

# Enchanted Armor, (Cape-guard): Feathered

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 wearer of this item will only fall at a slow and steady decline of 3 spaces (15') per turn.

Tricky item this be, and handy a well. Yet beware! Me once saw a great and mighty warrior leap from a rock to slay an enemy. His fall was broken by the power of this fantastic cape-guard and was discovered and slain by many arrows before his feet touched the ground -- a grave error that cost him his life.

Hand movement: None.

Healing: None.

History: Unknown.

Immunities: None.

Invoke time: Not applicable.

Maximum adjustment: None.

Notes: None.

Preparation: Must wear Cape-Guard.

Range: Wearer only.

Resting time: None.

Special: None.

Susceptibilities: It must be written that this cape-guard can be a curse in some ways, for if one be wearing it and runs and jumps from any height, the effect of the slow-fall will occur. You have been warned.

Value: 45,000 W.G. + 1,000 W.G. per class + value of a scale cape-guard