

Armor By Quorlox

Double Mail

Similar to chain mail, double mail is made from interlocking metal rings, but double mail has more rings that are closer together, which provides more protection at the cost of mobility. Double mail comes with a hood to act as a helm for the wearer. Double mail is usually available wherever chain mail is sold.

Double Mail - 700sp, Phys/Mystic - 8/0, Weight - 50, Init Penalty - 4

Firescale Hide Armor

Firescales are huge, four-legged animals that resemble thundra beasts and are large enough for trolls to use as mounts; firescales rare known to live only in the Scol Mountains of Barsaive. Their rock-like deep red hides resemble dragon scales. They are able to breathe fire and as magical creatures, their body and blood are valuable to magicians and alchemists. (See Crystal Raiders of Barsaive, p.142 for additional details) In addition to their blood and horns, firescales are hunted for their thick hide, which provides substantial protection, especially against fire when enchanted.

Firescale Hide Armor - 400sp, Phys/Mystic - 6/1, Weight - 40, Init Penalty - 2

In addition to the above, firescale hide armor can be enchanted with firescale blood to provide the wearer with 3 points of Armor against fire-based attacks. When enchanted, fire-based attacks require an additional Level of Success to Armor-Defeat. This enchantment requires a gallon of firescale blood, costs 100sp, and lasts for a year and a day. The fire resistance applies to both physical and mystical attacks.

The trolls of the Firescale moot in the Scol Mountains are offended by non-moot members wearing firescale hide armor. In battle, somebody who wears it would be their primary target. Several members of the Firescale moot wear it, but it was constructed from mounts lost in battle, not slaughtered for their body parts. The Firescale moot has several threaded suits of firescale hide armor and their leader, Mar'tok Man-Slayer, wears a suit constructed from several of his most prized mounts. Some say that his armor allows him to breath fire similar to a firescale, but that could just be a story told to keep others away from the Scol Mountains.

Living Stone Armor

The origins of living stone are not well understood. Some theorize that it's a different form of living crystal, while others think it's an entirely different substance. Living stone is always found within 100 miles of a Liferocks and obsidimen oppose the excessive harvesting of it. Whether this is simply because they are protective of the earth or because it means something more is unknown.

Most merchants who market living stone have an arrangement with a Brotherhood to gather small quantities at regular intervals. They are also very careful who they sell living stone armor to, as obsidimen do not approve of people who defile the Earth wearing this kind of armor. In fact, some say that a wearer who consistently harms the Earth will be punished by the living stone armor, either by it weakening (i.e. lowering Armor values) or by it stiffening (higher Initiative Penalty). (Campaign Note: If you are including the Liferock Rebellion in your campaign, obsidimen are likely to give living stone armor to those fighting for the rebellion.)

When initially found, living stone looks like other stones in the area, which are usually gray, brown, sometimes black or other colors. This similarity with the surrounding terrain makes living stone difficult to find. Because there are stories that the birthing cave contains enormous amounts of living stone, some fools have tried to shorten their foraging time by raiding the birthing cave. But, there is no living stone in the birthing cave and the Liferock's Brotherhood always hunts down and kills anybody who tries it, so a wise man will continue looking the old fashioned way. Although much rarer than living crystal, it is not as expensive as one might suspect because few non-obsidimen can wear it. Because of its rigidity, living stone requires a wearer to have a minimum Str 19.

Optional Rule: Characters with lower Str can wear it, but they suffer a -1 Step penalty to their Dex for each Step their Str is below Step 8. For example, a troll with a Step 7 Str would have a -1 Step penalty to his Dex.

As with other living armors, living stone must be enchanted before it can be used in armor; the Enchantment Difficulty is 17 for obsidimen and 21 for everybody else. The process requires two months of work. (See *Magic: A Manual of Mystic Secrets*, p.51 for additional details.) Implanting living stone causes 6 points of damage that cannot be healed as long as the character wears it. Once installed, rocky veins form on the surface of the wearer's skin that connect the individual living stones and the color of the living stone changes over the next month to become a rocky version of its wearer's natural skin color. These veins are why living stone is better than living crystal, but they are relatively stiff and make wearing living stone so difficult for the weak. For example, living stone armor on a pale-skinned elf with blond hair might have chalky white living stones connected with light yellow veins, while on a troll with brown skin and black hair, the living stones would be dark brown, appear worn, and connected to each other via black veins. Incidentally, some trolls consider it a great honor to wear living stone armor, provided it was given freely by the local Brotherhood. The Rockhorn trollmoot is particularly proud of their members who have earned the right to wear this armor. (See *Crystal Raiders of Barsaive*, p.105 for additional details.)

Obsidimen prefer to wear armor made from living stone collected near their own Liferock because they are more attuned to it. Obsidimen wearing such armor increase the armor's Physical and Mystical Armor by 1; it becomes 8/5.

Living Stone - 2000sp Phys/Mystic-7/4, Weight-NA, Init Penalty-4

Maggot Flesh

Maggot Flesh is a Horror's version of living armor. To understand it, you must learn a little bit about how it is spread. Teropyrs are 1-2 ft long Horror constructs that resemble white earthworms or maggots. They spend most of their existence slowly burrowing through the earth searching for volunteers who are willing to exchange anything for a little power. They prefer individuals with some capabilities, especially mundane fighters and Adepts, although they instinctively avoid any Adept that knows Bear Mark. Once the candidate is located, the teropyr makes contact, telling the person that if he allows the teropyr to take up residence in his body, the teropyr will provide protection and healing, thus granting the volunteer greater power. If the candidate agrees, the teropyr burrows out of the ground and enters the volunteer's mouth, taking up residence in the gut, essentially infecting the volunteer. (If the candidate changes his mind upon seeing the teropyr, the construct will try to flee; assume it has stats similar to a regular house cat. They are not hard to destroy when found.) Over the next day, the infected feels thousands of small maggots wriggling from the teropyr towards his skin. Once the process is done, the infected's flesh looks slightly rotten, with a few openings with maggots crawling in them. Close inspection will reveal that his skin is rippling as maggots move underneath it. The entire process causes 3 points of permanent damage and is irreversible. When the infected person dies, the teropyr dies as well. In addition to providing protection, the transformation allows the infected to use Maggot Mending twice per day. Maggot Mending requires one Action and provides the infected with an immediate Step 8 Recovery Test, as his maggots furiously work to repair damaged flesh. The Step used is not influenced by the infected's Recovery Step. If desired, the infected can attempt to heal a Wound instead of damage using Maggot Mending; if the Maggot Mending Test results in a 5, the Wound is healed. Those infected by teropyrs do not suffer any damage from bleeding.

Maggot Flesh is most often encountered in small towns and villages that have been taken over by Name-giver(s) infected by teropyrs. Teropyrs often appear in groups, presumably by choice, and like to target dissatisfied groups. There have been several cases where entire families agreed to the transformation. The teropyr does not allow the infected to use additional armor, except shields. Most of the cases of Maggot Flesh provide the standard benefits listed below, but there are reports of more advanced versions of it, particularly with Adepts, especially Nethermancers. In these cases, the infected person seems to have less flesh, more maggots, and are more difficult to destroy.

The origin of the teropyr is the subject of considerable debate. Many think they are constructs created by wormskulls as a way of reproducing. Presumably, Adepts infected by teropyrs eventually transform into wormskulls; the rest of the victims are merely infected for the fun of the creator. Because teropyrs more often infect mundanes, others think that they are the constructs of an unknown Horror that creates them and sends them out to do its bidding.

Windlings and obsidimen are immune to teropyr infection; the former because they are too small and the latter because of their connection to the earth.

Maggot Flesh (Standard) - One's Soul, Phys/Mystic - 5/5, Weight - NA, Init Penalty – 0
Maggot Mending (2x day, Step 8 Recovery Test)

Maggot Flesh (Advanced) - GM discretion. The infected individual can have improved armor, higher Level of Success required for Armor-Defeating, a higher Maggot Mending Step, and more Maggot Mendings per day. The power level is not fixed, so it's possible to have a really advanced infection with guards that are only somewhat advanced and minions with the standard infection.

Rockworm Plate Armor

These elemental creatures resemble giant worms ten to fifteen feet long, covered with rocky hide of overlapping plates. (For the full description, see Crystal Raiders of Barsaive, p. 145.) The plates that comprise a rockworm's hide are difficult to shape and heavy for their size preventing their use in the construction of most types of armor. But, they can be riveted in layers to metal backing (similar to chain mail in appearance, but with larger rings), creating a suit of jazeraint or scale armor. Despite being scale, not plate, armor, the suit is stuck with its name because rockworm plates are used in its construction and its protection exceeds that of plate mail.

Rockworm plate is among the heaviest in existence and requires a great deal of strength and persistence to assemble, which contributes to its rarity. There are only two Weaponsmiths that are known to construct rockworm plate and both are obsidimen. Balin is part of the Brotherhood of the Greenstone Liferock (Crystal Raiders of Barsaive, p. 26 & 105) and has constructed several suits of rockworm plate for trolls in the Rockhorn moot. Orlandu lives in Bartertown and has made a dozen or so suits over the past few decades. If somebody is interested in obtaining a suit of rockworm plate armor, he'll most likely have to work with one of these two obsidimen. Both are wealthy enough, so they're more likely to trade a suit for services than money. Weaponsmiths almost always desire certain items to be recovered, but are too busy with their work to get the items themselves. Anybody who recovers a suit of rockworm plate and wishes to sell it will also have to deal with somebody who works with this rare armor; most merchants have little desire to purchase it.

Rockworm Plate Armor - 9000sp, Phys/Mystic - 11/3, Weight - 120, Init Penalty - 6

Shilagru Armor

Shilagru are unusual creatures that float in the Serpent River hoping to bump into some creature to feed on (The Serpent River, p.120-121); they possess no means of locomotion. When alive, they are translucent, the thickness of regular cloth and almost the same consistency, which is why shilagru is the t'skrang word for "wandering shawl". If captured alive and carefully dried out, the shilagru becomes much thinner and clear.

Because it is so hard to detect, tailors can sew dried shilagru into the lining of a coat, jacket, dress, etc. without anybody noticing. Once sewn in, the wearer gains the full benefits of the shilagru armor, which means they gain 1 point of Mystic Armor. Wealthy people often purchase clothes with dried shilagru lining because "they want discreet protection in the latest style". This is the most common use for dried shilagru, but it can also be used to line regular armor. Unfortunately, it is fragile compared to regular armor and any attack that degrades the armor destroys the dried shilagru. Even if the armor is not degraded, the dried shilagru often decays within a year when subjected to the rigors of adventuring. When combined with armor, the wearer's Mystic Armor Bonus increases by 1; layered shilagrus provide no additional benefit.

Dried shilagru is common in tailor shops along the Serpent River; it's more expensive than better armor because of the demand by wealthy mundanes seeking protection while wearing the latest fashions. The list cost is only for the dried shilagru; clothing, armor and tailoring are all extra. Installing it into armor usually costs 20sp and requires one day of work. The cost and time required to sew dried shilagru into an outfit depends on the style and tailor.

Dried Shilagru - 20sp Phys/Mystic-0/1, Weight-0, Init Penalty-0

Soft Hide Armor

Soft hide armor originated among primitives that haven't mastered the art of preserving animal hides. It is commonly worn by ogres, cave trolls, and similar creatures. Because it's improperly preserved, soft hide degrades over time, decrementing both Physical and Mystical armor by 1 point on a regular basis unless repaired; the rate of degradation depends on how poorly the skins were preserved, but is usually 1 point per week or per month. As one might guess, the smell of rotting animal flesh accompanies the degradation. To offset this, the wearer must continually replace rotting animal skins with fresh ones, but the stench of this armor prevents its use or sale in civilized areas.

Of course, cave trolls and ogres don't refer to their armor as "soft hide"; soft hide is a term coined by alchemists trying to sell their wares. Alchemists use a nethermantic enchantment to preserve the skins, thus allowing the armor to be worn without decay. The enchantment must be renewed every year and a day and costs 25sp. While no longer decaying, the armor still has a scent, making it unpopular among civilized folk. However, soft hide armor constructed from several different animal skins is popular among trappers and Scouts because it can be enchanted with wilderness scents (also costs 25sp). This enchantment masks their normal scent. (Increase the Difficulty of any scent-based Tests to locate, identify, or track the wearer by 3.) The price listed below is for the enchanted armor; the regular type rarely has value.

Soft Hide Armor - 50sp Phys/Mystic-4/2, Weight-30, Init Penalty-1

Splint Mail

Splint mail consists of a series of scales (or splints) laced together. This type of armor provides more protection than chain mail, but is more expensive to create. A full set of splint mail includes a helm to protect the wearer's head. Splint mail is usually available wherever plate mail is sold.

Splint Mail - 1500sp, Phys/Mystic - 8/0, Weight - 40, Init Penalty - 3

Stone Lion Hide Armor

Stone lions are part savage mountain creature and part angry earth elemental. (Fully described in *Crystal Raiders*, p.147) Crystal raiders sometimes hunt stone lions for their pelts, which can be made into strong and flexible hide armor. However, the armor is much heavier than regular hide armor because of the elemental earth in it. This armor is rarely available for purchase because stone lions only live in mountains and are difficult to hunt. And the trolls that hunt them the most often tend to raid more than trade. When available, the suit of stone lion hide armor is almost always troll-size because it was recovered from a dead raider. People trying to acquire this type of armor often find it quicker to hunt the stone lions themselves than wait from a suit of ready armor to be available.

Stone Lion Hide Armor - 1200sp, Phys/Mystic - 7/2, Weight - 50, Init Penalty - 3

Thornweave

Thornweave is a variant of fernweave that is constructed from vines that grow in the Blood Wood. Thornweave is common near the Blood Wood, but becomes more difficult to find the further away one goes. From a distance, thornweave looks like fernweave, but on closer inspection, the plants have 1" (2.5 cm) long thorns, some of which stick into the wearer's flesh, and has a reddish tint from the blood of its wearer. Thornweave is donned just like fernweave, but within 24 hours the vines shift position imbedding its thorns; this causes only 1 point of damage to elves and blood elves, but 3 points to non-elves while the armor is worn. Obsidimen cannot wear thornweave because the thorns are not sharp enough to penetrate their natural armor. (It's not well-known outside of the Blood Wood, but thornweave gains an additional +1 to both its Physical and Mystic Armor when worn inside the Blood Wood.)

Thornweave 250sp 3/5, Weight-15, Initiative Penalty-0