

# THE WANDERING MISTRESS

**M**ostly worshipped by nomads and sailors, the Wandering Mistress is also a favorite of those seeking to explore the uncharted. Her symbol is a bright star compass with a woman wearing a "crown of nature and sea pearls". She is said to take the form of an unexpected guide for those who are lost and may take the form of an animal, person, or star. She is also the patron goddess of cartographers, guiding their hands to create masterful maps with mystical arcane abilities.

## GODDESS OF TRAVEL, EXPLORATION, COMPASSION, & ADVENTURE

Known to appear to those lost at sea or in nature as an animal (dolphin/sparrow) or guide (human/humanoid form) and will lead them to a safe place they know in exchange for small markers placed along paths so that others can find their way.

## A PORT IN THE STORM

Not just a guide, the Wandering Mistress is an oasis, an unexpected shelter from the elements, a port in the storm, or an inviting inn along an otherwise abandoned road. She is comfort to a weary traveler, a song to pass the time, a sea shanty, or a glorious sunset to make your travels that much more enjoyable.

## THE AURORA DRAGON CONSTELLATION

The Wandering Mistress is often depicted as holding a glowing compass star. That star is the eye of the Aurora Dragon Constellation, whose "wings" light up in the aurora during special times of the year and is seen as an auspicious holiday to her followers. Entire festivals are planned around this event in tiny, remote mountain villages where her presence seems to be the strongest.

## GIFTS FROM THE GODDESS

### STARLIGHT INK POT

This never ending pot of ink can be used to mark any map with whatever the writer wishes and have it fade away shortly thereafter. The ink reappears to anyone who reads celestial or when held under moon/starlight. Wondrous item, very rare.

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### APPEARANCE

As an animal, she most often takes the form of a dolphin at sea or a sparrow on land. In her human-type form, she wears long flowing robes that give the impression of a rolling landscape. Her skin is deep bronze from the sun and her hair is copper colored with vines and pearls as a "crown". Her eyes are the color of "teal waters" shifting from green to blue.

## COIN OF DELVING

The Mistress greatly encourages exploration and often leaves a token to those she's graced with her presence: a small coin of delving.

This scintillating brass coin sheds dim light in a 5-foot radius. If dropped a distance greater than 5 feet, the coin issues a melodious ringing sound when it hits a surface. Any creature that can hear the chime can determine the distance the coin dropped based on the tone. Once the tone rings out, the coin magically returns to your hand ready to be used again.

The coin itself is a brass compass star surrounded by leaves and can be worn on a chain or cord. Common item.

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## COMPASS OF RECALL

An ordinary looking pocket compass on a chain that will always lead you to a place you are familiar with. Once per long rest you can meditate on the compass for a minute in the spot you want to return to. When you need to find it again, hold the compass and follow the needle to that destination. Wondrous item, uncommon.

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## MAP CASE OF DUPLICATION

Once per long rest, you can place any map in this case and concentrate for 10 minutes to create a duplicate to add to your collection. If the original map has any magical properties, they are not transferred to the copy, only the visible designs on it.

Doing so consumes 5 sheets of paper, 1/2 ounce of ink, and 25g pieces.

Wondrous item, rare.

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## CARTOGRAPHER'S SPYGLASS

This mini spyglass packs a punch! Fits in the palm of your hand but once attuned, you can use this spyglass to see in the dark as if you had darkvision up to 60ft. so long as you keep it to your eye. Also, once per long rest, the spyglass can be used in the following manners:

- You can enact a 1 minute ritual to see an area up to three miles away with amazing clarity.
- You can use the spyglass to reveal a path of glowing lights that will lead you to the nearest point of civilization. The lights remain as long as you concentrate on this power, as if you were concentrating on a spell. These glowing lights are only visible to you and only if you are looking through the spyglass.

Each of these abilities requires 50gp in sapphire dust. Requires attunement. Wondrous item, rare.

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## AUTHOR & CONCEPT CREATOR

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All text and concepts were created by [Deven Rue](#).

## ITEM ARTIST

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Mischi created the item art for this project and you can find more of their work on their [Patreon](#) or [Twitter](#).

## PORTRAIT ARTIST

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Elaine Ryan created the portrait of the Wandering Mistress for this project. [Check her out on Twitter!](#)

## HOME BREWERY PDF

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