Tears of Uzume – Complete Guide

# 1. Lore & Introduction

When Uzume was slain by Fafnirog during the Age of Myths, her sorrow was cast into the heavens. The heavens wept, and fragments of her divine essence rained upon Skazka during an event known as the Starfall. These crystalline relics, called the Tears of Uzume, shimmer with strange colours, each echoing an aspect of her final emotions.  
  
Each Tear is a thumb-sized crystal of otherworldly radiance — indestructible, unremovable once socketed, and forever humming with divine memory. To hold one is to clutch a fragment of a goddess’ last breath.

# 2. How They Work

• Socketing: Tears may be socketed into any finely crafted item. Once socketed, they cannot be removed without destroying them.  
• Attunement: Each Tear requires individual attunement.  
• Limit: A single item may hold up to three Tears.  
• Resonance: Socketing 2+ Tears of the same colour in one item unlocks a set bonus.  
• Favoured Items Rule: Tears may be socketed anywhere, but each colour resonates more strongly with certain item types.  
 - On favoured items, the set bonuses are empowered.  
 - On non-favoured items, the set bonuses are weaker.  
• Corruption: Attuning to more than three Tears total risks exhaustion, madness, visions, or loss of self as Uzume’s sorrow bleeds into the soul.

# 3. Colours of the Tears

|  |  |  |
| --- | --- | --- |
| Colour | Favoured Items | Theme |
| Blue (Sorrow) | Armor, Shields, Helms | Endurance, grief, protection |
| Red (Wrath) | Weapons, Ammunition, Staves | Rage, destruction, fire |
| Gold (Joy) | Utility (cloaks, gloves, boots, amulets, rings) | Healing, courage, morale |
| Violet (Dream) | Utility, Staves, Wands | Illusion, trickery, dreams |
| Silver (Fate) | Any | Time, chance, destiny |
| Black (Chaos) | Weapons, Armor | Entropy, corruption, unpredictability |
| Green (Growth) | Weapons, Utility | Renewal, poison, nature |
| White (Hope) | Armor, Utility | Purity, cleansing, protection |
| Grey (Memory) | Utility | Secrets, remembrance, echoes |

# 4. Resonance Bonuses

When Tears of the same colour are socketed into a single item, they resonate:  
  
• 2-Gem Bonus – A minor enhancement.  
 - Favoured item: Empowered effect (stronger).  
 - Non-favoured item: Lesser effect.  
  
• 3-Gem Bonus – A powerful ability usable once per long rest.  
 - Favoured item: Greater version of the ability.  
 - Non-favoured item: Reduced version of the ability.

# 5. Resonance by Colour

## Blue (Sorrow)

Favoured Items: Armor, Shields, Helms

Theme: Endurance, grief, protection

2-Gem Bonus: Favoured: Resistance to psychic damage.  
Non-Favoured: Advantage on Wisdom saves vs fear.

3-Gem Bonus: Favoured: Once per long rest, negate a critical hit against you.  
Non-Favoured: Once per long rest, reduce damage from a single attack by half.

## Red (Wrath)

Favoured Items: Weapons, Ammunition, Staves, Instruments

Theme: Rage, destruction, fire

2-Gem Bonus: Favoured: Weapon attacks deal +1d6 fire damage.  
Non-Favoured: Weapon attacks deal +1d4 fire damage.

3-Gem Bonus: Favoured: Once per long rest, unleash a cone of fire (6d8, Dex save half).  
Non-Favoured: Once per long rest, emit a fiery aura (3d8 fire to adjacent foes).

## Gold (Joy)

Favoured Items: Utility (Cloaks, Gloves, Boots, Amulets, Rings)

Theme: Healing, courage, morale

2-Gem Bonus: Favoured: Allies within 10ft gain +2 on saves vs fear.  
Non-Favoured: You gain +1 on saves vs fear.

3-Gem Bonus: Favoured: Once per long rest, radiate healing aura (2d8 + Cha to all allies in 30ft).  
Non-Favoured: Once per long rest, heal one ally for 2d8 HP.

## Violet (Dream)

Favoured Items: Utility (Cloaks, Rings, Amulets), Staves, Wands

Theme: Illusion, deception, dreams

2-Gem Bonus: Favoured: Advantage on Stealth checks.  
Non-Favoured: Cast Minor Illusion at will.

3-Gem Bonus: Favoured: Once per long rest, cast Greater Invisibility (1 min).  
Non-Favoured: Once per long rest, vanish for 1 round as per Invisibility.

## Silver (Fate)

Favoured Items: Any

Theme: Time, chance, destiny

2-Gem Bonus: Favoured: Reroll one failed roll per short rest.  
Non-Favoured: Reroll one failed roll per long rest.

3-Gem Bonus: Favoured: Once per long rest, force an enemy to reroll a successful attack or save.  
Non-Favoured: Once per long rest, reroll one failed saving throw yourself.

## Black (Chaos)

Favoured Items: Weapons, Armor

Theme: Entropy, corruption, unpredictability

2-Gem Bonus: Favoured: Critical hits trigger a Wild Magic Surge.  
Non-Favoured: Critical hits deal +1d4 random damage type.

3-Gem Bonus: Favoured: Once per long rest, weapon/armor erupts with chaotic energy: roll on Wild Magic Surge table.  
Non-Favoured: Once per long rest, gain resistance to one random damage type until next dawn.

## Green (Growth)

Favoured Items: Weapons, Utility (Cloaks, Boots)

Theme: Renewal, poison, nature

2-Gem Bonus: Favoured: Weapon attacks deal +1d6 poison damage.  
Non-Favoured: Weapon attacks deal +1d4 poison damage.

3-Gem Bonus: Favoured: Once per long rest, cast Wall of Thorns.  
Non-Favoured: Once per long rest, cast Entangle.

## White (Hope)

Favoured Items: Armor, Utility (Cloaks, Amulets, Rings)

Theme: Purity, cleansing, protection

2-Gem Bonus: Favoured: Resistance to necrotic damage.  
Non-Favoured: Advantage on saves against charm and fright.

3-Gem Bonus: Favoured: Once per long rest, radiate a protective aura granting allies +2 AC for 1 minute.  
Non-Favoured: Once per long rest, cast Protection from Evil and Good.

## Grey (Memory)

Favoured Items: Utility (Rings, Cloaks, Amulets)

Theme: Secrets, remembrance, echoes

2-Gem Bonus: Favoured: Once per long rest, cast Speak with Dead.  
Non-Favoured: Advantage on History checks.

3-Gem Bonus: Favoured: Once per long rest, gain Truesight 30ft for 10 minutes.  
Non-Favoured: Once per long rest, perfectly recall one forgotten detail (DM provides lore).

# 6. Closing Words

The Tears of Uzume are not merely treasures but fragments of divinity. They embody grief, wrath, hope, and chaos — and in binding them to mortal tools, one risks inheriting the sorrow of a slain goddess.