



JFS Deasiz 2007

Buck-A-Batch Magic Armor

For use with the 4th Edition

**DUNGEONS
& DRAGONS**
ROLEPLAYING GAME

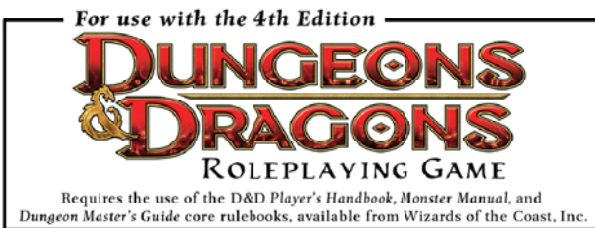
Requires the use of the D&D Player's Handbook, Monster Manual, and
Dungeon Master's Guide core rulebooks, available from Wizards of the Coast, Inc.

Buck-A-Batch Magic Armor

For 4th Edition Dungeons & Dragons

Writing/Layout ✦ Matt Kline
Editing ✦ Sam Kessler

© 2008 Creation's Edge Games
www.creationsedgames.com



DUNGEONS & DRAGONS, the DUNGEONS & DRAGONS Compatibility Logo, D&D, PLAYER'S HANDBOOK, DUNGEON MASTER'S GUIDE, and MONSTER MANUAL are trademarks of Wizards of the Coast, Inc. in the USA and other countries and are used with permission. Certain materials, including 4E References in this publication, D&D core rules mechanics, and all D&D characters and their distinctive likenesses, are property of Wizards of the Coast, Inc., and are used with permission under the Dungeons & Dragons 4th Edition Game System License. All 4E References are listed in the 4E System Reference Document, available at www.wizards.com/d20. DUNGEONS & DRAGONS 4th Edition PLAYER'S HANDBOOK, written by Rob Heinsoo, Andy Collins, and James Wyatt; DUNGEON MASTER'S GUIDE, written by James Wyatt; and MONSTER MANUAL, written by Mike Mearls, Stephen Schubert and James Wyatt
© 2008 Wizards of the Coast, Inc. All rights reserved.

Lvl	Name	Price (gp)	Categories
2	Armor Of Shields +1	520	Plate
2	Arrowmeld Armor +1	520	Any
2	Flamechannel Armor +1	520	Any
2	Frostchannel Armor +1	520	Any
2	Lightning Robe +1	520	Cloth
2	Quickstep Armor +1	520	Any
2	Robe of Righteousness +1	520	Cloth
2	Slip-Slick Armor +1	520	Chain, Scale, Plate
2	Spellshield Armor +1	520	Chain, Scale, Plate
2	Thunderstrike Armor +1	520	Any
3	Armor of Damage Adaption +1	680	Any
3	Fostbane Armor +1	680	Any
3	Mirrorstrike Armor +1	680	Leather, Chain, Scale, Plate
3	Pivotstrike Armor +1	680	Any
3	Verdant Armor +1	680	Cloth, Leather, Hide
3	Zonestep Armor +1	680	Any
4	Deathshroud Robe +1	840	Cloth
4	Spellstrike Robe +1	840	Cloth
5	Armor of Repulsion +1	1,000	Chain, Scale, Plate
5	Chain-Burst Armor +1	1,000	Chain
5	Defender's Armor +1	1,000	Any
5	Flailing Armor +1	1,000	Chain, Scale, Plate
5	Webweave Armor +1	1,000	Cloth, Leather, Hide
6	Armor of Reckless Assault +2	1,800	Chain, Scale, Plate
6	Bloodfiend Armor +2	1,800	Any
7	Armor Of Shields +2	2,600	Plate
7	Arrowmeld Armor +2	2,600	Any
7	Flamechannel Armor +2	2,600	Any
7	Frostchannel Armor +2	2,600	Any
7	Lightning Robe +2	2,600	Cloth
7	Quickstep Armor +2	2,600	Any
7	Robe of Righteousness +2	2,600	Cloth
7	Slip-Slick Armor +2	2,600	Chain, Scale, Plate
7	Spellshield Armor +2	2,600	Chain, Scale, Plate
7	Thunderstrike Armor +2	2,600	Any
8	Armor of Damage Adaption +2	3,400	Any
8	Mirrorstrike Armor +2	3,400	Leather, Chain, Scale, Plate
8	Pivotstrike Armor +2	3,400	Any
8	Verdant Armor +2	3,400	Cloth, Leather, Hide
8	Zonestep Armor +2	3,400	Any
9	Deathshroud Robe +2	4,200	Cloth
9	Spellstrike Robe +2	4,200	Cloth
10	Armor of Repulsion +2	5,000	Chain, Scale, Plate
10	Chain-Burst Armor +2	5,000	Chain
10	Defender's Armor +2	5,000	Any
10	Flailing Armor +2	5,000	Chain, Scale, Plate
10	Webweave Armor +2	5,000	Cloth, Leather, Hide

Lvl	Name	Price (gp)	Categories
11	Armor of Reckless Assault +3	9,000	Chain, Scale, Plate
11	Bloodfiend Armor +3	9,000	Any
12	Armor Of Shields +3	13,000	Plate
12	Arrowmeld Armor +3	13,000	Any
12	Flamechannel Armor +3	13,000	Any
12	Frostchannel Armor +3	13,000	Any
12	Golembane Armor +3	13,000	Chain, Scale, Plate
12	Lightning Robe +3	13,000	Cloth
12	Quickstep Armor +3	13,000	Any
12	Robe of Righteousness +3	13,000	Cloth
12	Slip-Slick Armor +3	13,000	Chain, Scale, Plate
12	Spellshield Armor +3	13,000	Chain, Scale, Plate
12	Thunderstrike Armor +3	13,000	Any
13	Armor of Damage Adaption +3	17,000	Any
13	Mirrorstrike Armor +3	17,000	Leather, Chain, Scale, Plate
13	Pivotstrike Armor +3	17,000	Any
13	Verdant Armor +3	17,000	Cloth, Leather, Hide
13	Zonestep Armor +3	17,000	Any
14	Deathshroud Robe +3	21,000	Cloth
14	Spellstrike Robe +3	21,000	Cloth
15	Armor of Repulsion +3	25,000	Chain, Scale, Plate
15	Chain-Burst Armor +3	25,000	Chain
15	Defender's Armor +3	25,000	Any
15	Flailing Armor +3	25,000	Chain, Scale, Plate
15	Webweave Armor +3	25,000	Cloth, Leather, Hide
16	Armor of Reckless Assault +4	45,000	Chain, Scale, Plate
16	Bloodfiend Armor +4	45,000	Any
17	Armor Of Shields +4	65,000	Plate
17	Arrowmeld Armor +4	65,000	Any
17	Flamechannel Armor +4	65,000	Any
17	Frostchannel Armor +4	65,000	Any
17	Golembane Armor +4	65,000	Chain, Scale, Plate
17	Lightning Robe +4	65,000	Cloth
17	Quickstep Armor +4	65,000	Any
17	Robe of Righteousness +4	65,000	Cloth
17	Slip-Slick Armor +4	65,000	Chain, Scale, Plate
17	Spellshield Armor +4	65,000	Chain, Scale, Plate
17	Thunderstrike Armor +4	65,000	Any
18	Armor of Damage Adaption +4	85,000	Any
18	Mirrorstrike Armor +4	85,000	Leather, Chain, Scale, Plate
18	Pivotstrike Armor +4	85,000	Any
18	Verdant Armor +4	85,000	Cloth, Leather, Hide
18	Zonestep Armor +4	85,000	Any
19	Deathshroud Robe +4	105,000	Cloth
19	Spellstrike Robe +4	105,000	Cloth
20	Armor of Repulsion +4	125,000	Chain, Scale, Plate

Lvl	Name	Price (gp)	Categories
20	Chain-Burst Armor +4	125,000	Chain
20	Defender's Armor +4	125,000	Any
20	Flailing Armor +4	125,000	Chain, Scale, Plate
20	Webweave Armor +4	125,000	Cloth, Leather, Hide
21	Armor of Reckless Assault +5	225,000	Chain, Scale, Plate
21	Bloodfiend Armor +5	225,000	Any
22	Armor Of Shields +5	325,000	Plate
22	Arrowmeld Armor +5	325,000	Any
22	Flamechannel Armor +5	325,000	Any
22	Frostchannel Armor +5	325,000	Any
22	Golembane Armor +5	325,000	Chain, Scale, Plate
22	Lightning Robe +5	325,000	Cloth
22	Quickstep Armor +5	325,000	Any
22	Robe of Righteousness +5	325,000	Cloth
22	Slip-Slick Armor +5	325,000	Chain, Scale, Plate
22	Spellshield Armor +5	325,000	Chain, Scale, Plate
22	Thunderstrike Armor +5	325,000	Any
23	Armor of Damage Adaption +5	425,000	Any
23	Mirrorstrike Armor +5	425,000	Leather, Chain, Scale, Plate
23	Pivotstrike Armor +5	425,000	Any
23	Verdant Armor +5	425,000	Cloth, Leather, Hide
23	Zonestep Armor +5	425,000	Any
24	Deathshroud Robe +5	525,000	Cloth
24	Spellstrike Robe +5	525,000	Cloth
25	Armor of Repulsion +5	625,000	Chain, Scale, Plate
25	Chain-Burst Armor +5	625,000	Chain
25	Defender's Armor +5	625,000	Any
25	Flailing Armor +5	625,000	Chain, Scale, Plate
25	Webweave Armor +5	625,000	Cloth, Leather, Hide
26	Armor of Reckless Assault +6	1,125,000	Chain, Scale, Plate
26	Bloodfiend Armor +6	1,125,000	Any
27	Armor Of Shields +6	1,625,000	Plate
27	Arrowmeld Armor +6	1,625,000	Any
27	Flamechannel Armor +6	1,625,000	Any
27	Frostchannel Armor +6	1,625,000	Any
27	Golembane Armor +6	1,625,000	Chain, Scale, Plate
27	Lightning Robe +6	1,625,000	Cloth
27	Quickstep Armor +6	1,625,000	Any
27	Robe of Righteousness +6	1,625,000	Cloth

Armor of Damage Adaption

This armor changes to better protect the wearer from the type of damage being dealt.

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

Armor: Any

Enhancement: AC

Power (Daily): Immediate Interrupt. You can activate this power after being struck by an attack which deals one of the following damage types: acid, cold, fire, lightning, or thunder. You gain resist 5 + the armor's enhancement bonus to the damage type. The specified resistance is retained until the start of the next day.

Armor of Reckless Assault

This armor rewards the foolhardy actions of its wearer.

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

Armor: Chain, Scale, Plate

Enhancement: AC

Property: You gain a +1 item bonus to your bull rush and charge attack rolls.

Power (Daily): Free Action. Until the end of the encounter you suffer a penalty to your AC and Reflex equal to 2x the armor's enhancement bonus. Your attacks gain an item bonus to damage equal to 2x the armor's enhancement bonus. Your movement is also increased by 1 square.

Armor of Repulsion

This armor can repel dangerous opponents with force.

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

Armor: Chain, Scale, Plate

Enhancement: AC

Property: If a creature deals a critical hit against you in melee combat the amount of damage is reduced by 1d4 and the creature is pushed 1 square.

Level 15 or 20: Damage reduced by 2d4; creature pushed 2 squares.

Level 25 or 30: Damage reduced by 3d4; creature pushed 3 squares.

Power (Daily ♦ Force): Immediate Reaction. When you are hit by a melee attack all enemies within 5 squares of you are dealt 1d4 force and are pushed 1 square. Allies within 5 squares of you can slide 1 square.

Level 15 or 20: Enemies pushed 2 squares; Allies can slide up to 2 squares.

Level 25 or 30: Enemies pushed 3 squares; Allies can slide up to 3 squares.

Armor of Shields

This armor is comprised of a series of metal plates which can be willed to animate and protect your allies.

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

Armor: Plate

Enhancement: AC

Power (Encounter): Free Action. Choose a number of allies up to the amount of your armor's enhancement bonus. Those allies gain a +1 item bonus to their AC until the end of the encounter. Your armor loses an equal amount of its enhancement bonus until the end of the encounter.

Power (Encounter): Immediate reaction. Use this ability when an ally your armor is granting a bonus to is struck by a melee attack. The attack does not count. Re-roll the attack. If it hits again the ally loses their +1 AC bonus.

Arrowmeld Armor

Arrows that strike this armor magically merge with it and become stored for later use.

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

Armor: Any

Enhancement: AC

Property: You gain a resistance to damage from arrows equal to the armor's enhancement bonus.

Power (Encounter): Free Action. You may make a number of attacks equal to the number of arrows you've been struck by during this encounter. Each attack must be against a different target in clear line of sight and within 15 squares of you. These attacks are Dex + the armor's enhancement modifier vs. AC and deal 1d8 points of damage.

Bloodfiend Armor

This armor bears the image of a bat-like demon.

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

Armor: Any

Enhancement: AC

Property: You gain an item bonus to melee damage inflicted on bloodied targets equal to the armor's enhancement bonus.

Power (At-Will): Immediate Reaction. You can use this power when an enemy adjacent to you becomes bloodied. Make a standard melee attack against the target. If you hit the attack deals normal damage + the

armor's enhancement bonus.

Power (Daily): Standard Action. Spend a healing surge. Select a bloodied target within 5 squares of you. That target is dealt 1d8 damage. You are healed for an equal amount.

Level 16 or 21: 2d8 damage.

Level 26: 3d8 damage.

Chain-Burst Armor

A simple looking suit of chainmail armor hides a powerful one-use area attack.

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

Armor: Chain

Enhancement: AC

Power (At-Will): Immediate Reaction. When struck by a melee attack you can will a number of chain links equal to the armor's enhancement bonus to shoot at your attacker. These links deal 1d4 damage each. Spent links magically re-grow at the end of the encounter.

Power (Consumable): Free Action. All enemies within 10 squares of you are dealt 2d10 points damage. Your armor is destroyed.

Level 15 or 20: 4d10 points damage.

Level 25 or 30: 6d10 points damage.

Deathshroud Robe

This dark robe is surrounded by an aura of necrotic energy.

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

Armor: Cloth

Enhancement: AC

Property: You gain a +1 item bonus to your attack roll when using a power with the keyword necrotic.

Power (At-Will ♦ Necrotic): Immediate reaction. When you take damage in combat enemies in squares adjacent to you are dealt an amount of necrotic damage equal to the armor's enhancement bonus.

Power (Daily ♦ Necrotic): Immediate reaction. Use this power when you are struck by a critical hit. Close Burst 8. All enemies within range are dealt 1d6 necrotic with ongoing 2 necrotic (save ends).

Level 14 or 19: 2d6 points necrotic with ongoing 4 necrotic (save ends).

Level 24 or 29: 3d6 points necrotic with ongoing 6 necrotic (save ends).

Defender's Armor

This armor allows you to better defend your allies.

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

Armor: Any

Enhancement: AC

Property: Allies adjacent to you gain a +1 item bonus to their AC. If you also have *Defender's Shield* (See *Buck-A-Batch: Magic Shields*) the bonus applies to allies within 5 spaces of you.

Power (Daily): Immediate Interrupt. Use when an ally adjacent to you is struck by a melee attack. You switch places with the ally. You become the target of the attack.

Level 15 or 20: This power becomes an Encounter power.

Level 25 or 30: This power becomes an At-Will power.

Flailing Armor

This suit of armor is draped with loose hanging lengths of chain.

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

Armor: Chain, Scale, Plate

Enhancement: AC

Property: You gain a +1 item bonus to your attack and damage rolls when using a flail in combat. On a critical hit add the armor's enhancement bonus to the damage.

Power (Daily): Free Action. Make a standard melee attack against each enemy adjacent to you adding the armor's enhancement bonus to your attack roll. Hit: Target is dealt 1d8+2 damage. Miss: Target is dealt 2 damage.

Level 15 or 20: Target is dealt 2d8+2 damage.

Level 25 or 30: Target is dealt 3d8+2 damage.

Power (At-Will): Minor Action. Make a standard range attack against a target up to 5 squares away. Hit: Target is dealt 1d4 damage and is pulled 1 square.

Level 15 or 20: Target is dealt 2d4 damage; pulled 2 squares.

Level 25 or 30: Target is dealt 3d4 damage; pulled 3 squares.

Flamechannel Armor

This armor allows you to redirect fire attacks.

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

Armor: Any

Enhancement: AC

Property: Resist 5 fire. Fire damage dealt to allies within 3 squares of you is reduced by 1.

Power (Encounter): Immediate Reaction. Use this ability when you or an ally within 3 squares of you takes fire

damage. This damage is canceled out. Make a standard ranged attack against an enemy up to 10 squares away. Hit: target is dealt 1d8 + the armor's enhancement bonus in fire damage.

Level 12 or 17: 2d8 + enhancement bonus fire damage.

Level 22 or 27: 3d8 + enhancement bonus fire damage.

Frostchannel Armor

This armor allows you to redirect cold attacks.

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

Armor: Any

Enhancement: AC

Property: Resist 5 cold. Cold damage dealt to allies within 3 squares of you is reduced by 1.

Power (Encounter): Immediate Reaction. Use this ability when you or an ally within 3 squares of you takes cold damage. This damage is canceled out. Make a standard ranged attack against an enemy up to 10 squares away. Hit: target is dealt 1d8 + the armor's enhancement bonus in cold damage.

Level 12 or 17: 2d8 + enhancement bonus cold damage.

Level 22 or 27: 3d8 + enhancement bonus cold damage.

Golembane Armor

This armor feeds off the spark that gives a golem its semblance of life.

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

Armor: Chain, Scale, Plate

Enhancement: AC

Property: A golem that ends its turn in a space adjacent to you is dealt 2 plus the armor's enhancement bonus in damage.

Power (Encounter): Immediate reaction. Use when a golem makes a melee attack against you. The damage from the attack is split between you and the golem.

Power (At-Will): Immediate Interrupt. You can use this power if a golem attempts to enter your space while using its golem rampage ability. The golem is prevented from entering your space. It is dealt 1d10 plus the armor's enhancement bonus in damage. If the space it is halted in is occupied it moves to the closest empty space.

Lightning Robe

This shimmering white robe briefly transforms into living lightning when you are violently struck.

Lvl 2	+1	520gp	Lvl 17	+4	65,000gp
-------	----	-------	--------	----	----------

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

Armor: Cloth

Enhancement: AC

Property: You gain a +1 item bonus to your attack roll when using a power with the keyword lightning.

Power (At-Will) ⚡ Lightning: Immediate reaction. When you take damage in combat enemies in squares adjacent to you are dealt an amount of lightning damage equal to the armor's enhancement bonus.

Power (Daily) ⚡ Lightning: Immediate reaction. Use this power when you are struck by a critical hit. Close Burst 8. All enemies within range are dealt 1d6 lightning.

Level 12 or 17: 2d6 damage.

Level 22 or 27: 3d6 damage.

Mirrorstrike Armor

This armor momentarily takes control of its wearer causing them to duplicate their attack against a second target.

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

Armor: Leather, Chain, Scale, Plate

Enhancement: AC

Power (Encounter): Standard Action. Select a target in an adjacent space in front of you and another in an adjacent space to the rear of you. Make a standard melee attack against one of the targets. If it hits you deal 2w + the armor's enhancement bonus divided equally between the two targets. If the attack misses this power is not considered spent.

Pivotstrike Armor

This armor is designed to offer better offense and defense when flanked by enemies.

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

Armor: Any

Enhancement: AC

Property: You gain resist 2 against damage dealt by creatures while they have flanking bonus against you.

Level 13 or 18: Resist 4 against damage dealt by creatures while they have flanking bonus against you.

Level 23 or 28: Resist 6 against damage dealt by creatures while they have flanking bonus against you.

Power (At-Will): Immediate reaction. Use this ability when you are hit by a melee attack by a creature that has a flanking bonus. You may make a standard melee attack against the creature granting the one that attacked you flanking. Add the armor's enhancement bonus to the damage.

Quickstep Armor

This armor grants you a burst of speed when you need it most.

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

Armor: Any

Enhancement: AC

Property: You may move one additional space when making a charge attack against an opponent.

Power (Encounter): Move Action. You may use this power to double the number of squares you can move for one turn. Your movement is reduced to 1 square for your next turn.

Robe of Righteousness

This pure white robe is surrounded by an aura of radiant energy.

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

Armor: Cloth

Enhancement: AC

Property: You gain a +1 item bonus to your attack roll when using a power with the keyword radiant.

Power (At-Will ♦ Radiant): Immediate reaction. When you take damage in combat enemies in squares adjacent to you are dealt an amount of radiant damage equal to the armor's enhancement bonus.

Power (Daily ♦ Radiant): Immediate reaction. Use this power when you are struck by a critical hit. Close Burst 8. All enemies within range are dealt 1d6 radiant and are dazed (save ends).

Level 14 or 19: 2d6 points radiant.

Level 24 or 29: 3d6 points radiant.

Slip-Slick Armor

This armor appears to have an oily sheen to its surface.

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

Armor: Chain, Scale, Plate

Enhancement: AC

Property: You gain resist 3 damage from blunt melee weapons. When you break a grab attack you may shift a number of squares equal to your armor's enhancement bonus.

Power (At-Will): Immediate Reaction. Use this ability if you fail to escape an enemy's grab attack. You can make a second attempt.

Power (Daily ♦ Zone): Minor Action. Close Burst 5. You

create a zone of slippery ground. While in this zone the following effects are in play: When you or an ally is struck by a melee attack subtract up to 3 points from the damage and slide an equal number of squares. When an enemy is struck by a melee attack they must make a save. If they fail they fall prone. If they succeed they are pushed 1 square. The zone lasts for a number of turns equal to the armor's enhancement bonus or until the end of the encounter.

Spellshield Armor

Several crystals are set within the surface of this armor. They can be willed to detach and circle an ally granting them a defensive bonus against spells.

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

Armor: Chain, Scale, Plate

Enhancement: AC

Property: You gain resist damage from spells equal to the armor's enhancement bonus.

Power (Encounter): Free Action. Choose a number of allies up to the amount of your armor's enhancement bonus. Those allies gain resist 2 to damage inflicted by spells.

Level 12 or 17: Resist 5 to damage inflicted by spells.

Level 22 or 27: Resist 10 to damage inflicted by spells.

Power (Daily): Immediate reaction. Use this ability when you or an ally your armor is granting a bonus to is struck by a spell. The effect of the spell on you or the ally is cancelled.

Spellstrike Robe

In combat this robe can be willed to animate in order to cast spells on your behalf.

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

Armor: Cloth

Enhancement: AC

Power (Daily): Minor Action. Use this power to gain an item bonus equal to the armor's enhancement bonus to a single attack roll when casting a spell. The armor loses its enhancement bonus until the next day.

Power (Encounter): Standard Action. You can only use this ability when you are not wearing the armor. Tossing the armor into an empty adjacent square causes it to animate. The armor can move a number of squares equal to your standard movement rate. You can then cast a spell using the armor as the spells point of origin. The armor collapses to the ground at the end of your turn.

Thunderstrike Armor

This armor allows you to direct the fury of a storm against your foes.

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

Armor: Any

Enhancement: AC

Property: Resist 5 thunder and lightning.

Level 12 or 17: Resist 10 thunder and lightning.

Level 22 or 27: Resist 15 thunder and lightning.

Power (Encounter ♦ Lightning, Thunder): Immediate reaction. Use this power when a creature hits you with a melee attack. The creature is dealt 1d4 lightning damage and 1d4 thunder damage.

Level 12 or 17: 2d4 lightning and 2d4 thunder.

Level 22 or 27: 3d4 lightning and 3d4 thunder.

Power (Daily ♦ Lightning, Thunder): Immediate reaction. Use this power when you are struck by a critical hit. Close Burst 5. You deal 1d6 lightning and 1d6 thunder to all enemy creatures within range.

Level 12 or 17: 2d6 lightning and 2d6 thunder.

Level 22 or 27: 3d6 lightning and 3d6 thunder.

Verdant Armor

This armor appears to be made from living vines, still lush and green.

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

Armor: Cloth, Leather, Hide

Enhancement: AC

Property: Gain an item bonus to stealth checks equal to the armor's enhancement bonus while traveling in wooded areas.

Power (At-Will): Immediate Reaction. This power triggers when you are struck by a melee attack. You can choose to entangle your attacker in vines. An entangled attacker is considered grabbed for a number of turns equal to the armor's enhancement bonus (save ends). You may also choose to end the ongoing effect at the start of your turn. While creatures are entangled your movement is reduced to zero.

Power (Encounter): Free Action. Make a standard range attack against a target up to 5 squares away. If you hit the target is considered grabbed for a number of turns equal to the armor's enhancement bonus (save ends).

Power (Encounter): Free Action. Creatures you currently have grabbed are dealt 1d6 points damage.

Level 12 or 17: 2d6 damage.

Level 22 or 27: 3d6 damage.

Webweave Armor

This cloth armor appears to be made out of thick strands of webbing.

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

Armor: Cloth, Leather, Hide

Enhancement: AC

Property: You may ignore conditions that are a result of natural or magical webbing (such as immobilized, restrained, reduced movement, slowed, etc.)

Power (At-Will): Immediate Reaction. You can trigger this power when you are struck by a melee weapon. The weapon adheres to your armor and your attacker is considered grabbed until they pull the weapon free or let go of it. At the start of their turn they can either attempt to pull their weapon free (an Athletics or Strength check vs your strength ability score + the armor's enhancement bonus) or let it go. While a creature is grabbed your movement is reduced to zero and you may only make attacks against the grabbed creature. You can cancel the armor's grip on a weapon at any time during your turn.

Power (Daily ♦ Arcane, Implement, Zone): As per the wizard's web.

Zonestep Armor

This armor protects you from zone based magic.

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

Armor: Any

Enhancement: AC

Property: You are immune to damage or conditions created by powers or abilities with the zone keyword. You may move one additional square while in a zone.

Power (Encounter): Free Action. You can suspend your immunity to zones for a number of turns equal to the armor's enhancement bonus.

Power (Daily): Minor Action. You cancel out the effects of a zone on allies within 5 spaces of you for a number of turns equal to the armor's enhancement bonus.

The armor illustration on the cover was created
by Pawet Dobosz ©2007

And made available by The Forge Studios
www.theforge.pl

Armor of Damage Adaption

This armor changes to better protect the wearer from the type of damage being dealt.

Armor:	Level:	Bonus:	Value:

Power (Daily): Immediate Interrupt. You can activate this power after being struck by an attack which deals one of the following damage types: acid, cold, fire, lightning, or thunder. You gain resist 5 + the armor's enhancement bonus to the damage type. The specified resistance is retained until the start of the next day.

© 2008 Creation's Edge Games

Armor of Reckless Assault

This armor rewards the foolhardy actions of its wearer.

Armor:	Level:	Bonus:	Value:

Property: You gain a +1 item bonus to your bull rush and charge attack rolls.

Power (Daily): Free Action. Until the end of the encounter you suffer a penalty to your AC and Reflex equal to 2x the armor's enhancement bonus. Your attacks gain an item bonus to damage equal to 2x the armor's enhancement bonus. Your movement is also increased by 1 square.

© 2008 Creation's Edge Games

Armor of Repulsion

This armor can repel dangerous opponents with force.

Armor:	Level:	Bonus:	Value:

Property: If a creature deals a critical hit against you in melee combat the amount of damage is reduced by 1d4 and the creature is pushed 1 square.

Level 15 or 20: Damage reduced by 2d4; creature pushed 2 squares.

Level 25 or 30: Damage reduced by 3d4; creature pushed 3 squares.

Power (Daily + Force): Immediate Reaction. When you are hit by a melee attack all enemies within 5 squares of you are dealt 1d4 force and are pushed 1 square. Allies within 5 squares of you can slide 1 square.

Level 15 or 20: Enemies pushed 2 squares; Allies can slide up to 2 squares.

Level 25 or 30: Enemies pushed 3 squares; Allies can slide up to 3 squares.

© 2008 Creation's Edge Games

Armor of Shields

This armor is comprised of a series of metal plates which can be willed to animate and protect your allies.

Armor:	Level:	Bonus:	Value:

Power (Encounter): Free Action. Choose a number of allies up to the amount of your armor's enhancement bonus. Those allies gain a +1 item bonus to their AC until the end of the encounter. Your armor loses an equal amount of its enhancement bonus until the end of the encounter.

Power (Encounter): Immediate reaction. Use this ability when an ally your armor is granting a bonus to is struck by a melee attack. The attack does not count. Re-roll the attack. If it hits again the ally loses their +1 AC bonus.

© 2008 Creation's Edge Games

Arrowmeld Armor

Arrows that strike this armor magically merge with it and become stored for later use.

Armor:	Level:	Bonus:	Value:

Property: You gain a resistance to damage from arrows equal to the armor's enhancement bonus.

Power (Encounter): Free Action. You may make a number of attacks equal to the number of arrows you've been struck by during this encounter. Each attack must be against a different target in clear line of sight and within 15 squares of you. These attacks are Dex + the armor's enhancement modifier vs. AC and deal 1d8 points of damage.

© 2008 Creation's Edge Games

Bloodfiend Armor

This armor bears the image of a bat-like demon.

Armor:	Level:	Bonus:	Value:

Property: You gain an item bonus to melee damage inflicted on bloodied targets equal to the armor's enhancement bonus.

Power (At-Will): Immediate Reaction. You can use this power when an enemy adjacent to you becomes bloodied. Make a standard melee attack against the target. If you hit the attack deals normal damage + the armor's enhancement bonus.

Power (Daily): Standard Action. Spend a healing surge. Select a bloodied target within 5 squares of you. That target is dealt 1d8 damage. You are healed for an equal amount.

Level 16 or 21: 2d8 damage.

Level 26: 3d8 damage.

© 2008 Creation's Edge Games

Chain-Burst Armor

A simple looking suit of chainmail armor hides a powerful one-use area attack.

Armor:	Level:	Bonus:	Value:

Power (At-Will): Immediate Reaction. When struck by a melee attack you can will a number of chain links equal to the armor's enhancement bonus to shoot at your attacker. These links deal 1d4 damage each. Spent links magically re-grow at the end of the encounter.

Power (Consumable): Free Action. All enemies within 10 squares of you are dealt 2d10 points damage. Your armor is destroyed.

Level 15 or 20: 4d10 points damage.

Level 25 or 30: 6d10 points damage.

© 2008 Creation's Edge Games

Deathshroud Robe

This dark robe is surrounded by an aura of necrotic energy.

Armor:	Level:	Bonus:	Value:

Property: You gain a +1 item bonus to your attack roll when using a power with the keyword necrotic.

Power (At-Will + Necrotic): Immediate reaction. When you take damage in combat enemies in squares adjacent to you are dealt an amount of necrotic damage equal to the armor's enhancement bonus.

Power (Daily + Necrotic): Immediate reaction. Use this power when you are struck by a critical hit. Close Burst 8. All enemies within range are dealt 1d6 necrotic with ongoing 2 necrotic (save ends).

Level 14 or 19: 2d6 points necrotic with ongoing 4 necrotic (save ends).

Level 24 or 29: 3d6 points necrotic with ongoing 6 necrotic (save ends).

© 2008 Creation's Edge Games

Defender's Armor

This armor allows you to better defend your allies.

Armor:	Level:	Bonus:	Value:

Property: Allies adjacent to you gain a +1 item bonus to their AC. If you also have Defender's Shield (*See Buck-A-Batch: Magic Shields*) the bonus applies to allies within 5 spaces of you.

Power (Daily): Immediate Interrupt. Use when an ally adjacent to you is struck by a melee attack. You switch places with the ally. You become the target of the attack.

Level 15 or 20: This power becomes an Encounter power.

Level 25 or 30: This power becomes an At-Will power.

© 2008 Creation's Edge Games

Flailing Armor

This suit of armor is draped with loose hanging lengths of chain.

Armor:	Level:	Bonus:	Value:

Property: You gain a +1 item bonus to your attack and damage rolls when using a flail in combat. On a critical hit add the armor's enhancement bonus to the damage.

Power (Daily): Free Action. Make a standard melee attack against each enemy adjacent to you adding the armor's enhancement bonus to your attack roll. Hit: Target is dealt 1d8+2 damage. Miss: Target is dealt 2 damage.

Level 15 or 20: Target is dealt 2d8+2 damage.

Level 25 or 30: Target is dealt 3d8+2 damage.

Power (At-Will): Minor Action. Make a standard range attack against a target up to 5 squares away. Hit: Target is dealt 1d4 damage and is pulled 1 square.

Level 15 or 20: Target is dealt 2d4 damage; pulled 2 squares.

Level 25 or 30: Target is dealt 3d4 damage; pulled 3 squares.

© 2008 Creation's Edge Games

Flamechannel Armor

This armor allows you to redirect fire attacks.

Armor:	Level:	Bonus:	Value:

Property: Resist 5 fire. Fire damage dealt to allies within 3 squares of you is reduced by 1.

Power (Encounter): Immediate Reaction. Use this ability when you or an ally within 3 squares of you takes fire damage. This damage is canceled out. Make a standard ranged attack against an enemy up to 10 squares away. Hit: target is dealt 1d8 + the armor's enhancement bonus in fire damage.

Level 12 or 17: 2d8 + enhancement bonus fire damage.

Level 22 or 27: 3d8 + enhancement bonus fire damage.

© 2008 Creation's Edge Games

Frostchannel Armor

This armor allows you to redirect cold attacks.

Armor:	Level:	Bonus:	Value:

Property: Resist 5 cold. Cold damage dealt to allies within 3 squares of you is reduced by 1.

Power (Encounter): Immediate Reaction. Use this ability when you or an ally within 3 squares of you takes cold damage. This damage is canceled out. Make a standard ranged attack against an enemy up to 10 squares away. Hit: target is dealt 1d8 + the armor's enhancement bonus in cold damage.

Level 12 or 17: 2d8 + enhancement bonus cold damage.

Level 22 or 27: 3d8 + enhancement bonus cold damage.

© 2008 Creation's Edge Games

Golembane Armor

This armor feeds off the spark that gives a golem its semblance of life.

Armor:	Level:	Bonus:	Value:

Property: A golem that ends its turn in a space adjacent to you is dealt 2 plus the armor's enhancement bonus in damage.

Power (Encounter): Immediate reaction. Use when a golem makes a melee attack against you. The damage from the attack is split between you and the golem.

Power (At-Will): Immediate Interrupt. You can use this power if a golem attempts to enter your space while using its golem rampage ability. The golem is prevented from entering your space. It is dealt 1d10 plus the armor's enhancement bonus in damage. If the space it is halted in is occupied it moves to the closest empty space.

© 2008 Creation's Edge Games

Lightning Robe

This shimmering white robe briefly transforms into living lightning when you are violently struck.

Armor:	Level:	Bonus:	Value:

Property: You gain a +1 item bonus to your attack roll when using a power with the keyword lightning.

Power (At-Will ⚡ Lightning): Immediate reaction. When you take damage in combat enemies in squares adjacent to you are dealt an amount of lightning damage equal to the armor's enhancement bonus.

Power (Daily ⚡ Lightning): Immediate reaction. Use this power when you are struck by a critical hit. Close Burst 8. All enemies within range are dealt 1d6 lightning.

Level 12 or 17: 2d6 damage.

Level 22 or 27: 3d6 damage.

© 2008 Creation's Edge Games

Mirrorstrike Armor

This armor momentarily takes control of its wearer causing them to duplicate their attack against a second target.

Armor:	Level:	Bonus:	Value:

Power (Encounter): Standard Action. Select a target in an adjacent space in front of you and another in an adjacent space to the rear of you. Make a standard melee attack against one of the targets. If it hits you deal 2w + the armor's enhancement bonus divided equally between the two targets. If the attack misses this power is not considered spent.

© 2008 Creation's Edge Games

Pivotstrike Armor

This armor is designed to offer better offense and defense when flanked by enemies.

Armor:	Level:	Bonus:	Value:

Property: You gain resist 2 against damage dealt by creatures while they have flanking bonus against you.

Level 13 or 18: Resist 4 against damage dealt by creatures while they have flanking bonus against you.

Level 23 or 28: Resist 6 against damage dealt by creatures while they have flanking bonus against you.

Power (At-Will): Immediate reaction. Use this ability when you are hit by a melee attack by a creature that has a flanking bonus. You may make a standard melee attack against the creature granting the one that attacked you flanking. Add the armor's enhancement bonus to the damage.

© 2008 Creation's Edge Games

Quickstep Armor

This armor grants you a burst of speed when you need it most.

Armor:	Level:	Bonus:	Value:

Property: You may move one additional space when making a charge attack against an opponent.

Power (Encounter): Move Action. You may use this power to double the number of squares you can move for one turn. Your movement is reduced to 1 square for your next turn.

© 2008 Creation's Edge Games

Robe of Righteousness

This shimmering white robe briefly transforms into living lightning when you are violently struck.

Armor:	Level:	Bonus:	Value:

Property: You gain a +1 item bonus to your attack roll when using a power with the keyword radiant.

Power (At-Will ✦ Radiant): Immediate reaction.

When you take damage in combat enemies in squares adjacent to you are dealt an amount of radiant damage equal to the armor's enhancement bonus.

Power (Daily ✦ Radiant): Immediate reaction. Use this power when you are struck by a critical hit. Close Burst 8. All enemies within range are dealt 1d6 radiant and are dazed (save ends).

Level 14 or 19: 2d6 points radiant.

Level 24 or 29: 3d6 points radiant.

© 2008 Creation's Edge Games

Slip-Slick Armor

This armor appears to have an oily sheen to its surface.

Armor:	Level:	Bonus:	Value:

Property: You gain resist 3 damage from blunt melee weapons. When you break a grab attack you may shift a number of squares equal to your armor's enhancement bonus.

Power (At-Will): Immediate Reaction. Use this ability if you fail to escape an enemy's grab attack. You can make a second attempt.

Power (Daily ✦ Zone): Minor Action. Close Burst 5. You create a zone of slippery ground. While in this zone the following effects are in play: When you or an ally is struck by a melee attack subtract up to 3 points from the damage and slide an equal number of squares. When an enemy is struck by a melee attack they must make a save. If they fail they fall prone. If they succeed they are pushed 1 square. The zone lasts for a number of turns equal to the armor's enhancement bonus or until the end of the encounter.

© 2008 Creation's Edge Games

Spellshield Armor

The crystals set within the surface of this armor can be willed to detach and circle an ally granting them a defensive bonus.

Armor:	Level:	Bonus:	Value:

Property: You gain resist damage from spells equal to the armor's enhancement bonus.

Power (Encounter): Free Action. Choose a number of allies up to the amount of your armor's enhancement bonus. Those allies gain resist 2 to damage inflicted by spells.

Level 12 or 17: Resist 5 to damage inflicted by spells.

Level 22 or 27: Resist 10 to damage inflicted by spells.

Power (Daily): Immediate reaction. Use this ability when you or an ally your armor is granting a bonus to is struck by a spell. The effect of the spell on you or the ally is cancelled.

© 2008 Creation's Edge Games

Spellstrike Robe

In combat this robe can be willed to animate in order to cast spells on your behalf.

Armor:	Level:	Bonus:	Value:

Power (Daily): Minor Action. Use this power to gain an item bonus equal to the armor's enhancement bonus to a single attack roll when casting a spell. The armor loses its enhancement bonus until the next day.

Power (Encounter): Standard Action. You can only use this ability when you are not wearing the armor. Tossing the armor into an empty adjacent square causes it to animate. The armor can move a number of squares equal to your standard movement rate. You can then cast a spell using the armor as the spells point of origin. The armor collapses to the ground at the end of your turn.

© 2008 Creation's Edge Games

Thunderstrike Armor

This armor allows you to direct the fury of a storm against your foes.

Armor:	Level:	Bonus:	Value:

Property: Resist 5 thunder and lightning.

Level 12 or 17: Resist 10 thunder and lightning.

Level 22 or 27: Resist 15 thunder and lightning.

Power (Encounter ⚡ Lightning, Thunder): Immediate reaction. Use this power when a creature hits you with a melee attack. The creature is dealt 1d4 lightning damage and 1d4 thunder damage.

Level 12 or 17: 2d4 lightning and 2d4 thunder.

Level 22 or 27: 3d4 lightning and 3d4 thunder.

Power (Daily ⚡ Lightning, Thunder): Immediate reaction. Use this power when you are struck by a critical hit. Close Burst 5. You deal 1d6 lightning and 1d6 thunder to all enemy creatures within range.

Level 12 or 17: 2d6 lightning and 2d6 thunder.

Level 22 or 27: 3d6 lightning and 3d6 thunder.

© 2008 Creation's Edge Games

Verdant Armor

This armor appears to be made from living vines, still lush and green.

Armor:	Level:	Bonus:	Value:

Property: Gain an item bonus to stealth checks equal to the armor's enhancement bonus while traveling in wooded areas.

Power (At-Will): Immediate Reaction. This power triggers when you are struck by a melee attack. You can choose to entangle your attacker in vines. An entangled attacker is considered grabbed for a number of turns equal to the armor's enhancement bonus (save ends). You may also choose to end the ongoing effect at the start of your turn. While creatures are entangled your movement is reduced to zero.

Power (Encounter): Free Action. Make a standard range attack against a target up to 5 squares away. If you hit the target is considered grabbed for a number of turns equal to the armor's enhancement bonus (save ends).

Power (Encounter): Free Action. Creatures you currently have grabbed are dealt 1d6 points damage.

Level 12 or 17: 2d6 damage.

Level 22 or 27: 3d6 damage.

© 2008 Creation's Edge Games

Webweave Armor

This cloth armor appears to be made out of thick strands of webbing.

Armor:	Level:	Bonus:	Value:

Property: You may ignore conditions that are a result of natural or magical webbing (such as immobilized, restrained, reduced movement, slowed, etc.)

Power (At-Will): Immediate Reaction. You can trigger this power when you are struck by a melee weapon. The weapon adheres to your armor and your attacker is considered grabbed until they pull the weapon free or let go of it. At the start of their turn they can either attempt to pull their weapon free (an Athletics or Strength check vs your strength ability score + the armor's enhancement bonus) or let it go. While a creature is grabbed your movement is reduced to zero and you may only make attacks against the grabbed creature. You can cancel the armor's grip on a weapon at any time during your turn.

Power (Daily ⚡ Arcane, Implement, Zone): As per the wizard's web.

© 2008 Creation's Edge Games

Zonestep Armor

This armor protects you from zone based magic.

Armor:	Level:	Bonus:	Value:

Property: You are immune to damage or conditions created by powers or abilities with the zone keyword. You may move one additional square while in a zone.

Power (Encounter): Free Action. You can suspend your immunity to zones for a number of turns equal to the armor's enhancement bonus.

Power (Daily): Minor Action. You cancel out the effects of a zone on allies within 5 spaces of you for a number of turns equal to the armor's enhancement bonus.

© 2008 Creation's Edge Games

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

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

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

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

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

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

Armor of Damage Adaption

This armor changes to better protect the wearer from the type of damage being dealt.

Armor:	Level:	Bonus:	Value:
CHAIN	8	+2	3,400 GP

Power (Daily): Immediate Interrupt. You can activate this power after being struck by an attack which deals one of the following damage types: acid, cold, fire, lightning, or thunder. You gain resist 5 + the armor's enhancement bonus to the damage type. The specified resistance is retained until the start of the next day.

DAILY POWER USED
RESIST 7 FIRE

© 2008 Creation's Edge Games



Buck-A-Batch: Magic Armor
for 4th Edition Dungeons & Dragons
features 25 unique suits of magic armor for
your fantasy campaign.

The items are presented in two formats for
your convenience: Standard book format
and card format for cutting out and handing
to your players.

All Buck-A-Batch products are formatted
to be 'three-ring binder friendly' allowing
you to build your own supplement at a
fraction of the cost of store bought books.

If you enjoy this product please look for
other offerings from

Creation's Edge Games
on RPGNow.com

or you can check out our website at

www.creationsedegames.com.

For use with the 4th Edition

**DUNGEONS
& DRAGONS**
ROLEPLAYING GAME

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