



Sanctified Wings

Artifact, very rare, requires attunement by a non-evil creature.

While attuned to this item you have resistance to radiant damage and a flying speed of 40 feet.

In addition, while attuned, you can, as a bonus action, summon the sacred powers held within the wings, transforming yourself into an celestial knight, you gain the following benefits:

- Your creature type becomes Celestial.
- The first time you are reduced to 0 hit points but not killed outright during the transformation, you can drop to 1 hit point instead.
- You can use the wings to shield you against damage. When you are hit by an attack or you fail a Strength, Dexterity or Constitution saving throw, you can use your reaction to gain a +2 bonus to your AC against that attack or a +4 bonus to that saving throw.
- You unleash a dangerously powerful light that radiates from your entire being, threatening to destroy all. You shed bright light in a 10-foot radius and dim light for an additional 10 feet, and each time you deal damage to a creature, you deal additional radiant damage equal to your proficiency bonus.

This transformation lasts for 1 minute and ends early if you fall unconscious. Once you've used the wings in this way, you can't do so again until you complete a long rest.

Art by Dean Spencer





Sanctified Mask

Wondrous item, very rare, requires attunement by a non-evil creature.

This mask obscures your face and grants a pleasant feeling of warmth. It was bestowed to high ranking celestial knights for their devotion. While wearing the mask and attuned to it, you gain the following benefits:

- You have resistance to necrotic damage
- You can turn the mask invisible at will (no actions required)
- You have Truesight out to 120 feet
- You can't be targeted by any divination magic or perceived through magical scrying sensors.

Art by Louis Porter, Jr. Design

