

ROBE OF MINDFULNESS

Wondrous item, very rare

Each feature of the robe may only be used once in a 24-hour period, requiring an additional full 24-hour period to recharge.

Once lost, the robe may not regenerate HP.

This is a regal purple robe, stitched with a golden border and intricately ornate belt.

When active, the robe glows a fiery blue.



If the robe is used by a player of any class, it functions as a *Mindful Concentration* spell. For up to 2 minutes, the wearer is effectively immune to pain, resulting in an enhanced level of concentration.

While in effect, the wearer does *not* make saving throws against any attacks that would break her or his concentration.

However, the robe has 20 HP and an AC of 12. The robe will take the damage rather than the wearer (only when invoked). The damage cannot be repaired, and its magical powers will disappear if the robe is reduced to 0 HP or less. Once the robe's HP are reduced to 0, the wearer has to make *Concentration* saves started on that **same turn** and will incur any remaining damage from the attack.

FEATURE: MINDFULNESS BACKGROUND

If the wearer practices the mindfulness background, the robe will confer additional powers:

Level 2 – The robe gains 1d10 HP. The wearer is also able to *resist changes in temperature*, suffering 1 (+1 per level) less damage from either heat or cold caused by attacks. The wearer is also immune to extremes of temperature for a 24-hour period, though the robe will take 1 HP damage for each 24-hour period used.

Level 4 – The robe gains +1 AC.

Level 6 – The robe gains the ability of conferring a *mental attack* through the means of telepathy. The attack is ranged and requires being able to visibly see a target within 30' of the wearer. The target makes a **Wisdom** DC 14 save or their thoughts may be read for 10 minutes + 1 minute for every level of the wearer.

Level 8 – The robe gains 1d10 HP. The wearer is able to use *telekinesis* to move up to 2 pounds, at a rate of one mile an hour for a duration of 30 seconds.

Level 12 – The wearer is able to cause molecular damage to any living creature in corporeal form, causing d12 +1 HP per level of the caster damage if they fail a **Wisdom** DC 16 save, or half damage upon success. The rearrangement causes permanent disfigurement to the target.