

Boundless Magic

# Capes, Cloaks, and Mantles



RT WYNTER



# Boundless Magic: BM008 – Capes, Cloaks, and Mantles I

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# CLOAKS & CAPES

## Champion's Pauldron

<b>CL:</b> 7th	<b>Weight:</b> 2 lbs.	<b>Price:</b> 50,000 GP
<b>Aura:</b> moderate transmutation		
<b>Slot:</b> shoulders		

This single steel pauldron is polished to an exceptional shine and is shaped into the head of a dragon, eagle, lion, or similar noble beast or creature. Quite often a champion's pauldron has additional adornments as well. These are usually gemstones, like sapphires or emeralds, or gold filigree or both.

On command the magic of the champion's pauldron enhances its wearer's capabilities. This provides a +2 moral bonus on attack rolls, saves, and skill checks. These bonuses work just like the heroism spell and lasts for a total of 15 rounds per day, which the wearer can divide up as she sees fit.

Construction Requirements	Cost
Craft Wondrous Item, Extend Spell, heroism	25,000 GP

## Chromatic Cape

<b>CL:</b> 3rd	<b>Weight:</b> 1 lb.	<b>Price:</b> 45,000 GP
<b>Aura:</b> faint evocation and illusion		
<b>Slot:</b> shoulders		

This vibrant cape shimmers, sparkles, and periodically changes color, although never when someone is watching.

The chromatic cape allows the wearer to use rainbow pattern up to three times per day. In addition it allows the use of prismatic spray once per day. While the cape's powers are functioning and for 10 minutes afterward the cape is brighter and more vibrant and is constantly shifting color.

Construction Requirements	Cost
Craft Wondrous Item, prismatic spray, rainbow pattern	22,500 GP

## Cloak of Arachnidia, Greater

<b>CL:</b> 6th	<b>Weight:</b> 1 lb.	<b>Price:</b> 17,750 GP
<b>Aura:</b> moderate conjuration, illusion, and transmutation		
<b>Slot:</b> shoulders		

This black and violet silk garment is delicately embroidered with a barely perceptible web-like pattern.

A greater cloak of arachnidia gives the wearer the ability to climb as if a spider climb spell had been placed upon her. In addition, the cloak grants her immunity to entrapment by web spells or webs of any sort; she can move in webs at half her normal speed. Once per day, the wearer of this cloak can cast web. She also gains a +2 luck bonus on all Fortitude saves against poison from spiders and a +5 competence bonus to Stealth checks.

Construction Requirements	Cost
Craft Wondrous Item, invisibility, spider climb, web	8,875 GP

## Cloak of Claws

<b>CL:</b> 9th	<b>Weight:</b> 1 lb.	<b>Price:</b> 3,000 GP
<b>Aura:</b> moderate transmutation		
<b>Slot:</b> shoulders		

Wearing this animal-fur cloak grants a +1 resistance bonus on saving throws. Furthermore, the wearer can force its hands to grow long claws rapidly up to five times per day as a swift action. The oversized claws last for 1 round, during which time the wearer can make 2 claw attacks. Treat these attacks as a primary natural attacks that deals 1d6 points of damage each (or 1d4 if the wearer is Small). If the wearer already has a claw attack, the damage of that claw attack increases by one step.

Construction Requirements	Cost
Craft Wondrous Item, alter self, resistance	1,500 GP

## Cloak of the Darkest Void

<b>CL:</b> 9th	<b>Weight:</b> 1 lb.	<b>Price:</b> 10,800 GP
<b>Aura:</b> moderate conjuration		
<b>Slot:</b> shoulders		

This deep black cloak almost seems to swallow the wearer. Those who spend time in the presence of one who wears the cloak of the darkest void will occasionally catch glimpses of movement within the blackness of its folds. Sometimes these glimpses seem to be gibbering mouths, glaring eyes, or slithering tentacles.

Once per day on command, this cloak allows the wearer to use the magic of the black tentacles spell. The tentacles produced by the cloak of the darkest void are covered in numerous staring eyes and gibbering mouths. Although this is a bit unnerving, they provide no additional effects.

Construction Requirements	Cost
Craft Wondrous Item, black tentacles	5,400 GP

## Cloak of Elemental Vanishing

<b>CL:</b> 7th	<b>Weight:</b> 1 lb.	<b>Price:</b> 3,500 GP
<b>Aura:</b> faint abjuration and illusion		
<b>Slot:</b> shoulders		

This thick leather cloak shows the signs of heavy use and damage from nature and the elements. A cloak of elemental vanishing is a more versatile version of the cloak of fiery vanishing.

Once per day, when subject to an effect that deals acid, cold, electrical, or fire damage, the wearer can spend an immediate action while obscured by the

effect to become invisible, leaving behind illusory remains, as if she had been slain by the effect. The wearer's invisibility and his illusory remains last for 5 rounds or until the wearer attacks any creature. Creatures that study or interact with the remains can make a DC 11 Will save to disbelieve the illusion, though this does not end the invisibility effect.

The type of effect determines the appearance of the illusory remains. Acid damage leaves behind as steaming pile of sludge and fluid. Cold effects appear to freeze the cloak wearer solid shortly before she shatters into tiny ice fragments. Electrical and fire effects leave behind a smoldering pile of ash, the former smelling of ozone.

Construction Requirements	Cost
Craft Wondrous Item, invisibility, silent image	1,750 GP

## Earthheart Cloak

<b>CL:</b> 9th	<b>Weight:</b> 1 lb.	<b>Price:</b> 10,800 GP
<b>Aura:</b> moderate transmutation		
<b>Slot:</b> shoulders		

This well-worn traveler's cloak is made of supple deep brown leather. It is always cool to the touch and smells of freshly tilled earth.

Once per day it allows the wearer to shift her form into that of an earth elemental. This functions as the elemental body I spell but only allows transformation into a small earth elemental.

Construction Requirements	Cost
Craft Wondrous Item, elemental body I	5,400 GP



## Etherwalkers Cloak

<b>CL:</b> 13th	<b>Weight:</b> 1 lb.	<b>Price:</b> 70,000 GP
<b>Aura:</b> moderate illusion and transmutation		
<b>Slot:</b> shoulders		

This thin and ethereal, hooded, grey cloak seems almost translucent.

An etherwalkers cloak allows the wearer to use greater invisibility up to three times per day. In addition, it allows the use of ethereal jaunt once per day.

Construction Requirements	Cost
Craft Wondrous Items, ethereal jaunt, greater invisibility	35,000 GP

## Faun Cloak

<b>CL:</b> 3rd	<b>Weight:</b> 1 lb.	<b>Price:</b> 2,500 GP
<b>Aura:</b> faint transmutation		
<b>Slot:</b> shoulders		

These cloaks were originally of gnomish design and aid the wearer when working with animals.

When this forest green cloak is worn its magic provides the wearer with a +5 competence bonus on Handle Animal checks.

Construction Requirements	Cost
Craft Wondrous Item, eagle's splendor	1,250 GP

## Horsemaster Cape

<b>CL:</b> 3rd	<b>Weight:</b> 1 lb.	<b>Price:</b> 2,500 GP
<b>Aura:</b> faint transmutation		
<b>Slot:</b> shoulders		

These elegant riding capes are enhanced with magic that increase the wearers mounted capabilities.

When the horsemaster cape is worn while mounted, the wearer gains a +5 competence bonus on Ride checks.

Construction Requirements	Cost
Craft Wondrous Item, cat's grace	1,250 GP

## Mantle of Life Shielding

<b>CL:</b> 1st	<b>Weight:</b> 1 lb.	<b>Price:</b> 200 GP
<b>Aura:</b> faint abjuration		
<b>Slot:</b> shoulders		

This dark grey mantle easily covers the wearers shoulders and is decorated with a pale blue quartz crystal that sits in the center of the wearers chest.

The mantle of Life shielding provides its wearer with the effects of the light fortification armor ability. The first time the mantle successfully blocks a critical hit or sneak attack, the crystal shatters into dust and all magic is lost from the mantle, leaving only a mundane garment. The spent garment can be enchanted again, but the cost of the enchantment remains the same.

Construction Requirements	Cost
Craft Wondrous Item, shield	100 GP

## Shadow Wizard Cloak

<b>CL:</b> 3rd	<b>Weight:</b> 1 lb.	<b>Price:</b> 13,000 GP
<b>Aura:</b> faint transmutation		
<b>Slot:</b> shoulders		

This deep, black, velvety cloak billows with dramatic flourish in its wearer's wake.

The cloak grants its wearer low-light vision and the ability to cast the cantrips prestidigitate and ghost sound at will.

In addition, a shadow wizard cloak allows its wearer to cast shadow trap and shadow weapon each once a day.

Finally, once per day, on command, the wearer can surround herself with darkness, as the darkness spell. While this darkness is active, the cloak also grants the wearer darkvision 60 feet as well as low-light vision.

Construction Requirements	Cost
Craft Wondrous Item, darkness, darkvision, prestidigitation, ghost sound, shadow trap, shadow weapon	6,500 GP

## Spellweaver Mantle

<b>CL:</b> 7th	<b>Weight:</b> 1 lb.	<b>Price:</b> 7,000 GP
<b>Aura:</b> moderate divination		
<b>Slot:</b> shoulders		

The crimson mantle is trimmed in bright blue and grants a +5 competence bonus on Spellcraft and Use Magic Device checks. In addition, once per day, before making a Spellcraft or Use Magic Device check, the wearer can decide to call upon the powers of the mantle to roll twice and take the better result. Finally, the wearer of this mantle gains a +4 bonus to her Use Magic Device checks, instead of the normal +2, to activate a magic item blindly that she has previously successfully activated before. However, the mantle's power does have one drawback. Should the wearer ever fail a Use Magic Device check made to activate blindly by 5 or more, a mishap results as described under the Use Magic Device skill.

Construction Requirements	Cost
Craft Wondrous Item, identify, creator must have 5 ranks in Spellcraft and Use Magic Device	3,500 GP

## Unremarkable Cloak

<b>CL:</b> 3rd	<b>Weight:</b> 1 lb.	<b>Price:</b> 24,000 GP
<b>Aura:</b> faint illusion		
<b>Slot:</b> shoulders		

This nondescript grey or brown cloak is plain and unassuming.

The magic of this cloak misdirects the information from divination spells that reveal auras (detect evil, detect magic, discern lies, and the like). The divinations always return a negative result (not evil, not lying, not magical, etc.). This magic does not affect other types of divination magic (augury, detect thoughts, and the like). The unremarkable cloak's magic functions continually.

Construction Requirements	Cost
Craft Wondrous Item, misdirection	12,000 GP

## Winddancer Cape

<b>CL:</b> 3rd	<b>Weight:</b> 1 lb.	<b>Price:</b> 14,000 GP
<b>Aura:</b> faint evocation and transmutation		
<b>Slot:</b> shoulders		

This stormy, blue-grey, half-cape is trimmed in silver tread and adjusts its size so that its length hangs just below the wearer's waist.

The cape allows the wearer to cast prestidigitation at will. Twice per day, the wearer can command the cape to erupt in a burst of wind, effecting all creatures other than the wearer within 20 feet as a gust of wind spell (Reflex DC 14 negates). After triggering this burst, the wearer gains the effects of the spells expeditious retreat and jump for 1 minute. While under this effect the cape's prestidigitation ability cannot be used.

Construction Requirements	Cost
Craft Wondrous Item, gust of wind, expeditious retreat, jump, prestidigitation	7,000 GP



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