

## LIGHTPIERCER

### THE LANCE OF AETHOS

*Lance, Legendary (requires attunement)*

From the hands of the legendary enchanter, Aethos the Skull Mage, comes this legendary lance. Infused with the blessing of the Auria (The Golden Lady), Lightpiercer bestows its bearer with the power to harness the golden light of hope. This lance inspires those who wield it to fight for justice and be the spirit of hope against even the greatest darkness.

**“And so I gave to the mortals light, that they should look upon it and see hope. And the darkness should shudder at its rise and its setting. - Illuman the God of the Sun**

- **Heaven's Loyalty.** This weapon has the thrown property (40/80), and can be returned to the wielder's hand as a bonus action.
- **Eternally Sharp.** This weapon grants a +2 bonus to attack and damage rolls.
- **Spire of Elysium** The lance can emit a piercing beam of golden light. As an action, the wielder can unleash a 60-foot-long, 5-foot-wide beam of shining light, dealing 6d8 radiant damage to all creatures in its path. Creatures in its path must make a Constitution saving throw (DC 8 + CON + Proficiency Bonus), taking half damage on a success. Usable once per short rest.
- **Spirit of Hope** While attuned to this lance you have advantage on Charisma checks made to inspire or motivate others.

While attuned to this item you gain the following effects:

