

Enchanted Items, Explanation of: Cloak, Seevanian

Area of Effect: Wearer only.

Avoidance-roll: None.

Charges: Permanent ability, usable 1 time per 24 hours.

Command word(s): Seeva Ein Sue Tiamen (Aldarian Elf for: Fly on the wind).

Damage: None.

Duration: 3 hours per 24 hour period.

Effect time: 1 turn.

Explanation: This Cloak looks nothing more than a common cloak. When the "Command word" is spoken, the cloak will animate, carrying the wearer wherever he or she wishes to fly.

This cloak will not work if the flight a person is about to take will be longer than the flight duration of 3 hours.

Example: If a character attempts to fly from a precipice that would take more than 3 hours to reach the bottom of, and there were no landing spots on the way, so that the wearer would be safe, the cloak will not work.

At the end of the 3 hours the Seevanian Cloak will not just, suddenly, drop its wearer to his or her death. It will lower its wearer safely, and in time, to the ground. The cloak must then rest for the remainder of the 24 hour period. At the end of its resting period, it will be fully rested and able to fly for another 3 hours.

The heaviest person that this cloak can bear is 250 LBS.

The speed at which a character can fly is x3 his or her normal movement.

Hand movement: None.

Healing: None.

History: The Aldarian Elves created this item. They use it mainly in scouting out the sky regions above their homes in the trees.

Immunities: None.

Invoke time: None.

Maximum adjustment: None.

Notes: None.

Preparation: Must be wearing the Seevanian Cloak.

Range: Wearer only.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: 12,750 White-gold