

# Enchanted Armor, (Cape-guard): Mishula's Eye

Area of Effect: 1 space (5') per point of vision.

Avoidance-roll: None.

Charges: Permanent ability.

Command word(s): None.

Damage: None.

Duration: Permanent.

Effect time: Instant upon donning Cape-Guard.

Explanation: Mishula's Eye has many eyes covering its entire surface. If the wearer of this item has normal vision, night-vision, infra-vision, etc., so also does Mishula's Eye. By wearing Mishula's Eye, the wearer has the ability to see behind and to each side if the following avoidance-roll is successful Vs. the angle:

<u>Position from wearer:</u>	<u>Avoidance-roll:</u>
Behind	Awareness, "-10 on dice roll"
Side	Awareness, "Normal"

Hand movement: None.

Healing: None.

History: Unknown.

Immunities: This depends upon the vision of the wearer of Mishula's Eye, for the vision the wearer has so also does Mishula's Eye.

Invoke time: Not applicable.

Maximum adjustment: None.

Notes: None.

Preparation: Must wear Cape-Guard.

Range: Wearer only.

Resting time: None.

Special: None.

Susceptibilities: The one drawback to wearing this cape-guard is that an occurrence that would have a chance to blind the wearer normally will have a greater chance to do so while wearing it. Thus, if the wearer had to win initiative against the gaze of a Medusa, or be turned to stone, he or she would incur a penalty to succeed. It is up to the G.M. what penalties will be enforced if a certain situation arises in regards to this item.

Value: 1,000 W.G. per class + value of cape-guard + 35,000 W.G.