

Rite Publishing Presents

#30 Cloaks of Deception



By Steven D. Russell



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#30 Cloaks of Deception

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Dedication: To *Sylvia* and *Duane Russell*
—For putting clothes upon my back.

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Table: Cloaks of Deception

Minor	Medium	Major	Ring	Market Price
01-04	—	—	<i>Trickery's Cowl</i>	Special
05-08	—	—	<i>The Assassin, lesser</i>	800 gp
09-12	—	—	<i>The Contrary, lesser</i>	800 gp
13-16	—	—	<i>Heraldry, Lesser</i>	1,000 gp
17-20	—	—	<i>Refuge</i>	1,000 gp
21-24	—	—	<i>Distraction, lesser</i>	1,600 gp
25-28	—	—	<i>Clinging Shadows, lesser</i>	2,400 gp
29-32	—	—	<i>Distortion, lesser</i>	2,400 gp
33-36	—	—	<i>The Assassin, greater</i>	2,400 gp
37-40	—	—	<i>The Contrary, greater</i>	2,400 gp
41-44	—	—	<i>Heraldry, greater</i>	3,000 gp
45-48	—	—	<i>Dusk and Dust, lesser</i>	3,600 gp
49-52	—	—	<i>Vanishing, lesser</i>	3,600 gp
53-56	—	—	<i>The Assassin, superior</i>	4,000 gp
57-60	—	—	<i>The Contrary, superior</i>	4,000 gp
61-64	—	—	<i>Distraction, greater</i>	4,800 gp
65-68	—	—	<i>Dusk's Curtin, lesser</i>	4,800 gp
69-72	—	—	<i>Echoes, lesser</i>	4,800 gp
73-76	—	—	<i>Hidden Wounds, lesser</i>	4,800 gp
77-80	—	—	<i>Heraldry, superior</i>	5,000 gp
81-84	—	—	<i>The Beast, lesser</i>	6,000 gp
87-88	—	—	<i>Clinging Shadows, greater</i>	7,200 gp
89-91	—	—	<i>Distortion, greater</i>	7,200 gp
82-94	—	—	<i>Conflict</i>	8,000 gp
96-97	—	—	<i>Distraction, superior</i>	8,000 gp
98-99	—	—	<i>Eldritch Deception, lesser</i>	9,000 gp
00	—	—	<i>The Counterfeit Pit, lesser</i>	9,600 gp
-	01-04	—	<i>The Dreaded, lesser</i>	9,600 gp
-	05-08	—	<i>The Untrue Swarm, lesser</i>	9,600 gp
-	09-12	—	<i>Dusk and Dust, greater</i>	10,800 gp
-	13-16	—	<i>Vanishing, greater</i>	10,800 gp
-	17-20	—	<i>The Beast, standard</i>	11,200 gp
-	21-24	—	<i>Authority, lesser</i>	11,225 gp
-	25-28	—	<i>Clinging Shadows, superior</i>	12,000 gp
-	29-32	—	<i>Distortion, superior</i>	12,000 gp
-	33-36	—	<i>Dusk's Curtin, greater</i>	14,400 gp
-	37-40	—	<i>Echoes, greater</i>	14,400 gp
-	41-44	—	<i>Hidden Wounds, greater</i>	14,400 gp
-	45-48	—	<i>Dusk and Dust, superior</i>	18,000 gp
-	49-52	—	<i>The Beast, greater</i>	18,000 gp
-	53-56	—	<i>Vanishing, superior</i>	18,000 gp
-	58-60	—	<i>Loveliness, lesser</i>	20,000 gp
-	61-64	—	<i>Authority, greater</i>	22,425 gp
-	65-68	—	<i>Dusk's Curtin, superior</i>	24,000 gp
-	69-72	—	<i>Echoes, superior</i>	24,000 gp
-	73-76	—	<i>Hidden Wounds, superior</i>	24,000 gp
-	77-80	—	<i>The Innocuous, lesser</i>	24,000 gp
-	81-84	—	<i>The Phantom, lesser</i>	24,000 gp
-	85-88	—	<i>The Fugitive, greater</i>	24,600 gp
-	89-92	01-05	<i>Mirrors</i>	25,500 gp
-	93-00	06-10	<i>The False Ending</i>	25,500 gp
-	—	11-15	<i>The Counterfeit Pit, greater</i>	28,800 gp
-	—	16-20	<i>The Dreaded, greater</i>	28,800 gp
-	—	21-25	<i>The Untrue Swarm</i>	28,800 gp
-	—	26-30	<i>Authority, superior</i>	33,625 gp
-	—	31-35	<i>The Doppelganger, lesser</i>	36,400 gp
-	—	36-40	<i>The Fugitive, superior</i>	41,000 gp
-	—	41-45	<i>Eldritch Deception, superior</i>	45,000 gp
-	—	46-50	<i>The Counterfeit Pit, superior</i>	48,000 gp
-	—	51-55	<i>The Dreaded, superior</i>	48,000 gp
-	—	56-60	<i>The Untrue Swarm, superior</i>	48,000 gp
-	—	61-65	<i>Loveliness, greater</i>	60,000 gp
-	—	66-70	<i>The Innocuous, greater</i>	72,000 gp
-	—	71-75	<i>The Phantom, greater</i>	72,000 gp
-	—	76-80	<i>Loveliness, superior</i>	100,000 gp
-	—	81-85	<i>The Doppelganger, greater</i>	109,000 gp
-	—	86-90	<i>The Innocuous, superior</i>	120,000 gp
-	—	91-93	<i>The Phantom, superior</i>	120,000 gp
-	—	94-96	<i>The Unknowable</i>	122,400 gp
-	—	95-00	<i>The Doppelganger, superior</i>	180,000 gp

Cloak of Authority

Aura moderate transmutation; **CL** 11th

Slot shoulders; **Price** 11,225 gp (lesser), 22,425 gp (greater), 33,625 gp (superior); **Weight** -

Description

This pure white mantle is trimmed in cloth of gold and held together by a golden clasp that shapes to wearer's will. A creature wearing this cloak bears a mantle of authority that makes other creatures more inclined to listen to it. The wearer gains a +5 competence bonus to bluff, diplomacy, and intimidate and a +2 insight bonus on will saves. The wearer can also can generate a *charm monster* spell effect (DC 10 +1/2 the wearer's HD + the wearer's Intelligence or Charisma modifier). A subject that successfully saves is immune to this cloak for 24 hours.

A lesser cloak's spell abilities function 1/day as a standard action. A greater cloak functions 1/day as a standard action but creatures subject to its effects are given no indication that have been subject to a spell. A superior cloak spell effect is triggered whenever the wearer issues a command or makes a request (free action) but no more than once per round, this ability cannot be suppressed while wearing the cloak but the subjects are again given no indication that they have been subject to the *charm monster*.

Construction

Requirements Craft Wondrous Item, *charm monster*; **Cost** 5,612 gp (lesser), 11,212 gp (greater), 16,812 gp (superior);

Cloak of Clinging Shadows

Aura faint illusion; **CL** 3rd

Slot shoulders; **Price** 2,400 gp (lesser), 7,200 gp (greater), 12,000 gp (superior); **Weight** -

Description

This dark cape and cowl holds tight to the owner's body and does not move in the wind hanging dead in the air. The wearer of this cloak flicks its weighted ends in the direction of its target entangling it with clinging ribbons of shadow. The wearer may fire one ribbon, which requires a ranged touch attack to hit and inflicts the entangled condition. Entangled creatures can attempt to break free as a move action, making a Strength or Escape Artist check. The DC for this check is equal to DC 10 +1/2 the wearer's HD + the wearer's Intelligence or Charisma modifier.

A lesser cloak can be used 1/day as a standard action, a greater cloak can be used 1/day as a swift action, and a superior cloak can be used 3/day as a swift action and/or once per round as a standard action.

Construction

Requirements Craft Wondrous Item, *shadow ribbons*; **Cost** 1,200 gp (lesser), 3,600 gp (greater), 6,000 gp (superior)

Cloak of Conflict

Aura moderate transmutation; **CL** 10th

Slot shoulders; **Price** 8,000 gp; **Weight** -

Description

This seemingly innocuous cloak can be used as dangerous animated weapon. A creature wearing this cloak is automatically proficient with its use in addition the cloak functions as if it were the chosen weapon for the purposes of special abilities and feats. For example if the wearer has the Weapon Focus (longsword) feat, the wearer would gain the feat's benefits when using the cloak of conflict as a weapon. The cloak is treated as a +1 magical weapon and deals 1d6 points of bludgeoning damage plus the wearer's strength modifier and is considered a light weapon. The cloak has reach, so the wearer can strike opponents 10 feet away with it. In addition, unlike most other weapons with reach, it can be used against an adjacent foe.

If a wearer hits with the cloak, it can choose to deal normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. This works only against opponents that are no more than one size category larger than the wearer is. The wearer does not gain the grappled condition itself.

The wearer receives a +4 bonus on combat maneuver checks made to start and maintain a grapple.

A wearer that establishes a successful hold can constrict and crush an opponent, dealing 1d6 points of bludgeoning damage plus the wearer's strength modifier in bludgeoning damage. The wearer can continue to deal this damage automatically each round the wearer maintains the hold (when the wielder makes a successful grapple check).

The wearer can use the cloak as a melee weapon for the purposes of attacks of opportunity, flanking and coup-de-grace. The wearer treats the cloak as a whip for the purposes of making a trip attacks.

It can be further enchanted as a magical weapon.

Construction

Requirements Craft Wondrous Item, *black tentacles*; **Cost** 4,000 gp;

Cloak of Deception and Resistance

Aura faint abjuration; **CL** 5th

Slot shoulders; **Price** 750 gp (+1), 3,000 gp (+2), 6,750 gp (+3), 12,000 gp (+4), 18,750 gp (+5);

Weight 1 lb.

Description

This enchantment can be added to any existing cloak listed in this product, simply by adding the cost listed above. As cloaks of resistance are often a vital part of adventuring, this enhancement was developed so that the wearer would not be torn between these cloaks and cloaks of resistance. In addition to its base ability these garments offer magic protection in the form of a +1 to +5 resistance bonus on all saving throws (Fortitude, Reflex, and Will).

Construction

Requirements Craft Wondrous Item, *resistance*, creator's caster level must be at least three times the cloak's bonus; **Cost** 372 gp (+1), 1,500 gp (+2), 3,372 gp (+3), 6,000 gp (+4), 9,372 gp (+5)

Cloak of Distortion

Aura faint abjuration [chaos]; **CL** 3rd

Slot shoulders; **Price** 2,400 gp (lesser), 7,200 gp (greater), 12,000 gp (superior); **Weight** -

Description

This rippling mantle is difficult to see precisely as it seems to blur causing strange refractions of light when one attempts to look at it directly. The wearer of this cloak is protected by intense fluctuations in the space around him. This distortion caused by the cloak protects against all forms of individually targeted missile attacks, including spells and spell-like abilities that require an attack roll. Whenever an individual missile attack is directed at the targeted creature, the attack's actual target is determined randomly among all creatures within 15 feet of the creature, including the creature protected. In mid-flight, the missile changes course toward its new target with normal chances to hit. The attack roll should be rolled before the target is determined.

If the wearer is struck by an individual missile attack, the effect is discharged. If several people are protected by similar spells or effects, the missile only changes course once but can affect the entire protected area.

A lesser cloak can be used 1/day as a standard action, a greater cloak can be used 1/day as an immediate action, and a superior cloak can be activated 1/day an immediate action or once per round as a standard action.

Construction

Requirements Craft Wondrous Item, *shift aim*; **Cost** 1,200 gp (lesser), 3,600 gp (greater), 6,000 gp (superior)

Cloak of Distraction

Aura faint enchantment; **CL** 1st

Slot shoulders; **Price** 1,600 gp (lesser), 4,800 gp (greater), 8,000 gp (superior); **Weight** -

Description

This bright-multicolored patchwork cloak whips about with the slightest movement or breeze. The wearer can use this cloak to create a momentary distraction affecting a single creature within the wearer's natural reach, causing that creature to lose any actions remaining in this round. The target becomes flat-footed until the next round in which he makes a new initiative roll as if he was just entered combat. A successful Will save (DC 10 +1/2 the wearer's HD + the wearer's Intelligence or Charisma modifier) negates this mind-affecting compulsion effect.

A lesser cloak can be used 1/day as a standard action, a greater cloak can be used 1/day as a swift action, and a superior cloak can be activated 3/day as a swift action or once per round as a standard action, though it cannot affect a creature that is already under its effects.

Construction

Requirements Craft Wondrous Item, *distract*; **Cost** 800 gp (lesser), 2,400 gp (greater), 4,000 gp (superior)



Cloak of Distraction

Cloak of Dusk and Dust

Aura faint illusion; **CL** 3rd

Slot shoulders; **Price** 3,600 gp (lesser), 10,800 gp (greater), 18,000 gp (superior); **Weight** -

Description

This cloak appears to black shroud sackcloth seems constantly covered in ash no matter how often the wearer cleans it, yet the ash does not stain what touches it. The wearer flicks her cloak out releasing a shower of iridescent black particles that cling to and extinguish torches, lanterns, sunrods, and similar mundane light sources and automatically dispels any spell of 2nd level or lower with the light descriptor (as *dispel magic*) within a 10' radius. Creatures in the area must make a Fortitude save (DC 10 +1/2 the wearer's HD + the wearer's Intelligence or Charisma modifier) or become fatigued.

A lesser cloak can be used 1/day as a standard action, a greater cloak can be used 1/day as an immediate action, and a superior cloak can be activated 3/day as an immediate action or once per round as standard action.

Construction

Requirements Craft Wondrous Item, *dust of twilight*; **Cost** 2,800 gp (lesser), 5,400 gp (greater), 9,000 gp (superior)

Cloak of Dusk's Curtin

Aura faint illusion; **CL** 3rd

Slot shoulders; **Price** 4,800 gp (lesser), 14,400 gp (greater), 24,000 gp (superior); **Weight** -

Description

This cape appears to be made of black silk so dark as to be nearly non-reflective. The wearer throws the ends of the wearer's cloak outward and create a vertical curtain of shadow for 3 minutes. It is 2 feet thick and considerably opaque. It blocks line of sight, and creatures within 5' of the other side of the wall have concealment (20 %) while creatures beyond 5' have -total concealment (50%). Passing through the wall results in shadow stuff clinging to the creature or

object, and inflicts the entangled condition. Entangled creatures can attempt to break free as a move action, making a Strength or Escape Artist check. The DC for this check is equal to DC 10 +1/2 the wearer's HD + the wearer's Intelligence or Charisma modifier.

A lesser cloak can be used 1/day as a standard action, a greater cloak can be used 1/day as a swift action, and a superior cloak can be used 3/day as a swift action and/or once per round as a standard action.

Construction

Requirements Craft Wondrous Item, *wall of shadows*; **Cost** 2,400 gp (lesser), 7,200 gp (greater), 12,000 gp (superior)

Cloak of Echoes

Aura faint abjuration [chaos]; **CL** 3rd

Slot shoulders; **Price** 4,800 gp (lesser), 14,400 gp (greater), 24,000 gp (superior); **Weight** -

Description

This plain cloak seems to cause the sounds his movements make to come from elsewhere like some bizarre ventriloquist. The wearer of this cloak is protected by the reflections of sound and vibration generated by creatures with the blindsight and tremorsense, perplexing these senses. Such creatures still do not need to make Perception checks to pinpoint the location of a creature within range of its blindsight or tremorsense ability. However, any opponent the creature cannot see still has total concealment against it, and it still has the normal miss chance when attacking foes that have concealment. A creature with blindsight or tremorsense affected by *cloak of echoes* is denied its Dexterity bonus to Armor Class against attacks from wearers it cannot see.

A lesser cloak can be used 1/day as a standard action with a duration of 3 minutes, a greater cloak can be used 1/day as an immediate action with the same duration, and a superior cloak offers continuous protection.

Construction

Requirements Craft Wondrous Item, *distortion field*; **Cost** 2,400 gp (lesser), 7,200 gp (greater), 12,000 gp (superior)

Cloak of Eldritch Deception

Aura faint illusion; **CL** 5th

Slot shoulders; **Price** 9,000 gp (lesser), 27,000 gp (greater), 45,000 gp (superior); **Weight** -

Description

This the patters of this oddly colored cloak of blue, reds, greens, and purples seem to shift as you look at them, never repeating the same pattern twice. The wearer of this cloak can fool someone who cast a spell upon them. If the wearer makes the wearer's saving throw against a spell, the caster and everyone observing see instead an image of the wearer failing it. Thus, you could convince an opposing spellcaster attempting to use *charm person* on you that the spell succeeded, or that an answer the wearer gives under a *discern lies* is the truth when it is a lie. The spell can also create an illusion that makes it appear to the

caster of a damage-inflicting spell that the wearer was killed by the spell when in fact the wearer have made the wearer's saving throw and are now invisible as per the *invisibility* spell. The effect of this illusion lasts for up to 50 minutes after the saving throw is successful.

Creatures encountered an illusion usually do not receive saving throws to recognize it as illusory until they study it carefully or interact with it in some fashion (Disbelief Will Save DC 10 +1/2 the wearer's HD + the wearer's Intelligence or Charisma modifier).

A lesser cloak can be used 1/day as an immediate action, a greater cloak can be used 3/day as an immediate action, and a superior cloak is constantly triggered by a successful save though the wearer can chose not to allow it to trigger as a free action.

Construction

Requirements Craft Wondrous Item, *play along*; **Cost** 4,500 gp (lesser), 13,500 gp (greater), 22,500 gp (superior)

Cloak of Heraldry

Aura faint illusion; **CL** 1st

Slot shoulders; **Price** 1,000 gp (lesser), 3,000 gp (greater), 5,000 gp (superior); **Weight** -

Description

This appears to be a color-shifting cloak with an ever-shifting heraldic symbol upon it. Upon donning the cloak the wearer chooses the color of the cloak and a heraldic symbol that appears upon the cloak that has the ability to move and attack (using the wearer's base attack bonus plus the wearer's Intelligence or Charisma modifier) out to a range equal to the wearer's natural reach. Moving the symbol around the cloak is not an action. Attacking with the symbol is a melee attack action (it can be used to make attacks of opportunity). The symbol automatically hits and deals damage equal to 1d6 plus the wearer's Intelligence or Charisma modifier (successfully disbelieving [DC 10 + 1/2 the wearer's character level + the wearer's Intelligence or Charisma Modifier] after interacting with the symbol reduces the damage by half). The cloak can create a symbol of a lion roaring or a dragon breathing fire, a moving waterfall, or a warrior swinging a sword. The image and its movements are preset; once the wearer dons the cloak for the first time, the wearer cannot change the symbol. The symbol can move all over the cloak if the wearer wishes.

The greater version of this cloak can attack as a swift action 1/day, while the superior version of this cloak can attack as an immediate action 3/day (though the wearer cannot use it if she is flat-footed unless she possess Combat Reflexes).

Construction

Requirements Craft Wondrous Item, *animate tattoo*; **Cost** 500 gp (lesser), 1,500 gp (greater), 2,500 gp (superior)

Cloak of Hidden Wounds

Aura faint illusion; **CL** 3rd

Slot shoulders; **Price** 4,800 gp (lesser), 14,400 gp (greater), 24,000 gp (superior); **Weight** -

Description

This appears to be a white cloak with the symbol of a closed eyelid with long eyelashes inside the hood of the cloak. The wearer of this cloak can provide the visual and auditory illusion of any combination of damage reduction, resistance, immunity to damage, fast healing or regeneration. The nature of the illusion is chosen at the time the wearer activates the cloak. A creature that interacts with the glamour may attempt to disbelieve the illusion (DC 10 + 1/2 character level + Intelligence or Charisma Modifier).

A lesser cloak can be used 1/day as a standard action with a duration of 3 minutes, a greater cloak can be used 1/day as an immediate action with a duration of 3 minutes, and a superior cloak is constant though the nature of the illusion can only be changed as an immediate action once every 3 minutes.

Construction

Requirements Craft Wondrous Item, *disguise wounds*; **Cost** 2,400 gp (lesser), 7,200 gp (greater), 12,000 gp (superior)

Cloak of Loveliness

Aura moderate transmutation; **CL** 10th

Slot shoulders; **Price** 20,000 gp (lesser), 60,000 gp (greater), 100,000 gp (superior); **Weight** -

Description

The deep red velvet cloak has a heart sewn upon its breast in thread of gold. The wearer of this cloak is so unnaturally beautiful that creatures find it very difficult to harm them. This manifests in two ways.

Blinding Beauty: This ability affects all humanoids within 30 feet of the wearer; those who look directly at the wearer must succeed on a Fortitude save (DC 10 + 1/2 the wearer's HD + the wearer's Charisma modifier) or be blinded permanently. The wearer can suppress or resume this ability as a free action.

Sanctuary: Any opponent who can see the creature and attempts to directly attack the wearer, even with a targeted spell, must attempt a Will save (Same DC). If the save succeeds, the opponent can attack normally and is unaffected by that casting of the spell. If the save fails, the opponent cannot follow through with the attack, that part of its action is lost, and it cannot directly attack the wearer for the duration of the affect. Those not attempting to attack the wearer remain unaffected. This does not prevent the warded wearer from being attacked or affected by area of effect spells. Unlike the sanctuary spell, the wearer of this cloak can attack without breaking its effects.

A lesser cloak's spell abilities function 1/day as a standard action for a duration of 1 minute. A greater cloak functions 1/day as an immediate action for 1 minute. A superior cloak is a constant effect.

Construction

Requirements Craft Wondrous Item, *blindness and sanctuary*; **Cost** 10,000 gp (lesser), 30,000 gp (greater), 50,000 gp (superior);

Cloak of Mirrors

Aura faint illusion; **CL** 15th

Slot shoulders; **Price** 25,500 gp; **Weight** -

Description

This cape appears to be covered in a collection of extremely small silver mirrors. This cloak can create several illusory duplicates of the wearer that pop into being, along with a blur effect when this happens making it difficult for enemies to know which target to attack. As a move action, the figments can all be directed to act independently and disappear when struck.

The cloak creates 1d4 images plus one image per three character levels of the wearer (maximum eight images total). These figments can separate from the wearer though they must remain within 10 feet per character level of the wearer. The wearer can move into and through an image. When the wearer and an image separate, observers cannot use vision or hearing to tell which one is the wearer and which one is the image. The figments may also move through each other. If not directed by the wearer, the figments mimic the wearer's actions, pretending to cast spells when she casts spells, drinks potions when she drink a potion, levitate when she levitates, and so on.

Enemies attempting to attack the wearer or cast spells at her must select from among indistinguishable targets. Generally, roll randomly to see whether the selected target is real or a figment. Any successful attack against an image destroys it. An image's AC is 10 + the wearer's size modifier + the wearer's Dex modifier. Figments seem to react normally to area spells (such as looking like they are burned or dead after being hit by a *fireball*).

While moving, the wearer can merge with and split off from figments so that enemies who have learned which image is real are again confounded.

An attacker must be able to see the images to be fooled. If the wearer is invisible or an attacker shuts his or her eyes, the spell has no effect. (Being unable to see carries the same penalties as being blinded.)

Construction

Requirements Craft Wondrous Item, *multi-image*; **Cost** 12,550 gp

Cloak of Refuge

Aura faint abjuration; **CL** 1st

Slot shoulders; **Price** 1,000 gp; **Weight** -

Description

Once per day by tossing the cloak down, the wearer transforms it into a magical shelter that blends into its surroundings.

The shelter will house a number of creatures equal to the wearer's HD and they can spend the next 24 hours in relative comfort. The shelter does not protect the wearer or the wearer's allies from unnatural phenomena, nor does it protect them from extreme weather conditions such as fire, flood, volcanic eruptions, earthquakes, hurricanes and the like. It will however protect the wearer and the wearer's allies from normal rain, snow, wind, heat and cold. The

shelter will appear to be made of the natural surroundings and will blend in with them. Noticing the shelter requires a Perception check opposed by the wearer's Stealth check with a competence bonus equal to the wearer's HD. At the end of 24 hours or as a free action, the cloak transforms back and reappears upon the wearer's shoulders.

Construction

Requirements Craft Wondrous Item, *hidden shelter*; **Cost** 500 gp

Cloak of the Assassin

Aura faint transmutation; **CL** 1st

Slot shoulders; **Price** 800 gp (lesser), 2,400 gp (greater), 4,000 gp (superior); **Weight** -

Description

This dusky cloak has rather unusual number of folds that seem to serve no purpose. The wearer can use this cloak to sheath or unsheathe a light weapon in an undetectable extradimensional space that only the wearer can access. When the wearer first unsheathes the light weapon, it is coated with magically created injury poison. The Fortitude DC of the poison is 10 + ½ the wearer's HD+ the wearer's Intelligence modifier. This poison deals 1d2 Dexterity damage per round for 6 rounds. Poisoned creatures can make a Fortitude save each round to negate the damage and two successful saves ends the affliction.

A lesser cloak can be used 1/day as a standard action, a greater cloak can be used 1/day allowing you to unsheathe the weapon as a free action, and a superior cloak can be triggered once per round allowing the wearer to sheath and unsheathe the weapon as a free action.

Construction

Requirements Craft Wondrous Item, *poison weapon*; **Cost** 800 gp (lesser), 2,400 gp (greater), 4,000 gp (superior)

Cloak of the Beast

Aura moderate transmutation; **CL** 11th

Slot shoulders; **Price** 6,000 gp (lesser), 11,200 gp (standard), 18,000 gp (greater), 26,400 gp (superior); **Weight** -

Description

This cloak appears to have been made from the pelt or hide of a specific animal or magical beast. Once per day this cloak allows the wearer to polymorph into the specific creature symbolized by the cloaks motif as a swift action for 10 minutes.

A lesser cloak functions as *beast shape i*, a standard cloak *beast shape ii*, a greater cloak *beast shape iii*, and a superior cloak as *beast shape iv*. Examples include cloak of the eagle (lesser), cloak of the tiger (standard), cloak of the elephant (greater), cloak of the chimera (superior).

Construction

Requirements Craft Wondrous Item, *beast shape i-iv*; **Cost** 3,000 gp (lesser), 5,600 gp (standard), 9,000 gp (greater), 13,200 gp (superior);



Cloak of the Dire Bear
(Cloak of the Beast)

Cloak of the Contrary

Aura faint necromancy; **CL** 1st

Slot shoulders; **Price** 800 gp (lesser), 2,400 gp (greater), 4,000 gp (superior); **Weight** -

Description

This grey and tattered cloak always appears dirty and wrinkled even if it has just been cleaned and pressed. The wearer of this cloak always tells lies, becomes belligerent and negative toward all around them (-10 penalty to all Diplomacy checks). They will disagree with everything said.

In addition, each round, the wearer can concentrate on one target, which must be within 30 ft. The wearer knows if the target deliberately and knowingly speaks a lie by discerning disturbances in its aura caused by lying. The cloak does not reveal the truth, uncover unintentional inaccuracies, or necessarily reveal evasions. Each round, the wearer may concentrate on a different target.

With a lesser cloak, the wearer can concentrate on one target as a standard action, with a greater cloak the wearer can do so as a swift action, and a superior cloak the wearer can do so as an immediate action and a standard action allowing the wearer to concentrate on two targets in 1 round.

Construction

Requirements Craft Wondrous Item, *curse of contrariness*; **Cost** 400 gp (lesser), 1,200 gp (greater), 2,000 gp (superior)

Cloak of the Counterfeit Pit

Aura faint illusion; **CL** 3rd

Slot shoulders; **Price** 9,600 gp (lesser), 28,800 gp (greater), 48,000 gp (superior); **Weight** -

Description

Upon first inspection, the inside of this cloak appears to be an empty chasm though it is actually only lined with black silk. The wearer can magically create a shadowy echo expanding his cloak and cause its shadow to fly out an envelope an opponent within 130-ft. simply by forming the thoughts of the subject's subconscious mind into something that its conscious mind can visualize: an infinite pit. Only the effect's subject can sense the pit. The wearer sees only the figure wrapped in the shadow of the wearer's cloak. The target first gets a Will save (DC 10 + 1/2 the wearer's HD+ the wearer's Intelligence modifier) to recognize the sensation as unreal. If that save fails, the subject believes it is falling and falls prone. The subject then must succeed on a second Will save or is afflicted with the stunned condition from fear for 3 rounds.

A lesser cloak can be used 1/day as a standard action, a greater cloak can be used 1/day as an immediate action, and a superior cloak can be activated once per round as an immediate action, though it cannot affect a creature that is already under its effects.

Construction

Requirements Craft Wondrous Item, *phantasmal pit*; **Cost** 4,800 gp (lesser), 14,400 gp (greater), 24,000 gp (superior)

Cloak of the Doppelganger

Aura strong transmutation; **CL** 17th

Slot shoulders; **Price** 36,400 gp (lesser), 109,200 gp (greater), 182,000 gp (superior); **Weight** -

Description

This cloak appears to have been made from the hide of some pale-skinned creature. The Wearer of this cloak can use any class ability that could be possessed by a character equal to half the wearer's class level that could be performed as a single action (does not include spellcasting or bonus feats). If the wearer can only select from a list of class abilities from the Pathfinder® Roleplaying Game Core Rulebook™, gaining use of an ability is a free action, using that ability takes the action listed in that abilities description.

The wearer can also duplicate organs, both mundane and arcane, granting the wearer the extraordinary or supernatural abilities of a creature; any saving throw offered by such an ability's DC is equal to 10 + 1/2 the wearer's character level + the wearer's Charisma Modifier. The wearer can only select abilities from a list of universal monster abilities from the Pathfinder® Roleplaying Game Bestiary™, this ability can be maintained for 1 round. Gaining use of an ability is a free action, using that ability takes the action listed in that abilities description.

A lesser cloak functions 1/day. A greater cloak functions 3/day but no more than once per round. A

superior cloak functions 5/day but no more than once per round.

Construction

Requirements Craft Wondrous Item, *limited wish*; **Cost** 28,200 gp (lesser), 54,600 gp (greater), 91,000 gp (superior);

Cloak of the Dreaded

Aura faint illusion; **CL** 3rd

Slot shoulders; **Price** 9,600 gp (lesser), 28,800 gp (greater), 48,000 gp (superior); **Weight** -

Description

The wearer takes on the phantasmal image of anyone who views the wearer's most feared foe simply by forming the thoughts of their subconscious mind into something that its conscious mind can visualize: this dreaded foe. Each subject sees his or her own personal dreaded foe. The wearer sees nothing. The target first gets a Will save to recognize the image as unreal (DC 10 + 1/2 the wearer's HD + the wearer's Intelligence or Charisma modifier). If that save fails and the wearer during the duration touches a subject or makes a successful melee attack against a subject they must succeed on a second Will save (same DC) or be afflicted with the cowered condition from fear for 3 rounds. Even if the second Will save is successful, a subject is subject to the shaken condition for one round. A successful save makes the subject immune to further fear effects generated by this cloak for 24 hours.

A lesser cloak can be used 1/day as a standard action and affects creatures struck in the next 3 minutes, a greater cloak can be used 1/day as an immediate action and affects creatures struck in the next 3 minutes, and a superior cloak is constant

Construction

Requirements Craft Wondrous Item, *phantasmal foe*; **Cost** 4,800 gp (lesser), 14,400 gp (greater), 24,000 gp (superior)

Cloak of the False Ending

Aura faint illusion; **CL** 15th

Slot shoulders; **Price** 25,500 gp ; **Weight** -

Description

This looks more like a burial shroud than a cloak and bears and image of a skull on its back, and a living face on the opposite and interior side of the garment. The wearer uses the cloak to conjure material from the Plane of Shadow to shape a quasi-real illusion of the wearer's dead body and then render the wearer undetectable. This effect triggers once per day when a spell or effect would result in the wearer gaining the Dead condition. In response it negates that spell or effect and creates a perfect illusion of the wearer's death that matches the normal results of that effect; it also leaves a *greater shadow conjuration* of the wearer's remains. It takes a successful disbelief, requiring interaction with the remains (Will save DC equal 10 + 1/2 the wearer's HD + the wearer's Intelligence or Charisma modifier) to realize they are an illusion. The spell renders the wearer invisible (as

greater invisibility) and inaudible, the wearer is also undetectable as by nondetection (DC 15 plus the wearer's class level) and by blindsense, blindsight, lifesense, scent and tremorsense, it also grants *pass without trace* for 1 round per level.

Effects such as petrification, *trap the soul*, or being polymorphed into a music box playing the opponent's theme song are not negated since they do not result in the Dead condition. Creatures that cannot die gain no benefits from this cloak.

Construction

Requirements Craft Wondrous Item, *faking the dead*; **Cost** 12,550 gp

Cloak of the Fugitive

Aura faint abjuration; **CL** 5th

Slot shoulders; **Price** 8,200 gp (lesser), 24,600 gp (greater), 41,000 gp (superior); **Weight** -

Description

The dark green cold weather cloak, looks like a garment made for traveling in the depth of the cold northern wilderness. The wearer of this cloak does not leave footprints or a scent trail. Tracking the wearer is impossible by nonmagical means. If a spell of the divination school is used against the wearer, the caster of the divination spell must succeed on a caster level check (1d20 + caster level) against a DC of 15 + the wearer's HD. The cloak wards the wear's gear as well as the wearer itself. When the hood of the cloak is drawn up it creates concealing shadows that add a +20 to the DC of Perception checks made to identify the wearer by his facial features.

A lesser cloak can be used 1/day as a standard action with the protection lasting for 5 hours, a greater cloak can be used 1/day as an immediate action lasting of 5 hours, and a superior cloak offers continuous protection.

Construction

Requirements Craft Wondrous Item, *nondetection*, *pass without trace*; **Cost** 4,100 gp (lesser), 12,300 gp (greater), 20,500 gp (superior)

Cloak of the Innocuous

Aura moderate transmutation; **CL** 11th

Slot shoulders; **Price** 24,000 gp (lesser), 72,000 gp (greater), 120,000 gp (superior); **Weight** -

Description

Whenever you look at this garment, it seems to be a different color than it was before and seems to be in a different position, as if moving about on its own. When a creature wearing this cloak is struck by a melee weapon (but not a natural weapon or unarmed strike) that weapon is polymorphed into an innocuous object such as a sponge, a flower, a wet noodle, chosen by the caster (it must be a form that has less value than 1 gp and cannot be used as a weapon) after 24 hours it will return to its normal form whole and undamaged even if it had been broken or ruined in its polymorphed state. A successful Fortitude save (DC 10 + 1/2 the wearer's HD + the wearer's Intelligence or Charisma modifier) negates this effect. A subject that



Cloak of the Phantom

successfully saves against this effect is immune to this cloak for 24 hours.

A lesser cloak functions 1/day and is triggered by the first successful melee attack each day. A greater cloak functions 3/day but not more than once per round and is triggered by the first successful melee attack in that round. A superior cloak is triggered by the first successful melee attack in a round (but again no more than once per round)

Construction

Requirements Craft Wondrous Item, *polymorph any object*; **Cost** 12,000 gp (lesser), 36,000 gp (greater), 60,000 gp (superior);

Cloak of the Phantom

Aura moderate conjuration; **CL** 10th

Slot shoulders; **Price** 24,000 gp (lesser), 72,000 gp (greater), 120,000 gp (superior); **Weight** -

Description

The cloak is made from gossamer cloth of silver so thin as to be nearly translucent. The wearer of this cloak and all of its attended equipment can become incorporeal. An incorporeal wearer has no physical body and cannot interact with corporeal bodies. An incorporeal wearer is immune to critical hits and precision-based damage (such as sneak attack damage) unless the attacks are made using a weapon with the *ghost touch* special weapon quality.

Incorporeal wearers are immune to all nonmagical attack forms and their nonmagical attack forms deal

no damage. Incorporeal wearers take and deal half damage (50%) from magic weapons, spells, spell-like effects, and supernatural effects. Incorporeal wearers take full damage from other incorporeal creatures and effects, as well as all force effects.

A lesser cloak functions 1/day as a standard action for a duration of 5 rounds. A greater cloak functions 1/day as an immediate action for 5 rounds. A superior cloak functions 1/day as an immediate action for 5 rounds or can be activated and deactivated as a standard action.

Construction

Requirements Craft Wondrous Item, *blink*; **Cost** 12,000 gp (lesser), 36,000 gp (greater), 60,000 gp (superior);

Cloak of the Unknowable

Aura strong illusion; **CL** 17th

Slot shoulders; **Price** 122,400 gp **Weight** -

Description

This dull plain cloak is so mundane as to be instantly forgettable. This cloak conceals the wearer in an affect that functions like greater invisibility except that it conceals the wearer from all senses (sight, sound, scent, etc.) the wearer is undetectable by scent, blindsense, tremorsense, and blindsight. In addition, the wearer is immune to detection by *dust of appearance*, *faerie fire*, *glitterdust*, *invisibility purge*, *see invisibility*, and *true seeing*. Only mundane conditions (such as tracks) can render the wearer detectable.

The cloak functions 1/day as a standard action for a duration of 17 minutes.

Construction

Requirements Craft Wondrous Item, *screen*; **Cost** 61,200 gp;

Cloak of the Untrue Swarm

Aura faint illusion; **CL** 3rd

Slot shoulders; **Price** 9,600 gp (lesser), 28,800 gp (greater), 48,000 gp (superior); **Weight** -

Description

This cloak appears to be made from nothing but thousands upon thousands of knots made with spider's silk. The wearer can cause his cloak to become a phantasmal image of a swarm simply by forming the thoughts of the target's subconscious mind into something that its conscious mind can visualize: this swarm. Only the effect's target can see the swarm. The wearer sees only a vague shape. The target first gets a Will save (DC 10 +1/2 the wearer's HD + the wearer's Intelligence or Charisma modifier) to recognize the image as unreal. If that save fails, the swarm touches the subject and the subject must succeed on a second Will save (Same DC) or is afflicted with the nauseated condition from fear. Even if the second Will save is successful, the subject is subject to the sickened condition for one round.

A lesser cloak can be used 1/day as a standard action, a greater cloak can be used 1/day as an immediate action, and a superior cloak can be activated once per



round as an immediate action, though it cannot affect a creature that is already under its effects.

Construction

Requirements Craft Wondrous Item, *phantasmal swarm*; **Cost** 4,800 gp (lesser), 14,400 gp (greater), 24,000 gp (superior)

Cloak of the Void

Aura faint evocation; **CL** 7th

Slot shoulders; **Price** 8,000 gp **Weight** -

Description

Light that touches this cloak seems inverted what should be light is dark and what should be dark is light. The wearer of this cloak is constantly invisible to darkvision (as per *greater*

invisibility) though not normal vision or low-light vision. The wearer also possesses spell resistance equal to 11 plus the wearer's hit dice vs. any spell with the light descriptor.

Construction

Requirements Craft Wondrous Item, *deeper darkness*; **Cost** 4,000 gp

Cloak of Vanishing

Aura faint illusion; **CL** 3rd

Slot shoulders; **Price** 3,600 gp (lesser), 10,800 gp (greater), 18,000 gp (superior); **Weight** -

Description

This cloak appears to be made of black velvet with a white silk lining, and red silk trim along its edges. The wearer of this cloak can instantly teleport without mishap from the wearer's current location to any other spot within 40 ft and become invisible for 3 round (as per invisibility). The wearer can transport only the herself and a maximum 100 lb. (or the wearer's maximum load, whichever is less) of objects she carries or touches. She cannot transport any creature except for her familiar or an animal companion or cohort (whose weight counts against the wearer's load limit).

A lesser cloak can be used 1/day as a standard action, a greater cloak can be used 1/day as an immediate action, and a superior cloak can be activated 3/day as an immediate action or once per round as standard action.

Construction

Requirements Craft Wondrous Item, *dimensional hop*, *vanish*; **Cost** 2,800 gp (lesser), 5,400 gp (greater), 9,000 gp (superior)

Trickery's Cowl

Aura strong transmutation; **CL** 20th
Slot shoulders; **Weight** -

Physical Description

This cloak appears to be a magnificent royal blue and white trimmed garment with a luxurious fur lining, its silver clasps are made in the shape of interlocking talons and its white trim is decorated with thread of silver in the shape of animal fangs. With the folds of the cloak is a single phrase written in the language of magic. A read magic spell translates the magical writing "*Treachery returns.*"

Lore:

Knowledge (arcana, local, or religion) DC 15:

The Lurkers of Questhaven refer to this cloak as *Ceileleas*, while the Jotunnar name it "Whisper's Cloak"; however, *trickery's cowl* is by far the better-known epithet. The lurker (half-gnome, half-cloaker) inspired maker Sioga Rusemantle, of *Our Heavenly Archmage of Secrets*, who is the greatest seamstress of magical cloaks in the history of Questhaven and its Protectorate, what should have taken her twelve days she did in one. Her tomb is a revered sight by the Scriptoriums of *Our Heavenly Archmage of Secrets* and many of her apprentices laid grate works within her tomb to honor her, and many a magical protection to see that no fool adventurer violated it. Only one group escaped with its life and its treasure intact though it suffered terrible curses, which eventually lead to their deaths

This cloak was crafted upon the site of what is now her tomb and at that; time was her atelier in the city of Questhaven. It is said that many creatures of illusion and monstrous shapeshifters have now found a home here, finding a calling to protect her tomb. The cloak was made at the request of Cynmark the Dread Lich as a mark of recognition for his spymaster to where when he sat on his small council. This individual was known only as The Dragon of Whispers and debate rages over his identity, race, role in the overthrow of Cynmark and ultimate fate. What is known as fact is that upon the first day of open rebellion by the Questor's Society, the cloak was presented to the Dread Lich Emperor by a messenger. In a fit of rage, Cynmark used his magic to hurl the hapless messenger and the cloak out the window of his spire. The body of the messenger city watchmen found near liquefied by the impact but the fate of the cloak is unknown.

Abilities:

When first encounter in its unawakened state this cloak functions only as a masterwork noblemen's cloak. When the wearer reaches or exceeds a certain level he learns of a specific ritual, he can perform along with what materials are required to perform it. Each ritual requires 1 hour to perform and after it is completed that special quality is awakened with the item gaining that ability.



Level	Special Ability	Component Cost
3 rd	+1 resistance trickery, and disguise self	+5 7,750 gp
6 th	+2 resistance and misdirection	10,750 gp
9 th	+3 resistance, trickery and mirage arcana	+10 27,500 gp
12 th	+4 resistance and veil	65,450 gp
15 th	+5 resistance, trickery, and screen	+15 22,750 gp

At 3rd Level, the wielder learns the ritual that awakens the following abilities; the ritual requires consumable components worth 7,750 gp.

- Magic protection in the form of a +1 resistance bonus on all saving throws (Fortitude, Reflex, and Will).
- Magical enrichment in the form of a +5 competence bonus to all bluff and disguise checks.
- The continuous benefit of *disguise self* the wearer can change her appearance as a free action.
- The wearer selects a minimum of 2 allies (maximum of 8) that automatically see through all illusions spells and abilities generated by this cloak and its wearer.

At 6th Level, the wearer learns the ritual that awakens this ability; this ritual requires consumable components worth 10,750 gp.

- Magic protection in the form of a +2 resistance bonus on all saving throws (Fortitude, Reflex, and Will).
- The continuous protection of *misdirection* the wearer can change the target as a free action.

At 9th Level, the wearer learns the ritual that awakens this ability; this ritual requires consumable components worth 27,500 gp.

- Magic protection in the form of a +3 resistance bonus on all saving throws (Fortitude, Reflex, and Will).
- Magical enrichment in the form of a +10 competence bonus to all bluff and disguise checks.
- The cloak can generate a *mirage arcana* spell once per day as a standard action.

At 12th Level, the wearer learns the ritual that awakens this ability; this ritual requires consumable components worth 65,450 gp.

- Magic protection in the form of a +4 resistance bonus on all saving throws (Fortitude, Reflex, and Will).
- The cloak can generate a *veil* spell once per day as an immediate action.

At 15th Level, the wearer learns the ritual that awakens this ability; this ritual requires consumable components worth 22,750 gp.

- Magic protection in the form of a +5 resistance bonus on all saving throws (Fortitude, Reflex, and Will).
- Magical enrichment in the form of a +15 competence bonus to all bluff and disguise checks.

- The cloak can generate a *screen* spell once per day as a standard action.

Destruction

Trickery's cowl can be broken, but it cannot be ruined unless the attempt is made by a creature wearing a *ring of truth*.

Designer's Note

Spells listed in the requirements section of this product come from the *101 Spell Series* by Rite Publishing and the Pathfinder® Roleplaying Game: Advanced Player's Guide™. The items description section provides all the necessary information to use these rings, so access to these books is not required.

Pricing:

In play-testing we hit upon a problem: standard action magical items do not see use, as players tend to seek out continuous items or triggered items. To combat this lack of value, we created items that can function as swift and immediate actions 1/day priced at 3/5ths the cost of a continuous time. Some items listed base spells were already immediate action.

Save DCs

A fixed DC is only useful at a specific level of play and then becomes useless. The DCs of these items are based on the character level of the user and his or her Intelligence or Charisma modifier. Intelligence and Charisma were chosen as they best represent the best use of the subtle arts of cunning, trickery, and deception.

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#30 Cloaks of Deception

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Dedication: To *Sylvia* and *Duane Russell*
—For putting clothes upon my back.

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Table: Cloaks of Deception

Minor	Medium	Major	Ring	Market Price
01-04	—	—	<i>Trickery's Cowl</i>	Special
05-08	—	—	<i>The Assassin, lesser</i>	800 gp
09-12	—	—	<i>The Contrary, lesser</i>	800 gp
13-16	—	—	<i>Heraldry, Lesser</i>	1,000 gp
17-20	—	—	<i>Refuge</i>	1,000 gp
21-24	—	—	<i>Distraction, lesser</i>	1,600 gp
25-28	—	—	<i>Clinging Shadows, lesser</i>	2,400 gp
29-32	—	—	<i>Distortion, lesser</i>	2,400 gp
33-36	—	—	<i>The Assassin, greater</i>	2,400 gp
37-40	—	—	<i>The Contrary, greater</i>	2,400 gp
41-44	—	—	<i>Heraldry, greater</i>	3,000 gp
45-48	—	—	<i>Dusk and Dust, lesser</i>	3,600 gp
49-52	—	—	<i>Vanishing, lesser</i>	3,600 gp
53-56	—	—	<i>The Assassin, superior</i>	4,000 gp
57-60	—	—	<i>The Contrary, superior</i>	4,000 gp
61-64	—	—	<i>Distraction, greater</i>	4,800 gp
65-68	—	—	<i>Dusk's Curtin, lesser</i>	4,800 gp
69-72	—	—	<i>Echoes, lesser</i>	4,800 gp
73-76	—	—	<i>Hidden Wounds, lesser</i>	4,800 gp
77-80	—	—	<i>Heraldry, superior</i>	5,000 gp
81-84	—	—	<i>The Beast, lesser</i>	6,000 gp
87-88	—	—	<i>Clinging Shadows, greater</i>	7,200 gp
89-91	—	—	<i>Distortion, greater</i>	7,200 gp
82-94	—	—	<i>Conflict</i>	8,000 gp
96-97	—	—	<i>Distraction, superior</i>	8,000 gp
98-99	—	—	<i>Eldritch Deception, lesser</i>	9,000 gp
00	—	—	<i>The Counterfeit Pit, lesser</i>	9,600 gp
-	01-04	—	<i>The Dreaded, lesser</i>	9,600 gp
-	05-08	—	<i>The Untrue Swarm, lesser</i>	9,600 gp
-	09-12	—	<i>Dusk and Dust, greater</i>	10,800 gp
-	13-16	—	<i>Vanishing, greater</i>	10,800 gp
-	17-20	—	<i>The Beast, standard</i>	11,200 gp
-	21-24	—	<i>Authority, lesser</i>	11,225 gp
-	25-28	—	<i>Clinging Shadows, superior</i>	12,000 gp
-	29-32	—	<i>Distortion, superior</i>	12,000 gp
-	33-36	—	<i>Dusk's Curtin, greater</i>	14,400 gp
-	37-40	—	<i>Echoes, greater</i>	14,400 gp
-	41-44	—	<i>Hidden Wounds, greater</i>	14,400 gp
-	45-48	—	<i>Dusk and Dust, superior</i>	18,000 gp
-	49-52	—	<i>The Beast, greater</i>	18,000 gp
-	53-56	—	<i>Vanishing, superior</i>	18,000 gp
-	58-60	—	<i>Loveliness, lesser</i>	20,000 gp
-	61-64	—	<i>Authority, greater</i>	22,425 gp
-	65-68	—	<i>Dusk's Curtin, superior</i>	24,000 gp
-	69-72	—	<i>Echoes, superior</i>	24,000 gp
-	73-76	—	<i>Hidden Wounds, superior</i>	24,000 gp
-	77-80	—	<i>The Innocuous, lesser</i>	24,000 gp
-	81-84	—	<i>The Phantom, lesser</i>	24,000 gp
-	85-88	—	<i>The Fugitive, greater</i>	24,600 gp
-	89-92	01-05	<i>Mirrors</i>	25,500 gp
-	93-00	06-10	<i>The False Ending</i>	25,500 gp
-	—	11-15	<i>The Counterfeit Pit, greater</i>	28,800 gp
-	—	16-20	<i>The Dreaded, greater</i>	28,800 gp
-	—	21-25	<i>The Untrue Swarm</i>	28,800 gp
-	—	26-30	<i>Authority, superior</i>	33,625 gp
-	—	31-35	<i>The Doppelganger, lesser</i>	36,400 gp
-	—	36-40	<i>The Fugitive, superior</i>	41,000 gp
-	—	41-45	<i>Eldritch Deception, superior</i>	45,000 gp
-	—	46-50	<i>The Counterfeit Pit, superior</i>	48,000 gp
-	—	51-55	<i>The Dreaded, superior</i>	48,000 gp
-	—	56-60	<i>The Untrue Swarm, superior</i>	48,000 gp
-	—	61-65	<i>Loveliness, greater</i>	60,000 gp
-	—	66-70	<i>The Innocuous, greater</i>	72,000 gp
-	—	71-75	<i>The Phantom, greater</i>	72,000 gp
-	—	76-80	<i>Loveliness, superior</i>	100,000 gp
-	—	81-85	<i>The Doppelganger, greater</i>	109,000 gp
-	—	86-90	<i>The Innocuous, superior</i>	120,000 gp
-	—	91-93	<i>The Phantom, superior</i>	120,000 gp
-	—	94-96	<i>The Unknowable</i>	122,400 gp
-	—	95-00	<i>The Doppelganger, superior</i>	180,000 gp

Cloak of Authority

Aura moderate transmutation; **CL** 11th

Slot shoulders; **Price** 11,225 gp (lesser), 22,425 gp (greater), 33,625 gp (superior); **Weight** -

Description

This pure white mantle is trimmed in cloth of gold and held together by a golden clasp that shapes to wearer's will. A creature wearing this cloak bears a mantle of authority that makes other creatures more inclined to listen to it. The wearer gains a +5 competence bonus to bluff, diplomacy, and intimidate and a +2 insight bonus on will saves. The wearer can also can generate a *charm monster* spell effect (DC 10 +1/2 the wearer's HD + the wearer's Intelligence or Charisma modifier). A subject that successfully saves is immune to this cloak for 24 hours.

A lesser cloak's spell abilities function 1/day as a standard action. A greater cloak functions 1/day as a standard action but creatures subject to its effects are given no indication that have been subject to a spell. A superior cloak spell effect is triggered whenever the wearer issues a command or makes a request (free action) but no more than once per round, this ability cannot be suppressed while wearing the cloak but the subjects are again given no indication that they have been subject to the *charm monster*.

Construction

Requirements Craft Wondrous Item, *charm monster*; **Cost** 5,612 gp (lesser), 11,212 gp (greater), 16,812 gp (superior);

Cloak of Clinging Shadows

Aura faint illusion; **CL** 3rd

Slot shoulders; **Price** 2,400 gp (lesser), 7,200 gp (greater), 12,000 gp (superior); **Weight** -

Description

This dark cape and cowl holds tight to the owner's body and does not move in the wind hanging dead in the air. The wearer of this cloak flicks its weighted ends in the direction of its target entangling it with clinging ribbons of shadow. The wearer may fire one ribbon, which requires a ranged touch attack to hit and inflicts the entangled condition. Entangled creatures can attempt to break free as a move action, making a Strength or Escape Artist check. The DC for this check is equal to DC 10 +1/2 the wearer's HD + the wearer's Intelligence or Charisma modifier.

A lesser cloak can be used 1/day as a standard action, a greater cloak can be used 1/day as a swift action, and a superior cloak can be used 3/day as a swift action and/or once per round as a standard action.

Construction

Requirements Craft Wondrous Item, *shadow ribbons*; **Cost** 1,200 gp (lesser), 3,600 gp (greater), 6,000 gp (superior)

Cloak of Conflict

Aura moderate transmutation; **CL** 10th

Slot shoulders; **Price** 8,000 gp; **Weight** -

Description

This seemingly innocuous cloak can be used as dangerous animated weapon. A creature wearing this cloak is automatically proficient with its use in addition the cloak functions as if it were the chosen weapon for the purposes of special abilities and feats. For example if the wearer has the Weapon Focus (longsword) feat, the wearer would gain the feat's benefits when using the cloak of conflict as a weapon. The cloak is treated as a +1 magical weapon and deals 1d6 points of bludgeoning damage plus the wearer's strength modifier and is considered a light weapon. The cloak has reach, so the wearer can strike opponents 10 feet away with it. In addition, unlike most other weapons with reach, it can be used against an adjacent foe.

If a wearer hits with the cloak, it can choose to deal normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. This works only against opponents that are no more than one size category larger than the wearer is. The wearer does not gain the grappled condition itself.

The wearer receives a +4 bonus on combat maneuver checks made to start and maintain a grapple.

A wearer that establishes a successful hold can constrict and crush an opponent, dealing 1d6 points of bludgeoning damage plus the wearer's strength modifier in bludgeoning damage. The wearer can continue to deal this damage automatically each round the wearer maintains the hold (when the wielder makes a successful grapple check).

The wearer can use the cloak as a melee weapon for the purposes of attacks of opportunity, flanking and coup-de-grace. The wearer treats the cloak as a whip for the purposes of making a trip attacks.

It can be further enchanted as a magical weapon.

Construction

Requirements Craft Wondrous Item, *black tentacles*; **Cost** 4,000 gp;

Cloak of Deception and Resistance

Aura faint abjuration; **CL** 5th

Slot shoulders; **Price** 750 gp (+1), 3,000 gp (+2), 6,750 gp (+3), 12,000 gp (+4), 18,750 gp (+5);

Weight 1 lb.

Description

This enchantment can be added to any existing cloak listed in this product, simply by adding the cost listed above. As cloaks of resistance are often a vital part of adventuring, this enhancement was developed so that the wearer would not be torn between these cloaks and cloaks of resistance. In addition to its base ability these garments offer magic protection in the form of a +1 to +5 resistance bonus on all saving throws (Fortitude, Reflex, and Will).

Construction

Requirements Craft Wondrous Item, *resistance*, creator's caster level must be at least three times the cloak's bonus; **Cost** 372 gp (+1), 1,500 gp (+2), 3,372 gp (+3), 6,000 gp (+4), 9,372 gp (+5)

Cloak of Distortion

Aura faint abjuration [chaos]; **CL** 3rd

Slot shoulders; **Price** 2,400 gp (lesser), 7,200 gp (greater), 12,000 gp (superior); **Weight** -

Description

This rippling mantle is difficult to see precisely as it seems to blur causing strange refractions of light when one attempts to look at it directly. The wearer of this cloak is protected by intense fluctuations in the space around him. This distortion caused by the cloak protects against all forms of individually targeted missile attacks, including spells and spell-like abilities that require an attack roll. Whenever an individual missile attack is directed at the targeted creature, the attack's actual target is determined randomly among all creatures within 15 feet of the creature, including the creature protected. In mid-flight, the missile changes course toward its new target with normal chances to hit. The attack roll should be rolled before the target is determined.

If the wearer is struck by an individual missile attack, the effect is discharged. If several people are protected by similar spells or effects, the missile only changes course once but can affect the entire protected area.

A lesser cloak can be used 1/day as a standard action, a greater cloak can be used 1/day as an immediate action, and a superior cloak can be activated 1/day an immediate action or once per round as a standard action.

Construction

Requirements Craft Wondrous Item, *shift aim*; **Cost** 1,200 gp (lesser), 3,600 gp (greater), 6,000 gp (superior)

Cloak of Distraction

Aura faint enchantment; **CL** 1st

Slot shoulders; **Price** 1,600 gp (lesser), 4,800 gp (greater), 8,000 gp (superior); **Weight** -

Description

This bright-multicolored patchwork cloak whips about with the slightest movement or breeze. The wearer can use this cloak to create a momentary distraction affecting a single creature within the wearer's natural reach, causing that creature to lose any actions remaining in this round. The target becomes flat-footed until the next round in which he makes a new initiative roll as if he was just entered combat. A successful Will save (DC 10 +1/2 the wearer's HD + the wearer's Intelligence or Charisma modifier) negates this mind-affecting compulsion effect.

A lesser cloak can be used 1/day as a standard action, a greater cloak can be used 1/day as a swift action, and a superior cloak can be activated 3/day as a swift action or once per round as a standard action, though it cannot affect a creature that is already under its effects.

Construction

Requirements Craft Wondrous Item, *distract*; **Cost** 800 gp (lesser), 2,400 gp (greater), 4,000 gp (superior)



Cloak of Distraction

Cloak of Dusk and Dust

Aura faint illusion; **CL** 3rd

Slot shoulders; **Price** 3,600 gp (lesser), 10,800 gp (greater), 18,000 gp (superior); **Weight** -

Description

This cloak appears to black shroud sackcloth seems constantly covered in ash no matter how often the wearer cleans it, yet the ash does not stain what touches it. The wearer flicks her cloak out releasing a shower of iridescent black particles that cling to and extinguish torches, lanterns, sunrods, and similar mundane light sources and automatically dispels any spell of 2nd level or lower with the light descriptor (as *dispel magic*) within a 10' radius. Creatures in the area must make a Fortitude save (DC 10 +1/2 the wearer's HD + the wearer's Intelligence or Charisma modifier) or become fatigued.

A lesser cloak can be used 1/day as a standard action, a greater cloak can be used 1/day as an immediate action, and a superior cloak can be activated 3/day as an immediate action or once per round as standard action.

Construction

Requirements Craft Wondrous Item, *dust of twilight*; **Cost** 2,800 gp (lesser), 5,400 gp (greater), 9,000 gp (superior)

Cloak of Dusk's Curtin

Aura faint illusion; **CL** 3rd

Slot shoulders; **Price** 4,800 gp (lesser), 14,400 gp (greater), 24,000 gp (superior); **Weight** -

Description

This cape appears to be made of black silk so dark as to be nearly non-reflective. The wearer throws the ends of the wearer's cloak outward and create a vertical curtain of shadow for 3 minutes. It is 2 feet thick and considerably opaque. It blocks line of sight, and creatures within 5' of the other side of the wall have concealment (20 %) while creatures beyond 5' have -total concealment (50%). Passing through the wall results in shadow stuff clinging to the creature or

object, and inflicts the entangled condition. Entangled creatures can attempt to break free as a move action, making a Strength or Escape Artist check. The DC for this check is equal to DC 10 +1/2 the wearer's HD + the wearer's Intelligence or Charisma modifier.

A lesser cloak can be used 1/day as a standard action, a greater cloak can be used 1/day as a swift action, and a superior cloak can be used 3/day as a swift action and/or once per round as a standard action.

Construction

Requirements Craft Wondrous Item, *wall of shadows*; **Cost** 2,400 gp (lesser), 7,200 gp (greater), 12,000 gp (superior)

Cloak of Echoes

Aura faint abjuration [chaos]; **CL** 3rd

Slot shoulders; **Price** 4,800 gp (lesser), 14,400 gp (greater), 24,000 gp (superior); **Weight** -

Description

This plain cloak seems to cause the sounds his movements make to come from elsewhere like some bizarre ventriloquist. The wearer of this cloak is protected by the reflections of sound and vibration generated by creatures with the blindsight and tremorsense, perplexing these senses. Such creatures still do not need to make Perception checks to pinpoint the location of a creature within range of its blindsight or tremorsense ability. However, any opponent the creature cannot see still has total concealment against it, and it still has the normal miss chance when attacking foes that have concealment. A creature with blindsight or tremorsense affected by *cloak of echoes* is denied its Dexterity bonus to Armor Class against attacks from wearers it cannot see.

A lesser cloak can be used 1/day as a standard action with a duration of 3 minutes, a greater cloak can be used 1/day as an immediate action with the same duration, and a superior cloak offers continuous protection.

Construction

Requirements Craft Wondrous Item, *distortion field*; **Cost** 2,400 gp (lesser), 7,200 gp (greater), 12,000 gp (superior)

Cloak of Eldritch Deception

Aura faint illusion; **CL** 5th

Slot shoulders; **Price** 9,000 gp (lesser), 27,000 gp (greater), 45,000 gp (superior); **Weight** -

Description

This the patters of this oddly colored cloak of blue, reds, greens, and purples seem to shift as you look at them, never repeating the same pattern twice. The wearer of this cloak can fool someone who cast a spell upon them. If the wearer makes the wearer's saving throw against a spell, the caster and everyone observing see instead an image of the wearer failing it. Thus, you could convince an opposing spellcaster attempting to use *charm person* on you that the spell succeeded, or that an answer the wearer gives under a *discern lies* is the truth when it is a lie. The spell can also create an illusion that makes it appear to the

caster of a damage-inflicting spell that the wearer was killed by the spell when in fact the wearer have made the wearer's saving throw and are now invisible as per the *invisibility* spell. The effect of this illusion lasts for up to 50 minutes after the saving throw is successful.

Creatures encountered an illusion usually do not receive saving throws to recognize it as illusory until they study it carefully or interact with it in some fashion (Disbelief Will Save DC 10 +1/2 the wearer's HD + the wearer's Intelligence or Charisma modifier).

A lesser cloak can be used 1/day as an immediate action, a greater cloak can be used 3/day as an immediate action, and a superior cloak is constantly triggered by a successful save though the wearer can chose not to allow it to trigger as a free action.

Construction

Requirements Craft Wondrous Item, *play along*; **Cost** 4,500 gp (lesser), 13,500 gp (greater), 22,500 gp (superior)

Cloak of Heraldry

Aura faint illusion; **CL** 1st

Slot shoulders; **Price** 1,000 gp (lesser), 3,000 gp (greater), 5,000 gp (superior); **Weight** -

Description

This appears to be a color-shifting cloak with an ever-shifting heraldic symbol upon it. Upon donning the cloak the wearer chooses the color of the cloak and a heraldic symbol that appears upon the cloak that has the ability to move and attack (using the wearer's base attack bonus plus the wearer's Intelligence or Charisma modifier) out to a range equal to the wearer's natural reach. Moving the symbol around the cloak is not an action. Attacking with the symbol is a melee attack action (it can be used to make attacks of opportunity). The symbol automatically hits and deals damage equal to 1d6 plus the wearer's Intelligence or Charisma modifier (successfully disbelieving [DC 10 + 1/2 the wearer's character level + the wearer's Intelligence or Charisma Modifier] after interacting with the symbol reduces the damage by half). The cloak can create a symbol of a lion roaring or a dragon breathing fire, a moving waterfall, or a warrior swinging a sword. The image and its movements are preset; once the wearer dons the cloak for the first time, the wearer cannot change the symbol. The symbol can move all over the cloak if the wearer wishes.

The greater version of this cloak can attack as a swift action 1/day, while the superior version of this cloak can attack as an immediate action 3/day (though the wearer cannot use it if she is flat-footed unless she possess Combat Reflexes).

Construction

Requirements Craft Wondrous Item, *animate tattoo*; **Cost** 500 gp (lesser), 1,500 gp (greater), 2,500 gp (superior)

Cloak of Hidden Wounds

Aura faint illusion; **CL** 3rd

Slot shoulders; **Price** 4,800 gp (lesser), 14,400 gp (greater), 24,000 gp (superior); **Weight** -

Description

This appears to be a white cloak with the symbol of a closed eyelid with long eyelashes inside the hood of the cloak. The wearer of this cloak can provide the visual and auditory illusion of any combination of damage reduction, resistance, immunity to damage, fast healing or regeneration. The nature of the illusion is chosen at the time the wearer activates the cloak. A creature that interacts with the glamour may attempt to disbelieve the illusion (DC 10 + 1/2 character level + Intelligence or Charisma Modifier).

A lesser cloak can be used 1/day as a standard action with a duration of 3 minutes, a greater cloak can be used 1/day as an immediate action with a duration of 3 minutes, and a superior cloak is constant though the nature of the illusion can only be changed as an immediate action once every 3 minutes.

Construction

Requirements Craft Wondrous Item, *disguise wounds*; **Cost** 2,400 gp (lesser), 7,200 gp (greater), 12,000 gp (superior)

Cloak of Loveliness

Aura moderate transmutation; **CL** 10th

Slot shoulders; **Price** 20,000 gp (lesser), 60,000 gp (greater), 100,000 gp (superior); **Weight** -

Description

The deep red velvet cloak has a heart sewn upon its breast in thread of gold. The wearer of this cloak is so unnaturally beautiful that creatures find it very difficult to harm them. This manifests in two ways.

Blinding Beauty: This ability affects all humanoids within 30 feet of the wearer; those who look directly at the wearer must succeed on a Fortitude save (DC 10 + 1/2 the wearer's HD + the wearer's Charisma modifier) or be blinded permanently. The wearer can suppress or resume this ability as a free action.

Sanctuary: Any opponent who can see the creature and attempts to directly attack the wearer, even with a targeted spell, must attempt a Will save (Same DC). If the save succeeds, the opponent can attack normally and is unaffected by that casting of the spell. If the save fails, the opponent cannot follow through with the attack, that part of its action is lost, and it cannot directly attack the wearer for the duration of the affect. Those not attempting to attack the wearer remain unaffected. This does not prevent the warded wearer from being attacked or affected by area of effect spells. Unlike the sanctuary spell, the wearer of this cloak can attack without breaking its effects.

A lesser cloak's spell abilities function 1/day as a standard action for a duration of 1 minute. A greater cloak functions 1/day as an immediate action for 1 minute. A superior cloak is a constant effect.

Construction

Requirements Craft Wondrous Item, *blindness and sanctuary*; **Cost** 10,000 gp (lesser), 30,000 gp (greater), 50,000 gp (superior);

Cloak of Mirrors

Aura faint illusion; **CL** 15th

Slot shoulders; **Price** 25,500 gp; **Weight** -

Description

This cape appears to be covered in a collection of extremely small silver mirrors. This cloak can create several illusory duplicates of the wearer that pop into being, along with a blur effect when this happens making it difficult for enemies to know which target to attack. As a move action, the figments can all be directed to act independently and disappear when struck.

The cloak creates 1d4 images plus one image per three character levels of the wearer (maximum eight images total). These figments can separate from the wearer though they must remain within 10 feet per character level of the wearer. The wearer can move into and through an image. When the wearer and an image separate, observers cannot use vision or hearing to tell which one is the wearer and which one is the image. The figments may also move through each other. If not directed by the wearer, the figments mimic the wearer's actions, pretending to cast spells when she casts spells, drinks potions when she drink a potion, levitate when she levitates, and so on.

Enemies attempting to attack the wearer or cast spells at her must select from among indistinguishable targets. Generally, roll randomly to see whether the selected target is real or a figment. Any successful attack against an image destroys it. An image's AC is 10 + the wearer's size modifier + the wearer's Dex modifier. Figments seem to react normally to area spells (such as looking like they are burned or dead after being hit by a *fireball*).

While moving, the wearer can merge with and split off from figments so that enemies who have learned which image is real are again confounded.

An attacker must be able to see the images to be fooled. If the wearer is invisible or an attacker shuts his or her eyes, the spell has no effect. (Being unable to see carries the same penalties as being blinded.)

Construction

Requirements Craft Wondrous Item, *multi-image*; **Cost** 12,550 gp

Cloak of Refuge

Aura faint abjuration; **CL** 1st

Slot shoulders; **Price** 1,000 gp; **Weight** -

Description

Once per day by tossing the cloak down, the wearer transforms it into a magical shelter that blends into its surroundings.

The shelter will house a number of creatures equal to the wearer's HD and they can spend the next 24 hours in relative comfort. The shelter does not protect the wearer or the wearer's allies from unnatural phenomena, nor does it protect them from extreme weather conditions such as fire, flood, volcanic eruptions, earthquakes, hurricanes and the like. It will however protect the wearer and the wearer's allies from normal rain, snow, wind, heat and cold. The

shelter will appear to be made of the natural surroundings and will blend in with them. Noticing the shelter requires a Perception check opposed by the wearer's Stealth check with a competence bonus equal to the wearer's HD. At the end of 24 hours or as a free action, the cloak transforms back and reappears upon the wearer's shoulders.

Construction

Requirements Craft Wondrous Item, *hidden shelter*; **Cost** 500 gp

Cloak of the Assassin

Aura faint transmutation; **CL** 1st

Slot shoulders; **Price** 800 gp (lesser), 2,400 gp (greater), 4,000 gp (superior); **Weight** -

Description

This dusky cloak has rather unusual number of folds that seem to serve no purpose. The wearer can use this cloak to sheath or unsheathe a light weapon in an undetectable extradimensional space that only the wearer can access. When the wearer first unsheathes the light weapon, it is coated with magically created injury poison. The Fortitude DC of the poison is 10 + ½ the wearer's HD+ the wearer's Intelligence modifier. This poison deals 1d2 Dexterity damage per round for 6 rounds. Poisoned creatures can make a Fortitude save each round to negate the damage and two successful saves ends the affliction.

A lesser cloak can be used 1/day as a standard action, a greater cloak can be used 1/day allowing you to unsheathe the weapon as a free action, and a superior cloak can be triggered once per round allowing the wearer to sheath and unsheathe the weapon as a free action.

Construction

Requirements Craft Wondrous Item, *poison weapon*; **Cost** 800 gp (lesser), 2,400 gp (greater), 4,000 gp (superior)

Cloak of the Beast

Aura moderate transmutation; **CL** 11th

Slot shoulders; **Price** 6,000 gp (lesser), 11,200 gp (standard), 18,000 gp (greater), 26,400 gp (superior); **Weight** -

Description

This cloak appears to have been made from the pelt or hide of a specific animal or magical beast. Once per day this cloak allows the wearer to polymorph into the specific creature symbolized by the cloaks motif as a swift action for 10 minutes.

A lesser cloak functions as *beast shape i*, a standard cloak *beast shape ii*, a greater cloak *beast shape iii*, and a superior cloak as *beast shape iv*. Examples include cloak of the eagle (lesser), cloak of the tiger (standard), cloak of the elephant (greater), cloak of the chimera (superior).

Construction

Requirements Craft Wondrous Item, *beast shape i-iv*; **Cost** 3,000 gp (lesser), 5,600 gp (standard), 9,000 gp (greater), 13,200 gp (superior);



Cloak of the Dire Bear
(Cloak of the Beast)

Cloak of the Contrary

Aura faint necromancy; **CL** 1st

Slot shoulders; **Price** 800 gp (lesser), 2,400 gp (greater), 4,000 gp (superior); **Weight** -

Description

This grey and tattered cloak always appears dirty and wrinkled even if it has just been cleaned and pressed. The wearer of this cloak always tells lies, becomes belligerent and negative toward all around them (-10 penalty to all Diplomacy checks). They will disagree with everything said.

In addition, each round, the wearer can concentrate on one target, which must be within 30 ft. The wearer knows if the target deliberately and knowingly speaks a lie by discerning disturbances in its aura caused by lying. The cloak does not reveal the truth, uncover unintentional inaccuracies, or necessarily reveal evasions. Each round, the wearer may concentrate on a different target.

With a lesser cloak, the wearer can concentrate on one target as a standard action, with a greater cloak the wearer can do so as a swift action, and a superior cloak the wearer can do so as an immediate action and a standard action allowing the wearer to concentrate on two targets in 1 round.

Construction

Requirements Craft Wondrous Item, *curse of contrariness*; **Cost** 400 gp (lesser), 1,200 gp (greater), 2,000 gp (superior)

Cloak of the Counterfeit Pit

Aura faint illusion; **CL** 3rd

Slot shoulders; **Price** 9,600 gp (lesser), 28,800 gp (greater), 48,000 gp (superior); **Weight** -

Description

Upon first inspection, the inside of this cloak appears to be an empty chasm though it is actually only lined with black silk. The wearer can magically create a shadowy echo expanding his cloak and cause its shadow to fly out an envelope an opponent within 130-ft. simply by forming the thoughts of the subject's subconscious mind into something that its conscious mind can visualize: an infinite pit. Only the effect's subject can sense the pit. The wearer sees only the figure wrapped in the shadow of the wearer's cloak. The target first gets a Will save (DC 10 + 1/2 the wearer's HD+ the wearer's Intelligence modifier) to recognize the sensation as unreal. If that save fails, the subject believes it is falling and falls prone. The subject then must succeed on a second Will save or is afflicted with the stunned condition from fear for 3 rounds.

A lesser cloak can be used 1/day as a standard action, a greater cloak can be used 1/day as an immediate action, and a superior cloak can be activated once per round as an immediate action, though it cannot affect a creature that is already under its effects.

Construction

Requirements Craft Wondrous Item, *phantasmal pit*; **Cost** 4,800 gp (lesser), 14,400 gp (greater), 24,000 gp (superior)

Cloak of the Doppelganger

Aura strong transmutation; **CL** 17th

Slot shoulders; **Price** 36,400 gp (lesser), 109,200 gp (greater), 182,000 gp (superior); **Weight** -

Description

This cloak appears to have been made from the hide of some pale-skinned creature. The Wearer of this cloak can use any class ability that could be possessed by a character equal to half the wearer's class level that could be performed as a single action (does not include spellcasting or bonus feats). If the wearer can only select from a list of class abilities from the Pathfinder® Roleplaying Game Core Rulebook™, gaining use of an ability is a free action, using that ability takes the action listed in that abilities description.

The wearer can also duplicate organs, both mundane and arcane, granting the wearer the extraordinary or supernatural abilities of a creature; any saving throw offered by such an ability's DC is equal to 10 + 1/2 the wearer's character level + the wearer's Charisma Modifier. The wearer can only select abilities from a list of universal monster abilities from the Pathfinder® Roleplaying Game Bestiary™, this ability can be maintained for 1 round. Gaining use of an ability is a free action, using that ability takes the action listed in that abilities description.

A lesser cloak functions 1/day. A greater cloak functions 3/day but no more than once per round. A

superior cloak functions 5/day but no more than once per round.

Construction

Requirements Craft Wondrous Item, *limited wish*; **Cost** 28,200 gp (lesser), 54,600 gp (greater), 91,000 gp (superior);

Cloak of the Dreaded

Aura faint illusion; **CL** 3rd

Slot shoulders; **Price** 9,600 gp (lesser), 28,800 gp (greater), 48,000 gp (superior); **Weight** -

Description

The wearer takes on the phantasmal image of anyone who views the wearer's most feared foe simply by forming the thoughts of their subconscious mind into something that its conscious mind can visualize: this dreaded foe. Each subject sees his or her own personal dreaded foe. The wearer sees nothing. The target first gets a Will save to recognize the image as unreal (DC 10 + 1/2 the wearer's HD + the wearer's Intelligence or Charisma modifier). If that save fails and the wearer during the duration touches a subject or makes a successful melee attack against a subject they must succeed on a second Will save (same DC) or be afflicted with the cowered condition from fear for 3 rounds. Even if the second Will save is successful, a subject is subject to the shaken condition for one round. A successful save makes the subject immune to further fear effects generated by this cloak for 24 hours.

A lesser cloak can be used 1/day as a standard action and affects creatures struck in the next 3 minutes, a greater cloak can be used 1/day as an immediate action and affects creatures struck in the next 3 minutes, and a superior cloak is constant

Construction

Requirements Craft Wondrous Item, *phantasmal foe*; **Cost** 4,800 gp (lesser), 14,400 gp (greater), 24,000 gp (superior)

Cloak of the False Ending

Aura faint illusion; **CL** 15th

Slot shoulders; **Price** 25,500 gp ; **Weight** -

Description

This looks more like a burial shroud than a cloak and bears and image of a skull on its back, and a living face on the opposite and interior side of the garment. The wearer uses the cloak to conjure material from the Plane of Shadow to shape a quasi-real illusion of the wearer's dead body and then render the wearer undetectable. This effect triggers once per day when a spell or effect would result in the wearer gaining the Dead condition. In response it negates that spell or effect and creates a perfect illusion of the wearer's death that matches the normal results of that effect; it also leaves a *greater shadow conjuration* of the wearer's remains. It takes a successful disbelief, requiring interaction with the remains (Will save DC equal 10 + 1/2 the wearer's HD + the wearer's Intelligence or Charisma modifier) to realize they are an illusion. The spell renders the wearer invisible (as

greater invisibility) and inaudible, the wearer is also undetectable as by nondetection (DC 15 plus the wearer's class level) and by blindsense, blindsight, lifesense, scent and tremorsense, it also grants *pass without trace* for 1 round per level.

Effects such as petrification, *trap the soul*, or being polymorphed into a music box playing the opponent's theme song are not negated since they do not result in the Dead condition. Creatures that cannot die gain no benefits from this cloak.

Construction

Requirements Craft Wondrous Item, *faking the dead*; **Cost** 12,550 gp

Cloak of the Fugitive

Aura faint abjuration; **CL** 5th

Slot shoulders; **Price** 8,200 gp (lesser), 24,600 gp (greater), 41,000 gp (superior); **Weight** -

Description

The dark green cold weather cloak, looks like a garment made for traveling in the depth of the cold northern wilderness. The wearer of this cloak does not leave footprints or a scent trail. Tracking the wearer is impossible by nonmagical means. If a spell of the divination school is used against the wearer, the caster of the divination spell must succeed on a caster level check (1d20 + caster level) against a DC of 15 + the wearer's HD. The cloak wards the wear's gear as well as the wearer itself. When the hood of the cloak is drawn up it creates concealing shadows that add a +20 to the DC of Perception checks made to identify the wearer by his facial features.

A lesser cloak can be used 1/day as a standard action with the protection lasting for 5 hours, a greater cloak can be used 1/day as an immediate action lasting of 5 hours, and a superior cloak offers continuous protection.

Construction

Requirements Craft Wondrous Item, *nondetection*, *pass without trace*; **Cost** 4,100 gp (lesser), 12,300 gp (greater), 20,500 gp (superior)

Cloak of the Innocuous

Aura moderate transmutation; **CL** 11th

Slot shoulders; **Price** 24,000 gp (lesser), 72,000 gp (greater), 120,000 gp (superior); **Weight** -

Description

Whenever you look at this garment, it seems to be a different color than it was before and seems to be in a different position, as if moving about on its own. When a creature wearing this cloak is struck by a melee weapon (but not a natural weapon or unarmed strike) that weapon is polymorphed into an innocuous object such as a sponge, a flower, a wet noodle, chosen by the caster (it must be a form that has less value than 1 gp and cannot be used as a weapon) after 24 hours it will return to its normal form whole and undamaged even if it had been broken or ruined in its polymorphed state. A successful Fortitude save (DC 10 + 1/2 the wearer's HD + the wearer's Intelligence or Charisma modifier) negates this effect. A subject that



Cloak of the Phantom

successfully saves against this effect is immune to this cloak for 24 hours.

A lesser cloak functions 1/day and is triggered by the first successful melee attack each day. A greater cloak functions 3/day but not more than once per round and is triggered by the first successful melee attack in that round. A superior cloak is triggered by the first successful melee attack in a round (but again no more than once per round)

Construction

Requirements Craft Wondrous Item, *polymorph any object*; **Cost** 12,000 gp (lesser), 36,000 gp (greater), 60,000 gp (superior);

Cloak of the Phantom

Aura moderate conjuration; **CL** 10th

Slot shoulders; **Price** 24,000 gp (lesser), 72,000 gp (greater), 120,000 gp (superior); **Weight** -

Description

The cloak is made from gossamer cloth of silver so thin as to be nearly translucent. The wearer of this cloak and all of its attended equipment can become incorporeal. An incorporeal wearer has no physical body and cannot interact with corporeal bodies. An incorporeal wearer is immune to critical hits and precision-based damage (such as sneak attack damage) unless the attacks are made using a weapon with the *ghost touch* special weapon quality.

Incorporeal wearers are immune to all nonmagical attack forms and their nonmagical attack forms deal

no damage. Incorporeal wearers take and deal half damage (50%) from magic weapons, spells, spell-like effects, and supernatural effects. Incorporeal wearers take full damage from other incorporeal creatures and effects, as well as all force effects.

A lesser cloak functions 1/day as a standard action for a duration of 5 rounds. A greater cloak functions 1/day as an immediate action for 5 rounds. A superior cloak functions 1/day as an immediate action for 5 rounds or can be activated and deactivated as a standard action.

Construction

Requirements Craft Wondrous Item, *blink*; **Cost** 12,000 gp (lesser), 36,000 gp (greater), 60,000 gp (superior);

Cloak of the Unknowable

Aura strong illusion; **CL** 17th

Slot shoulders; **Price** 122,400 gp **Weight** -

Description

This dull plain cloak is so mundane as to be instantly forgettable. This cloak conceals the wearer in an affect that functions like greater invisibility except that it conceals the wearer from all senses (sight, sound, scent, etc.) the wearer is undetectable by scent, blindsense, tremorsense, and blindsight. In addition, the wearer is immune to detection by *dust of appearance*, *faerie fire*, *glitterdust*, *invisibility purge*, *see invisibility*, and *true seeing*. Only mundane conditions (such as tracks) can render the wearer detectable.

The cloak functions 1/day as a standard action for a duration of 17 minutes.

Construction

Requirements Craft Wondrous Item, *screen*; **Cost** 61,200 gp;

Cloak of the Untrue Swarm

Aura faint illusion; **CL** 3rd

Slot shoulders; **Price** 9,600 gp (lesser), 28,800 gp (greater), 48,000 gp (superior); **Weight** -

Description

This cloak appears to be made from nothing but thousands upon thousands of knots made with spider's silk. The wearer can cause his cloak to become a phantasmal image of a swarm simply by forming the thoughts of the target's subconscious mind into something that its conscious mind can visualize: this swarm. Only the effect's target can see the swarm. The wearer sees only a vague shape. The target first gets a Will save (DC 10 +1/2 the wearer's HD + the wearer's Intelligence or Charisma modifier) to recognize the image as unreal. If that save fails, the swarm touches the subject and the subject must succeed on a second Will save (Same DC) or is afflicted with the nauseated condition from fear. Even if the second Will save is successful, the subject is subject to the sickened condition for one round.

A lesser cloak can be used 1/day as a standard action, a greater cloak can be used 1/day as an immediate action, and a superior cloak can be activated once per



round as an immediate action, though it cannot affect a creature that is already under its effects.

Construction

Requirements Craft Wondrous Item, *phantasmal swarm*; **Cost** 4,800 gp (lesser), 14,400 gp (greater), 24,000 gp (superior)

Cloak of the Void

Aura faint evocation; **CL** 7th

Slot shoulders; **Price** 8,000 gp **Weight** -

Description

Light that touches this cloak seems inverted what should be light is dark and what should be dark is light. The wearer of this cloak is constantly invisible to darkvision (as per *greater*

invisibility) though not normal vision or low-light vision. The wearer also possesses spell resistance equal to 11 plus the wearer's hit dice vs. any spell with the light descriptor.

Construction

Requirements Craft Wondrous Item, *deeper darkness*; **Cost** 4,000 gp

Cloak of Vanishing

Aura faint illusion; **CL** 3rd

Slot shoulders; **Price** 3,600 gp (lesser), 10,800 gp (greater), 18,000 gp (superior); **Weight** -

Description

This cloak appears to be made of black velvet with a white silk lining, and red silk trim along its edges. The wearer of this cloak can instantly teleport without mishap from the wearer's current location to any other spot within 40 ft and become invisible for 3 round (as per invisibility). The wearer can transport only the herself and a maximum 100 lb. (or the wearer's maximum load, whichever is less) of objects she carries or touches. She cannot transport any creature except for her familiar or an animal companion or cohort (whose weight counts against the wearer's load limit).

A lesser cloak can be used 1/day as a standard action, a greater cloak can be used 1/day as an immediate action, and a superior cloak can be activated 3/day as an immediate action or once per round as standard action.

Construction

Requirements Craft Wondrous Item, *dimensional hop*, *vanish*; **Cost** 2,800 gp (lesser), 5,400 gp (greater), 9,000 gp (superior)

Trickery's Cowl

Aura strong transmutation; **CL** 20th
Slot shoulders; **Weight** -

Physical Description

This cloak appears to be a magnificent royal blue and white trimmed garment with a luxurious fur lining, its silver clasps are made in the shape of interlocking talons and its white trim is decorated with thread of silver in the shape of animal fangs. With the folds of the cloak is a single phrase written in the language of magic. A read magic spell translates the magical writing "*Treachery returns.*"

Lore:

Knowledge (arcana, local, or religion) DC 15:

The Lurkers of Questhaven refer to this cloak as *Ceileleas*, while the Jotunnar name it "Whisper's Cloak"; however, *trickery's cowl* is by far the better-known epithet. The lurker (half-gnome, half-cloaker) inspired maker Sioga Rusemantle, of *Our Heavenly Archmage of Secrets*, who is the greatest seamstress of magical cloaks in the history of Questhaven and its Protectorate, what should have taken her twelve days she did in one. Her tomb is a revered sight by the Scriptoriums of *Our Heavenly Archmage of Secrets* and many of her apprentices laid grate works within her tomb to honor her, and many a magical protection to see that no fool adventurer violated it. Only one group escaped with its life and its treasure intact though it suffered terrible curses, which eventually lead to their deaths

This cloak was crafted upon the site of what is now her tomb and at that; time was her atelier in the city of Questhaven. It is said that many creatures of illusion and monstrous shapeshifters have now found a home here, finding a calling to protect her tomb. The cloak was made at the request of Cynmark the Dread Lich as a mark of recognition for his spymaster to where when he sat on his small council. This individual was known only as The Dragon of Whispers and debate rages over his identity, race, role in the overthrow of Cynmark and ultimate fate. What is known as fact is that upon the first day of open rebellion by the Questor's Society, the cloak was presented to the Dread Lich Emperor by a messenger. In a fit of rage, Cynmark used his magic to hurl the hapless messenger and the cloak out the window of his spire. The body of the messenger city watchmen found near liquefied by the impact but the fate of the cloak is unknown.

Abilities:

When first encounter in its unawakened state this cloak functions only as a masterwork noblemen's cloak. When the wearer reaches or exceeds a certain level he learns of a specific ritual, he can perform along with what materials are required to perform it. Each ritual requires 1 hour to perform and after it is completed that special quality is awakened with the item gaining that ability.



Level	Special Ability	Component Cost
3 rd	+1 resistance trickery, and disguise self	+5 7,750 gp
6 th	+2 resistance and misdirection	10,750 gp
9 th	+3 resistance, trickery and mirage arcana	+10 27,500 gp
12 th	+4 resistance and veil	65,450 gp
15 th	+5 resistance, trickery, and screen	+15 22,750 gp

At 3rd Level, the wielder learns the ritual that awakens the following abilities; the ritual requires consumable components worth 7,750 gp.

- Magic protection in the form of a +1 resistance bonus on all saving throws (Fortitude, Reflex, and Will).
- Magical enrichment in the form of a +5 competence bonus to all bluff and disguise checks.
- The continuous benefit of *disguise self* the wearer can change her appearance as a free action.
- The wearer selects a minimum of 2 allies (maximum of 8) that automatically see through all illusions spells and abilities generated by this cloak and its wearer.

At 6th Level, the wearer learns the ritual that awakens this ability; this ritual requires consumable components worth 10,750 gp.

- Magic protection in the form of a +2 resistance bonus on all saving throws (Fortitude, Reflex, and Will).
- The continuous protection of *misdirection* the wearer can change the target as a free action.

At 9th Level, the wearer learns the ritual that awakens this ability; this ritual requires consumable components worth 27,500 gp.

- Magic protection in the form of a +3 resistance bonus on all saving throws (Fortitude, Reflex, and Will).
- Magical enrichment in the form of a +10 competence bonus to all bluff and disguise checks.
- The cloak can generate a *mirage arcana* spell once per day as a standard action.

At 12th Level, the wearer learns the ritual that awakens this ability; this ritual requires consumable components worth 65,450 gp.

- Magic protection in the form of a +4 resistance bonus on all saving throws (Fortitude, Reflex, and Will).
- The cloak can generate a *veil* spell once per day as an immediate action.

At 15th Level, the wearer learns the ritual that awakens this ability; this ritual requires consumable components worth 22,750 gp.

- Magic protection in the form of a +5 resistance bonus on all saving throws (Fortitude, Reflex, and Will).
- Magical enrichment in the form of a +15 competence bonus to all bluff and disguise checks.

- The cloak can generate a *screen* spell once per day as a standard action.

Destruction

Trickery's cowl can be broken, but it cannot be ruined unless the attempt is made by a creature wearing a *ring of truth*.

Designer's Note

Spells listed in the requirements section of this product come from the *101 Spell Series* by Rite Publishing and the Pathfinder® Roleplaying Game: Advanced Player's Guide™. The items description section provides all the necessary information to use these rings, so access to these books is not required.

Pricing:

In play-testing we hit upon a problem: standard action magical items do not see use, as players tend to seek out continuous items or triggered items. To combat this lack of value, we created items that can function as swift and immediate actions 1/day priced at 3/5ths the cost of a continuous time. Some items listed base spells were already immediate action.

Save DCs

A fixed DC is only useful at a specific level of play and then becomes useless. The DCs of these items are based on the character level of the user and his or her Intelligence or Charisma modifier. Intelligence and Charisma were chosen as they best represent the best use of the subtle arts of cunning, trickery, and deception.

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