

SO WHAT'S THE ARMOUR LIKE, ANYWAY?

Richard Green



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SO WHAT'S THE ARMOUR LIKE, ANYWAY?

A Pathfinder Roleplaying Game GM's RESOURCE supplement by Richard Green

The PCs stand triumphant over the bloodied bodies of their fallen enemies. As they bind their wounds and begin to loot the corpses they ask, "So what's that fighter's armour like, anyway?" An answer such as "it's a masterwork suit of chainmail" is somewhat of an anticlimax, but who has the time to prepared detailed armour descriptions these days given that the PCs will probably just sell it?

So What's the Armour Like, Anyway? banishes this problem by providing hundreds of detailed items for the busy GM to immediately use in his campaign.



CREDITS

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Thank you for purchasing *So What's the Armour Like, Anyway?*; we hope you enjoy it and that you check out our other fine print and PDF products.

CONTACT US

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ERRATA

We like to think *So What's the Armour Like, Anyway?* is completely error free, but we are realists. So in that spirit, we shall post errata three months after release on ragingswan.com. We aren't going to be correcting typos and spelling errors, but we will correct any game mechanic or balance issues that come to light.

ABOUT THE DESIGNER

Richard has been playing RPGs since 1980, and has enjoyed running D&D in all four editions. Previous freelance design credits include "A Blight on the Land", a Forgotten Realms adventure written for Dungeon #38 way back in 1992, and contributions to the "Iron Gazetteer" for Open Design. More recently, he has been working on the forthcoming 4th Edition Bestiary for Open Design's Midgard campaign setting.

He is currently running two regular 4th edition D&D campaigns set in the city and wider world of Parsantium, the first campaign setting he created since his teenage years. Check out his blog, *At the Sign of the Green Man* (<http://richgreen01.livejournal.com/>) to learn more about the Parsantium campaign setting and to read other posts about fantasy RPG gaming.

Richard lives in London with his wife Kate and two cats. When he's not playing and writing D&D stuff, he likes to watch Crystal Palace FC try to win football matches.

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FOREWORD

I'm delighted to report that Richard's *So What's The Weapon Like, Anyway?* has been very favourably received. It seemed only logical therefore to force him to write *So What's The Armour Like, Anyway?* In my mind, the two complement each other perfectly.

In some ways I've always viewed armour as the poor cousin to weapons – a lot of players and GMs obsess about weapons and dealing damage, when arguably having decent armour is far more important – it's relatively hard to kill your enemy if you are lying on the ground bleeding to death!

In *So What's The Armour Like, Anyway?*, Richard (unsurprisingly) turns the spotlight on armour, providing dozens of ready-to-go, lavishly described suits of armour (and shields) for your NPCs and PCs alike. Being told the armour

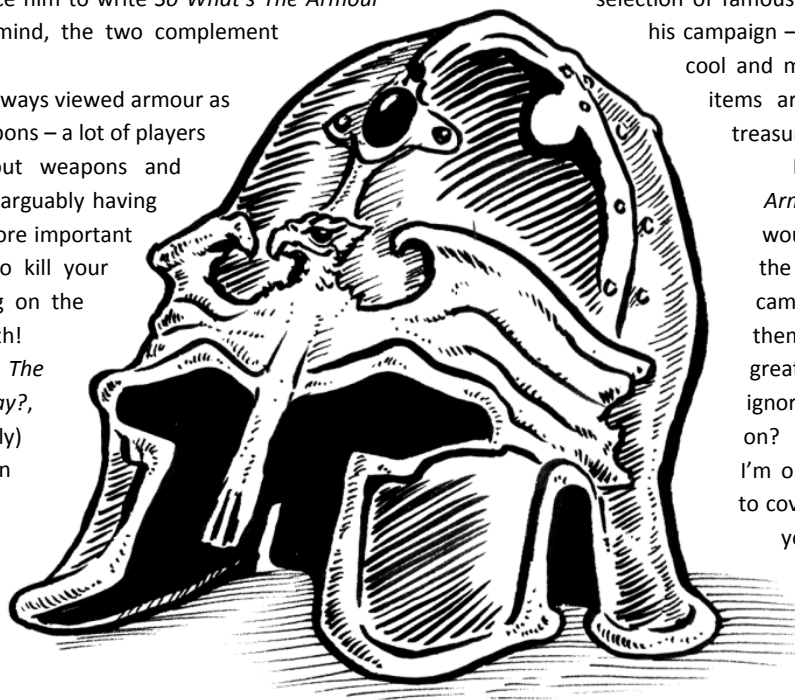
you are pulling off the evil knight is "merely" +1 full plate is kind of boring, but if you are told the breastplate is sculpted into a muscular torso and the helmet has been forged to look like a grinning skull, the armour immediately becomes infinitely more cool and desirable (and probably in this case hard to sell, sadly!)

Of course, that's not all Richard has included. Like he has done previously, he's also included pages of Hooks &

Complications for GM's who want to make certain pieces of armour more than just treasure. Richard has also included a selection of famous armour for the GM to seed in his campaign – owning a unique item is pretty cool and makes the PC feel special. Such items are so much more than "just" treasure to the lucky owner!

I hope you find *So What's The Armour Like, Anyway?* useful. It would be great to hear how using the armour herein enriches your campaign – do the players find them interesting and attach a greater valuable to them or do they ignore the detail and simply move on?

I'm open to suggestions for subjects to cover in upcoming *So What's?* so if you've got an idea, drop me a line. Who knows – you might even end up writing it for Raging Swan!



USING THIS SUPPLEMENT

Player: "Crikey, that was a tough battle! That bandit leader was hard to hit too. What's his armour like?"

GM: "Er, he's wearing chain mail."

Player: "Anything interesting about it?"

GM: "Well, um, it's masterwork."

If the above exchange, or something like it, has ever taken place in your game, this supplement is for you. So *What's The Armour Like, Anyway?* contains descriptions of over 200 interesting and unusual-looking suits of armour and shields of all types – from the standard leather armour, chain mail and full plate to the more exotic armoured kilt, four mirror armour and tatami-do. You can use these descriptions for the armour and shields your PCs come across during the course of their adventures, either as part of a treasure hoard, or, more frequently, worn in combat by an NPC or monster.

All of the armour described in this book is valuable and considered to be of masterwork quality. Some is priced as standard masterwork armour (i.e. 150 gp + base price), while other items are more valuable due to their embellishments or the special materials used in the armour's construction. For example, a heavy shield made from remorhaz hide, set with precious stones and embellished with silver might be worth 1,500 gp.

While the gp values given are for non-magical armour and shields, the tables are also intended to help make standard magic armour more interesting. Your players will be much more interested in "magical gold scale mail from the jungle kingdom of Gopura, made from the decorated scales of a pangolin" than "a suit of +1 scale mail."

The tables of descriptions are divided into the three armour categories – light, medium and heavy – followed by a section on shields and one for other protective items, such as helmets and gauntlets, making it easy for you to find a suitable item. Alternatively, roll on the table below to generate an armour category, and then use the relevant table to pick randomly.

D20	ARMOUR CATEGORY
1-5	Light armour
6-10	Medium armour
11-14	Heavy armour
15-18	Shields
19-20	Other items

The penultimate section presents five famous suits of armour and shields in more detail, complete with names, description, history and other lore.

The final section of this supplement presents hooks and complications to enable the GM to add extra detail to a suit of armour or shield, perhaps to spice things up for the PCs or to act as a springboard into their next adventure.

PERSONAGES AND LOCATIONS

Many of the objects listed in this supplement reference specific persons or locations. Some belong to the Lonely Coast campaign setting (a free download from ragingswan.com) while others are simply placeholder names to be changed at the GM's whim.

IDENTITY AND VALUE

Characters can use the Appraise skill to identify and value recovered armour. At the GM's discretion characters with ranks in Craft (armour) or Profession (armourer) may gain a bonus to these checks.

DC 20 Appraise: Values and identifies a common suit of armour or shield.

DC 25 Appraise: Values and identifies a rare or exotic suit of armour or shield.

DC 25 Appraise: Determines if the armour has magical properties.

Failure by 4 or less: Armour identified and valued to within 20% of true value.

Failure by 5 or more: Armour's price is wildly inaccurate.

GLOSSARY

This supplement uses several uncommon terms to describe parts of the armours detailed herein.

Couter: The couter is the defence for the elbow in a piece of plate armour. Initially just a curved piece of metal, as plate armour progressed the couter became an articulated joint.

Gardbrace: Extra plate that covers the front of the shoulder, worn over top of a pauldron.

Gorget: A steel or leather collar designed to protect the throat.

Pauldron: A piece of plate armour for the shoulder and the uppermost part of the arm, often overlapping the adjacent parts of the chest and back.

Poleyn: A component of medieval and Renaissance armour that protected the knee.

Tasset: A piece of plate armour designed to protect the upper legs.

Vambrace: Defences for the forearm worn as part of a suit of plate armour.



LIGHT ARMOUR

Light armour, including padded armour, leather and chain shirts, is commonly worn by rogues and bards, as well as pirates and others who favour manoeuvrability over the potential to absorb the impact from weapon strikes. Inexpensive to buy, it is also often worn by city guards, common soldiers and bandits.

D%	VALUE	DESCRIPTION
01-02	155 gp	Dark purple padded armour, finished with gold thread and bearing a copper bull's head on the left breast.
03-04	155 gp	Haramaki (a sash worn around the stomach for protection), of crimson silk and lined with black metal plates etched with the Keiwanese characters for "Strength", "Endurance" and "Agility."
05-06	155 gp	Padded armour of drab olive-green quilted cloth, trimmed with wolf fur.
07-08	155 gp	Knee-length padded armour of quilted red cloth, embroidered in gold thread with fiery symbols.
09-10	160 gp	Leather armour dyed silvery-grey and with silver trim, it has two angel wings etched into the backplate.
11-12	160 gp	Polished suit of black leather armour with a double-headed eagle engraved in the centre of the breastplate.
13-14	170 gp	Armoured kilt consisting of a knee-length leather skirt covered in dozens of small silver plates for additional protection.
15-16	175 gp	Simple padded armour of light brown quilted cloth, trimmed with white and black ermine fur.
17-19	175 gp	Parade armour of the Royal Guard of Kjarran, consisting of a dark red coat reinforced with chain mail, grey breeches, and polished black leather boots. The royal crest is embroidered in gold thread on the right side of the chest.
20-21	175 gp	Blue-grey studded leather armour with silver trim, bearing the crest of the Locher noble family.
22-23	180 gp	Silken ceremonial armour in the Keiwanese style, consisting of cloth robes with a top layer of royal blue silk, decorated with gold brocade patterns, including the <i>mon</i> (emblem) of the Subishi clan, and covered with metal studs.

24-25	180 gp	Ancient leather armour, consisting of a hard leather breastplate adorned with a bronze eagle, leather vambraces (forearm guards) and a skirt made of leather strips reinforced with metal.
26-28	190 gp	Intricately carved leather armour, covered with abstract spirals and arabesques, and topped with a mail pixane (collar).
29-30	200 gp	Black leather armour designed for a female knight; the pauldrons and breastplate are painted in gold leaf with roses and leaf patterns.
31-33	200 gp	Blood red studded leather armour covered in sharply pointed black steel studs and fastened with toggles made from bear claws.
34-36	200 gp	Skintight and very supple midnight blue leather armour, with a dozen small pockets, some hidden, designed to hold lockpicks and other thieves' tools.
37-38	210 gp	Finely wrought chain shirt with bronze trim, emblazoned with a bronze flame motif in the centre of the chest.
39-40	210 gp	Stylish black leather armour, covered in zigzag patterns and fastened with shark's teeth toggles.
41-42	215 gp	Suit of fine wooden armour, made from leather covered in narrow strips of fire-hardened mahogany. A black spider is painted in the centre of the chest, and another on the back; each has tiny azurite eyes.
43-44	225 gp	Leather armour decorated with a silver tree which fills the whole of the breastplate. An Elven inscription beneath reads, "For Queen Anmarlarien, Our Beloved Protector."
45-46	250 gp	Red and black studded leather of orcish manufacture, marked on the back with a single staring eye tooled in silver.
47-48	250 gp	Light brown elf-made leather armour, decorated with delicate leaf patterns inlaid in gold.
49-50	250 gp	Mustard-coloured quilted cloth armour, lined with layers designed to stop missile weapons, and fastened with silver buttons bearing an oak leaf symbol.

51-52	250 gp	Short-sleeved chain shirt of black steel links, with a silver falcon badge in the centre of the chest; the falcon has a single eye of deep black jet.
53-54	275 gp	Green leather armour designed for a woman, with a high collar and black trim, fastened by four bronze buckles across the front.
55-56	275 gp	Suit of dark brown studded leather armour; its pauldrons are trimmed with gold, and it has a gold dragon's head beneath the gorget.
57-58	300 gp	Deep blue padded armour, with marine motifs, including waves and ships, embroidered on to it in silver thread, and with a leaping dolphin badge made from silver stitched on to the front.
59-60	300 gp	Slim-fitting leather armour made for a female elf, studded with small brass rivets, and with silver pauldrons to give the wearer extra protection.
61-62	325 gp	Lamellar cuirass, made from red lacquered leather plates bound together and fitted over a silk shirt; the cuirass is decorated with gold patterns.
63-64	350 gp	Black studded leather armour with pauldrons carved with grinning demonic faces, and a belt with a silver buckle in the shape of a leering fiend's face.
65-66	350 gp	Dark brown studded leather armour with gold-trimmed collar, pauldrons and vambraces, and a gold skull and crossbones badge embedded in the centre of the chest.
67-68	375 gp	Iridescent padded armour, fashioned from exotic metallic cloth to look like the scintillating scales of a snake.
69-70	400 gp	Halfling-sized leather armour, its breastplate embellished with golden grapes, vines and hops.
71-72	400 gp	Red leather armour beautifully designed in a draconic style, complete with dragon-shaped helm and "scaled" breastplate, pauldrons and gauntlets.
73-74	450 gp	Black studded leather armour with conical studs fashioned from silver, and a fine collar decorated with red garnets.

75-76	450 gp	Dove grey studded leather armour with polished steel buttons, finished off with a belt featuring a gold lion's head buckle.
77-78	500 gp	Leather armour made from dark green and black mottled snakeskin, and decorated with silver spiral patterns.
79-80	500 gp	Elven leather armour, decorated with electrum tooling depicting scenes from the Winter Court of the Fey on the front and back.
81-82	600 gp	Strange-looking leaf armour, created from huge leathery leaves by druidic magic and alchemical compounds. As effective as studded leather, the armour is painted with primal whorls and spiral patterns.
83-84	600 gp	Elf-made leather armour, dyed mottled greens and browns, decorated in relief with swirling leaf patterns.
85-86	750 gp	Chain shirt made from delicately wrought blue-tinged links, with aquamarines inset into the collar and cuffs.
87-88	900 gp	White studded leather armour, with a rearing white dragon with red garnet eyes engraved into the centre of the chest.
89-90	1,000 gp	Bejewelled studded leather made from crocodile skin and embellished with crocodile teeth.
91-92	1,500 gp	Chain shirt made from gold-plated links, topped with an ornately decorated gorget of gold plate which protects the neck and shoulders.
93-94	2,000 gp	Leather armour made from the hide of a displacer beast. Its head acts as the helm with two topazes replacing its eyes.
95-96	2,500 gp	Gold chain shirt from the deserts of Khemet, adorned with a beautiful collar of turquoise and gold.
97-98	3,000 gp	Dwarf-sized mithral chain shirt, bearing the Hammerschlag clan rune in platinum, and adorned with four sapphires.
99-100	3,250 gp	Mithral chain mail bikini made for a barbarian warrior princess. Embellished with three fire opals, it is as beautiful as it is impractical as a protective garment.

MEDIUM ARMOUR

Medium armour is something of a trade-off for the wearer – he gains increased protection but at the expense of a loss in speed and agility. This category includes hide armour, scale mail and chainmail, and is often worn by rangers, barbarians, clerics and those warriors who lack the desire (or the training) to fight in heavier armours such as splint mail or plate.

D%	VALUE	DESCRIPTION
01-02	165 gp	Bearskin hide armour, with the head still attached and acting as a helm. Two moonstones replace its eyes.
03-04	175 gp	Black and white hide armour made from the rubbery skin of a killer whale, and embellished with whale teeth.
05-06	180 gp	Kikko armour, made of bronze hexagonal plates sewn on to black silk. Each plate is engraved with a Keiwanese character.
07-08	200 gp	Suit of four mirror armour, consisting of two round bronze plates, each decorated with a sun motif, to protect the front and back, and two rectangular plates at the sides, all worn over chainmail, along with a spiked helmet.
09-10	200 gp	Long black leather coat, adorned with silver buttons and reinforced with iron plates sewn into the lining.
11-12	200 gp	Rainbow-tinged, steel scale mail, fashioned from highly polished fish-like scales.
13-14	210 gp	Lacquered blue leather lamellar armour, with the individual plates stitched together with gold thread.
15-16	225 gp	Copper scale mail, with ornate pauldrons shaped like dragon's heads.
17-18	250 gp	Lamellar armour made from horn plates, painted with gold leaf and stitched together with purple silk.
19-20	250 gp	Striped hide armour made from tigerskin, decorated with a claw necklace and a silver tiger's head belt buckle.
21-22	250 gp	Scale mail, expertly crafted from yellowing bone scales, and topped with a bone helm made from a bull's skull.
23-24	275 gp	Blue hide armour, made from the skin of a behir and inlaid with silvered lightning symbols.

25-26	300 gp	Steel scale mail, adorned with bronze trim and lapis lazuli around the gorget, vambraces and gauntlets.
27-28	300 gp	Chainmail of finely wrought, tightly woven links, bearing the maker's mark of Torrdin Surelock, master armourer.
29-30	325 gp	Long greenish-brown coat of basilisk hide, complete with frills, reinforced with steel plates sewn inside.
31-32	350 gp	Sinister-looking breastplate of dark metal with a grinning skull engraved into the cuirass.
33-34	350 gp	Do-maru (short armoured coat), made from lacquered horn lamellar in alternating horizontal rows of black, gold, green and white.
35-36	350 gp	Fine bronze breastplate, with the emblem of an upraised sword held in a clenched fist inlaid in electrum in the centre of the chest.
37-38	375 gp	Steel lamellar armour, with red silk stitching and trim, and a steel helmet inset with carnelians and topped with a plume of three red macaw feathers.
39-40	375 gp	Sickly mauve-coloured and mottled hide armour, made from the thick skin of a purple worm.
41-42	400 gp	Matt black chainmail, with a fine silk lining to minimize chinking when the wearer moves. Popular with the Gray Rooks, spies and assassins of Kjarran.
43-44	400 gp	Highly polished steel breastplate, bearing the engraved holy symbol of Conn the Lawgiver.
45-46	450 gp	Wyvernskin hide armour with dozens of greenish- yellow reptilian eyes painted on the cuirass and pauldrons.
47-48	450 gp	Scale mail crafted from hard tortoiseshell scales, embellished with gold zigzag designs.
49-50	450 gp	Keiwanese mountain pattern armour, a fine mail coat fashioned from hundreds of small, interlocking steel pieces shaped like the character for the word "mountain."
51-52	475 gp	Silvered breastplate with a swan engraved into the centre of the cuirass; its one eye is of onyx.

53-54	500 gp	Gold scale mail from the jungle kingdom of Gopura, made from the decorated scales of a pangolin.
55-56	500 gp	Elephant hide armour, fastened with scrimshawed ivory buttons depicting scenes of warfare.
57-58	500 gp	Chainmail of blue-tinged steel links, decorated with electrum trim and a silver unicorn symbol above the left breast.
59-60	600 gp	Agile breastplate of finest steel, engraved with beautiful knotwork patterns and inset with three sardonyx gemstones.
61-62	600 gp	Dire boar hide armour, with well-rendered hunting scenes tooled into the cuirass' front and back.
63-64	700 gp	Bronze chainmail of ancient Khemeti manufacture, completed by a gold neckpiece in the shape of a desert vulture.
65-66	700 gp	Steel breastplate covered in arcane symbols of evil and chaos.
67-68	750 gp	Hide armour made in the frozen Northlands from a variety of animal skins and furs, and adorned with a profusion of horns, claws and fangs.
69-70	750 gp	Glistening black steel breastplate of hobgoblin workmanship, with a single yellow eye surrounded by red flames emblazoned in the middle of the chest.
71-72	900 gp	Green dragonhide armour, crafted for a woman, and embellished with flanged pauldrons and gold trim.
73-74	1,000 gp	Fine elven-made silver scale mail, bearing the emblems of Queen Anmarlarien and her court.
75-76	1,000 gp	Bizarre-looking and intimidating suit of scale mail made from the scales and exoskeletons of various demons and devils. The red steel helm is shaped to resemble a leering fiend's horned head.
77-78	1,250 gp	Drow chainmail, made for a female priestess from fine black steel, and embellished in mithral with the house insignia of the Sha'hezazi clan of the city of Dol Felezzan.
79-80	1,250 gp	Gold scale mail made in the Ebon Realm centuries ago by a lost race of fish-men. The ornate helm and vambraces include unsettling tentacles and spiral designs.

81-82	1,500 gp	Silver breastplate designed for a female warrior, with a griffon rampant damascened in gold situated below the chest.
83-84	1,500 gp	Hide armour made from the metallic, armoured skin of a gorgon. The breastplate is decorated with a bull's head design, set with two emerald eyes.
85-86	1,750 gp	Fine suit of chainmail made from pale green, shiny steel rings, with a breastplate and pauldrons decorated with wave-like patterns and studded with small pearls.
87-88	1,750 gp	Lightweight darkleaf cloth hide armour, made from the woven leaves and bark of the darkwood tree. The cuirass is inlaid with a silver oak leaf and set with four dark green alexandrites.
89-90	2,000 gp	Ornately carved silver breastplate depicting a bare-breasted harpy above a pair of lions salient, and surrounded by vines and floral patterns.
91-92	2,000 gp	Dwarven steel breastplate, engraved with the holy symbols of the dwarven gods and inset with yellow-green chrysoberyls and purple amethysts.
93-94	2,500 gp	Red dragonhide armour, designed with impressive-looking ridges, and topped with a dragon's head-shaped helm studded with red spinels.
95-96	4,200 gp	Mithral breastplate of dark elf manufacture, made for a favoured male warrior of the Szorfein fighting college of Dol Felezzan. It depicts the unholy symbol of the Queen of Spiders on the front of the cuirass with an intricate web design on the back.
97-98	4,500 gp	Mithral chainmail of exemplary dwarven workmanship, with pauldrons damascened with gold and a gold grinning troll's face in the centre of the cuirass.
99-100	11,000 gp	Adamantine breastplate engraved with holy scriptures praising the War God, surrounded by a ring of dark indigo schorl gemstones.

HEAVY ARMOUR

The classic image of the mounted knight is a man in heavy armour, usually plate mail, charging his foe with a lance or longsword. Heavy armour is for those skilled in its use who seek maximum protection and are prepared to sacrifice their manoeuvrability. It is a favourite of fighters, paladins, samurai and dwarves.

D%	VALUE	DESCRIPTION
01-03	350 gp	Finely wrought splint mail of alternating bronze and steel strips, with five pale blue moonstones set in the cuirass in a vertical line.
04-05	350 gp	Iron lamellar armour, lacquered dark green, with silver thread used to stitch the plates together. The armour bears the lotus-shaped <i>mon</i> of the Fukigawa clan.
06-08	400 gp	Banded mail made from steel bands, each stamped with a diamond-shaped mark, fastened to a backing of giant lizardskin.
09-10	400 gp	Polished suit of splint mail with gold hawk emblems on the helm and each pauldron. Stamped with a flaming dagger maker's mark.
11-12	450 gp	Steel banded mail with a dragon rampant design etched into the plates making up the front of the cuirass.
13-14	450 gp	Splint mail of blue-tinged steel, with three dark blue iolite gemstones set in the gorget.
15-16	500 gp	Kusari gosoku (samurai chain armour) of finely wrought steel rings, adorned with gold chrysanthemums.
17-18	500 gp	Banded mail with the overlapping steel plates decorated with gold trim; several are engraved with short words of prayer honouring the sun god Darlen.
19-20	600 gp	Battered Small-sized splint mail, made for a captain of the gnomish Loam Warren Guard and embellished with a gold badger crest and yellow-green peridots.
21-22	650 gp	Stone coat, consisting of a breastplate with lamellar plates crafted from polished blue stone and bronze kikko leg protectors.
23-24	700 gp	Steel banded mail crafted in the southern city of Sabtah, engraved with religious verses in swirling calligraphy, praising the God of the Desert Winds.

25-27	750 gp	Dull grey steel half-plate of hobgoblin craftsmanship, with pauldrons shaped like human skulls, and a red dragon's head inlaid in copper on the cuirass.
28-29	750 gp	Banded mail with spiked pauldrons and an oversized gold belt buckle, shaped like a medusa's face with eyes of lapis lazuli.
30-32	800 gp	Fearsome-looking suit of half-plate with a winged, red-plumed helm and a breastplate decorated with grinning goblin faces.
33-35	800 gp	Half-plate with a breastplate engraved with a depiction of the beautiful yet terrifying Goddess of Magic.
36-37	850 gp	Splint mail, embellished with gold flower-shaped roundels on the pauldrons and tassets. A large gold rose is emblazoned in the centre of the cuirass.
38-39	900 gp	Suit of banded mail, damascened with fine silver scrollwork and topped with a plumed helmet set with red jasper gems.
40-41	900 gp	Suit of black half-plate, with silver zigzag patterns on the pauldrons and greaves, and a silver crescent moon in the centre of the breastplate. A helm with a blue plume completes the armour.
42-43	1,000 gp	Iron banded mail, engraved with intricate knotwork designs; the iron helm has ram's horns and is studded with yellow citrines.
44-45	1,000 gp	Suit of agile half-plate with a breastplate engraved with a gold inlaid skull and crossbones design, surrounded by a golden wreath pattern; two small rubies serves as the skull's eyes.
46-47	1,200 gp	Bright red tatami-do samurai armour, of metal lamellar plates and hexagonal kikko over chain mail. The red and black kabuto can be collapsed and folded.
48-49	1,200 gp	Elaborate agile half-plate, crafted from black steel, with flanged pauldrons, couters and poleyns.
50-51	1,250 gp	Dwarven half-plate inlaid with an orichalcum anvil and hammer emblem on the breastplate. The runes for "fire" and "ash" are engraved on the gauntlets.

52-53	1,350 gp	Suit of field plate crafted for a female paladin of Conn the Father and bearing the god's symbol of two hands clasped in a handshake in gold on the breastplate.
54-55	1,500 gp	Gold-plated splint mail, worn as ceremonial armour by the Rajput of Chandarai. The gauntlets and greaves are engraved with images of leaping tigers.
56-57	1,500 gp	Diabolic suit of half-plate of red-tinged steel made for a female antipaladin. The left pauldron is shaped to resemble the face of an alluring female devil, and a serpent is inlaid in greenstone on the breastplate.
58-60	1,650 gp	Suit of full plate with two steel spikes on each pauldron, one on each cowter, and several small spikes on the visored helm. The armour is finished with gold trim.
61-63	1,650 gp	Full plate armour of shining steel, with a bronze crossed sword design damascened into the gauntlets and greaves.
64-65	1,700 gp	Field plate armour with complex swirling patterns inlaid into the steel in gold.
66-68	1,750 gp	Intricately engraved suit of full plate, decorated with an eagle motif, and topped with a splendid winged great helm.
69-70	1,850 gp	Elaborately made red and black o-yoroi (samurai great armour) of lacquered lamellar and iron, with a kabuto helmet decorated with two gold <i>wakidate</i> (side crests) and a fearsome <i>ho-ate</i> mask depicting the visage of an oni.
71-72	2,000 gp	Stoneplate armour of dwarven workmanship, chiselled from basalt and treated with alchemical compounds. Heavy and unwieldy, the armour bears the holy symbols of the dwarven God of Stone.
73-74	2,000 gp	Menacing-looking black spiked full plate with the image of an oversized skull on the breastplate, its mouth full of razor sharp teeth.
75-76	2,000 gp	Black and gold o-yoroi, with a magnificent kabuto adorned with two gold-covered antlers and inscribed with the achievements of the Watashi clan.

77-78	2,250 gp	Electrum full plate armour, with the symbol of Chaos, eight-arrows in a radial pattern, inlaid in the breastplate in red hematite.
79-80	2,500 gp	Suit of full plate with gold fleurs-de-lys damascened on the pauldrons and a gold chalice surrounded by eight black onyx stones in the centre of the cuirass.
81-82	2,500 gp	Gold half-plate crafted for a female warrior, with one pauldron covered in gold scales and much larger than the other.
83-84	2,750 gp	Green steel full plate armour with a rearing behir image inlaid in the cuirass in gold and lapis lazuli.
85-86	3,000 gp	Bizarre-looking suit of agile half-plate made from pieces of pinkish-white coral and carved with scenes of battling aquatic elves, dolphins and sahuagin.
87-88	3,300 gp	Blue dragonhide full plate, decorated with gold trim and studded with green garnets. The open-face helm is adorned with two ostentatious blue and gold wings.
89-90	3,500 gp	Ceremonial suit of full plate with every inch inlaid with intricate gold floral patterns; the two girdbraces depict hunting scenes.
91-92	9,400 gp	Mithral banded mail, fastened to a red leather backing, with bejewelled gauntlets set with red garnets.
93-94	10,000 gp	Mithral splint mail, its vambraces embellished with green and blue sapphires.
95-96	10,750 gp	Mithral and gold full plate of ancient high elven workmanship, built from elegant curved wing-like pieces.
97-98	15,500 gp	Adamantine splint mail made for a dwarven king by the renowned armourer Branulf Forgestoker. The suit is embellished with platinum medallions showing scenes of life in the mountain kingdom of Khazdralhad.
99-100	17,500 gp	Large-sized adamantine lamellar armour forged in the City of Brass by azer slaves for an efreeti sultan, decorated with gold fire sigils and rubies.

SHIELDS

Offering additional protection in combat by providing the means to intercept an arrow or deflect a sword blow, shields are popular with clerics, “sword-and-board” fighters and other types of warrior, and even with bards and druids. Shields vary in size, from small bucklers to massive tower shields, and are most commonly made from wood and metal. They can be round, square, rectangular, scalloped or kite-shaped, and are often decorated with a painted pattern, a beast of some sort, or a combination of the two, to create a heraldic device used to identify the wielder’s identity or allegiance in battle.

D%	VALUE	
01-02	155 gp	Plain round light wooden shield with a bronze boss.
03-04	155 gp	Oval light wooden shield covered in zebra skin, crafted by a Kwali tribesman of the southern savannah.
05-06	155 gp	Black buckler with a brass dragon’s head boss surrounded by eight brass flowers.
07-08	155 gp	Copper buckler, decorated with swirling fiery patterns and arabesques.
09-10	160 gp	Light steel heater shield, with a unicorn rampant argent (silver) painted on a field vert (green)
11-12	160 gp	Round heavy wooden shield painted with a silver octopus on a blue background. The beast holds a different weapon in each tentacle.
13-14	160 gp	Circular light steel shield painted with a red-skinned sneering and drooling goblin face.
15-16	160 gp	Diamond-shaped heavy wooden shield with a black crab painted on a red and blue chequered background.
17-18	165 gp	Klar, a shield made from the large skull of a horned lizard, with a blade attached. The skull is scrimshawed with battle scenes.
19-20	175 gp	Battered and scared rectangular heavy wooden shield painted with a black angry-looking minotaur’s head on a gold field.
21-22	175 gp	Round heavy bronze shield of Viking craftsmanship, engraved with an intertwined serpent eating its own tail.
23-24	175 gp	Diamond-shaped heavy steel shield, decorated with fleur-de-lys patterns in bas-relief.

25-26	180 gp	Tower shield painted dark green and decorated with a fire-breathing gold dragon.
27-28	190 gp	Buckler divided into three segments, each painted a different colour, around a highly polished bronze boss.
29-30	190 gp	Madu, a light steel, round parrying shield, with four bronze studs arranged in a square in the middle, and a pair of sharply pointed antelope horns extending out from opposite sides of the shield.
31-32	200 gp	Elephant hide covered light wooden shield, decorated with painted displacer beast claws.
33-34	200 gp	Rectangular heavy bronze shield decorated with an eagle holding lightning bolts in its talons.
35-36	205 gp	Round darkwood light shield, with twelve silver studs running around the rim, and a silver boss.
37-38	210 gp	Quickdraw light steel heater shield, depicting a stag or (gold) above a chevron or on a field azure (blue).
39-40	210 gp	Round light steel throwing shield with a silver star painted in the centre on a midnight blue field.
41-42	225 gp	Rectangular heavy steel shield painted with four bronze scorpions on a crimson field, arranged around a bronze boss.
43-44	225 gp	Gruesome light shield of boiled leather, decorated with interlocking human bones. A halfling skull acts as the boss.
45-46	225 gp	Dark red leather buckler embossed with a nine-pointed star design in gold.
47-48	250 gp	Heavy wooden shield shaped like an angel’s wing, with delicately carved feathers, painted silver, the whole embellished with gold leaf.
49-50	250 gp	Small oval light wooden shield covered in gnu hide, and painted with tiny dinosaurs, made by the goblins of the Nwango Crater.
51-52	275 gp	Light steel heater shield with five swallows argent (silver) on a field sable (black).
53-54	275 gp	A tall, light-weight tower shield divided into four quarters, two azure (blue) and two or (gold) with a wolf’s head argent (silver) in the centre of each.

55-56	300 gp	Heavy black steel shield with a silver boss in the centre from which six silver lightning bolts radiate out to the rim.
57-58	350 gp	Light steel heater shield carved with the bas-relief image of the horned Forest God, surrounded by leaves damascened in silver.
59-60	400 gp	Round light wooden shield, covered in red lacquer and decorated with gold fish-scale patterns. The centre of the shield is painted with a representation of a smiling Gopuran maharajah.
61-62	400 gp	Round heavy wooden shield covered in white winter wolf fur and adorned with bear's teeth.
63-64	450 gp	Square heavy darkwood shield, painted with a wild boar dormant gules (red) on a field argent (silver).
65-66	500 gp	Heavy black steel kite shield, with a gold rim and three gold crown symbols embossed in the centre.
67-68	500 gp	Heavy shield made from the spiky shell of a young tojanida, and decorated with gold trim.
69-70	500 gp	Leaf-shaped elven darkwood shield, inlaid with vine patterns in mithral and gold.
71-72	600 gp	Light weight black steel shield of drow manufacture, damascened in silver with a delicate spider web pattern; very light weight.
73-74	600 gp	Purple tower shield, inlaid with a silver laurel wreath and edged in gold. The shield's back bears a tally of the owner's kills.
75-76	700 gp	Light black wooden shield inlaid with a skull and crossbones design in mother of pearl.
77-78	750 gp	Light steel shield, engraved with a battle scene depicting Kjarran knights and fierce orcish warriors and decorated with electrum inlay. It is polished to a high sheen.
79-80	750 gp	Light wooden shield covered in krenshar fur and embellished with exotic macaw feathers and jade fetishes.
81-82	800 gp	Heavy white dragonhide shield, with a gold boss shaped like a dragon's head.
83-84	1,000 gp	Light wooden shield covered in gold and inlaid in turquoise and obsidian with a coiled snake design.

85-86	1,000 gp	Heavy steel kite shield, plated in gold and with the image of an owl image inlaid in lapis lazuli in the centre.
87-88	1,500 gp	Round remorhaz hide heavy shield, set with pieces of blue amber and embellished with silver.
89-90	1,750 gp	Green light steel heater shield, with a beautifully realised pegasus in flight inlaid in platinum; its eyes are small pieces of jet.
91-92	2,000 gp	Finely crafted heavy steel shield, engraved with the image of a brave paladin beating back the forces of Hell. The gilt border of the shield is studded with red garnets and spinels.
93-94	2,000 gp	Deep red scalloped heavy steel shield, covered in stylized golden flames surrounding a central image of minarets and onion-domed buildings, also rendered in gold. The towers are studded with precious stones.
95	2,500 gp	Orichalcum heavy round shield engraved with a sunburst design and inlaid with topaz gemstones.
96	3,000 gp	Small steel shield crafted by a gnomish smith, studded with amethysts and damascened in platinum with well-rendered scenes of gnomes defeating their kobold enemies.
97	3,500 gp	Heavy mithral shield of dwarven manufacture, with the names of the kings of Khazdralhad inlaid in orichalcum, and set with a dozen aquamarines.
98	5,000 gp	Diamond-shaped heavy steel shield inlaid with geometric patterns in platinum, red coral and mother of pearl.
99	7,500 gp	Incredibly ornate (and not very practical) jewel-studded and gold-covered round light wooden shield of superior Gopuran craftsmanship, with a diabolic face depicted in the centre.
100	8,000 gp	Heavy wooden shield made from ebony and inlaid with scenes of lost cities in the jungle in ivory and platinum. A huge emerald sits in the middle of the shield.

FAMOUS ARMOUR

This section presents details of five suits of armour and shields, including their names, physical appearance, history, current owner or location and other lore. These items can be used as the objective of an adventure or quest for a party, or just as a significant find in a treasure hoard. For each item, suggestions are given for one or more magical special properties it might have, at the GM's discretion.

DREAD ARMOUR OF PRINCE KASPAR

Kaspar Manilov ruled the tiny, remote and forested Principality of Borgravia, high in the Cloudpeak Mountains, for decades. This distinctive suit of full plate armour once belonged to him and is now rumoured to belong to Basmar Teletz, a wealthy collector.

Kaspar was once a young, idealistic paladin of Darlen the Sun God, who spent his days battling against evil in the dark Borgravian forests. Word of his bold and goodly deeds reached the ears of the secretive Prince of Borgravia, who summoned Kaspar into his presence. The prince, a vampire of considerable age and power, drained Kaspar of his blood, turning him into his vampiric servant and protector.

Such a terrible fall from grace drove Kaspar insane. When the opportunity presented itself, he beheaded his master with his greatsword and freed himself of his influence. There was no opposition from the craven peasants of Borgravia when their former ruler's right hand man took the throne and declared himself Prince Kaspar Manilov.

Kaspar's rule was worse than that of his predecessor's. His propensity for holding public impaling sessions in the town square and ruthless treatment of any opposition led to several unsuccessful attempts from bold adventurers to kill him. Finally, the renowned paladin Sir Ector triumphed over Kaspar, slaying him in his castle, but only at the cost of his own life.

Appearance: This is an impressive suit of black full plate armour, embellished with spiked pauldrons and vambraces. The breastplate is damascened in gold with a skeletal bat design, wings spread wide, and the poleyns bear gold demonic faces.

Base value: 1,750 gp.

Suggested magical properties: *undead controlling, unrighteous.*

LINMAEDROS' ARMOUR

This suit of mithral chainmail was made for Linmaedros, last of the Star Elf lords and ruler of the treetop-city of Aendrithil. He died wearing it while defending his palace from invading aberrant creatures from the Realms Beyond.

The warlocks of the Star Elves had long made arcane pacts of power with the Lords and Ladies of the Fey, but a hundred years

ago a small cabal of these mages began communicating with alien forces from beyond the stars. The warlocks were tricked into opening a dimensional rift which allowed dozens of bizarre, unnatural creatures to pour forth into Aendrithil. After slaying many elves in cruel and unusual ways, the aberrations reversed the portal and pulled the whole city into their alien realm, never to be seen again.

From time to time, artefacts belonging to the Star Elves and their lost city appear in the Material Plane. Linmaedros' armour is one of these items. It was last seen on a skeletal corpse in a ruined tower somewhere in the Blasted Steppes.

Appearance: This is an elegant and lightweight suit of mithral elven chainmail, with platinum pauldrons, gauntlets and tassets shaped like overlapping leaves and a large platinum maple leaf, inlaid with gold, emblazoned in the centre of the breastplate. It is treated as light armour.

Base value: 6,000 gp.

Suggested magical properties: *invulnerability, spell resistance.*

O-YOROI OF WATASHI JIRO

This finely crafted samurai armour was worn by the famous warlord and daimyo Watashi Jiro. Jiro was one of the emperor's most trusted and loyal vassals, and also his cousin. As ruler of Nishisan Province, he was responsible for dealing with an infamous group of vicious bakemono and several gangs of bandits, as well as single-handedly defeating a marauding oni that had come down out of the mountains.

Jiro's downfall occurred when he was seduced and tricked by a kitsune (fox spirit). After a night of passion with a woman he took to be a beautiful geisha, the kitsune told him she was Summer Breeze, the emperor's favourite concubine.

Jiro thought he had betrayed the trust of the emperor and must therefore either commit seppuku or go into exile as a ronin. He chose exile, and disappeared into the wilderness, taking the name Taganaka. He lives to this day as a ronin, fighting against evil and helping those in need of a strong sword arm. Taganaka kept his katana but sold his o-yoroi to a merchant, and it has changed hands several times since.

Appearance: The armour is a magnificent suit of black and gold o-yoroi, with a black kabuto topped with a bright green fish crest, and a gold *ho-ate* mask sporting a long white beard. Black and gold are the colours of the Watashi clan, and the armour is decorated with gold seals bearing the clan *mon*, a carp.

Base value: 2,000 gp.

Suggested magical properties: *fortification, invulnerability, or functions as breastplate of command.*

ROYAL ASSASSIN'S CATSUIT

This suit of leather armour once belonged to Shadowglide, Royal Assassin of Kjarran. Reporting directly to the king himself, the royal assassin subtly removes obstacles to the peaceful governance of the kingdom, at home and abroad.

Shadowglide, originally a master cat-burglar named Anja, was appointed to the role after being saved from the noose by the royal chancellor, and received specialist training from the king's spymaster general. She carried out a number of daring assassinations for the previous queen and current king of Kjarran, including poisoning the king's own brother and his bride at their wedding feast, and slitting the throat of a gnoll warlord as he slept in his well-guarded yurt.

Shadowglide disappeared without trace a few years ago after successfully carrying out a mission to kill her own grandfather, the capo dei capi in the city of Ashenden. The position of royal assassin is currently vacant, and the *catsuit* is said to be still in Shadowglide's possession.

Appearance: This tight-fitting, supple black leather armour was custom made for a slim woman of medium height. Decorated all over with beautifully rendered images of panthers stalking their prey, the suit has a slim throwing knife hidden in a secret slot in the left greave.

Base value: 500 gp.

Suggested magical properties: *glamered, improved shadow, shadow.*

UNIQUE ARMOUR

Adding a history and special appearance can go a long way to making magical armour truly remarkable and memorable. In a world where magic can be bought and sold like any other commodity, unique items hold a special value. After all, anyone can own suit of a *+1 chainmail* but only one person can wear the famed armour of Linmaedros, last lord of the Star Elves.

If you are planning to add such an item into your campaign consider letting the PCs hear rumours of the armour in question (and others) some time before they finally encounter it. Famed suits of armour may have an even greater reputation than the hero (or villain) wearing them and could be the subject of many tavern tales. Perhaps the villain they hunt is renowned for wearing the Dread Armour of Prince Kaspar in battle?

Alternatively, you can add details of legendary armour into a PC's background – perhaps a dwarf has heard rumours of the Shield of Nazares' location and wants to adventure to gain the skills and knowledge necessary to recover it. Making the weapon the focus of a personal quest makes its final acquisition so much more meaningful for the PC.

SHIELD OF NAZARES

This round heavy steel shield was forged centuries ago by the dwarves of Khazdralhad and given as a gift to the legendary human hero Nazares for helping them drive back the Things Beneath, foul creatures of elemental evil disturbed by mines dug too deep into the earth.

Nazares was born the son of the ruler of a kingdom long since forgotten in history. His father told him he must prove himself worthy to rule by travelling the world, performing heroic deeds. When he had done enough, he could return home and the king would abdicate in favour of his son, but not before.

Nazares' accomplishments were many and varied. As well as battling the Things Beneath Khazdralhad, Nazares slew the Iron Hound of Brokkara with his bare hands, shot a desert roc out of the sky with a single, well-aimed arrow, and rolled the three Great Carlogian Boulders back into their rightful places atop Mount Jargred.

Nazares never went back to rule the kingdom. He continued to wander the world, performing heroic deeds until he was an old man and could barely swing his sword. He died peacefully in his sleep at a roadside inn. The whereabouts of the shield are unknown but the dwarves of Khazdralhad are keen to recover it.

Appearance: This steel shield is covered with intricate carvings inlaid with gold, silver and platinum, arranged in three concentric circles. The outer circle depicts the dwarves and Nazares fighting side by side against the Things Beneath, great worm-like terrors with jagged teeth. The middle circle shows some of Nazares' other notable achievements, including the defeat of the Dragon of Kosdren, and the central circle depicts a the hero's bucolic homeland.

Base value: 750 gp.

Suggested magical properties: *arrow deflection, bashing.*

FAMOUS ARMOUR BY BASE PRICE

500 gp: Royal Assassin's Catsuit

750 gp: Shield of Nazares

1,750 gp: Dread Armour of Prince Kaspar

2,000 gp: O-Yoroi of Watashi Jiro

6,000 gp: Linmaedros' Armour

FAMOUS ARMOUR BY TYPE

Shield: Shield of Nazares

Light Armour: Linmaedros' Armour, Royal Assassin's Catsuit

Heavy Armour: Dread Armour of Prince Kaspar, O-Yoroi of Watashi Jiro

HOOKS & COMPLICATIONS

Sometimes a suit of armour or shield taken in battle or found as treasure has an interesting back-story, or there might be something odd about the item that leads to further adventures. This section presents tables of potential adventure hooks and other complications the GM can add to the armour. Either roll or pick something suitable.

TABLE 1: PREVIOUS OWNERS

At the GM's discretion, PCs making a DC 20 Knowledge (history) or (local) check can learn more about an armour's former owner.

D20	THE ARMOUR...
1	was worn by the evil warlord Kronzak the Unforgiving when he met his doom at the hands of his trusted manservant, Ponten Chall.
2	belonged to the dwarf hero Theirin Orcsmiter and was passed on to his son following his tragic death.
3	was the favourite garment of Bloody Marja, flame-haired pirate captain of the <i>Drunken Medusa</i> .
4	was stolen from the thoroughly nasty half-orc warrior Skaar Flatnose. He will be very angry indeed if he runs into someone else wearing it.
5	was the prized possession of the bounty hunter Elarik Swiftwater until he lost in a game of cards. He is willing to offer double its value to get it back.
6	was worn by the female elf Gwaelen Calafas on her ill-fated expedition to the Blasted Steppes.
7	belonged to the respected and wise daimyo of Kawari Province, Fukigawa Shen.
8	was a gift from the efreeti sultan Numair Al-Qabid to the ruler of the city of Sabtah.
9	was stolen by the halfling rogue Myrtle Thornberry from the treasured arms and armour collection of arrogant noble Basmar Teletz. Basmar will offer first money, then violence to get it back.
10	was a gift to the Crown Prince of the dwarven mountain kingdom of Khazdralhad. A dwarf who wears the armour may be mistaken for His Royal Highness.
11	was worn by the swashbuckler Benito Silvestre of the Brave Avengers of Albany when he won his duel against the Black Prince of Gloomdeep.
12	once belonged to Sir Throndas, martyred paladin of the War God. A PC wearing the armour might be accused of sacrilegious behaviour.
13	was abandoned in the burning heat of the Scorched Wastes by the elf ranger Ella Starbright.
14	was awarded as first prize in last year's Victory Games to Gerd Hot-Head, Northlands warrior.
15	belongs to the Baudry noble family of Kjaran and bears their heraldry.
16	sank to the bottom of the Coral Sea when Felius Ereby, warrior and landlubber, tumbled overboard.
17	was looted from the tomb of Drystan Mirald, high

	priest of Darlen. Its new owner is subject to terrible dreams until it is returned.
18	went missing from the stalactite tower of Clan Z'resstan'ri in the drow city of Dol Felazzan.
19	was lost in battle with the giants of the Rimefrost Rift by the barbarian Mermadak Bear-Hearted.
20	was worn by the bold knight Abu Yabuq as he led his armies in the Great Crusade.

TABLE 2: OTHER COMPLICATIONS

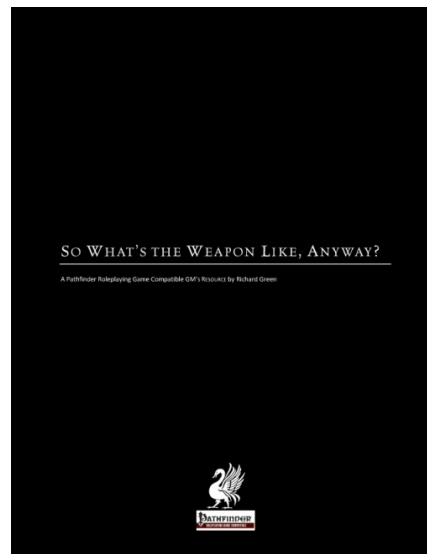
A DC 20 Perception check may reveal something about the armour or an unusual feature may be revealed through use.

D20	THE ARMOUR...
1	feels strangely cold when worn.
2	is made up of parts from two different suits; some pieces fit the wearer better than others.
3	is made of fragile materials and gains the broken condition if the wearer suffers a critical hit.
4	glows with a pale blue light when worn under a full moon.
5	has a note reading "bring this to Oglander Trell" stitched into the lining.
6	is capable of animating itself and walking around when left unattended.
7	is made for a very small or very large individual and is uncomfortable for an average-sized person to wear (-1 additional armour check penalty).
8	has seen a lot of use and is bashed and dented in places. It needs repairing by a skilled armourer to realise its full value.
9	has symbols of nine Princes of Hell hidden among the otherwise innocent patterns which decorate it.
10	is infested with fleas.
11	was forged on the Plane of Fire and is tougher than normal, granting the wearer damage reduction -/2
12	is inscribed with the name "Aendrithil" – an elven city which vanished overnight a century ago.
13	stinks of blood and old sweat.
14	is identical to a suit worn by a warrior in a religious painting supposedly prophesising the End of Days.
15	bears the symbol of the Great Library of the Central Labyrinth.
16	appears to be magical but isn't, as per <i>magic aura</i> .
17	is inscribed with elvish writings that only appear in the light of the rising sun. They read "Blessed are the Lords and Ladies of the Courts of Winter."
18	was scarred by the acidic blood of the black dragon Darkwing.
19	has rusted in places.
20	has a tiny symbol of a bat etched into the left vambrace.

SO WHAT'S THE WEAPON LIKE, ANYWAY?

The PCs stand triumphant over the bloodied bodies of their fallen enemies. As they bind their wounds and begin to loot the corpses they ask, "So what's that fighter's weapon like, anyway?" An answer such as "it's a masterwork longsword" is somewhat of an anticlimax, but who has the time to prepare detailed weapon descriptions these days given that the PCs will probably just sell it?

So What's the Weapon Like, Anyway? banishes this problem by providing hundreds of detailed items for the busy GM to immediately use in his campaign.



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The PCs stand triumphant over the bloodied bodies of their fallen enemies. As they bind their wounds and begin to loot the corpses they ask, “So what’s that fighter’s armour like, anyway?” An answer such as “it’s a masterwork suit of chainmail” is somewhat of an anticlimax, but who has the time to prepared detailed armour descriptions these days given that the PCs will probably just sell it?

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