

WRAITH WRIGHT'S EXPANDED ARMOR MANUAL



SUPPLEMENTS by RANDALL RIGHT

PLAYER TOOLS

A full catalog of armor and related materials
for the world's greatest roleplaying game



WRAITH WRIGHT'S
EXPANDED ARMOR MANUAL



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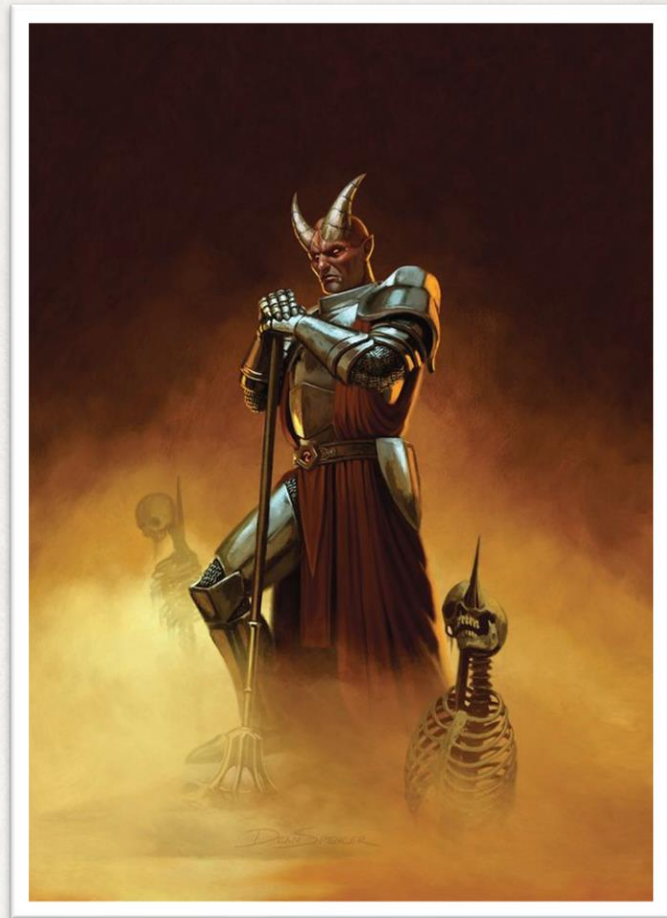
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ON THE COVER

Demon Knight by Dean Spencer

A cambion champion prepares for ritual combat by donning plate armor, a suit forged of infernal iron and hardened with masterwork smithing techniques.



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Chapter 0

CHAPTER 0: INTRODUCTION

UERY FEW OF AN ADVENTURER'S TOOLS ARE AS important as armor. Protective layers are one of the best investments a character can make, and it seems nonsensical to leave this choice to the minimalist armor rules of the *Player's Handbook*. Once adventurers have purchased the "best" suit of armor to match their proficiencies (of which there is only one), the core rules offer no more means by which to invest in protection short of finding something magical.

That's where this book comes in.

WHAT'S IN THIS PRODUCT?

This product includes three chapters.

CHAPTER 1: ARMOR RULES

In this chapter, find armor properties, new rules for using armor, and an expansion of exotic materials for crafting armor.

CHAPTER 2: EXPANDED ARMORS

This chapter expands the range of standard armors from the *Player's Handbook*, filling in some of the gaps of functionality. It adds several new shields and includes options to customize armor.

CHAPTER 3: JADE THRONE

This chapter's list of armor draws inspiration from East Asian styles. The list is sufficiently expansive to serve as a campaign-wide alternative to the Eurocentric armor styles in the *Player's Handbook*.

COMPREHENSIVE MANUALS

This supplement contains excerpts from the *Comprehensive Manuals* bundle, a mithral best-selling product on the Dungeon Masters Guild. For a much-reduced price, this book contains just the armor from what is an otherwise comprehensive treatise on adventuring equipment of all kinds. (If you already own that supplement, this one will be of little use to you, unless you want a book that handily holds just the armor options.)

THE OTHER BOOKS

These armor suits are just the tip of the iceberg; the Wraith Wright Productions imprint encompasses four books that cover equipment and its related elements. You can get these individually or in an anthology.

COMPREHENSIVE EQUIPMENT MANUAL

The *Comprehensive Equipment Manual* has rules for varied character wealth and hundreds of pages of new weapons, armor, and adventuring gear. It contains almost 200 compounds to brew with alchemy, herbalism, and the poisoner's craft, translated from earlier editions of the game, and has new tools, vehicles, and some much-expanded tables of trinkets.

EXPANDED WEALTH MANUAL

The *Expanded Wealth Manual* contains Dungeon Master tools for regulating treasure and making magic items useful and unique in each campaign. It includes tools relating to the distribution of magic, as well as methods for players to create or alter magic items without unbalancing treasure levels. The book has rules for nonmaterial assets, properties and strongholds, business investments, hiring armies, and other uses of treasure. It also presents solid mechanisms for starting wealth on characters made beyond 1st level, and the tools to maintain consistent, balanced treasure distribution throughout a campaign.

MAGIC ITEM MANAGEMENT

Magic Item Management is a DM tool that contains massively expanded tables for magic item special features, both historic and magical (creators, histories, minor properties, and quirks). It further describes methods for implementing these features with care and imagination.

ANIMAL HANDLER'S MANUAL

The *Animal Handler's Manual* has player options for using creatures as companions, mounts, and guardians. That product also contains expanded rules for riding, training, and handling animals in battle and other scenarios. It further contains rules for monster markets, rules for buying, selling, and caring for creatures that do not normally find domestic use.



Chapter 1

CHAPTER I: ARMOR RULES

RULES ADDITIONS ARE NECESSARY FOR THE NEW items in this catalog. The greater variety of armor suits here, and their wider range of functionality, are given life by the new armor properties and rules in this chapter.

The contents of this chapter appear in two parts, using and crafting.

USING ARMOR AND SHIELDS

This section summarizes core mechanics for using armor, presents optional rules for armor, and describes new armor properties.

STANDARD RULES

This section summarizes the standard rules for armor, including a few updates for the enhanced table herein.

THE ARMOR TABLE

The Armor table in the following chapter shows the cost, weight, and other properties of the common types of armor.

Armor Proficiency. If you wear armor that you lack proficiency with, you have disadvantage on any ability check, saving throw, or attack roll that involves Strength or Dexterity, and you can't cast spells.

Armor Class (AC). The armor (and shield) you wear determines your base Armor Class.

Heavy Armor. If the Armor table shows "Str 13" or "Str 15" in the Strength column for an armor type, the armor reduces the wearer's speed by 10 feet unless the wearer has a Strength score equal to or higher than the listed score. The Speed racial feature of dwarves allows members of that race to ignore this penalty.

Stealth. If the Armor table shows "Disadvantage" in the Stealth column, the wearer (or wielder, in the case of the tower shield)

has disadvantage on Dexterity (Stealth) checks.

Light Armor. If you wear light armor, you add your Dexterity modifier to the base number from your armor type to determine your Armor Class.

Medium Armor. If you wear medium armor, you add your Dexterity modifier, to a maximum of +2, to the base number from your armor type to determine your Armor Class.

Heavy Armor. Heavy armor doesn't apply your Dexterity modifier to your Armor Class, whether positive or negative.

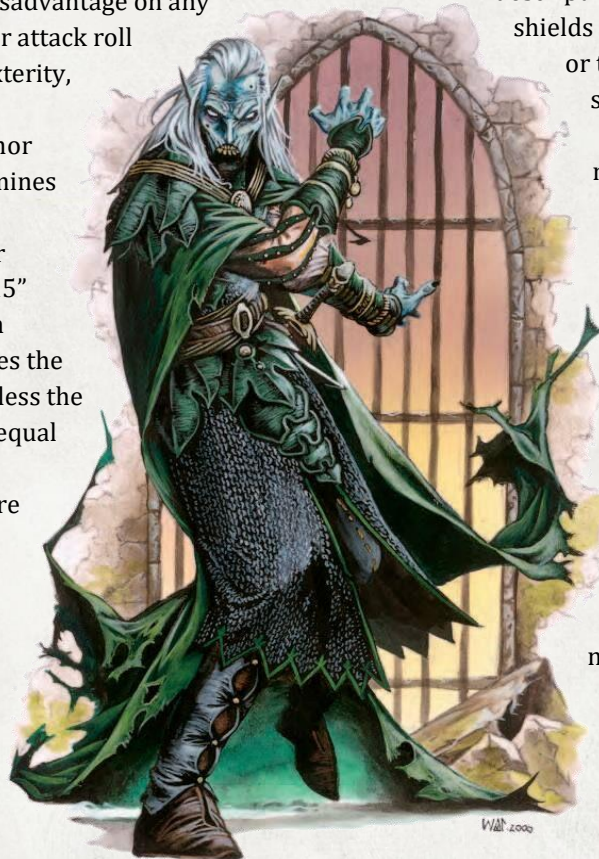
Shields. A shield is carried in one hand. Wielding a buckler increases your Armor Class by 1. Wielding a normal shield, pavise, or tower shield increases your Armor Class by 2. Wielding a tower shield also adds a +2 bonus to your Dexterity saves, not compatible with any bonus granted by cover. You can benefit from only one shield at a time. Proficiency in "shields" applies to any type of shield.

Additions. Armor and shields can benefit from certain additions, to the degree provided in the description of each addition. Armor and shields can be created with these additions, or they can be modified later by a skilled armorsmith. In the case of magical armor, a spellcaster might need to work with an armorsmith to ensure that the desired additions will not destroy any magical properties.

GETTING INTO & OUT OF ARMOR

Donning and doffing armor takes place in a matter of some minutes, depending on the armor's category. Shields can be made ready or stowed in much shorter time.

Don. This is the time it takes to put on armor. It is also the time needed to make ready a shield, bringing it to a ready, usable position. You benefit from the equipment only if you take the full time to don the suit of armor or make ready the shield.



Dooff. This is the time it takes to remove armor. It is also the time needed to stow a shield, freeing up that hand for other uses. If you have help doffing a suit of armor, reduce the time by half. You cannot be assisted in stowing a shield.

DONNING AND DOFFING ARMOR

Category	Don	Doff
Light Armor	1 minute	1 minute
Medium Armor	5 minutes	1 minute
Heavy Armor	10 minutes	5 minutes
Shield	1 action	1 action
Buckler (see chapter 2)	1 bonus action or 1 action	1 bonus action or 1 action

OPTIONAL RULES

These optional rules relate to the speed and mobility of characters who wear cumbersome armor.

VARIANT: ASSISTED DONNING

With this rule, having assistance during the period of donning allows you to put your armor on faster, halving the requisite time. (The standard rules already cover the benefits of assistance when doffing armor.)

VARIANT: HURRIED DONNING

With this optional rule, characters can get into armor more quickly, but at a cost.

You can “hurriedly” don a suit of armor, taking half the listed time. Doing this means the suit is not fully adjusted and fastened. Reduce the Armor Class benefit the suit grants by 1 point. The hurriedly donned suit also imposes disadvantage on your Dexterity (Stealth) checks if that armor type does not already do so.

At any time after a hurried donning, you can use the remaining requisite time to finish the process, thus gaining the armor’s normal benefits.

You can combine this hurried donning with the time reduction for getting help putting on your armor. This reduces the time to one quarter of what is listed on the table. The Hurried Donning optional rule has no effect on the time required to make ready or stow a shield.

VARIANT: THE RESTLESS REPOSE

Someone who sleeps in cumbersome armor does not rest easily. Normal rest is possible, but a worn-out adventurer will find sleep less restorative.

If you wear medium or heavy armor through a long rest, you cannot remove exhaustion and you recover

only one-quarter of your expended Hit Dice (minimum of one die). You can wear medium or heavy armor for up to 2 hours of light activity during a long rest, perhaps standing watch, without invoking this penalty.

This is a refined version of the Sleeping in Armor optional rule from *Xanathar’s Guide to Everything*.

VARIANT: SLOW AND PONDEROUS

This rule resurrects the previous editions’ preference to constrain armor wearers in areas other than stealth.

With this variant, armor that imposes disadvantage on Dexterity (Stealth) checks likewise imposes disadvantage on any Strength or Dexterity checks related to major body movement. This includes Strength (Athletics) checks to climb, jump, or swim, as well as all Dexterity (Acrobatics) checks. This does not apply to small-scale movements of the hands, such as checks to pick a lock or tie up a prisoner, nor to feats of raw strength like checks to force open a stuck door or tip over a statute.

VARIANT: SWIMMING IN ARMOR

This optional rule reduces the wearer’s movement speed in water. If you wear a suit of armor that imposes disadvantage on Dexterity (Stealth) checks, each foot of movement in water costs 1 extra foot of movement, in addition to the normal 1 extra foot that water imposes.

For example, a character without a swimming speed that wears scale mail armor must spend 3 feet of movement for every 1 foot travelled under water.

PIECEMEAL ARMOR

Sometimes adventurers end up wearing armor of different sorts on various parts of their bodies. More often, this system comes into play with monsters; perhaps humanoids scavenged armor from the corpses on a battlefield, or perhaps undead still wear the shredded vestiges of the armor they had in life.

Armor pieces can be found piecemeal but are not sold that way under normal circumstances. Each limb of a piecemeal suit weighs one-sixth of a normal suit’s total weight, and a torso weighs one-third.

COVERAGE AND ARMOR GRADE

A humanoid has five regions of armor coverage: the torso and each of its four limbs. Armor over these regions provides a cumulative “armor grade,” which affects the wearer’s Armor Class.

The armor grades on the table apply to each limb. (A torso provides double the given value.) A piecemeal suit of armor provides the wearer with a base Armor Class of 10 + total armor grade. Discard any remainder for the armor grade that is less than a whole number.

PIECEMEAL ARMOR GRADE

Light Armor: Ashigaru (0.4), leather (0.2), leather scale (0.4), manchira (0.2), nerigawa kozane (0.4), padded (0.2), quilted coat (0.2), studded leather (0.4)

Medium Armor: Breastplate (0.7), brigandine (0.5), chain coat (0.5), chain shirt (0.5), coin armor (0.7), domaru (0.9), dhenuka (0.4), half plate (0.9), hide (0.4), hotoke (0.7), kozane (0.7), kikko (0.5), layered furs (0.4), scale mail (0.7)

Heavy Armor: Banded mail (0.9), chain mail (1.0), haramaki (1.2), kusari (0.9), lamellar coat (1.0), layered hides (0.7), o-yoroi (1.4), plate (1.4), ring mail (0.7), splint (1.2)

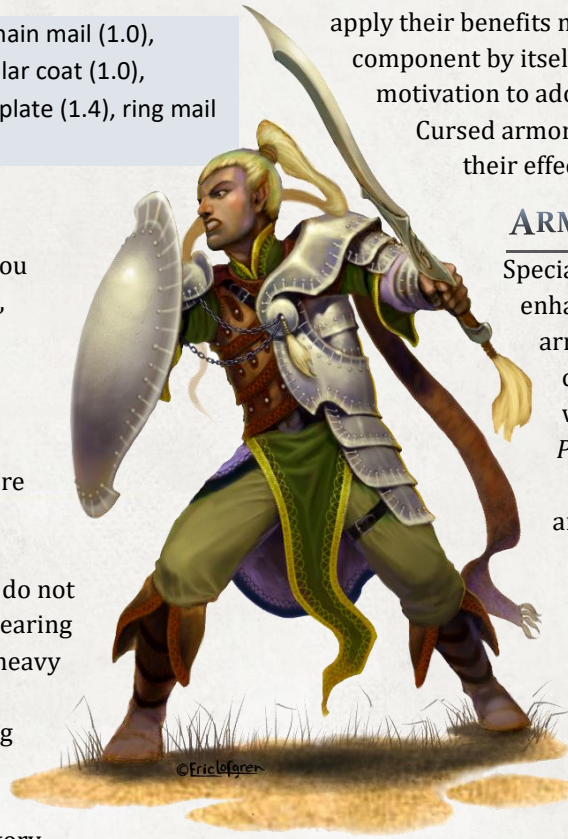
RESULTING ARMOR CATEGORY

While wearing piecemeal armor, you are treated as wearing light armor, medium armor, or heavy armor as indicated here.

Light Armor. You are wearing light armor if wearing any pieces from the light category, and no more than one medium limb piece. This means you can add your Dexterity modifier to your Armor Class. You do not qualify as wearing light armor if wearing a medium torso or if wearing any heavy piece.

Medium Armor. You are wearing medium armor if you are wearing a torso (or at least two limbs) from the medium category, and you are wearing no more than one heavy limb piece. This means you can add your Dexterity modifier to Armor Class, to a maximum bonus of +2.

Heavy Armor. You are wearing heavy armor if you are wearing a torso (or at least two limbs) from the heavy category. This means you do not add your Dexterity modifier to AC.



PIECEMEAL ARMOR EFFECTS

A suit of armor affected by armor properties, special rules provided in the item's description, or penalties on the Armor table may likewise provide these effects when worn piecemeal.

Negative or restrictive effects apply if two or more components of the piecemeal suit apply them. Positive effects (other than Armor Class modifiers) apply only when four or more components apply them. For these considerations, count the torso as two pieces.

MAGIC ARMOR PIECES

Magical properties of armor apply to a piecemeal suit only at the Dungeon Master's discretion. Most suits will grant none of their magical properties unless worn in whole. However, some armor components apply their benefits modularly; finding a magical component by itself might be a character's sole motivation to adopt piecemeal armor.

Cursed armor suits are more likely to apply their effects in piecemeal components.

ARMOR PROPERTIES

Special smithing techniques can enhance armor, creating it with the armor properties described in this chapter. Armor suits don't come with properties as standard in the *Player's Handbook*.

Some properties relate to the armor's use, usually designed to foil certain weapon properties.

Armor properties are not standard to any of the normal armors, and so are not listed on the armor table. They are applied through masterwork modifications.

Absorbent. The armor is padded with thick batting made from special absorbent fibers. This tends to wipe clean any sharp objects that penetrate it.

The wearer of this armor has resistance to poison damage from poison-coated weapons, but not from the fangs of creatures that inject their venom as they bite.

Efficient. This suit of armor is cunningly designed to be much easier to put on or remove.

Halve the normal time necessary to don or doff such armor.

Enclosed. *This armor's design mostly encloses the body with protective materials that are more impervious to liquid.*

The wearer has resistance to damage from any liquids contacted (unless completely submerged), including contact poisons, defoliant, holy water, and the like. Caustic substances like acid and alchemist's fire are not affected because their damage does not rely on absorption through the skin or a mystical reaction caused by contact with the flesh.

Ersatz. If the wearer of this armor suffers a critical hit, and it was not delivered by a weapon with the ersatz weapon property, the armor sustains significant damage. This penalty applies even if the critical hit is downgraded to a normal hit because of some magic, class feature, or other special equipment.

For every such hit, the armor suffers a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to a protective rating of 10 is destroyed to a degree that it no longer provides an Armor Class rating when worn.

A crafter using the applicable artisan's tools can repair damaged or destroyed ersatz armor. Each -1 penalty applied is repaired at a cost of 5% of the armor's value.

Hardened. The plating of this armor is particularly resistant to forceful penetration; the wearer's Armor Class is not penalized for attacks made with the breach weapon property. To be fully protected, a shield-bearing creature must have this property on both its armor and shield, since the breach property can act against the protection provided by either one.

Layered. *Rather than relying upon a single layer of protective material, this armor uses multiple protective layers cleverly constructed to divert and trap missiles (or their fragments) that would otherwise stick in the wearer's body.*

Attacks with cruel weapons do not stick in the armor wearer or leave behind pieces that must be removed. A harpoon requires at least 10 points of damage for it to bind and restrain the armor wearer.

Lightweight. *This armor is constructed with expensive, lighter materials.*

Light or medium armor reduces its weight by 4 pounds and removes the disadvantage to Dexterity (Stealth) checks, if any.

Heavy armor reduces its weight by 10 pounds and removes the Strength requirement.

A lightweight shield halves its weight and removes the Strength requirement, if any.

Quick-Escape. *This suit of armor, or its bulkiest portions, can be removed instantly. This is helpful when the armor might inhibit the wearer's swimming, or it has been affected by a heat metal spell.*

Doffing the armor takes 1 action. Donning the suit is no faster than normal.

Reinforced. *This armor redoubles its protection over certain vulnerable spots.*

Attacks made against the wearer do not benefit from the deadly or high-critical weapon properties.

Special Material. *This armor is made of an exceptional material that grants unusual benefits, whether wholly crafted of that substance or merely reinforced by it.*

This property is not compatible with ersatz. A suit of armor can only have one special material, including adamantine, bronze, darksteel, dlarun, infernal iron, or mithral. An armor made wholly or mostly of the new material must have this property when crafted. An armor that is merely reinforced can be modified after its creation. See Alternate Materials, below.

CRAFTING ARMOR AND SHIELDS

These rules incorporate the results of using special techniques and materials to create armor.

ARMOR IMPROVEMENTS

Armor is improvable in three ways, by ornamentation, by incorporation into subtle clothing and designs, or by the inclusion of a masterwork feature.

Ornamentation can be added as the armor is crafted or applied later. More restrictively, the subtle and masterwork features of armor must be added as the suit is created, increasing its crafting time accordingly.

For resale purposes, an armor with an improvement treats the improvement as a separate item like an object of art. Although the base item can be resold at half its base price, ornamentation and masterwork components fetch their full value on resale if sold to the right buyer.

For example, a suit of splint armor has a base price of 200 gp and can be resold for 100 gp. With 50 gp of ornamentation, the resale value is 150 gp (half the item's value + the full ornamentation value).

ORNAMENTATION

Most suits of armor have decoration of some sort, be it engraving, scrollwork, stylization, or some other simple beautification. Usually these changes have no game effects. However, adding precious materials or applying serious artistic changes translates into a substantial increase in the object's value, something called "ornamentation."

A crafter needs proficiency with jeweler's tools to add ornamentation to an existing suit of armor. However, if the crafter does not also have proficiency with smith's tools, the suit takes on the ersatz armor quality when modified. A crafter proficient with smith's tools *and* jeweler's tools can create armor with ornamentation or add it later without weakening the suit of armor.

Ornamentation has a value equal to the wealth put into it through the ornamentation process.

SUBTLE ARMOR

Affected armor takes on the appearance of normal, bulky clothing. Leather padding can be sewn inside canvas tunics and baggy trousers. Chain can be disguised with quilting. Even narrow plates and splinting can be incorporated into the lining of heavy coats.

This modification can apply to most armor suits, excluding do-maru, half plate, o-yoroi, and plate. Heavy or medium armor with this addition can be identified with a DC 20 Wisdom (Perception) check by anyone within 30 feet. Physically handling any kind of subtle armor reveals its nature without a check.

A suit of subtle armor costs twice its normal price.

MASTERWORK

Masterwork armor and shields are finely built in ways that warrant special rules. A masterwork suit of armor or shield takes on a single bonus armor property, selected from a limited list.

A masterwork suit of armor has 1 additional property that the armor does not already possess. Any suit can add absorbent, efficient, enclosed, layered, lightweight, quick-escape, or reinforced. A suit of heavy armor may add the hardened armor property.

A masterwork buckler, pavise, shield, or tower shield can only add hardened or lightweight.

Masterwork armaments take on a slightly different shape or construction to justify their enhanced features and are obviously of superior craftsmanship.



MASTERWORK: WHY NOT +1?

A previous edition of D&D (and various homebrew supplements) suggest masterwork armor should give a mundane +1 bonus to Armor Class.

The *Expanded Armor Manual* does not use that method because bonuses to attack rolls distort that balance of the "bounded accuracy" design of D&D's fifth edition. Allowing mundane numerical bonuses would let characters convert wealth directly into mechanical (rolling) benefits without the balancing restrictions placed on magic items.

More than this, the ability to customize the function of a masterwork suit of armor is far more interesting than adding a simple +1 bonus. It also serves the core purpose of this product, to give players more and interesting options for armor.

The DM should moderate the design of masterwork armor and shields to ensure that the additional modification makes sense as applied.

A masterwork suit of light or medium armor costs 150 gp more than a standard version, as does a masterwork shield of any sort. A masterwork suit of heavy armor costs an additional 300 gp.

ALTERNATE MATERIALS

These rules address armor and shields crafted with alternate materials or techniques.

ADAMANTINE ARMOR (VARIANT: NONMAGICAL)

With this rule, *adamantine armor* is not treated as magical. This metal does not require magic techniques to craft, nor will the material alone indicate to the *detect magic* spell.

VARIANT: EQUIPMENT SIZES

Normally, player character races can use one another's equipment without restriction, even if this creates nonsensical matches. For example, a burly half-orc shouldn't fit in a halfling's leather armor. Similarly, a lithe elf would be swallowed up in a goliath wizard's voluminous robe.

Using this variant, when adventurers find armor, clothing, and other worn items, they might need to visit an armorsmith, tailor, leatherworker, or similar expert to make the items wearable. The cost for such work varies from 10 to 40 percent of the market price of the item. The DM can either roll 1d4 x 10 or determine the increase in cost based on the extent of the alterations required.

DM's Corner. This variant rule from the *Player's Handbook* is particularly useful when transferring worn items between Small and Medium characters, or even between Medium characters with the Powerful Build racial trait.

Previous editions assigned percentage cost and weight adjustments to differentiate Small and Medium gear. The fifth edition uses an easier and more efficient system, equating Medium and Small equipment, but it makes little sense when it comes to costs and weights. Applying this variant rule selectively (between Medium and Small sizes) reintroduces some common sense to the system.

A suit of armor backed by adamantine becomes incredibly durable. While wearing such a suit, any critical hit against the wearer becomes a normal hit.

A new or existing suit of armor can be reinforced with adamantine at a cost of 200 gp. The Dungeon Master may regulate which smiths have access to this rare metal and may alter the price accordingly.

BRONZE ARMOR

Aside from ceremonial uses, bronze armor tends to appear in cultures where iron is rare, but copper and tin are not. Old bronze armor is sometimes worn by poor knights, those who must keep up appearances by wearing plated armor but cannot afford new steel.

A suit of splint, plate, half plate, or a breastplate can be made of bronze instead of iron. Bronze is softer than iron and a bit less protective when used to make armor. Bronze manufacture therefore reduces the armor's protection by 1 point.

Bronze-made armaments cost three-quarters of the price of normal, iron-made versions. Its users more often have found a suit of bronze rather than buying it.

ERSATZ ARMOR

Some cultures lack the tools and techniques to fashion armaments out of metal, treated leather, and similar high-grade materials. For others, such materials are too rare or expensive to acquire. Such societies often turn to alternative materials, particularly non-metal materials, to construct their armor and weapons.

Ersatz armor materials are often taken from fierce armored monsters like bulettes or braxats; they include plate segments cut from armored shells, interwoven and reinforced with rings of preserved cartilage, or hard lacquered scales. Additional connective materials include bone, cord, and cured plant byproducts.

Almost any normal armor can be made of alternative materials, even those not normally crafted from metal. Ersatz armors cost one-quarter their normal, listed prices. Such gear initially performs as well as the real thing, but its fragility is quickly exposed if used for any significant period. Each piece of ersatz armor is burdened with the ersatz armor property.

DARKSTEEL ARMOR

The secrets of this starmetal alloy were known only to the dwarves of Clan Ironstar, knowledge they held for thousands of years until the clan's demise. Ingots of

the dark, purplish metal still exist, unworked, and each fetches thousands of gold coins when sold.

A suit of metal armor can be crafted of darksteel to protect the user from magic acid and from lightning, two harmful energies the metal tends to absorb. Reduce by 3 points the acid or lightning damage the wearer takes from any source.

A suit of metal armor can be crafted or reinforced with darksteel components at an additional cost of 500 gp. The Dungeon Master may regulate which smiths have access to this rare metal and may alter the price accordingly.

DLARUN ARMOR

This ivory white metal is derived from secret clay compounds known only to halflings, particularly the worshipers of Urogalan. It is sometimes called icesteel. When illuminated by magical light, the metal shows a lustrous green color.

A suit of metal armor can be crafted of dlarun to protect the user from mind-altering magic. Reduce by 3 points the psychic damage the wearer takes from any source.

A new suit of armor can be crafted with dlarun at an additional cost of 250 gp. The Dungeon Master may regulate which smiths have access to this rare metal and may alter the price accordingly.

INFERNAL IRON ARMOR

This metallic substance comes from the Nine Hells, from the relentlessly frigid layer known as Cania.

A suit of metal armor can be crafted of infernal iron to protect the user from cold. Reduce by 3 points the cold damage the wearer takes from any source. Wearing a suit made with infernal iron also protects the user from extreme weather, as though wearing

cold weather gear. (See Wilderness Survival in the *Dungeon Master's Guide*.)

A new suit of armor can be crafted of dlarun at an additional cost of 250 gp. The Dungeon Master may regulate which smiths have access to this rare metal and may alter the price accordingly.

MITHRAL ARMOR (VARIANT: NONMAGICAL)

With this rule, *mithral armor* is not treated as magical. This metal does not require magic techniques to craft, nor will it indicate to the *detect magic* spell.

A suit's mithral components are equally as protective as steel but are lighter, thinner, and more flexible. Such a suit does not impose disadvantage on Dexterity (Stealth) checks. Light and medium mithral armor have the subtle armor addition at no extra cost. Half plate and plate mithral armor can be made subtle at the normal price for that improvement.

A new suit of armor can be crafted with mithral for its heavier components instead of steel at an additional cost of 350 gp. The DM may regulate which smiths have access to this rare metal and may alter the price accordingly.

TRUESILVER ARMOR

Also called *telstang*, this gnomish alloy of copper, silver, and platinum has a silvery appearance. It is

too brittle to form plates of ornamentation.

A suit of metal armor can be decorated with truesilver to protect the user from baleful body-affecting magic. The metal provides advantage on saving throws to resist spells that disintegrate, paralyze, petrify, or polymorph the wearer.

A new or existing suit of armor can be decorated with truesilver at a cost of 350 gp. The Dungeon Master may regulate which smiths have access to this rare metal and may alter the price accordingly.





Chapter 2

DEAN SPENCER

CHAPTER 2: EXPANDED ARMOR

THIS CHAPTER VASTLY EXPANDS THE ARMOR TYPES available for customizing characters. The variety of options here may intrigue both players and Dungeon Masters alike.

This chapter illustrates dozens of armor suits and shields along with full descriptions of these protective items.

DESCRIPTIONS

Armor suits, shields, and their attachments are described below.

Armor Spikes. *These short, sharp spikes can be added to any suit of armor.* (Page 18)

When you use the attack action to grapple a creature, the target takes 1d3 piercing damage if your grapple check succeeds. Armor so modified is “spiked armor” for purposes of the Battlerager Armor feature but this damage is not additive with that feature.

Banded Mail. *This resembles leather armor with form-fitted metal bands sewn over most areas. It represents an improvement in protection over ring mail but gaps in the bands still provide less protection than the integrated links of chain mail.* (Page 18)

Barding
(all). *Barding is armor designed to protect mounts or other animals. It typically covers the head, neck, and body, leaving the legs relatively free of impediment (and free of protection).*

Any armor shown in this supplement (or on the Armor table in chapter 5 of the *Player's Handbook*) can be purchased as, or crafted as, animal barding. The costs and weights are shown as multiples of the equivalent armor when made for humanoids. For example, “x2” cost doubles what the armor would normally cost.

Canine barding typically fits all canines of the same size and equine barding typically fits all equines of the same size. Horses and dogs are ubiquitous mounts

for Medium and Small creatures, such that their armor is more command and cheaper to buy than it is for any other creatures. But exotic barding is more specialized, made for animals of a specific species as well as a specific size.

For example, despite both being Large size, an allosaurus' exotic barding will not fit a rhinoceros.

Buckler. *This small, lightweight shield straps to the forearm for ease of use.* (Page 20)

It takes an action or a bonus action to don or doff a buckler, gripping the interior handle or flicking it back to the forearm to put that hand to some other use. This allows you to switch quickly between combat styles.

A buckler cannot be used for any functions of the Shield Master feat.

Breastplate. *A solid plate covering the chest and another on the back, linked with leather straps at the sides. This leaves the less-vital portions of the body unarmored but allows the wearer to retain a full range of motion and move about with little encumbrance.* (Page 17)

Brigandine. *A doublet of cloth or canvas, to which is riveted a series of oblong, overlapping plates. Although variations exist, this type of brigandine uses a great deal of plates with extensive overlap for maximum protection.* (Page 17)

Chain Mail. *A hauberk and short pants made of interlocking, riveted links. A suit of this type includes some sort of forearm protection and a mail coif. It also includes a padded layer of cloth underneath.* (Page 18)

Chain Shirt. *A suit of light chainmail that covers the torso, waist, and upper arms. This armor is often worn between layers of cloth or leather.* (Page 17)

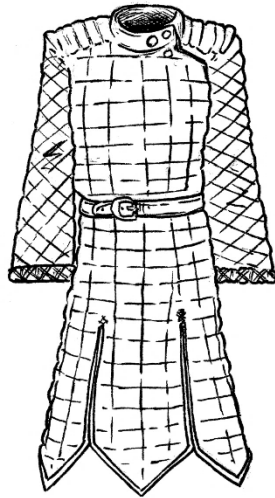


ARMOR

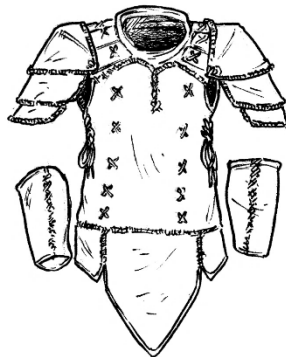
Item	Cost	Armor Class (AC)	Strength	Stealth	Weight
<i>Light Armor</i>					
Padded	5 gp	11 + Dex modifier	—	Disadvantage	8 lb.
Leather	10 gp	11 + Dex modifier	—	—	10 lb.
Leather scale	25 gp	12 + Dex modifier	—	Disadvantage	15 lb.
Studded leather	45 gp	12 + Dex modifier	—	—	13 lb.
<i>Medium Armor</i>					
Layered furs	5 gp	12 + Dex modifier (max 2)	—	Disadvantage	15 lb.
Hide	10 gp	12 + Dex modifier (max 2)	—	—	12 lb.
Brigandine	35 gp	13 + Dex modifier (max 2)	—	Disadvantage	35 lb.
Chain shirt	50 gp	13 + Dex modifier (max 2)	—	—	20 lb.
Scale mail	50 gp	14 + Dex modifier (max 2)	—	Disadvantage	45 lb.
Coin armor	100+ gp	14 + Dex modifier (max 2)	—	Disadvantage	50 lb.
Breastplate	400 gp	14 + Dex modifier (max 2)	—	—	20 lb.
Half plate (<i>field plate</i>)	750 gp	15 + Dex modifier (max 2)	—	Disadvantage	40 lb.
<i>Heavy Armor</i>					
Layered hides	20 gp	14	Str 13	Disadvantage	45 lb.
Ring mail	30 gp	14	—	Disadvantage	40 lb.
Banded mail	55 gp	15	—	Disadvantage	45 lb.
Chain mail	75 gp	16	Str 13	Disadvantage	55 lb.
Splint (<i>plate mail</i>)	200 gp	17	Str 15	Disadvantage	60 lb.
Plate (<i>full plate</i>)	1,500 gp	18	Str 15	Disadvantage	65 lb.
<i>Shields</i>					
Buckler	6 gp	+1	—	—	2 lb.
Shield	10 gp	+2	—	—	6 lb.
Pavise (<i>archer shield</i>)	20 gp	+2	—	—	9 lb.
Tower shield	45 gp	+2	Str 15	Disadvantage	30 lb.
<i>Additions</i>					
Armor spikes	+25 gp	—	—	—	—
Great helm	+10 gp	—	—	—	3 lb.
Locking gauntlet	+10 gp	—	—	—	—
Reinforced gorget	+4 gp	—	—	—	1 lb.
Shield scone	+5 gp	—	—	—	—
Shield spikes	+15 gp	—	—	—	—

TACK AND HARNESS (BARDING)

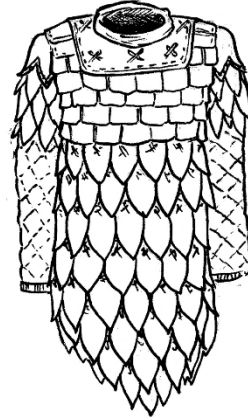
Item	Cost	Weight	Item	Cost	Weight
Canine (Large)	x3	x2	Exotic (Huge)	x7	x4
Canine (Medium)	x2	x1	Exotic (Large)	x5	x2
Equine (Large)	x4	x2	Exotic (Medium)	x4	x1
Equine (Medium)	x3	x1	Exotic (Small)	x3	x1/2
Exotic (Gargantuan)	x10	x8	Exotic (Tiny)	x2	x1/4



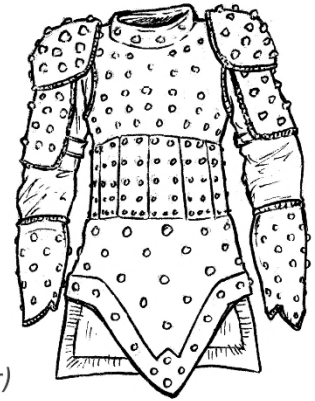
padded (light armor)



leather (light armor)



leather scale (light armor)



studded leather (light armor)

Coin Armor. This armor constitutes an ostentatious display of wealth. It functions as scale armor but is crafted with coins instead of scales. Each coin is punched with holes used to tie the coin scales together and each coin is backed with steel to offset the weakness of the metals used in the coins. (Page 17)

A suit of coin armor requires 2,000 coins; this additional expense (variable based on the coins' types) is added to the cost of the armor but does not affect crafting times. The coins constitute a separate ornamentation for the purpose of the armor's resale value.

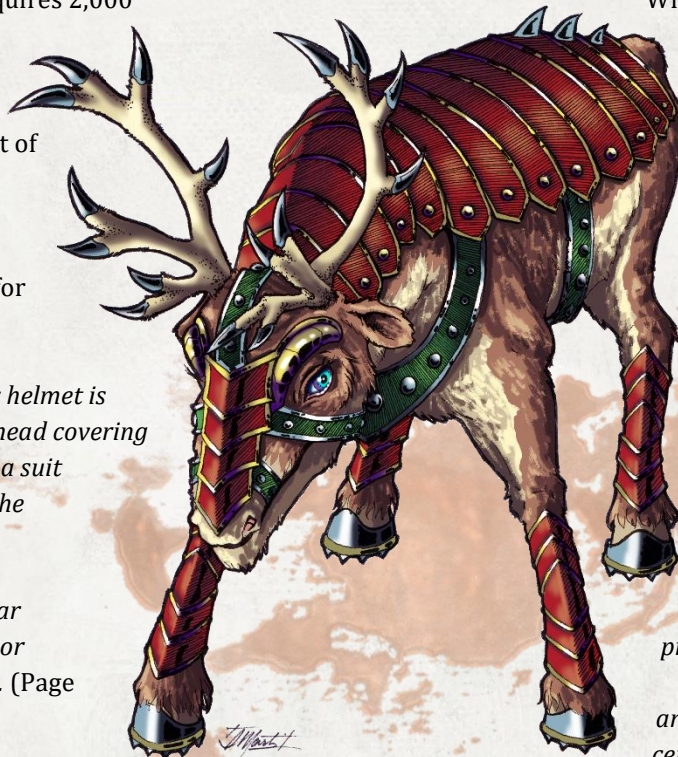
Great Helm. This heavy helmet is more protective than the head covering that normally comes with a suit of armor. It fully encases the head and neck, while a visor fully protects the face. Great helms often bear decorative plumes, crests, or elaborate figurines on top. (Page 18)

Wearing a great helm with a suit of medium or heavy armor provides a +2 bonus to saving throws against area spells and effects, like a dragon's breath weapon or a *fireball* spell. It also grants immunity to the special mechanics of saps and garrotes. Wearing a great helm imposes disadvantage on the wearer's Wisdom (Perception) checks.

Half Plate. Sometimes called "field plate," this is a lighter version of full plate armor. Most of the wearer's body is covered in connected metal plates. It tends to provide less protection at the joints and the extremities of the limbs than full plate armor. (Page 17)

Hide. These treated animal hides are fashioned into a protective suit of armor. Hide armor is often used in primitive societies. (Page 17)

Layered Furs. Unhardened animal hides, when used in layers, provide significant protection to the wearer. Furs layered this way are used for armor in primitive societies or as ceremonial wear. (Page 17)



Layered Hides. Multiple layers of heavy hides over a hardened leather underlayer. This heavy armor is difficult to move in but provides serious protection without resorting to metal components. (Page 18)

Leather. The breastplate and shoulders of this armor are made of leather that has been stiffened by boiling it in oil. The rest of the armor is made of softer and more flexible materials. (Page 16)

Leather Scale. A torso and shoulder covering made of stiff, overlapping scales of treated leather. (Page 16)

Locking Gauntlet. Built into a suit of metal armor, the fingers of this armored gauntlet are equipped with locking braces designed to keep the wearer from being disarmed. (Page 18)

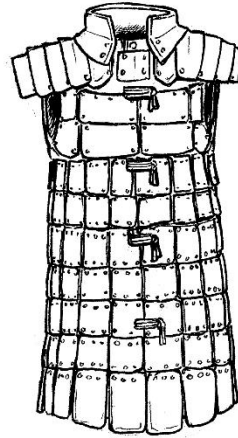
While holding a weapon in the gauntlet, the wearer can use an action to lock the braces with a free hand. Thereafter, the gauntlet wearer automatically keeps hold of a held weapon in a disarming attempt (See page 271 of the *Dungeon Master's Guide*) or an application of the Disarming Combat Maneuver. When



layered furs (medium armor)



hide (medium armor)



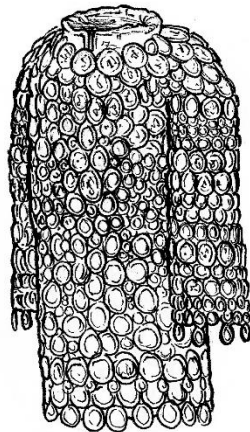
brigandine (medium armor)



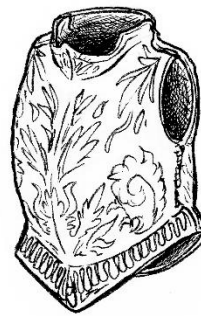
chain shirt (medium armor)



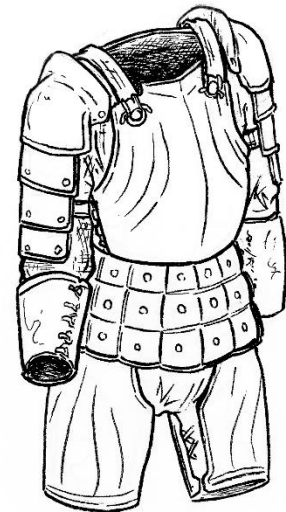
scale mail (medium armor)



coin armor (medium armor)



breastplate (medium armor)



half plate (medium armor)

a weapon is locked in place, the gauntlet wearer cannot put it down or use the hand for anything else. Unlocking the gauntlet also requires another action with a free hand. A locking gauntlet functions as an armor gauntlet if used with unarmed strikes.

Padded. Padded armor is a gambeson made of quilted layers of cloth and batting. (Page 16)

Pavise. Also called an "archer shield," a pavise is a convex shield with a prominent central ridge. The shape, and a spike or other balancing post that folds out from



layered hides
(heavy armor)



ring mail
(heavy armor)

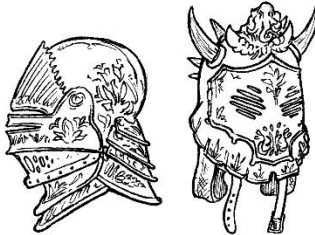


banded mail
(heavy armor)



chain mail
(heavy armor)

great helms
(additions)



splint (heavy armor)



locking gauntlet
(additions)

reinforced gorget
(additions)



armor spikes
(additions)



plate (heavy armor)

the bottom, allow the pavise to stand on its own and give cover to someone behind it. (Page 20)

Placing a pavise (or picking it up from a placed position) requires an action. Once placed, you no longer get a shield bonus but can claim half cover while behind it, or three-quarters cover while prone behind it. Because a deployed pavise is less stable and sturdy than a tate or mantlet, this cover bonus does not protect against melee attacks.

The cover from a pavise only applies to attacks coming from a cone-shaped region expanding in the direction the device is placed against. When using a battle mat, mark one entire side of the square you are in (corner to corner) when you place the pavise. If a straight line from *either* unmarked corner of your square to *any* corner of the attacker's square touches a corner of, or passes through, the marked side, the pavise provides you with cover.

Alternately, draw a diagonal line through the square you are in (connecting opposite corners), with a little arrow to indicate which direction the shield is facing (the side you are not on). If a straight line from the unmarked corner of your square *that is behind the shield* to any corner of the attacker's square touches a corner of, or passes through, the marked line, the pavise provides you with cover.

Plate. Sometimes called "full plate," this armor's shaped, interlocking metal plates cover the wearer completely.

Even the extremities are covered in interlocking plates, down to the individual joints over the backs of each finger. Plate armor is typically worn over an arming doublet, buckled to various parts of the garment to better distribute the carried weight across the wearer's body. (Page 18)

Reinforced Gorget. A reinforced gorget is a metal collar that protects the wearer's neck and clavicle region. (Page 18)

This protective device grants immunity to the strangling mechanics of garrotes.

Ring Mail. Heavy rings sewn onto a leather covering, this armor is not as protective (or expensive) as a suit of chain mail, with its more complex, interlocking rings. (Page 18)

Scale Mail. This armor consists of a leather hauberk and leggings covered by overlapping metal scales and other reinforcements. (Page 17)

Shield. A one-handed protective device, this flat or curved plane covers a portion of the body and is actively wielded for blocking attacks. (Page 20)

A shield can be made of wood or metal. It provides the protection described in the Armor table. You can only benefit from one shield at a time.

Shield Sconce. This heat-resistant plate and set of brackets mounts on the front of a shield. (Page 20)

This device can attach to any kind of shield except a buckler. It is built to lock in a lit torch or sunrod,

allowing the shield-bearer to carry a light source in the same hand as the shield.

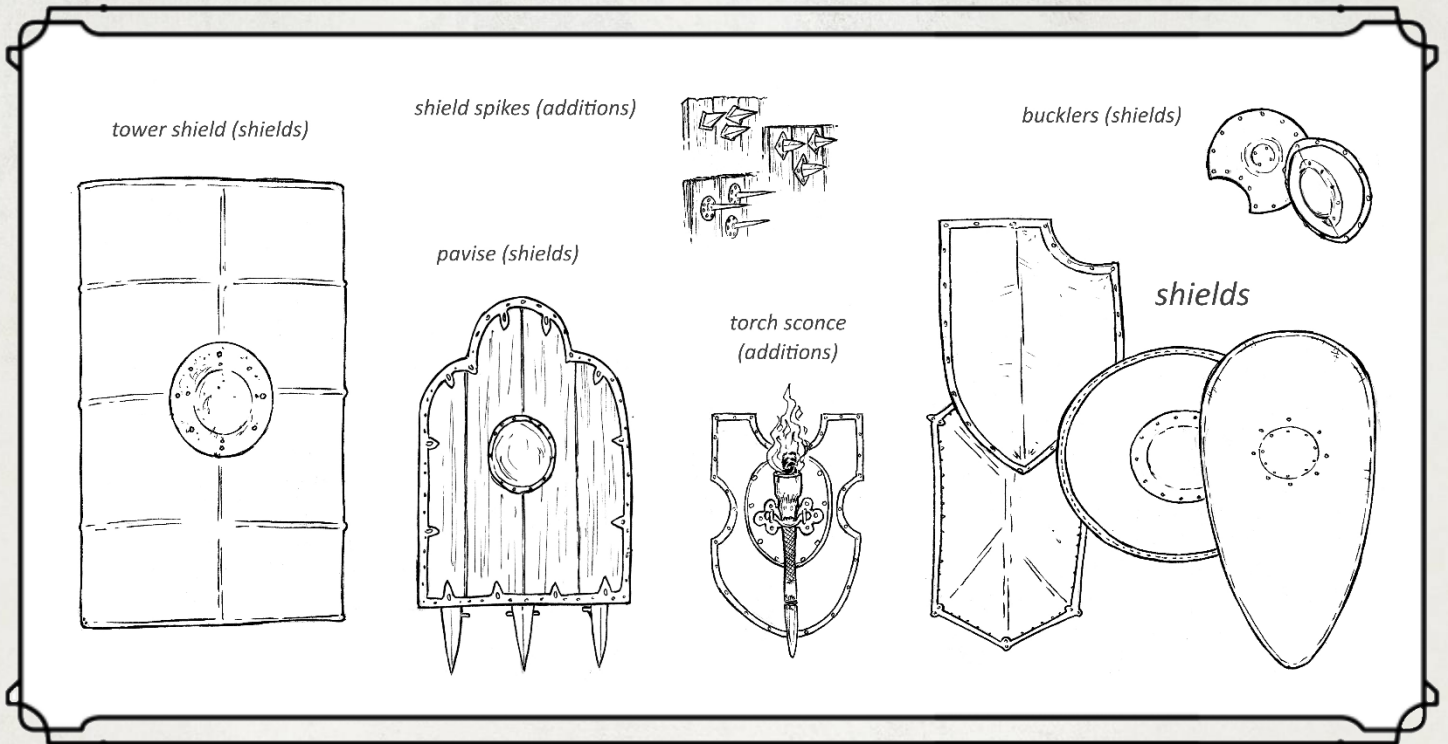
A shield modified with a sconce cannot also bear an emblem, holy symbol, or shield spikes.

Shield Spikes. These sharp studs cover the face of a shield, making it into a convincing weapon. (Page 20)

The spikes can be applied to

a shield or pavise, but not a buckler or tower shield. When the affected shield is used as an improvised weapon, it inflicts (1d4) piercing damage instead of bludgeoning damage. Additionally, when you use the Attack action to shove a creature, you can inflict the spikes' piercing damage if your check succeeds. (Do not add your ability modifier to damage when using the spikes in a shove.)





A shield modified with spikes cannot also bear a sconce or an emblem holy symbol.

Lizardfolk are particularly skilled with spiked shields and can use them to exceptional effect (*Monster Manual*, page 204).

Splint. *Splint armor is composed of narrow strips of interlocking metal, riveted together and backed by leather and cloth padding. Significant overlap of the plates provides exceptional protection (and weight). Mail segments cover some of the wearer's joints. A version of this armor called "plate mail" uses fewer, larger plates over certain sections of the body.* (Page 18)

Studded Leather. *Made from tough but flexible leather, studded leather is reinforced with close-set rivets or studs.* (Page 16)

Tower Shield. *A tower shield is much larger and heavier than a standard shield, standing nearly as tall as the person who wields it.* (Page 20)

With a tower shield equipped, you can use your reaction to hunker behind it in response to an attack against you or to an effect that would cause you to make a Dexterity saving throw. You gain the benefits of half cover until the start of your next turn.

Additionally, whenever you take the Dodge action while a tower shield is equipped, the benefit is not lost if you become incapacitated because of the stunned condition or if your speed is otherwise reduced to 0.

If you have the Shield Master feat, you cannot use a tower shield to bash because of its unwieldy nature.



Chapter 3

CHAPTER 3: JADE THRONE

THIS CHAPTER ALLOWS PLAYERS THE CHANCE TO use equipment that is not strictly influenced by medieval European cultures. The limited list here looks to some historic East Asian cultures for its designs and naming. The Dungeon Master can add this equipment to the gear from the previous chapters or replace some of that gear, perhaps to break out of the Western paradigm. For example, it may serve as a standard weapon list for games placed in the Kara-Tur region of the Forgotten Realms campaign setting.

NATIVE LIST

The armor table in this chapter has a series of armor pieces large enough to replace the Eurocentric armors in chapter 5 of the *Player's Handbook* (or the prior chapter of this supplement). The Dungeon Master can designate these armors as native to the campaign, restricting access to this set. This option is better when you can use the other Jade Throne equipment described in the *Comprehensive Equipment Manual*, instead of just the armor.

STYLE, NOT CULTURE

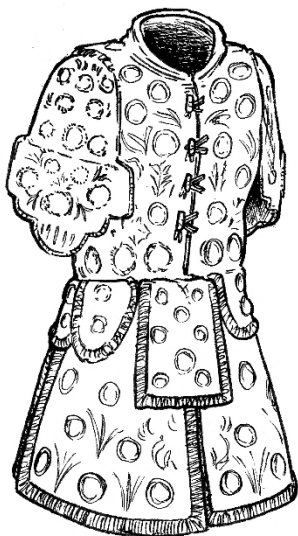
The armor in this chapter represents a fusion of East Asian styles from around the 12th Century. These styles are influenced by their observation from a Western viewpoint and are not meant to be an historically-sound representation of the culture or the traditional use of said armor types. The rules for these items and their configurations reach no further than the needs of a fantasy game and should not be treated as anything historic, authoritative, or representative.

DESCRIPTIONS

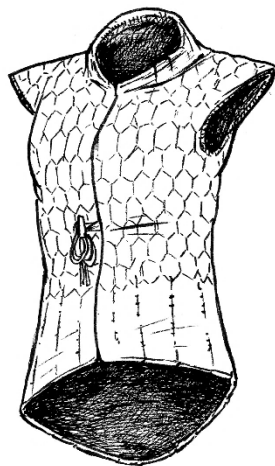
Jade Throne armor descriptions are provided below.

Ashigaru. *This lightweight armor of narrow, interlocking plates covers little more than the torso. It is inexpensive to craft relative to heavier armor, making it suitable for conscripted or auxiliary soldiers.* (Page 27)

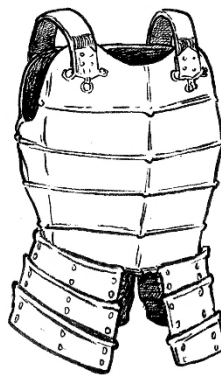
Chain Coat. *A hauberk of light chainmail that fastens up the front or back, typically without head protection.* (Page 25)



quilted coat (light armor)



manchira
(light armor)



ashigaru
(light armor)



nerigawa kozane (light armor)

ARMOR (JADE THRONE)

Item	Cost	Armor Class (AC)	Strength	Stealth	Weight
<i>Light Armor</i>					
Quilted coat	5 gp	11 + Dex modifier	—	Disadvantage	8 lb.
Manchira	10 gp	11 + Dex modifier	—	—	10 lb.
Ashigaru	40 gp	12 + Dex modifier	—	Disadvantage	15 lb.
NERIGAWA KOZANE	55 gp	12 + Dex modifier	—	—	13 lb.
<i>Medium Armor</i>					
Dhenuka	20 gp	12 + Dex modifier (max 2)	—	Disadvantage	15 lb.
Kikko	35 gp	13 + Dex modifier (max 2)	—	Disadvantage	35 lb.
Chain coat	45 gp	13 + Dex modifier (max 2)	—	—	20 lb.
Kozane	50 gp	14 + Dex modifier (max 2)	—	Disadvantage	45 lb.
Hotoke	300 gp	14 + Dex modifier (max 2)	—	—	20 lb.
Do-maru	850 gp	15 + Dex modifier (max 2)	—	Disadvantage	35 lb.
<i>Heavy Armor</i>					
Kusari	55 gp	15	—	Disadvantage	40 lb.
Lamellar coat	75 gp	16	Str 13	Disadvantage	45 lb.
Haramaki	600 gp	17	Str 15	Disadvantage	55 lb.
O-yoroi	1,200 gp	18	Str 15	Disadvantage	60 lb.
<i>Shields</i>					
Tedate	10 gp	+2	—	—	6 lb.
<i>Additions</i>					
Dastana	10 gp	+1	—	—	3 lb.
Hoshi	10 gp	—	—	—	2 lb.
Sangu	12 gp	—	—	Disadvantage	5 lb.

Dastana. These very heavy bracers cover the forearms and the back of the hands. (Page 28)

When worn with a suit of light armor, these improve your Armor Class by 1 point. Though very protective, dastana are also stiff and constraining. While wearing them, your Dexterity modifier's bonus to your Armor Class has a maximum of +2.

Dhenuka. Made from the hide of particularly armored beasts, this suit provides significant protection while allowing the wearer to retain agility and mobility. (Page 27)

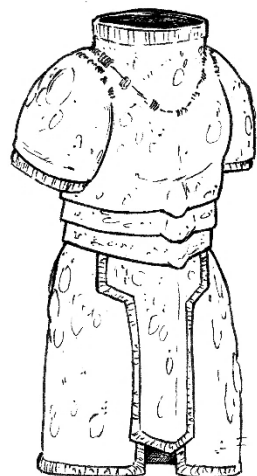
Do-Maru. This constitutes a portion of a suit of full o-yoroi, the "great armor," with smaller shoulder pieces and with a lighter helmet. The design intends to allow the wearer a greater range of movement, particularly in the upper body. (Page 27)

Haramaki. A series of very-dense lacquered plates, interlocking in a suit that covers the torso, tying in the back. (Page 28)

Hoshi. This elaborate helmet flares widely at the back to protect the neck and shoulders. A fearsome mask covers the face and tall protrusions, or ornamentations complete the intimidating appearance. (Page 28)

Wearing a hoshi helmet grants immunity to the special mechanics of saps and garrotes. It provides a +2 bonus to the wearer's Charisma (Intimidation) checks but gives the wearer's Wisdom (Perception) checks disadvantage.

Hotoke. This solid breastplate and back plate of lacquered metal are typically joined by joints on one side and tied closed along the other side to encase the torso. Smaller sets of plates cover the joints. (Page 27)



dhenuka (medium armor)



kikko (medium armor)



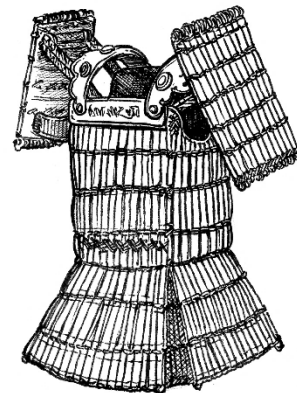
chain coat (medium armor)



hotoke (medium armor)



do-maru (medium armor)



kozane (medium armor)

Kikko. Kikko armor consists of small hexagonal plates connected by metal links and sewn over a canvas suit. (Page 27)

Kozane. An armored cuirass and leggings made of lacquered scales tied together into a coherent protective material, sometimes stretched over wood or metal plates. (Page 27)

Kusari. A heavy suit of chainmail consisting of a robe or long hauberk extending below the knees and cinched with a belt, plus a broad hood to protect the head, neck, and shoulders. (Page 28)

Lamellar Coat. A common type of armor, the lamellar coat consists of bronze or iron plates laced together and sewn over a leather coat. (Page 28)

Manchira. The manchira is typically worn under a normal suit of armor to cover the gaps and provide

padding, but it is not as protective as a separate sangu. It's sometimes worn without other layers. When worn alone, a manchira provides a minor degree of protection against attacks. (Page 25)

Nerigawa Kozane. This set of thin leather scales is sewn or riveted together to provide a flexible protective suit. (Page 25)

O-Yoroi. A complex suit of lacquered metal pieces, this armor is both ceremonial and functional. It provides exceptional protection in all areas. (Page 28)

Quilted Coat. A thickly padded coat stitched with small quilt pockets to keep the batting from settling into the lower portions of the armor. (Page 25)

Sangu. Sangu components supplement existing armor by covering all the usual gaps. Among other elements, sangu includes a quilted underlayer that covers most of

the body and large, elaborate shoulder plates that shield the torso from side attacks. (Page 28)

These extra components particularly protect the thighs, shins, shoulders, arms, and their associated joints. Wearing sangu gives you a +2 bonus to saving

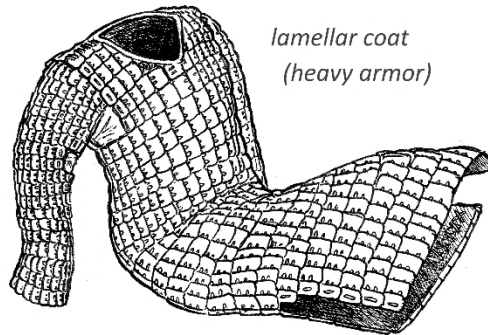
throws against area spells and effects, like a dragon's breath weapon or a fireball spell.

Tedate. This lacquered or hardwood plate is worn on the forearm and used for blocking melee attacks.

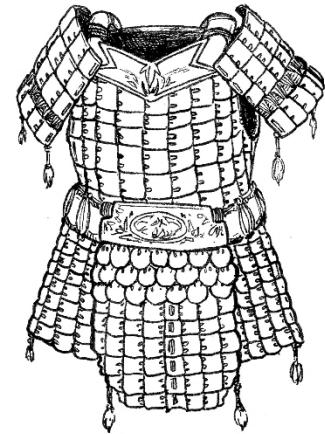
Wielding a shield increases your Armor Class by 2. You can benefit from only one shield at a time.



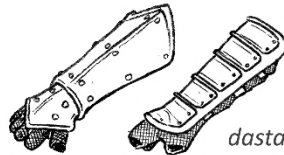
kusari (heavy armor)



lamellar coat
(heavy armor)



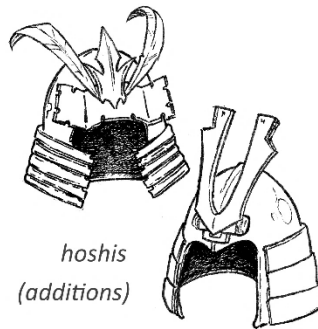
haramaki (heavy armor)



dastana (additions)



o-yoroi (heavy armor)



hoshis
(additions)



sangu (additions)

GIRD YOURSELF FOR BATTLE

This weighty tome is an essential reference for new and expert adventurers alike, those who wish to gird themselves for any challenge.

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