

DMI1 Armor of Magical Strength

By Dan Hass



Sometimes life and death hang on the result of a Strength check or Strength saving throw. *Armor of magical strength* can be the difference-maker. Presented are a collection of *armors of magical strength* to enrich any campaign. A Dungeons & Dragons® 5th Edition supplement for characters of any level.

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Supplement Summary

DMI1 Armor of Magical Strength is a Dungeons & Dragons® 5th Edition supplement that presents a collection of unique and interesting magic items aligned with the expectations of 5th edition and the Dimgaard campaign.

Magic Items in D&D

From the first implementations of D&D, magic items have been an important element of the game, and managing PCs' magic item inventory has been an important task for the DM. Magic items are interesting to both players and DMs, so there is always a temptation to add large quantities of magic items to a campaign.

Some very popular campaigns had magic items as a central element. For example, the Living Greyhawk campaign of 3.5 was widely played and highly regarded. Player characters were centered around their collection of magic items. It has been said that the Living Greyhawk PCs were collections of magic items held together by a fleshy core.

So, historically, there have been "high magic" campaign settings that were quite successful.

Magic Items in 5th Edition

The core material for 5th edition presumes a very low magic campaign. For example, simply having a weapon that is magic without any additional features is not expected until characters are 5th level, so a creature with resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons is considered to have effectively twice its hit points for CR 4 or lower, and 50% more for CR 5–10. If every PC has a magic weapon, it alters the CR balance of many creatures.

While all magic items should be carefully chosen in 5th edition, of particular importance are those that increase a PC's armor class, weapon attack roll bonus, attack damage, or spell save DC.

Magic Items in Dimgaard

Dimgaard has always been a "low magic" campaign, so 5th edition's expectations align with the Dimgaard approach to magic items. However, the Dimgaard campaign provides explanations for the low frequency of magic items. This aligns with the Dimgaard goal of

providing tools for storybuilding rather than arbitrary rules.

In Dimgaard, creating a permanent magic item requires the sacrifice of a sentient creature. The creature's immortal spirit powers the magic and is bound to the magic item. Unless the magic item is destroyed, the creature's soul cannot pass to an afterlife, and it cannot be returned to life by any means.

This requirement of sacrifice puts a constraint on the proliferation of magic items in Dimgaard. It is considered the ultimate form of capital punishment, and implementing it requires the consensus of civil and religious authorities.

There is a criminal underworld that kidnaps creatures and creates magic items outside the law.

Creating a Dimgaard Magic Item

The first requirement is a suitable sacrifice. The qualities of the creature will dictate what magic item is created—for example:

- A creature with proficiency with armor and Athletics is suitable for creating a permanent *armor of magical strength*.
- A creature that can cast *shield* is suitable for creating a *brooch of shielding*.
- A creature that knows the *shillelagh* cantrip is suitable for creating a magic staff/club that reflects that spell.

With a suitable sacrifice, a crafter—typically with enhanced crafting abilities like an artificer or forge cleric—is needed. Usually, a masterwork-level nonmagical item is required to hold the magic—like a piece of jewelry for a *brooch of shielding*.

Finally, the process usually requires the influence of a supernatural location, such as an elemental vent or planar crossing to complete the creation of the magic item.

Argook Bronzebeard

Armor (splint), unique (requires attunement)

Argook Bronzebeard is a suit of splint armor that is permanently *armor of magical strength* (TCE 20). While wearing the armor, the creature attuned to it has the following additional abilities:

- **Minimum Bonus.** When a charge is spent to gain a bonus to Strength checks or Strength saving throws, the minimum bonus is +2 even if the wearer has an Intelligence modifier that is lower.
- **Dwarvish.** The creature knows Dwarvish as long as it is wearing *Argook Bronzebeard*.
- **Poison Resistance.** The creature has resistance to poison damage and advantage on saving throws against poison while wearing *Argook Bronzebeard*.

Magically inscribed in Dwarvish on *Argook Bronzebeard* is the following:

ARGOOK BRONZEBEARD WAS A DUERGAR
SLAYER WHO RAIDED COMMUNITIES IN
SOUTHEAST DIMGAARD FOR DECADES
BEFORE HEROES CAPTURED HIM AND
BROUGHT HIM TO JUSTICE. ARGOOK
REFUSED TO MAKE AMENDS AND
REMAINED DEFIANT AND PROVOCATIVE.
HIS CAPTORS USED HIS MAGICAL
ENHANCEMENTS TO STRENGTH CHECKS
AND STRENGTH SAVING THROWS TO
SACRIFICE HIM TO CREATE A PERMANENT
ARMOR OF MAGICAL STRENGTH.

Blackjack Brianna

Armor (studded leather), unique (requires attunement)

Blackjack Brianna is a suit of studded leather armor that is permanently *armor of magical strength* (TCE 20). While wearing the armor, the creature attuned to it has the following additional abilities:

- **Minimum Bonus.** When a charge is spent to gain a bonus to Strength checks or Strength saving throws, the minimum bonus is +5 even if the wearer has an Intelligence modifier that is lower.
- **Prestidigitation.** While wearing *Blackjack Brianna*, the creature knows the *prestidigitation* cantrip.
- **Proficiencies.** While wearing *Blackjack Brianna*, the creature is proficient in Performance and with the lyre musical instrument.

Magically etched in Larian on *Blackjack Brianna* is the following:

Brianna was a prominent entertainer in Leischport and Schmitford. Secretly, she led a band of brutal criminals. She would lure men to isolated places where her thugs would kidnap them. Often the victims would be sold to illicit magic item crafters. Brianna and her band were responsible for dozens of murders over several years before her deeds were brought to light by a victim who escaped.

Shocked at such a brazen and evil ongoing enterprise led by a demur woman, Inquisitors of the One True Faith examined her in consultation with reputable artificers. They determined that her crimes were sufficient to warrant the ultimate punishment of being enslaved permanently to power a sacrifice. Her capacity to cast *enhance ability* and *resistance* allowed the established artificers to use her to make a permanent suit of *armor of magical strength*.