

EQUIPMENT

What Lies Beneath uses a custom set of weapons, armor, spellcasting focuses, and general equipment and it uses some modified rules for proficiencies. Unlike other D&D campaigns, in *What Lies Beneath*, you will not start off with the best gear you can and then wait to acquire magical items. Instead, you begin with limited means and may have to save during your adventures just to outfit your character fully with what you might consider basic equipment. Over the course of the campaign, while you will find magical items and rare treasures, you will also be able to upgrade your character with mundane equipment that improves on the basic equipment you started the campaign with.

The equipment rules have been divided in armor, weapons, and spellcasting focuses. The equipment tables follow after all of the rules.

ARMOR

The Stormwrought Isles are a hot, humid climate and its inhabitants spend most of their lives on and around the sea. Deposits of iron are scarce, but exotic materials are more common. Thus, the Stormborn eschew the heavy suits of plate common on the mainland and prefer to balance protection with mobility and ventilation. Light armors take the form of jerkins and gambesons. Medium armors include lamellar armor and short, sleeveless mail hauberks. The heaviest armors are cuirasses, consisting of a breast and back plate that can be easily cut off when a sailor falls into the water or has to climb in the riggings or swing between ships during a boarding or other emergency.

ARMOR TRAITS

In addition to the protective qualities as defined by armor, you may enjoy other benefits from wearing a suit of armor or suffer from certain penalties. Except as noted, whenever you are wearing armor, you are subject to all of its traits.

Attunement (Prerequisite). You must form a bond with this armor before you can benefit from its magical properties. Until you have attuned the armor as described in the *Dungeon Master's Guide* (Pg. 137-138), you cannot benefit from any of the item's Magic traits (see below). If there are specific prerequisites before the item can be attuned, they are listed in parentheses.

Cuttable. The armor is held together with cords or straps that are easy to cut. As an action, you can use a knife or light slashing weapon to cut the armor off. Once cut,

the armor cannot be worn until it is repaired at nominal expense or with smith's tools or leatherworker's tools.

Enhancing (Skill). You gain advantage on ability checks that involve the listed skill.

Exceptional (+1/+2/+3). Your Armor Class is increased by the listed bonus.

Freehand. The shield is small and secured only by a wrist guard. You do not have to loose or stow your shield to use your shield hand for something else. If you make an attack with a weapon using both hands while wearing this shield or take an action that involves both hands on your turn, you do not benefit from the shield's Armor Class until the start of your next turn.

Impeding (Skill). You suffer disadvantage on ability checks that involve the listed skill.

Layer (Under/Over). You can simultaneously wear a suit of armor with the Layer (Under) trait and the Layer (Over) trait at the same time. You only benefit from the Armor Class of one of the suits of armor, but you benefit from and suffer from the traits of both types of armor.

Lead. You cannot swim while wearing this armor and sink in the water. If you have a swimming speed, it is reduced to 0.

Magic (Trait). The armor is magical and the listed trait is the result of the armor's enchantment. The armor can be detected with the *detect magic* spell or similar abilities and its traits can be identified with the *identify* spell or with study during a short rest.

Resistant (Type). You gain resistance to the specified damage type.

Vulnerable (Type). You are vulnerable to the specified damage type.

ARMOR SIZING

While the wealthy often have their armors custom made and fitted, most people make due with whatever they can find, but armor sized for members of a particular race can generally not be worn by others. Note however that just because the name of the armor includes a particular race, that doesn't mean the suit of armor is sized for members of that race. Elven gambeson can be made for humans or even halflings and the dwarves will make armor for humans. Unless it is noted otherwise, any armor found during your

adventures is sized for the race that is wearing it or for humans.

Dwarves can only wear armor sized for dwarves. Elves can only wear armor sized for elves. Humans can only wear armor sized for humans. Halflings can only wear armor sized for halflings. Genasi can wear armor sized for humans. Half-elves can generally manage to wear armor sized for either elves or humans.

Armor can be resized without damaging any of its normal or magical properties using smith's tools or leatherworker's tools or by paying an armorer or leatherworker to perform the service. It generally only takes a single day and 50 gp worth of materials.

ARMOR DESCRIPTIONS

The following armors are commonly available in the Stormborn Kingdom. That is, they can be made for a wearer in short order for members of any race.

NORMAL CLOTHING

Clothing. Normal clothing offers no special protection and requires no proficiency to wear, but it can be enhanced and may have magical traits and so is listed for completeness.

LIGHT ARMOR

Quilted Gambeson. A medium-length, sleeveless tunic made of padded and quilted canvas. It is normally dyed in bright colors.

Elven Gambeson. A medium-length, sleeveless, quilted tunic with an outer layer of durable elven silk and an inner layer of flexible cotton fabric. The padding is thin and light, but durable. It is normally richly embroidered and color in cool, subtle colors.

Rattanweave Jerkin. A thick vest or jacket made of woven palm cord. Generally pale white or tan and doesn't take dye well.

Boarhide Jerkin. A thick vest made of oiled boarhide.

Reedwood Vest. Thin bits of durable, hollow stems called reedwood or bamboo, are sewn together into sheets and fixed to a layer of canvas. The armor is usually painted or enameled and makes a telltale clattering noise when the wearer moves.

Seawing Skin Jerkin. Giant, gliding seawings swim the seas. These giant rays have surprisingly strong, flexible hides. The dark gray, spiny hide can be stripped, cured, and turned into protective vests.

Drakehide Jerkin. While reptilian drakes are common in the jungles of the Stormwrought Isles, only the largest, most powerful, and most dangerous varieties of drakes can provide enough durable materials to produce even a small jerkin. But this armor, if made properly, can afford some of the best protection around and it sometimes retains magical properties.

MEDIUM ARMOR

Boarhide Lamellar. A short-sleeved coat made of numerous squares of cured, hardened, and oiled boarhide sewn together over a canvas backing to produce a flexible, chessboard-like coat of leather files.

Bronze Mail Hauberk. A short, sleeveless tunic made of interlocked bronze rings or links.

Bronzewood Lamellar. An elven lamellar armor made of numerous squares of specially treated and prepared wood sewn together over a cotton fabric backing to produce a flexible, chessboard-like coat of wooden tiles. The name comes from the slightly glossy bronze appearance of the wood after the hardening treatment, though it is often enameled or painted.

Steel Mail Hauberk. A short, sleeveless tunic made of interlocked steel rings or links.

Mithral Mail Hauberk. Though metal veins are not plentiful on the Stormwrought Islands, miners have discovered veins of silver-blue mithral. This short, sleeveless tunic is made of interlocked rings or chain links of silvery-blue mithral.

Drakescale Hauberk. While reptilian drakes are common in the jungles of the Stormwrought Isles, only the largest, most powerful, and most dangerous varieties of drakes can provide enough durable materials to produce armor. This armor is carefully produced by stripping and curing individual scales from the largest and most dangerous of drakes and sewing them to a backing of canvas to produce a short, sleeveless tunic that looks distinctly like dragonhide.

Dwarven Coin Lamellar. A uniquely dwarven construction made of small hexagonal files of dwarven steel sewn together over a leather backing to produce a lamellar coat of surpassing protection. The construction is painstaking but it produces a lighter, more flexible armor than a full cuirass or suit of dwarven steel.

HEAVY ARMOR

Boiled Leather Cuirass. A breastplate and backplate made of several layers of specially cured and hardened boarhide riveted together. The leather is

inflexible and rigid and almost as unyielding as bronze or copper.

Bronze Cuirass. A carefully beaten bronze breastplate and backplate strapped together over the shoulders and at the waist.

Steel Cuirass. A forged steel breastplate and backplate with padded straps holding the plates together over the shoulders and at the waist.

Mithral Cuirass. Technically, not mithral, but rather a steel and mithral alloy, it nonetheless retains the bluish-silver color of mithral. And the lighter weight. The forged breastplate and backplate are strapped together over the shoulders and around the waist.

Drakehorn Cuirass. The largest and most dangerous varieties of drakes that live in the jungles of the Stormwrought Isles often sport bony frills, backplates, shoulder plates, and other adornments. And the right combination of these can be combined to create rigid layered breastplates and backplates. Though heavy and rigid, drakehorn armors are also more durable than most metals.

Adamant Cuirass. While iron and other metals are not overly common in the Stormwrought Isles, veins of unusual materials have been found by miners, especially the deep-delving hill dwarves. This includes the rare, dull grayish black adamant. Of surpassing hardness, durability, only dwarven forges can generally reach the precise high temperatures needed to work adamant without ruining it. But those master smiths can produce expertly forged breastplates and backplates of adamant with thickly padded straps that distribute the weight of the armor evenly over the shoulders and back.

ARMOR TABLE

Armor	Cost	Armor Class (AC)	Strength	Weight	Properties
Normal Clothing					
Clothing	—	10 + Dex modifier	—	5 lb.	
Light Armor					
Quilted Gambeson	4 gp	11 + Dex modifier	—	8 lb	Impeding (Stealth), Layer (Under), Leaden
Elven Gambeson	12 gp	11 + Dex modifier	—	5 lb	Layer (Under)
Rattanweave Jerkin	6 gp	12 + Dex modifier	—	8 lb	Impeding (Stealth)
Boarhide Jerkin		12 + Dex modifier	—	10 lb	
Reedwood Vest		13 + Dex modifier	—	12 lb	Impeding (Stealth)
Mantaskin Jerkin		13 + Dex modifier	—	15 lb	
Drakehide Jerkin		14 + Dex modifier	—	18 lb	
Medium Armor					
Boarhide Lamellar	15 gp	12 + Dex modifier (max 2)	—	15 lb	
Bronze Mail Hauberk	18 gp	13 + Dex modifier (max 2)	—	20 lb	Impeding (Stealth), Vulnerable (Lightning)
Bronzewood Lamellar		13 + Dex modifier (max 2)	—	18 lb	
Steel Mail Hauberk		14 + Dex modifier (max 2)	—	25 lb	Impeding (Stealth)
Mithril Mail Hauberk		15 + Dex modifier (max 2)	—	22 lb	Impeding (Acrobatics, Stealth)
Drakescale Hauberk		16 + Dex modifier (max 2)	—	22 lb	Impeding (Acrobatics, Stealth)
Dwarven Coin Lamellar		17 + Dex modifier (max 2)	—	40 lb	Impeding (Acrobatics, Athletics, Stealth)
Heavy Armor					
Boiled Leather Cuirass	22 gp	15	—	20 lb	Cuttable, Impeding (Acrobatics, Stealth)
Bronze Cuirass	26 gp	16	Str 13	25 lb	Cuttable, Impeding (Acrobatics, Athletics, Stealth). Layer (Over), Leaden, Vulnerable (Lightning)
Steel Cuirass		17	Str 15	40 lb	Cuttable, Impeding (Acrobatics, Athletics, Stealth). Layer (Over), Leaden
Dwarven Steel Cuirass		18	Str 15	45 lb	Cuttable, Impeding (Acrobatics, Athletics, Stealth). Layer (Over), Leaden
Mithril Cuirass		18	Str 13	30 lb	Cuttable, Impeding (Acrobatics, Athletics, Stealth). Layer (Over), Leaden
Drakehorn Cuirass		19	Str 15	35 lb	Cuttable, Impeding (Acrobatics, Athletics, Stealth). Layer (Over), Leaden, Vulnerable (Necrotic)
Adamant Cuirass		20	Str 17	50 lb	Cuttable, Impeding (Acrobatics, Athletics, Stealth). Layer (Over), Leaden, Resistant (Force)

Shields					
Rattanweave Shield	4 gp	1	—	2 lb	
Boarhide Buckler	8 gp	1	—	3 lb	Freehand
Bronze Buckler	15 gp	2	—	4 lb	Freehand, Vulnerable (Lightning)
Shield Focus	—	2	—	5 lb	Impeding (Stealth)