

Enchanted Armor, (Humanoid): Sealing

Area of Effect: Armor only.

Avoidance-roll: None.

Charges: Permanent ability. Usable 1 time / 24 hours.

Command word(s): “Castous” (Sha’Qual Dwarf for: Seal).

Damage: None

Duration: 3 hours (2,160 turns).

Effect time: 1 turn (5 seconds).

Explanation: When the “Command word” is spoken, this armor will seal out gaseous phenomenons and creatures.

While in effect, this wondrous armor will actually seal out intangible matter as well (i.e., spirits, phantoms, ghosts, entities, etc.), protecting the wearer from certain doom these creatures bring.

Hand movement: None.

Healing: None.

History: The Sha’Qual mages created this armor for their Dwarven minors. Apparently some accidents had occurred in which harmful gases were released into the air as digging occurred. Soon, Dwarven mages had Sealing Armor ready for their minors. This armor is enchanted so well as to seal out intangible creatures as well.

Immunities: None.

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: 1,000 W.G. per class + value of armor + 65,000 W.G.