**Robe of Stars**

***Legend***

**Number of Effects: 3**

This black or dark blue robe is embroidered with small white or silver stars. You gain a +1 bonus to Saving Throws while you wear it.  
Six stars, located on the robe’s upper front portion, are particularly large. While wearing this robe, you can use an action to pull off one of the stars and use it to cast [*Magic Missile*](https://roll20.net/compendium/dnd5e/Magic%20Missile#h-Magic%20Missile) as a 5th-level spell. Daily at dusk, 1d6 removed stars reappear on the robe.

While you wear the robe, you can use an action to enter the Astral Plane along with everything you are wearing and carrying. You remain there until you use an action to return to the plane you were on. You reappear in the last space you occupied, or if that space is occupied, the nearest unoccupied space.

**Creation Requirements:** Weaver’s Tools

**Crafting Time:** 450 hrs.

**Invalid Ingredient Materials:** Parchment, Wood

**Recipe:** 50,000gp of Crafting Supplies, including the Ingredients Listed Below

**Material Components**

* **Body:** 1 Legendary Cloth Ingredient
* **Hood:** 1 Legendary Cloth Ingredient
* **Star Motes:** 1 Legendary Stone, Gem, or Essence Ingredient

**Energy Components**

* 1 Epic Celestial Ingredient
* 1 Epic Orderly Ingredient
* 1 Epic Chaotic Ingredient

The same ingredients can be used to meet the requirements for the Material Components and the Energy Components. These ingredients count towards the Crafting Supply requirement. Up to 10 Ingredients can be used when crafting this item.