Oracle: Cloak, Life

Area of Effect: Wearer only.

Avoidance-roll: None. See: "Notes"

Charges: Permanent Item that is usable 1 time per moon (30 days). See: "Explanation" for other effects and explanations.

Command word(s): None.

Damage: When a dead class creature comes in contact with one wearing a Life Cloak (in the manner of harming the wearer), damage will be taken each time contact is made as follows: 3 D-10 +5 per Divine Favor learned. If a dead class creature has attacked, and remains locked physically in combat with the wearer of the Life Cloak, it will sustain this damage one time per turn (each and every turn).

Duration: Permanent.

Effect time: Instant.

Explanation: The Life Cloak holds great power. It will bring back to life the wearer, should he or she be slain, 1 moon (30 days).

   Also, the wearer of the Life Cloak can embrace one that is dead and bring him or her back to life 1 moon (30 days) as if the dead were wearing the cloak personally. In order to do this, the one wearing the cloak must be a Healer in good standing with Arial Anarias, the Jahtha of Healing. See: "Special"

Hand movement: None.

Healing: This cloak will bring back one from the dead. See: "Special"

History: The Jahtha Arial Anarias sat upon her throne in Talc Eerie, contemplating the well being of her servants, and all good creatures of Utaemia. After a time her heart was softened, and mercy swelled within her soul for the suffering of many creatures. Slowly she stood, grace following her every movement, and called for her most skilled seamstress in all the Seven Havens. When her most prized and skilled seamstress came to her, she prostrated herself before Arial Anarias. Arial instructed her to fashion a golden cloak, with the most precious materials she could find and bring it to her. Her servant was an age (1,000 years) in creating the golden cloak, but finally it was finished. As she held it before Arial Anarias, her queen smiled at its beauty and then touched it, granting it the ever-gift of life. Thus the Life Cloak was created. Over the ages, others were created . . . how many, no one knows.

Immunities: Dithinoth is NOT effected in the least by the power of this cloak.

Invoke time: Not applicable.

Maximum adjustment: Not applicable.

Notes: None.

Preparation: Must be wearing Life Cloak.

Range: Wearer only. See: "Explanation"

Resting time: None.

Special: One cannot be brought back from the dead if dead for more than 3 full days (more than 72 hours) due to decomposition setting in. If regeneration is cast upon the dead, the cloak will then have the power to bring back to life.

   With all life-giving abilities, there will be a % chance of Dithinoth being encountered. See: "Dithinoth" for a full explanation on this.

Susceptibilities: UnHoly undead creatures will sustain x2 damage when making contact with this cloak, whether attacking or not.

Value: 10,000,000 White-gold.