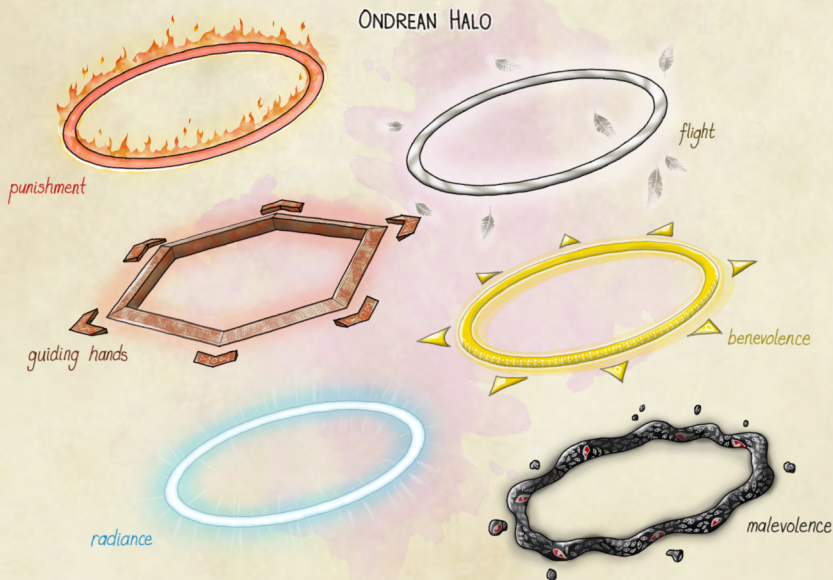


ONDREAN HALO

Wondrous item, varies (requires attunement)



Of all gods in the pantheon, only few are as brave and noble as Ondrea. It is said she bestowed her worthy celestials and worshipers with fragments of her potential, which manifested in a powerful rings that hover above their heads. They often granted their wearers the otherworldly appearance of angels.

The Ondrean halo is named after Ondrea, a celestial god of courage and valor. Many types of Ondrean halo exist, each type a different color.

When you use an action to wear one of these halos, it hovers 1 foot above your head, sheds dim light up to 20 feet, and confers a benefit to you. Thereafter, another creature must use an action to separate the halo from you by making a successful DC 24 Strength (athletics) check. You can use an action to remove the halo, ending its effect.

A halo has AC 24, 20 hit points, and immunity to nonmagical bludgeoning, piercing, and slashing damage.



HALO TYPES

An Ondrean Halo has one of the properties listed below. Its rarity and attunement requirements (if any) are listed in parentheses.

Benevolence (Rare, requires a good creature) This hazy gold halo provides health while it hovers above your head. Whenever you finish a short rest, you and allies that spent the short rest with you regain 2d6 hit points.

Divine Conduit (Very Rare, requires a cleric) While this pearlescent silver halo hovers above you, you can use your Channel Divinity feature one additional time between rests.

Flight (Rare) While this milky white halo hovers over your head, you sprout translucent wings and gain a flying speed of 30 feet. The wings' appearance varies based on your alignment.

Guiding Hands (Very Rare) This rusted hexagonal halo assists your work while it hovers over your head. At the end of a long rest, choose an ability score. Until you choose another, you become proficient in skill checks made using the chosen ability score.

Judge (Rare) While this sharp lavender halo hovers over you, you have advantage on all Wisdom (Insight) checks you make. When you succeed on this check, you also learn the target creature's alignment.



Malevolence (Rare, requires an evil creature) While this undulating black halo hovers over your head, when a creature you can see within 30 feet of you regains hit points, you can use a reaction to steal a portion of that healing. The number of hit points regained by the creature is halved, and you regain hit points equal to the amount subtracted.

Punishment (Very Rare, requires a paladin) While this fiery scarlet halo hovers over you, you roll d10s instead of d8s whenever you use your Divine Smite feature.

Omnipresence (Legendary) While this misty fuschia halo hovers above your head, you can use a bonus action to teleport up to 30 feet to a point you can see.

Radiance (Very Rare) While this blinding pale blue halo hovers above your head, when a creature within 5 feet of you makes an attack roll that targets you, you can use your reaction to impose disadvantage on the attack roll. A creature that does not rely on normal sight is not affected this way.

Seer (Legendary) You gain truesight out to 120 feet while this piercing red halo hovers over your head.

