

MAGICAL COSMETICS



THANK YOU

Thank you for getting this book! This is my first D&D related book that I've put together so let me know what you think of it and where I can improve. I have a whole vault of D&D related content that I'm planning on going through and making available in more books like this one. I'm interested in creating content that is a little weird or different from you'd normally see. So keep an eye out for that on my social media accounts!

If you really like what is this book, then let others know about it by sharing it with your friends or on your social media! If you have any concerns or would like to get into contact with me, please email me. Happy adventuring!

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A detailed illustration of a female warrior. She has dark skin, long dark hair, and striking blue eye makeup. She is wearing a dark purple tunic with a thick white fur collar and a yellow circular ornament on the chest. She holds a large, ornate sword with both hands. The background is a soft, warm, golden-brown wash.

A MAGICAL MAKEOVER

EVERY ADVENTURER HAS THEIR swords, bows, and armor. Most lumber around with backpacks full of loot and treasure from their dangerous dungeon excursions. Yet despite how much they hope to be seen as impressive or intimidating,

they'll never be taken seriously by most unless they can look good doing it.

Yes, the chumps will tell you that looks are just that and beauty is skin deep, but they'll be the first to be forgotten after all is said and done. A true adventurer knows how to leave an impression at first glance. Be it with the princess in need of rescue or a dragon to be slain, that first sight should set the stage for your glorious victories. So first things first, you need to look as powerful as you hope to be.

MAGICAL COSMETICS

These magical items are meant to give players another way of customizing their characters, while still being functional. A number of these items were built to pair well within an espionage campaign or with spy characters. Others items are built to help lead characters into fun interactions.

The majority of these items are consumable or have a limited number of uses. Mechanically they function similarly to spell scrolls that are ready to use at a moments notice by anyone who has them applied, or like a wand that doesn't normally recharge its charges.

The items in general focus on the idea of preparing them ahead of time. This means they can't be applied at a moments notice when problems arise. A majority of cosmetics can only be applied to a character durring a short or long rest, and equiptable items usually require attunement. In additon to this, if an item is applied and not used after 24 hours, then the magical effects are lost and the item needs to be reapplied.

DARKVISION EYESHADOW



MAGICSEEKER EYESHADOW

EYES

Eye cosmetic products come in eyeshadows and false lashes. Eyeshadow can be applied during a short or long rest and remain applied for 24 hours or until removed, unless otherwise noted. Lashes can be worn like an accessory over the eyes.

DARKVISION EYESHADOW

Wonderous Item, Uncommon

A small container with 1d6+2 uses of a deep purple powder. One use can be applied around the eyes during a short or long rest and remains applied for 24 hours, unless removed. While applied the wearer has darkvision up to 30ft.

FAN LASHES

Wonderous Item, Uncommon

A pair of white staggered eyelashes. Once per day while wearing these lashes, the wearer can use an action you can flutter your eye lashes and create a gust of wind in a 15ft line. Any creature hit by the wind must make a DC 13 Strength saving throw or be pushed back 5 ft.

FLAME LASHES

Wonderous Item, Very Rare

A pair of thick short dark red eyelashes. As an action you can make a ranged spell attack (+2 to attack) as a single ray shoots from each of the lashes to a specified target. Each ray deals 1d12 fire damage on hit. The lashes are burnt up in the process of attacking.

INSIGHTFUL EYESHADOW

Wonderous Item, Rare

A glass container with 1d6+2 uses of a blue powder. One use can be applied around the eyes during a short or long rest and remains applied for 24 hours,

unless removed. While applied, if you concentrate on keeping eye contact of a creature you can see for 1 minute you learn one piece of information of your choice about the creature listed below, once that information is learned you cannot learn more from that creature:

- Creature's alignment
- Creature's level or CR
- Creature's current health

LASHES OF CHARMING

Wonderous Item, Rare

A pair of cat eye eyelashes. They can be applied during a short or long rest. Once per day while wearing these lashes, the wearer can use an action to flutter their eyelashes at a creature they can see within 30ft and cast Charm Person on the target. (Spell Save DC 15)

READERS EYESHADOW

Wonderous Item, Uncommon

A small container with 1d6+2 uses of a pink powder. One use can be applied around the eyes during a short or long rest and remains applied for 24 hours, unless removed. While applied the wearer can read the language that is listed on the container. It does not allow you speak, write, or understand the language in any other way besides reading.

REVEALING LASHES

Wonderous Item, Uncommon (requires attunement)

A pair of glittery doll shaped eyelashes. While squinting with these lashes you have disadvantage on checks requiring sight but are able to see a glowing outline around invisible creatures and objects.

TRUE SIGHT EYESHADOW

Wonderous Item, Uncommon

A small container with 1d6+2 uses of a shimmering mint colored powder. One use can be applied around the eyes during a short or long rest and remains applied for 24 hours, unless removed. While applied the wearer can see through Illusory Script, it appears as normal writing in the hand and language that wrote it. The wearer also advantage on Investigation (Intelligence) checks against Illusions

SHADE-EYE LASHES

Wonderous Item, Very Rare

A pair of long thick black eyelashes. While wearing these eyelashes you gain advantage on saving throws against blindness.

MAGICSEEKER EYESHADOW

Wonderous Item, Uncommon

A small container with 1d6+2 uses of a glittery blue colored powder. One use can be applied around the eyes during a short or long rest and remains applied for 24 hours, unless removed. While applied the wearers can see the presence of magic within a 15ft cone. A faint aura appears around magical creatures or objects that are visible. This does not reveal the school of magic.

FRAGRANCES

Fragrances can be applied to a single creature during a short or long rest and last for 6 hours or until removed, unless otherwise noted.

"CHOKING" FRAGRANCE

Wonderous Item, Rare

A small glass bottle containing 1d6+2 uses of a green perfume that causes creatures to gag when smelled. One use can be applied during a short or long rest and remains applied for 6 hours or until removed. While this fragrance is applied any hostile creatures adjacent to you must make a Constitution saving throw of DC 13, on a failure the creature begins to have a coughing fit and has disadvantage on all attack rolls, skill checks, and saving throws. So long as the creature is conscious and within 5ft of you it can repeat the saving throw at the end of each of its turns. On a success the creature is immune to the effects of this fragrance for the next 24 hours. If the creature is no longer within 5ft the effect ends.

"COURAGE" FRAGRANCE

Wonderous Item, Uncommon

A small glass bottle containing 1d6+2 uses of a golden perfume that invokes the feelings of confidence and bravery when smelled. One use can be applied during a short or long rest and remains applied for 6 hours or until removed. While this perfume is applied, you and any friendly creatures adjacent to you that can smell has advantage on saving throws against fear effects.

"DIPLOMAT" FRAGRANCE

Wonderous Item, Uncommon

A small glass bottle containing 1d6+2 uses of a blue perfume that creates a cloud of mist around you. One use can be applied during a short or long rest and remains applied for 6 hours or until removed. You have advantage on charisma based skill checks with any creature adjacent to you that can smell.

"DAZE" FRAGRANCE

Wonderous Item, Very Rare

A small glass bottle containing 1d6+2 uses of a wine colored perfume that makes it difficult to focus when smelled. One use can be applied during a short or long rest and remains applied for 6 hours or until removed. While this perfume is applied any hostile creatures starting their turn adjacent to you that can smell must make a Wisdom DC13 saving throw, or the creature loses focus takes no action this turn. On a success the creature is immune to the effects of this fragrance for the next 24 hours

"FAITH" FRAGRANCE

Wonderous Item, Rare

A small glass bottle containing 1d6+2 uses of a silver perfume smells of iron. One use can be applied during a short or long rest and remains applied for 6 hours or until removed. While this perfume is applied aberrations, celestials, elementals, fey, fiends, and

"COUGHING" FRAGRANCE



"LOVE" FRAGRANCE

undead creatures adjacent to you have disadvantage on saving throws and attack rolls.

"INVIGORATE" FRAGRANCE

Wonderous Item, Rare

A small glass bottle containing 1d6+2 uses of a bright orange perfume that energizes and emboldens you when smelled. One use can be applied during a short or long rest and remains applied for 6 hours or until removed. While applied friendly creatures adjacent you deal extra damage equal to your Charisma modifier (max +4) to all non magical damage rolls.

"LOVE" FRAGRANCE

Wonderous Item, Rare

A small glass bottle containing 1d6+2 uses of a rosy red perfume that invokes the sensation of love when smelled. One use can be applied during a short or long rest and remains applied for 6 hours or until removed. A perfume that makes people attracted to your presence. While this perfume is applied, any creatures adjacent to you that can smell must on a DC 13 Charisma saving throw. On a failed save the creature is under the charmed condition towards you and cannot attack you. The creature can attempt to remove the condition by making a successful Charisma saving throw at the end of its turn. On a success the creature is immune to the effects of this fragrance for the next 24 hours.

"SERENITY" FRAGRANCE

Wonderous Item, Uncommon

A small glass bottle containing 1d6+2 uses of a deep purple perfume that calms the mind when smelled. One use can be applied during a short or long rest and remains applied for 6 hours or until removed. While this perfume is applied, you and any friendly creatures within 5ft that can smell has advantage on saving throws against charm effects.

"REJUVENATE" FRAGRANCE

Wonderous Item, Very Rare

A small glass bottle containing 1d6+2 uses of a deep red perfume that invigorates you with liveliness when smelled. One use can be applied during a short or long rest and remains applied for 6 hours or until removed. While this perfume is applied, you and any friendly creatures adjacent to you that can smell restores the maximum amount of hit points from any healing spells or hit die that are used.

"UNVEIL" FRAGRANCE

Wonderous Item, Rare

A small glass bottle containing 1d6+2 uses of a milky perfume that creates a cloud of mist around you. One use can be applied during a short or long rest and remains applied for 6 hours or until removed. Prevents invisibility. Invisible creatures or objects adjacent to you have the mist cling to them, making them visible

HAIR

Hair cosmetic products come in balms and dyes, or wigs. Hair dyes and hair tonics require a short or long rest to be applied to a creature and their effects fade after 24 hours unless otherwise noted. Wigs can be worn normally as head equipment.

BERRY DYE

Wonderous Item, Uncommon

A small bottle of deep red hair dye containing 1d4+1 uses. Once applied it causes the hair to grow 1d6 berries, like a bush. The berries can be removed and eaten as an action. Once eaten the berries recover 1d4+1 hit points and remove the poison condition. After 24 hours the berries wither and fall off, losing their properties. You can only dye your hair once every 24 hours.

CLIMBER WIG

Wonderous Item, Uncommon

A long blonde wig made with extremely strong strands of hair. While wearing this wig you can extend the length of this hair up to 50ft as an action. The hair can be climbed like a rope.

COLLECTORS WIG

Wonderous Item, Rare

This curly black wig has a surprising amount of volume to it that bounces easily. This wig has a extradimensional space within it, allowing the wearer to put any small or thin object into the wig. The



"REJUVENATE" FRAGRANCE



HAIR GROWTH TONIC

pocket dimension size is 3 cubic feet and can hold up to 20 pounds. Pulling an object out takes a bonus action and the wearer has to have seen the object before. If the wig is removed, all items that were placed inside fall out.

HAIR GROWTH TONIC

Wonderous Item, Uncommon

A small greenish bottle containing 1d4+1 uses of a clear balm. One use can be applied to 6in square surface of anything organic. Once applied hair will begin growing within 24 hours and remain there for 1 week, After which the hair will grow thin and brittle and fall off.

HELMET WIG

Wonderous Item, Uncommon (requires attunement)

The wearer of this wig can use an action to turn it into metal and form a plate helmet. The wearer gains +1 to AC while it is in helmet form and are not already wearing a helmet. Switching it back to a wig is an action.

SHIMMING HAIR DYE

Wonderous Item, Uncommon

A small bottle containing 1d4+1 uses of yellow dye. Once applied, it causes the hair to emit bright light up to 30ft. 6 hours after dyeing the hair, the bright lights fades to dim light. 12 hours after dyeing the hair, the hair no longer emits light. You can only dye your hair once every 24 hours.

SMOKE DYE

Wonderous Item, Rare

A small bottle containing 1d4+1 uses of a gray dye that looks like smoke when swirled around. Once applied it causes smoke to spill out from your hair for 6 hours. All attack rolls using sight against you has disadvantage from the obscuring smoke.



WINGED WIG



LIPSTICK OF FLAMES



LIPSTICK OF ICE

SAMSON'S TONIC

Wonderous Item, Rare

A small bottle containing 1d4+1 uses of a redish balm to treat hair. One use can cover the hair on a creatures scalp. While applied you gain advantage to all strength skill rolls for 24 hours.

TANGLE WIG

Wonderous Item, Rare (requires attunement)

This red haired wig looks like a tangled mess, simply touching it can get your fingers caught in it. While wearing this wig you can use an action to animate the hair and tangle it around another creature within 5ft of you. The creature must make a DC 15 Strength save or become restrained on a failed save. The creature can attempt to break free on each of its turns.

WINGED WIG

Wonderous Item, Very Rare (requires attunement)

This white haired wig flares outward on the side and is styled in a way that gives the appearance of wings. The wearer of this wig can activate the magic and fly at a speed of 15ft up to 6 hours. At the end of each day 3 hours of flight time is recharged.

LIPSTICKS

Lipsticks can be applied during a short or long rest and their remains applied for 24 hours, unless removed or the magic is removed by other means

LIPSTICK OF SWEET WORDS

Wonderous Item. Uncommon

An iron tube containing 1d8+2 uses of a deep red lipstick. One use can be applied to your lips during a short or long rest and remains applied for 24 hours, unless removed. When applied the wearer has advantage on all Charisma based skills checks against creatures that can see you.

LIPSTICK OF DREAMS

Wonderous Item, Uncommon

A crystal tube containing 1d8+2 uses of a pastel purple colored lipstick. One use can be applied to your lips during a short or long rest and remains applied for 24 hours, unless removed. A creature wearing this lipstick can expend its magic while kissing another creature and roll 4d6 against the target. If the total rolled is equal to or greater than the targets current health points they fall asleep for 10 minutes, and are considered unconscious. Once the magic is expended

LIPSTICK OF FLAMES

Wonderous Item, Rare

A dark metal tube containing 1d8+2 uses of a bright red colored lipstick with flakes of gold. One use can be applied to your lips during a short or long rest and remains applied for 24 hours, unless removed. The wearer can use an action to expend the magic from the applied lipstick and breathe a 15ft cone of fire. Creatures within the cone must make a DC 13 Dexterity save or take 3d6 fire damage, or half as much on a success. Once the magic is expended the lipstick changes to a natural red color.

LIPSTICK OF ICE

Wonderous Item, Rare

Crystal tube containing 1d8+2 uses of a pale blue colored lipstick. One use can be applied to your lips during a short or long rest and remains applied for 24 hours, unless removed. While wearing this lipstick you can use a standard action to expend its magic and breathe a 15ft cone of ice and cold. The terrain within this cone becomes icy and slick, and is considered difficult terrain. Any creatures moving through this space must make a DC15 dexterity save or fall prone. Once the magic is expended the lipstick changes to a deeper blue color.



LIPSTICK OF LANGUAGES

LIPSTICK OF LANGUAGES

Wonderous Item, Uncommon

A small gold tube with the name of a language etched into one side containing 1d8+2 uses of a light pink colored lipstick. One use can be applied to your lips during a short or long rest and remains applied for 24 hours, unless removed. When applied the wearer can speak the language labeled on the tube. This only affects speech, the wearer is not able to read or write in the specified language.

LIPSTICK OF MESSAGES

Wonderous Item, Uncommon

A small copper tube containing 1d8+2 uses of a glittering blue colored lipstick. One use can be applied to your lips during a short or long rest and remains applied for 24 hours, unless removed. Leave a message in a kiss mark on a surface. When activated the kiss mark animates to repeat the message and fades away. This effect has 3 uses before its magic is used up for the day, after all uses are expended the lipstick applied loses its glittering shine and becomes matte.

LIPSTICK OF PURIFYING

Wonderous Item, Rare

White tube containing 1d8+2 uses of a white colored lipstick. One use can be applied to your lips during a short or long rest and remains applied for 24 hours, unless removed. While wearing this lipstick a creature cannot become poisoned from eating or drinking food.

LIPSTICK OF REVIVING

Wonderous Item, Very Rare

A white gold tube containing 1d8+2 uses of a shimmering gold colored lipstick. One use can be applied to your lips during a short or long rest and remains applied for 24 hours, unless removed. When you make lip contact with a creature, you expend its magic and can cast Revivify on the creature. Once the magic is expended the lipstick fades off.

LIPSTICK OF SLUDGE SPIT

Wonderous Item, Uncommon

Black tube containing 1d8+2 uses of a green colored lipstick. One use can be applied to your lips during a short or long rest and remains applied for 24 hours, unless removed. Choose a location within 15ft and spit a ball of sticky sludge that remains in that space for 3 rounds. Any creature within or entering that space must make a DC 13 Strength saving throw or become stuck with a movement speed of 0ft for their turn, they can attempt to break free with a successful Strength save at the start of each of their turns while the sludge is still there.

LIPSTICK OF HIDDEN SPACE

Wonderous Item, Uncommon

Sparkling black tube containing 1d8+2 uses of a deep purple colored lipstick. One use can be applied to your lips during a short or long rest and remains applied for 24 hours, unless removed. While wearing this lipstick you can activate its magic to transport a small object able to fit within your mouth (coin, key, gemstone) to a temporary extradimensional space. The object can be pulled back out at anytime or until the lipstick wears off or is removed, at which point the object appears back in your mouth. There is only enough space for one object to be stored at any given time.

NAILPOLISH

One use of a nailpolish covers a single nail and can only be applied during short or long rests. Once applied the Nailpolish remains there for 24 hours, until removed or the magic is spent in each nail.

ARCANIST STRIKER NAILPOLISH

Wonderous Item, Uncommon

A bottle containing an opalescent nail polish, it contains enough nail polish for 1d6+4 uses. Can be applied during a short or long rest and remains applied until removed, one use can cover a single nail. While at least one nail has the the nail polish applied, you can use a bonus action to cast a single bolt of Magic Missile at a target. After that the magic is expended from the nail and it fades to white.

CLAWHAND NAILPOLISH

Wonderous Item, Uncommon

A bottle containing a dark metallic gray color that hardens into a metal coating, the bottle contains enough nail polish for 1d6+4 uses. The polish can be applied during a short or long rest and remains applied until removed, one use can cover a single nail. While at least one nail has the the nail polish applied and you are attacking another creature, you can expend the magic from as many nails you choose and add 1 point of piercing damage to the damage for each nail expended. After the attack the polish breaks off of the nail.

GRAVE TOUCH NAILPOLISH

Wonderous Item, Rare

A bottle containing a green nail polish, it contains enough nail polish for 1d6+4 uses. Can be applied during a short or long rest and remains applied until removed, one use can cover a single nail. While at least one nail has the the nail polish applied and you are touching another creature, you can use an action expend the magic from as many nails you choose to deal 1 necrotic damage for each nail expended. You regain health equal to the amount damage dealt to the creature. After that the magic is expended from the nail it fades to a black color.

POWERARM NAILPOLISH

Wonderous Item, Rare

A bottle containing a glossy magenta nail polish that faintly glows, it contains enough nail polish for 1d6+4 uses. Can be applied during a short or long rest and remains applied until removed, one use can cover a single nail. When you make an unarmed strike and at least one nail has the polish applied, you can expend the magic from one nail to make the attack considered magical and granting +1 to attack rolls. When the magic is expended the nail polish on that nail fades to a cyan color.

PRIMA PRISMA NAILPOLISH

Wonderous Item, Very Rare

A bottle containing a glittering rainbow nail polish, it contains enough nail polish for 1d6+4 uses. Can be applied during a short or long rest and remains applied until removed, one use can cover a single nail. While at least one(1) nail has the the nail polish applied, you can use an action to release the magic in one nail to cast Color Spray. If all ten(10) nails have the nail polish applied you can use an action to release all the magic at once to cast Prismatic Spray. After the magic is expelled from a nail the polish becomes a flat white color.

RAZZLE DAZZLE NAILPOLISH

Wonderous Item, Uncommon

A bottle containing a sparkling silver nail polish, it contains enough nail polish for 1d6+4 uses. Can be applied during a short or long rest and remains applied until removed, one use can cover a single nail. While at least one nail has the the nail polish applied, you can use a bonus action to cast Prestidigitation and perform single minor magical trick that goes off instantly. After that the magic is expended from the nail and it fades to a light blue.

REJUVENATION NAILPOLISH

Wonderous Item, Uncommon

A bottle containing a red nail polish, it contains enough nail polish for 1d6+4 uses. Can be applied during a short or long rest and remains applied until removed, one use can cover a single nail. While at least one nail has the the nail polish applied and you are touching another creature, you can use an action expend the magic from as many nails you choose to

GRAVE TOUCH NAILPOLISH



SAFE CRACKER NAILPOLISH



heal 1 hit point for each nail expended. After that the magic is expended from the nail it fades to a white color.

SAFE CRACKER NAILPOLISH

Wonderous Item, Uncommon

A bottle containing a silver nail polish, it contains enough nail polish for 1d6+4 uses. Can be applied during a short or long rest and remains applied until removed, one use can cover a single nail. While at least one nail has this applied you can touch a lock and gain a +1 on your next Sleight of Hand skill check to unlock it for every nail's magic you expend. After the magic is expended from the nail it fades into plum color.

SNAP NAILPOLISH

Wonderous Item, Uncommon

While wearing at least one nail of polish you can snap your fingers and expend the magic in one nail worth of polish. The sound of the snap is amplified and deals 1d4 force damage to any creature adjacent to you

SPECTRAL REACH NAILPOLISH

Wonderous Item, Uncommon

A bottle containing a glittering blue nail polish, it contains enough nail polish for 1d6+4 uses. Can be applied during a short or long rest and remains applied until removed, one use can cover a single nail. While at least one nail has the the nail polish applied, you can use a bonus action to cast Mage Hand and can have it perform only a single action before it disappears. After that the magic is expended from the nail and it fades to a matte purple.

SKIN PRODUCTS

Creams and lotions can be applied during a short or long rest and remains applied for 24 hours, unless removed or the magic is removed by other means.

BLURRING CREAM

Wonderous Item, Uncommon

A small container with white cream, it contains enough cream for 1d4+2 uses. Can be applied during a short or long rest and remains applied for 24 hours, unless removed. While this facial Cream is applied, it becomes difficult for creatures to remember your face.

COLOR LOTION

Wonderous Item, Common

A small container with enough cream for 1d4+2 uses. Can be applied during a short or long rest and remains applied for 24 hours, unless removed. This item can come in a variety of colors. When applied, the creature's skin becomes the color of the lotion for 24 hours.

COOLING LOTION

Wonderous Item, Uncommon

A small container with blue cream, it contains enough cream for 1d4+2 uses. Can be applied during a short or long rest and remains applied for 24 hours, unless removed. Applying this lotion gives you resistance to fire damage. Do not receive exhaustion when exposed to hot temperatures for extended periods of time

FACE CREAM OF MANY FACES

Wonderous Item, Rare

A small container with a dazzling multi colored cream, it contains enough cream for 1d4+2 uses. Can be applied during a short or long rest and remains applied for 24 hours, unless removed. While applying the cream to the face, imagine another humanoid creature you've seen before and the cream will change the appearance of your face to match. This effect lasts as long as the cream is applied.

SILKSKIN CREAM

Wonderous Item, Rare

A small container with pale yellow cream, it contains enough cream for 1d4+2 uses. Can be applied during a short or long rest and remains applied for 24 hours, unless removed. One use can be applied to half the body. When applied, this lotion will make you immune to petrification. When this cream is applied to a creature already petrified, that creature will have their petrification effect removed.

SKULKER CREAM

Wonderous Items, Very Rare

A small container with black cream, it contains enough cream for 1d4+2 uses. Can be applied during a short or long rest and remains applied for 24 hours,

unless removed. When this Cream has been applied to a creature their skin fades away and becomes invisible when in complete shadow. They have advantage with stealth checks and attacks against them have disadvantage when in shadow.

SLICK LOTION

Wonderous Items, Uncommon

A small container with clear cream, it contains enough cream for 1d4+2 uses. Can be applied during a short or long rest and remains applied for 24 hours, unless removed. When applied the creature has advantage on escaping from being restrained or grappled.

STONESKIN LOTION

Wonderous Item, Uncommon

A small container with gray shimmering cream, it contains enough cream for 1d4+2 uses. Can be applied during a short or long rest and remains applied for 24 hours, unless removed. When this Cream had been applied to a creature their skin hardens into a rough bark like surface. That creature gains +1 to AC for 24 hours.

WARD CREAM

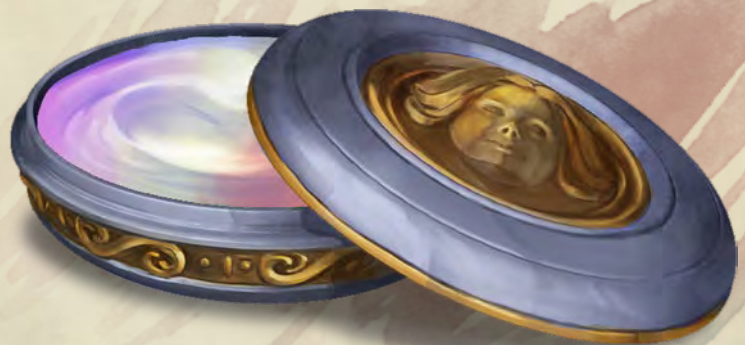
Wonderous Item, Uncommon

A small container with sparkling light purple cream, it contains enough cream for 1d4+2 uses. Can be applied during a short or long rest and remains applied for 24 hours, unless removed. When this cream has been applied you have resistance to bludgeoning, piercing, and slashing damage from non magical weapons on the first attack that hits you. This resistance is only applied to the first strike that hits, it must be reapplied before you can gain this effect again.

WARMING LOTION

Wonderous Item, Uncommon

A small container with orange cream, it contains enough cream for 1d4+2 uses. Can be applied during a short or long rest and remains applied for 24 hours, unless removed. Applying this lotion gives you resistance to cold damage. Do not receive exhaustion when exposed to cold temperatures for extended periods of time



FACE CREAME OF MANY FACES