

# Magic Armor

Magic armor weight and effect on movement is determined as per the DMG 28 rule, not the PHB 36 rule. It reduces [encumbrance](#) by half, and [bulkiness](#) by one step.<sup>1)</sup> Special, truly weightless armor could of course be created by the DM as a special magic item.

Magic armor will magically fit a creature within the general height range of the race it was made for.<sup>2)</sup> Dwarven armor will not resize to fit a human, for example.

As mentioned in [Classes](#), half-elves can wear magic armor fit for humans or elves, unless the armor's description explicitly indicates that half-elves are separate from elves and humans in that matter.

Special UA armor like elfin chain and full plate is typically only available as magic items.<sup>3)</sup>

<sup>1)</sup>

This is one of those cases where the books just have conflicting rules. The DMG was published later, and we feel like its rule plays better than completely weightless armor.

<sup>2)</sup>

Rolled randomly, as per the "TREASURE" section in the DMG.

<sup>3)</sup>

This is how we've chosen to implement these items. Players cannot purchase them normally. This has worked out very well.

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Last update: **2025-04-13 23:35**

