

Enchanted Armor, (Barding): Integra's Dimmurr

Area of Effect: Steed wearing barding only.

Avoidance-roll: None.

Charges: Permanent ability in effect at all times while wearing.

Command word(s): None.

Damage: None.

Duration: Permanent while wearing. 1 fortnight after taking barding off -- considering its power is in full effect.

Effect time: 1 fortnight (14 days) after wearing this armor, its power will be in effect. When barding is taken off the effects will reverse in the same amount of time (1 fortnight).

Explanation: Integra's Dimmurr will increase a steed's wisdom and intelligence by merely wearing it. Roll on Chart #1 for the increased wisdom; then on Chart #2 for increased intelligence adjustments (these adjustments are permanent for this barding once rolled up):

Chart #1	Wisdom
<u>%Roll</u>	<u>adjustment:</u>
01-46	+1
47-56	+2
57-65	+3
66-73	+4
74-80	+5
81-86	+6
87-91	+7
92-95	+8
96-98	+9
99-00	+10

Chart #2	Intelligence
<u>%Roll</u>	<u>adjustment:</u>
01-46	+1
47-56	+2
57-65	+3
66-73	+4
74-80	+5
81-86	+6
87-91	+7
92-95	+8
96-98	+9
99-00	+10

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: 1,000 W.G. per class + value of barding type + 9,000 W.G. for each point of Wisdom and Intelligence this barding gives.