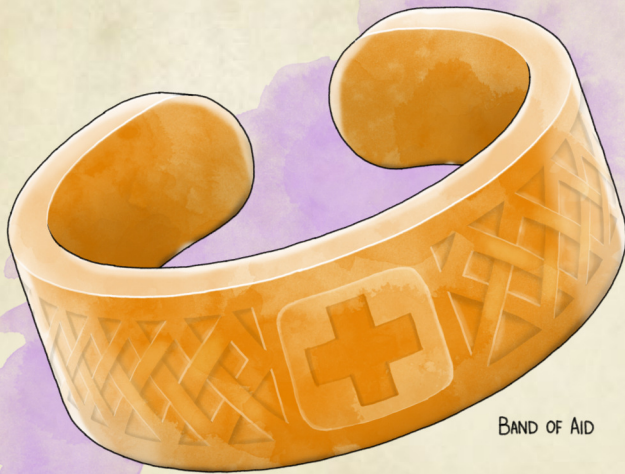


BAND OF AID

Ring, rare (requires attunement)



BAND OF AID



This band of aid is a favorite amongst clerics who don't have much time to tend to their army soldiers' minor wounds. When healing creatures with this ring, a small piece of disinfected fabric appears on the patients' wounds.

This ring has 5 charges and regains $1d4 + 1$ expended charges daily at dawn. As an action, you can touch a creature and grant it one of the following benefits by expending the appropriate number of charges:

- **Heal (1 charge).** The creature regains $1d6 + 2$ hit points.
- **Revitalize (1 charge).** You end one of the following conditions afflicting the creature: blinded, deafened, or paralyzed.
- **Reattach (5 charges).** You reattach a severed body part to the creature. The creature can use that part after an hour of rest.

If the last charge is expended, roll a d20. On a roll of 10 or lower, the ring crumbles into dust.

