

# Emberglow Iris

## Wondrous Item (Eye)

### Rare, Very Rare, Legendary (requires attunement)

*Crafted from the very essence of a fey creature that danced among the fireflies and embers of the Feywild's great bonfires, this eye glows with a vibrant, fiery orange hue. When the light catches it just right, one can see tiny flames dancing within. Once embedded in a socket, the Emberglow Iris allows its bearer to perceive and harness the primordial fires of nature itself.*

- **Flame's Insight:** When attuned to the Emberglow Iris, the wearer can see sources of natural fire, such as campfires, forest fires, or torches, even if obscured or hidden. They also gain the ability to determine the source or cause of any natural flame within 60 feet.
- **Pyre's Touch:** The wearer gains the ability to cast *Produce Flame* at will, without expending a spell slot.
- **Dance of the Feyfire:** Once per long rest, the wearer can cast *Flaming Sphere* as a 2nd level spell, without requiring any material components. The summoned sphere resembles a dancing fey spirit wrapped in flames and emits an otherworldly glow. The DC for saves for abilities and spells using this item is 15.
- **Flare's Empathy:** Whenever the wearer is within 5 feet of a natural fire source, they gain temporary hit points equal to their character level. These temporary hit points last for 1 hour or until depleted.

**Installation:** Embedding the Emberglow Iris requires 1 hour, and the procedure can be quite delicate. Once fully embedded, it functions as a regular eye, albeit with its unique fiery hue and magical properties.

## Companion Item:

*As you gain experience your companion item grows and evolves with you.*

### Very Rare Emberglow Iris:

- **Enhanced Bond:** The DC for saves for abilities and spells using this item is now 17 or your spell save DC, whichever is higher.
- **Flare's Empathy:** Your flare's Empathy is now activated when within 10 feet of a natural fire source.

### Legendary Emberglow Iris:

- **Enhanced Bond:** The DC for saves for abilities and spells using the item is now 19 or your spell save DC, whichever is higher.
- **Flare's Empathy:** Your flare's Empathy is now activated when within 15 feet of a natural fire source.
- **Dance of the Feyfire:** You can now cast *Sunbeam* once per long rest without expending a spell slot.

## Fire Archdruid Caelum.

As a child, I was told of the legendary Fire Archdruid, Caelum. Whispers of his deeds rustled through every forest, and his legends warmed many a cold night. But like all tales of grandeur, they faded into the tapestry of myth, becoming mere bedtime stories for eager children.

That changed the evening I wandered into an untouched glade of the Eldergrove Forest. The canopy above was alive with a mesmerizing dance of fireflies, but what drew my gaze was the heart of the glade, where a massive, ancient bonfire roared. Yet, it wasn't the fire that captivated me, but the figure standing amidst the flames—Caelum.

His ageless eyes met mine, one of them a radiant, burning orange, alive with tiny flames—the Emberglow Iris.

"I have waited," he murmured, his voice a blend of crackling wood and whispered secrets. "Fire is life, but it also consumes. I've walked the paths of this world, harnessing its flames, understanding its nature, and in my journey, I realized that even archdruids must pass the torch."

*Thank you for supporting me and my work.*

## Dungeons and Daphgar

