

Gregorius21778:

30 Magical Items of Armor



for Fantasy OSR RPG

Labyrinth Lord
Compatible Product

LAMENTATIONS
of the
FLAME PRINCESS
WEIRD FANTASY ROLE-PLAYING
COMPATIBLE PRODUCT

Version 1.2; written by Kai Pütz
(c) 2017



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My blog: www.gregorius21778.wordpress.com

My other titles: [at drivethrurpg.com](http://at.drivethrurpg.com)

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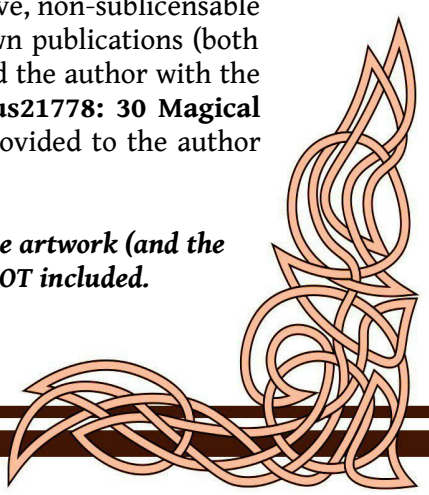
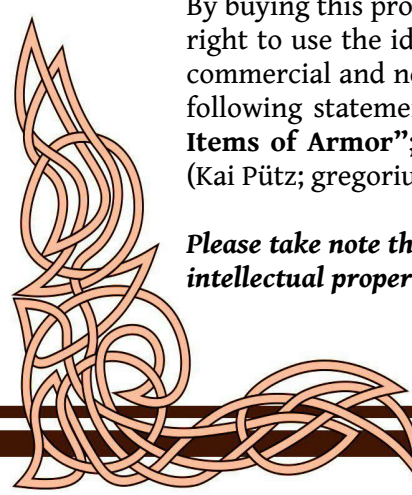
30 Magical Items of Armor is a collection of protective gear that the GM may present to the players as a reward for quest, as the center main item of a dungeon raid, part of a monsters hoard or as a special item in the possession of a main NPC and adversary.

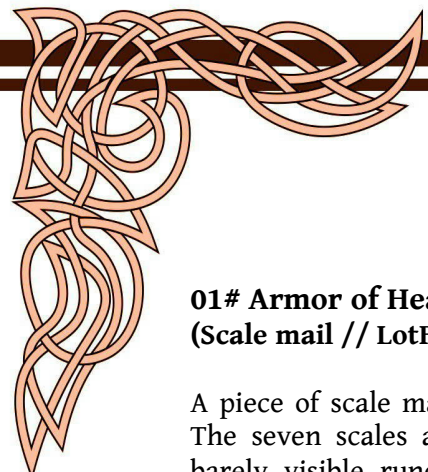
Send the heroes out to return the lost *Lionfather*, reward them with a suit of *True Dragonscale*, have them face an orc leader clad in *Scornhide* or surprise them with an assassin who wears *Snakeskin*.

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01# Armor of Healing
(Scale mail // LotFP: AC: 16)

A piece of scale mail with a jade-green color. The seven scales above the heart each have barely visible runes scrimshawed into them (that will tell those in the know about the magic powers of this armor): once per day, when the wearer suffers damage that reduces his or her hit points to 50% or less of the maximum value, the armor's magic will restore 1d6+3 hit points immediately, as per the *Cure Light Wounds* spell.

02# Armor of the Champion
(Banded mail // LotFP: AC: 16)

A suit of banded, brass coated armor with a pot helmet. Once per day, when the wearer shouts out his name together with a challenge, the armor's magic casts an effect identical to the *Striking* spell (Lvl: 3) onto the wearer's (main) weapon.

For LotFP, the Armor casts the 3rd level spell *Army of One* upon the wearer.

The armor's magic may not be invoked when the wearer and his allies outnumber the opposition.

03# Armor of the Trustworthy
(Chain mail // LotFP: AC: 16)

A simple, metal-gray suit of chain mail without any adornments. A set of six chain rings near the forehead form a small triangle. The wearer is immune against any *Charm* spells or similar spell-like abilities. Furthermore, a wearer of Neutral Alignment may help the victim of a *Charm* to break it by addressing the matter (which grants the victim another Saving Throw to throw the effect off).

04# Bark Armor
(as scale mail // LotFP: AC: 16)

A set of banded armor made from the bark of a gnarled tree (actually, the bark of a Treant). Once per day, the wearer of this armor may turn into a small tree, from one moment to the next, and remain in this form till the next dawn. The character will be aware of anything that goes on in his or her immediate surrounding. Single blows do not do any harm, but any attack that would destroy or log the complete tree will call for a *Save s Death*: on a failure, the character dies, on a success the character loses 50% of the current hit points. The character may change back at will, but the this is not instant but takes a turn instead.

05# Blessed Armor
(Splint mail // LotFP: AC: 16)

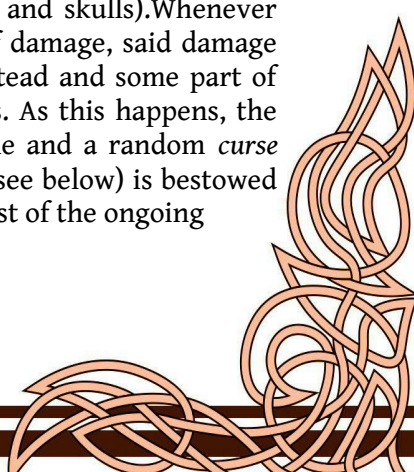
A regular set of armor with the holy symbol of a deity (GM's choice) adorning the chest area near the collar. If the armor has been blessed by a cleric of 5th lvl or higher of the matching deity within the last 30 days, all damage that the wearer suffers will be reduced by 1 (minimum: zero).

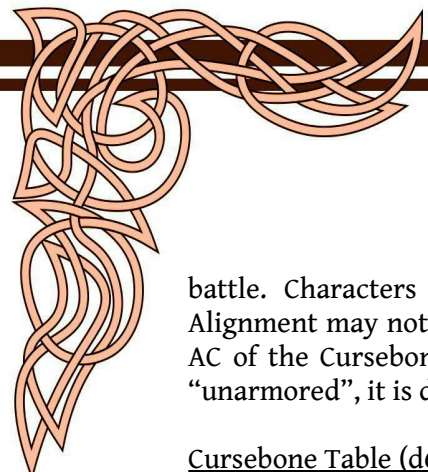
06# Boarsuit
(Splint mail // LotFP: AC: 16)

A suit of splint mail and a full helmet, with a face plate that resembles the head of a boar. When the wearer of the armor enters combat, the character gains a +3 bonus to both attack and damage on the first round and a +2 bonus on the second.

07# Cursebone Armor
(as splint mail // LotFP: AC: 15)

A macabre suit of armor that has been made from human bones (fingers, ribs and skulls). Whenever an attack deals 5+ points of damage, said damage is halved (round down) instead and some part of the armor breaks and gives. As this happens, the AC of it is decreased by one and a random *curse* from the Cursebone Table (see below) is bestowed upon the attacker for the rest of the ongoing





battle. Characters of a Lawful and/or Good Alignment may not wear this armor. When the AC of the Cursebone Armor becomes equal to “unarmored”, it is destroyed.

Cursebone Table (d6)

1# The character must re-roll all damage rolls and keep the lower result.

2# When the character suffers damage, said damage is increased by one.

3# When the character receives damage, his or her initiative for the next round is halved (round down).

4# When an attack of the character misses, his or her next attack suffers from a (-1) penalty.

5# When the character becomes outnumbered, he or she suffers a (-2) penalty on all attacks.

6# The character must re-roll all successful Save vs. Spells/Magic once.

08# Demonbound Armor (AC as scale mail; everything else as studded leather // LotFP: AC: 16)

This set of studded leather armor has been made of dark and scarred-looking leather that has an unwholesome aura to it. It has in fact been made from the skin of a lesser demon whose essence was bound into it. The wearer of this armor may re-roll any failed *Save vs. Spells/Magic*, but if the re-roll fails with a natural “1”, the demonic essence breaks free: a diabolic laughter will be heard as the armor comes apart, the air begins to reek of sulfur and the wearer as well as all other characters within 30’ will be *cursed*: all *Saves vs. Spells/Magic* will have an additional (-3) penalty from now on. Characters of a Lawful and/or Good alignment may not wear this armor.

09# Dragonfly Armor (AC as scale mail // LotFP: AC: 16; weight as studded leather)

A peculiar suit of banded armor that has been made from the chitin shells of two or more giant dragonflies. The long, semi-transparent wings have been preserved as well and hang down the back like a shriveled half-cape. Once per day, the wearer may invoke a magic effect similar to a 4th level *Fly* spell for up to three turns. When this is done the wings will straighten, enlarge themselves and begin to move till they blur. The wearer may only fly when encumbered with no more than 80 lbs. in total.

10# Hearteater (Banded armor // LotFP: AC: 16)

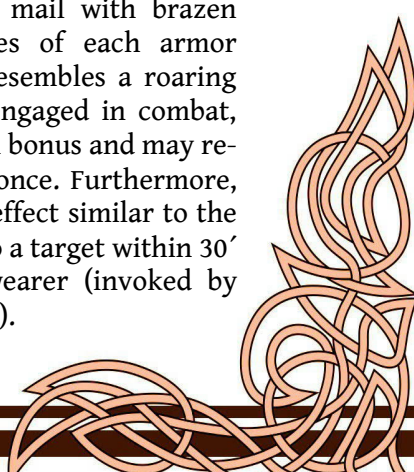
A suit of stained, steel-gray banded armor whose helmet and shoulder pieces are made in the likeliness of fearsome visages. Whenever the wearer kills an opponent in battle, all of the other enemies with a Moral below 9 must pass a *Save vs. Spells/Magic* or will act liked they failed a Moral test. Opponents that have 4+ HD (or characters of at least 3rd level) are not affected.

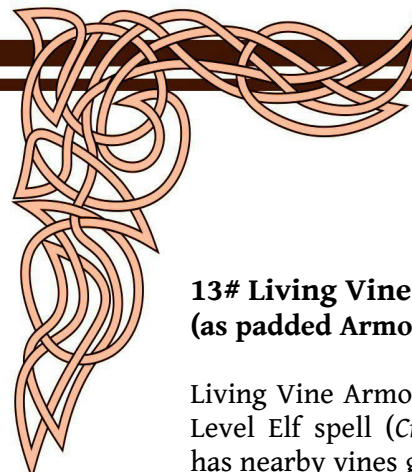
11# Helmet of True Seeing

A light spectacle helmet with a chain mail neck guard. Once per day, the wearer may gain the ability to see everything invisible for a turn by following the outline of the eye pieces with his fingers in the likeness of an eight.

12# Lionfather (Plate mail // LotFP: AC: 18)

A well-made suit of plate mail with brazen trimmings along the edges of each armor piece, and a helmet that resembles a roaring lion. When the wearer is engaged in combat, all allies will gain a +2 Moral bonus and may re-roll any failed moral tests once. Furthermore, the wearer may invoke an effect similar to the *Remove Fear* spell (lvl 3) onto a target within 30’ feet and earshot of the wearer (invoked by shouting an encouragement).





13# Living Vine Armor
(as padded Armor // LotFP: AC: 13)

Living Vine Armor is the result of a (new) 3rd Level Elf spell (*Create Living Vine Armor*) that has nearby vines grow enormously, come loose and encase the target (the wearer) to act as an 10 lbs. armor (or simply add weight and the effect below to existing armor).

For LotFP, treat Vine-enhancement on an existing armor as an additional item instead.

Whenever the wearer of *Living Vine Armor* would suffer from a drain effect of any kind (hit points, XP, etc.), the effect is negated by the Living Vines, who in turn begin to wither. If a total of three drain effects have been negated or when 24 hours have passed, the vines wither and the armor comes apart. *Living Vine Armor* may be refreshed by the *Plant Growth* spell.

14# Paladin Armor
(Plate mail // LotFP: AC: 18)

A shining suit of plate mail. Paladin Armor increases the effects of beneficial clerical spells cast upon the wearer (which will count as being one level higher than they are). This kind of armor may not be worn by a character with Chaotic Alignment

15# Phoenix Feather Helmet

A helmet (of any style) that has a number of seemingly decorative feathers added to its neck guard. These feathers are seven inch long, brown-red and fiery-orange in color (from end to tip). The wearer may re-roll any failed Save that has death as a possible outcome. If the re-roll is successful, 2d6 are rolled. In the case of doubles, the feathers go up in smoke and the helmet is just a mundane helmet from now on.

16# Scornhide
(Studded leather // LotFP: AC: 14)

A set of studded leather armor with a distinctive reddish-brown color. When the attack of an opponent against the wearer of Scornhide armor fails, the wearer gains a +2 bonus for the next attack against this opponent.

17# Seablessed Armor
(weight as studded leather, otherwise as scale armor // LotFP: AC: 16)

A set of scale armor that has been created from the scales of a sea monster (e.g. a giant sea snake or an ocean wyrm) and blessed by the clerics of a deity associated with water and/or the ocean. The wearer of Seablessed Armor cannot drown in it, as it will always float up (like a life vest) unless the wearer wishes to dive. If the wearer does anything to displease the deity in whose name the armor was blessed, the armor will drown the wearer instead (if he or she cannot remove it quickly).

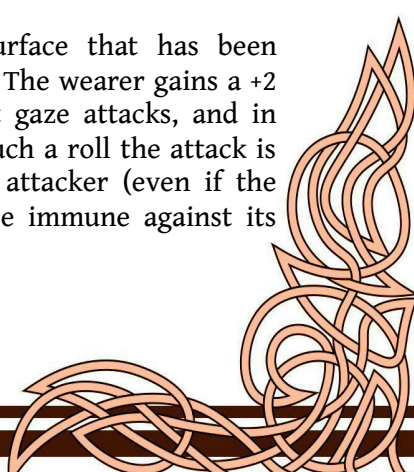
For LotFP, the Referee best assumes this to be the artifact of a heathen religion.

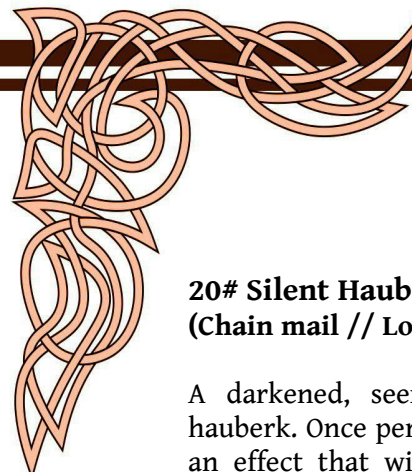
18# Shield of the Dragonhunter
(Shield)

The Shield of the Dragonhunter is literally the worn and weathered shield of a dragon hunter and sports many a scorch mark. The many battles against mythical monsters have turned it into a magical item of its own, and its wearer gains both a +2 bonus and a re-roll on all Saving Throws against (literal) breath attacks.

19# Shining Shield
(Shield)

A shield with a metal surface that has been polished to a mirror finish. The wearer gains a +2 bonus on all Saves against gaze attacks, and in case of a natural "20" on such a roll the attack is reflected back against the attacker (even if the monster would normally be immune against its own gaze attack).





20# Silent Hauberk
(Chain mail // LotFP: AC: 16)

A darkened, seemingly freshly oiled chain hauberk. Once per day, the wearer may invoke an effect that will negate all of the regular penalties that such an armor would have on all attempts at stealth for up to six turns. The effect is invoked by putting a small stone (or pebble) into one's mouth and is ended immediately if the wearer whispers, speaks or gives any verbal signals.

21# Snakeskin Armor
(Studded leather // LotFP: AC: 14)

Snakeskin armor has been literally made from the skin of a huge amount of snakes. The wearer may re-roll any failed Save vs. Poison once and may once per day use an effect similar to *Polymorph Self* (4th level) to turn himself into a snake. The latter may only be invoked if the wearer has eaten a snake of the desired type within the last seven days (if raw or as part of a meal does not matter).

22# Stallwart Platemail
(Plate mail)

A heavy and bulky suit of infantry plate mail that weights 60 lbs. (instead of just 50). All attempts to trip or topple the wearer are futile and even when the wearer dies, the character will remain standing for 1d6+1 rounds before falling prone. The wearer of this suite may not ride, as any riding animal, no matter how strong, will just feel overburdened and lay down to the ground.

23# Suit of the Liege
(Plate mail // LotFP: AC: 18)

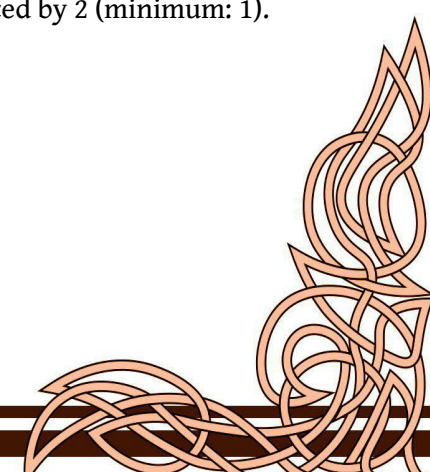
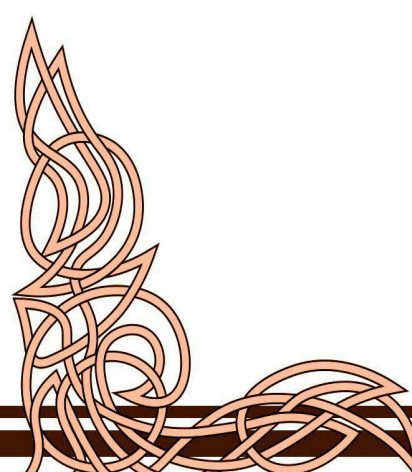
A suit of plate mail with artful, heraldic inlays on chest and shoulder (either a famous but small noble line of old or a ring of 9 swords, tips pointing outward). When the wearer is accompanied by at least one faithful NPC who has sworn fealty to him or her, the armor grants the wearer a number of re-rolls in battle equal to the number of faithful NPC within 30' of the character (who must have sworn fealty to the wearer). This power may only be invoked once a day, for the duration of one battle.

24# Swordeater
(Banded mail // LotFP: AC: 16)

A suit of banded mail with bits of scale armor added upon the outside. Those scales have obviously been taken from a monster of one kind of another: they have a color somewhere between bleached bones and light clay, their edges are rough and ragged. Those scales were taken from a ravenous earthwyrms, and the enchanted armor may bite and break a blade with them: on every successful attack with a sword or similar bladed weapon, the damage die is rolled once more for a check: if the very same result comes up, the blade breaks as it pierces the armor as a crunching sound is heard.

25# Thickhide
(Studded leather // LotFP: AC: 14)

A set of studded leather armor with numerous round brass-coated rivets. The left shoulder piece has been adorned with a layer of arrow heads. The damage from all attacks with a base damage die of d4 is reduce to "1", no matter the result, and all damage from arrows (but not crossbow bolts) and throwing weapons is reduced by 2 (minimum: 1).





26# Toad-Skin Armor
(as padded // LotFP: AC: 13)

This peculiar armor has been made made from the dried and warty skins of hundreds of toads, sewn over a padded armor. Its is yellow, green and brown in color, and has a wet shine to it, just like it would have been greased lately. The wearer of Toad-Skin armor gains a +2 bonus to all Saves against poison or disease, and may re-roll any failed *Save vs Spells/Magic* once.

27# Traitor Armor
(Scale mail // LotFP: AC: 16)

The Traitor Armor is a rugged and worn scale mail, and its magical power is the ability to change its appearance. Once per day, after the wearer has killed an opponent, the power of the armor may be invoked and the armor will then mimic the general appearance (and if applicable: coat of arms) of the group the slain opponent would wear. The Traitor Armor may not duplicate a specific armor, but may imitate anything from studded leather up to splint mail (or similar quality) in appearance. The effect is equal to an illusion cast by a 5th level Magic-User and will last till next sundown or -dawn (unless the wearer wishes it to stop earlier).

28# True Dragonscale
(Scale mail // LotFP: AC: 16)

As the name suggests, True Dragonscale armor has been fashioned from the scales of a slain dragon. The enchanted armor allows the wearer to re-roll all failed Saves vs Breath Attacks once, and the damage from all attacks, mundane or magical, is reduced by one while all flame-based attacks are reduced by 2. Dragon's will always react unfriendly or worse to somebody who wears True Dragonscale.

29# Warhound
(Chain mail // LotFP: AC: 16)

A suit of chain mail with battered looking shoulder pieces and a pair of gauntlets with jagged rivets along the knuckles. The armor grants it wearer the ability to know the direction of an opponent that escaped a battle against him or her, as long as the wearer takes up the chase within a day and does not interrupt said chase in undue fashion. This power cannot be invoked against supernatural beings.

30# Windrider Armor
(Splint mail // LotFP: AC: 16)

A light suit of splint mail (40 lb.s; +2 attack bonus for all weapon with a base damage of 1d8 or higher) that was wrought and enchanted for warriors that ride into battle on flying mounts. Once per day, when the wearer falls from more than 3 meters of height, an effect similar to a 2nd level *Levitate* spell may be invoked (as per spell, but the wearer may only move downward).

For LotFP, this armor is best treated as an artifact of race from a different time or world.

