

Enchanted Armor, (Cape-guard): Shroud

Area of Effect: Wearer only.

Avoidance-roll: Yes, Vs. "Awareness -20 on dice roll" (two rolls must be checked for, not one). If one roll fails then the avoidance-roll has failed.

Charges: 3-300 (roll 3 D-100, or up to 300).

Command word(s): None.

Damage: None.

Duration: 720 turns (1 hour).

Effect time: 3 turns (15 seconds) after donning.

Explanation: The Shroud is a valuable item in that can aid its wearer to easily slip past those he or she wishes to avoid. 1 charge will be expended for every person or creature that the wearer slips past undetected (enemy or ally alike). In other words, the Shroud must not be worn unless the wearer wishes to use it, for it will lose a charge by merely stepping past a sparrow sitting in a tree, or a spider lurking in its nest (it does not matter). This fantastic armor will gain back charges at a rate of 1 per 24 hours.

Hand movement: None.

Healing: None.

History: Unknown.

Immunities: Animated and Spirit creatures are not effected by the enchantments of this item.

Invoke time: Not applicable.

Maximum adjustment: None.

Notes: None.

Preparation: Must wear Cape-Guard.

Range: Wearer only.

Resting time: None.

Special: None.

Susceptibilities: People and creatures cannot avoid unless they are awake.

Value: 1,000 W.G. per class + value of cape-guard + 100 W.G. per charge.