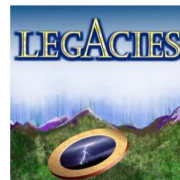


# LEGACY ITEM:

## The Armor Of Atrisses

By Mike Bourke, Johnn Four & Michael K Tumey



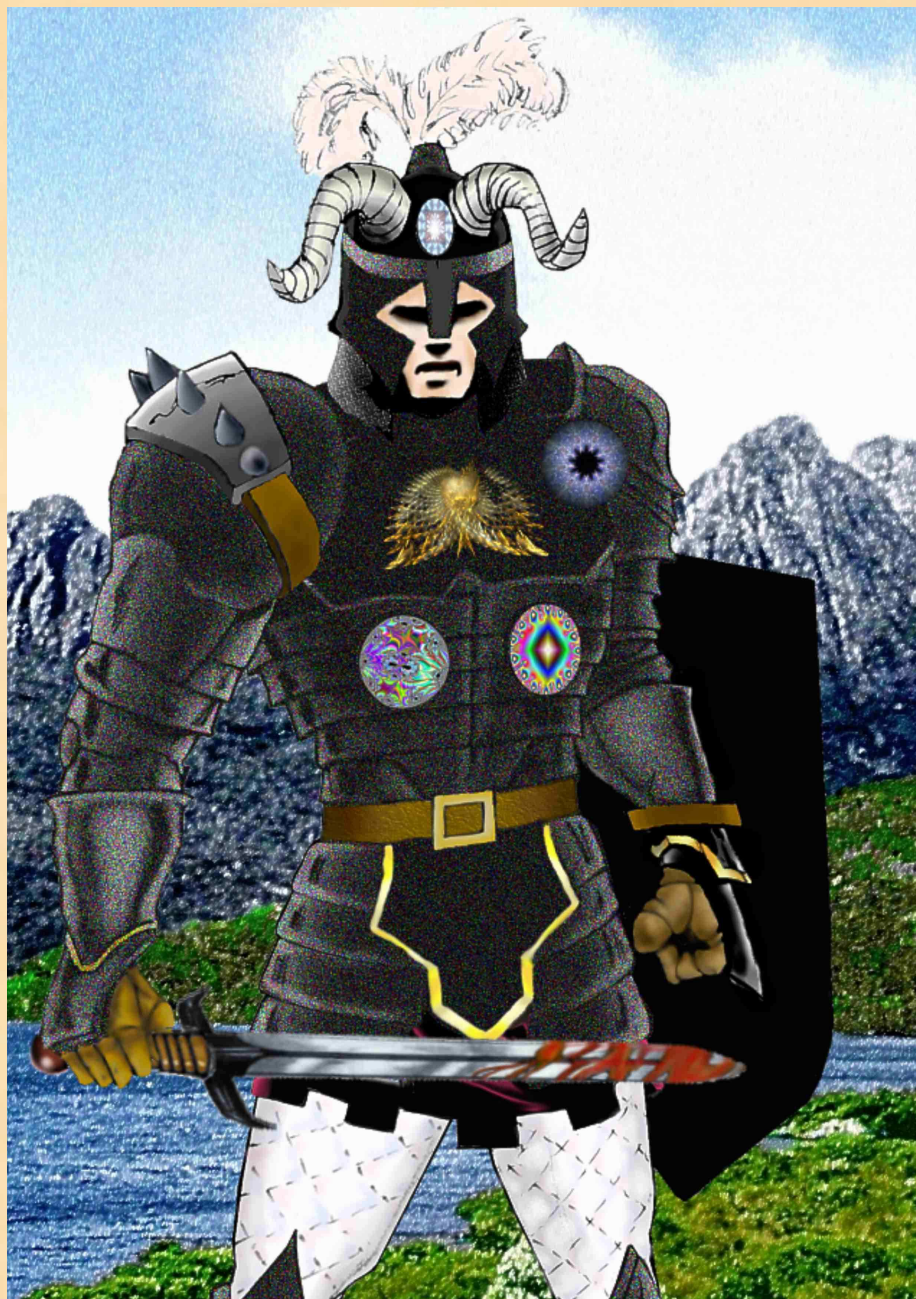
This is one of eight Legacy Items included in *Assassin's Amulet* which we are re-presenting here in a format optimized for use in play. There is no additional information included (other than this introduction); but the content is organized differently.

These supplements are organized into five parts. The first is this introduction. The second contains page(s) with the name, description, and an image of the item, as the typical PC would perceive it. The third part consists of a series of tables describing the Legacy Powers, with any appropriate notes – the first describes only the First Inheritance, the second describes both First and Second Inheritances, and so on. The fourth contains the history of the item, which is something a Player may discover – eventually. It also contains the pronunciation guide. The final part contains

the GM-only information that completes the Description of the Legacy Item.

Page Numberings have been manipulated throughout. This is not just one game supplement – it is nine. Each of the pages in section three has the SAME page number, so the player never needs to know that the Legacy Item contains a further power to be unlocked, or how long it will be until it happens. The GM simply hands the newly-printed page containing the additional Legacy Power to the player as a replacement for the one he already has. The remaining page numbers within the supplement are also tailored accordingly.

We have also included a page for additional notes, with NO page number showing. This can be printed as many times as necessary. Just print as many copies of the page as you need to contain the additional info for the player. Enjoy....



## The Armor of Atrisses

(Thankfully, minus cape)

Words are incapable of painting a true picture of what the eye beholds when apprehending the Armor of Atrisses.

Polished to the point of gleaming; inlays of silver, gold, platinum, rubies, amethyst and emerald; with angel and dragon wings; spaulders and spikes; stars and the moon; a cape of purple, red and green stripes overlaid with a white eagle in flight.

Atrisses was a despot who ruled with an iron hand. As he grew older, he became senile and began to lose his grip over the population. To prove he was still the most powerful man in his domain, he had a suit of plate mail made to the highest possible standards by the finest craftsmen and artisans. Constructed and decorated to his exact specifications, the result was so gaudy to be

gauche; over 100,000gp worth of gems encrusted it, for example, magically fused to the metal in a process now lost. When the armor was complete, he killed the artisans and mages who had constructed it so there could never be another like it.

Inheritance	Base Ranking	Modified Ranking	Description
First	4	3	Leadership, character becomes incapable of losing hope
Total: 3			

Notes:

Inheritance	Base Ranking	Modified Ranking	Description
First	4	3	Leadership, character becomes incapable of losing hope
Second	4	3	Fortification, Light
Total: 6			

Notes:

Inheritance	Base Ranking	Modified Ranking	Description
<b>First</b>	4	3	Leadership, character becomes incapable of losing hope
<b>Second</b>	4	3	Fortification, Light
<b>Third</b>	4	5	+2 Initiative, +2 Cha
<b>Total: 11</b>			

Notes:

Inheritance	Base Ranking	Modified Ranking	Description
<b>First</b>	4	3	Leadership, character becomes incapable of losing hope
<b>Second</b>	4	3	Fortification, Light
<b>Third</b>	4	5	+2 Initiative, +2 Cha
<b>Fourth</b>	6-2=4	3	Fortification, Medium
<b>Total: 14</b>			

Notes:

Inheritance	Base Ranking	Modified Ranking	Description
<b>First</b>	4	3	Leadership, character becomes incapable of losing hope
<b>Second</b>	4	3	Fortification, Light
<b>Third</b>	4	5	+2 Initiative, +2 Cha
<b>Fourth</b>	6-2=4	3	Fortification, Medium
<b>Fifth</b>	3	4	+2 AC
<b>Total: 18</b>			

Notes:

Inheritance	Base Ranking	Modified Ranking	Description
<b>First</b>	4	3	Leadership, character becomes incapable of losing hope
<b>Second</b>	4	3	Fortification, Light
<b>Third</b>	4	5	+2 Initiative, +2 Cha
<b>Fourth</b>	6-2=4	3	Fortification, Medium
<b>Fifth</b>	3	4	+2 AC
<b>Sixth</b>	4	5	+2 Str, +2 Dex
<b>Total: 23</b>			

Notes:

Inheritance	Base Ranking	Modified Ranking	Description
<b>First</b>	4	3	Leadership, character becomes incapable of losing hope
<b>Second</b>	4	3	Fortification, Light
<b>Third</b>	4	5	+2 Initiative, +2 Cha
<b>Fourth</b>	6-2=4	3	Fortification, Medium
<b>Fifth</b>	3	4	+2 AC
<b>Sixth</b>	4	5	+2 Str, +2 Dex
<b>Seventh</b>	3	4	Endure Elements 3/day
<b>Total: 27</b>			

Notes:

Inheritance	Base Ranking	Modified Ranking	Description
<b>First</b>	4	3	Leadership, character becomes incapable of losing hope
<b>Second</b>	4	3	Fortification, Light
<b>Third</b>	4	5	+2 Initiative, +2 Cha
<b>Fourth</b>	6-2=4	3	Fortification, Medium
<b>Fifth</b>	3	4	+2 AC
<b>Sixth</b>	4	5	+2 Str, +2 Dex
<b>Seventh</b>	3	4	Endure Elements 3/day
<b>Eighth</b>	5	4	+2 Con, +2 AC, +2 Fort Save, +2 Will Save
<b>Total: 31</b>			

Notes:

Inheritance	Base Ranking	Modified Ranking	Description
<b>First</b>	4	3	Leadership, character becomes incapable of losing hope
<b>Second</b>	4	3	Fortification, Light
<b>Third</b>	4	5	+2 Initiative, +2 Cha
<b>Fourth</b>	6-2=4	3	Fortification, Medium
<b>Fifth</b>	3	4	+2 AC
<b>Sixth</b>	4	5	+2 Str, +2 Dex
<b>Seventh</b>	3	4	Endure Elements 3/day
<b>Eighth</b>	5	4	+2 Con, +2 AC, +2 Fort Save, +2 Will Save
<b>Ninth</b>	6	5	As Breastplate of Command
<b>Total: 36</b>			

Notes:

### *Origins & History:*

Atrisses was a despot who ruled with an iron hand. As he grew older, he became senile and began to lose his grip over the population. To prove he was still the most powerful man in his domain, he had the eponymous suit of plate mail made to the highest possible standards by the finest craftsmen and artisans. Constructed and decorated to his exact specifications, the result was so gaudy to be gauche.

When the armor was complete, he killed the artisans and mages who had constructed it so there could never be another like it. To ensure his presence was still intimidating to the commons, he chose one in every ten to be summarily executed in celebration of its completion.

This had the opposite effect to that which Atrisses intended; rather than intimidating his fractious subjects, it angered them to such an extent they were willing to risk death to overthrow the tyrant.

They rose up in rebellion, which Atrisses ruthlessly suppressed, only for the rebellion to resurrect itself from seemingly nowhere.

In time, they overthrew the aging tyrant. Without heirs (he had put them to death when they became old enough to threaten his rule) his dynasty was, in historical terms, short-lived.

The leader of the successful rebellion attempted to destroy the armor as a symbol of the overthrow of the tyrant, but no fire could be made hot enough. He then decided to wear it, as a symbol of victory over the tyrant, and was promptly drawn into one quest against all the odds after another for the rest of his life. In the end, one of these hopeless causes killed him. The same thing happened to the half-elf who inherited the armor from him, and to the woman who inherited it from the half-elf, and on and on. It is still unclear whether the armor draws the wearer to hopeless causes or draws the causes to the wearer....

### *Pronunciation guide*

Atrisses: rhymes with "Ulysses"

# GM Information Section

## *In play*

The wearer should become involved in hopeless causes, the more hopeless the better. Should any be resolved, something even more hopeless will replace it. With the First Inheritance, this involvement may be peripheral; thereafter, if the character does not commit to such a cause, the cause will go out of its way to involve the character. From the First Inheritance, the character becomes incapable of losing hope for success and will pursue the quest regardless of the odds. From the Second Inheritance, even if the character sees no hope for victory, he will work to achieve success anyway, and seek to alter the circumstances that make a contest seem unwinnable. At the same time, the wearer gains the capabilities to attract others to his cause, whatever it might be.

You should ensure you can always think of a route to achieve victory, no matter how improbable or difficult. If you cannot, use a random or coincidental event to change the situational dynamics to open up such an avenue.

The Leadership ability that is the First Inheritance should be a slight variation on the standard one insofar as the membership of the followers can vary a lot more than usual. 1/3 should be there because they believe in the cause; 1/3 believe in the wearer; and the remaining third should be allies of convenience who come and go, intelligence sources nominally on the side of the wearer, and so on.

To phrase it another way, 1/3 will betray the leader for the cause, and 1/3 cannot be trusted at all. Just 1/3 are loyal to the character. Even then, the character must do nothing to alienate them, remaining their idealized leader, or they will desert him. While they will always act in what they perceive to be the way the wearer would want them to act, they are fully capable of error and self-deception. Meanwhile, the wearer knows, if he must due to betrayal, he can always start again; such are the followers who he deems trustworthy

## *Suggested Unlocking Challenges*

### **Low level:**

- Privately express support for a hopeless cause
- Give money in support of a hopeless cause (500gp per character level)
- Negotiate bipartisan agreement between two opposed parties for a cause they both agree.

### **Mid level:**

- Publicly support a hopeless cause in such a way the character is associated with the stance by senior public officials
- Give money in support of a hopeless cause (2,000gp per character level)
- Defend a hopeless cause from attack by overwhelming political or social opposition

**High level:**

- Take and defend a position on a matter of social, economic or political policy or doctrine in a place where the character's position will be unpopular
- Give money in support of a hopeless cause (5,000gp per character level)
- Achieve a lasting and substantial victory for a cause of national significance that was hopeless before the character became part of the cause

*Designer's notes: The Armor of Atrisses*

This is the most powerful of the Legacy Items offered here as examples. Unless the

campaign extends into epic Levels, no character will get close to the Seventh, Eighth or Ninth Inheritances.

Note that the Leadership ability conferred by the item is a variation on the usual description, as outlined in a roleplaying requirements section following the table of abilities.

While named for the first wearer, it is not his Legacy the item contains; rather, it is the Legacy of those slaughtered by him following the grassroots rebellion.

Alternatively, perhaps they were merely the first to feel the effects of the Legacy of someone else's hopeless cause, given the way it kept resurging.

The following page can be printed to provide additional notes to a player who has come into possession of the Armor of Atrisses. The font used for body text in the other pages is **Book Antiqua, 11 pt**, which should be available on any Windows system.

Notes (cont):

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