

Enchanted Armor, (Wardog): Warden's Ally

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 Ally Wardog Armor will prevent the dog or wardog from being swayed from the loyalty of its master.

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: 75,000 + 1,000 per class + value of armor type.