

SHIELD OF TASS

SHIELD, LEGENDARY (REQUIRES ATTUNEMENT)

This shield cannot be identified through normal means. It appears to be made of a metal with hardness of adamantite, but without the other traits. It glows when any word from its attunement phrase is spoken.

THE SHIELD HAS THE FOLLOWING TRAITS AT ALL TIMES, REGARDLESS OF ATTUNEMENT:

The Shield of Tass can only be equipped by a lawful good creature. If a creature who is not lawful good tries to pick up the shield by the handle, the shield lets off a small pulse of light, dealing 1d6 radiant damage to that creature, increasing by 1d6 for every round they don't drop the shield.

DIVINE ARTIFACT

The Shield of Tass is a divine artifact, and cannot be destroyed, damaged, disassembled, repainted, or otherwise altered in any way. It always looks brand new and polished. Mud and other debris cannot stick to it.

The Shield of Tass acts as a +1 Shield when the user is not attuned.

A USER MAY GAIN ATTUNEMENT BY THE DOING THE FOLLOWING:

Bring the Shield to a temple of Tass on a sunny day, placing on the altar and saying the following phrase:

"Tass as my witness, I devote myself to upholding rule of law"

THE SHIELD HAS THE FOLLOWING TRAITS WHILE ATTUNED TO A USER:

- The Shield of Tass is directly linked to Tass himself. As a bonus action, the user may focus on the shield. The shield will return an emotional feeling (ex: anger, happiness, sadness, displeasure, ect) based on how pleased Tass is with the actions of the user.
- When attuned, the Shield of Tass acts as a +3 shield
- The Shield of Tass has 8 charges, represented by the 4 rays of light coming from the sun depicted on the shield. The rays of light disappear and reappear on the shield based on how many charges are available. The shield regains a charge every time the user makes a lawful good action in a situation where another, easier/profitable/favorable non-lawful good action was present and known to the user. The user should be allowed to ask the DM how they would view any choice they are about to make.
- Willfully allowing an evil choice to occur by inaction removes a charge. Willfully participating in a evil action, regardless of circumstance, immediately removes all charges.

SHIELD CHARGES MAY BE USED FOR THE FOLLOWING EFFECTS:

TASS' PROTECTION

Casting Time: 1 bonus action

Range: 30 feet and visual line of sight

Duration: 1 round per charge expended, per target

A chain of white/blue light arcs from the shield to all desired targets, the light illuminates for 70 feet as bright light, and 30 feet beyond that as dim light. All linked targets gain an extra action, resistant to all damage types and immune to all status effects, and +2 to attack rolls while linked. All Evil creatures that can see the effect must make a DC 15 WIS saving throw or be frightened. The link on a target breaks if they move out of sight or more than 30 feet from the shield.

BEYOND TRUE RESURRECTION

4 charges if good, 6 if neutral, 8 if evil, 1 month cooldown after use

- **Casting Time:** 2 actions
- **Range:** Touch
- **Components:** V, S
- **Duration:** Instantaneous

Resurrect a target creature. They return to full HP, all wounds close, missing limbs regrow, disease and poison are cleansed from the body, all negative status effects are removed, including curses. If the target was undead, it is returned to life at the age chosen by the user, not exceeding the age the creature was at time of 'death', and not younger than 10 years old. The creature is prone and dazed for 1 minute, and cannot make any actions during that time.

MENDING LIGHT

asting Time: 1 action

ange: 45 Feet

uration: Instantaneous

A ray of light appears from the sheild, and moves towards the target at a speed of 15 ft per round. When the light touches the target, the target is healed for 4d6 hp per charge spent (determined at the time the ray is cast), any bonus HP over the targets max hp is gained as temporary hp. The ray cannot move through walls, but can navigate around corners or through gaps as small as 1 inch. If they target is unconcious by the time the light reaches them, they are stabilized. The ray emits a soft blue light that counts as a dim light for 10 feet. If this light is targeted for undead, it deals 5d6 radiant damage on contact instead.

SUMMON TASS

8 Charges - 2 month cooldown, shield cannot gain charges during that time

asting Time: 1 action

omponents: S, V, M (must be holding the Shield)

uration: 2 minutes

A fisure opens in the sky above the user, if they are underground, the fisure opens on the ceiling. Golden rays of light erupt from the fisure, dealing 10d10 radiant damage to all chaotic evil alignment creatures that the light touches. Creatures that die from this effect turn to dust. Tass himself steps through the rift adorned in full battle regalia, entering the material plane. The fisure closes once he steps through. If the party is in combat when Tass is summoned, he enters the turn order at the top of the the turn list.

TASS

Huge Diety, Lawful Good

Armor Class ∞

Hit Points ∞

Speed 45 walk, 70 fly

STR	DEX	CON	INT	WIS	CHA
∞ (∞)	∞ (∞)	∞ (∞)	∞ (∞)	∞ (∞)	∞ (∞)

ndition Immunities Everything

nses passive Perception ∞

nguages Everything except Infernal

allenge ∞

Diety. Cannot be harmed, except by other dieties.

Multiattack. Can attack up to 3 times per turn. 1 Radiant Burst, and 1 attack with each sword.

Diety of Law. Will never break the law, will never harm a lawful good creature. any damage dealt to a lawful good creature by Tass is reduced to 0.

Actions

Radiant Burst. Magical Effect: +12 to hit, 60ft. AOE from self. Hit 55 (10d10) DC 15 Dex Saving throw for half damage.

Tass' Longsword - Law. Melee Weapon Attack +15 to hit, reach, Hit (10d6) slashing damage + (6d10) radiant damage. If the target dies from this attack, Rays of light burst from their body, ripping them to pieces and casting Radiant Burst from that point.

Tass' Flail - Honor. Melee Weapon Attack +10 to hit, 180 degree cone 5ft reach, Hit Apply huge force to each target hit, sending them flying away from Tass 60 feet and taking (12d4) Bludgeoning damage. If they are unable to fly 60 feet unimpeded, they and the object they hit take fall damage equal to the remaining distance they would have flown. (1d6 per 10 feet).

Bless Tass may choose to bless any number of creatures, items, or objects as an action, instilling any effect the DM wishes upon them for any duration of time he desires. The blessing should wear off when the user falls out of favor with Tass.