

Enchanted Armor, (Barding): Embalmers

Area of Effect: Steed wearing barding only.

Avoidance-roll: None.

Charges: Permanent ability in effect at all times while wearing.

Command word(s): None.

Damage: None.

Duration: Permanent while wearing. If the Embalmers Barding is taken off the raised steed, the corpse of the steed will be stripped of its undead status and fall completely lifeless to the ground.

Effect time: Upon the rising of the full moon the undead steed will arise.

Explanation: Embalmers Barding is an excellent tool for the necromantic types to raise undead steeds to do their bidding. While a steed is under the influence of this barding the following powers will be gained by the steed:

1. Master's defense + 3-12 (roll 3D4).

2. Shed fear: All creatures must successfully make an avoidance-roll vs. "Fear", or have a penalty 2 space movement, -15 on all attacks and -5 skill-level drain for the duration of the encounter.

Hand movement: None.

Healing: None.

History: Unknown.

Immunities: Only horses can be equipped with Defiance Barding.

Invoke time: Not applicable.

Maximum adjustment: None.

Notes: None.

Preparation: Deceased steed must be placed into the barding.

Range: Steed wearing barding only.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: 75,000 + 1,000 W.G. per class + value of barding type.