

Silvaerin's Tael's Pipe of Inhalation

November 18, 2022



Wondrous Item, common

This short ceramic pipe full of herbs helps oxygenate the lungs and clear toxins to facilitate drawing deep breaths and counter wheezing, Shortness of Breath, and any resulting Dizziness. This pipe has 1d4 charges. While holding it to your mouth, lighting the herbs, and inhaling, you can expend 1 charge as an action to activate it, reducing breathing difficulties by 2 IEs for 1d4+1 hours. The pipe regains 1d4 expended charges daily at dawn. Each time you use it, you must succeed on a DC 10 Constitution saving throw, the DC increasing by 1 cumulatively per use until taking a long rest. On failure, the potency of the herbs will affect the taste of food.