

# Equipment

## Movement speed

Base movement speed is the slowest value between (1) the movement speed indicated by armor, and (2) the movement speed indicated by total weight carried. It will be 12", 9", 6", or 3" normally. Monks and barbarians will determine their possible movement speeds by applying the same proportions/fractions to their maximum speed.

## Helmets

Helmets are included with armor. Characters are assumed to be wearing helmets unless declared otherwise. A helmet's weight is included with the weight of the armor. If the character substitutes a great helm, some math will need to be done based on the weights of the two helmet types provided in the books.

## Shields

Shields protect against a certain number of opponents per round, not hits or [attack routines](#).

Shields of the type which block attacks from only one opponent per round are not in the three core books. The "shield, small" entries in the PHB are actually the medium-size shields described by the section on number of blockable opponents per round. Bucklers are the single-target-block shields, and only exist in UA.

## Bows fired from horseback

Longbows cannot be used while the character is mounted, but shortbows and [composite bows](#) can.

## Recovering ranged ammunition

See [Ammunition](#).

## 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>

## Sleeping in armor

See [Sleep](#).

## Donning and doffing armor

Rules are found on WSG 65.

Armor	Don Time
All	9 rounds - <a href="#">AC</a> type
Plate (any kind)	+2 rounds, or +5 rounds if unassisted by 1 other character

Armor can be doffed in half the don time, rounded up to full rounds.

If a blade is used on the armor straps, doff time can be reduced by 1 round, or 2 rounds on plate (minimum 1 round). This makes the armor unusable until it is repaired at 10% its cost.<sup>Ex</sup>

## Two-handed weapons

Bardiche, bec de corbin, bill-guisarme, blowgun, bo stick, bow (all), crossbow (light and heavy), fauchard, fauchard-fork, glaive, glaive-guisarme, guisarme, guisarme-voulge, halberd, hammer (lucerne), hook fauchard, man catcher, maul, partisan, some pikes (awl), ranseur, septum, staff (quarter and sling), sword (two-handed), voulge.<sup>4)</sup>

Spears, tridents, and military forks can be used one handed if their length is no more than 3' greater than the wielder's height.

## Polearms

For determination of a random polearm, such as when encountering orcs, see [Polearm](#).

## Mounts

See [Mount](#), [Flying Mount](#), and [Barding](#).

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.

4)

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