

Abbatrax'ellion – The Spirit Armor of Winslow Heavyarm

During his 54th year of life, Winslow Heavyarm traveled to the Duchy of Ulanthor, the entire landmass of which had been mysteriously transported thousands of miles away to become a new island on a large sea. Among other things, this severely disrupted weather patterns and the natural rhythms of the ocean. Once there, Winslow was hired, along with a mottled collection of adventurers to secure the now island nation against danger.

A freak chaos storm forced the heroes into an *instant fortress* for two weeks, during which time, the heroes' enigmatic employer, the bard Johnnie, offered to "enhance the armor and weapons" of the heroes. Johnnie failed to mention he would do this by binding spirits to them. Thus, Winslow's previously boring, merely slightly enchanted, full plate armor, had a temperamental and demanding spirit bound to it.

Normally the spirit sleeps, offering neither help nor hindrance, but during time of need, Winslow can awaken it with the ritual sacrifice of one or more powerful magic items. The armor now bears the image of a face and mouth over the abdomen. The spirit is awakened by holding a magic item to the mouth and reciting a short incantation (a non-action required one full round for each magic item). Upon completion of the ritual, the greedy spirit sucks the magic item(s) dry and when feed enough (2000 gp worth) it awakens for seven days, ready to offer its services to a worthy wearer.

Game Effects

This medium suit of *full plate armor +1* is constructed in the sturdy dwarven style, but decorated in the elven style with tiny veins of mithril, platinum and electrum forming plant and animal patterns. A sleeping fey-like face adorns the front of the breastplate. When the spirit is awakened, the face changes to reflect this, appearing awake with eyes that move seem to follow the observer.

By sacrificing one or more magic items with total value of 2000gp to the spirit of the armor, the spirit can be awakened for seven days. A grappled opponent's magic item can be sacrificed instead of inflicting grappling damage, as long as the wearer can speak the incantation of activation (while grappling, the incantation is a non-action for the wearer that requires one full round to complete). The spirit is not a distinct creature; it is part of the armor (construct creature). The spirit has 120 ft. vision, hearing and speech. Its abilities are: Int 14, Wis 14, Cha 10, Ego 9. The spirit is Neutral Good and ensures the wearer is worthy by changing his alignment to neutral good while the armor is worn (no save).

The awakened spirit provides the following benefits and drawbacks:

- The spirit can take its own actions - one standard action per round, on the wearer's initiative - and can use these actions to cast *bless* on its allies, or *hold person* on an enemy, each 3x/day as a 14th level bard.
- *Silent Moves*: The wearer gains a +5 circumstance bonus to Move Silently checks (off-setting the -5 armor check penalty). The spirit can turn this effect on or off as a standard action.
- *Shadows*: The wearer gains a +5 circumstance bonus to Hide checks (off-setting the -5 armor check penalty). The spirit can turn this effect on or off as a standard action.
- The spirit is lazy and greedy; it tries to suck additional "magic" (life energy) from the wearer to provide energy for its powers. Upon first invoking one of the spirit's powers each day, the wearer must make a Fort save (DC 14) or suffer one point of Dexterity damage. A successful save makes the wearer immune to this drawback for 24 hours.

Faint abjuration, faint enchantment, faint illusion; CL 5th; Craft Magic Arms and Armor, *bless*, *hold person*, *invisibility*, *limited wish*, *silence*; Price 21,650 gp.

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"Johnnie" and the story events detailed here are based on a campaign run by Mark Mills in 2004.

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