

Enchanted Armor: Dragon

Area of Effect: Wearer only.

Avoidance-roll: None.

Charges: Permanent ability.

Command word(s): None.

Damage: None

Duration: Permanent.

Effect time: Not applicable.

Explanation: This armor comes from the hide of a dragon, and its unique armor has a higher damage reduction and roll to turn than regular dragon hide armor. There is a damage reduction of -10 See following chart to know the special ability to turn certain attacks. (Remember that the type of dragon this armor is crafted from will determine of abilities to turn certain attacks (just be logical about this):

Type of attacks: %Roll to turn:

Acid	65+
Blunt-edged	56+
Cold	46+
Electricity	41+
Fire	21+
Needle	36+
Sharp-edged	66+

Hand movement: None.

Healing: None.

History: This armor is taken from the hide of a random dragon, random level. Roll on the following chart to see what breed of dragon this armor has been crafted from:

%Roll: Dragon breed:

01-10: Air
11-19: Anti Magic
20-28: Electricity
29-37: Fire
38-46: Frost
47-55: Hunter
56-64: Morgel
65-73: Mystic
72-82: Serpentine
83-91: Sleep
92-00: Water

Immunities: The type of attack that is resisted will be the type of dragon the armor is fashioned from. It will resist up to the amount of the attack that could be resisted by the dragon the hide was taken from. In other words, the level of the dragon depends on how much resistance the armor can protect it's wearer by.

Example:

How much damage a fire-breathing dragon could do in real life is how much fire-damage the wearer will be immune to. Roll up a random level dragon in the Creatures Book to know the durability of the resistance this armor will give the wearer.

Invoke time: Not applicable.

Maximum adjustment: None.

Notes: None.

Preparation: Must be wearing Armor.

Range: Not applicable.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: Total cost: 5,000 W.G. x the level of the dragon the armor was crafted from + 1,000 per class of armor.