

Gregorius21778:

30 Magical Coats, Cloaks & Capes



for Fantasy OSR RPG

LAMENTATIONS
of the
FLAME PRINCESS
WEIRD FANTASY ROLE-PLAYING
COMPATIBLE PRODUCT

Version 1.2; created by Kai Pütz
(c) 2020



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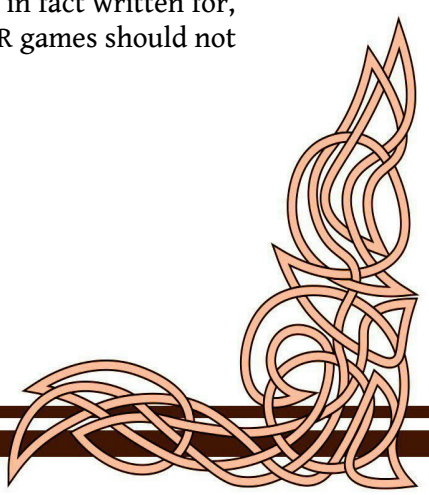
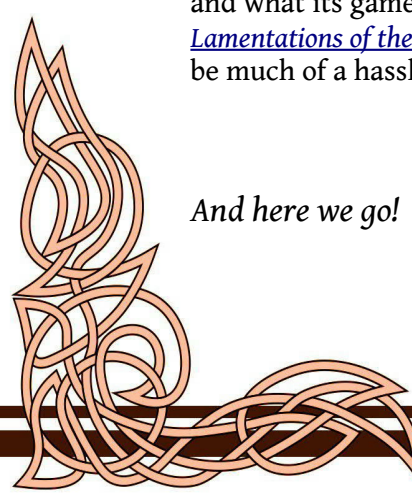
How to use this supplement:

I have read about a magic suit of armor in [100 Fantasy Adventure Seeds](#) that had a very special effect: it was not giving the wearer any special bonus, but would make a fortress it was put on display in indestructible. This was inspiring: a magic item not working by the basics of the formula. *It is something you would wear? Sorry, but that is not triggering anything.*

As usually, I wanted to do something similar and decided to write up **30 Magical Coats, Cloaks & Capes** whose effect would not be based on the wearer getting benefit X after putting it on. To be honest, I failed. A few of the 30 entries in here -do- work by the old formula, but the majority does not.

Each magic item is described with a small paragraph: what the item looks like, how it is put to use and what its game effects are. All of the entries are compatible with, and were in fact written for, [Lamentations of the Flame Princess](#). That being said, converting them to other OSR games should not be much of a hassle.

And here we go!





#01 Ash Cloak

A hooded wool cloak of ash gray color. When it is put over a fire, the flames are extinguished immediately, without any smoke or smell. Furthermore, the remains of the fire will not be warm or have any embers. Instead, it will be like the fire would have been put out many hours ago.

#02 Coat of Orpheus' Realm

An overcoat made from heavy, dark blue linen with black buttons. The sleeves and buttonholes have applications in the form of wave-like, light blue lines. When the coat is put onto a character that is already asleep (or when a character sleeps under it, but -not- while wearing it), said character will be under an effect similar to a *Sleep* spell, which will only wear off two hours after dawn. The sleep will be deep, pleasant and free of nightmares.

When a character had at least 6 hours of undisturbed sleep this way, all WIS or INT Attribute damage will be healed upon awaking.

#03 Locust Coat

A leather coat of a light brown color. When the coat is shaken out exactly twice and then held away from the body, a swarm of locusts will emerge from it. The effect is the same as that of the *Insect Plague* cleric spell, and the duration is equal to [1+ the level of the character] turns.

#04 Campaigner's Coat

A common and worn soldier's coat (of an army that fits the Referee's game world). When it is thrown up into the air, it will spread out upon landing and then turn into an erected-and-ready six-person army tent within three rounds. When one of the supports of the tent is removed (or the tent is otherwise collapsed), it turns back into the army coat (again, within three rounds).

#05 Oilskin Cloak

A hooded black-green linen cloak whose surface has been waterproofed with linen oil. Not an uncommon item in itself, but when this cloak is spread out on a water surface, it will float on it and stay afloat even when a load equal to a heavily armored, encumbered character steps onto it. Waves and other disturbances will have the floating cloak shake, roll and shudder, but it will not go under.

#06 The Last Coat

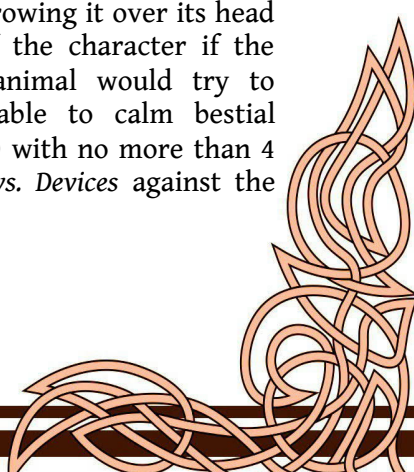
A brown-gray coat that reeks of the grave. When it is put onto a relatively complete corpse or a grave marker, the ghostly image of the deceased will appear, and is bound to answer questions as per the *Speak with Dead* spell. The ghost gets a *Save against Devices* by default (instead of Magic). The coat will work on any given corpse or grave only once.

#07 Cloak Hole

A long, black woolen cloak that, when it is slapped against a wall no more than 2 feet thick, will stick at it and spread out over its surface. A character who then makes a running jump into the cloak will jump right through the wall, as if there would be hole in it. By jumping, the character pulls the cloak with him through the wall (and thereby leaves no way for anybody else to follow the same way). The cloak will then lose its power till after midnight.

#08 Coarse Coat

A simple, rough and coarse white-brown wool coat that reeks of sheep. It may be used to calm any mundane animal by throwing it over its head (touch-attack on behalf of the character if the Referee's rules that the animal would try to dodge). It *may* also be able to calm bestial monsters (Referee's choice) with no more than 4 HD. A monster may *Save vs. Devices* against the effect.





#09 Servant's Coat

A pepper-colored light coat akin to that a house servant would wear. Once per day, a character may hold it in front of him- or herself and give the order to perform a non-combat task. The coat will then "generate" an *Unseen Servant* (that wears the coat) and follows the order. The Unseen Servant will go about its work for a number of turns equal to 6 plus the number of levels of the character that gave its orders. It will stop when the order is fulfilled, when the one that gave the order calls it to stop or when the jacket it "wears" is snatched out of the air.

#10 Colorful Cape

A garish dress cape with a bright, colorful rhombus pattern that only a jester or a fool would wear. When this cape is undone and waved in front of a character with an Intelligence of 10 or lower, said character must pass a *Save vs. Devices* or... (1d6)

- 1 ...drop everything held in hand.
- 2 ...just stare in confusion for 1d6 rounds (unless attacked).
- 3 ...is left unable to form a meaningful sentence for a 6 turns
- 4 ...drops down on the own arse.
- 5 ...laughs hysterically (and is stunned) for 1d4 rounds.
- 6 ...forgets what he or she just wanted to do for 1d4 turns.

#11 Stormcaller Cape

A storm-cloud gray dress cape made of linen and wool. When it is swung violently above the own head, the character generates a storm as per the rules for the *Control Weather* spell (but with no limitations by the current weather situation). The cape will then lose its power until it has been in the presence of a natural storm.

#12 Traveler's Coat

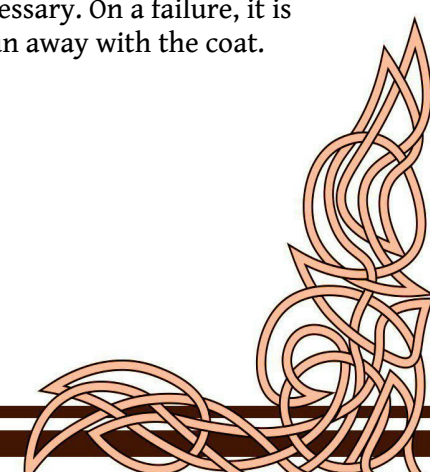
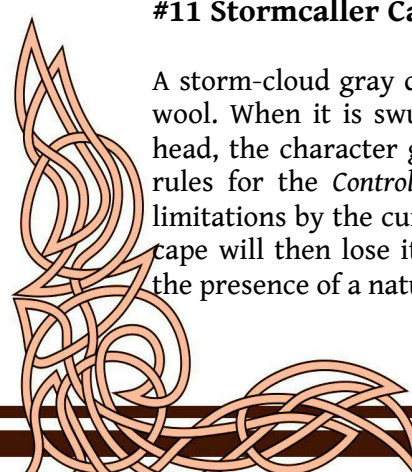
A frog-green traveler's coat with dark leather applications at the sleeves and lapels. The lower seams are embroidered with yellow trimmings. When the wearer travels by foot for at least two hours, the weather in the local area will turn to the best that would be possible for the region and season.

#13 Breezy Linen Coat

A simple coat made of fine linen, with black pocket flaps embroidered with an orange, stylized stitching of the sun. When the coat is turned inside out in a enclosed space of medium size, it will clean the air by sucking in fog, smoke or any other harmful gases. It will then reek of what it soaked up and lose its magical power until it had been cleaned *thoroughly* (takes water, soap, brushes and at least two turns of manual labor).

#14 Coachman's Coat

A large leather coat, dark brown and worn. When this coat is put onto a mundane animal, it will be transformed into human with INT 9 and CHA 9 (as per *Polymorph Others*). The now-human might be confused at first, but will know how to steer and handle a coach, and will be disposed to work as a coachman (or -woman). Other clothes must still be provided for this new member of mankind, and sooner or later the once-animal character may contemplate if it is good to be human. ...and may come to the conclusion that it is better of being an animal again (Moral test, starting Moral is 7, may be modified according to the own experiences). When the once-animal is not wearing the coat for at least 4 hours a day, it will transform back within a turn. When the once-animal has to share its coat, a Moral test is necessary. On a failure, it is unwilling and will try to run away with the coat.



#15: The Soft Sheep Coat

A shepherd's coat made of lamb's wool. When it is used to cover the ground one intends to sleep on, the night's rest will be as comfortable as it would have been in a feather bed. Sleeping while wearing the coat does not have the same effect.

#16: The Fencer's Cape

A wine red dressing cape, secured by a brass chain. When a character removes the cape in a flamboyant move and throws it up into the air, everyone else must check for *Surprise* immediately. Those that are surprised may be targeted by the character with three lightning fast melee attacks (divided between individual targets as the character pleases, but they must be assigned before they are rolled for).

#17: The Rooster Cape

An orange-red dressing cape with black embroidery along the lower hem of striding roosters. When the cape is put into a fire (which will consume the fabric quickly), a hound sized rooster made of flames will jump out of it after 1d4 rounds.

Move:	150'
Hit Dice / Points:	4 / 12 hit points
AC:	14
Attacks:	1 (Burning)
Special:	Flutter; Set alight; Cockcrow; Immunity (Normal Attacks); Vulnerable (Water)
Save:	as Elf
Moral:	10

A Domination roll (see *Summon* spell) is necessary to control the Flame Rooster. If it had been summoned already since the dawn, it will gain a +4 bonus on the Domination roll for every prior instance of its summoning. When it is not controlled, it will attack anybody that moves into melee range, and will otherwise try to set things alight or give a cockcrow every 1d6 rounds.

Burning: each attack of the Rooster deals 1d6 damage. On a result of 5 or 6, the victim must *Save vs. Breath Attacks* or will suffer another 1d4 damage from lit clothes/gear during the next round. If that die result is 4, the victim becomes engulfed in flames (see p. 60 of the LotFP Core Rules).

Immunity to Mundane Attacks/Vulnerable to Water: attacking the Rooster with regular weapons is futile, magical weapons deal half of their regular damage. Water that is thrown at the Rooster deals 1d4 damage per quart.

Set alight: The Rooster may set any flammable object alight by just sitting on it for a round during which it is not attacked or the target of a spell that affects it. If uncontrolled, it will try to set alight any roof it becomes aware of.

Flutter: while the Rooster is incapable of true flight, it may flutter for a short distance (one full move; no other actions that round).

Cockcrow: when not under the control of a character, the Rooster will make a cockcrow every 1d6 rounds (no other action but movement or fluttering). The Cockcrow will have it regenerate 1d4 hit points, prolong its own existence by the same number of rounds and have fires in the vicinity "spit embers" (chances for ignition of other nearby things are up to the Referee).

The existence of the Rooster is limited to 4d6 rounds unless prolonged (see above). Afterwards, its fire will die down and collapse into a suspiciously large heap of ash. Within the ash lies the Rooster Cape, good as new (aside from the ash stains).



#18 Saffron Cape

A light satin dressing cape the color of saffron. When it is spread out onto a table, it will turn into a table cloth and one by one, dishes, food and wine for up to four persons will pop into existence on it (each counts as a fancy meal with a good drink). Everyone eating a meal must successfully *Save vs Magic*, or roll on the following table (d12).

- 1-3 The meal did not provide any sustenance, but the character will believe to be well.
- 4-5 Not matter how much or little wine the character had, she will be drunk at the end of the meal.
- 6 For the rest of the adventure, the character turns into a loudmouth and cannot keep the own trap shut.
- 7 Till dawn, the character shrinks (see *Reduce* spell) by 50%.
- 8 Till dusk, the character grows (see *Enlarge* spell) by 100%.
- 9 Till the character got a night's sleep, she will emit a loud !BURP! every 1d4 hours.
- 10 Till the end of the adventure, the character must pass a *Save vs. Devices* in order not to sample any seemingly drinkable substance.
- 11 Right after the meal, the character will grow a FAT pot belly that just pops out from her body (counts as one item; -1 to all not-magic-related Saving Throws). The belly stays for 1d3 days (after that, the character has a BIG, satisfying crap).
- 12 Till the end of the adventure, the character loses the sense of taste and smell.

#19 Stained Coat

A gray coat of good linen with wool lining, but with numerous stains on it. The wearer will automatically pass any saving throw against any harmful substances or kind of "elemental damage" that has already left a mark on the coat and has done so at least three days ago. Needless to say, cleaning or mending the coat will rob it of this power, and a badly stained and battle-worn coat may lead to penalties on Reaction Rolls.

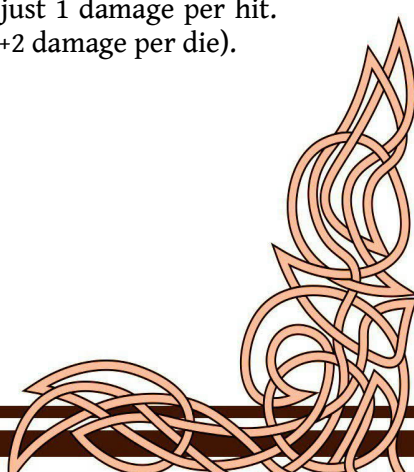
#20 Goldsnake Cloak

A hooded black wool cloak with embroidery of a slithering snake along the middle of the back, with the head being on the hood. The embroidery is woven gold.

When the cloak is put onto the ground, it will begin to slither towards the nearest hidden door, access or cache. It will only do so if left undisturbed for two turns and if anything hidden (see above) is within 30 feet.

#21 Scarecrow's Coat

An outdated, badly worn and heavily patched coat that is missing most of its buttons. When it is put onto a scarecrow or man-sized straw figure, the manikin will come alive and serve the character that has put the coat on it. Removing the coat from it will end its existence. The thing is unable to speak, but understands the human language, is as smart as a cat and counts as a HD: 1 creature with 6 hit point. It has no natural attacks, AC:12 but may use weapons given to it. It cannot wear armor of any kind, but weapons that deal less than 1d6 damage do not harm it at all. Those that deal more than 1d8 damage deal just 2 damage to it, and everything in between just 1 damage per hit. It is very vulnerable to fire (+2 damage per die).





#22 Fleeting Fur Cloak

A fur cloak made from particular fuzzy, checkered pelts that defy clear identification. When the cloak is -thrown- onto the ground, it turns into a strange, hound-like fur-cloak-thing that will bolt away at once. The thing leaves no trace but a peculiar animal stench. It will return to the character that threw down the cloak at dawn, and will turn back into the cloak upon arrival.

Any predatory animal that is nearby when the fur-coat-thing dashes away must pass a Moral test or will give chase immediately (without any chance of success). Dogs (and especially hounds) are not entitled to a test but will give chase. Beast-like monsters are entitled to an additional *Save vs. Devices*.

#23 Pure Cloak

A hooded white cloak made of finest linen, lined with satin on the inside and with silvery embroideries of the cross at the buttonholes. As long as the cloak remains clean, a *Protection from Evil* is centered on it while it is worn with the hood pulled over the head. This effect ends as soon as the first splatter or stain soils it, or the first battle damage harms the fabric. To restore the effect, careful cleaning with the addition of holy water and/or skillful mending is necessary.

#24 Bloody Coat

A hazelnut colored linen coat with leather flaps. When splattered in freshly spilled blood, the character wearing it gains a +1d3 melee attack bonus for a turn.

#25 Beggar's Coat

A worn, outdated and terribly reeking old linen coat. When soiled, the character wearing it will count as having a +3 Charisma bonus to all characters with Neutral Alignment, but will count as having a -2 Charisma "bonus" in regard to those of Chaotic or Lawful alignment.

#26 The Wolfpelt Cloak

A cloak made of wolf pelts. When the wearer pulls it off over the own head and face before slipping out of the sleeves, he or she is transformed into a hideous, hairy man-beast with wild yellow eyes, claw-like hands (damage as a dagger) and feral proficiency (*Climbing, Stealth* and *Sneak Attack* +2). In turn, the character loses the ability to write, read and speak the human tongue. Mundane animals of any kind will either shy away or attack (if brave enough). The effect is otherwise akin to *Polymorph Others*, but the target may transform back by putting the coat back on.

#27 Ratting Coat

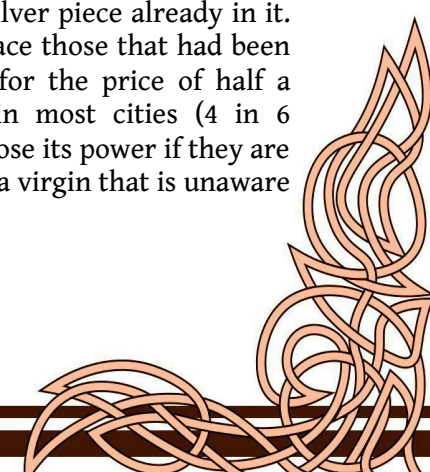
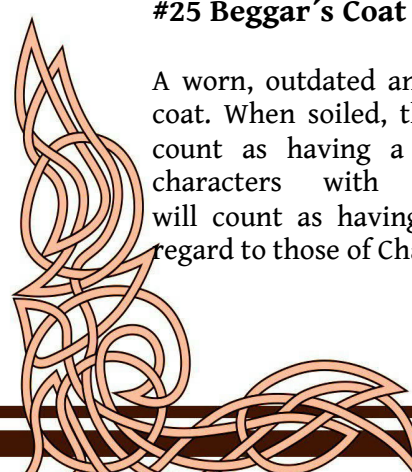
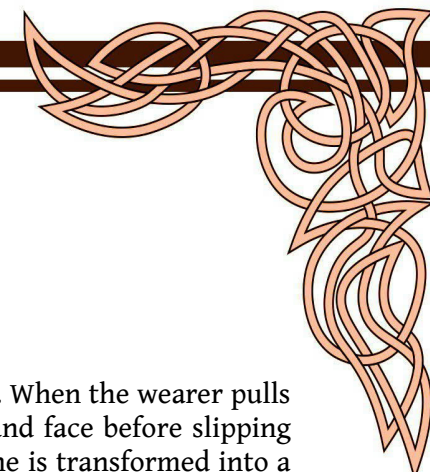
An ordinary, mouth-gray coat. When anybody but the wearer reaches into its pockets to find something or pull something out, said character will seize a living rat instead. Said rat will be very surprised and irritated (for having been snatched from somewhere entirely different in this world).

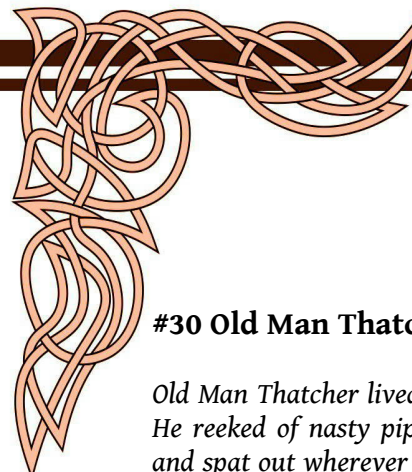
28# Turncoat

When this coat is turned inside out, and inside out again, the character doing so may have it change to a (reasonable) different coat of the own choice of cut and color. It will also become clean this way.

29# Debtor's Coat

A black wool coat with silver buttons (of a common design). When a button is plucked from the coat by the wearer and then put into a purse, it will turn into 1d4 silver pieces within a day as long as the purse is kept closed during that time and there is at least one silver piece already in it. Matching buttons (to replace those that had been plucked) may be bought for the price of half a silver piece per button in most cities (4 in 6 chance), but the coat will lose its power if they are not sewn onto the coat by a virgin that is unaware of the magic of the coat.





#30 Old Man Thatcher's Coat

Old Man Thatcher lived alone at the edge of the wood. He reeked of nasty pipe smoke, chewed strange roots and spat out wherever he stood. People were sure that he -never- had have taken a bath in his life, and some joked that after his death, they would have to peel his coat of him like one peels the pelt of a rabbit. When death came, they got the coat off of Old Man Thatcher, but somehow even death could not get the old man out of his coat. The old brown leather coat was given to a ragman, who cleaned it a bit before he sold it.

Everyone that puts on the coat of Old Man Thatcher must *Save vs. Devices*. Those who fail will be cursed to keep the coat and wear it from then on. Within a couple of days, the character's level will drop by one, his hair line will recede and the remaining hair will grow thin and darken continually over the next days. Moreover, the character will become found of chewing tobacco, spit wherever she stands and develop a ripe body odor. The same time, the character's skill in *Bushcraft* and *Tinkering* will increase to 4 (or gain +1 if it was already higher than that).

Over the course of the coming weeks, the character will adopt the hoarse voice of Old Man Thatcher as well as more and more of his habits:

disregarding and offensive towards (other) women

very found of (and actually good with) dogs

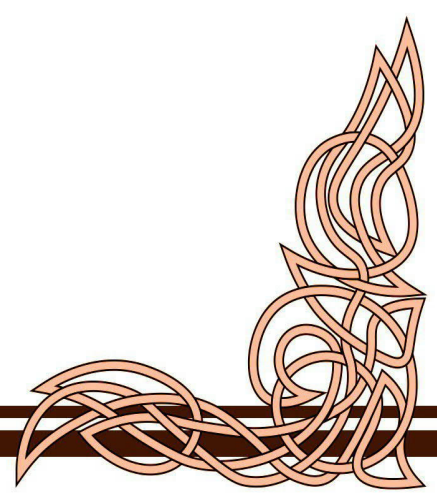
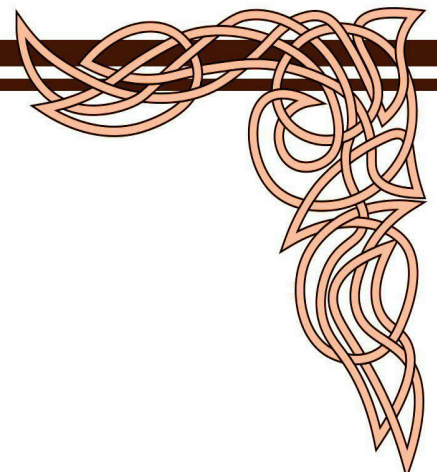
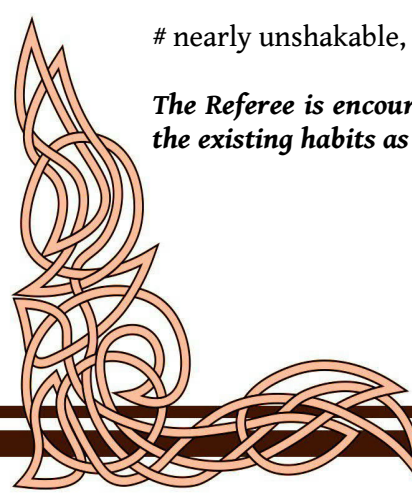
superstitious and cruel towards cats

vocal abstainer

unwilling to wash (claims that dirt keeps one warm, and that heavy sweating washes the skin by itself).

nearly unshakable, even by the strangest events.

The Referee is encouraged to add others or change the existing habits as he sees fit.



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