

ARMOR OF ANKHAR

Armor (any medium or heavy armor), very rare (requires attunement)



ARMOR OF ANKHAR



This armor belonged to the last champion of Ankhar, the god of protection, the earth, harvest, and the dawn. Ankar is often depicted as a crocodile or painted as a humanoid covered with scale-like patterns. His followers often bear crocodilian tattoos and other body modifications. Those who wear this armor gain Ankhar's divine favor, blessing them with heightened strength and resilience.

To attune to this armor, you must wear the armor and submerge your body in water for the entire attunement period, during which the armor shifts form to fit your body.

Aspect of the Crocodile. While wearing this armor, you gain a +1 bonus to your AC. You also gain a swim speed equal to your walking speed and you can hold your breath for up to an hour.

Green Touch. You naturally cultivate plants wherever you go. You can spend 10 minutes entreating and tending to a plant, after which it begins to grow naturally and healthily.



Mighty Strength. You can use a bonus action to manifest the strength of the crocodile, which increases your Strength score to 25 for 1 minute. Once you use this property, you can't use it again until the next dawn.

Ankhar's Blessing. This armor has 5 charges. Whenever you or an ally within 5 feet of you take damage, you can use a reaction to expend a charge and reduce the damage taken by an amount equal to your Strength score, to a minimum of 0.

The armor regains 1d4+1 expended charges if you perform one of the following rituals:

- You spend 1 hour praying at an Obelisk dedicated to Ankhar and leave an appropriate offering of 50 gold pieces or more.
- You are a follower of Ankhar, and spend 8 hours praying while sowing, fertilizing, or harvesting a field of crops.
- You spend a week sowing, fertilizing, and tending to at least 7 fields' worth of crops, and offer a day's worth of harvest to the hungry.

