

Oracle: Cloak, Molten

Area of Effect: Wearer only. Yet if an opponet strikes wearer, 3-30 heat damage will be inflicted upon the attacker in ALL areas of the body.

Avoidance-roll: None.

Charges: Permanent Item.

Command word(s): None.

Damage: 3-30 (roll 3 D-10) in all areas of attackers body. Attacker must successfully strike wearer of cloak.

Duration: Permanent.

Effect time: Instant.

Explanation: The Molten Cloak will defend the wearer from an attacker by burning every time the wearer is successfully struck.

Question: If I defend against my attacker by parrying or blocking, does my attacker still take heat damage?

Answer: No.

Hand movement: None.

Healing: None.

History: Unknown.

Immunities: Fire-dwelling creatures take only 1/2 damage, and Fire-using creatures take no damage from the heat effect of this cloak.

Invoke time: None.

Maximum adjustment: None.

Notes: None.

Preparation: Must be wearing Molten Cloak.

Range: Wearer only.

Resting time: None.

Special: None.

Susceptibilities: Cold-dwelling creatures take 50% more damage, and cold-using creatures take x2 damage from the heat effect of this cloak.

Value: 450,000 White-gold.