

Enchanted Armor, (Humanoid): Healing

Area of Effect: Wearer only.

Avoidance-roll: None. If victim of injuries does not wish to be healed, healing energies will not work.

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

Command word(s): Arial Anarias (this is the name of the Jahtha of healing).

Damage: None

Duration: 1 turn (5 seconds (healing is permanent)).

Effect time: 1 turns (5 seconds).

Explanation: When worn and activated, this armor will heal its wearer of the following infirmities:

- (1) Blindness.
- (2) Blood-loss.
- (3) Broken bones.
- (4) Deafness.
- (5) Dumbness.
- (6) Flesh damage (acid, cold, electricity, fire, weapon, spell).
- (7) Shock.
- (8) Sprains (twists and hard falls).
- (9) Stun.
- (10) Poison.

To activate its healing ability, the wearer must invoke the Jahtha of Healing, Arial Anarias, speaking her name aloud, or in thought.

Hand movement: None.

Healing: None.

History: It is only known that the Jahtha, Arial Anarias, has given this power to the earth, for the benefit of her servants.

Immunities: Only Animal, Enchanted, and Monster types can be effected by the power of this armor.

Invoke time: Not applicable.

Maximum adjustment: None.

Notes: None.

Preparation: Must be wearing Armor.

Range: Wearer only.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: 1,000 W.G. per class + value of armor type + 8,000 W.G.