

Donnerblitz Harness

(unknown)

The Donnerblitz Harness is a rig and reins to hitch up to 8 steeds to a wagon or sleigh. It was found high in the Alps by a pair of French climbers. Curiously, the spot where the harness was found was unreachable by roads or serviceable paths. It was as if the thing had fallen out of the sky. Admiring the object's craftsmanship, the Frenchmen ignored the mystery and carried the harness home.

The French climbers were also responsible for the harness' name. Each of the eight bridles had a brass nameplate, but they were too rusted to read. Only the 7th and 8th plates were legible. The 7th plate said "Donner" and the first half of the 8th could be made out as 'Blitz. Knowing the name was incomplete, the French climbers started calling the thing the Donnerblitz Harness.

A few days later, the Frenchmen cleaned up the harness, hitched it to their team, and set off for town. When their team got up to speed, the climbers got the surprise of their lives. The wagon lifted up off the ground and began to climb into the sky! They quickly lost control, but managed to crash land with only minor injuries.

The harness was originally rigged for reindeer, but it can be resized to fit up to 8 horses. To use the harness, the user must make a Dex.-based save. For every steed less than 8 in the harness, this save takes a cumulative -1 penalty. If the user has Horsemanship proficiency, he or she receives a +3 bonus to this check.

If successful, when the team of hoses or other steeds reaches a full gallop, they and the coach begin to lift off the ground. The user can then guide the team and wagon/coach/whatever through the sky in flight. The greater the success level, the greater speed and maneuverability you can achieve:

d20 roll	MV / Maneuverability Class
1-2 less than Dexterity score	E / 18"
3-4 less than Dexterity score	D / 24"
5-7 less than Dexterity score	C / 30"
8-12 less than Dexterity score	B / 40"
13+ less than Dexterity score	A / 50"

. The user may continue to keep his/her team aloft for as long as the steeds can keep up their pace. With 8 good steeds, the Donnerblitz Harness can stay airborne for hours, though doing so will exhaust or even kill the animals.

If the Dex.-based saving throw is a normal failure, the user can drive the team as normal, but they do not achieve flight. If the saving throw is failed & a natural 1 is rolled, the team and coach become airborne and the user loses control! He or she must then make another Dex-based save to attempt to crash land as safely as possible. At the discretion of the DM, this can result in damage, injury, or even death depending on the level of failure.

XP Value: 3,000

GP Value:18,000