

Enchanted Armor, (Humanoid): Living

Area of Effect: Wearer only.

Avoidance-roll: None.

Charges: Permanent ability (usable 1 time per 3 moons (90 days).

Command word(s): None.

Damage: None

Duration: 1 moon (30 days).

Effect time: 24 hours.

Explanation: While wearing Living Armor the wearer will never suffer the total death or annihilation of any body part (in other words, damage-points will never recede to below zero). Thus, Living Armor, if it is not destroyed by magic, or a formidable strike that can destroy it, such as the annihilation-strike of a Behemoth, will sustain the life of a limb, neck, head, etc. for the wearer.

Even when brought down below zero, the wearer will heal at his or her natural rate of healing (Vs. his or her constitution -- see page #1 or your character sheet). By wearing this armor, protection from death is guaranteed, though loss of consciousness will occur if the head, neck, chest or back is brought to zero damage-points. Also, if the hip or abdomen of the wearer is brought to zero, loss of leg movement will occur.

Hand movement: None.

Healing: See: "Explanation".

History: Unknown.

Immunities: None.

Invoke time: Not applicable.

Maximum adjustment: None.

Notes: None.

Preparation: Only that the armor is worn.

Range: Wearer only.

Resting time: None.

Special: This armor can bring the dead back to life 1/year. The unique thing about this is the armor can bring its wearer back to life without any aid or prompting. There will be a 30% chance of Dithinoth being encountered (as if normal for all creatures being brought back to life). See: "Dithinoth" in the D section of the Creatures Book.

Susceptibilities: None.

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