

WHIP OF OSKET

Weapon (whip), very rare (requires attunement)



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This whip belonged to the last champion of Osket, the goddess of death, secrets, and the dusk. Osket is often depicted as a humanoid with a cobra's head, sending smaller snakes to carry out her whims. Her followers veil themselves with hoods and the fangs of animals they have defeated. Those who wield this weapon gain Osket's divine favor, blessing them with heightened dexterity and stealth.

To attune to this whip, you must wrap the whip around your forearm and lay mostly buried in the ground, during which the whip burns and leaves a searing red mark on your skin. This mark fades away over 2d4 days when you end your attunement to the whip.

Fangs of the Snake. You have a +1 bonus to attack and damage rolls made with this magic weapon. Additionally, when you hit a poisoned creature with this weapon, you deal an extra 1d6 poison damage to it.

Leave No Trace. You cannot be tracked unless by magical means.

Snake's Charm. You can use a bonus action to mesmerize up to two creatures within 30 feet of you that can see you. Each target must succeed on a DC 17 Wisdom saving throw or be charmed by you for 1 minute. A charmed creature can repeat the save at the end of its turns, ending the effect on a success. Once you use this property, you can't use it again until the next dusk.



Osket's Blessing. This whip has 5 charges. When you hit a creature with this weapon, you can expend a charge to poison it for 1 minute. While poisoned, the target must make a DC 17 Constitution saving throw at the end of each of its turns. On a failed save, the creature is paralyzed until the end of its next turn. On a successful one, the creature ends the poison effect. If a creature fails this saving throw three times in one minute, it is paralyzed for 10 minutes.

The whip regains 1d4+1 expended charges if you perform one of the following rituals:

- You spend 1 hour praying at an Obelisk dedicated to Osket and leave an appropriate offering of 50 gold pieces or more.
- You are a follower of Osket, and spend 8 hours praying while burying the bodies of those who have passed away naturally within the past week, or otherwise working and cleaning a ritual area of death, such as a cemetery.
- You spend a week burying at least 7 bodies of those who have passed away naturally within the past week, or restoring a decrepit ritual area of death, such as an overgrown cemetery, to a fully clean state.

