

# Enchanted Armor, (Cape-guard): Imperion

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: Imperion Cape-Guard is a most coveted and valued item for adventurers. By merely wearing this item, the wearer will heal more rapidly from physical wounds. The cape-guard itself heals itself as well.

Hand movement: None.

Healing: Healing as follows:

1. Heals itself at a rate of 1-10 points per turn in all damaged areas.
2. Heals its wearer at a rate of +1-4 points of physical damage per 24 hours in addition to wearer's normal rate of healing.

History: Unknown.

Immunities: Animated, Dead, Intangible and Gaseous creatures cannot use the healing of this item.

Invoke time: Not applicable.

Maximum adjustment: None.

Notes: None.

Preparation: Must wear Cape-Guard.

Range: Wearer only.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: 245,000 + 1,000 W.G. per class + value of cape-guard.