



Clothing Bits



DARK QUEST

Cloth and Dyes



d20
system



Cloth and Dyes

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The Wizard of Tailoring

The smell of ozone curled through the air in the dingy backstreet shop. Three customers peered through the shadows at the long wooden table where a brightly dressed young man sat. He had a small cap atop his head, and around his neck, he wore a pair of thick, glass goggles.

"Excuse me." The first speaker was a dwarf by the name of Halgar; he had a ginger beard and a close cropped hairstyle. A few braids hung from the side of his chin and ended in golden beads. "We are looking for Falrazar, the wizard of," he hesitated on this word, "tailoring?"

"That would be me," the young man answered, and gave the three of them a beaming smile. "But don't let these youthful good looks fool you. I am, in fact, around three hundred and thirty two years of age."

Zira, a human wizard dressed in a flowing set of crimson robes, gave the youth a suspicious look before she rolled her eyes. "If you say so," she said, her tones dripping with sarcasm.

Morten, the burly one of the group, clapped his hand on Zira's shoulder from behind and sniffed the air. "Well, I don't care if you're twenty, thirty, or even three hundred and thirty two, my friend – we have coin, we have need of your services, and I believe you."

"Thank you," Falrazar gave a tiny nod and folded an elongated piece of cloth into a small box. "It's so nice to see at least one or two people have a sense of proper decorum and manners, not like a certain dark eyed, dark haired, crimson robed woman hiding at the back there."

Zira stepped a pace forwards and brought her staff down with a thump. "I am not hiding," she snorted.

"Pardon, but did you hear something?" Falrazar said and looked myopically through the dense air. "I thought I heard an annoying buzz."

"That's enough," Halgar grumbled and put his hand on his hip. "Let's just get what we want and be gone from this shop. The smell's making my beard itch and my nose twitch – not to mention my hands jittery."

"I have cream for that," Falrazar chuckled softly and shook his head. "Now what can I do for you?" he fixed Morten with a beady gaze and topped it off with a bright-toothed smile.

"Tales in the tavern," Morten began, but he was swiftly cut off by Falrazar.

"Nice little bit of alliteration that," Falrazar smiled again. "Or should that be ale-it-eration?" He began to laugh.

Zira winced, and Halgar buried his face in his hands.

"Can I go on?"

"Be my guest," Falrazar grinned again and caught the warrior's confused look. "Regale me."

"People in the tavern have said that you're a wizard that can work wonders with all kinds of cloth," Morten was having second thoughts about coming here already. "We were wondering what kind of wares you might have?"

"I still maintain that he's a charlatan," Zira said flatly and fixed Falrazar with a knowing smile. He promptly ignored her smile and blinked.

He had been called a few things in his time, some of them he remembered and some of them he didn't care to. There were a few choice things that he'd chosen to change the meaning of, but mostly he'd been able to eke out a modest living with his talents for making clothing and enchanting it.

"A charlatan, eh," Falrazar opened one of his boxes and poured out some of the cloth inside. He laid it down and picked a small piece up with a pair of wooden tongs.

"What's with the pincers?" Halgar asked, and shot his stubby finger out to grasp the cloth. It was black as midnight and had a few tiny stars sewn into the surface.

"Don't touch," Falrazar's warning came too late and he smiled inwardly.

With a sudden bright flash of lightning, Halgar was picked up from the floor and blasted back a good few feet. A blue bolt of actinic electricity crackled from the square of cloth and fizzled around him. It caused the same ozone smell they had first encountered upon entering this bizarre little shop.

"Spark cloth," Falrazar explained, with a

gleam in his eye. "Very effective if you make a robe out of it. Unless your enemy happens to be using an insulated weapon," he added with a grin.

The dwarf rose from behind another table, his hair and beard smoking with a soft whisper of white and grey. "Marvellous!"

"I'll order a robe right now." Zira smirked, and added, "It will keep the pickpockets out of my pockets."

"I see," said Falrazar. "But you thought I was a charlatan?"

"I'm allowed to change my mind," Zira harrumphed. "You have a problem with that?"

"Not at all," Falrazar waggled his brows and adopted a business-like tone. "So do you want to see my wares?"

"Aye," they said in unison.

Exotic Cloth

ARANEA SILK: Aranea silk is the fine thread with which the aranea builds its nest as well as the cocoons of its young. Extremely soft, aranea silk is an especially strong fabric of an almost pure white shade. It takes three times as long for dyes to have any effect on the material, but once mixed with a color, aranea silk becomes brilliant with countless fine, silvery spots that dot the surface of the fabric. These form a star-like effect when light shines upon it, but the material is unremarkable in a shadowy environment. Created by elven clothiers of olden times, rich noblemen and women who can afford clothes fashioned with such a fancy and rare fabric favor aranea silk. Because it is extremely hard to find and takes a long time to color, aranea silk costs ten times as much as regular silk. It is also ten times stronger, so a garment made with this material does not rip easily.

ARANEAWEAWE: Eighty percent of this rare fabric is made up of the strands of web produced by an aranea, which are then mixed with flax to make the material more malleable. In its natural form, araneaweave is of a dull pale gray shade,

but the fabric responds well to most types of dyes. However, it takes three times as long for a coloring solution to work on a piece of araneaweave than it would normally take on more mundane materials. A patient clothier, however, is well rewarded; once a piece of araneaweave is dyed, its color never dulls. Moreover, because of an unnatural alchemical substance found within aranea web, this fabric produces countless scintillating spots when it is mixed with any color. Though this is subtle and can only be seen when light is shed upon the fabric, the effect is nonetheless remarkable. Araneaweave was once a prized item fashioned by the ancient elf tribes who lived in temperate forests, but today very few clothiers know how to make this material. Those who do well reward adventurers brave enough to collect stands of aranea webbing.

BARGHIDE: The thin and malleable skin of the barghest was once a prized item. In the barbaric tribes of olden times, warriors who defeated such a creature were greatly honored and many of their peers considered them among the boldest and strongest heroes of their days. While few humanoid tribes of the time had dealings with barghests, those who did viewed these creatures — which caused great harm to their people — as agents of malignant spirits. Warriors who defeated them cleaned the carcasses and wore their pelts with pride. Barghide, as the material came to be known, is the specially treated skin of a barghest. Once treated with alchemical liquid, the material is surprising thin but sturdy, and as supple as silk. Of a silvery gray shade, barghide is easy to work with, and many barbarians who make clothes fashion vests, shirts, coats, and cloaks with the material. Most pieces of clothing fabricated with this material display tufts of the creature's fur, especially around the neckline, the wrists, and the ankles. Barghest fur is the same coloration as cleaned barghide, and the material is especially soft to the touch.

BEHIR SILK: Although this fabric has nothing to do with the cocoons of silkworms, it is as soft, light, and beautiful as regular silk — perhaps even more so. What is known as behir silk is actually a

fine layer of skin that can be peeled off the carcass of a behir. This special skin, situated under the creature's scales and covering most of the thick hide that protects its underside, is easily malleable. Of a dark blue shade that sometimes verges on purple, behir silk cannot be dyed, but several pieces of it can be sewn together to create silk-like garments of unsurpassed quality. Because it is extremely rare, behir silk costs ten times as much as regular silk. Many nobles, as well as adventurers who defeat a behir, proudly wear clothes made from this fabric.

GIRALLON WOOL: A rare type of fabric, girallon wool is taken from the large, albino gorilla of the same name. While the thick, fluffy, and curly hair of this beast seems coarse, it is actually quite soft. Of high quality, girallon wool is one of the rare types of wool highly regarded by the nobility. In some circles, it is even considered a very exotic type of fabric that one should wear only for special events. While similar to wool in appearance, girallon wool is of a pearly white shade. The fabric never becomes yellow, and its color never fades with time. The material is also easy to wash and highly durable, thus requiring minimal care. However, the strange hair of the girallon also makes the material impossible to dye, so clothes made from girallon wool are always white. Mostly, trousers and long sleeved shirts are made of this fabric, and some rich adventures are known to wear cloaks made from white girallon wool.

HORSEWEAVE: In olden times, barbarians calling themselves horse lords dominated the great plains of the world. These brutal and warring people revered their mounts and believed that the spirits of horses were purer than those of humanoid kind. When a horse died, they paid tribute to the noble steed in an elaborate funeral rite. During this rite, they collected the horse's mane to create horseweave, in honor of the deceased beast. Made from strands of horse mane woven together and treated in a simple alchemical solution, horseweave is a strong but very coarse material. The ancient horse lords used the material to create vestments, sacks, and blankets. Although extremely rare, some tribes still fashion this type of cloth.

SPIDER SILK: Made from web strands of various types of ordinary spiders, spider silk is rougher than mundane silk. It is also more difficult to work with, requiring the use of several alchemical compounds and solutions to create. Once fabricated, however, spider silk is a fine, semi-transparent, but also highly resistant material that can be easily cut and knitted to create various clothes. Shawls, skirts, and capes of elaborate designs are often made from spider silk, since this high quality, semi-transparent material is as resistant as normal silk. Spider silk is uncommon and costs twice as much as regular silk.

WAR CLOTH: The dwarves of olden days had strange, incomprehensible customs that would shock most of their modern compatriots. One of those traditions was to collect long strands of beard from fallen comrades to produce a strong material. Woven together and then soaked in a simple alchemical formula, these dwarven beard strands were transformed into a unique fibrous material. Supple and as easy to work with as cotton, a garment maker could produce any type of clothing with war cloth. These garments were worn by the members of the nobility, who strongly believed that war cloth would provide them with the physical and spiritual strengths of the dwarves whose beards were used to make the fabric. Though the tradition of collecting dwarven beard strands is a thing of the past, some sages still believe that war cloth had some kind of magical property.

Magic/Special Cloth

ABOLETH CLOTH: The aquatic aberration known as the aboleth secretes thick, viscous mucus that turns into a fibrous material when mixed with certain alchemical products. Although the process of making aboleth cloth is relatively simple, gathering the substance needed to produce it is quite complex and requires one to venture close to the lair of such a creature. Because of this, and also because of its magical properties, aboleth cloth

is extremely rare and quite expensive. Through a process few understand, this special material absorbs a portion of the psionic attacks directed at it. When a garment made from aboleth cloth is worn, its owner gains a +1 resistance bonus against any psionic ability.

Faint abjuration; CL 5th, Craft Wondrous Item, Alchemy, 5 ranks; Market Value 300gp/sq-yd; Weight .5lb/sq-yd.

BARK CLOTH: Discovered by the wood elves that once held dominion over the wild places of the world, bark cloth is a very light material. Made by peeling off layers of bark from different types of trees and putting them together in special alchemical solutions to produce a hard but malleable fiber, bark cloth can then be woven into a resistant fabric. Once woven, bark cloth seems to have the texture of bark, but it is actually a smooth type

of material. Because of its vegetal nature and the alchemical liquids used in its creation, a vestment of bark cloth absorbs 2 point of nonlethal damage dealt to its wearer each round.

Faint transmutation; CL 5th, Craft Wondrous Item, Alchemy, 8 ranks; Market Value 400gp/sq-yd; Weight .5lb/sq-yd.

CAMELWEAVE: Made from camel hair that has been soaked in four different alchemical solutions over the span of two months, camelweave is a strong fiber. Once woven, the fabric varies from light beige to dark brown. Some pieces of the material also hold several different shades of beige and brown, making the clothes fashioned with them look quite unique. Camelweave is practical for those who dwell in hot deserts and other environments where the temperature is generally high, and such people willingly pay the high price of for camelweave clothing. When a garment fashioned from camelweave is worn, its owner benefits from a +1 bonus on any check or save made to resist hot environmental conditions or hazards, such as Fortitude saves made to resist the effects of extreme heat in an arid desert. This bonus does not extend to fire, magical or otherwise.

Faint transmutation; CL 3rd, Craft Wondrous Item, Alchemy, 6 ranks; Market Value 125gp/sq-yd; Weight .5lb/sq-yd.

Driders Silk: Some driders create a unique type of magical webbing with which they capture their prey. Although few people know that these sticky strands of silvery gray web can be treated in alchemical solution and then woven together to form a highly malleable fabric, the dark elves and the dwarves who live underground long ago uncovered the wonders of this intricate material. Drider silk is soft and strong, but its silvery shade can never be altered, not even with the most powerful alchemical dyes. When a garment is made with this extremely rare fabric, it bestows to the wearer a +1 resistance bonus on saves against spells and spell-like effects.

Faint abjuration; CL 5th, Craft Wondrous

TABLE 1 – MAGICAL/SPECIAL CLOTH

Material	Market Value	Weight/Sq-yard
Aboleth Cloth	300 gp	.5 lb
Bark Cloth	400 gp	.5 lb
Camelweave	125 gp	.5 lb
Driders Silk	500 gp	.5 lb
Eathswaeg	200 gp	.5 lb
Iceworm Silk	125 gp	.5 lb
Haghair Cloth	200 gp	.5 lb
Leaf Cloth	150 gp	.5 lb
Mud Rag	375 gp	.5 lb
Owlbear Cotton	500 gp	.5 lb
Rock Rag	600 gp	1.5 lb
Roper Cloth	350 gp	.5 lb
Sea Silk	550 gp	.1 lb
Shadow Cloth	150 gp	.5 lb
Shambling Silk	465 gp	.5 lb
Shrieker Cloth	450 gp	1 lb
Spark Cloth	500 gp	.5 lb
Troll Rag	350 gp	1 lb
Vine Rag	375 gp	.5 lb
Water Cloth	750 gp	.5 lb

Item, Alchemy, 8 ranks; Market Value 500gp/sq-yd; Weight .5lb/sq-yd.

EARTHSWAEG: All those who journey through caves and other natural stone formations prize this uncommon dwarven fabric. This thick cloth is woven with threads of what appears to be crushed rocks, held together with stands of dark earth. Earthswaeg is of a dark gray coloration, but changes hues as soon as it is placed within 5 feet of a natural rock formation, such as a large boulder, a cavern wall, or rocky ground. In such circumstances, earthswaeg subtly changes color to match that of the rock formation, thus becoming paler, browner, beige, or redder. While not as perfect as a chameleon's skin, earthswaeg nevertheless imitates the various patterns of the rock it mimics, thus giving the impression that it is made from the same material. Anyone wearing a vest, tunic, cloak, or similar garment in full view benefits from a +2 bonus on Hide checks made in natural, rocky surroundings.

Faint transmutation; CL 3rd, Craft Wondrous Item, Alchemy, 5 ranks; Market Value 200gp/sq-yd; Weight .5lb/sq-yd.

ICE WORM SILK: The little known ice worm, which lives in the coldest regions of the planet, produces fine threads with which it weaves cocoons for its young. This material is as strong as typical silk, but its bluish-white tint cannot be dyed. Ice worm silk is attractive and much sought after in some parts of the world. When a piece of clothing is fashioned from ice worm silk, the wearer gains a +1 bonus on any check or save made to resist cold environmental conditions or hazards, such as Fortitude saves made to avoid the effects of extreme cold. This bonus does not extend to magical cold effects and spells.

Faint transmutation; CL 3rd, Craft Wondrous Item, Alchemy, 5 ranks; Market Value 125gp/sq-yd; Weight .5lb/sq-yd.

HAGHAIR CLOTH: About one hundred years ago, an adventuring band eliminated several coveys of hags that had been plaguing the area around

which they lived for decades. It took the heroes several years to eliminate most of the hags and drive away the few that had survived their attacks, but they nevertheless succeeded in their task. They also collected a grisly tribute in the form of their victims' hair. They later sold the strands of hair to a local witch, who soaked them in alchemical liquids. The result was a fibrous material that could easily be woven into clothing. The fabric, however, is still imbued with a portion of the hags' evil spirits. When worn in full view, a vestment of haghair bestows a +2 bonus on Intimidate checks.

Faint enchantment; CL 5th, Craft Wondrous Item, Alchemy, 8 ranks; Market Value 200gp/sq-yd; Weight .5lb/sq-yd.

LEAF CLOTH: A renowned elven seamstress created this wondrous enchanted cloth, some five hundred years ago. Woven from a multitude of rare plants, this material imitates the texture, colors, and patterns of multiple leaves put side by side. The effect is so realistic that it seems three-dimensional. In fact, looking at a garment fashioned from leaf cloth, one has the impression of gazing into the thick foliage of a tree. Any piece of clothing such as a vest, tunic, or cloak, worn in full view bestows a +2 bonus on Hide checks made in any forest, as long as the trees are full of leaves. This effect is lost during the winter months, but in coniferous woods, leaf cloth still provides a +2 bonus on Hide checks.

Faint transmutation; CL 4th, Craft Wondrous Item, Alchemy, 6 ranks; Market Value 150gp/sq-yd; Weight .5lb/sq-yd.

MUD RAG: Favored by shamans of the more savage humanoid tribes, mud rag is an enchanted material fashioned from muddy earth. While the fabric appears solid and unwieldy, it is surprisingly supple and easy to work with. Of a dark brown coloration, mud rag is extremely spongy and provides a +1 resistance bonus on saves against sonic spells and effects. Furthermore, when a piece of clothing made of mud rag is worn, the garment provides a +2 bonus on all Move Silently checks. The effects of several pieces of clothing fashioned

from mud rag do not stack.

Moderate abjuration; CL 9th, Craft Wondrous Item, Alchemy, 12 ranks; Market Value 375gp/sq-yd; Weight .5lb/sq-yd.

OWLBEAR COTTON: This material is made from the tiny feathers that cover the entire body of an owlbear in a warm coat, over which the long feathers of the creature protrude. By plucking this fuzzy undercoat from the magical beast and letting it soak in potent alchemical solutions, one can turn this mundane substance into fibrous strands that can then be woven together to form a unique type of fabric. Soft and easy to manipulate, owlbear cotton resembles cotton but is much softer. The material is also quite strong and easy to wash. In its pure form, owlbear cotton is pale gray, almost white, but the fabric can be dyed any color. Because of the special alchemical solutions used in its creation, when a vestment of this material is worn, it protects its owner by absorbing up to 3 points of cold damage dealt to him each round.

Faint transmutation; CL 5th, Craft Wondrous Item, Alchemy, 5 ranks; Market Value 500gp/sq-yd; Weight .5lb/sq-yd.

ROCK RAG: One of the more surprising gnomish fabrics is made from crushed rock that has been turned into a thick paste through an alchemical process very few understand. This rock paste then undergoes a series of simple alchemical treatments to form fibrous strands that can be woven into a massive and heavy looking fabric. Of various tints of grays with hints of blue and purple veins running through it, rock rag is heavier and sturdier than most other fabrics, but it can be used to create any type of clothing. A garment of rock rag provides its wearer with a +1 bonus on all Fortitude saves.

Moderate transmutation; CL 9th, Craft Wondrous Item, Alchemy, 12 ranks; Market Value 600gp/sq-yd; Weight 1.5lb/sq-yd.

ROPER CLOTH: Made from the severed strands of the roper, this special type of material is easy to make. One simply needs to weave several roper strands together and apply a thick layer of a specific alchemical solution to them. Once this process is

done, roper cloth is as malleable as cotton and the pattern formed by the woven strands remains visible, even when dyes are used on the material. However, because obtaining roper strands can be a deadly affair, the fabric is costly and hard to find. Vestments made from roper cloth are very sturdy, and roper cloth provides its wearer with a +1 bonus to Armor Class against touch attacks.

Moderate transmutation; CL 5th, Craft Wondrous Item, Alchemy, 8 ranks; Market Value 350gp/sq-yd; Weight .5lb/sq-yd.

SEA SILK: One of the most intricate fabrics was created by the sea elves of ancient times. Made by collecting the outer membranes of various types of anemones found in the oceans, sea silk must undergo various complex alchemical treatments before it can become the wondrous fabric that it is. Known to only a handful of experts, the secrets of making this material are closely guarded, which makes the fabric extremely hard to find. Almost transparent and unnaturally fine, a garment made of sea silk does not seem to weight anything, but its most amazing property is undoubtedly its ability to absorb up to 3 points of acid damage dealt to its wearer each round.

Faint transmutation; CL 5th, Craft Wondrous Item, Alchemy, 8 ranks; Market Value 550gp/sq-yd; Weight .1lb/sq-yd.

SHADOW CLOTH: Discovered by the gnomes of elder days, shadow cloth is a light, silky fabric made from a very special type of fungi found in dark, underground caves. When mixed with the proper alchemical solution, this naturally dark gray fungus becomes a fibrous substance of a dull black shade, which can then be woven into a malleable fabric. A garment of shadow cloth provides a +2 bonus on Hide checks in any lighting environment other than full daylight.

Faint transmutation; CL 3rd, Craft Wondrous Item, Alchemy, 5 ranks; Market Value 150gp/sq-yd; Weight .5lb/sq-yd.

SHAMBLING SILK: Another unnatural fabric that resembles ordinary silk in texture and

hardiness, shambling silk is made from the buds of the shambling mound. Crushed, boiled, and soaked in alchemical liquids, these buds eventually form a light, hardy, and smooth material that appears to be silk. Shambling silk, however, is immune to electricity, and any garment made with this fabric absorbs up to 3 points of electricity damage directed at its wearer each round.

Faint transmutation; CL 5th, Craft Wondrous Item, Alchemy, 5 ranks; Market Value 465gp/sq-yd; Weight .5lb/sq-yd.

SHRIEKER CLOTH: Made from the strange, violet fungus of the same name, shrieker cloth is an uncommon material that few know how to make. This material is fabricated by peeling off the skin of the shrieker fungi and treating the various layers with special alchemical ingredients to form a supple fabric. Shrieker cloth is immune to sonic attacks, and garments made with this fabric absorb up to 3 points of sonic damage directed at the wearer each round.

Faint transmutation; CL 5th, Craft Wondrous Item, Alchemy, 5 ranks; Market Value 450gp/sq-yd; Weight 1lb/sq-yd.

SPARK CLOTH

Description: This cloth comes in many colors and styles; the cloth itself has one feature about it that marks it as spark cloth: it often has tiny stars sewn into the surface. These tiny stars are an integral part of the cloth and definitely lend it a mystical air.

Spark cloth cannot be touched by metal objects or bare flesh. It is best to handle the cloth while wearing insulated gloves or using wooden tongs. The tailor that created it, Falrazar, recommends that one uses enchanted wooden scissors to cut it. He discovered this after several cases of burnt eyebrows and singed fingers.

STONESWAEG: Another rare and expensive cloth once available only to the dwarves of nobler heritage, stonewaeg is now produced by several artisans, both dwarven and non-dwarven. Although

very few clothiers work with this material, it is not uncommon in certain parts of the world. Stonewaeg is a fabric woven with threads of melted stone and strands of hair taken from the beards of dwarven warriors. Once woven and treated with alchemical solutions, the fibrous threads form a relatively light and supple material. Clothes made with stonewaeg are immune to electrical damage; the garment provides its wearer with a +1 bonus on saves against electrical damage.

Faint transmutation; CL 5th, Craft Wondrous Item, Alchemy, 5 ranks; Market Value 165gp/sq-yd; Weight 1lb/sq-yd.

TROLL RAG: The barbarians of olden days waged war against some of the most fearsome creatures, and they quickly learned how to take advantage of the prey they killed. Troll rag is made from alchemically treated and tightly woven strands of troll hair. The material is rough, sturdy, and of a dark shade, but can be dyed any color as easily

THE ORIGIN OF SPARK CLOTH: Falrazar tells a tale of misadventure whilst trying to make a robe that helped cast lightning and electricity-based spells. He treated the robe with various alchemical concoctions and stitched metallic stars all over the cloth. He did this several times but found that any electricity-based magic was not amplified at all.

He left the project for a week and forgot about it. One day he went back into his secondary workshop/cellar and found a rat gnawing on his robe. He fired off a lightning spell at the creature, but it struck the metal pole upon which the robe sat. The next thing the wizard knew, the rat was flying through the air and hitting the far wall.

The rat was dead. Falrazar assumed the rat had been killed by the leaders from his lightning spell. He went over to touch the cloth and see how badly his robe had been damaged, but found himself plastered against the same wall with his beard and nose hairs on fire.

He remembered something about an electric shock.

And so it was that Falrazar created his spark cloth, due to several odd factors that combined to create something unique from the combination of magical, alchemical, and mundane means. He still recommends that the cloth be handled with insulated gloves or tongs, and definitely cut with enchanted wooden shears or scissors. Falrazar also notes that the shears/scissors are available for sale to those would-be tailors that want to work with his material.

as cotton. Any time a piece of troll rag is cut or torn, it automatically regenerates, as though the fabric were healing itself at a rate of 1 hit point per round. Thus, this rare material is very useful and in particularly high demand in adventurers' circles.

Faint conjuration; CL 6th, Craft Wondrous Item, Alchemy, 8 ranks; Market Value 350gp/sq-yd; Weight 1lb/sq-yd.

VINE RAG: Woven from the fibers of various rare vines, this enchanted cloth is extremely practical. Rangers, druids, and scouts who spend weeks, months, and even years in the wilderness especially prize vine rag. This marvelous enchanted cloth is of an uneven, dark green shade. Despite the fact that its surface seems rugged, the material is very soft. It is also extremely resistant and almost never rips unless cut by a blade or damaged by fire, acid, or magic. What is truly amazing about this material is that it repairs itself when damaged. Every time the material is cut, a thick, yellow sap appears on the edge of the fabric. By putting two torn pieces of vine rag together, the sap pastes the fabric together. Twenty-four hours later, the material is completely regenerated, as though it was never ripped. A vestment made from vine rag also bestows a +1 bonus on Hide checks in natural surroundings.

Moderate transmutation; CL 5th, Craft Wondrous Item, Alchemy, 8 ranks; Market Value 375gp/sq-yd; Weight .5lb/sq-yd.

WATER CLOTH: The sea elves of old created wonders beyond belief. Though extremely rare, one type of enchanted cloth they fashioned seemed to be made from pure ocean water held together by whimsical forces. Water cloth is a thin, semi-transparent, greenish fabric of an extremely high quality. Such fabric has become hard to find nowadays, but some elven clothiers have learned the secret of their making. Water cloth grants its wearer a +1 resistance bonus on any save against acid and water-based attacks. Furthermore, when submerged in water, the fabric sticks to its wearer and allows him to move freely, as though under the influence of a *freedom of movement* spell.

Moderate abjuration; CL 7th, Craft Wondrous Item, *Freedom of Movement*; Market Value 750gp/sq-yd; Weight .5lb/sq-yd.

Magic/Special Dyes

BASILISK Eye Solution: Made by mixing the crushed eye of a basilisk and three types of alchemical solvents, this special dye produces a wondrous amber coloration when applied to any type of fabric. Because of the essence of the beast from which it was created, as well as the various products made to fashion it, a garment imbued with basilisk eye solution provides a +2 bonus on saves against petrification spells and effects.

Faint abjuration; CL 5th, Craft Wondrous Item, Alchemy, 8 ranks; Market Value 175gp/sq-yd; Weight —.

BLINK DOG SALIVA DYE: While this magical coloration includes several substances, its primary ingredient is the saliva from a blink dog. This type of dye creates a light blue shade that can only be applied to pale fabrics, but vestments fashioned with this substance are imbued with strong magical properties. Once per day, the wearer of clothing made with blink dog saliva dye can activate either *blink* or *dimension door* (his choice).

Moderate conjuration; CL 7th, Craft Wondrous Item, Blink, Dimension Door, Alchemy, 8 ranks; Market Value 900gp/sq-yd; Weight —.

CHAMELEON VINE COLORING: The wood elves are renowned for their knowledge of plants and herbs, and their herbalists and sages long ago discovered that the sap of the rare chameleon vine had tremendous properties. This dark green substance streaked with tints of reds, browns, and grays makes a wondrous dye. Material tinted with this colorant subtly changes color to resemble the surrounding plants, rocks, and trees. A garment made with chameleon vine coloring effectively provides its wearer with a +4 bonus on Hide checks made in any natural setting.

Faint transmutation; CL 5th, Craft Wondrous Item, Alchemy, 5 ranks; Market Value 300gp/sq-yd; Weight —.

DIRE FELINE BLOOD DYE: This enchanted substance is made from the blood of various types of dire felines. Though always of a red color, shades vary from dark burgundy to bright scarlet,

depending on the type of animal blood used. When applied to a vestment, the item seems to subtly muffle ambient sound, effectively bestowing its wearer with a +2 bonus on Move Silently checks. Faint transmutation; CL 3rd, Craft Wondrous Item, Alchemy, 5 ranks; Market Value 200gp/sq-yd; Weight —.

DRAGON BLOOD DYES: There are several types of dyes made from the blood of fallen dragons. When mixed with the appropriate alchemical solutions, dragon blood produce a wondrous dye that never fades once it is applied to a fabric. Dragon dye made from chromatic dragons is always of the same color as the dragon from which it was taken, but depending on how much the blood is diluted, one can obtain several different shades of blacks, blues, greens, reds, or whites. Dragon dye made from metallic dragons is more impressive, but also impossible to dissolve, so the coloration is always

brilliantly opaque. Shades of metallic dragon dye imitate well-polished metal, such as brass, bronze, copper, gold, or silver. Because of the rarity of the raw materials needed to produce dragon blood dye, this colorant is very expensive.

Moderate transmutation; CL 7th, Craft Wondrous Item, Alchemy, 12 ranks; Market Value 800gp/sq-yd; Weight —.

KRAKEN DYE: This coloration is simply the jet-black ink of the kraken mixed with a simple alchemical formula. When applied to a fabric, the dye provides a dull, pitch-black coloration. Clothing made with this dye provides its wearer with a +2 bonus to Hide check, as long as the garment remains in full view. It is most frequently used on cloaks, vests, and coats.

Faint transmutation; CL 3rd, Craft Wondrous Item, Alchemy, 5 ranks; Market Value 200gp/sq-yd; Weight —.

KRENSHAR SKULL COLORANT: The strange and brutal krenshar has a peculiar head, but what is truly special about it is undoubtedly the magical properties it keeps, even when the beast is long dead. When the skull of such a creature is dissolved into a special alchemical solution, it produces a glossy, rosy dye that can be applied to any fabric. What little remains of the essence of the magical beast is potent enough to bestow anyone wearing a garment treated with krenshar skull colorant with a +2 bonus on Intimidate checks.

Faint enchantment; CL 5th, Craft Wondrous Item, Alchemy, 5 ranks; Market Value 200gp/sq-yd; Weight —.

NYPH BLOOD DYE: This magical solution must be made from the blood of a nymph who willingly offers her life essence. Because of this — and also because collecting the blood of a dead or unwilling nymph will simply not work — this dye is extremely rare and valuable. Nymph blood dye is of a reddish brown color. When a vestment is imbued with this magical colorant, the wearer suddenly appears more attractive, perhaps even regal, as he benefits from a +2 bonus on Diplomacy checks.

TABLE 2 – MAGIC/SPECIAL DYES	
Material	Market Value
Basilisk Eye Solution	175 gp
Blink Dog Saliva Dye	900 gp
Chameleon Vine Coloring	300 gp
Dire Feline Blood Dye	200 gp
Dragon blood Dyes	800 gp
Kraken Dye	200 gp
Krenshar Skull Colorant	200 gp
Nymph Blood Dye	350 gp
Phantom Fungi Pigment	125 gp
Phasm Juice	50 gp
Shadow hound Solution	1,000 gp
Stirge Coloring	200 gp
Winter Owl Feather Dye	250 gp

Faint enchantment (charm); CL 5th, Craft Wondrous Item, Alchemy, 8 ranks; Market Value 350gp/sq-yd; Weight —.

PHANTOM FUNGI PIGMENT: This magical, transparent liquid is simply the alchemically treated sap of the phantom fungi. When applied, it makes fabric glossier, but also more transparent. Thus, materials treated with phantom fungi pigment become semitransparent, yet they remain as strong as the original material.

Moderate transmutation; CL 5th, Craft Wondrous Item, Alchemy, 8 ranks; Market Value 125gp/sq-yd; Weight —.

PHASM JUICE: This rare dye is concocted by crushing the corpse of a phasm and, with the help of solvents, turning it into a liquid. This dye is transparent, but when applied to a fabric, it becomes any color the cloth dyer wills it to be. All one has to do is imagine the desired color at the moment of application.

Moderate transmutation; CL 5th, Craft Wondrous Item, Alchemy, 8 ranks; Market Value 50gp/sq-yd; Weight —.

SHADOW HOUND SOLUTION: Made from the blood of the shadow mastiff, this magical dye is a brilliant, dark purplish shade. When used to color a garment, the item bestows to its wearer the ability to blend into shadow for up to 10 rounds. This ability, which may be used once every day, gives the wearer total concealment in any illumination condition other than full daylight. The effect is negated by full daylight or a *daylight* spell.

Moderate transmutation; CL 5th, Craft Wondrous Item, Alchemy, 8 ranks; Market Value 1,000gp/sq-yd; Weight —.

STIRGE COLORING: Made from the crushed pincers of stirges mixed with potent alchemical solutions, stirge coloring turns clothing a dark orange hue. What is truly remarkable about this alchemist's dye, however, is the fact that it makes the surface of any fabric it is treated with rougher and somewhat sticky. Any piece of clothing dyed with stirge coloring has a tendency to stick to any

surface and bestows a +2 bonus on the wearer's Climb checks.

Moderate transmutation; CL 3rd, Craft Wondrous Item, Alchemy, 5 ranks; Market Value 200gp/sq-yd; Weight —.

WINTER OWL FEATHER DYE: Made from feathers of giant owls dissolved into a potent alchemical substance, this dye is a pearly, pure white color. When applied to a fabric, it never dulls and the material can never be soiled, thus remaining immaculate at all times. Favored by adventures and traveling nobles, this solution is very costly.

Faint transmutation; CL 4th, Craft Wondrous Item, Alchemy, 5 ranks; Market Value 250gp/sq-yd; Weight —.



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