

PLATE OF UNITY #01

Under the constant threat of invasion by the Giant Warbands, the Unified Gnome Clans lived every day in despair. Their strength and numbers were never able to face the towering foes, no walls could stand in their way, and no weapons drove them away fast enough.

It all changed when a group of artificers united, pooling their sinister desires for revenge into an invention that could tip the scales of battle in their favor. The Plate of Unity was born out of their genius and of their unflinching determination, driven by a somber purpose.

Melded to its wearer's lifeforce, the Plate of Unity chips away at their body, draining health and strength. Most gnome warriors were hesitant to wear it, but those willing to risk it all in favor of their people's freedom eventually showed up, left scarred by the horrors of war.

PLATE, ARTIFACT (REQUIRES ATTUNEMENT BY A SMALL CREATURE)

This suit of armor was created by the Unified Gnome Clans to face the Giant Warband that invades their lands. It melds to the user's lifeforce, pushing them beyond their limits. It has 10 charges that recharge everyday at dawn.

Unity Engine. The plate bears a magical core that empowers those who wear it. While wearing the armor, your Strength score is raised to 24 and you have a +2 bonus to AC.

Modular Armor. While wearing the Plate of Unity, you can use an action to expend charges and activate any number of its modules. Some modules can be activated with a different number of charges, providing different benefits depending on the number expended. Once a module is activated, it stays activated for 1 min., all of its benefits ending when it is deactivated. The modules are the following:

Gnomish Growth Pack (2-3 charges). While wearing this armor you can increase your size to Medium as an action, requiring no charges, for an unlimited period of time.

2 charges: your size becomes Large and the reach for your melee attacks is raised by 5 ft. *3 charges:* you receive the benefits of the 2-charge activation and you can wield one two-handed melee weapon in one of your hands.

Lifeforce Exhaustor (2-3 charges). While wearing the Plate of Unity, your Constitution score is raised to 18.

2 charges: you receive 2d6 temporary hit points at the start of each of your turns. *3 charges:* you receive the benefits of the 2-charge activation and you can choose 3 creatures within 10 ft. of you to receive it as well when you activate this module.

Mobility Suite (2 charges). Your walking speed is increased by 10 ft. while you wear this suit of armor. Your walking speed is increased by an additional 5 ft. and your carrying capacity is doubled once this module is activated.

Giant Slayer Gauntlets (1-2 charges). *1 charge:* you have advantage on checks made to initiate or maintain grapples on creatures bigger than you and you can try to grapple creatures of at most two sizes bigger than you. *2 charges:* you receive the benefits of the 1-charge activation and you deal an additional 3d6 damage of an attack's damage type on attacks against giants, objects and structures.

Curse. Suffused with the deep violence of the war against Giants, the conflicting desires of its many inventors, and insurmountable directives of protecting the Gnome Clans, this armor is cursed. When you attune to it, the curse extends to you.

Anytime you activate at least one of its modules, the armor melds to your lifeforce. If you remove it or it is removed from you while you're melded in this way, you suffer 6d6 + 66 necrotic damage and you suffer three levels of exhaustion. Once you remove it, the armor's will is separated from your lifeforce.

This curse can be broken by magic on par with a *wish* spell.

Destroying the Armor. The armor is moved by the wills of its creators and, as such, exists while they live. If the armor is broken to pieces, melted, or otherwise destroyed while at least one of its dozens of creators live, it reforms in 1d10 days.



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