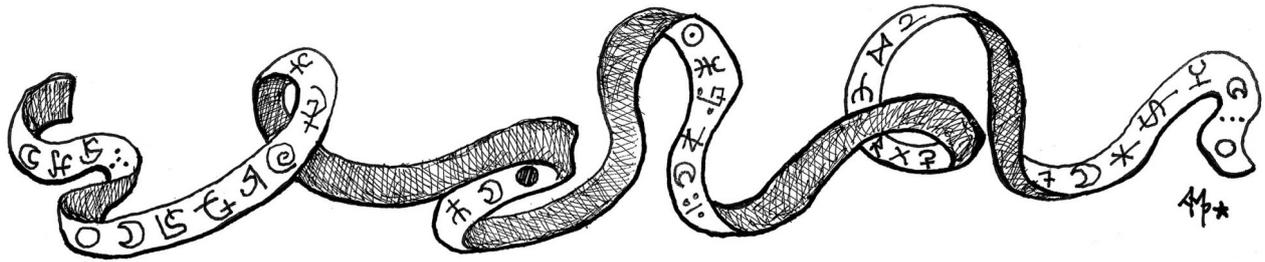


This document contains the details for the ancient artefact Wrappings of Onwa Marama.



Wrappings of Onwa Marama

“Onwa Marama was a beloved priest of an antediluvian incarnation of Shul, the Moon God. His faith is said to have been strong enough to grant him the ability to dance on the rays of the moon, and he lived a long blessed life under the watchful eye of his deity.”

Onwa Marama perished during the cataclysmic events of the most recent War of Balance, and was buried under a great marble pyramid, clad in wrappings of the finest embroidered silk. Eventually, these treasures made it into unscrupulous hands through the usual channels.”

Description: Covered in preservative sigils and signs, the Wrappings of Onwa Marama were originally made to preserve the body of the beloved high priest, and keep it pristine for his eventual ascension into the sky to live in the Moon City of his deity. However, Shul lost his mind during the aftermath of the War of Balance, and Onwa Marama was tragically forgotten to sleep the sleep of the dead in his pyramid tomb. Graverobbers eventually found his resting place, and among the plunder stripped the mummy of its protective garments, forever breaking the spells of preservation and dooming Onwa Marama to a fugue state between this world and the next.

The Wrappings of Onwa Marama still have the following powers:

- **Preserve the Body and Soul:** When worn about the body, the Wrappings grant a +2 bonus to AC and all saves. This bonus is reduced if the item is used to *Repair the Ruin* (see below): when the item has been used 3 times, the bonus to AC and saves is reduced to +1; and when the item is used 6 times it loses all its powers and the last use triggers *Shul's judgement* (see below).
- **Repair the Ruin:** The user of the Wrappings may rip pieces off the whole, and use them to bind wounds and lacerations, expending the items magical power. This ability can be used 6 times (as in, the item has 6 charges) and each use heals 1d5 hit points. When the Wrappings have been used 6 times in this fashion the item is spent and useless, but the last use triggers *Shul's judgement* (see below).
- **Shul's judgement:** When the Wrappings are completely spent their recumbent power returns to Shul, restoring to him the memory of his beloved priest, now lost to the tides of time. This causes Shul to turn his gaze towards the current owner of the Wrappings, and brings down his judgement upon them. Shul is a wistful deity, who values both inspired artfulness and divine delirium - what he thinks of the characters values and actions is left up to the Judge, who should however remember that a divine reckoning is never a thing to be taken lightly.