



## NOBLE FEY GARMENT

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**Outfit, rare, requires attunement**

*All was going well until SOMEONE had the brilliant idea of dispelling the magic. Let's just say that the tomatoes had a reason to turn red that day.*

While attuned to this outfit, you have advantage on saving throws against being charmed, and magic can't put you to sleep. You can cast disguise self at will without expending a spell slot. In addition if you disguise as a creature that you are familiar with (at least 2 hours spent shadowing them), you can perfectly imitate their behavior and voice pattern, giving you advantage on checks relating to the impersonation.

You can use an action to cast the mirror image spell once using the attire. This ability recharges daily at dawn.

A dispel magic spell targeting the attire destroys it, leaving its proprietor in a... peculiar situation. If destroyed that way, the outfit reforms after 24 hours.

## FLASK OF MISTS

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**wondrous item, uncommon**

*Now you see me ? Now you don't !*

As an action you can open the flask. It creates a 20-foot-radius sphere of fog centered on it. The sphere spreads around corners, and its area is heavily obscured. The person holding on to the flask sees through this fog as if it wasn't there.

After being opened, the flask requires 8 hours to recharge.



*Art by Bob Greyvenstein*