

Enchanted Items, Explanation of: Cloak, Darkness

Area of Effect: 1 space and all connecting spaces around it (15' radius).

Avoidance-roll: None.

Charges: Permanent item. Useable 1 time per 24 hours.

Command word(s): "Sanctuary".

Damage: None.

Duration: 720 turns (1 hour).

Effect time: 1 turn.

Explanation: This cloak looks nothing more than a common cloak. When the "Command word" is spoken, the cloak will emanate a thick darkness that will blot out the sun entirely. Looking upon the wearer, as the cloak is being used, will give an effect of dark vapor, slowly shifting and writhing, quickly engulfing the wearer.

When the wearer moves, this uncanny darkness will move with the caster.

Hurled or thrown weapons projected at the wearer will have 1 in 4 chances to successfully strike.

The way this is done is as follows:

1. Wearer picks a number between one and four.
2. Attacker rolls 1 D-4.
3. The wearer is hit if the number the attacker picked is rolled (the wearer can attempt to evade the attack).

A hand-held weapon is wielded against the wearer. It will have 1 in 6 chances to successfully strike.

The way this is done is as follows:

1. Wearer picks a number between one and six.
2. Attacker rolls 1 D-6.
3. The wearer is hit if the number the attacker picked is rolled (the wearer can attempt to evade the attack).

Special: 1. Enemies within Darkness will be blinded if no special vision ability exists to prevent it (-60 to strike).

See: "Attack Penalties" in the Basic Rules Book for information for fighting blind.

2. If within striking range, there will be a 50% chance (roll 01-50) per turn that if two or more enemies may strike out at each other inadvertently (always roll to strike, for a miss may occur).

3. Allies of the wearer are not effected by the darkness if the wearer chooses them not to be.

Note: Creatures which have Feel-Sight (if in range), Infra-Red Vision, or Ultra-Vision can see through the darkness of this cloak.

Hand movement: None.

Healing: None.

History: Unknown.

Immunities: None.

Invoke time: None.

Maximum adjustment: None.

Notes: None.

Preparation: Must be wearing Darkness Cloak.

Range: Wearer only.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: 11,700 White-gold