

Lakshmana's Rations of Recovery

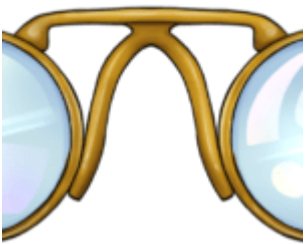
November 18, 2022

Wondrous Item, common

When found, this wooden box contains 2d6 cubes of green chewy tree sap. Any day that you chew one of these cubes for at least an hour, you receive a +2 bonus to your saving throw against withdrawal from substance addiction.

Esther's Spectacles of Symmetry

November 18, 2022



Wondrous Item, common

These sturdy gold spectacles cause slight disorderly arrangements to appear ordered when worn, reducing the IE of [Alleviation Behavior](#) (Material Order) by 2. Because of their distortion, they also cause a -2 penalty to hit with all ranged attack rolls. Every time you wear them, you must succeed on a DC 6 + (IE) Wisdom check. On failure, your Alleviation Behavior increases by 1 IE as you become dependent on the spectacles, and at IE 4, you must succeed on a DC 15 Constitution check every

hour to remove them and keep them off until your IE decreases.

Bell's Beautiful Bonnet

November 18, 2022

Wondrous Item, common

While wearing this hat, you can use a bonus action to change the style, color, and apparent material of the hat and hair appearing to grow beneath it. If removed, the hair goes with it as a wig. The hat can be any kind of hat and replicate any nonmagical hair but regardless of its appearance, it neither protects from nor causes damage.

Ashur's Limitless Locks

November 18, 2022

Wondrous Item, common

This locket has 6 charges. While wearing it and placing a lock of the hair you intend to duplicate (consumed in casting) within it, you can expend 1 charge as an action to grow your hair to exactly the length and style you choose and the color and texture of the lock used in casting. For 1d4 hours after casting, if this hair is cut, pulled out, or damaged, it will regrow. You have +1 to any ability checks you make to create a visual disguise to avoid being recognized. The locket regains

1d6 expended charges daily at dawn.