

THE SWIFTRUNNER'S SET

THE SWIFTRUNNERS GUILD

The Swiftrunners Guild is an extensive network of couriers with guildhalls in every major city and most minor ones. In a world where news is only able to spread as fast as the fastest courier, people turn to the aid of magic. The Swiftrunners Guild was formed around the idea of being the fastest, most extensive and most trusted network in the entire realm. Turning to magical artisans, they created their now famous garb that were handed out to the most trusted of their members on the most important of assignments. Since then, they have earned their reputation as being the most trusted (and most expensive) courier service available. They have worked for businessmen and kings, powerful wizards and supernatural beings alike that have felt their delivery was important enough to pay for the best in the realm.

SWIFTRUNNER'S SHIRT

Wondrous item, uncommon (requires attunement), set (Swiftrunner)

When wearing this shirt, you can use a bonus action to take the Dash action. You can use this ability up to three times per day. Once this special action is used three times, it can't be used again until the next dawn.

SWIFTRUNNER'S BOOTS

Wondrous item, uncommon (requires attunement), set (Swiftrunner)

While wearing these boots, you increase your movement speed by 5 feet. Additionally, you have advantage on any Dexterity (Acrobatics) check you make.

SWIFTRUNNER'S BELT

Wondrous item, uncommon (requires attunement), set (Swiftrunner)

While wearing this belt, you have advantage on ability checks made to resist being grappled. Additionally, you can use an action gain the benefits of the *freedom of movement* spell for 10 minutes. Once this special action is used, it can't be used again until the next dawn.

SWIFTRUNNER'S HAT

Wondrous item, uncommon (requires attunement), set (Swiftrunner)

While attuned to this hat, you have a +5 bonus on all Wisdom (Perception) checks you make. Additionally, if you are suffering from the blinded condition, you can use an action to remove the condition from yourself. Once this special action is used, it can't be used again until the next dawn.

Pieces Attuned	Cumulative Benefits
1	-
2	Your base speed increases by 20 feet.
3	You gain advantage on all Dexterity saving throws.
4	Your base speed increases by 30 feet and your Dexterity score increases by 2 to a maximum of 22.

HARMONIOUS ATTUNEMENT

Magical items that are part of a set follow special rules for attunement. Items that have the "set" descriptor follow normal attunement rules for the first item in the set. Each additional item from the same set doesn't count towards the three-item limit for attuned items. However, you can only be attuned to one distinct set of items. If you ever choose to attune to another item from a different set, you must end your attunement to all items from the other set.