancement bonus as an enhancement bonus to the attack roll); on a hit, the target takes 2d4 plus the armor's enhancement bonus in force damage. If you've taken force damage during this encounter prior to using this power the damage is doubled.

Level 12 to 17: 3d4 plus the armor's enhancement bonus in force damage.

Level 22 to 27: 4d4 plus the armor's enhancement bonus in force damage.

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Razorspine Armor

The back of this armor bears a column of razor-sharp spines.

Armor:	Level:	Bonus:	Value:

Enhancement: AC

Property: A creature that has you grabbed is dealt 1d4 + the armor's enhancement bonus damage at the end of its turn.

Power (At-Will): Free Action. Make a standard melee attack against a creature in an adjacent space to the rear of you. Hit: Creature is dealt 1d4 + the armor's enhancement bonus damage. Miss: Creature takes 2 points damage.

Level 13 to 18: 2d4 + the armor's enhancement bonus damage.

Level 23 to 28: 3d4 + the armor's enhancement bonus damage.

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Ringmail

The front of this armor bears a small compartment designed to hold a magic ring.

Armor:	Level:	Bonus:	Value:

Enhancement: AC

Property: Placing a magic ring into the compartment on the armor allows you to access its magic as though you were wearing it. A ring held in this compartment does not count against the number you can legally wear.

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Shadowrift Armor

This black armor is carved from living shadow through a series of controversial rituals.

Armor:	Level:	Bonus:	Value:

Enhancement: AC

Property: When struck by a critical hit you can use the power below as an At-Will power.

Power (Encounter): Immediate Reaction. Use this ability when a melee attack causes you to become bloodied. You teleport up to 3 squares away and become invisible to your attacker until the end of their next turn.

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Shifting Plate

This suit of armor is comprised of several sliding plates of metal which redirect the force of blows you suffer.

Armor:	Level:	Bonus:	Value:

Enhancement: AC

Property: When you are struck by a critical hit in melee combat you can choose to have a section of the armor shift. If you do you only take half damage from the attack. Subtract 1 from your armor's enhancement bonus each time you do this. Once the enhancement bonus equals 0 this ability ceases. You restore 1 plus to the armor's enhancement bonus after each extended rest.

Power (Daily): Immediate Reaction. Use this ability after being struck by a melee attack. You take half damage from the attack and you slide the creature either 1 square to the right or left of its current square. The creature suffers a -1 penalty to its attacks until the end of its next turn.

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Sidestep Armor

This armor allows you to quickly evade an enemy's attack.

Armor:	Level:	Bonus:	Value:

Enhancement: AC

Property: You gain a +1 item bonus to your reflex saves. Each time you make a successful reflex save you may slide 1 square.

Power (Encounter): Immediate Reaction. Use this ability when you are hit by an enemy's melee attack. The attack is canceled and you may slide a number of spaces equal to the armor's enhancement bonus. You must slide at least 1 space. Until the end of the encounter each time an enemy melee attack misses you, you may slide one space.

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Trog Hide Armor

This scaly armor is crafted from the tanned hide of a troglodyte. Who knows how long it will smell this way.

Armor:	Level:	Bonus:	Value:

Enhancement: AC

Property: Living enemy creatures that end their turn in a square adjacent to yours must make a successful saving throw or else suffer a -2 penalty to their attack rolls during their next turn. You suffer penalty to diplomacy checks equal to the armor's enhancement bonus while wearing this armor.

Power (Daily): Immediate interrupt. Use this ability when struck by a living creature's melee attack. The attack roll is re-rolled. Subtract 2 from both rolls and use the lowest roll as the actual attack roll. If the attack misses the attacking creature suffers a -2 penalty to its attack rolls until the end of the encounter (save ends). If it still hits you suffer a -2 penalty to any attack rolls you make during your next turn.

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Vilebark Armor

The fey avoid the diseased Vilebark Forest and with good reason.

Armor:	Level:	Bonus:	Value:

Enhancement: AC

Property: You gain a bonus equal to your armor's enhancement bonus when defending against attacks from fey.

Power (Daily ✦ Necrotic): Minor Action. You gain a +3 power bonus to your AC until the end of the encounter. Each time an attack hits your AC, reduce this bonus by 1 (minimum 0). While this power is active fey creatures that end their turn in a square adjacent to you are dealt an amount of damage equal to the armor's enhancement bonus in necrotic. While this power is active any creature within 2 squares of you that attempts to teleport must make a saving throw. Success: The creature teleports but takes 5 necrotic damage. Failure: The creature doesn't teleport and becomes dazed until the end of their next turn.

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These cards can be cut out and handed to players when they're awarded treasure.

DMs can add a random element to their treasure by shuffling the cards and letting the players pick one.

Or let the players use the cards as a wish list. They can select one to be awarded to them during the adventure.

Since there are several versions of each armor the cards have spaces for the DM or players to fill in specific information about the armor.

The armor, level, bonus, and value depends upon the type of armor found.

The majority of cards also have enough blank space to record bits of information.

Ringmail

The front of this armor bears a small compartment designed to hold a magic ring.

Armor:	Level:	Bonus:	Value:
CHAIN	27	+6	1,625,000 GP

Enhancement: AC

Property: Placing a magic ring into the compartment on the armor allows you to access its magic as though you were wearing it. A ring held in this compartment does not count against the number you can legally wear.

ARMOR IS CURRENTLY
HOLDING A
DEATH BLOW RING.

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