DUALINK

Spear of Telesto

Magic Item



Warhammer 40K Edition

Spear of Telesto

Artifact weapon (spear), requires attunement

The Spear of Telesto is a relic of impossible workmanship: its blade is shaped like an elongated tear, cut through with a hollow that represents the single drop of blood Sanguinius shed when he swore fealty to the Emperor. The haft is sculpted with the image of a hooded angel of blood, wings spread in solemn judgment, and a purity seal hangs beneath, said to bear the personal mark of the Emperor Himself. When brandished, the spear's edge glitters with an inner light, and its presence turns battle-lines into a single, inevitable moment. The spear can emit a directed blast of annihilating energy that is said to vaporize any who do not bear the blood of Sanguinius.

Weapon Properties

- Weapon type: Simple Melee Weapon
- Damage: 1d6 piercing + 1d8 radiant
- Properties: thrown (range 20/60), versatile (1d8)
- Magic Bonus: You gain a +3 bonus to attack and damage rolls made with this weapon.

Gene-Locked Relic

The Spear of Telesto is a magical weapon. A creature can attune to it only if the DM deems the creature a rightful inheritor of Sanguinius's legacy (such as a Blood Angels-descended champion, a bearer of a sanctioned gene-mark,

or one chosen by the spear). A creature that isn't eligible to attune to the spear can wield it, but it functions as a nonmagical spear for that creature.

Inevitable Thrust

Once on each of your turns when you hit a creature with an attack using the spear, you can deal an extra **2d8 force damage** to the target.

Wings of Pursuit

When you hit a creature with the spear, you can move up to **10 feet** without provoking opportunity attacks.

Telesto Discharge

The spear can unleash a blast of directed energy that spares the blooded and annihilates the unworthy. As an action, you release a beam in a **120-foot line that is 10 feet wide**. Each creature in the line must make a **DC 18 Dexterity saving throw**. On a failed save, a creature takes **55 (10d10) radiant damage**. On a successful save, a creature takes half as much damage. A creature reduced to 0 hit points by this damage is disintegrated, leaving behind anything it was wearing or carrying.

Exemption of Blood. When you use Discharge, you can choose any number of creatures you can see to be unaffected by the beam. Once you use Discharge, you can't use it again until the next dawn.

Sentience

Voice of the Angel

The Spear of Telesto is a sentient lawful neutral item with an Intelligence of 14, a Wisdom of 18, and a Charisma of 20. It has hearing and darkvision out to a range of 120 feet.

Communication

The spear communicates telepathically with its attuned wielder and conveys meaning through vivid impressions of flight, sacrifice, and judgment.

Purpose

The spear seeks decisive victory bought at cost: it prefers the saving of others over the saving of the self.

Temperament

The spear is patient, but it despises hesitation when innocents are at stake. If the DM determines you repeatedly refused a clear chance to protect others, the spear can withhold the use of Discharge until you finish a long rest.

Curse of the Blood Oath

The Spear of Telesto does not merely accept an oath, it binds it. It teaches the wielder that some victories must be paid for in blood, and then it ensures the bill comes due.

Cursed Weapon. The Spear of Telesto is cursed, and becoming attuned to it extends the curse to you until it is removed by *remove curse* or similar magic. While cursed, you can't willingly end your attunement to the Spear of Telesto.

Martyr's Gravity. While you are attuned to the spear, you have disadvantage on saving throws against being charmed.

Price of Salvation. When a creature you can see within **30 feet** of you would take damage, you can use your reaction to take that damage instead. If you do, you gain resistance to that damage, and the creature takes no damage. After you use this reaction, you must succeed on a **DC 15 Wisdom saving throw** at the end of your next turn or be compelled to move toward the nearest hostile creature by the most direct route available and make at least one attack against it if able, until the end of your following turn.

Breaking the Oath

The curse of the Spear of Telesto can be permanently broken only if one of the following conditions is met:

- The spear is willingly surrendered to protect a sworn foe, an enemy you could have slain, allowing them to escape so that innocents may live.
- The spear is bathed in consecrated light for **24 hours** while its wielder keeps a vigil without rest, food, or drink, accepting the oath without seeking reward.