

Oracle: Cloak, Death

Area of Effect: Wearer only.

Avoidance-roll: None. See: “Notes”

Charges: Permanent.

Command word(s): None.

Damage: See: “Explanation”

Duration: Permanent.

Effect time: Instant.

Explanation: When a living creature comes in contact with one wearing a Death Cloak, that creature must make an avoidance-roll vs. “Death” (your character’s constitution + mental-strength will be the % roll or lower you will need to roll).

If the avoidance-roll vs. “Death” is successful, an avoidance-roll vs. “Stun” must be successful, or the one who touches the cloak will lose the next offensive turn (defense can still be rolled for, yet with a penalty of -30).

Hand movement: None.

Healing: None.

History: Unknown.

Immunities: Dead class creatures are not effected by the power of the Death Cloak.

Invoke time: Not applicable.

Maximum adjustment: Not applicable.

Notes: None.

Preparation: Must be wearing Death Cloak.

Range: Wearer only.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: 1,000,000 White-gold.