

ROBE OF THE GOLDEN HOARD

Wondrous item, legendary (requires attunement)



PATREON | ARIPOCKILY



Gouldraphe, the Curator of the Golden Hoard casino, is never seen without her most prized possession: a robe of flowing molten gold equally iconic and functional. Its gilded fabric seems to catch every shining light of the Golden Hoard casino; its deep pockets seems to produce the endless coins Gouldraphe tosses to her patrons. Every passing day invites a compounding challenge to relieve her of her riches.

Private Vault. This robe contains an extradimensional space accessible via its sleeves, interior pockets, or folds. You can only store objects of a type you consider most to be wealth. For many, that category is currency (coins, gems, and bills), though the GM may allow alternative forms of wealth such as knowledge (books, scrolls, and records) or survival (food, water, and raw materials). The extradimensional space can hold up to 2,000 pounds of material not exceeding a volume of 100 cubic feet. The robe always weighs 5 pounds regardless of its contents.

Objects you store in the robe must fit through a 2-foot diameter opening. Only you can store or retrieve an item from the robe, which requires an action. When you end your attunement to the robe, its contents spill forth unharmed.

Aspect of Gouldraphe. Golden sparkles hover around you while you wear this magical robe, which grants you the following benefits:

- You have resistance to fire damage.
- You are proficient with Intimidation or Persuasion (your choice when you first attune to this robe).
- You can use an action to learn the direction toward the wealthiest creature within 60 feet of you, that wealth as defined by the contents of your robe. You can't use this action again until the next dawn.

Spellcasting. While you wear this robe, you can use an action to cast the following spells from the cloak without expending material components: *burning hands* (spell cast at 3rd-level), *heat metal*, *locate object*. If a spell requires a saving throw, its DC is 19. Once a spell is cast, that spell can't be cast again until the next dawn.