

# Enchanted Armor, (Wardog): Soul's Eye

Area of Effect: Dog and master of dog only.

Avoidance-roll: None.

Charges: Permanent ability usable at any time the master or the dog is not resting.

Command word(s): Human dialect: "Soul's Eye" while touching his or her faithful dog.

Damage: None

Duration: 1 hour per 10 points of Mental-Strength of the master of the dog.

Effect time: Instant.

Explanation: Soul's Eye Wardog Armor will allow the master of a faithful dog to actually possess the dog, thus becoming the dog itself in a sense. While using this ability the dog will inhabit its master, yet only at its own level of training and understanding.

Hand movement: Master must touch dog as he or she speaks the "Command word(s)".

Healing: None.

History: Unknown.

Immunities: If the dog is possessed, charmed, entranced, etc. this armor's ability will not work.

Invoke time: Not applicable.

Maximum adjustment: None.

Notes: None.

Preparation: Dog or Wardog must be wearing armor.

Range: Not applicable.

Resting time: After the "Duration of magic:" has expired both dog and master must rest for the equal time that the master spent in possession of the dog unless a successful avoidance-roll vs. "Constitution" is rolled by the master.

Special: None.

Susceptibilities: None.

Value: 185,000 + 1,000 per class + value of armor type