

Enchanted Items, Explanation of: Scepter, Life

Area of Effect: Holder only.

Avoidance-roll: None.

Charges: 1 use

Command word(s): None.

Damage: None.

Duration: Permanent.

Effect time: 3 turns.

Explanation: When held this Scepter has the ultimate power to raise the dead back to life. Another restriction to bringing back the deceased with this device, is that the wearer cannot be dead for over 72 hours. A decomposed body cannot be raised.

Hand movement: None.

Healing: The dead is brought to life, but cannot be more than 3 days passed.

History: Unknown.

Immunities: Half-living creatures (Undeads) are not effected by this powerful magic. Animated creatures are also immune as well.

Invoke time: None.

Maximum adjustment: None.

Notes: None.

Preparation: Must be holding life scepter.

Range: Holder only.

Resting time: None. But resurrected person must make a successful avoidance-roll Vs. "Mental Attack" (half chance), or be disoriented 30 turns.

Special: None.

Susceptibilities: None.

Value: 100,000 W.G. (the Scepter is also valued as an O.V.I.).