

## **Tear of Mishakal (pure)**

*Wondrous item, very rare (requires attunement by a non-evil-aligned user)*

Each Tear hold 14 charges. It regains 1d4 charges every morning at daybreak.

When used to cast a spell from it, the Tear glows with a soft blue radiance equivalent to a **Light** spell that lasts 1 round.

**Spells.** The user of the Tear can command it to use the following spells, using the spell's casting time.

The following spells expend 1 charge: **bless, cure wounds, sanctuary**

The following spells expend 2 charges: **calm emotions, cure wounds (level 2), lesser restoration**

The following spells expend 4 charges: **cure wounds (level 4), prayer of healing, protection from poison**

The following spells expend 6 charges: **cure wounds (level 6), death ward, dispel evil & good (evil only), revivify, greater restoration**

The following spells expend 10 charges and may only be used if both Tears are used: **heal, heroes' feast, raise dead**

In addition, a Tear possesses other powers. If submerged for 24 hours in a vessel containing no more than a gallon of water, the water is turned into holy water.

As long as the bearer has one of the Tears on his or her person, and it contains at least 1 charge, they benefit from a continual **Shield of Faith** spell.

Finally, as long as the bearer has a Tear on his or her person, they cannot be affected by spells that move them to a different dimension such as **Teleport, Dimension Door, Blink, Plane Shift**, or similar magic.

## **Tear of Mishakal (corrupted)**

*Wondrous item, very rare (requires attunement by a non-good-aligned user)*

Each Tear hold 14 charges. It regains 1d4 charges every night at midnight.

When used to cast a spell from it, the Tear glows with a sickened green radiance equivalent to a **Light** spell that lasts 1 round.

**Spells.** The user of the Tear can command it to use the following spells, using the spell's casting time.

The following spells expend 1 charge: **bane, inflict wounds, ray of sickness**

The following spells expend 2 charges: **blindness/deafness, inflict wounds (level 2), ray of enfeeblement**

The following spells expend 4 charges: **animate dead, bestow curse, inflict wounds (level 4)**

The following spells expend 6 charges: **inflict wounds (level 6), contagion, blight**

The following spells expend 10 charges: **circle of death, dispel evil and good, mass inflict wounds, summon greater demon (Shadow Demon)**

In addition, the corrupted Tear possesses other powers. If submerged for 24 hours in a vessel containing no more than a gallon of water, the water is turned into unholy water.

Finally, as long as the bearer has a Tear on his or her person, they cannot be affected by spells that move them to a different dimension such as **Teleport, Dimension Door, Blink, Plane Shift**, or similar magic.