

***Amazing Armory***

My collection of magical armor, shields and robes. Pulled from some official and mostly homebrew sources, I used the prices in this [***PDF***](https://drive.google.com/file/d/1CsZJCuFCuFoJTyu-7-hY8-fL6nFMjazf/view?usp=sharing) to adjust for my own games. I tend to throw fair amounts of loot around and offer good discounts, so these prices are fair as far as I see it. Use as you like!

#### ***A - Z***

##### +1 *Shield* = *2,000 GP* + base shield cost +1 *Light armor* = *2,000 GP* + base armor cost

##### +1 *Medium armor* = *2,200 GP* + base armor cost

##### +1 *Heavy armor* = *2,600 GP* + base armor cost Some select forge's have inventories of top quality armors fit for all sorts of needs and wants. All armors are fitted upon purchase and refitting typically complementary for the first year!

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##### Absorbing Shield - *(+1 Steel Shield 4,400 GP, 6 lbs., requires attunement)* This polished dark steel shield is slightly warm to the touch. While holding this shield, you gain a +1 bonus to AC. In addition, the shield absorbs the first 5 points of elemental damage (acid, cold, fire, lightning, or thunder) from spells or effects dealt each round. This effect does not function if the offending damage is paired with bludgeoning, slashing, or piercing damage.

##### Adamant Dwarven Plate - *(+2 Full Plate 13,000 GP, 90 lbs. or +2 Battle Plate 15,000 GP, 110 lbs.)* While wearing this armor, you gain a +2 bonus to AC. In addition, if an effect moves you against your will along the ground, you can use your reaction to reduce the distance by half your speed. Additionally, all critical hits against you are treated as normal hits.

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##### Animated Shield - *(+1 Shield 7,000 GP, requires attunement)* While holding this shield, you can speak its command word as a bonus action to cause it to animate. The shield leaps into the air and hovers in your space to protect you as if you were wielding it, leaving your hands free. The shield remains animated for 1 minute, until you use a bonus action to end this effect, or until you are incapacitated or die, at which point the shield falls to the ground or into your hand if you have one free.

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##### Arcane Shield - *(1 lb., 12,000 GP, requires attunement)* Arcane shields are expensive arcane constructs, made from a reinforced glove or gauntlet, which can be activated as a bonus action to create a barrier of arcane energy. An arcane caster who is attuned to the shield, is proficient with it and can use a bonus action to sacrifice a 1st-3rd level spell slot to activate the shield. A 1st-level spell activates it for 1 round, 2nd-level activates it for 2 rounds and 3rd-level for 3 rounds. While active, an arcane shield provides the wielder with +2 AC, and resistance to spells and magical effects.

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##### Beastskin - *(+1 Hide armor 4,500 GP, requires attunement by a Druid)* First created by powerful druids and copied by artificers, this armor has a property that is particularly useful to nature adventurers. When­ using wild shape, you can expend one additional daily use of that ability to transform your beastskin armor along with you, rather than simply allowing it to merge with your body. When you do so, the armor transforms into a suit of hide armor of the same type, fitted for your new form. The armor's weight changes to match your new size (and shape, if you assume a form with a different body shape). You are proficient with the trans­formed version regardless of what shape you take.

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##### Black Dragon Leathers - *(+1 Leather 3,600 GP, 8 lbs.)* This scale mail is made of the hide of a black dragon. While wearing this armor, you gain a +1 bonus to AC, you have advantage on saving throws against the Frightful Presence effect of dragons, and you have resistance to acid damage.

##### Black Dragon Mail - *(+1 Scale Mail 4,500 GP, 30 lbs.)* This scale mail is made of the scales of a Black Dragon. While wearing this armor, you gain a +1 bonus to AC, you have advantage on saving throws against the Frightful Presence effect and breath weapons of black dragons, and you have resistance to acid damage. Additionally, you can focus your senses as an action to magically discern the distance and direction to the closest black dragon within 30 miles of you. This special action can't be used again until the next dawn.

##### Black Dragon Plate - *(+1 Half Plate, 30 lbs., 8,000 GP)* This surprisingly light armor is made from the larger plated scales of a colossal black dragon along with other metallic implements. Using only the finest pieces of scale, it is one of the rarest types of dragon armor you can find. While wearing this armor, you gain a +1 bonus to AC, you have advantage on saving throws against the Frightful Presence effect and breath weapons of black dragons, and you have resistance to acid damage. Additionally, you can focus your senses as an action to magically discern the distance and direction to the closest black dragon within 30 miles of you. This special action can't be used again until the next dawn.

##### Blue Dragon Leathers - *(+1 Leather 3,600 GP, 8 lbs.)* This leather armor is made of the hide of a blue dragon. While wearing this armor, you gain a +1 bonus to AC, you have advantage on saving throws against the Frightful Presence effect of dragons, and you have resistance to lighting damage.

##### Blue Dragon Mail - *(+1 Scale Mail 4,500 GP, 30 lbs.)* This scale mail is made of the scales of a blue dragon. While wearing this armor, you gain a +1 bonus to AC, you have advantage on saving throws against the Frightful Presence effect and breath weapons of blue dragons, and you have resistance to lightning damage. Additionally, you can focus your senses as an action to magically discern the distance and direction to the closest blue dragon within 30 miles of you. This special action can't be used again until the next dawn.

##### Blue Scale Shield - *(+1 Shield 2,500 GP, 5 lbs.)* This shield is made from a large scale of a blue dragon. While holding this shield, you gain a +1 bonus to AC. In addition, whenever you are subjected to a breath attack made by a blue dragon, you can spend your reaction to raise your shield between you and that attack granting advantage on the saving throw. You take no damage if you succeed on the saving throw, and only half damage if you fail (if you already have advantage from Blue Dragon Scalemail, you automatically take no damage).

##### Bonemail - *(+1 Breastplate 6,500 GP, 30 lbs.)* Prepared from the remains of an animated skeleton, this armor covers the upper body with a white, rib-like structure that resembles bleached bones with large skulls serving as epaulets. While wearing this armor, you gain a +1 bonus to AC. A suit of skeletal armor grants the wearer resistance to non-magical piercing damage while worn.

##### Bulwark of Freedom - *(+1 Full Plate 35,000 GP, 35 lbs., requires attunement)* An incredible amount of craftsmanship and rare materials can produce suits of unparalleled quality. This gleaming suit of mithril full plate has a delicately engraved coat of arms of a remarkable eagle crest. While you wear this armor, you gain a +1 bonus to AC and ignores penalties from rust/acid attacks. In addition, difficult terrain doesn't cost you extra Movement, magic cannot reduce your speed, and magic cannot cause you to be Paralyzed or Restrained. The wearer must have heavy armor proficiency to don it, however it counts as medium armor and limits the wearer's dexterity modifier to +2.

##### Called Plate - *(+1 Half-plate 4,250 GP or +1 Full Plate 5,000 GP, requires attunement)* A suit of armor that can appear on the wearer in the snap of a finger. As a bonus action, by speaking the com­mand word, regardless of the intervening distance, the suit of armor appears on your body, as though you had donned it in the normal fashion. If you are wearing other armor when you speak the command word, the called armor appears in your space or in an adjacent space you designate that is capable of holding it. As an action, you can speak the other command word and the armor returns to the last location it was doffed in the normal fashion.

##### Earthplate Armor - *(+1 Full Plate, 6 lbs., 12,000 GP)* At first glance, this full plate looks filthy and ill kept. On closer examination, you can see it is expertly crafted, and what appears to be dirt is actually the color of the metal itself. A black crystal shard is set horizontally into the front of the armor across the abdomen. Runes in the Gnome language mark its greaves and gauntlets, and the aroma of fresh earth seems to emanate from the suit. While wearing this armor, you gain a +1 bonus to AC. Once per day while wearing this armor, you can activate a Stoneskin effect, as the Stoneskin spell. As long as this effect is active, you also gain Bilndsight 20 ft. as long as your feet are touching natural earth. Both effects last for 1 hour and it regains use on the next dawn.

##### Fortified Barding - *(+1 Half-plate barding 10,000 GP, 250 lbs.)* This set of adamantine barding makes a mount resemble the armored Gorgon bull and provides excellent protection against most attacks. While a mount wears this barding, it gains resistance to non-magical bludgeoning, piercing and slashing damage. And all critical hits from non-magical attacks are treated as normal hits.

##### Glamoured Leather - *(+1 Studded Leather 3,000 GP)* While wearing this armor, you gain a +1 bonus to AC. You can also use a bonus action to speak the armor's command word and cause the armor to assume the appearance of a normal set of clothing or some other kind of armor. You decide what it looks like, including color, style, and accessories, but the armor retains its normal bulk and weight. The illusory appearance lasts until you use this property again or remove the armor.

##### Gleaming Caparison - *(+1 Chain Shirt Barding, 8,000 GP, 50 lbs.)* A complete set of mithril chain barding for a large sized horse, with an enchanted embroidered caparison over-layed. While worn, the mounts AC becomes 15+Dex bonus and gains +1 to saving throws.

##### Green Dragon Leathers - *(+1 Leather 3,600 GP, 8 lbs.)* This leather armor is made of the hide of a green dragon. While wearing this armor, you gain a +1 bonus to AC, you have advantage on saving throws against the Frightful Presence effect of dragons, and you have resistance to poison damage.

##### Green Dragon Mail - *(+1 Scale Mail 4,500 GP, 30 lbs.)* This scale mail is made of the scales of a green dragon. While wearing this armor, you gain a +1 bonus to AC, you have advantage on saving throws against the Frightful Presence effect and breath weapons of green dragons, and you have resistance to Poison damage. Additionally, you can focus your senses as an action to magically discern the distance and direction to the closest green dragon within 30 miles of you. This special action can't be used again until the next dawn.

##### Green Scale Shield - *(+1 Shield 2,500 GP, 5 lbs.)* This shield is made from a large scale of a Green Dragon. While holding this shield, you gain a +1 bonus to AC. In addition, whenever you are subjected to a breath attack made by a green dragon, you can spend your reaction to raise your shield between you and that attack granting advantage on the saving throw. You take no damage if you succeed on the saving throw, and only half damage if you fail (if you already have advantage from Green Dragon Scalemail, you automatically take no damage).

##### Holy Protector - *(+1 Shield 8,000 GP, requires attunement)* This silver shield is embedded with a fist-sized sapphire. While holding this shield, you have a +1 bonus to AC in addition to the shield's normal bonus to AC. In addition, if you are hit by an attack made by a fiend or undead creature while holding this shield, you can use your reaction to reduce the damage by 1d10 + your Wisdom modifier. If you reduce the damage to 0, you can make a melee weapon attack against the attacker as a part of the same reaction.

##### Lion’s Pride - *(+1 Breastplate, 3,500 GP, requires attunement)* A breastplate with a large golden roaring lion head on its torso channeling spirit of a mighty lion and its insurmountable courage. While wearing this armor, you gain a +1 to AC and you have advantage on saving throws against the frightened condition. In addition, you can spend an action to summon the lion’s roar to cast the *Shatter* spell (DC 14) centered on you. You cannot use this feature again until you finish a long rest.

##### Magus Battle Robe - *(+1 Battle Robe 3,500 GP)* This black battle robe is carefully made with a combination of several unique materials and is the culmination of dedicated weaver's work with spellcasters garb. Made of shadow silk for the cloth, thin mithril plates bound in the tanned leather of a displacer beast. This combination makes the battle robe near weightless, removing the disadvantage on dexterity checks for spellcasters without light armor proficiency. The shadow silk provides advantage on stealth checks in lightly obscured areas (such as tree shadows). Additionally, once per day the wearer can use *Blur* without concentration as a bonus action for 1d4 rounds.

##### Massplate - *(+1 Full Plate 6,500 GP, 70 lbs., requires attunement and Strength 17 to don)* This ornate full plate has plates made of orichalcum and steel that is custom tailored to the wearer to fit snug as it is heavier than normal. While wearing this armor, you gain a +1 bonus to AC and grants advantage to any check or saving throw that would move you against your will. In addition, once per long rest, you can dramatically double its weight using a reaction or bonus action to become immune to effects that would move you forcefully until the start of your next turn.

##### Mithril Armor - *(+1 Chain Shirt 4,500 GP, 10 lbs./+1 Breastplate 7,000 GP, 10 lbs./+1 Half Plate 9,000 GP, 20 lbs.)* Armor made from flexible and seemingly magical metal that is highly prized for its shine and value. While wearing this armor, you gain a +1 bonus to AC. A mithril chain shirt or breastplate can be worn under normal clothes; it counts as light armor and does not limit the wearer's dexterity modifier. In addition, it ignores penalties from rust/acid attacks.

##### Mithril Shield - *(+1 Shield 2,800 GP, 3 lbs.)* Shields made from flexible and seemingly magical metal are easily polished and shine with an almost mirror-like quality. While this shield is equipped, you gain a +1 bonus to AC in addition to the shield's bonus. A mithril shield can be equipped as a bonus action instead of a shield's usual action to don. In addition, it ignores penalties from rust/acid attacks.

##### Obsidian Guard - *(Half Plate 1,200 GP, 36 lbs.)* A suit of half plate adorned with obsidian spikes that make the wearer hard to hold down in a wrestling match. When a creature even attempts to grapple the wearer, it takes 1d4+Str slashing damage. In addition, when the wearer grapples a creature they may make an melee attack that they are proficient in with the armor as part of the grapple. Add 2,000 gp for +1 enchantment.

##### Radiant Chain - *(+1 Chain Mail, 6,500 GP)* Brilliant links of gem encrusted silvery meteoric iron feel warm to the touch, and make this chain mail a highly sought after piece by adventurers and nobles alike. You gain a +1 bonus to AC and resistance to fire damage. As an action, you can unleash a 20 foot radius burst of brilliant light centered on yourself. Creatures in the sphere except for you must succeed on a DC 15 Constitution saving throw or be Blinded for 1 minute. Creatures who fail this save can repeat it at the end of their turn, ending the blinded condition if successful. You cannot use this ability again until you complete a short or long rest.

##### Red Dragon Mail - *(+1 Scale Mail 4,500 GP, 30 lbs.)* This scale mail is made of the scales of a red dragon. While wearing this armor, you gain a +1 bonus to AC, you have advantage on saving throws against the Frightful Presence effect and breath weapons of red dragons, and you have resistance to fire damage. Additionally, you can focus your senses as an action to magically discern the distance and direction to the closest red dragon within 30 miles of you. This special action can't be used again until the next dawn.

##### Resplendent Chain - *(+2 Chain shirt 10,000 GP, 13 lbs. or +2 Chain mail 12,500 GP, 30 lbs.)* This brilliantly shiny silver armor is made from a combination of mithril and meteoric iron links, trimmed with a fine linen and silk tabard. It always feels warm when worn and to the touch even in the coldest of climates. While you wear this armor, you gain a +2 bonus to AC, the wearer is resistant to cold and fire damage and is not affected by naturally cold or hot climates. In addition, the armor ignores penalties from rust/acid attacks, and the *Heat Metal* spell or similar effects do not affect it. Chain shirt counts as light armor, and chainmail counts as medium armor.

##### Shadow Leather - *(+1 Leather 3,200 GP or +1 Studded Leather 4,200 GP)* This black dyed leather armor over a suit of dark shadow silk made by unique spiders from the Underdark, the wearer blends in with the shadows effortlessly. While wearing this armor, you gain a +1 bonus to AC. In addition, you have advantage on stealth checks in darkness or lightly obscured areas (such as tree shadows).

##### Traveler's Trappings - *(+1 Padded 2,000 GP, 4 lbs.)* This set of padded cloth armor seems to weigh less than it should and fits supremely comfortably over a set of traveler's clothes. While wearing this armor, you gain a +1 bonus to AC and it does not have disadvantage on Dexterity (Stealth) checks as normal padded armor. In addition, you can walk for up to 12 hours in a day at Forced March without having to make a Constitution saving throw.

##### Uncanny Harness - *(+1 Leather 3,600 GP)* While wearing this armor, you gain a +1 bonus to AC. In addition, you have advantage on Dexterity saving throws and Acrobatics checks dealing with leaping or moving with your body.

##### White Dragon Leathers - *(+1 Leather 3,600 GP, 8 lbs.)* This leather armor is made of the hide of a white dragon. While wearing this armor, you gain a +1 bonus to AC, you have advantage on saving throws against the Frightful Presence effect of dragons, and you have resistance to cold damage.

##### White Dragon Mail - *(+1 Scale Mail 4,500 GP, 30 lbs.)* This scale mail is made of the scales of a white dragon. While wearing this armor, you gain a +1 bonus to AC, you have advantage on saving throws against the Frightful Presence effect and breath weapons of white dragons, and you have resistance to cold damage. Additionally, you can focus your senses as an action to magically discern the distance and direction to the closest white dragon within 30 miles of you. This special action can't be used again until the next dawn.

##### Wispy Wrap - *(+1 Robe 3,500 GP, requires attunement)* A robe made of sheer white elven silk and fine blue linen meticulously embroidered with puffy clouds. While wearing this magical robe, your AC becomes 11+Dex. In addition, once per short or long rest the wearer can use *Misty Step* as a bonus action or reaction.

##### Variable Shield - *(+1 Shield 5,500 GP, requires attunement)* A mithril plate gauntlet with a built-in buckler on the forearm that can expand and shrink. As a bonus action, the buckler can change its size to a shield or as an action it can turn from a buckler to a tower shield. As a +1 buckler, it grants +2 AC and you can use items in your off-hand. As a shield, it functions as a normal +1 magical shield granting +3 AC. As a tower shield, you have partial cover and grants +4 AC, your speed is reduced by half and you cannot use the Dash action.