

Enchanted Armor, (Cape-guard): Shrynne

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 Shrynne Cape-guard will increase its wearer's holy or unholy abilities by 5% to 30%.

Roll on the following chart:

<u>%Roll</u>	<u>Power:</u>	<u>Title of Shrynne:</u>
01-64	5%	Initiates-Shrynne
65-74	10%	Acolytes-Shrynne
75-82	15%	Adherents-Shrynne
83-89	20%	Adepts-Shrynne
90-95	25%	Disciples-Shrynne
96-00	30%	Heralds-Shrynne

If a holy person dons an unholy Shrynne Cape-guard, or an unholy person dons a holy Shrynne Cape-guard, he or she must make an avoidance-roll Vs. "Death" or slip into a coma for 3-18 hours, in which case there will be a 10% chance (91+ roll) that death will occur. Roll on the following chart to know the align of the Shrynne Cape-Guard found:

<u>%Roll</u>	<u>Align</u>
01-50	Holy
51-00	Unholy

Hand movement: None.

Healing: None.

History: Unknown.

Immunities: Only one of the same align as the Shrynne Cape-guard can benefit from its power increase.

Invoke time: Not applicable.

Maximum adjustment: None.

Notes: None.

Preparation: Must wear Cape-Guard.

Range: Wearer only.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: 1,000 W.G. per class + value of cape-guard + 65,000 W.G.