

# Enchanted Armor, (Shield): Light

Area of Effect: 1 to 16 spaces out in a cone shaped pattern.

Avoidance-roll: None.

Charges: Permanent ability, usable 1 time / fortnight.

Command word(s): “Light” (Human dialect)

Damage: None.

Duration: As normal light (moves with the wielder of the shield. The light source itself will last for 1 hour 720 turns.

Effect time: 1 turn (5 seconds).

Explanation: This remarkable shield will shed light for others to see by. If, however, you are on the other side of the shield, or staring into the light, whether you be ally or foe, you will gain the following penalties:

1. -1 defense penalty against shield holder per point of awareness above 14.
2. -1 to offence per point of awareness above 20.

Hand movement: None.

Healing: None.

History: Unknown.

Immunities: None.

Invoke time: Not applicable.

Maximum adjustment: None.

Notes: None.

Preparation: Must be wearing shield on the arm.

Range: Not applicable.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: 13,000 W.G., + value of shield + 500 W.G. per grade