

ASTRANAPHORA

Weapon (Lance), Legendary (Requires Attunement)

ARIPOCKILY



A Mandate Cannot Be Ignored.

Kormuun's deicidal crusade rages, ceaseless, an Astral Horde of zealots thundering in his wake. There shall be no gods, he proclaims. There shall be no kings. The star giants revere him. As they should.

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You gain a **+2 bonus** to attack rolls and damage rolls made with this magic weapon. The weapon has the following properties.

The Cruel Drive of a Fanatic. If you move **20+ feet** in a straight line directly toward a creature of your size or smaller and immediately hit it with this weapon, you skewer it. A creature is immune to this effect if it has Immunity to the Grappled condition. While a target is skewered, the target can't willingly exit its space, you can't attack another target with this weapon, and this weapon's attacks deal an extra **1d6** Radiant damage. The skewer ends if you release the weapon or target, if the target takes an action to succeed on a **DC 18 Strength check**, or if, at the start of each of your turns, you fail to move as far as possible in a straight line toward the target—pushing it with you—and move **10+ feet** this way.

None Shall Escape Kormuun's Sight. While holding this weapon, you can invoke its rune to cast *Guiding Bolt* from it (+**10** to hit). While this spell's target glitters, it is also bathed in sunlight. This property can be used twice, regaining expended uses of it daily at dawn.

Giants Wake. This weapon gains the following improvements while your size is larger than Medium:

Large. This weapon's bonus Radiant damage becomes **1d8**.

Huge or Gargantuan. This weapon's bonus Radiant damage becomes **1d10**.