

Object	Weight	Cost (gp)	Melee To Hit mod	AC Mod	Initiative Mod	Other
Fine grey cloak	7	750				Regenerate +1 hp / 3 hours
Black hooded cloak	10	650				Will save +1, thief hide/sneak +2
Black and silver surcoat	10	2550		2		Will and Fort save +1 (wear over armor)
Embroidered surcoat	10	3450		3		(wear over armor)
Black warg fur	20	400	3		-2	
Cave-bear fur	65	250	3		-3	
Sacred cloak	2	200		1		Good only, Will save +1, vs Undead +1 to hit
Viedan cloak	4	500		1		Human +1 int
Mottled cloak	10	3160		3		Evil only
Russet cloak	3	2160		2		Combat - Move +1
Fine lion pelt	4	120	2			Fort save vs cold +1
Black cape	4	100		2		Will save +1
Buttoned cassock	6	100		2		Fort save vs cold +1, cannot be worn over armor
Forest green cloak	5	75		1		Travel +50% miles / day on foot
Narthyrosian cloak	7	60			1	50% hide in forest
Wolverine fur	20	30	1			
Rat fur	10	12				Fort save +1
Fox fur	10	12				Reflex save +1