

Enchanted Armor, (Wardog): Journey's End

Area of Effect: Dog or Wardog only.

Avoidance-roll: None.

Charges: Permanent ability.

Command word(s): None.

Damage: None

Duration: Permanent.

Effect time: Instant.

Explanation: If a dog or wardog is slain while wearing this armor it will return to its master in 1-10 turns (roll 1 D-10). If the armor is being taken off of the dog or wardog before the 1-10 turns has ended the armor and the creature will not return to its master.

Once a dog or wardog returns to its master it will have a 70% chance of coming back to life if the master wishes to willingly give 1 point of his or her constitution. If this is done, the master of the dog or wardog being brought back to life will lose the point of constitution whether the % chance works or not.

There will be no Dithinoth (see: "Dithinoth" in the D section of the Creatures Book).

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: This armor will not take its wearer across the planes. In other words, if the wearer of this armor is slain, the effects will not work.

Value: 125,000 + value of Wardog armor + 1,000 W.G. per class.