



GUNGNIR, THE OATH-SPEAR

Weapon (Spear), Legendary (requires attunement)

Later Norse tradition names Gungnir as Odin's spear, crafted by the sons of Ívaldi and famed for an unerring throw. Earlier poetry gives us a darker image: a spear cast over an opposing host, marking the beginning of war. This game relic turns that tension into an oath whose force must be carried by its bearer.

OATHBOUND

You gain a +2 bonus to attack rolls and damage rolls made with this magic spear. When you attune to it, speak one voluntary oath of protection, truth, or lawful purpose. You can change the oath during a short rest.

UNERRING CAST (1/DAWN)

When you make a ranged attack with the spear, you can declare it unerring. The attack hits unless the target is behind Total Cover. The spear returns to your hand immediately after the attack.



RITE OF ATTUNEMENT

During a short rest, state your oath before at least one willing witness. The spear's special properties are suppressed while you knowingly act against that oath.

THE COST OF CERTAINTY

After you use Unerring Cast, you have Disadvantage on the next Initiative roll you make before you finish a Long Rest.

