

# The Beast's Teabox

*Wonderous Item, Scaling Rarity (requires attunement)*

A tool used by the Beast of Heilwald, a disgraced noble and plague doctor with a fascination with a strange herb found in the Sleeping Beast mountains of Lamordia. He was known as The Beast due to his deformities, not due to his behavior.

"Teabox" is a euphemism. It, in reality, these boxes contain herbal cures and chemicals that alter the body and mind. With hope, they will not be misused...

All abilities are cumulative, other than the value increase for the Dark Herb.

## **Level 1: Amateurly Modified Spice Box (Uncommon)**

A rickety little box with many compartments. It contains a meagre collection of herbs and spices, most of which are uninteresting and of limited use... save one. The Dark Herb is carnivorous and must be watered with blood, but other than the placement of a needle to sustain it, it has no special attention given to it.

You can treat this item as a herbalism kit and a Heward's Handy Spice Pouch. It can create a number of pounds of nonmagical herbs or spices equal to your proficiency bonus. You can only create herbs and spices that you have obtained living specimens of and have placed into the box. The box regains all expended uses at dawn.

In addition, as an action, you can expend a hit die, gaining one dose of the Dark Herb. You can have no more than three times your constitution modifier in Dark Herb doses at one time.

A single dose of the Dark Herb in this state is worthless, but can be treated as 1gp worth of materials for making alchemical concoctions, poisons, and potions.

## **Level 5: Edel's Research Box (Rare)**

A cheap box of herbs and spices, now with various alchemical components, all meticulously labeled. The Dark Herb has evolved, and has significantly more space dedicated to it as it has been recognized for its versatility and power.

This item now also functions as a set of Alchemist's Supplies as well, and can create common magical herbs. In place of creating a pound of nonmagical herbs or spices, you can choose to create one dose of magical herbs or spices under the same restrictions.

In addition, you can treat this box as a Healer's Kit, expending the Dark Herb in place of uses.

The Dark Herb now is worth 5gp of materials for poisons, potions, and alchemical concoctions.