

CLOAK OF TYRANT SAND

Wondrous item, artifact (requires attunement)

CLOAK OF TYRANT SAND



UPGRADED FORMS



5+ CHARGES



9+ CHARGES



It is said this cloak once belonged to the Oathean Lord of Glass, who devastated battlefields with endless torrents of sand. Some historians cite the accounts of armies ravaged by untimely catastrophic sandstorms as proof of this relic. Still others infer, from the few historical texts that remain, that this may have caused the demise of the mystical city of Oatheia, along with every person on it.

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

Sandy Camouflage. While wearing this cloak, you can attempt to Hide in a sandy or desert environment even if you can be seen, provided you are standing still.

Oathean Desertification. This cloak has a lingering connection to the magical city of Oatheia and the enchanted sand that surrounds it. When found, the cloak can hold a maximum of 1 charge. Over the course of a minute, you can pour 10 ounces of *Oathean Sand* onto the cloak, after which the sand is absorbed and the cloak's maximum number of charges increases by 2, up to a maximum of 9. The cloak regains all expended charges daily at dawn.



Desert Soul. When you start your turn standing on sand, your walking speed increases by 10 feet until the end of your turn. You also gain a special tremorsense while you are standing on sand, natural earth, or unworked stone. The range is a number of feet equal to 5 + five times the cloak's maximum number of charges.

Control Sand. While wearing the cloak, 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 cloak's maximum number of charges.

- **Dust Storm (1 charge).** A 10-foot tall, 30-foot diameter cylinder cloud of dust appears at a point you can see within 60 feet of you. The dust storm lasts for 1 minute or until it is dispersed by a moderate wind (at least 20 miles per hour). For the duration, the area in the dust storm is considered heavily obscured.
- **Sand Blast (2 charges).** You create a blast of abrasive sand in a 15-foot cone. Each creature in the cone must make a Dexterity saving throw, taking 3d8 bludgeoning damage on a failed save or half as much on a success. When you create this blast of sand, you can expend additional charges and increase the damage by 1d8 for each charge expended, up to a maximum of 6d8. Alternatively, you can use this feature to create a 1-foot diameter hole in a wood or softer material no thicker than 6 inches.



- **Wall of Sand (4 charges).** A wall of opaque, semi-permeable sand continuously surges from the ground, which lasts for 1 minute or until you lose concentration (as if concentrating on a spell). You can make the wall up to 30 feet long, 10 feet high, and 1 foot thick. You can shape the wall in any way you choose so long as it makes one continuous path along the ground that extends from you.

When the wall appears, each creature within its area must make a Dexterity saving throw, taking 3d8 bludgeoning damage on a failed save, or half as much on a successful one. Creatures that attempt to enter the wall's space must make a Strength or Dexterity saving throw (their choice). On a failed save, the creature's speed is reduced to 0 until the end of its turn.

- **Sand Walk (6 charges).** You and up to 5 creatures you touch gain a burrow speed of 20 feet that allows creatures to travel through sand. While moving this way, a creature does not disturb the sand it moves through. This lasts for 10 minutes or until you end it early (no action required).



- **Sandstorm (9 charges).** Over the course of 10 minutes, a 300-foot tall, 1-mile diameter cylinder sandstorm appears at a point you can see. The sandstorm lasts for 1 hour and ends early if it is dispersed by another strong weather event (such as a storm created by the *control weather* spell. A strong wind (at least 50 miles per hour) can move the sandstorm up to 30 feet per round, or you can command it to move up to 30 feet as a bonus action. For the duration, the sandstorm is considered heavily obscured. Additionally, each exposed creature (such as those outdoors or not wearing fully protective gear) that starts its turn in the area must make a Constitution saving throw, taking 2d6 bludgeoning damage on a failed save or half as much on a success. For each minute that passes, the sandstorm deposits 1 inch of sand on every outdoor surface in the area.

Destroying the Cloak. The cloak can only be destroyed if blasted by a sand stream from the *Dunebringer* while draped across the Glass Throne at the mythical city of Oatheia. This is a difficult task as the city has been lost for centuries and little is known about it, no one exactly knows what the Glass Throne is.

Destroying the cloak signifies the end of Oathean royalty and the cloak explodes into a blast of sand. Each creature within 30 feet of the cloak must make a DC 20 Dexterity saving throw, taking 10d6 bludgeoning damage on a failed save or half as much on a successful one. Then, Oatheia begins sinking into the desert towards the Plane of Glass.

