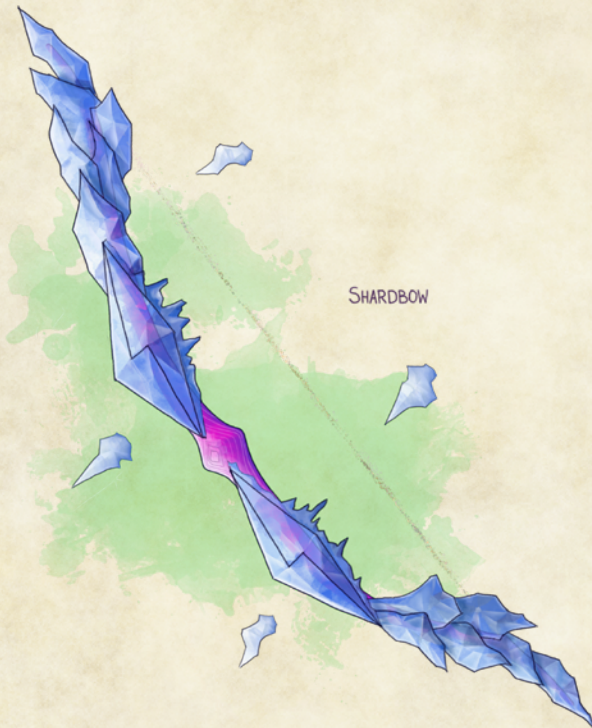
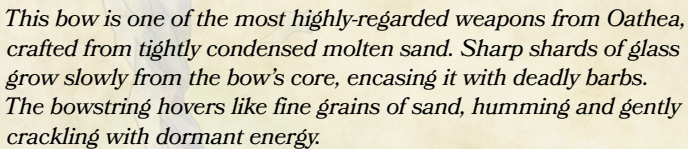


SHARDBOW

Weapon (any bow), rare (requires attunement)





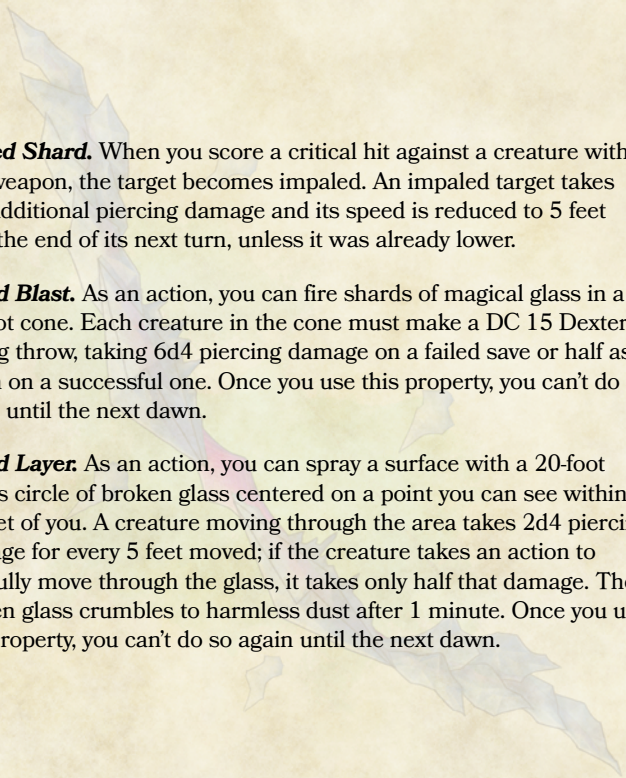
This bow is one of the most highly-regarded weapons from Oatheia, crafted from tightly condensed molten sand. Sharp shards of glass grow slowly from the bow's core, encasing it with deadly barbs. The bowstring hovers like fine grains of sand, humming and gently crackling with dormant energy.

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

You have a +2 bonus to attack rolls and damage rolls made with this magic weapon.

Sharp Weapon. You can use this bow to make melee weapon attacks. It is a simple melee weapon and deals 2d4 piercing damage on a hit.





Buried Shard. When you score a critical hit against a creature with this weapon, the target becomes impaled. An impaled target takes 2d4 additional piercing damage and its speed is reduced to 5 feet until the end of its next turn, unless it was already lower.

Shard Blast. As an action, you can fire shards of magical glass in a 20-foot cone. Each creature in the cone must make a DC 15 Dexterity saving throw, taking 6d4 piercing damage on a failed save or half as much on a successful one. Once you use this property, you can't do so again until the next dawn.

Shard Layer. As an action, you can spray a surface with a 20-foot radius circle of broken glass centered on a point you can see within 60 feet of you. A creature moving through the area takes 2d4 piercing damage for every 5 feet moved; if the creature takes an action to carefully move through the glass, it takes only half that damage. The broken glass crumbles to harmless dust after 1 minute. Once you use this property, you can't do so again until the next dawn.

