

# Enchanted Armor, (Cape-guard): Bone-Veil

Area of Effect: Wearer only.

Avoidance-roll: None

Charges: Permanent ability.

Command word(s): None.

Damage: None.

Duration: Permanent.

Effect time: Instant upon donning Cape-Guard.

Explanation: The Bone Veil has the following powers that can be used at the will of the wearer:

Shed fear as white skeleton.

Cape-guard has 1-4 random necromancer spells (roll 1 D-4).

Cape-guard has 3-18 spell-points (roll 3 D-6).

Hand movement: None.

Healing: None.

History: Unknown.

Immunities: Creatures that do not feel the effects of fear.

Invoke time: Not applicable.

Maximum adjustment: None.

Notes: None.

Preparation: Must wear Cape-Guard.

Range: Wearer only.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: 1,000 W.G. per class + value of cape-guard + 45,000 W.G. + rune-value of each spell.