

HEAVENLY TREASURES

Argent Arrows

Ammunition, Uncommon

Each shot with these magic arrows leaves a glistening trail of light in its wake. Whenever you hit a target with an attack made with this piece of magic ammunition, the target becomes surrounded by light until the end of your next turn. While this light persists, the target sheds bright light in a 10-foot-radius around it and dim light for an additional 10 feet and it can't benefit from being invisible.

Additionally, the next attack roll made against the illuminated target is made with advantage. Once it hits a target, the ammunition is no longer magical.

Armor of Divine Embrace

Armor (Heavy), Rare (Requires Attunement)

While you wear this ornate armor, you gain a +1 bonus to saving throws.

Additionally, whenever you drop to 0 hit points and don't die outright while you wear this armor, you can drop to 1 hit point instead. Immediately afterwards, roll a number of d6s equal to your proficiency bonus. You gain temporary hit points equal to the result, which last for 1 minute.

Crescent Weapon

Weapon (any melee weapon), Uncommon

Typically adorned with moonstone, glinting silver, and some lunar imagery, this weapon bears the strength of the moon at its heart. You can use the Attack action to make a special ranged attack with this magical weapon, producing an arc of radiant energy. The special attack is a ranged spell attack with a short range of 30 feet and a long range of 60 feet. You are proficient with it, and you add your Strength or Dexterity modifier (your choice) to its attack and damage rolls. Its damage is radiant, and it uses the same damage die as the weapon. If you're able to make multiple attacks with the Attack action, this attack replaces one of them.

Crown of the Heavenly Monarch

Wondrous Item, Legendary (Requires Attunement)

A crown forged from a seraph's broken halo, this mystical crown was bestowed upon a great champion of the heavens, marking them as equal to the seraphs on high.

Angelic Armaments. As a bonus action, you may choose any weapon with which you are proficient. You manifest a divinely infused magical weapon of the chosen kind. You have a +3 bonus to attack and damage rolls made with this magic weapon. Additionally, whenever you hit a creature with a weapon attack, you can choose for the weapon to deal radiant damage instead of its normal weapon damage type.

The weapon remains until you drop it, whereupon it fizzles out of existence.

Celestial Majesty. You can speak, read, and write Ce-

lestial, and you gain advantage on Charisma (Intimidation) and Charisma (Persuasion) checks made to interact with Celestial creatures.

Additionally, your creature type changes to Celestial.

Divine Magic. As an action, you may cast any spell of 3rd-level or lower from the cleric or paladin spell list using the crown. Once this property is used, it can't be used again until the next dawn.

Heavenly Transport. You can cast the plane shift spell using the crown. When you cast plane shift this way, you must transport yourself to either the Material Plane, or one of the Upper Planes. Once this property is used, it can't be used again until the next dawn.

Wings of the Heavens. As a bonus action, you can manifest luminous, spectral wings, which remain until you use a bonus action to dismiss them, you are reduced to 0 hit points, or you die. While the wings persist, you gain a flying speed of 60 feet.

Divine Weapon

Weapon (any melee weapon), Rare (Requires Attunement)

This weapon is designed with the motifs and flourishes of a particular deity or Celestial creature, taking on symbolic etchings of their influence. You gain +1 bonus to attack and damage rolls made with this magic weapon and when you attack with it, may use your Wisdom or Charisma modifier (your choice), instead of Strength or Dexterity, for the attack and damage rolls.

Executioner's Blade

Weapon (any melee weapon that deals slashing damage), Rare (Requires Attunement)

You gain a +1 bonus to attack and damage rolls made with this magic weapon and you roll one additional weapon damage die when determining the extra damage for a critical hit with this weapon.

Executioner's Strike. The weapon has 3 charges, regaining 1 expended charge daily at dawn, provided you say a brief prayer of forgiveness to a deity determined by the DM.

You can expend 1 of the weapon's charges to deal an extra 2d6 slashing damage to one creature you hit with a weapon attack using the weapon if you have advantage on the attack roll.

Additionally, whenever you would make a weapon attack with the weapon against an incapacitated or willing creature, you can spend 3 of the weapon's charges to cause the attack to automatically hit and deal an extra 9d6 slashing damage. If a creature dies from this attack, it can't be resurrected by any means short of a wish spell.

Optional Trait: A creature can willingly subject itself to the Executioner's Blade and dies by its slash is absolved and its soul is not sent to the lower planes if the cosmic forces that be would deem it so. Instead it would be sent to an outer plane of neutral alignment.

Ink of Truth

Wondrous Item, Common

This 1-ounce bottle of ink prevents lies from being written with it. A creature that writes with this ink cannot write a deliberate lie.

Lantern of Providence

Wondrous Item, Common

This magical bullseye lantern requires no oil, and its light produces a divine splendor accompanied by the sound of a distant, angelic choir.

Martyr's Fingerbone

Wondrous Item, Uncommon (Requires Attunement)

This holy relic, held upon a chain necklace, holds the will of the martyr: to give oneself to others wholly and completely. While you wear this necklace, whenever you expend a hit die during a short rest in order to regain hit points, you may instead choose another creature (that is also resting) to regain those hit points in your stead.

Additionally, as an action, you can touch a creature and expend and roll a hit die. The target regains hit points equal to the result plus your Constitution modifier. Once you have used this property, you can't do so again until you finish a short or long rest.

Mask of Golden Glory

Wondrous Item, Uncommon

This brilliant, golden mask has the glory of celestial majesty etched into its surface. Whenever you speak while you wear the mask, you can have it magically cause your voice to boom three times as loud.

Additionally, you gain advantage on Charisma (Persuasion) checks made to interact with Celestial creatures, and Charisma (Intimidation) checks made to interact with Fiend creatures.

Repenter's Mask

Armor, Rare (Requires Attunement)

This golden mask is etched with false tears that pour from the eyes. Whenever you speak while you wear the mask, you can have it magically change your voice so that it becomes distorted and unrecognizable. A creature can hear through this by using their action to make a DC 18 Wisdom (Perception) check, recognising your voice if they're familiar with you on a success.

Additionally, you have advantage on saving throws made against spells of the enchantment or illusion schools, as well as on saving throws made against being charmed or frightened.

Item Set. You can attune to a repenter's mask and repenter's armament as if they were a single magic item.

Curse. The mask is cursed, and becoming attuned to it extends the curse to you. As long as you remain cursed, you are unwilling to doff the mask, keeping it on your face at all times.

Weapon (Any sword, axe, or hammer without the two-handed property), Rare (Requires Attunement)

This weapon is bound in silver chains, as if imprisoned for its wielder's crimes. You gain a +1 bonus to attack and damage rolls made with this magic weapon.

The weapon has 3 charges and regains all expended charges when you finish a long rest. Additionally, you can use a bonus action and expend two hit dice. If you do, the weapon regains 1 expended charge.

When you hit a creature with a melee attack using the weapon, you can expend 1 charge to deal an extra 2d8 radiant damage to the target. When you do, you can choose a creature other than yourself that you can see within 30 feet to gain hit points equal to half the radiant damage dealt.

Curse. The weapon is cursed, and becoming attuned to it extends the curse to you. As long as you remain cursed, the chains of the weapon wrap around your hand and arm. You can't be disarmed of the weapon, nor can you willingly drop it.

Ring of Promise

Ring, Uncommon (Requires Attunement)

When you attune to this ring, you must make an oath or promise to a Celestial creature or a deity. If you break this promise—or if your attunement to the ring ends—the ring turns to dust.

While you wear this magical ring, you gain a +1 bonus to attack rolls and saving throws.

Rosarius of Miracles

Wondrous Item, Uncommon (Requires Attunement by a Cleric, Paladin, or other divine spellcaster)

While holding to this string of silver beads, you can use a bonus action and speak a quick prayer to your deity. You gain advantage on the next spell attack roll you make before the end of your next turn. Alternatively, the next time you force a creature to make a saving throw against your Channel Divinity feature or a spell you cast, you may cause that creature to suffer disadvantage on that saving throw.

Once this property is used, it can't be used again until the next dawn.

Saint's Burial Shroud

Wondrous Item, Very Rare

This piece of pristine white cloth was once used to lay a saint of great renown to rest. You can wrap this cloth around the body of a creature that has been dead no more than a year and that didn't die of old age. If you then lay the wrapped body to rest in a holy site, such as a church, shrine, or an area consecrated by the hallow spell or similar magic, the body is returned to life at the next dawn as per the resurrection spell.

Once you have resurrected a creature using this property, the cloth then becomes nonmagical.

Symbol of the Faithful

Wondrous Item, Common

Each symbol of the faithful represents a profession of faith to a deity. The symbol is linked to a particular deity of the DM's choosing. While a creature who follows that deity wears the symbol, the symbol emits dim light in a 5-foot radius around it.

The Blessed Sleep

Weapon (any melee weapon), Uncommon (Requires Attunement)

This weapon is wrapped with blessed bandages, as if laid to rest alongside a mummified body.

Peaceful Rest. Whenever a creature is reduced to 0 hit points by this weapon, the creature cannot be raised as an undead for 10 days, as if under the effects of the gentle repose spell.

Silent Call. Whenever you hit an Undead creature with a weapon attack made with this weapon, that creature cannot regain hit points until the end of your next turn.

The Guiding Star

Weapon (quarterstaff), Rare (Requires Attunement)

While you are holding this lantern-topped, wooden quarterstaff, you can use it as a spellcasting focus for your cleric or paladin spells.

Additionally, as an action, you can tap the staff on the ground and utter one of the following command phrases. The staff replicates the effects of one of the following spells, based on the command word spoken:

"Guide me to which I seek." The staff replicates the locate animals or plants or locate object spell (your choice)

"Not all who wander are lost." The staff replicates the effects of the find the path spell.

Once you use this property, you cannot do so again until the next dawn.

Urn of Saint's Ashes

Wondrous Item, Rare

As an action, you can throw this small urn of ashes to a point that you can see within 30 feet. Upon impact, the urn shatters, releasing ghostly spirits in a 10-foot radius sphere, centered on that point. The sphere spreads around corners, and its area is lightly obscured. Whenever a hostile creature enters the area for the first time on a turn or starts its turn there, it must make a DC 14 Wisdom saving throw, taking 4d10 radiant damage on a failed save, or half as much damage on a successful one. Additionally, Fiends and Undead creatures treat the area as difficult terrain.

Wondrous Item, Rare

When you light this magical incense as an action on your turn, it produces a magical aura that fills a 30-foot radius sphere around it that spreads around corners. Humanoid creatures within the area have advantage on saving throws against being charmed, frightened, or possessed, and whenever a Humanoid creature that is charmed, frightened, or possessed starts its turn with-

D10	Creature Type
1-2	Celestial
3-4	Elemental
5-6	Fey
7-8	Fiend
9-10	Undead

in the aura, it can repeat its saving throw against the effect, ending the effect on itself on a success.

Additionally, the aura is tuned to ward away a specific kind of creature. The DM chooses the type or determines it randomly from the options below.

Whenever a creature of that type attempts to enter the aura for the first time on a turn or makes an attack against another creature inside the aura, it must make a DC 18 Charisma saving throw. On a failure, the creature becomes warded away by the incense. A creature that is warded away can't willingly enter the aura and any attack roll it makes against a creature inside the aura misses automatically. On a success, the creature is unaffected and becomes immune to the incense magic for 8 hours.

Weeping Shield

Armor (shield), Uncommon

The spirit of a minor celestial being is bound to this gilded shield and seeks to protect its wielder's allies as much as its wielder. While you wield this shield, whenever a creature makes an attack roll against an allied creature within 5 feet of you, if that ally is incapacitated and the attacking creature can see you, the attack roll is made with disadvantage.

Additionally, when an allied creature that you can see within 30 feet of you drops to 0 hit points, the shield begins to weep and you can use your reaction to immediately move up to your speed towards that creature without provoking opportunity attacks.

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