



A Dozen Unusual Articles of Clothing

by Philip Reed

*Requires the use of
the Dungeons &
Dragons® Player's
Handbook*

Readers of *101 Mundane Treasures* and *Another 101 Mundane Treasures* have written me on occasion to request more articles of clothing that they may use in their game sessions. From my research and discussions with many players I've determined that there is actually a very small number of

clothing options for *D20 System* players when it comes to non-magical clothes. Certainly we can all flip open the *Player's Handbook* and purchase a "noble's outfit" or "peasant's outfit" but where's the fun in that? I prefer to select articles of clothing with a bit of story and interest to them. It's with this in mind that I sat down to write *A Dozen Unusual Articles of Clothing*. The items presented in this PDF, when combined with the clothing found in *101 Mundane Treasures* and *Another 101 Mundane Treasures* go a long way toward giving player characters (and even NPCs) some quite interesting clothing options.

I am working on creating enough materials in order to put together a second volume to follow *The Book of Unusual Treasures*. If there is some mundane or magical treasure – or type of treasure – you would like to see me work on please don't hesitate to e-mail me. My e-mail address can be found on my website.

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GARMENT COLORS

In our world, during the Middle Ages, the colors of clothing had some loose meaning. DMs may choose to incorporate the basic idea that only members of a few specific professions and social classes wear some colors. The following listing is a small suggestion for colors and who may wear them. DMs may choose to create their own listings based on the availability of dyes and level of skill in their individual campaign worlds.

Gold and White: These colors may only be worn by royalty.

Purple: Royalty and upper nobility may wear purple.

Scarlet, Orange, Dark Blue, and Crimson: Worn by the wealthy and nobles.

Blue, Green, Slate, and Yellow: These colors may be worn by anyone.

Black: Clergy, wizards, mourners, scholars, and the elderly typically wore black.

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DARK COWL OF THE NECROMANCER

Appearance: The gorget and hood of this cowl are fashioned of a dark, leathery material that is almost stiff and rigid. The gorget is further reinforced with red patches of thick leather, providing the wearer's shoulders with with limited protection in combat (armor bonus +1). The cowl is masterfully manufactured, the components stitched together with a neat, steady hand.

Appraise Information: DC 15. The material used in the creation of this cowl is the remains of a slain skin cloak (a horrible undead creature created from the skin of a deceased necromancer). While wearing this cowl is not an evil act it is most certainly not the act of a good-aligned character and anyone who recognizes the material used in the manufacture of the cowl will likely instantly assume the wearer to be a vile, evil individual.

Value: 177 gp (1 gp for the cowl, 46 gp for the masterful construction of the garment, and 130 gp for the skin).

Special Rules: In addition to the previously mentioned armor bonus, any evil-aligned spellcaster wearing this cowl may – once per day – cast one necromantic spell of his choice as if it were under the effect of the *Heightened Spell* metamagic feat. This is a natural property of the skin cloak material and the cowl does not radiate magic when under the effect of the spell *detect magic*. In addition, the cowl does not affect the casting of any spells and it does not affect movement. **Weight:** 3 lbs.

ELEGANT LIRAPIPE HOOD

Appearance: This cowl-like garment, complete with gorget made of red silk, features a remarkably long hood of black silk. The fine silk of the garment is sewn to a linen backing.

Appraise Information: DC 14. The lirapipe hood is worn as like cowl or cape, with the long back section of the hood wrapped loosely around the neck and shoulders of the wearer. Some men and women prefer to wrap the excess cloth around their heads, much like a turban.

Value: 30 gp (25 gp worth of silk and 1 gp for the lirapipe hood, and 4 gp for the craftsmanship of the garment).

Special Rules: None. **Weight:** 1 lb.

LADY'S EXPEDITION GORGET

Appearance: This gorget, made of red leather, was created for the adventurous lady. The lower edges of the gorget are adorned with small red gemstones and a dozen silver spikes. The gorget covers the woman's breasts and shoulders and is intended to be worn over a light armor (such as leather) or a tunic. This gorget offers the wearer minimal protection in battle (armor bonus +1 – may be stacked with any armor that grants a +2 or lower armor bonus). While a man could wear this item its cut and design marks it a woman's garment. The image of a falcon is embroidered into the back of the garment.

Appraise Information: DC 13. This is a rather elaborate gorget, designed over 100 years ago for the Lady Chamalise, an adventuress best known for her role in the defeat of the Demon Army of Magnaka the Wicked. The falcon was the lady's chosen image and she had it added to all of her possessions. The gemstones – 10 in all – are small, flawless rubies.

Value: 316 gp (1 gp for the gorget, 10 gp for the leather and materials used in its construction, 20 gp for each ruby, 5 gp for the silver spikes, and 100 gp for the historical value of the garment).

Special Rules: This item has no effect on movement or the casting of spells. **Weight:** 1 lb.

LEGALMAN'S CHAPERON

Appearance: This hat is made of silver-colored silk and black linen. The black linen is bunched up and wraps around the head while the silk covers the top of the head and drapes down one side and the back of the wearer's head.

Appraise Information: DC 15. Chaperons like these are worn primarily by lawyers, judges, and lower-ranked politicians. Such men often wear a silk robe of black or silver.

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Value: 13 gp (12 gp worth of silk, 1 gp for the chaperon).

Special Rules: None. **Weight:** 1 lb.

NOBLEMAN'S GREAT COAT

Appearance: This heavy, leather coat is a rich, deep black in color and adorned with silver and gold buttons and silver studs. The coat is double-breasted and hangs to the floor when worn by most humans (or other medium-sized characters). The coat is heavy enough to provide the wearer with protection in combat and against the coldest temperatures.

Appraise Information: DC 15. This finely tailored coat is a work of art, crafted hundreds of years ago by the tailor Xorove Tylen. Tylen's garments are some of the finest articles of clothing ever made and are prized possessions of the truly wealthy. The coat has 12 silver buttons, 18 gold buttons, and 40 silver studs.

Value: 796 gp (2 gp for each gold button, 5 sp for each silver button, 1 sp for each silver stud, 10 gp for the coat, and 750 gp for being a Tylen).

Special Rules: The coat is treated like leather armor and the wearer receives a +2 circumstance bonus to Fortitude saves vs. [cold]. **Weight:** 10 lbs.

NOBLEMAN'S SUPERTUNIC

Appearance: This fashionable, blue silk tunic is little more than a large sheet of silk stitched to a light leather backing. A hole is cut from the center for the head and the tunic simply hangs over the wearer, the sides open. Some noblemen draw the supertunic closed with a belt. Fine embroidery around the neck and a pattern of small, brass studs provide the garment's only decoration. When worn this garment hangs down to the wearer's knees.

Appraise Information: DC 15. The silk, craftsmanship, and brass studs are the valuable components of this article of clothing. The thread used in the embroidery is a fine, golden thread available only in the most glorious of the ancient elven cities.

Value: 75 gp (5 gp for the tunic, 15 gp worth of silk, 10 gp for the brass studs, and 45 for the elven thread and quality of the embroidery).

Special Rules: Supertunics are quite popular with both the wealthy and noble and also with rogues (the billowing mass of fabric makes the perfect material with which to conceal pick pocket and sleight of hand attempts – a character gains a +2 equipment bonus to *Sleight of Hand* checks when wearing a supertunic).

SILK HOUPPELANDE

Appearance: This silk gown is a deep crimson in color and includes a dark black leather belt and a high collar that is stiffened with short lengths of leather. When worn the gown reaches to the wearer's knees. The image of a shield and spear is embroidered on the right chest of the gown.

Appraise Information: DC 12. This elegant clothing is quite common amongst the wealthy. The shield and spear emblem embroidered on the houppelande is the symbol of the Bitterfast family. The Bitterfast family is best known for their trade caravans and practice as moneylenders. An undertunic and breeches are typically worn with a houppelande.

Value: 25 gp (15 gp worth of silk, 2 gp for the leather belt, and 8 gp for the artistry of the embroidered symbol and fine stitching of the gown).

Special Rules: None. **Weight:** 3 lbs.

SILKEN TIPPETS

Appearance: Two three-foot long sections of black silk, each a mirror image of the other. Each piece is sewn to form a tunnel of silk and they are decorated with embroidered patterns – white thread – depicting great dragons in flight. Straps made of red silk hang from one end of the tunnel.

Appraise Information: DC 14. These tippets are worn at the elbows by finely dressed women and are purely ornamental. Tippets typically trail along the floor and are only worn to the

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most extravagant of events. Men sometimes wear tippets though they are most often seen on the wealthiest of women.

Value: 25 gp for the pair.

Special Rules: Much like supertunics, tippets can assist a rogue in sleight of hand attempts – +1 equipment bonus to *Sleight of Hand* checks.

TANGTALSKIN DOUBLET

Appearance: This finely tailored tunic is crafted from a thick, fine brown fur-covered skin that's sewn to a leather undertunic. The front of the tunic is adorned with golden buttons and stuffed in order to make the wearer appear more masculine and broad-shouldered. The inside of the undertunic is lined in soft, purple-colored velvet.

Appraise Information: DC 18. While the doublet is a fairly common type of tunic, this particular tunic is covered in the skin of the ferocious tangtal, a magical feline beast that lives in the deep forests of the west. These creatures are quite rare and their fur valuable to tailors and furriers. There are 12 gold buttons on the outfit.

Value: 241 gp (2 gp for the doublet, 2 gp for each gold button, 65 gp for the craftsmanship and artistry of the garment, 10 gp worth of velvet, and 140 gp worth of tangtalskin).

Special Rules: None. **Weight:** 6 lbs.

THUNDERSHRIKE CLOAK

Appearance: This long, flowing cloak hangs to the ground and fastens at the neck with a gold chain and small hook. The cloak is covered in large, gray and red feathers and is lined with black velvet. The cloak is in excellent condition and has obviously been well taken care of.

Appraise Information: DC 16. The feathers are those of a young thundershrike, a massive eagle-like magical beast. The chain is constructed of the finest quality gold available and, overall, the garment is a fabulous work of art deserving of the wealthiest of men or women.

Value: 587 gp (1 gp for the cloak, 15 gp worth of velvet, 11 gp for the chain, 460 gp for the thundershrike feathers, and 100 gp for the superb craftsmanship of the cloak).

Special Rules: The wearer of this cloak receives a +2 circumstance bonus to Fortitude saves vs. [electricity] and a +1 bonus to Fortitude saves vs. [cold]. The cloak is quite heavy and is treated like leather armor for all other purposes (armor bonus, arcane spell failure, etc.). **Weight:** 10 lbs.

VELVET BREECHES

Appearance: These red velvet pants are designed to be form fitting fully enclose the wearer's legs and feet and are tied at the waist with a thin cord. The soles of the feet are covered in leather so that the wearer need not wear shoes. These elegant breeches bear the symbol of a crescent moon along the outside of the right leg.

Appraise Information: DC 12. These are the pants of a wealthy landowner or merchant and are intended to be only worn inside or to elaborate social functions. The symbol on the right leg is that of the Latiyohy family, a noble family that was eradicated over one hundred years ago.

Value: 17 gp (1 gp for the breeches, 10 gp for the velvet, 1 gp worth of leather, and 5 gp for the craftsmanship of the pants). A collector of Latiyohy memorabilia would likely pay twice that amount.

Special Rules: None. **Weight:** 2 lbs.

VELVET PELISSE

Appearance: This blue velvet robe is trimmed with bands of yellow silk that run around the edges of the neck and arms of the garment. The robe is an artistic work, the stitching near perfect and quite delicate. The interior of the robe is lined with a thin, gray fur that makes it quite comfortable to wear (though a little warm during summer months).

Appraise Information: DC 16. This is one of the robes worn by the Society of Enchanters, a guild of good-aligned wizards

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operating in a large city to the south. The color of the silk used as trim denotes the rank of the wearer, with yellow being the color of a middle rank wizard. White trim is used for apprentices, blue for low-ranked wizards, green for higher ranked wizards, and black for members of the Council of Enchanters, the governing body of the Society of Enchanters. The fur is taken from the skin of a corpsespinner, a large, magical spider found

deep beneath the earth. The Society of Enchanters will go to great lengths to deal with anyone wearing one of these robes that is not a member of the guild; they take their reputation seriously and do not wish to see it harmed.

Value: 35 gp (1 gp for the robe, 20 gp worth of velvet, 2 gp worth of silk, and 11 gp for the corpsespinner fur).

Special Rules: None. **Weight:** 3 lbs.

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