

DOPPELGÄNGER LEATHER



This magic studded leather is nondescript, but shows a subtle aura of illusion magic when scrutinized with a *detect magic* spell.

Illusionist. While wearing this armor, you can cast *minor illusion*. Once used, this property can't be used again until the next dawn.

Doppelgänger. This armor has 3 charges. While wearing it, you can expend 1 or more of its charges as an action to cast one of the following spells (spell save DC 13): *disguise self* (1 charge) or *alter self* (2 charges). The armor regains all expended charges daily at dawn.

ARMOR (LEATHER), UNCOMMON
REQUIRES ATTUNEMENT

FEYGUARD



This magic leather armor tingles with arcane energy. You have a +2 bonus to AC while wearing this armor.

Watcher's, Greater. While wearing this armor, you have advantage on initiative rolls and you can't be surprised.

Sylvan, Greater. While wearing this armor, you are immune to being charmed and magic can't put you to sleep.

Fey, Greater. This armor has 5 charges. While wearing it, you can expend 1 or more of its charges as an action to cast one of the following spells (save DC 15): *faerie fire* (1 charge), *blink* (2 charges), or *seeming* (5 charges). The armor regains all expended charges daily at dawn.

ARMOR (LEATHER), LEGENDARY
REQUIRES ATTUNEMENT

LEGION STEADY SHIELD



This magic shield is crafted from reinforced oak and enameled in the colors of the army that commissioned its make.

Legion. While carrying this shield you gain a +1 bonus to AC for every ally within 5 feet of you that isn't incapacitated (up to a maximum of +2).

Steady. While carrying this shield, you have advantage on ability checks and saving throws made to avoid being pushed back, knocked prone, or losing your balance.

SHIELD, RARE

DJINNI'S PLATE



This magic plate mail emits faint popping sounds and the air around it seems charged with static energy.

Djinni's. While wearing this armor, you have resistance to thunder damage.

Thunder. This armor has 3 charges. While wearing it, you can expend 1 or more of its charges as an action to cast one of the following spells (save DC 13): *thunderwave* (1 charge) or *shatter* (2 charges). The spells are cast at the lowest possible level, but you can increase the spell slot level by one for each additional charge you expend. The armor regains all expended charges daily at dawn.

ARMOR (PLATE), RARE
REQUIRES ATTUNEMENT

ELUSIVE ARMOR



This armor is fashioned from bits and pieces of different materials that coalesce into one another when its magic is activated.

Fugitive. While wearing this armor, you can't be targeted by any divination magic or perceived through magical scrying sensors

Glamour'd. While wearing this armor, you can use a bonus action to speak the armor's command word and cause the armor to assume the appearance of a normal set of clothing or some other kind of armor. You decide what it looks like, including color, style, and accessories, but the armor retains its normal bulk and weight. The illusion lasts until you use this property again or remove the armor.

Smoke. This armor has 3 charges. While wearing it, you can expend 1 or more of its charges as an action to cast *fog cloud* (1 charge) or *pass without trace* (2 charges). The armor regains all expended charges daily at dawn.

ARMOR (STUDDED LEATHER), VERY RARE
REQUIRES ATTUNEMENT

MAGNETIC CHAIN MAIL



This magic chain mail seems to pull on nearby metal objects.

Compass. While you wear this armor, you can use an action to learn which way is north.

Magnetic. When a creature misses you with a melee weapon attack made with a metallic weapon while you are wearing this armor, you can use your reaction to catch the weapon magnetically. The attacker must succeed on a DC 13 Strength (Athletics) check, or the weapon becomes stuck to your armor. If the weapon's wielder can't or won't let go of the weapon, the wielder is grappled while the weapon is stuck. While stuck, the weapon can't be used. A creature can pull the weapon free by using an action and succeeding on a DC 13 Strength (Athletics) check.

ARMOR (CHAIN MAIL), UNCOMMON

SOLAR'S HALF PLATE



This magic half plate is crafted from gilded metal and engraved with images of winged celestials. You have a +1 bonus to AC while wearing this armor.

Conscientious. While you wear this armor and contemplate or undertake a malevolent act, it enhances pangs of conscience.

Celestial's, Greater. While wearing this armor, you have resistance to radiant damage and you can't be blinded by spells or magical effects.

Heavens, Greater. This armor has 5 charges. While wearing it, you can expend 1 or more of its charges as a bonus action to cast *divine favor* (1 charge) or as an action to cast *guardian of faith* (4 charges, spell save DC 15). The armor regains all expended charges daily at dawn.

ARMOR (HALF PLATE), VERY RARE
REQUIRES ATTUNEMENT

SPELLPLATE



This magic plate armor is engraved with glyphs of abjuration.

Mag's. When you roll a 1 on the d20 for a saving throw you make to maintain your concentration on a spell while wearing this magic armor, you can reroll the die and must use the new roll.

Spell Turning. When you make a saving throw against a spell that targets only you while wearing this magic armor, you can choose to make the saving throw with advantage. If the saving throw succeeds and the spell is 3rd level or lower, the spell has no effect on you and instead targets the caster, using the slot level, spell save DC, attack bonus, and spellcasting ability of the caster. If the spell requires concentration, it lasts until the end of the caster's next turn, even if they choose not to maintain their concentration on it. Once used, this property can't be used again until the next dawn.

ARMOR (PLATE), RARE
REQUIRES ATTUNEMENT