

Enchanted Armor, (Barding): Siege

Area of Effect: Steed wearing barding only.

Avoidance-roll: None.

Charges: 1-20 (roll 1 D-20). When a charge is expended by it's master both the "Length of time no food or water . . ." and the "Length of time steed can go without sleep:" will come into effect. In other words, two charges are not needed in order to invoke both abilities of the barding.

Command word(s): None.

Damage: None.

Duration: See: "Explanation", Chart #1 and Chart #2.

Effect time: Instant.

Explanation: When this barding is worn the two effects will be granted to the steed. Roll for each effect separately on Chart #1 and then Chart #2:

Chart #1

Steed will need no food or water for the following "Length of time:"

| <u>%Roll</u> | <u>Length of time steed can go without food or water:</u> |
|--------------|--|
| 01-72 | 1 moon (30 days). Value: 500 W.G. per charge + 1,000 W.G. per class + value of barding |
| 73-79 | 6 moons (180 days). Value: 3,000 W.G. per charge + 1,000 W.G. per class + value of barding |
| 80-85 | 1 year (360 days). Value: 6,000 W.G. per charge + 1,000 W.G. per class + value of barding |
| 86-90 | 2 years (720 days). Value: 12,000 W.G. per charge + 1,000 W.G. per class + value of barding |
| 91-94 | 4 years (1,440 days). Value: 24,000 W.G. per charge + 1,000 W.G. per class + value of barding |
| 95-97 | 8 years (2,880 days). Value: 48,000 W.G. per charge + 1,000 W.G. per class + value of barding |
| 98-99 | 16 years (5,760 days). Value: 96,000 W.G. per charge + 1,000 W.G. per class + value of barding |
| 00 | Permanent. Value: 960,000 W.G. + 1,000 W.G. per class + value of barding |

Chart #2

Steed will need no sleep for the following "Length of time:"

| <u>%Roll</u> | <u>Length of time steed can go without sleep:</u> |
|--------------|---|
| 01-72 | 1 moon (30 days). Value: 3,000 W.G. per charge + 1,000 W.G. per class + value of barding |
| 73-79 | 6 moons (180 days). Value: 18,000 W.G. per charge + 1,000 W.G. per class + value of barding |
| 80-85 | 1 year (360 days). Value: 36,000 W.G. per charge + 1,000 W.G. per class + value of barding |
| 86-90 | 2 years (720 days). Value: 72,000 W.G. per charge + 1,000 W.G. per class + value of barding |
| 91-94 | 4 years (1,440 days). Value: 144,000 W.G. per charge + 1,000 W.G. per class + value of barding |
| 95-97 | 8 years (2,880 days). Value: 288,000 W.G. per charge + 1,000 W.G. per class + value of barding |
| 98-99 | 16 years (5,760 days). Value: 576,000 W.G. per charge + 1,000 W.G. per class + value of barding |
| 00 | Permanent. Value: 5,760,000 W.G. + 1,000 W.G. per class + value of barding |

Question: Once I use this barding for one horse, can I take it off and use the barding for another horse?

Answer: Yes.

Question: What if I get a set of this barding and one ability is permanent and one is not? Do I still take charges off the item?

Answer: Yes, but only for the ability that is not permanent. If both abilities are permanent then placing charges on the Siege Barding will not be necessary (the item is permanent).

Hand movement: None.

Healing: None.

History: Unknown.

Immunities: None.

Invoke time: Not applicable.

Maximum adjustment: None.

Notes: None.

Preparation: Steed must be wearing armor..

Range: Steed wearing barding only.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: See: Chart #1 and Chart #2 for initial values. Make sure you combine them both (the value of Chart #1 and Chart #2) together and add + 1,000 W.G. per class + value of barding type.

This value is based upon the number of charges the Siege Barding possesses, so multiply the number of charges remaining on the Siege Barding by the abilities it possesses and this will be the base value. The value of Siege Barding will decrease as charges are used.