



THE VEL OF CLEAR SIGHT

Weapon (Spear), Rare (requires attunement)

This game relic is inspired by stories of a spear associated with clear sight, protection, and the defeat of harmful illusion. It is written as a respectful fantasy interpretation, not as a representation of a living sacred object.

CLEAR STRIKE

You gain a +1 bonus to attack rolls and damage rolls made with this magic spear. When you hit a creature that is Invisible or benefiting from an illusion, it takes an extra 1d6 radiant damage.

PIERCE THE VEIL (1/DAWN)

As a Bonus Action, you gain the ability to see Invisible creatures and magical illusions within 30 feet of you until the end of your next turn.



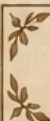
RITE OF ATTUNEMENT

During a short rest, make a voluntary vow to protect a named person, place, or community. You can replace this vow during another short rest.

THE PRICE

When you use Pierce the Veil, you cannot benefit from being Invisible until you finish a Long Rest.

MYTHIC SPEARS II



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