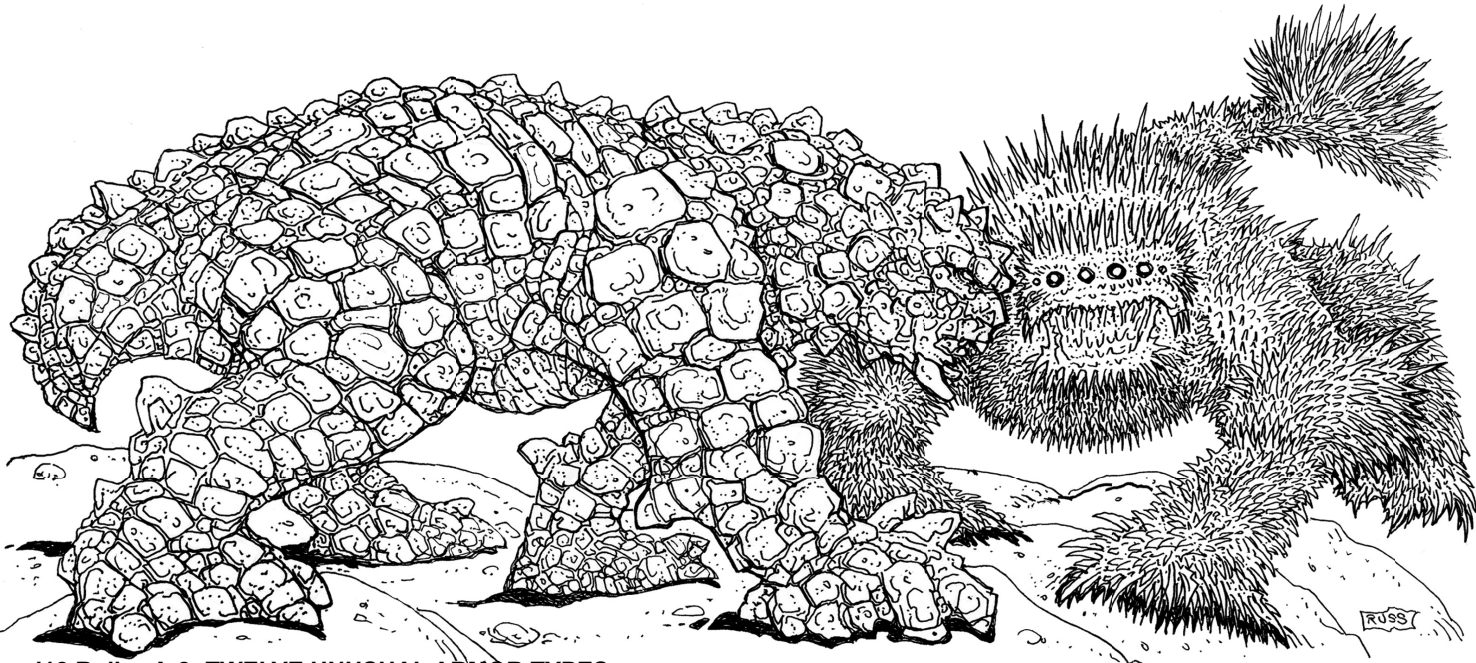




is also for Armor

Nature gifts its children with all manner of defensive adaptations, but none are more effective than those that directly protect its charges from the teeth of predators or the flailing claws of potential prey. Creatures unlucky enough to enjoy natural protection against their enemies adopt artificial means to defend their physical bodies, forging armor from bronze, iron, mithral, and even stranger substances. When monsters, both humanoid and bestial, are safeguarded against attacks, they swiftly ascend to dominance, lording their wills and appetites over their less defended challengers.

Although many monsters are clad in armor that is the product of adaptive evolution or radical mutation, some bear protections that owe their existence to the cunning of men, the kindness of their masters, the intervention of the divine, or the gifts of the infernal. As such, it is impossible to predict what manner of armor an encountered monster might bear upon its grotesque body or the properties that defense may have apart from merely turning aside a killing blow. Some crafty adventurers have deduced the means to harvest the weird armors of slain foes, turning their former enemies' defenses to their own advantage. The PCs may be lucky enough to do the same—provided they survive their initial encounter with the bulwarked beasts.



d12 Roll A-2: TWELVE UNUSUAL ARMOR TYPES

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| 1 | The creature is unusually corpulent and protected by a dense layer of fat. Although this thick cellulite slows the creature somewhat, it provides excellent protection against bludgeoning attacks, absorbing the shock of such blows to minimize or even negate their damage. |
| 2 | The creature is covered with bony or chitinous plates covered with pearlescent, naturally-occurring grease. The plates' angles and this natural lubrication make it difficult for slashing weapons to find purchase on the creature's body, deflecting those attacks completely. |
| 3 | A mass of sharp quills or spines covers the creature, granting it both protection against physical attacks and threatening enemies that engage it in close combat. Any attacker making a melee attack, whether successful or not, against the monster must make an immediate saving throw to avoid taking damage from the vicious spikes. Some creatures can throw these quills to attack opponents at a distance, but at the cost of reducing its armor protection. |
| 4 | Strange, organic crystals protrude from the creature's skin, giving it the appearance of some beautiful hybrid of flesh and stone. These crystals act as ablative armor, exploding when struck to nullify attacks and throwing a blast of razor-sharp shards away from the monster. Attackers caught in the explosion take incidental damage from the shrapnel, and truly unlucky foes may be blinded by clouds of crystalline grit. |
| 5 | The creature wears hide or leather armor stitched together from the skins of slain enemies. Bearing necromantic enchantment, the armor is alive and may be more dangerous than the creature it protects. Possible effects of the armor's enchantment include "healing" holes and cuts caused by attackers weapons, howling screams emitted by the preserved faces sewn into the armor, secondary attacks by the armor itself (tanned limbs that strike opponents or teeth-laden mouths that bite foes), or even the ability to cast spells. |
| 6 | The creature wears a patchwork suit of armor crafted from the scavenged plate and chainmail suits of its victims. Some of these trophy armors bear magical enchantments that interact with one another to produce unforeseen magical effects. Possible results include an aura of eldritch flames, repulsive magnetic fields, allowing the creature to phase to another plane, defense against spells, or invulnerability to specific types of attacks. |
| 7 | The creature is protected by reflective scales with a mirror-like sheen. The scales disperse or refract magical energy, dissipating spells directed at the creature and possibly reflecting them back at the caster. |
| 8 | The creature can withdraw inside its armor like a turtle, making it immune to physical attacks. Although this usually also prevents the creature from attacking in return, it may possesses secondary abilities to wield against opponents in this state (poisonous musk, mental attacks, or spells, for example). |
| 9 | The creature's skin is highly statically charged, either due to unusual fur or unnatural properties. Ferrous weapons striking the creature discharge the static field, funneling an electrical shock into the attacker's body. The creature itself is immune to the electrical damage. |
| 10 | The monster's armor adapts to repeated similar attacks, granting it increased protection against those assaults. A creature with this armor might eventually become immune to swords, unaffected by certain spells, or impervious to blunt trauma. This adaptation may fade over time or be "remembered" for the creature's lifetime. |
| 11 | The creature is covered by an unsightly mass of bulbous, organic lumps. These protuberances are actually its young, nursing on the monster. If struck, the numerous infant forms detach to attack as a swarm, overwhelming anyone attempting to injure its "mother." |
| 12 | The monster's armor is fashioned from an extremely unusual substance such as liquid moonlight, the nightmares of children, phosphorescent algae, dead faeries, or other unexpected matter. Although seemingly ill suited to prevent injury, the substance is hard as steel when struck and may produce additional inexplicable effects to defend the creature. |