

Enchanted Armor, (Wardog): Shimmin's

Area of Effect: Wearer only.

Avoidance-roll: Yes, for the wearer. See explanation.

Charges: Permanent ability.

Command word(s): None.

Damage: None

Duration: Permanent.

Effect time: Instant.

Explanation: While this armor is worn, it will cause the first full turn of an attacks (whether it be surprise or not) to miss its wearer IF an avoidance-roll Vs. "Awareness" is successful.

Hand movement: None.

Healing: None.

History: Shimmin was a Druid who created this armor to protect his Nargul Wolf ally, Nagga, a faithful ally and companion. His soul purpose was to return a life debt he owed Nagga for saving his life in a time a great need.

Immunities: None.

Invoke time: Not applicable.

Maximum adjustment: None.

Notes: None.

Preparation: Dog or Wardog must be wearing armor.

Range: Not applicable.

Resting time: None.

Special: None.

Susceptibilities: This armor cannot preform its ability against a creature possessing Infra-Red vision.

Value: 1,000 W.G. per class.+ value of armor type + 20,000 W.G.