Enchanted Armor, (Humanoid): Dead

Area of Effect: As "Range of ability".

Avoidance-roll: None.

Charges: Permanent ability, usable 1 time / fortnight.

Command word(s): Ramma.

Damage: None

Duration: 3 turns.

Effect time: 3 turns (15 seconds).

Explanation: When the ability of this armor is used, all Dead Class creatures will be detected within the "Range of ability". The power of this armor will not pinpoint the exact location, but will reveal that a Dead Class creature is nigh at hand.

Hand movement: None.

Healing: None.

History: Unknown.

Immunities: Animated and Organic creatures cannot use this armor.

Invoke time: Not applicable.

Maximum adjustment: None.

Notes: None.

Preparation: Must be wearing Armor.

Range: Not applicable.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: 1,000 W.G. per class + value of armor type.+ 25,000 W.G.