

SPYRAMID

Weapon (spear), uncommon



This spear is fashioned after the pyramids built across the Setasi Desert. Some say the stone material is carved from a chunk of the Original Pyramid, which explains the minor sand abilities this spear possesses. If true, these spears must have belonged to the royal guards tasked with protecting the sacred burial sites from raiders...or raiders from the those entombed within.

Sand Tomb. When you hit a creature with this magic weapon, grains of sand encase your target's legs and reduce its walking speed by 10 feet, to a minimum of 15 feet.

Final Rest. As an action, you can point this spear at a creature within 60 feet of you and force it to make a DC 13 Wisdom saving throw. On a failed save, the creature takes 4d10 necrotic damage, cannot become undead, and cannot be resurrected for 30 days. On a successful save, the creature only takes half that damage. Once you use this property, you can't do so again until the next dawn.

