

Special Item 25: Favored Amulet



Favored Amulet

Wondrous Item, Rare (requires attunement – Cleric, Druid, or Paladin only)

This amulet bears the symbols of several gods favored by the Hanataz, including Jinxx and Kizmya. It has 6 charges. As an action, the wearer can touch a creature with the amulet causing them to heal 6 (1d4+4) hit points. The amulet regains 3 (1d6) charges each day at dawn. In addition, if the bearer is capable of casting divine magic, it also grants them two additional spell slots. These must be used to cast a spell they already know and are capable of casting (the caster must have the spell prepared), and they may only be used to cast spells of 2nd level or lower.