

# 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.