

# All weather cloak

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- A full-length, hooded, rain coat with long sleeves. The cloak/coat has a rubber outer coating and a wool lining inside. The over-sized cloak sizes to fit any wearer of Large, Medium or Small size, weighing 4, 8 or 12lbs (respectively). This cloak (which occupies the 'shoulders' slot as worn) can be worn over a suit of armor without impeding the functionality or magic function of the cloak or armor. The cloak may be worn comfortably without any limitation on Max Dex bonus. It does not impose an Armor Check Penalty or Arcane Spell Failure Chance. You may sleep in the cloak without any fatigue effects. The cloak/coat may be fastened (with attached metal fastening devices) around the neck and torso, down to the waist, or it may be worn open without fastening any of the clasping devices.
- The cloak is enchanted with endure heat and cold magics. The magic protects the wearer from environmental extremes of cold or heat (-50°F to +140°F). Temperatures above or below this range inflict damage upon unprotected characters. See DMG pages 302-303.
- In addition to protection from environmental extremes, this cloak also protects the wearer from the first 10 point of damage from magic flames/fire/heat or cold.
- Finally, the cloak also keeps the wearer dry under conditions of rain, sleet, fog, all wet weather. The wearer only becomes wet when immersed/submerged in water.

*Item Level: 12; Body Slot: Shoulders; Caster Level: 14; Aura: Moderate (DC 17) abjuration; Activation: –*

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**Weight(lb.): varies**

**Value(gp): 5,000**