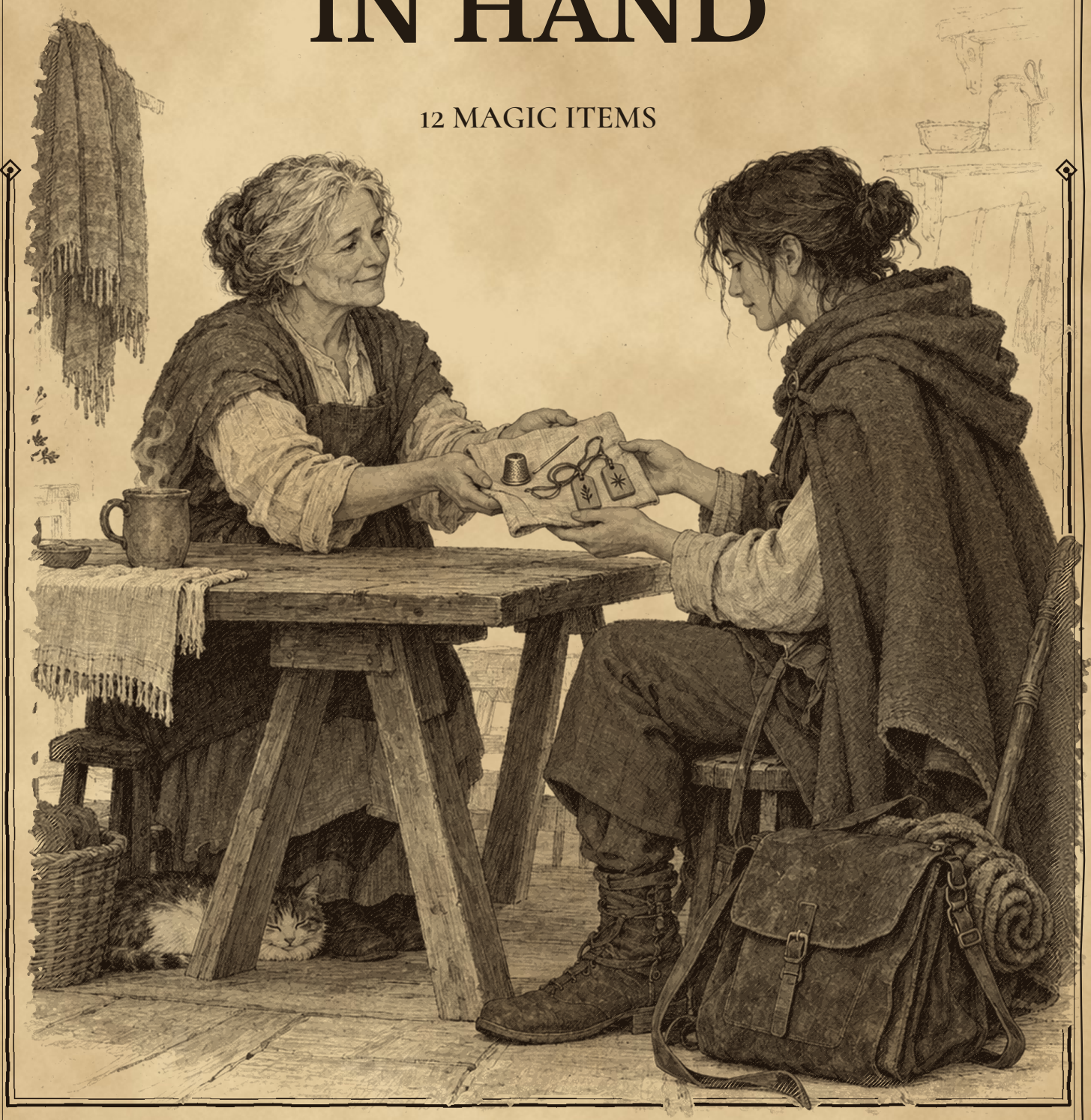
FAVORS IN HAND

12 MAGIC ITEMS



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ITEM TABLE

d12	Item	Rarity	Page	Main use
1	Meeting Ribbon	Common	3	Give two wearers the same timed alarm.
2	Lender's Button	Common	3	Fit ordinary clothing temporarily to another wearer.
3	Botanist's Envelope	Common	4	Identify a plant sample and show its mature form and poisonous parts.
4	Borrower's Tags	Common	4	Use two tags to show which recorded objects are still inside a container.
5	Helper's Thimble	Uncommon	8	Replay a demonstration for Advantage on one check using the same kind of tool and task.
6	Ration Spoons	Uncommon	5	Compress a day's food into a small portable ration.
7	Carrying Loops	Uncommon	5	Brace flexible material into a rigid carrying shape.
8	Repair Needle	Uncommon	6	Repair a break temporarily and make its seam a hinge.
9	Diver's Cup Cradle	Uncommon	6	Carry a head-sized breathable air sphere underwater.
10	Water Bearer's Stoppers	Uncommon	7	Transfer fresh water between vessels fitted with the paired stoppers.
11	Weather Pegs	Uncommon	7	Protect two nearby wearers from Exhaustion caused by hot or cold weather.
12	Reunion Tablecloth	Rare	9	Project a conversation between two prepared tables.



CREDITS

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MEETING RIBBON

A blue linen ribbon has brass eyes at its ends and a short joining thread at its middle. Untying the thread separates it into two halves, each with six knots.

Wondrous Item, Common
(No Attunement)

While touching both halves, spend 1 minute choosing a whole number of hours from 1 to 24. Each half then displays that many tiny embroidered leaves. One leaf unravels on each half whenever an hour passes. At the chosen time, all six knots on each half gently untie, even if a half is on another plane. The count runs from the moment you finish preparing the halves.

The halves can be prepared again only while touching each other; doing so replaces the previous countdown. A creature can feel a wrist ribbon's knots untie, including through gloves. A sleeping creature wearing it wakes from ordinary sleep at that moment. The knots stay untied after the signal. Preparing the ribbon again reties them. You can prepare the ribbon any number of times.

LENDER'S BUTTON

Silver thread joins the four holes in this horn button. Tiny measuring marks circle its rim.



Wondrous Item, Common (No Attunement)

Spend 10 minutes sewing the button onto one nonmagical garment and adjusting it on a willing creature. If every measurement needed to fit that creature is between half and twice the garment's original measurement, it fits comfortably; otherwise the preparation changes nothing. The material's appearance and quantity remain the same; excess cloth forms orderly pleats, and expanded parts become correspondingly thinner.

The fit lasts while the button is attached. Removing it restores the original measurements over 1 minute. If the garment contains a creature when the button is removed, restoration waits until the creature takes it off, then takes 1 minute. Only one garment can be adjusted at a time, including one awaiting restoration.

Armor, footwear with rigid soles, and objects attached to the garment keep their original measurements. Spend 10 minutes adjusting the attached button to refit the garment to a willing creature within the same measurement limits. You can repeat this preparation any number of times.

BOTANIST'S ENVELOPE

This waxed linen envelope has a wooden toggle and smells of wet soil. Its green stitch shows a two-leaf stem that bends toward daylight when opened.



Wondrous Item, Common
(No Attunement)

Put one piece of a nonmagical plant no longer than 1 foot inside the envelope and close it as a Utilize action. After 1 minute, its stitching forms a miniature image of a healthy, full-grown plant of that kind, with its naturally poisonous parts marked red. The plant's name appears beside the image in one language you know, chosen when you close the envelope.

The image and name remain until the envelope identifies another sample. The sample is unchanged. The envelope holds one sample at a time and can be used any number of times.

BORROWER'S TAGS

Two ash-wood tags hang from red cords, one marked with a basket and the other with a hand. Their backs fill with tiny pictures.

Wondrous Item, Common (No Attunement)

Spend 10 minutes touching both tags to a container and up to twelve nonmagical objects that fit inside it, each weighing no more than 10 pounds. A recognizable picture of each object appears on both tags. Fasten either tag to the recorded container and keep the other separately.

As a Magic action while touching either tag, compare the recorded container's current contents with the record. Pictures of recorded objects inside darken on both tags; the others become pale. A substitute stays pale even if it looks identical. Both tags must be on the same plane for either to update; distance is unlimited. If the attached tag is removed, either tag is destroyed, or the tags are on different planes, the surviving tags retain their last comparison. Refitting the attached tag restores comparison with the same recorded container.

The pictures retain the object's recorded appearance and the last comparison until another is made. Preparing a new record replaces the old one. The tags hold one record and have unlimited uses.



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