

# Enchanted Armor, (Wardog): Grave

Area of Effect: Wearer only.

Avoidance-roll: None.

Charges: Permanent ability.

Command word(s): None.

Damage: None

Duration: Permanent.

Effect time: 24 hours after wearing this armor.

Explanation: Grave Wardog Armor will enable its wearer to continue moving to benefit its master, or another perceived ally, 1-4 turns (roll 1 D-4) after it has been slain (even if it has been horribly wounded).

The dog or wardog will have no need for avoidance-rolls of any kind as it will be dead, yet not undead.

## Other effects:

The dog or wardog will have no need for avoidance-rolls of any kind as it will be dead, yet not undead.

+5 to offence.

+5 to defense.

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: 220,000 + 1,000 per class + value of armor type.