

Lesradriel's
Sword of Truth



Mesradon's
Lance of Corruption

Lesradriel's Sword of Truth

(Any Sword, Artifact, Requires Attunement)

The gem in the center of its blade charges it up with an energy signature similar to the angel's own one and causes additional radiant damage.

Whenever you hit with this weapon, it deals **2d8** additional radiant damage.

Any creature that touches this sword has to tell the truth and can't lie, no matter the personality or origin of the creature.

Mesradon's Lance of Corruption

(Lance, Artifact, Requires Attunement)

Any non-celestial creature that touches this weapon, has to succeed a **Wisdom Saving Throw** with **DC 16** or suffer **2d8** psychic damage.

The lance can be used as part of a ritual to summon and converse with the angel *Mesradon* if the caster is of a celestial bloodline related to her.

Celestial Conflict

For a long time, Lesradriel and Mesradon were the angels of the twin goddesses *Feleya* and *Yrea*.

One goddess standing for nature & natural spring water and the life it symbolizes - the other standing for rot and death. As those two's angels of highest ranks, Lesradriel and Mesradon were destined to symbolize similar opposites.

As *Feleya's* angel of justice, Lesradriel proudly served her goddess and used the *Sword of Truth* in her possession to fairly judge mortals that acted against nature's beauty and caused harm to spring water sources or the creatures depending on it.

Mesradon on the other hand, as *Yrea's* angel of corruption and lies, constantly tried to prove her master's negative opinions on the beings living in the mortal realms by corrupting their minds and misleading them towards lies and intrigue. With time, the other gods stopped to tolerate *Yrea's* behavior and banished her into an unknown place, leaving Mesradon as her sole remaining servant.

Without *Yrea*, Mesradon's purpose was lost and she started to support the few good mortals from behind the curtains. It is rumored that she once granted a hero's bloodline an unconditional wish if she was ever summoned.

Lightbringer

(Longsword, Artifact, Requires Attunement)

The sword that was used by Estella Duskmaid, a powerful half-angel being, who fought in the demonic war against Demogorgon's army. It is said that she managed to injure and banish Demogorgon with this weapon. The Duskmaid's power flows through its blade.

This weapon has **1 Charge**. It can only be recharged by the Duskmaid.

As an **Action**, you can spend **1 Charge** and **1 Level 3 Spellslot** to recall and perform the piercing attack that the Duskmaid is rumored to have made to win the demonic war.

The target *creature* has to roll a **Dexterity Saving Throw** with **DC 20**.

On a failure, the target takes **8d12** lightning damage and half as much on a success.

Light in the Darkness

The Duskmaid, formerly known as the adventurer „Estella Duskmaid“, fought together with her party of 4 (Estella Duskmaid, Vel River, Jack Emon and Ifrit Ignis) and an army of giants in an all out war against Demogorgon and his followers.

In the most critical moment of the battle, the Duskmaid's long time companion Vel River was fatally wounded and about to die.

Seeing this, the Duskmaid focused all her powers into the blade of her trusty longsword and pierced it right into Demogorgon's left head, leaving a critical injury that made it possible for her to banish him into an unknown plane of existence.

With her body dying due to the great amount of power she had to sacrifice, she used her last energy to bind Vel's soul to the blade of Lightbringer and delay Vel's death.

The Duskmaid's last breath was made and the war was over.

After the great battle, the body of Vel was buried in a hidden tomb to protect it. The Duskmaid was never found and assumed dead.

After the war, the Duskmaid became known as the *Saint of Companionship* for her actions during the war and is still worshipped by few.

Lightbringer

