

Enchanted Armor, (Humanoid): Seevanian

Area of Effect: Wearer only.

Avoidance-roll: None.

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

Command word(s): Seeva Ein Sue Tiamen (Aldarian Elf for: Fly on the wind).

Damage: None

Duration: 3 hours (2,160 turns).

Effect time: 1 turn (5 seconds).

Explanation: When the “Command words” are spoken, the armor will carry the wearer wherever he or she wishes to fly.

At the end of the 3 hours the Seevanian Armor will drop its wearer (but not without a warning of 10 turns (50 seconds). The armor must then rest for the reminder of the 24 hour period. At the end of its resting period, it will be fully charged and able to fly for another 3 hours.

The heaviest person that this armor can bear is 140 LBS.; it can carry no more.

The speed at which a character can fly is x3 his or her normal movement.

Hand movement: None.

Healing: None.

History: The Aldarian Elves created this armor for scouting out the sky regions above their homes in the trees.

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 +1,700 W.G.