

# Enchanted Armor, (Humanoid): Invisible

Area of Effect: Armor only.

Avoidance-roll: None.

Charges: Permanent ability.

Command word(s): None.

Damage: None

Duration: Permanently invisible armor.

Effect time: This armor is always invisible.

Explanation: Invisible Armor is not seen with the naked eye. Therefore it is hard to find amidst treasure. G.M.: Make sure you play this one right. A creature having this armor within its lair might not even know it's there. This is strictly up to you.

Hand movement: None.

Healing: None.

History: Unknown.

Immunities: None.

Invoke time: Not applicable.

Maximum adjustment: None.

Notes: None.

Preparation: Must be wearing Armor.

Range: Armor only. This armor does NOT make its wearer invisible..

Resting time: None.

Special: None.

Susceptibilities: None.

Value: 1,000 W.G. per class + value of armor type + 5,000 W.G.