

# a DOZEN MAGIC ARMORS

BY PHILIP REED



Even though there are more magic items spread across hundreds of roleplaying game supplements by more creators than we can count, that doesn't mean there isn't space for even more treasures. After all, why explore that dusty dungeon if there's no chance at discovering new and wonderful magic items?

While I have created magical armors before, this particular PDF offers up another twelve magic armors, each one of which is intended as a unique item in the campaign world. On each page, in addition to the illustration and an overview of the armor's magical abilities, I've also included a bit of background information on the armor so that you may let the PC know a bit about where the armor may have come from. These backstories aren't something engraved on each suit of armor, though, and the player characters will need to seek out a sage or scholar to help them learn more about their discovered armor.

As you read through these armors, there will be moments when you find a connection between an item and another entry in the **A Dozen . . .** series. This is

intentional, and is my way of trying to give you tools to make your campaign a layered world with more interactions and connections than the adventurers may first realize.

As with other PDFs in this series, all of the armors are presented as systemless works without any specific game stats. These are inspirational designs that are here to help you, the GM, when you're planning out the next session or a new adventure of your own design. Where possible, I have described the armor effects in terms of spells that are common across many games, including various editions of the world's greatest roleplaying game. It is my hope that this common, shared language of RPG mechanics will make it easy for you to adapt the items that follow to any fantasy roleplaying game of your choice.

If any of these items inspire you to create magical armors of your own, please consider sharing your creation as a comment in the Kickstarter project. Working together, we can make everyone's campaign just a little better than it was before.

*"Enchanted armor and shields offer improved protection and sometimes an additional magical effect."*  
– Bill Slavicsek & Cristopher Perkins, **Dungeon Survival Guide**

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# ANATOMY OF A SUIT OF ARMOR

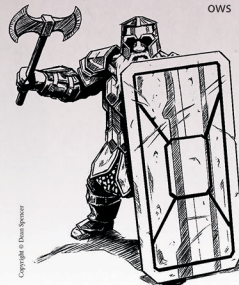
1. A title, to help set the mood.
2. A brief overview and introduction, to set the scene/mood.
3. Information on the armor, which includes information on any powers the armor may possess as well as a little info on the history of the item.
4. Every suit of armor includes an illustration to help spark your imagination and give you something to show the players: "You have found this."

## 1 MIDNIGHT DEFENSE

Created by the deep dwarves of the evil empire known as Cavefall, the Midnight Defense plate armor is a magical suit that grants its wearer the ability to move through darkness, teleporting from any patch of shadows to another shadow so long as it can be seen. The armor is part of a set that includes a magical helmet, and the two items are more powerful together than they are apart.

Worn by the drow warrior Tymith Ishra – who traded training and other work for the custom-crafted armor (and a matching helmet) – this suit was lost in the battle of Deephaven when the dwarven warriors of Cavefall raided the kind, friendly drow city. Ishra, an exiled warrior who taught the deep dwarves drow secrets – mostly little-known passages and entrances into Deephaven, as well as offensive tricks that could slip past the drow defensive training – and he never forgave his people for forcing him to flee the city.

The Midnight Defense plate armor provides a +2 magical bonus to resist attacks. The suit, crafted specifically for Ishra, also uses magical teleportation power to allow the wearer to leap from shadow to shadow; so long as the wearer can see another patch of dark shadows



See *A Dozen Magic Helmets*, p. 5.



wearer may also move silently, making not a sound as arcane buffers mask the sounds of movement from any who may be within normal hearing range.

### Destroyed in Battle

When Ishra died at the battle of Deephaven, his dwarven allies saw the warrior enveloped in a swarm of fireballs that knocked the drow from a bridge and into the depths of the underworld. The explosion of flame was so great that the dwarves assumed the armor was forever vaporized along with their ally.

When the helmet is worn with the armor, the

In fact, the armor protected Ishra from the blast and fall; the drow lived for several hours after the fall and he died cursing both his enemies and supposed friends.

# USING THE ARMORS

As treasure items, you may simply drop one or two of these into the next hoard that the party discovers when exploring a dungeon or other location. If used in this way, you may want to single out the suit of armor – perhaps by saying it looks unusual – so that the group gives it a little more attention than the latest +1 sword. Of course, every magic item should be special in some way, so it may require as little effort as stating “the item glows faintly in the dark of the dungeon” to alert the party that the item is in some way special.

**Loot.** If used as loot, the armor is intended to be exchanged for gold just as soon as the party finds a willing buyer. Loot items should often be small and light, making it easy for the party to transport them back to town.

**Adventure.** A suit of armor that is used to spark an adventure is one that has an owner and a past. When you use a magic item as an adventure hook, it works best if you have some setup before the party finds the item.

**Curse.** The worst treasure of all, cursed items look like a reward and are in fact a punishment. Be careful not to drop too many cursed items into your campaign. You want the party to desire treasure, not run from it.

# POISON PLATE

*The arcane assassin Drasko Pavlovic forged this armor centuries ago and gave it, as well as a matching helmet, to one of his companions, a fighter who specialized in poisons. When the fighter died in the dungeons beneath Castle Hell's Heart, the armor and helmet were separated and the two items have not been together since his death.*

This powerful plate armor glows a bright green whenever it is within a few feet of the matching helmet. The glow shines intensely – though not strong enough to blind someone – for as long as the two remain near each other, meaning that one who prefers to operate in the shadows of the world would never wish to wear both items.

While the helmet only shows its true power when worn with the armor, the armor is a valuable item all on its own. When worn alone, the armor serves as a suit of +2 plate and allows the wearer to unleash a poisonous spray once each day. The blast is a 40-foot cone that is similar to the poisonous breath of a green dragon; it is said that Pavlovic used the heart of a green dragon when forging the armor and that the dragon's power courses through the suit. The attack inflicts 11d6 of damage to all characters and creatures within the affected area (a successful Constitution save reduces the damage to one-half, round down).

When the helmet and armor are worn together, the suit – in addition to the powers of the helmet – also gives the wearer the power to slow the effects of poison by simply touching the poisoned character or creature. Once touched, the time that the poison requires to injure/kill its victim is doubled, buying the target more time to get to safety before the poison gets particularly nasty.

See **A Dozen Magic Helmets**, p. 3.

## On Display

These days, the suit of armor is used as a decorative item in the home of Hakan Tevfik, a wealthy book dealer who was attracted to the shiny, bright green armor and thought that it would make for a pleasant centerpiece in

his personal study at home. The man has never tried to wear the armor and has no interest in selling it; he is happy with how it looks in his

home and is content to let it remain there.

Perhaps the party overhears thieves in a tavern discussing a plan to raid the home of Tevfik. The pair of robbers have learned that the book dealer keeps several valuable items in his home and that, this night, the man is out of town. The discussion may catch the attention of the PCs if they have been known to steal the occasional item from time to

time, or if one of them hears mention that a magical suit of armor is one item that the thieves intend to steal from the home.

How the party handles the situation will drive the adventure. Do they help the thieves, or do they take other action? Lawful, good-aligned PCs will no doubt try and stop the thieves; if they then report the event to Hakan Tevfik when the man returns, he invites them to his home for drinks and a small reward.



# DUNGEONEER'S ARMOR

*This spiked armor, its magical properties making it far lighter than traditional plate armor, was created only a few years ago when the fighter Carles Criville enlisted the dwarven crafter Dreas Embermaul to custom build this armor and a matching helmet. Unfortunately for Criville, the magical defenses were no match for the troll that claimed his life.*

When Dreas Embermaul (see *Fantasy City Sites and Scenes II*, pp. 22-23) chose to take on the commission, he immediately set his team to work crafting a suit of armor and matching helmet that met Criville's needs: the armor had to improve the wearer's stamina, provide excellent defense against any attack, and allow the wearer the ability to sleep in the armor without causing discomfort or harming the quality of the wearer's rest. Not surprisingly, Embermaul and his crew met every need . . . and more.

Unlike many magic armors, the Dungeoneer's Armor does not adjust its size to fit the wearer; when this suit was created, Embermaul and his workers did everything within their power to conform the armor (and helmet) to fit Carles Criville exactly, which has made both items far less desirable and is the reason that his companions sold off the gear following the man's death.

## Armor Alone

When worn on its own, the Dungeoneer's Armor fulfills the requests that Criville made when he paid for the suit's creation. The armor boosts the wearer's marching range by 25%, provides a +3 bonus to defense, and sleeping in the suit actually helps the wearer to rest more than if sleeping without the suit; the armor provides a full night's sleep after only four hours.

See *A Dozen Magic Helmets*, p. 4.

## Armor and Helmet

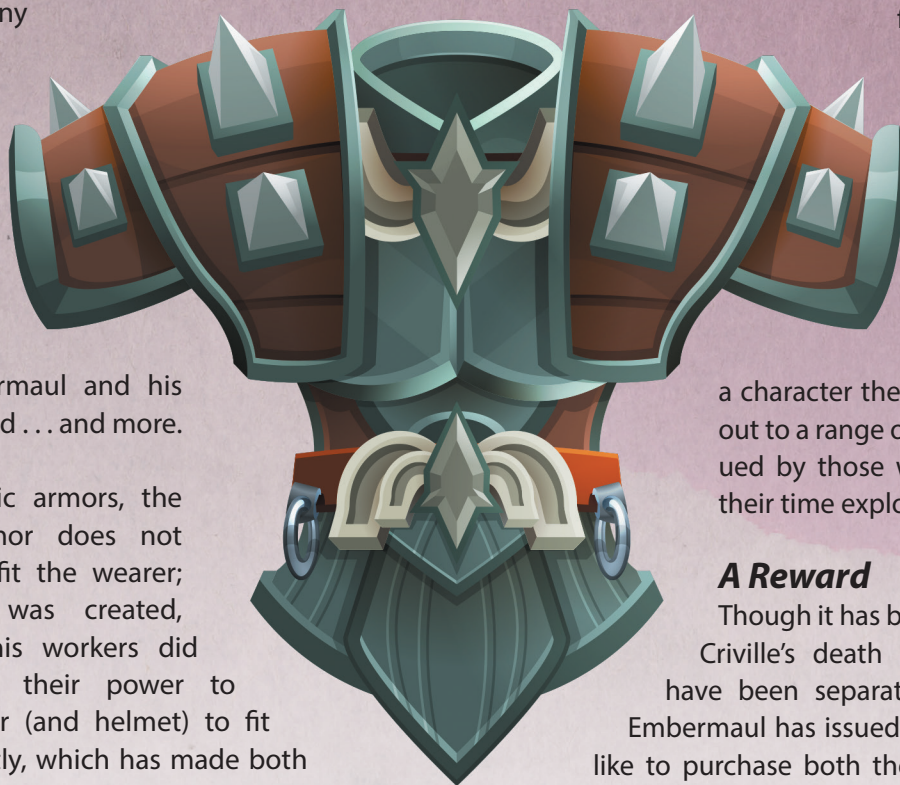
On its own, the helmet provides a +1 bonus to defense. If worn together, the helmet grants the wearer a magical sight ability; when within 50-feet of any magic items, the wearer can see a faint glow around those objects. This is useful for treasure hunters who may not have the time to cast a detect magic spell when on the run.

Additionally, the two items worn together grant a character the power of darkvision out to a range of 100-feet. This is valued by those who spend much of their time exploring dungeons.

## A Reward

Though it has been a few years since Criville's death and the two items have been separated since that time, Embermaul has issued word that he would like to purchase both the armor and helmet if they can be located. The dwarven crafter has realized that there is something special about the way in which the items were created, and he wishes to study them both to see what he may learn from them.

If the PCs hear of the reward, they'll no doubt go in search of Criville's companions to try and get an idea of where the armor and helmet may have been last seen. Fortunately, the elf Thaola Araquen, a friend of Criville's who was there when Criville's equipment was sold, is staying at an inn in the city. She's happy to meet and chat, so long as the PCs buy her a meal and several drinks.



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The Midnight Defense plate armor provides a +2 magical bonus to resist attacks. The suit, crafted specifically for Ishra, also uses magical teleportation power to allow the wearer to leap from shadow to shadow; so long as the wearer can see another patch of dark shadows

within 30-feet of their position – when already in the shadows – the character may teleport from one shadow to the next. This requires an attack action and is instantaneous.

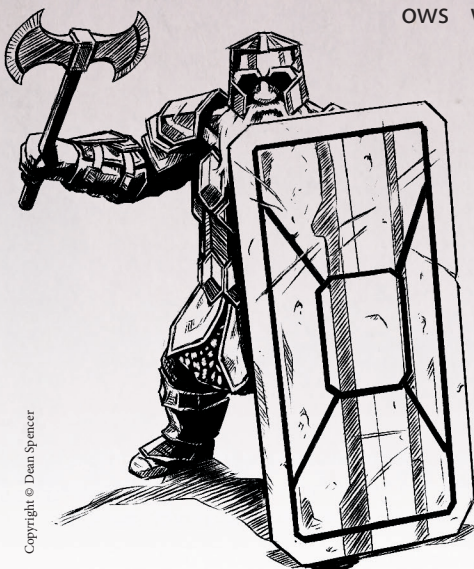
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See ***A Dozen Magic Helmets***, p. 5.

# PROTECTIVE SPELLSHELL

*This spectacular, glowing armor was crafted one-thousand years ago and is part of a powerful set that includes a magic helmet and shield. The items are powerful on their own, but together they grant the wearer incredible and terrifying abilities.*



The spellshell armor glows a faint, ghostly blue at all times, making it difficult for the wearer to sneak about unseen. The armor's glow intensifies if the wearer also possesses the helmet and/or matching shield; wearing any two of the set makes both items glow twice as brightly as any one on its own, and wearing all three makes the set glow bright enough to illuminate the area 10-ft around the wearer.

A suit of this armor was once worn by the paladin Milovan Jovic who is said to have died when exploring the ruins beneath Fort Skeltenak. That suit has not been seen since the man's death at the hands of giant ratmen.

The armor's exact abilities depends entirely on whether or not other pieces of the set are also worn.

## **Armor Alone**

On its own, the spellshell acts as +3 plate armor and may be worn by any warrior or fighter who may normally wear heavy armors. When worn, the wearer is enveloped in a magical field that reduces the damage of all incoming arcane spells by 20% (round down).

## **Armor and Helmet**

When worn together, the helmet grants the wearer the darkvision ability (30-ft) and the armor's ability to reduce the damage of incoming arcane spells is increased to 25% (round down). Additionally, the two worn together grant the wearer to increase the damage of any one melee attack by +3d6 damage once each day. This magically-charged attack reduces the armor's protective bonus to +1 until 24-hours have passed.

## **Armor and Shield**

If the shield and armor are worn together, the wearer may – once each day – project a magical force field that blocks all incoming damage for five rounds. The force field extends outward from the wearer 10-ft in all directions and protects the wearer and any others within the field's area of effect.

## **Armor, Helmet, and Shield**

One wearing all three of the items gains all of the above abilities as well as the power of healing. Once each day, as an action, the wearer of the magical set may touch anyone and heal 1d8 points of damage. The healing power may only be used on others, and not on the wearer of the magical set.

See **A Dozen Magic Helmets**, p. 6 and **A Dozen Magic Helmets**, p. 6.

# ARMOR OF DWARVEN STOICISM

*First crafted for the dwarven warrioress, Motralsia Orcbreaker, this ornate, stunning magic armor grants its wearer increased stamina while also slowly healing the wearer and protecting against physical attacks. The armor is weakened when separated from the bonded helmet and shield.*

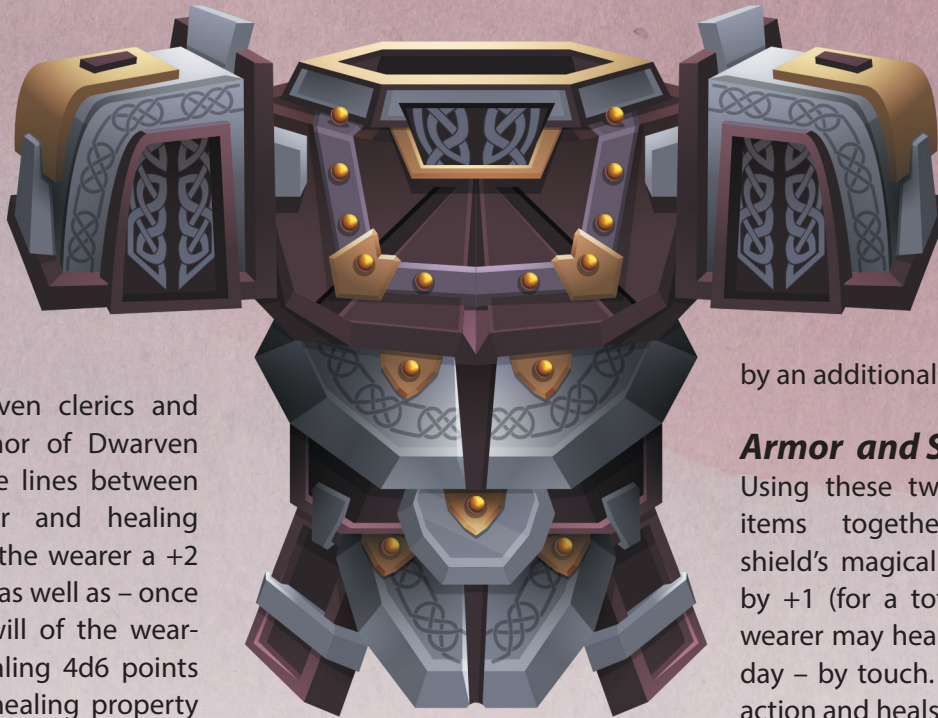
As thick and stocky as the hardiest of the dwarves, this suit of armor does far more than just protect its wearer in battle.

Crafted by dwarven clerics and wizards, the Armor of Dwarven Stoicism blurs the lines between battle-ready gear and healing magics, granting the wearer a +2 bonus to defense as well as – once per day, at the will of the wearer – instantly healing 4d6 points of damage. The healing property of the armor only works once per day regardless of the wearer; no, heroes, you cannot exchange the suit of armor during the day to heal more than one of you each day.

In addition to the armor's healing ability, it also reduces the strain and stress of extended action. Someone wearing this magical suit of armor may march for greater distances before suffering from exhaustion; increase the character's usual marching distance by 25%. The gamemaster may, of course, assign other powers related to the armor's impact on the effects of exhaustion as specified by your chosen game system.

In addition to the above abilities, the Armor of Dwarven Stoicism also grants other powers if the wearer has the matching helmet and/or shield.

See **A Dozen Magic Helmets**, p. 7 and **A Dozen Magic Shields**, p. 7.



## **Armor and Helmet**

If worn with the matching helm, the bonus to defense is +3 and the number of points healed each day jumps

by an additional 1d6 points.

## **Armor and Shield**

Using these two powerful magic items together increases the shield's magical bonus to defense by +1 (for a total of +2) and the wearer may heal an ally – once per day – by touch. This requires a full action and heals 2d4+1 points.

## **Armor, Helmet, and Shield**

One wearing all three of the items gains all of the above abilities and may heal an ally a second time every day. The ability to heal others is restricted; the wearer may only heal others with this power and cannot use the healing power on themselves.

This armor, just like the matching helmet and shield, is a unique item and was last seen several years ago in the hoard of the dragon Zazzurri (see **A Dozen Ancient Dragons**, p. 4). It is unknown whether or not the armor is still in the dragon's hoard, but perhaps the heroes are made aware of the armor – and the dragon! – when a dwarven noble approaches them at the tavern and offers a reward if they can find and bring the suit to him. He will pay a lot to own this powerful suit of armor.

# AGILE PLATE ARMOR

*This magical plate armor was created decades ago for Ianbalar Yalathanil, the elven thief best known for stealing the Eye of Rage from Castle Hellscar. The armor grants the wearer protection equal to the finest of platemail without the associated restriction to movement and dexterity. The armor went missing last year when Ianbalar vanished when he returned to Hellscar and encountered the Dinosaur Clan.*

While most plate armors are bulky and far from useful to thieves and others who rely on stealth and agility to survive, this suit of armor is the complete opposite and is slender, light, and no more restrictive than leather armor. Ianbalar considered the +3 magical bonus to defense to more than make up for what little freedom of movement he did lose when wearing the suit.

In addition to being lightweight, the armor is also quicker to put on and remove than most plate armors. (Treat it as leather or padded armor when you must calculate the amount of time the wearer needs to change into/out of the suit of armor.)

The armor's bonus to defense increases to +4 when the matching helmet is also worn; a character wearing both items at once gains no other benefit. (See **A Dozen Magic Helmets**, p. 8, for more information on the helmet as well as the Dinosaur Clan.)

## Castle Hellscar

Mostly ruins, with a few of the towers still standing, Castle Hellscar was once the home to a band of thieves and murderers who claimed the ruins after the previous occupants – ogres and goblins who followed the half-troll King Magohazk – were killed by an opposing force of humans from a nearby city. King Magohazk had ruled the castle for several years before he was killed (and his followers forced to flee) after the half-troll took it by killing the original owner, a human wizard who built the castle as a home for himself and his many golems.

These days, under the control of the Dinosaur Clan, the castle is still in ruins, but the orcs of the clan do a better job of patrolling the grounds and they have killed many of the monsters that moved into the castle ru-

See **A Dozen Magic Helmets**, p. 8.

ins over the years. The orcs are kind and gentle when approached with respect and caution, but they can be deadly to any who try and enter their lands without permission or to any who try to harm the orcs and their domesticated dinosaurs.

Beneath the ruins of the castle sit the dungeons that existed before the wizard first constructed the castle. The orcs of the Dinosaur Clan hesitate to enter the dungeons, instead posting guards at the known entrances so that they can keep whatever monsters are still below ground in the dungeons and away from the orcs' people, gardens, and homes.

The orcs sometimes allow adventurers to enter the dungeons, but they tell those same heroes not to expect help if things go wrong underground.





# LORD'S PROTECTIVE SHELL

*Constructed centuries ago for a powerful nobleman, the Lord's Protective Shell is a light, attractive suit of armor that glows a faint red when it is within several hundred feet of terrible, evil creatures. An emerald embedded in the chest of the armor flashes a bright, shining green whenever the armor is struck by a weapon. If the wearer also has the matching helmet, the helmet's emerald also flashes whenever the armor is struck.*



This magical armor may be too powerful for some campaigns. Please remember that, as the gamemaster, you may always change the listed features of any of these suits of armor to make them better fit the needs of your personal campaign.

The Lord's Protective Shell grants a +2 magical bonus to defense against attacks, as well as reduces the damage of any successful physical attack by 25% (round down). Each time that a physical attack strikes the armor, the emerald flashes and the wearer should take a token. (Tokens may be anything: coins, buttons, glass beads, just something to make tracking easier.) The armor's wearer may, when making an attack with a weapon, expend up to five accumulated tokens to increase the attack's damage by an amount equal to the number of spent tokens. If the armor ever reaches twenty accumulated tokens, the stored energy is released in an arcane blast that deals 2d6 points of damage to anyone within 10-feet . . . including the wearer! This damage may only be reduced/avoided by magical powers or items; the wearer cannot reduce this damage no matter what spells, powers, or items they may possess.

## **Armor and Helmet**

If wearing both the armor and matching helmet (see **A Dozen Magic Helmets**, p. 9), the armor's explosive feature doesn't kick in until a total of thirty tokens are ac-

See **A Dozen Magic Helmets**, p. 9.

cumulated. Wearing the two items together grants no other special benefit to the character.

## **Lost Long Ago**

It has now been seven centuries since the Lord's Protective Shell was last seen. The armor – as well as the helmet – were worn by the warrior Balach Sulemani who was last seen entering the Dungeon of Spells, a distant underground complex that was once the home to a trio of powerful wizards. The three wizards – brothers – used their powers to transport the dungeon from another plane of existence, swapping the stone, earth, and materials of this world with the already-complete dungeon from the other world.

In the magical swap, the dungeon brought with it planar creatures not of this world. There are some who say that monsters such as the slimes, giant insects, and elementals that now plague this world were brought here when the dungeon arrived on this world. Whether or not that is true, the Dungeon of Spells is a terrible, dangerous place . . . and it is likely that the Lord's Protective Shell and helmet are somewhere in that dungeon, waiting to be discovered.

# ARMOR OF THE MIGHTY NECROMANCER

*Nil Borya Ivanovich, necromancer and agent of evil, wore this armor for the final years of his life before he was killed in the town of Glenhearth by a party of good-aligned adventurers. The armor, constructed of the finest of materials and infused with the unholy power of necromancy, granted Ivanovich both defense against physical attacks as well as amplifying his spellcasting abilities.*

The Armor of the Mighty Necromancer is a special suit of plate that has been enchanted so that it may be worn by arcane spellcasters. Necromantic energy flows through the suit, making it impossible for those of a good alignment to wear the suit; any good characters trying on the armor will suffer 3 points of damage for every round that the armor is worn.

The armor grants a +2 bonus to defense and, when worn by a necromancer, boosts the caster's experience level by one; if your chosen system uses character levels, the wearer's "level" for determining spells per day is counted as one higher than the actual level. If your game system does not use levels, then the GM will need to determine how this power works in your game.



## **Armor and Helmet**

If worn with the matching helmet, the magical bonus to defense increases to a total of +3. Additionally, wearing the two together increases the caster's effective level by a total of two (the character is treated as if they were two levels higher than they actually are when determining the caster's spells per day).



## **One with the Undead**

When the armor is worn, undead monsters treat the character as if they were also an undead character or creature. The wearer will be completely ignored unless the wearer attacks or takes action against the monsters, at which point the ability vanishes and does not return for several hours.

## **Finding the Armor**

The suit is being worn by a skeletal warrior in a nearby dungeon. Fortunately, the skeleton is not a spellcaster.

See *A Dozen Magic Helmets*, p. 10.

# DRAGONHOARD DEFENSE

*When commoners and villager speak of the fighter Heero Awedan, they mostly tell of the time that he defeated the Zombie King's army of evil undead, the most violent and exciting story of Awedan's many exploits. When adventurers gather and Awedan's name comes up, though, it is the fabled Dragonhoard armor and helmet that generates the most chatter. Are the stories true and, if so, just where are these powerful magic items hiding these days?*

Infused with the power of a dragon's treasure hoard – including the gems, jewels, coins, and even a handful of magic items – the Dragonhoard Defense plate armor is a one-of-a-kind suit of magic armor that has been missing for many years. The armor was created after the warrior Heero Awedan defeated an ancient dragon and claimed the beast's treasure. Awedan made a deal with Abjurakhan, a dragonfolk sorcerer best known for his skill with potions (see *The Book of Unusual Potions*, pp. 14-15) to have the hoard crushed, melted, and forged into a suit of magical armor and a helmet that Awedan would then use in his adventures.

It took Abjurakhan and his hired assistants over a year to craft the armor and helmet and, ultimately, the matching items proved far more powerful than the dragonfolk sorcerer had expected.

The Dragonhoard Defense armor grants the wearer a +5 magical bonus to defense and weighs no more than fine, masterwork chainmail. The armor also provides the wearer with a 25% chance to reduce the damage of any dragon's breath weapon by one-half (round down). This increases to a 30% chance to reduce the damage if the armor and helmet are worn together.

Additionally, the armor may – once per day – transform any one arcane spell attack that successfully strikes the wearer into a healing blast. At will, and as a free action, the wearer may convert the damage of an arcane spell into restored hit points at a rate of 3 damage healing a

single hit point of damage. This healing may not, however, cause the character's current number of hit points to exceed their natural maximum.

## **Claimed by a Dragon**

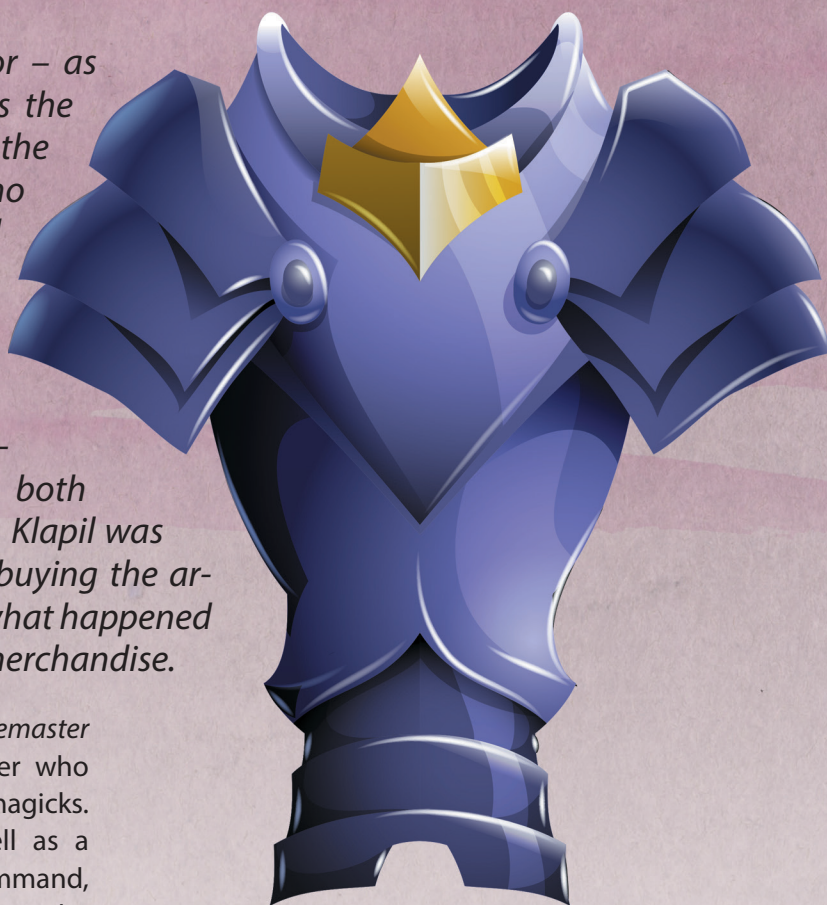
When Awedan died, some of the more ruthless dragons in the realm sent out their minions to locate and retrieve the armor and helmet. The armor now rests in the hoard of an elderly red dragon and the beast considers it to be her most-prized possession.



See *A Dozen Magic Helmets*, p. 11.

# THE STARMAGE'S ARCAINE ARMOR OF STARS

*The creator of this magical armor – as well as a matching helmet – was the enigmatic caster known only as the “Starmage,” a human wizard who lived centuries ago and claimed to learn all of his spells from the stars. The armor and helmet were last seen a hundred years ago when they were in the possession of Ivo Klapil, a traveling merchant who purchased both items from a band of adventurers. Klapil was attacked by goblins shortly after buying the armor and helmet, and none know what happened to the man, his employees, or his merchandise.*



The Starmage (mentioned in *Delayed Blast Gamemaster* #1 and #2), was a powerful arcane spellcaster who focused on star energy and cosmic-focused magicks. The man created this magical armor, as well as a matching helmet, for his bodyguard, Heralak Tammand, who died defending the Starmage during a battle in the Forest of Meteors. The Starmage tried to save his friend, but his arcane powers were not strong enough to bring the bodyguard back from the dead.

The items traded hands many times after Tammand's death, with sages recording various names as having owned the armor and helmet until the chain comes to an end with the death (as already mentioned) of Ivo Klapil. While the scholars, sages, and treasure hunters of the land may not know what happened to the items, the gamemaster certainly knows the truth: the two magic items were claimed by the goblins, and one of them wore the armor and helmet . . . at least, wore them until an ogre was angry enough to rip the goblin's limbs off and toss the remains into a deep pit. To this day, that pit – in the lower level of a dungeon – holds the goblin's corpse as well as these two magic items.

See **A Dozen Magic Helmets**, p. 12.

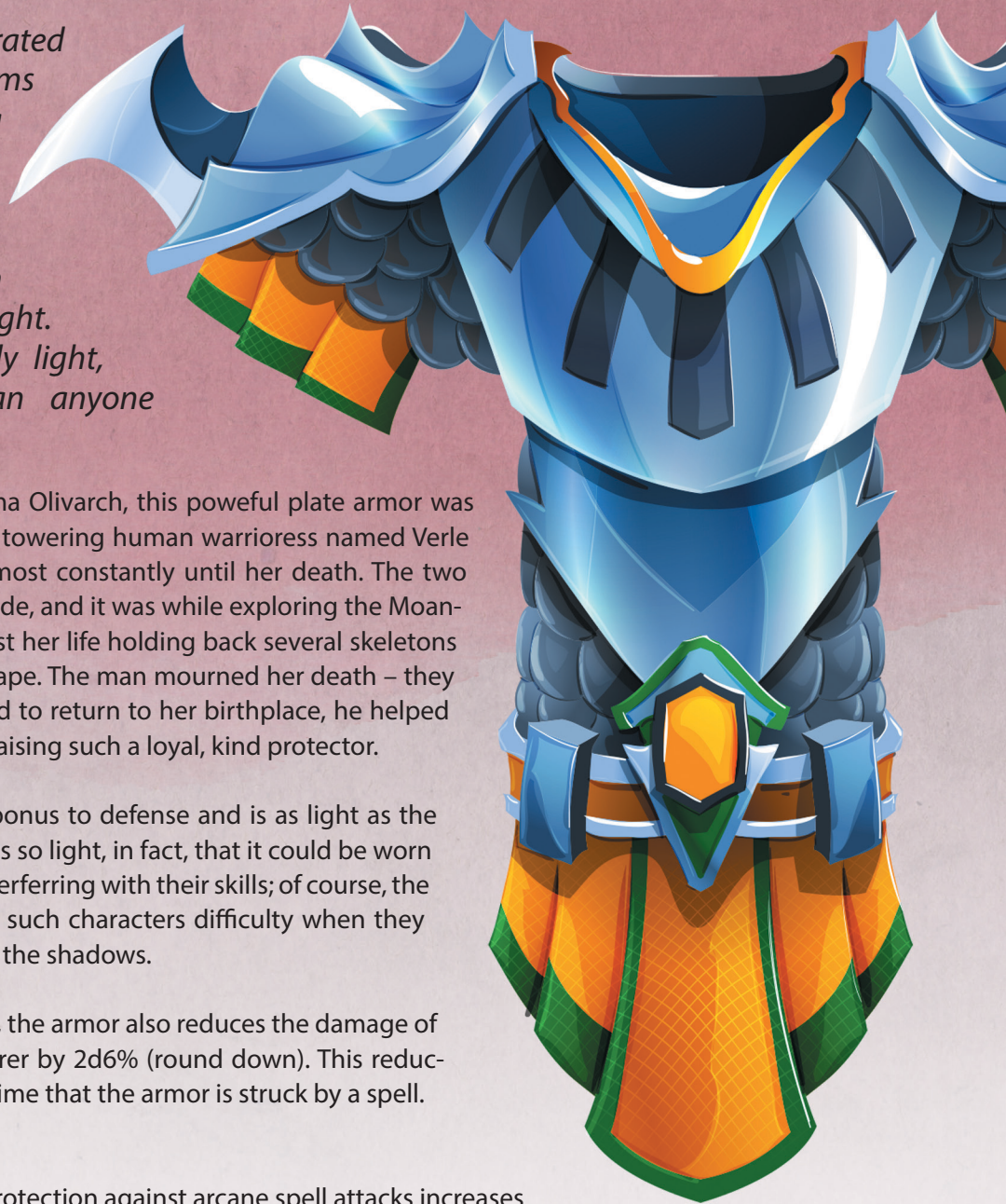
## **Magical Enhancements**

The armor grants the wearer a +2 bonus to resist any attack as well as 20% resistance to arcane spells. Additionally, once per day, the wearer may cast a blinding light that stuns any who fail to avert their eyes. The light radiates out from the armor in a stunning display of starlight that lasts for a full turn. Projecting this light requires an attack action.

If worn with the matching helmet, the armor's owner may also cast a ray of starlight that inflicts 3d6 damage. No attack roll is necessary – the strike is automatic – and the ray may reach any target within 200-feet that the armor's owner can see clearly. Firing the ray of starlight requires an attack action and the power may be used only once before it must be recharged (the armor must sit beneath the stars for six hours to recharge the suit).

# THE REGAL SUIT OF ARCANE DEFENSE

*This elaborately-decorated suit of plate armor gleams in almost any lighting conditions, the suit's magical aura releasing a faint glow that makes it shimmer in even the darkest of night. The armor is shockingly light, weighing far less than anyone would expect.*



Created by the elven wizard Musima Olivarch, this powerful plate armor was worn by the wizard's bodyguard, a towering human warrior named Verle Harmelink who was by his side almost constantly until her death. The two worked together for close to a decade, and it was while exploring the Moaning Tower of Ebenezer that Verle lost her life holding back several skeletons so that Musima could make his escape. The man mourned her death – they were close – and, once he managed to return to her birthplace, he helped her parents and thanked them for raising such a loyal, kind protector.

The armor provides a +3 magical bonus to defense and is as light as the finest of leather armors. The armor is so light, in fact, that it could be worn by thieves and assassins without interfering with their skills; of course, the armor's constant glow could cause such characters difficulty when they attempted to blend into a crowd or the shadows.

In addition to the bonus to defense, the armor also reduces the damage of any arcane spell targeting the wearer by 2d6% (round down). This reduction is random and changes every time that the armor is struck by a spell.

## **Armor and Helmet**

When worn together, the armor's protection against arcane spell attacks increases to 4d6% (round down).

## **Still in the Tower**

To this day, the armor has yet to be recovered from the tower. There are rumors that the helmet was found and sold to a merchant, though few believe the rumor to be true. Before his death, Musima would speak often of Verle's heroic sacrifice at the tower, and it is possible the PCs will hear of the adventure . . . and of the magic armor that reportedly sits in the tower to this day.

See **A Dozen Magic Helmets**, p. 13.

# ARMOR OF THE ARCANIST

*Sorcerer by birth and wizard by training, the arcanist Akbar Jahangiri forged this armor in the furnaces of Fort Dreadspell, a once-great fortress that guarded the trade road between Hightown and Deepheaven. Jahangiri used the armor, as well as a magic shield that he also crafted, for several years until his death during the Blood Moon Feast. The items were lost in the chaos of the battle and have not been seen since the man's death so many years ago.*

The few writings that tell of the arcanist Akbar Jahangiri speak of a man who cared only for the safety and security of his friends and colleagues. According to the texts and tales, Jahangiri always put the security of others ahead of his own safety, which no doubt is what helped lead to his death at the Blood Moon Feast.

This magic armor was designed to be worn by arcane spellcasters, despite the fact that the majority of wizards and sorcerers find it difficult to cast spells when wearing armor of any sort. Arcane energy flows through the metal armor, sometimes giving off blue sparks and flashes of blinding light as the caster readies a spell. (There is a 5% chance whenever the wearer of the armor casts a spell that all within 20-ft of the caster must make a successful Dexterity check to avert their gaze; failure means that they are blinded for 1d3+1 rounds.)

In addition to acting as plate armor with a +1 magical bonus to resist attacks, the Armor of the Arcanist enhances the wearer's spellcasting ability. Anyone wearing the armor, whether or not they are a caster, may cast any two of the following spells up to once each day: Detect Magic, Flaming Touch, Lightning Bolt, or Shield. (GMs may, of course, modify the list of available spells as they see fit.)

The wearer also gains resistance against any divine or arcane destructive spells that target the wearer. There is a 2% chance that any such spells targeting the armor's wearer will fizzle and fail, falling harmlessly in a visible cloud of arcane energy that does no damage.

See **A Dozen Magic Shields**, p. 14.

When Jahangiri died at the Blood Moon Feast, his body was taken by raiders and his gear – both magical and mundane, as well as his spellbook – was thought lost forever. In actuality, the raiders sold the equipment to various merchants they met while returning to their homes. The armor and shield were separated and both are now lost in treasure hoards somewhere in the world.

Jahangiri's name is engraved on the armor's chest plate, written in ancient elvish and is the trigger word that activates the spellcasting powers of the suit. If the adventurers find this armor, they will either need to possess the ability to read ancient elvish or find someone who does in order to gain the benefit of the suit's spellcasting power.

