

## Pelor's radiant bullwark

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- A suit of banded armor made out of Mithral (Known as truemetals to the Dwarves. The silvery-blue, shining metal is derived from a soft, glittering, silvery-black ore found in rare veins and pockets all over Faerûn - from the depths of the Underdark to surface rocks, particularly in the easternmost Sword Coast North lands.
- Mithral is the lightest and most supple of metals hard enough to be used in the making of armor; it is extremely valuable. Against magical attacks, it has an unpredictable nature: Whenever magic contacts it (from an external source), roll d%. On an odd result, it does nothing; on an even result, it alters the magic, either giving a +1 saving throw bonus to beings very nearby (occupying the same square(s) as the armor wearer/bearer) or lessening damage done by the magic by 1 point per damage die (The result more favorable to the mithral wearer/bearer may be chosen.)
- Items made primarily of mithral (this armor) automatically succeed on all vs. normal fire, cold, and electricity. They receive a +2 bonus to all vs. acid, disintegration, magical fire, and lightning and a +6 bonus to all vs. crushing blow and fall.
- The armor features a sunburst design over the breast plates. The spiral sunburst design acts as a holy symbol of Pelor and carries special enchantments evident when worn by a worshiper of Pelor. In addition to these special enhancements, the suit is magically enchanted to provide a +2 protective bonus, giving the suit a total Armor Bonus of +8.
- The suit sizes to fit any wearer of Large, Medium or Small size, weighing 10, 20 or 30lbs (respectively), but the suit's weight is not counted when calculating max weight/carrying capacity. The suit is considered non-encumbering. It may be worn comfortably without any limitation on Max Dex bonus. It does not impose an Armor Check Penalty or Arcane Spell Failure Chance. You may sleep in the armor without any fatigue effects.
- When worn by a worshiper of Pelor the suit of armor manifests two special enchantments: A Bullwark enchantment and a Radiant burst enchantment. The Bullwark enchantment allows the wearer to project (as a free action) a shimmering translucent force field up to 20' in any direction. Once designated, the Bullwark provides an additional +2 magical armor bonus to a specified ally (of any size) or a particular space (medium sized - 5x5 square). The bullwark can be stationary, or designated to 'protect' a specific ally; moving with that ally as long as the ally stays within 20' of the character wearing Pelor's radiant bullwark. The bullwark enchantment appears as a visible spiral of sparkling silver flecks which encircle the designated ally or space.
- The Radiant burst enchantment, allows the wearer to project (as a free action) a golden burst of light that heals or harms (to any visible target within 20' of the armor wearer). Once per round, the wearer of the armor may direct a burst of light that either heals or harms a target. If directed to harm a

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Value(gp):40,000

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target, the armor wearer must designate a target and make a 'Touch AC' attack roll (using base attack modifiers) against the target, success results in 2d4+2 force damage. No damage is caused if the attack fails.

- If directed to heal a target, the armor wearer must designate a target and make a 'Touch AC' attack roll (using base attack modifiers) against the target, success results in 2d4+2 healing (magical regeneration). No healing is provided if the target is already at full hit points or dead. The healing effect also stabilizes any target in a 'Dying' state (see PH135). The radiant burst manifests itself as a golden radiant burst emanating (providing light in a 20' radius for one round) from the holy symbol, which then reverses itself and streaks outward as a shimmering golden beam of light directed towards the target.

- Any use of the Radiant Burst expends a 'charge' from the armor. The armor can retain up to a maximum of 100 charges. The charges can be restored by a faithful spell-caster. The wearer may add a 'charge' to the armor by expending a single casting of any 1st (or greater) level spell. Only a spell caster may charge the armor in this manner. Only one charge may be restored per day.

*Item Level: 18; Body Slot: Body; Caster Level: 20th; Aura: Strong (DC 24) abjuration; Activation: –*

*This armor/magic item description is an original design. The original item is described as being forged out of Mithral, a metal described in the 2nd Edition rule book: "Volo's Guide to all Things Magical" (see page 57) - I claim no copyright to the Mithral source material. This derivative work was created for use in my personal D&D campaign. This item description may not be re-published for any commercial purpose. Copyright held by Author: Robert L. Vaessen*

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