

The Genius Guide to: Loot 4 Less Cloaks and Daggers



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

Welcome to the sixth book in the *Loot 4 Less* line, where we deal exclusively in items with a cost-to-consumer of 2,500 gp or less. That's right, no epic artifacts, *cloaks of invisibility*, +3 *keen vermin bane daggers of orc detection*, or even moderate magic items here. This is a forum for the cheapest of the cheap and that's it. And just to up the level of difficulty, we also don't deal in one-shot (or even two- or three-shot) magic items. No scrolls, potions, talismans, or fire-and-forget tattoo magics here. Everything in these pages is a legitimate permanent magic item, free of consumable charges, and able to be used in adventure after adventure.

Here in *Loot 4 Less, vol. 6: Cloaks and Daggers* we're looking at bargain bin capes and knives that most characters may find useful. Not only do we provide each item with a full description and cost, we've scattered sidebars throughout the book to explain those costs. Each "Behind the Counter" sidebar explains how a price was determined, allowing GMs to apply that logic to other abilities and use firm knowledge of where the numbers came from if the needs of their particular campaign require changing the prices.

WHY?!

Okay, so let's say that all sounds great, but you're not sure why you should care. Do campaigns really need a few dozen more magic item options? We answer that question in more detail in *Loot 4 Less vol. 1: Arms and Armor*, so we won't belabor the point here. Essentially, cheap magic items make it easier to:

1. Make the gear carried by low-level foes (and thus the treasure low-level characters pick up) more varied and interesting.
2. Allow low-level PCs to built wealth, since their early treasure items aren't all scrolls, potions, and partially-used wands that lose value when they get used.

3. Give mid-level characters who craft magic items a broader range of items that only take a couple of days to create, increasing the chances they'll get to use their various Craft feats.

CLOAKS

Cloaks include everything that uses the shoulders item slot, including shawls, stoles, capes, mantles, opera cloaks, greatcoats, and pretty much anything else you would wear over a robe or suit of armor. While cloaks are often associated with people who wish to conceal their identity (rangers and rogues, especially), most of these items have a broad appeal and can be moderately useful to members of any class. If you have players that balk at wearing cloaks, you could easily redesign any of these as tabards or surcoats (better matching an armored, knight-like aesthetic).

The weight of all these cloaks is 1 lb. unless the description says otherwise.

CLOAK OF DWARVISHKIND

Aura: Faint transmutation; **CL** 3rd

Slot: shoulders; **Price:** 2,450 gp, **Weight:** 1 lb.

DESCRIPTION

Leather straps with metal studs attach this thick wool cloak of black and red trim securely in place. If you belong to a guild or craft house, its symbols appear in black along the cloak's red trim.

While wearing this cloak, you gain the ability to once per day smite a single foe, as the paladin's smite evil class ability but, rather than evil foes, this ability may be used against a specific subtype of humanoids—50% of these cloaks allow the wearer to smite creatures of the giant subtype, 25% work against humanoids of the orc subtype, and 25%

work against the goblin subtype. The smite must be made as part of a melee weapon attack. You gain a bonus to your attack roll equal to your Charisma bonus and a bonus on weapon damage equal to your level.

CONSTRUCTION

Requirements: Craft Wondrous Item, *align weapon*; **Cost:** 1,225 gp.

CLOAK OF GNOMISHKIND

Aura: Faint transmutation; **CL** 1st

Slot: shoulders; **Price:** 2,000 gp, **Weight:** 1 lb.

DESCRIPTION

The straps connecting this cloak to your shoulders are surprisingly sturdy—wrapping around your upper arms and crossing your chest. The remainder of the cloak is typical linen, though the material is slightly worn near the top.

Once per day you can cause the majority of this cloak to tear free, leaving just scraps of it around your shoulders. Doing this gives you a +10 bonus to a single Escape Artist check. If this check is successful, you go free while whatever you escaped is left holding the cloth torn from your cloak. A round after you escape, the detached portion disintegrates. Over the course of the next 24 hours the remaining scraps grow back into a full cloak.

CONSTRUCTION

Requirements: Craft Wondrous Item, *animate rope*; **Cost:** 1,000 gp.

CLOAK OF HALFLINGKIND

Aura: Faint transmutation; **CL** 1st

Slot: shoulders; **Price:** 2,400 gp, **Weight:** 1 lb.

DESCRIPTION

While a simple clasp holds the front of this short cloak shut, straps also bind it tightly to your shoulders. It seems to be made of plain gray cotton, with streaks of darker color that resembles cracks in stonework.

Twice per day, your cloak can grab any surface and begin climbing for you, hauling you along for the ride. You can climb 20 feet in any direction as a move action, but cannot climb further even as a full round action. You don't provoke attacks of opportunity by climbing this way (though you do for moving out of a threatened space while climbing, as you normally would). Your hands are free while you climb, you retain your Dexterity bonus to AC, and can act or attack normally. The cloak is active for three minutes each time it is used, so it's best to find a safe place to alight before the duration runs out.

CONSTRUCTION

Requirements: Craft Wondrous Item, *animate rope*, *spider climb*; **Cost:** 1,200 gp.



CLOAK OF HUMANKIND

Aura: Faint transmutation; **CL** 1st

Slot: shoulders; **Price:** 1,000 gp, **Weight:** 1 lb.

DESCRIPTION

This voluminous linen cloak is deep crimson in color, with golden trim and a delicate needlepoint pattern across the back (which shows your heraldry, if you have any). It attaches with two large medallions, one pinned to each shoulder.

Any time you made an opposed check (a d20 check directly opposed by the result of another d20 check from another character, such as Perception vs. Stealth or Sense Motive vs. Bluff) you gain a +1 competence bonus.

CONSTRUCTION

Requirements: Craft Wondrous Item, *bless*;
Cost: 500 gp.

CLOAK OF ORCISHKIND

Aura: Faint necromancy; **CL** 1st

Slot: shoulders; **Price:** 2,500 gp, **Weight:** 1 lb.

DESCRIPTION

Though ragged and stained, this dark cloak of heavy cloth is still fearsome in appearance. Its trailing edge is ragged and small holes are found throughout its length, but it constantly swirls and undulates with barely contained menace. Even in still wind, it billows like a black cloud from an approaching thunderstorm.

While wearing this cloak, you gain a +5 competence bonus to all Intimidate checks.

CONSTRUCTION

Requirements: Craft Wondrous Item, *cause fear*;
Cost: 1,250 gp.



BEHIND THE COUNTER: RACIAL CLOAKS

Like our racial boots (from *Loot 4 Less*, vol. 4: *Fantastic Footware*), these items were designed to give less famous species a chance to bring their talents to the magical market.

Dwarvenkind: There are two ways to price this. The first is to assume this is a partial use of a feat, granting +1 smite/day, and the fact you don't have to have the smite ability already makes up for the restricted number of targets you can use it against (there are more evil targets than giant targets) for a final price of 2,500 gp. The other is to assume it's as good as a 2nd-level spell useable once per day, for a final price of 2,400 gp. We split the difference.

Gnomishkind: A +10 skill bonus is normally 10,000 gp. However, a once/day ability only costs one-fifth that of a constant ability, dropping the cost to 2,000 gp. You'd better make sure you don't get grappled again after using this to escape.

Halflingkind: You get close to this ability with the *levitate* spell (you don't need a surface to climb, but can't move horizontally even with a surface). There are other differences, but the utility seems close enough for a comparison. A constant *levitate* costs 6,000 gp, so two uses per day (with the 3-minute duration of a 3rd-level *levitate*) runs us 2,400 gp.

Humankind: There's no good way to derive this ability from anything else in the game. We decided it was about half as good as a +1 *sword*, and moved on. The advantage of tying it to another known bonus type is that GMs who want to make more powerful versions know the pricing structure (+2 is 4,000 gp, +3 is 9,000 gp, and so on).

Thematically, this suggests humans are fairly competitive, which is in keeping with how they are portrayed in most fantasy settings.

Orcishkind: The pricing of this was very simple (+5 to one skill = 2,500 gp), and in many ways the item is pretty dull. But the swirling, over-active black cloak is a fun image so we included it for players who want to give their characters some fell overtones without actually dabbling in anything evil. Besides, it'd look cool on an orc commander.

FEATHERED CLOAK

Aura: Faint abjuration CL 1st

Slot: shoulders; **Price**: 2,000 gp, **Weight**: 1 lbs.

DESCRIPTION

This cloak is made of thick canvas, to which many layers of feathers have been attached. The feathers match the style and coloration of the garments or armor worn under the cloak, ranging from multicolored rainbow hues to drab black, gray, or brown.

While wearing this item, you may activate a slow-fall ability on yourself as a reaction. This ability acts like a *feather fall* cast at 1st level.

CONSTRUCTION

Requirements: Craft Wondrous Item, *feather fall*; **Cost**: 1,000 gp.

GUARD STOLE

Aura: Faint necromancy CL 3rd

Slot: shoulders; **Price**: 2,400 gp, **Weight**: 1 lb.

DESCRIPTION

This fur stole appears to be the pelt of a silver fox, though its eyes look alive and alert. Once per day you may activate the *guard stole* as a standard action. It is active for three hours. If you are attacked during that time, the first attack that would deal damage to you is partially intercepted by the *guard stole* (which moves to interpose itself), and deals 8 fewer hit points than normal (minimum 0). Once the stole has used this ability, it becomes inanimate again.

CONSTRUCTION

Requirements: Craft Wondrous Item, *false life*; **Cost**: 1,200 gp.

PURRING CAPE

Aura: Faint enchantment CL 1st

Slot: shoulders; **Price**: 1,000 gp, **Weight**: 1 lb.

DESCRIPTION

This long cape is made of an outer layer of coarse, dark gray fur, but lined with velvety-soft light gray fur. A collar of the softer fur keeps the cape comfortable against the neck, even when worn tightly for warmth. The cloak constantly makes a soft, low rumble similar to a cat's purr.



The *purring cape* allows you to sleep comfortably in any situation that does not cause you damage. Thus a character in heavy armor, or in a chilly, damp cell, or on a stone table can sleep comfortably indefinitely, but one actually required to make saving throws against environmental cold can only sleep as long as he never suffers damage from the cold.

The deep sleep produced by the *purring cape* is difficult to wake from quickly. You take a -2 penalty to any Listen checks made to wake from sleep while wearing a *purring cape*. The sound it makes is not loud enough to give away your position or apply penalties to Move Silently checks.

CONSTRUCTION

Requirements: Craft Wondrous Item, *sleep*;
Cost: 500 gp.

SHIELDING MANTLE

Aura: Faint abjuration CL 1st

Slot: shoulders; **Price:** 1,530 gp (armored), 2,500 gp (gossamer); **Weight:** 2 lbs. (armored), 1 lb. (Gossamer).

DESCRIPTION

The two types of *shielding mantles* are very different in appearance. *Gossamer shielding mantles* are made of silvery silk that flutters and waves in an invisible breeze as if it's made of a piece of endless waterfall. *Armored shielding mantles* are made of delicate mithral chain links with a backing of soft linen blue and a black trim running along its edge. Both have clasps crafted in the form of a sword and shield, the sword

sitting behind the shield when the cloak is fastened.

A *gossamer shielding mantle* grants a +1 shield bonus to AC, does not count as armor of any kind, and has no weight. The *armored shielding mantle* weighs 2 lbs., grants a +2 shield bonus to AC, and counts as light armor. It does not have any armor check penalty or maximum Dexterity bonus, but does have a 5% arcane spell failure and counts as metal light armor for purposes of special abilities and classes affected by such considerations.

CONSTRUCTION

Requirements: Craft Wondrous Item, *shield*;
Cost: 765 (armored), 1,250 gp (gossamer).

SPELL-LEGION'S MANTLE

Aura: Faint transmutation CL 3rd

Slot: shoulders; **Price:** 2,450 gp **Weight:** 1 lb.

DESCRIPTION

These fine coverings are made of cerulean blue fabric that cover the shoulders and upper parts of the arms, chest, and back. Each is trimmed in black silk with a silver hem running the trim's length.

These magic shoulder coverings come in sets of five, with one primary mantle and four secondary ones (the price listed is for a full set of five). Twice per day, a creature wearing the primary mantle can activate it as a standard action. This grants that creature the ability to cast spells with a range of "touch" on any creature within 100 ft. that is wearing a secondary mantle from

BEHIND THE COUNTER:

WHY IS +2 AC CHEAPER THAN +1?

The *gossamer shielding mantle* is priced as a +1 bonus to AC of an unusual bonus type, and runs a flat 2,500. The *armored shielding mantle* is actually priced as a mithral heavy steel shield (1,020 gp) with an unusual body slot location (shoulders, rather than hand-held) for a +50% price increase (rather than the +100% for no body slot). The benefit of pricing the two items this way is that it gives characters willing to wear metal armor a price advantage, which helps maintain the balance between armor and such abilities as a monk's AC increase, a druid's wildshape, and a wizard's many defensive spells.

the same set. This ability lasts three minutes. Most commonly, these mantles are used to grant a spellcaster the ability to cast healing or augmenting spells on allied warriors.

CONSTRUCTION

Requirements: Craft Wondrous Item, *Enlarge Spell*; **Cost:** 1,225 gp.



BEHIND THE COUNTER:

ITEMS BASED ON LIMITED SPELLS

The *spell-legions'* mantle is based on the spell *spectral hand*. A permanent *spectral hand* would allow you to deliver touch spells to any target out to 130 ft., and cost 12,000 gp. Since these mantles only apply to each other, the cost is reduced by 50%, to 6,000 gp. Limiting it to two uses a day (each running the 3 minutes a *spectral hand* lasts at caster level 3) makes the price 2,400 gp.

DAGGERS

All these magic weapons are examples of “specific weapons” rather than weapons built with special abilities that have a bonus equivalent to determine pricing. Each weapon details if it is considered a magic weapon for bypassing DR, is a masterwork weapon, or acts differently than a normal dagger in combat. Unless an entry says otherwise, these are all daggers for combat purposes, and can be turned into +1 *magic daggers* for the normal item creation cost. (For ways to use the standard weapon special ability system to create cheap magic weapons, see *Loot 4 Less, vol. 1: Weapons and Armor*.)

DIRK OF INVISIBILITY

Aura: Faint illusion CL 3rd

Slot: none; **Price:** 1,800 gp, **Weight:** 1 lb.

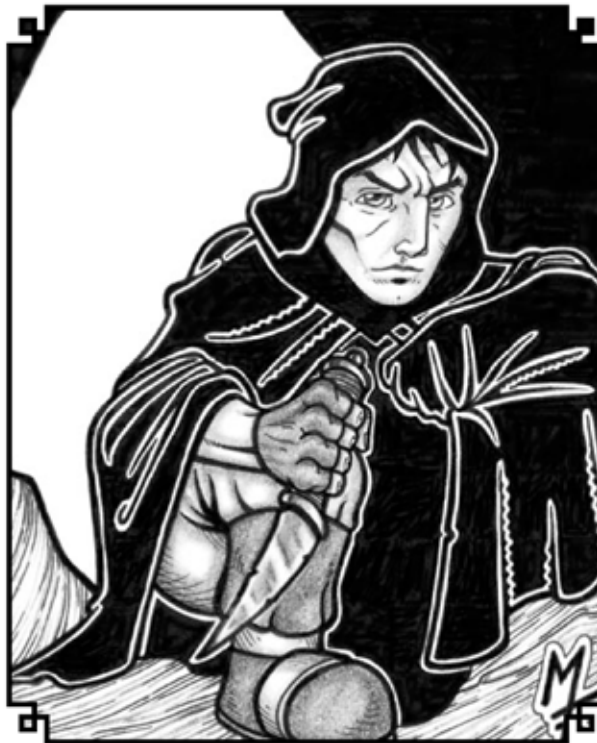
DESCRIPTION

These long, heavy masterwork daggers are themselves invisible. A character using Stealth to remain undetected may continue to make Stealth checks to avoid notice even after attacking foes by throwing *dirks of invisibility*. Because it

is difficult for a foe to spot exactly where a *dirk of invisibility* is, critical threats made with such weapons gain a +2 circumstance bonus to confirmation rolls. Foes able to see invisible objects or with nonvisual senses that allow them to target foes normally (such as blindsight) are immune to both of these abilities.

CONSTRUCTION

Requirements: Craft Magic Arms and Armor, *invisibility*; **Cost:** 1,050 gp.



LETTER OPENER

Aura: Faint divination CL 1st

Slot: none; **Price:** 1,200 gp, **Weight:** 0.5 lbs.

DESCRIPTION

This mildly sharp blade appears to be a sword in miniature, and isn't designed for combat. Three times a day the *letter opener* can be touched to any missive, scroll, map, book, folded parchment or similar communication or text, and it opens the item touched. Any mundane wax seal, strap, lock, knot, cord, stamp, calligraphy, or crest affixed to the missive slides aside without being damaged, and the missive opens itself for easy reading. One minute later, the missive closes itself, resuming its previous configuration and condition with all its seals and bindings in place and undisturbed, showing no signs of tampering.

The *letter opener* may work on missives with magic seals and closings, but must make a caster level check (1d20+3) against a DC equal to 10 + the caster level of magic seal or fixture. On a failed save, the seal is not disturbed and the missive is not opened. On a successful check, the effect is the same as described above, including resetting itself after one minute (leaving no sign it was ever read).

If used in combat the *table knife* suffers a -1 penalty to attack rolls, and deals 1d2 damage.

CONSTRUCTION

Requirements: Craft Magic Arms and Armor, *mending*; **Cost:** 600 gp.

MYSTIC MISERICORDE

Aura: Faint necromancy CL 1st

Slot: none; **Price:** 2,400 gp, **Weight:** 1 lb.

DESCRIPTION

A *mystic misericorde* is a magical version of a masterwork dagger designed to deliver a final blow to enemies that are at your mercy, and allies whose chance of survival is beyond hope. Performing a coup de grace with a *mystic misericorde* is only a standard action, and the dagger deals an additional 2d6 points of damage on such an attack.

CONSTRUCTION

Requirements: Craft Magic Arms and Armor, *death knell*; **Cost:** 1,400 gp.

RONDEL OF FOREWARNING

Aura: Faint divination CL 1st

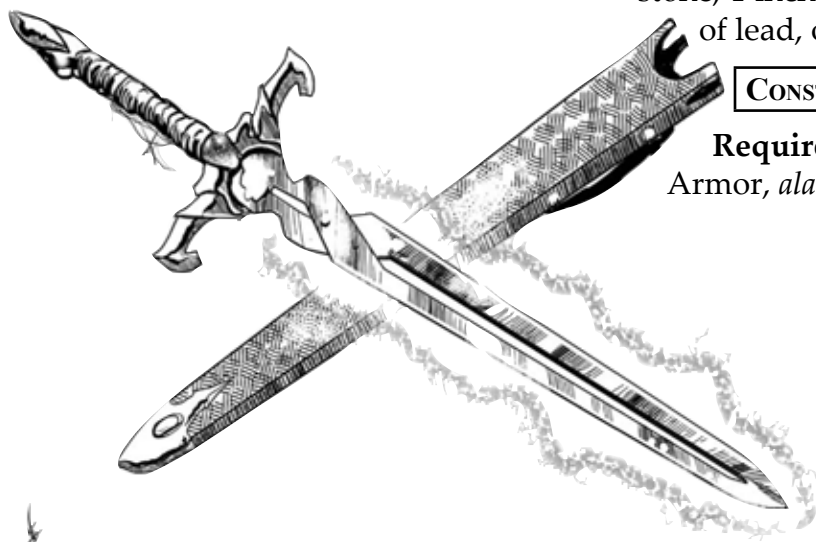
Slot: none; **Price:** 2,300 gp, **Weight:** 1 lb.

DESCRIPTION

Each of these masterwork daggers is designed to detect one specific type of foe. This may be a type of creature (as defined by the types found on the ranger's preferred enemy list), a sub-class of creature (usually air, earth, fire, or water), or a specific character class (bard, rogue, wizard, etc.). When a creature of that type is within 60 feet of the *rondel of forewarning*, it glows as if a light spell had been cast on it. This is obvious if the weapon is drawn, and if it is sheathed can be noticed with a DC 15 Perception check. The detection ability of the weapon does not require line of effect (it tracks around corners) and can penetrate many barriers, but is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

CONSTRUCTION

Requirements: Craft Magic Arms and Armor, *alarm*; **Cost:** 1,350 gp.



BEHIND THE COUNTER:

RONDEL OF FOREWARNING

A weapon that senses the presence of a specific kind of foe is quite common in fantasy literature, but pricing one takes a bit of thought.

There is a spell that detects one type of creature, *detect undead*, and it's 1st level, with a duration of up to 1 minute/level. Since undead is a fairly common type, we used that base price for the weapon's ability for any one creature type. *Detect undead* is a cone rather than a radius. One line of thought says this increases the effectiveness by covering a larger area, but it can theoretically be seen as a disadvantage since a cone lets you sweep the area to find out in which direction the detected creature lays, so we're going to call the spell even with what the *rondel of forewarning* does. That puts the base price at 4,000 gp (2,000 gp x spell level 1 x caster level 1 x 2 for 1 minute/level duration).

However, *detect undead* also tells you how many undead are present, their relative strength, and can even find the lingering aura of undead up to 6 days after passing. That's a lot more useful information, so we thought a 50% reduction in the base price was reasonable. That leaves a magic cost of 2,000 gp, with the remaining cost for the masterwork dagger itself.

SACRIFICIAL BLADE

Aura: Faint necromancy CL 1st

Slot: none; **Price:** 2,000 gp, **Weight:** 1 lb.

DESCRIPTION

A *sacrificial blade* is an ornate dagger that counts as a magic weapon for purpose of penetrating DR, but has no enhancement bonus to attacks or damage.

Once you deal 10 or more hp of damage to a target with your *sacrificial blade* in a single 24-hour period (not including damage dealt by afflictions, spells, or special abilities that happen to occur when you strike with a weapon, but counting critical hits and sneak attacks or similar extraordinary abilities), that target suffers a –1 penalty to all it's saving throws against your spells, spell-like abilities, and supernatural abilities for the next 24 hours. This penalty does not increase, even if you deal another 10 hp of damage to the target.

It costs and additional 2,000 gp beyond the normal cost to grant a *sacrificial blade* a +1 enhancement bonus, after which it can be given special weapon abilities or a higher enhancement bonus normally.

CONSTRUCTION

Requirements: Craft Magic Arms and Armor, Spell Focus; **Cost:** 1,150 gp.



TABLE KNIFE

Aura: Faint transmutation CL 1st

Slot: none; **Price:** 850 gp, **Weight:** 0.5 lbs.

DESCRIPTION

As a standard action, the knife may be touched to a cloak, linen, tablecloth or other single sheet of cloth up to 30 square feet in size (the knife may be touched to a larger sheet, but only 30 square feet of cloth is affected by the knife's power). The *table knife* then dances to the center of the cloth and stands handle-up, balancing on its tip. The magic of the knife causes the cloth to become a solid surface (hardness 2, 5 hp) that hovers at a convenient height for dining, playing cards, or performing work or crafts. The cloth tabletop must be perfectly horizontal and can hold up 75 lbs of items. It collapses back into normal cloth if it is forced to move (DC 10 Strength check) or suffers any damage, otherwise the cloth maintains this tabletop surface until the *table knife* is removed.

If used in combat the *table knife* suffers a –1 penalty to attack rolls, and deals 1d2 damage.

CONSTRUCTION

Requirements: Craft Magic Arms and Armor, *floating disk*; **Cost:** 425 gp.

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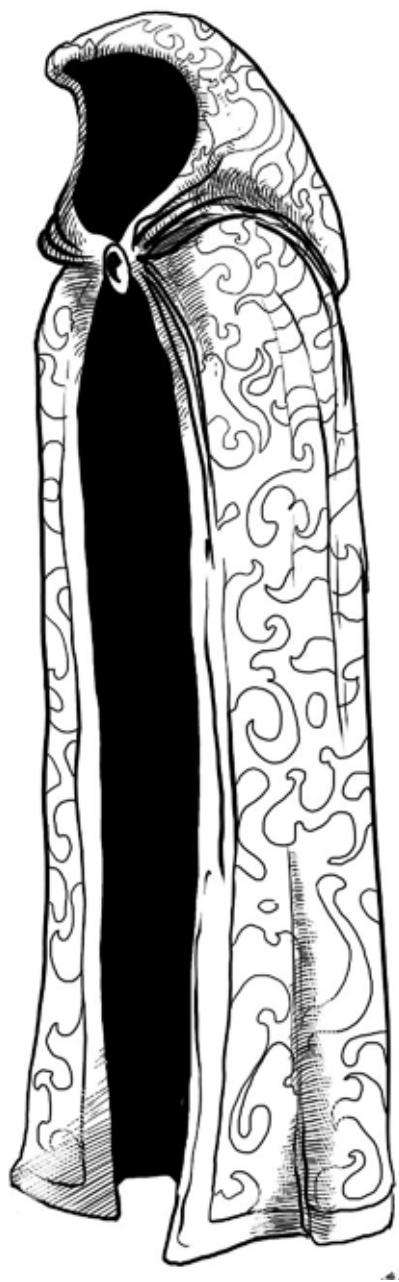
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