

Mantle of black flames



-A finely crafter leather mantle which protects the wearers shoulder and throat. The mantle is worn over outer-garments and helps protect the wearer from the elements (+1 save vs all saves against elemental effects). The mantle is also imbued with other magical properties.

-When the command word “Tobeg” is spoken (a swift action), a mantle of black flames appears which covers the wearers shoulders, surrounding the sides and back of the head. These flames are extremely cold to the touch (to all except the wearer). The flames will absorb up to 80 points of fire damage (normal or magical) inflicted upon the wearer before the flames are extinguished. If the flames are thusly extinguished by fire based attack(s) – taking more than 80 points of damage in a single encounter – the flames cannot be re-ignited for a 10 day period.

-The flames also protect the wearer from any light based attacks (or ill effects), while the flames are present. Wearer (while flames are present) gains a +5 save versus such affects.

-The flames themselves cause no damage and can be extinguished at will (by the wearer).

-When the flames are present, icicles will tend to form around the edges of the mantle.

-The mantle provides AC protection equivalent to wearing a helm. If a suit of armor is worn, the mantle may be worn without wearing a helm usually included with the suit of armor. If a suit of armor/armor that does not come with a helm is worn, then this mantle provides a +1 AC bonus to the wearer. The helm does not provide a stacking AC bonus if a helm is worn (only the better AC bonus is granted).

Item Level: 14th; Body Slot: Shoulders; Caster Level: 15th; Aura: Moderate (DC 19) abjuration; Activation: (command)

Weight(lb.): 1.5

Value(gp): 14,000