

Enchanted Armor, (Wardog): Warden's Keep

Area of Effect: Wearer only.

Avoidance-roll: None.

Charges: Permanent ability.

Command word(s): None.

Damage: None

Duration: Permanent.

Effect time: Instant.

Explanation: Warden's Keep Wardog Armor will have protective damage-points as does an normal set of wardog armor. It will also have what is know as shielding points as well. These shielding points are a single base number (shown below) that will be taken off when the dog or wardog master is struck physically. When these protective shielding points are gone the master of the dog or wardog will then begin to take damage. Roll on the following chart to determine the base shielding points a set of Warden's Keep Wardog Armor will have:

<u>%Roll</u>	<u>Shielding points:</u>
01-10	32
11-20	35
21-30	37
31-40	40
41-50	42
51-60	45
61-70	47
71-80	50
81-90	52
91-00	55

Shielding points will regenerate at a rate of 1 point per hour.

Hand movement: None.

Healing: None.

History: Unknown.

Immunities: None.

Invoke time: Not applicable.

Maximum adjustment: None.

Notes: None.

Preparation: Dog or Wardog must be wearing armor.

Range: Not applicable.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: 375,000 + 1,000 per class + value of armor type.