

# The Emberglass

## The Last Light of Lathander

*Rare, Requires Attunement by a Divine Champion (Cleric, Paladin, Druid, or Warlock with a Celestial Patron).*

*"In the years before the Rotmire Blight, when the dawn was still golden and the light was still kind, Lathander's radiance bathed the world in promise. But even the brightest morning must fade, and even the most brilliant fire must dim. This shard—this ember—is all that remains of His light. It does not blaze as it once did, but it endures. It protects. It waits. And for those who dare to carry it, it demands that they become the dawn."*



### Attunement Requirements

The Emberglass is a remnant of **Lathander, the Last Dawn**, once the guiding light of renewal and hope. Though His full radiance is believed to be lost, this fragment still clings to His purpose.

Only those who walk the path of light may bear it.

### A character must be:

- **Cleric, Paladin, Druid, or Warlock (Celestial Patron)**
- Alternatively, **any character with proficiency in Religion** may attempt to attune to the Emberglass, but doing so requires a **day of meditation and a DC 15 Wisdom check** to successfully bond with it.

Upon attunement, the wielder experiences a vision of an endless sunrise, a golden radiance stretching across a sky they cannot remember. A warmth—not of heat, but of purpose—fills them, and for the briefest moment, they feel as if they are standing in the presence of something vast, something watching, something waiting.

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## Effects of the Emberglass

### Passive Effects Upon Attunement

- **Lathander's Presence:** The Emberglass sheds **dim light in a 10-foot radius**, which cannot be extinguished by mundane means.
  - **Celestial Insight:** The wielder gains **advantage on Intelligence (Religion) and Wisdom (Insight) checks** when interacting with divine forces or remnants of lost faiths.
  - **Blessing of the Morninglord:** The wielder is **immune to the Rotmire Blight's progression**, and any infected creature within **10 feet** cannot spread the disease while in the Emberglass' presence.
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### Levels 4-6 (Dormant State) - The Fading Ember

The Emberglass is weak, its radiance flickering like the first light of dawn struggling against the weight of night. But even a dim ember can hold back the dark.

#### Effects:

- **Lathander's Grace:** The wielder can cast **Cure Wounds (1st level)** once per **long rest**.
  - **Radiant Resilience:** The wielder gains **resistance to radiant damage**.
  - **Dawn's Edge:** The wielder's **weapon attacks count as magical** for overcoming resistances.
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