

Armband of the Tylor

This armband is made of solid platinum, is two inches in width, and is worn on the upper arm.

When first donned by a humanoid creature, a Tylor is summoned to the location of the wearer. The Tylor will immediately attack the wielder of the armband. If the wearer can subdue or defeat the creature, then a bond is created with the Tylor, who grows in power with its wielder based the chart below. The type of Tylor summoned is determined randomly, but is usually dependent upon the personality of the wielder.

The wielder of the armband can call for the Tylor who will arrive in 1d12 hours depending on how far it is. The wielder can communicate directions to the Tylor telepathically through the armband which the Tylor may or may not follow dictated by its personality and its Ego score which is equal to 10 + its total number of hit dice. Should the Tylor be slain, it will be resurrected within 1 week at a random location and the only way it can be truly slain is for the wielder of the armband to be killed before the Tylor is resurrected. The wearer unfortunately does not enjoy this resurrection ability.

Control Level	Bonus Hit Dice	Natural Armor	Strength Adjustment
1-3	+2	+2	+1
4-6	+4	+4	+2
7-9	+6	+6	+3
10	+8	+8	+4

- **Control Level:** The wearer's control level is equal to their Charisma modifier plus their base Will Saving Throw bonus.
- **Bonus Hit Dice:** These extra twelve-sided (d12) Hit Dice, each of which provides a Constitution modifier, as normal. Remember that extra Hit Dice also improve the dragon's base attack and save bonuses. A dragon's base attack bonus is equal to its HD. A dragon has three good saves.
- **Natural Armor:** The number listed here is an improvement to the dragon's existing natural armor bonus.
- **Strength Adjustment:** Add this figure to the dragon's strength score.

Aura strong conjuration; **CL** 15th
Slot none; **Weight** 3 lbs