**Robe of The Archmagi**

***Legend***

**Number of Effects: 3**

Requires Attunement by a Sorcerer, Warlock, or Wizard

This elegant garment is made from exquisite cloth of white, gray, or black and adorned with silvery runes. The robe's color corresponds to the Alignment for which the item was created. A white robe was made for good, gray for neutral, and black for evil. You can't attune to a robe of the archmagi that doesn't correspond to your Alignment.  
You gain these benefits while wearing the robe:  
• If you aren't wearing armor, your base Armor Class is 15 + your Dexterity modifier.  
• You have advantage on Saving Throws against spell and other magical Effects.  
• Your spell save DC and spell Attack bonus each increase by 2.

**Creation Requirements:** Weaver’s Tools

**Crafting Time:** 450 hrs.

**Invalid Ingredient Materials:** Wood

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

**Material Components**

* **Body:** 1 Legendary Cloth Ingredient
* **Hood:** 1 Legendary Cloth Ingredient
* **Runes:** 1 Legendary Stone, Parchment, or Liquid Ingredient

**Energy Components**

* 1 Legendary 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.