A LITTLE LESS PREP. A LITTLE MORE WONDER.

Magic armor

Thirty-two enchanted armors and shields, with defenses worth a second look.



How to use. Roll d100; read 00 as 100. An asterisk (*) means attunement is required. Armor AC already includes any listed magic bonus; a shield shows its total AC addition. Open the linked card for training, Strength, Stealth, activation and full curse rules.

d100	Armor / shield	Rarity	AC and magic
01-05	**Mithral Armor (Chain Shirt)**	Uncommon	AC 13 + Dex (max 2); Under clothes; no Strength requirement or Stealth Disadvantage.
06-10	**Mithral Armor (Breastplate)**	Uncommon	AC 14 + Dex (max 2); Under clothes; no Strength requirement or Stealth Disadvantage.
11-14	**Mithral Armor (Plate)**	Uncommon	AC 18; Under clothes; removes normal Strength/Stealth restrictions.
15-18	**Adamantine Armor (Breastplate)**	Uncommon	AC 14 + Dex (max 2); Critical Hits against you become normal hits.
19-22	**Adamantine Armor (Half Plate)**	Uncommon	AC 15 + Dex (max 2); Critical Hits against you become normal hits.
23-26	**Adamantine Armor (Plate)**	Uncommon	AC 18; Critical Hits against you become normal hits.
27-30	**Shield (+1)**	Uncommon	AC +3; Total shield AC bonus shown; needs a hand to wield.
31-34	**Leather Armor (+1)**	Rare	AC 12 + Dex; Includes its +1 magic AC bonus.
35-38	**Chain Shirt (+1)**	Rare	AC 14 + Dex (max 2); Includes its +1 magic AC bonus.
39-42	**Breastplate (+1)**	Rare	AC 15 + Dex (max 2); Includes its +1 magic AC bonus.
43-45	**Plate Armor (+1)**	Rare	AC 19; Includes its +1 magic AC bonus.
46-48	**Glamoured Studded Leather**	Rare	AC 13 + Dex; +1 included; Bonus Action: illusory clothing/armor appearance.
49-51	**Elven Chain Shirt**	Rare	AC 14 + Dex (max 2); +1 included; wearer counts as trained with this armor.
52-54	**Elven Chain Mail**	Rare	AC 17; +1 included; wearer counts as trained with this armor.
55-57	**Armor of Resistance (Leather Armor)** *	Rare	AC 11 + Dex; Resistance to one damage type; GM chooses or rolls on card.
58-60	**Armor of Resistance (Breastplate)** *	Rare	AC 14 + Dex (max 2); Resistance to one damage type; GM chooses or rolls on card.

Your table, your treasure. Custom rarity odds: uncommon 30%, rare 45%, very rare 20%, legendary 5%. B/P/S means Bludgeoning, Piercing and Slashing. Do not add a magic AC bonus twice. Normal armor restrictions still apply unless the item changes them. Cursed results are GM-facing.

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d100	Armor / shield	Rarity	AC and magic
61-63	**Armor of Resistance (Plate)** *	Rare	AC 18; Resistance to one damage type; GM chooses or rolls on card.
64-66	**Arrow-Catching Shield** *	Rare	AC +2; Extra +2 AC vs ranged attacks; Reaction can redirect a nearby attack.
67-69	**Shield (+2)**	Rare	AC +4; Total shield AC bonus shown; needs a hand to wield.
70-72	**Shield of Missile Attraction** *	Rare	AC +2; Ranged-weapon Resistance; cursed: nearby ranged-weapon attacks redirect to you.
73-75	**Armor of Vulnerability (Plate Armor)** *	Rare	AC 18; Cursed: resist one of B/P/S; vulnerable to the other two.
76-78	**Studded Leather Armor (+2)**	Very rare	AC 14 + Dex; Includes its +2 magic AC bonus.
79-81	**Breastplate (+2)**	Very rare	AC 16 + Dex (max 2); Includes its +2 magic AC bonus.
82-84	**Dwarven Plate**	Very rare	AC 20; +2 included; Reaction: reduce forced ground movement by up to 10 ft.
85-87	**Dragon Scale Mail** *	Very rare	AC 15 + Dex (max 2); +1 included; Dragon breath save Advantage; one Resistance.
88-89	**Animated Shield** *	Very rare	AC +2; Bonus Action: shield hovers for up to 1 minute, leaving hands free.
90-91	**Spellguard Shield** *	Very rare	AC +2; Magic save Advantage; spell attacks have Disadvantage against you.
92-93	**Demon Plate Armor** *	Very rare	AC 19; +1 included; clawed unarmed strikes. Cursed: cannot freely doff.
94-95	**Shield (+3)**	Very rare	AC +5; Total shield AC bonus shown; needs a hand to wield.
96-97	**Plate Armor of Etherealness** *	Legendary	AC 18; Magic action: Etherealness, 1/dawn; ends if armor is removed.
98-99	**Plate Armor (+3)**	Legendary	AC 21; Includes its +3 magic AC bonus.
00	**Armor of Invulnerability** *	Legendary	AC 18; Resist B/P/S; Magic action: immune for 10 min, 1/dawn.

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