

Enchanted Armor, (Shield): Serpentine

Area of Effect: Shield only.

Avoidance-roll: None.

Charges: Permanent ability.

Command word(s): None.

Damage: See: “Explanation”.

Duration: Permanent.

Effect time: Instant.

Explanation: This shield has the distinct make of a Golden Serpent upon its face. When the holder of the shield blocks a weapon the Golden Serpentine will come to life and rise up from the shield in rage and fury to strike its attacker one time.

The chance to hit will be up to the wielder of shield, for the wielder will determine if the Golden Serpentine will strike using his or her own needed roll to strike opponent.

The damage caused by the Golden Serpentine will be considered NEEDLE attack and the amount the Golden Serpentine can do on its single strike will be rolled for on the following chart:

Roll 1

D-8: Damage:

1:	3-D10
2:	4-D10
3:	5-D10
4:	6-D10
5:	7-D10
6:	8-D10
7:	9-D10
8:	10-D10

Check for armoring which has special abilities to turn Needle attacks.

Hand movement: None.

Healing: This shield will heal itself, the number of points damaged in each quarter section, according to its grade.

Example: Each and every turn, after a Grade-7 Serpentine Shield is damaged, it will heal itself 7 points (not its wearer) in every area until it is whole again.

History: Unknown.

Immunities: None.

Invoke time: None.

Maximum adjustment: None.

Notes: None.

Preparation: None.

Range: Shield only.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: 125,000 W.G. + 500 W.G. per grade + value of shield.