

The Heartwood Circlet

Item · Wondrous Item (Headwear) · Artifact (Requires Attunement)

Weight: Less than 1 lb

Cost: Not available at any price. If somehow offered -- which would require Aelindrath's death or willing transfer, both campaign-defining events -- no realistic market ceiling applies. The curse accelerating toward permanent identity loss would deter most buyers regardless of the knowledge access it provides.

Magical Properties

Artifact. Grown from the Life Tree of Elysor. Grants access to the accumulated memory of the High Elven lineage. Currently held by Sun King Aelindrath and has been for over two thousand years.

The Heartwood Circlet does not look like a crown. It looks like a single branch of pale silver-grey wood, grown into a continuous loop without seam or joint, smooth as bone and warm to the touch regardless of ambient temperature. It was not made by any smith. It was grown -- coaxed from a living branch of the Life Tree over the course of a year by the most skilled living-wood shaper in Elysor's history, at the direction of a Sun King whose name is not shared with outsiders. That was approximately two thousand years before Aelindrath received it.

The Circlet does not grant power over others. It grants access to the accumulated experience of every High Elven ruler who has worn it -- not as transferable memory that can be searched or catalogued, but as a deep pattern recognition that operates beneath conscious thought. A wearer who has attuned to the Circlet does not know what their predecessors knew. They find that they understand things they have not studied, recognize patterns they have not seen before, and make connections across historical periods that should be too separated to connect. They also, over time, find it increasingly difficult to remember which things they have personally experienced and which things they have simply absorbed.

Aelindrath has worn it for over two thousand years. The line between his own perspective and the Circlet's accumulated weight is not a line he could draw clearly anymore. He is aware of this. He considers it the appropriate cost of the office.

Properties

- **Living Memory:** While attuned, you have advantage on all Intelligence (History) checks. For events that occurred within the last 10,000 years on or near Dracomere, you may ask the GM one yes/no question about historical fact per long rest, answered as though by a witness who was present.
- **Pattern Recognition:** Once per long rest, when you observe a social or political situation unfold, you may ask the GM "have I seen this pattern before?" The GM answers honestly based on the Circlet's accumulated memory.
- **The Weight of Years (curse):** After each long rest, the attuned wearer must succeed on a DC 15 Wisdom saving throw or lose a personal memory -- replacing it with a memory from a previous wearer. This effect is permanent and accumulates. A wearer who has lost 10 or more personal memories cannot be separated from the Circlet without a *Wish* spell or direct divine intervention.
- **Sylvan Tongue:** You can speak, read, and write Elysonian while attuned. This property ends immediately and permanently if the Circlet is removed and does not return when it is replaced. The language learned cannot be retained by any magical means.