

JAR OF OATHEAN SAND

Wondrous item, rare



JAR OF OATHEAN SAND



The highly magical Oathean relics imbues the sand around them with latent magic. Once excavated, the sand is generally stored in special jars decorated with the heads of the Setasi Desert's four primary gods. The sand has properties that differ based on the relic it is found with, and are extremely sought-after items on the Setasi black market.

Each tightly-capped jar contains about 10 ounces of *Oathean Sand* partially mixed with regular sand. If you pour or transfer *Oathean Sand* out of its container without taking care to preserve the sand, there is a 5% chance you lose 1 ounce of *Oathean Sand* to the elements. If the jar has less than 5 ounces or if the sand is scattered, it immediately loses its magical properties.

Obtaining the Sand. An Oathean relic slowly transforms about 10 ounces of adjacent sand into *Oathean Sand* over 250 years. If found naturally, you can spend 1 minute collecting the sand from around the relic and transferring it into a suitable container. The type of sand varies depending on how you obtained it or what relic it was found with, at the GM's discretion. In addition to providing a benefit below, they are also used to empower certain Oathean relics.



Abrasive. This type of sand is usually found with a relic of the forge or a relic that refines objects. As an action, you can apply this sand to a weapon to enchant or sharpen it. Over the course of 10 minutes, the weapon becomes magical if it wasn't already, and gains a +1 to its attack rolls and damage rolls, up to maximum of +2. The sand then scatters to the wind.

Darkness. This type of sand is usually found with a relic of the night or a relic that contains evocation magic. As an action, you can touch the jar of sand and cause it to cast *darkness* centered on itself. The effects of the spell lasts indefinitely, or until a creature uses an action to touch the sand and end it.

Divining. This type of sand is usually found with a relic that can interpret the future or contains divination magic. As an action, you can touch the jar of sand and cast *divination* without providing material components. The sand cannot be used this way again until the next dawn.

Flowing. This type of sand is usually found with a relic that affects the natural environment like water or earth. As an action, you can touch the jar of sand and gain a burrow speed of 20 feet for 10 minutes. This speed allows you to tunnel through natural earth or unworked stone, leaving a tunnel large enough for a creature of your size. The sand cannot be used this way again until the next dawn.



Healing. This type of sand is usually found with a supportive relic, a relic that restores health or contains abjuration magic. As an action, a creature can touch the jar of sand and regain $3d8+3$ hit points. The sand cannot be used this way again until the next dawn.

Alternatively, a creature can apply the sand to a severed body part and put it back in place. The part reattaches over the course of a minute. If used this way, the sand scatters to the wind after the part is fully reattached.

Mending. This type of sand is usually found with a relic that fabricates objects or contains transmutation magic. An item that is coated with or immersed in the sand gains the benefit of the *mending* spell after 1 minute. Alternatively, you can sprinkle the sand on a broken or damaged object no larger than 5 feet in any dimension, and the object is repaired over the course of 1 minute. The sand cannot restore any lost magic to the object. If used this way, the sand scatters to the wind after the object is repaired.

Sunlight. This type of sand is usually found with a religious relic, a light-based relic, or a relic that contains evocation magic. As an action, you can touch the jar of sand and cause it to magically emit bright light up to 20 feet and dim light for an additional 20 feet. This light lasts indefinitely, or until a creature uses an action to touch the sand and end it. A creature that starts its turn in the bright light (including you) must succeed on a DC 15 Constitution saving throw or be blinded until the start of its next turn.

