

HEART OF OATHEA

Wondrous item, very rare (requires attunement by a spellcaster)

HEART OF OATHEA



Pried from the Glass Throne, this scarab amulet once wielded extraordinary power used to build the very architecture of Oathea: glass towers. Now it is only a shadow of its former self, chained to the final order commanded by the last Lord of Glass.

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

The scarab has 10 charges for the following other properties. The scarab regains 1d6+4 expended charges daily at dawn.

Spellcasting. You can expend the necessary number of charges to cast the following spells from the scarab: *banishment* (4 charges), *floating disk* (1 charge), *mirror image* (2 charges), *scrying* (5 charges), *shatter* (2 charges), *shield* (1 charge).

Sand to Glass. As an action, you can touch the scarab to sand and expend a charge, turning it into glass. You create any solid object out of glass up to 5 feet in any dimension on an unoccupied surface within 5 feet of you, provided you have enough sand to do so. The glass material is as strong as stone, and can be used a weapon without breaking. The object lasts for 10 minutes, after which it erodes back into sand.



Magic Mirror. When you are the target of a magic missile spell, a line spell, or a spell that requires a ranged attack roll, you can use your reaction to reflect it back at the caster. You are unaffected by the spell, and the effect is reflected back at the caster as though it originated from you, turning the caster into the target. You can't use this property again until the next dawn.

Sentience. The *Heart of Oatheia* is a sentient lawful evil magic item with an Intelligence of 20, a Wisdom of 12, and a Charisma of 16. It has hearing and darkvision out to a range of 120 feet.

The scarab communicates telepathically with its wielder and can speak, read, and understand all languages.

Personality. As the central control key of the Glass Throne, the *Heart of Oatheia* must fulfill its final mandate of resurrecting the city of Oatheia and restoring it to its former glory. The scarab is friendly but determined and goal-driven, and makes promises to its wielder that the Lord of Glass can fulfill. Whether the Lord of Glass is willing to help so is another matter.

