



THE FOCUS OF MUTED REALITY

Wondrous Item, Rare

This item looks like a polished, dark obsidian pendant worn on a delicate chain. Upon closer inspection, the surface of the obsidian seems to slightly dampen and distort all light sources in its vicinity, as if it were capturing and slowing down light from half a step away.



PROPERTIES

Muffled Footsteps:

As long as you carry this focus and are connected to it, you have advantage on all Dexterity (Stealth) checks when moving at half speed or slower. The focus's magical muffling makes your movements more subtle and absorbs light noises.

Moment of Clarity (1 charge):

When you or a creature you can see within 30 feet must make a saving throw to end (or resist) one of the following conditions: Charmed, Frightened, or Stunned, you can spend 1 charge of the focus as a reaction. The creature has advantage on that saving throw.



Illusory Dampening (3 charges):

As an action, you can spend 3 charges to create a magical dampening of reality around you. You cast the Silence spell at your location, without requiring concentration or material components. The spell lasts for 1 round. You cannot use this ability again until you have completed a short or long rest.

RECHARGING

The focus has 3 charges. It regains 1d3 spent charges daily at sunset.

SPELLS

SILENCE

2nd-level

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: 10 Minutes

For the duration, no sound can be created within or pass through a 20-foot-radius sphere centered on a point you choose within range. Any creature or object entirely inside the sphere is immune to thunder damage, and creatures are deafened while entirely inside it. Casting a spell that includes a verbal component is impossible there.