

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.¹⁾ 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.²⁾ 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.³⁾

1)

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.

2)

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

3)

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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