



AREADHBAIR, LUGH'S SPEAR

Weapon (Spear), Rare (requires attunement)

Irish tradition preserves more than one account of Lugh's weapon. This game relic does not claim to settle those competing stories. It imagines a spear whose fire must be cooled, contained, and directed before it can serve a bearer.

HELD FIRE

You gain a +1 bonus to attack rolls and damage rolls made with this magic spear. The spear has 3 charges and regains 1d3 expended charges daily at dawn.

FIRE UNDER RESTRAINT

When you hit with the spear, you can expend 1 charge to deal an extra 2d6 fire damage. If you expend the final charge, the spear sheds dim red light in a 10-foot radius until dawn.



RITE OF ATTUNEMENT

During a short rest, immerse the spearhead in clear water and name one purpose for which you will not draw it.

THE PRICE

After you expend a charge, you cannot use the Dash action until the start of your next turn.