

# d30 Misc. Magic Items: Capes, Cassocks, and Cloaks



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"d30 Magic Capes & Cloaks". © 2014, New Big Dragon Games Unlimited

## CRBa: CAPES, CASSOCKS, AND CLOAKS

Roll	Name	Description	Properties*
1	cape, slashing	deep red with metal plates	wearer may "spin in place," damaging creatures within 5' radius (1d6+1 each on successful "to hit" roll for each target)
2	cape of eagles	leather w/ eagle feathers	feather fall (automatic when falling over 5'); transforms wearer into giant eagle (1x/day; 3 turn duration per use)
3	cassock of the clergy	dependent upon order/diety	enables those of cleric class to attack and save as if 1 level higher; bless (1x/day); sanctuary (1x/day)
4	cassock of devotion	dependent upon order/diety	provides +1 "to hit" and -1 bonuses to saving throws vs. creatures of opposite alignment (no bonuses if wearer is neutral)
5	cloak of arachnida	black w/ web-like embroidery	spider-climbing (at will); +2 on saves vs. spider poison (automatic); flight (1 turn duration, 3x/day)
6	cloak of the bat	dark brown/black	hide in shadows (as 5th level thief); able to hang upside from ceiling (as bat); flight (1 turn duration; 1x/day)
7	cloak of bravery	brown w/ lion mane on neck	+2 bonus to morale and all saving throws vs. fear effects
8	cloak of charisma	fashionable, lightweight	+2 bonus to CHA
9	cloak of concealment	shimmering green-gray	invisibility (when hood is drawn)
10	cloak of daggers	dark, silky gray	wearer may "retrieve" throwing daggers which appear inside cloak (2x/turn); daggers will disappear after hitting/missing target
11	cloak of diplomacy	forest-green	+2 bonus on all reaction rolls; charm person (1x/day; 1 turn duration)
12	cloak of displacement	blue w/ embroidered stars	makes wearer appear 2' away from true location (when hood is drawn) providing -2 AC and +2 on saves vs. directed attacks
13	cloak of the manta ray	as leather cloak	in water, transforms wearer into manta ray; tail attack does 1d6 on successful "to hit" but does not stun; no bite attack
14	cloak of nightwalking	dark gray velvet	infravision (60' range, automatic); darkness (60' radius, 1x/day, 3 turn duration)
15	cloak of nihilism	hooded, ebony, embroidered	invisibility (at will); anti-magic glove (5' radius; 1x/day; 1 turn duration); +1 on saves vs. magical attacks
16	cloak of elvenkind	plain gray	allows wearer to blend into any terrain (providing near invisibility);
17	cloak of etherealness	silvery-gray	makes wearer ethereal (1 turn duration; 3x/day; may be dispelled)
18	cloak of fangs	animal hair	grants user ability go grow fangs, making a bite attack that does 1d4+1 on a successful "to hit" roll (10 rds./day)
19	cloak of human guise	plain brown cloak	makes any half-human (e.g., half-elf or half-orc) appear as self as if a normal human
20	cloak of poisonousness*	woolen or leather	may be handled freely; kills instantly (no saving throw) when worn; <i>neutralize poison</i> + <i>resurrection</i> required to revive victim
21	cloak of protection	cloth or leather	provides AC bonus between -1 and -5 (e.g., a cloak of protection +2 provides a -2 bonus to AC)
22	cloak of resistance	cloth w/ flecks of silver or steel	+1+5 bonus to saving throws (e.g., a cloak of resistance +2 provides a +2 bonus to saving throws)
23	cloak of tentacles	deep blue	upon command, two 10'-long tentacles emerge from cape that do 1d6+1 ea. on successful "to hit" rolls (1x day; 6 rds. duration)
24	cloak, draconic	blue-scaled leather	+2 to saves vs. dragon breath (automatic); feather fall (continuous); flight (1 turn duration; 1x/day)
25	cloak, mirror	glimmering silver	creates up to 10 total mirror images of wearer per day; each image disappears when touched/struck
26	cloak, serpentine	green snakeskin	+3 to saves vs. poison; summon snakes (1d6 snakes, 1x/day); charm/command snakes (3x/day; 2 turn duration)
27	cloak, treeform	green w/ embroid. oak on back	wearer may assume form of a living tree; direct sunlight heals 1d6 per hour while in tree form (1x/day, 3 turn duration)
28	cloak, vermin	ratty gray leather	transforms wearer into dire rat (3x/day; 1 turn duration per use)
29	cloak, ranger's	brownish-green serpent skin	pass without trace (automatic); assume form of animal native to area (1x/day; 1 turn duration)
30	cloak, webbed*	grey with web-like pattern	may be handled freely; when worn, immediately wraps the wearer in webs (similar to those of the MU spell web)

\* denotes cursed item; may not be removed until *remove curse* has been cast upon it