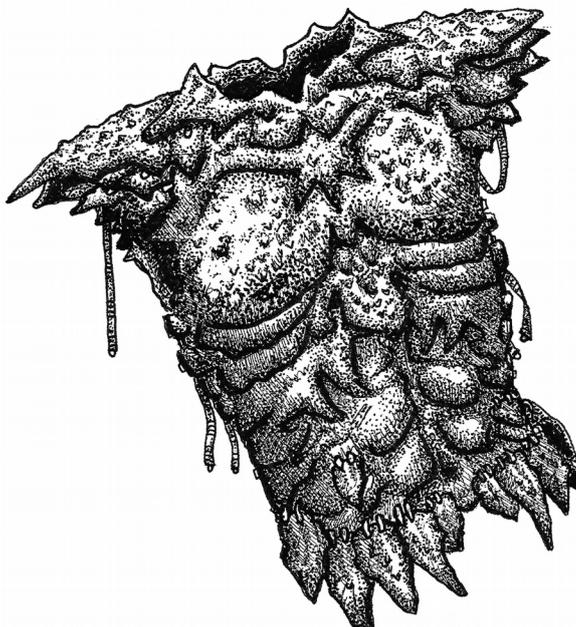


This document contains the details for crab mail armor, crafted by rare marine masters.



## Crab Mail Armor

**Description:** The peak creation of merpeople armorsmiths, crab mail armor is highly sought after by sea elf knights, orthodox druids and other adventurers averse to using metallic protections. Crab mail is a type of brigandine or banded mail, with interlocking chitinous plates harvested from giant crabs in the deep reaches of the ocean.

Some merfolk tribes keep these giant crabs as cattle, and collect the armor plating from living crabs as they grow - this does not significantly hurt the animals, as they tend to shed chitin as part of their natural growth process. Most suits of crab mail armor simply consist of these armor plates, and hold no special powers beyond a considerable utility in maritime environments. The rare exception to this rule is what is known as royal crab mail armor, which contains the living brain and intellect of the crustacean is crafted to be a part of the suit itself.

Royal crab mail is usually created from elderly giant crabs, which have reached the end of their natural lifespan (or are otherwise sick or damaged beyond survival). Consequently, this fabled variant of the armor is extremely rare, as giant crabs are very long-lived by any standard. Merpeople shamans work in concert with master armorsmiths, and in a long and arduous process embalm the crab's brain, which becomes a part of the flanged helmet of the suit or armor. Royal crab mail always includes a set of claw-gauntlets as well, and is able to grasp things on its own with a prodigious grip strength - the hooked claws sit atop the wearer's hands, a little like sentient bucklers.

Royal crab mail is extremely rare and quite magical. Suits are sometimes found when exploring maritime dungeons or ruins, but more often they are violently looted from the corpses of merfolk military leaders. Common crab mail can sometimes be found in the markets of seaside cities, but anyone desiring to purchase such a rarity will surely have to part with quite a hefty sum.

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**Crab mail armor, common:** AC: + 6; Check penalty: - 4 / - 2 underwater; Speed: - 5' / none underwater; Fumble die: d12; Cost: 800 gp.

**Crab mail armor, royal:** AC: + 8; Check penalty: - 4 / - 2 underwater; Speed: - 5' / none underwater; Fumble die: d14; Special: sapient; perceptive; grasping claws; Cost: immeasurable.

- *Sapient:* The helmet of a suit of royal crab mail armor contains the magically preserved brain of an elder giant crab. Should it accept the wearer as a friend, it may grant them aid on their adventures. Roll for the armor's alignment (d3: (1) Lawful; (2) Neutral; (3) Chaotic), its personality (table for familiar personalities, DCC rulebook pg. 319), and its Intelligence (1d16). The wearer of the royal crab mail may roll an Ego check once each session to empathize with or subjugate the armor's intellect; once successful they gain access to the additional benefits of the armor's aid (namely perception and grasping claws, as described below). The wearer's actions may ease or hinder this check at Judge's discretion. The crab-mind communicates with the wearer with a variety of non-verbal emotions.
- *Perceptive:* In addition to the brain, the helmet of the royal crab mail still has the giant crabs eyes and feelers intact. If the wearer is in good terms with the mind of the ancient crab, they are granted blindsight 10', darkvision 60' and a +2d bonus to all perception checks related to danger or natural features (this final bonus comes from the conjunction formed with the ancient crab-mind inhabiting the helm, and doesn't apply to social perception or other things incomprehensible to such a deep sea intellect).
- *Grasping claws:* The crab-brain preserved within the helm still exerts some control over the extremities of the armor. If the wearer is in good terms with the mind within, the claw-gauntlets of the armor gain extra utility, and can grab items with their vice like grip. The grip has a referential STR score of 25, and grant the wearer the option for a natural claw attack (DMG 1d10).