

# FLAYOR-MADE-CLOTHES

In the city of Panderra, there lives, and works, an Ilithid. Not many of the locals could pronounce his Deep Speech name, so he decided to take a Human sounding name - Alan Bertrund. He's the only surviving member of his colony, after a band of adventurers raided the location while he was scouting the area. Now, he has a new colony of sorts in Panderra.

He discovered he could subsist on something not typical for his species - an Integrated Hive Mind. He made his own hive mind with a few close friends in Panderra, and has been known to eat the brains of terrible criminals of Panderra - Serial Killers and the like.

As an Ilithid, he knows a lot about magic and creating enchanted items. Alan uses this knowledge to create a multitude of magic items - mostly clothes and jewels - that he sells in his shop, which is known as "Flayor-Made-Clothes".

## DOWN IN THE TRENCH

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*Coat, Uncommon*

*A pale brown trench coat that reaches the wearer's knees. The arms are plated with chromatic steel, layered slightly above one another down to the cuff*

This trench coat is shiny and chrome on the arms, which can be used to defend yourself from incoming attacks. The full coat only fits over clothes of any kind, and Light Armour. When worn, it grants the wearer +2AC.

## A FRIENDLY EYE

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*Ring, Rare, Attunement Improved*

*A pale black Jet gemstone shaped as an eye inlaid into a ring of pure silver that holds the gem with metallic eyelids.*

This ring, when worn but not attuned to, grants the wearer the ability to see the borders of an active Alarm spell. This effect comes from the Divination school of magic.

When Attuned to, this effect expands and the wearer no longer triggers the effect of an Alarm Spell, meaning the caster of the Alarm spell doesn't hear anything when this rings user passes over their designated threshold.

## VITLÖK SANGUINE

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*Necklace, Rare, Attunement required*

*A fine, cold silver chain that never heats up. It bears a Vampire's fang as its ornament, with the tooth itself being set in solid silver where its root once was*

Perpetually cold and clean, this necklace grants its attuned wearer resistance to Necrotic damage, and immunity to any effect that would turn them into a vampire, be it a disease, magical effect, or anything else.

