



Art by Dean Spencer

Spear of Radiance

Weapon (spear), very rare, requires attunement

Attacks made with this weapon gain a +1 bonus to attack and damage rolls. When you attack with this weapon you deal an additional 1d8 radiant damage.

The spear has 3 charges that it regains daily at dawn. As an action you can expend 1 charge to cause an explosion of light in a 30-foot radius centered on you. Each hostile creature caught in the light must succeed on a DC 15 Strength saving throw or take 2d10 radiant damage and 2d10 bludgeoning damage. Regardless of the outcome of the save, each creature (this includes allies) other than you that is in the radius is pushed back to the edge of the explosion.

Light Devourer

Shield, rare, requires attunement

While attuned to this shield you gain a +1 bonus to your Constitution saving throws.

The shield has 3 charges that it regains daily at dusk. If you have the shield equipped and are attuned to it, as an action, you can expend 1 charge to cause the shield to absorb all light around you for 1 minute. The area in a 20-foot radius centered on you becomes covered in darkness. This darkness cannot be dispelled by magical light, as it simply absorbs it. You can see through the darkness that it creates. While the shield is absorbing light in this manner your movement speed becomes 0.



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