

Enchanted Items, Explanation of: Steed, Changeling

Area of Effect: Changeling Steed only.

Avoidance-roll: None.

Charges: Permanent item.

Command word(s): "Changeling" (Human).

Damage: None.

Duration: Permanent.

Effect time: 1 turn.

Explanation: This small, hand-sized object, if placed upon the ground, and the "Command word" spoken, will grow into a life-size steed. To know the specific type of steed the Changeling Steed will be, roll on the following chart:

<u>%Roll</u>	<u>Steed types:</u>	<u>%Roll</u>	<u>Horse types:</u>	<u>Value per level:</u>
01-50	Horse	01-25	Feral	500 W.G.
		26-50	Stallion	1,000 W.G.
		51-75	War	4,000 W.G.
		76-00	War, Trojan	8,000 W.G.
51-00	Pony	01-50	Common	500 W.G.
		51-00	War	4,000 W.G.
		<u>%Roll</u>	<u>Level</u>	<u>%Roll</u> <u>Level</u>
		01-30	1st	80-81 16th
		31-40	2nd	82-83 17th
		41-50	3rd	84-85 18th
		51-53	4th	86-87 19th
		54-56	5th	88-89 20th
		57-59	6th	90 21st
		60-62	7th	91 22nd
		63-65	8th	92 23rd
		66-67	9th	93 24th
		68-69	10th	94 25th
		70-71	11th	95 26th
		72-73	12th	96 27th
		74-75	13th	97 28th
		76-77	14th	98 29th
		78-79	15th	99 30th
				00 31st

Hand movement: None.

Healing: None.

History: It is only known that the race of the Humans created this curious item.

Immunities: None.

Invoke time: None.

Maximum adjustment: None.

Notes: None.

Preparation: Set changeling Steed upon the ground and say the "Command word".

Range: Changeling Steed only.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: See: "Explanation".