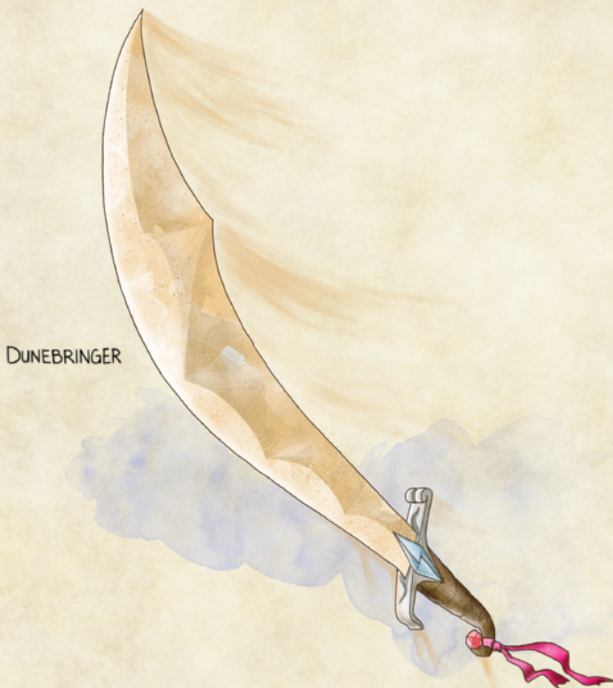


DUNEBRINGER

Weapon (scimitar), legendary (requires attunement)

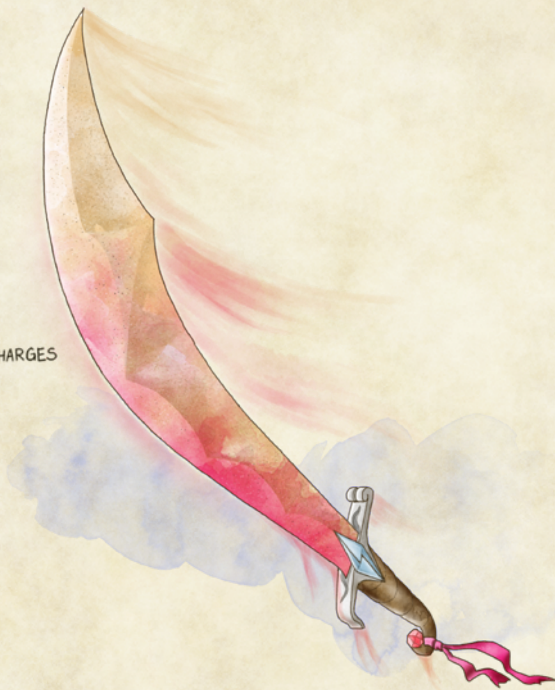


DUNEBRINGER



UPGRADED FORM

5+ CHARGES



Few historical accounts exist to determine the origin of this blade, but most scholars agree it likely belonged to the military leader of Oathean. Second to the cloak worn by the Lord of Glass, this blade allegedly quelled many conflicts with adjacent warring nations through reputation alone.

Oathean Relic. When within 10 miles of Oathean, the blade glows softly with very dim light.

Oathean Desertification. This magical scimitar still has a connection to the magical city of Oathean and the enchanted sand that surrounds it. When found, the weapon can hold a maximum of 1 charge. Over the course of a minute, you can pour 10 ounces of *Oathean Sand* onto the blade, after which the sand is absorbed and the scimitar's maximum number of charges increases by 2, up to a maximum of 7. The scimitar regains all expended charges daily at dawn.



Abrasive Blade. You have a bonus to attack and damage rolls made with this weapon equal to the weapon's maximum number of charges divided by three, rounded up. When you score a critical hit with this weapon, you deal additional damage equal to 2 + the weapon's maximum number of charges.

Way of the Dune. While holding this weapon, you can use an action to expend the necessary number of charges to magically manipulate the sand around you in one of the following ways. If this requires a target to make a saving throw, the DC is equal to 10 + your weapon's maximum number of charges.

- **Dune Wanderer (1 charge).** You teleport from an area of sand, natural earth, or unworked stone to another unoccupied space with a similar surface within 30 feet of you.
- **Blinding Sun (2 charges).** Your blade momentarily catches the sun. Each creature of your choice in a 20 foot cone must make a Constitution saving throw. On a failed save, it is blinded until the end of its next turn.



- **Coursing Sand (4 charges).** You emit a burst of abrasive sand in a 30-foot line originating from you. Each creature in the line must make a Dexterity saving throw. On a failed save, the creature takes 4d8 bludgeoning damage and is pushed up to the end of the line of sand. On a successful save, the creature only takes half as much damage and is not pushed. If you cause a creature to die this way, you strip all the flesh from its bones, provided it has a skeleton. Otherwise, no part of the creature remains.
- **Dune Caller (7 charges).** You cause a 30-foot-radius circle of burning desert sand rise from the ground at a point within 60 feet of you. You can choose to vary the height of this sand up to 15 feet high with a maximum slope of 45 degrees. The sand lasts for 1 minute or until you end it as a bonus action. For the duration, the ground in the area becomes difficult terrain.

At the end of each of your turns, each creature of your choice on the ground in the area must make a Dexterity saving throw. On a failed save, the creature falls prone and takes 2d6 fire damage. If a creature fails this save for the third time within the duration, it takes an additional 4d6 fire damage and gains 2 levels of exhaustion.

