

The Velkhrun Shadow Cloak

Item · Wondrous Item (Cloak) · Rare (Requires Attunement)

Weight: 1 lb

Cost: 4,500 gp to a buyer who understands what they have. The Velkhrun do not manufacture these for export; finding one outside a Velkhrun community requires knowing someone. A rogue or assassin who appreciates the Threshold Mastery property would pay 5,000-6,000 gp.

Magical Properties

Rare. A cloak produced by Velkhrun craftspeople with Shathahn's blessing. Functions best in threshold spaces -- doorways, tunnels, the margins between defined territories.

The Velkhrun Shadow Cloak is made of a fabric that does not have a consistent color. In direct light it appears dark grey. In dim light it appears to be whatever is behind it, not quite invisibly but close -- a person wearing it in a dim corridor looks like more corridor. In complete darkness it appears to absorb what little light there is and give nothing back. The fabric has a slight weight to it that is more than its physical mass should produce, as though it carries something additional that cannot be measured.

It was made by Velkhrun hands, in the Velkhrun tradition, with what the makers would call Shathahn's attention on the work. Non-Velkhrun who wear one tend to find that it functions differently for them than it does for Velkhrun wearers -- not worse, but differently, as though it is calibrated to a specific relationship with threshold spaces that the Velkhrun have by nature and others must cultivate.

Properties

- **Shadow Step:** While in dim light or darkness, you can move through occupied spaces without triggering opportunity attacks. You must end your movement in an unoccupied space.
- **Threshold Mastery:** In threshold spaces -- doorways, tunnels, cave entrances, the boundary between one defined territory and another -- you are considered to be in dim light regardless of actual lighting conditions for the purpose of Stealth checks and the Shadow Step property.
- **Between Worlds:** Once per long rest, you may use an action to step into the shadow of a doorway or threshold and emerge from any other doorway or threshold you have previously passed through within 300 feet. You are invisible during the transition. This property does not function in areas of bright light.
- **Shathahn's Notice:** Non-Velkhrun attuned to this cloak may occasionally feel observed -- a cold awareness that is not threatening but is distinctly present. This is not a mechanical effect. It is Shathahn noticing someone who has taken on something of his sphere. Whether this leads anywhere is left to the GM.