

# Enchanted Armor, (Cape-guard): Viserel's

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: If the wearer of this cape-guard deems another to be a threat, or feels threatened while wearing, it will have the following effect when another comes within physical contact with it:

**Viserel's Grip:** Cape-Guard will animate, it's ability causing it to cling and latch onto any other touching the cape-guard or the wearer of it (NO BATTLE-LOCK WILL OCCUR). The nature of Viserel's Cape-Guard is such that it will cause an opponent's defense to decrease as follows: -1 per point of wearer's strength above opponent's strength.

If the wearer's strength is lower than his or her attackers there will be no effect at all.

There is no damage inflicted with this ability, yet to be released from it one must pit strength against the wearer, or the wearer must will his or her foe to be released.

To avoid being snared up in the enchantment of Viserel's Cape-Guard once an attacker is aware of its nature, an opponent must dodge against the wearers offence with a -10 penalty to dodge each time a successful strike occurs.

Hand movement: None.

Healing: None.

History: Unknown.

Immunities: Intangible and Gaseous creatures are not effected.

Invoke time: Not applicable.

Maximum adjustment: -20 maximum penalty.

Notes: None.

Preparation: Must wear Cape-Guard.

Range: Wearer only.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: 150,000 + 1,000 W.G. per class + value of Cape-Guard type.