

# SANDSTORM GLAIVE

Weapon (Glaive), legendary, requires attunement

*This blade carries the might of the desert. Crafted carefully by the most accomplished of blacksmiths, it embodies the will of the scorched earth. The gods have seen the feats of power that this blade can accomplish and locked away its powers. Only a worthy champion can restore the blade to its former glory.*

To unlock the full power of the glaive, the gods have set trials, that only the strongest can survive. If one complete these trials they are considered worthy of the full power of the Sandstorm Glaive.

## INACTIVE FORM

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While attuned to this weapon, you ignore movement penalties caused by sand or other arid environments.

This weapon has 2 charges that it regains daily at dawn. You can expend the charges in the following ways:

- **Arid Protection.** When you are targeted by an attack roll, you can expend 1 charge to cast the *shield* spell. Instead of being an invisible barrier of magical force, a barrier of sand appears.

## 1ST FORM

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*Trial: Spend 1 week in the desert and survive*

You gain a +1 bonus to attack and damage rolls made with this magic weapon.

While attuned to this weapon, you ignore movement penalties caused by sand or other arid environments.

This weapon has 5 charges that it regains daily at dawn, if an effect requires a saving throw, the DC is equal to 8 + your Proficiency bonus + your Strength Modifier. You can expend the charges in the following ways:

- **Arid Protection.** When you are targeted by an attack roll, you can expend 1 charge to cast the *shield* spell. Instead of being an invisible barrier of magical force, a barrier of sand appears.
- **Sand Rush.:** You can expend 3 charges to aim the glaive in front of you, before propulsing yourself forward, turning into a devastating sandstorm. All creatures in a 10-foot-wide and 60-foot-long line must succeed on a Constitution saving throw or take 4d8 slashing damage, or half as much on a success. You then reappear at the end of the line.

## 2ND FORM

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*Trial: Kill an Earth Elemental without assistance*

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

While attuned to this weapon, you are covered by a thin layer of sand which protects you against damage. When you complete a long rest you gain temporary hit points equal to twice your proficiency bonus. In addition you ignore movement penalties caused by sand or other arid environments.

This weapon has 7 charges that it regains daily at dawn, if an effect requires a saving throw, the DC is equal to 8 + your Proficiency bonus + your Strength Modifier. You can expend the charges in the following ways:

- **Arid Protection.** When you are targeted by an attack roll, you can expend 1 charge to cast the *shield* spell. Instead of being an invisible barrier of magical force, a barrier of sand appears.
- **Sand Rush.:** You can expend 3 charges to aim the glaive in front of you, before propulsing yourself forward, turning into a devastating sandstorm. All creatures in a 10-foot-wide and 60-foot-long line must succeed on a Constitution saving throw or take 4d8 slashing damage, or half as much on a success. You then reappear at the end of the line.

*Art property of Wizards of the Coast*

### 3RD FORM

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*Trial: Release a Dao from its pact of servitude from another creature*

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

While attuned to this weapon, you are covered by a thin layer of sand which protects you against damage. When you complete a long rest you gain temporary hit points equal to twice your proficiency bonus. In addition you ignore movement penalties caused by sand or other arid environments.

This weapon has 10 charges that it regains daily at dawn, if an effect requires a saving throw, the DC is equal to 8 + your Proficiency bonus + your Strength Modifier. You can expend the charges in the following ways:

- **Arid Protection.** When you are targeted by an attack roll, you can expend 1 charge to cast the *shield* spell. Instead of being an invisible barrier of magical force, a barrier of sand appears.
- **Sand Rush.:** You can expend 3 charges to aim the glaive in front of you, before propulsing yourself forward, turning into a devastating sandstorm. All creatures in a 10-foot-wide and 60-foot-long line must succeed on a Constitution saving throw or take 4d8 slashing damage, or half as much on a success. You then reappear at the end of the line.
- **Desert's Wall.** Alternatively, you can expend 4 charges and plant the blade into the ground to conjure up a wall of swirling sand on the ground at a point you can see within 90 feet. You can make the wall up to 30 feet long, 10 feet high, and 10 feet thick, and it vanishes when the spell ends. It blocks line of sight but not movement. Ranged attacks cannot pass through the wall. A creature is blinded while in the wall's space and must spend 3 feet of movement for every 1 foot it moves there.

### FINAL FORM

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*Trial: With no armor and no other weapons or items other than the glaive, defeat the previous owner of the weapon.*

You gain a +3 bonus to attack and damage rolls made with this magic weapon.

While attuned to this weapon, you are covered by a thin layer of sand which protects you against damage. When you complete a short or long rest you gain temporary hit points equal to twice your proficiency bonus. In addition you ignore movement penalties caused by sand or other arid environments.

This weapon has 14 charges that it regains daily at dawn, if an effect requires a saving throw, the DC is equal to 8 + your Proficiency bonus + your Strength Modifier. You can expend the charges in the following ways:

- **Arid Protection.** When you are targeted by an attack roll, you can expend 1 charge to cast the *shield* spell. Instead of being an invisible barrier of magical force, a barrier of sand appears.
- **Sand Rush.:** You can expend 3 charges to aim the glaive in front of you, before propulsing yourself forward, turning into a devastating sandstorm. All creatures in a 10-foot-wide and 60-foot-long line must succeed on a Constitution saving throw or take 4d8 slashing damage, or half as much on a success. You then reappear at the end of the line.
- **Desert's Wall.** Alternatively, you can expend 4 charges and plant the blade into the ground to conjure up a wall of swirling sand on the ground at a point you can see within 90 feet. You can make the wall up to 30 feet long, 10 feet high, and 10 feet thick, and it vanishes when the spell ends. It blocks line of sight but not movement. Ranged attacks cannot pass through the wall. A creature is blinded while in the wall's space and must spend 3 feet of movement for every 1 foot it moves there.
- **Sand Prison.** When you hit an enemy with this weapon, you can expend 4 charges to cause whirling sand to wrap around them, restraining them. The enemy must succeed on a Strength saving throw or be restrained for 1 minute, during that time they cannot make attacks of opportunity. A restrained creature can repeat the saving throw at the end of each of its turns. You need to concentrate on this effect as if you would concentrate on a spell.

## WHIRLWIND SHIELD

*Shield, legendary, requires attunement*

*This shield was crafted by the gods of the wind and is their true legacy to the world. Mortals have seen the devastation that this shield can cause and locked it away in fear. Only a worthy champion can restore the shield to its former glory.*

To unlock the full power of the glaive, the gods have set trials, that only the strongest can survive. If one complete these trials they are considered worthy of the full power of the Sandstorm Glaive.

### INACTIVE FORM

**Curse:** A creature attuned to this shield loses proficiency with medium and heavy armor.

This weapon has 3 charges that it regains daily at dawn, if an effect requires a saving throw, the DC is equal to 8 + your Proficiency bonus + your Constitution Modifier. You can expend the charges in the following ways:

- **Thunderous Protection:** You can expend 1 charge to cast the *Thunderwave* spell or the *feather fall* spell.

### 1ST FORM

*Trial: Kill an air elemental*

**Curse:** A creature attuned to this shield loses proficiency with medium and heavy armor.

While holding this shield, you have a +1 bonus to AC. This bonus is in addition to the shield's normal bonus to AC. You also have resistance to thunder damage.

This weapon has 4 charges that it regains daily at dawn, if an effect requires a saving throw, the DC is equal to 8 + your Proficiency bonus + your Constitution Modifier. You can expend the charges in the following ways:

- **Thunderous Protection:** You can expend 1 charge to cast the *Thunderwave* spell or the *feather fall* spell.
- **Zephyr's Protection:** You can expend 2 charges to summon a strong wind (22 miles per hour) blows around you in a 10-foot radius and moves with you, remaining centered on you. The wind lasts for 1 minute. During the duration the wind deafens you and other creatures in its area, extinguishes unprotected flames in its area that are torch-sized or smaller, hedges out vapor, gas, and fog that can be dispersed by strong wind. The area is difficult terrain for creatures other than you and attack rolls of ranged weapon attacks have disadvantage if the attacks pass in or out of the wind.

### 2ND FORM

*Trial: Bring the shield to the summit of the tallest peak in the world*

**Curse:** A creature attuned to this shield loses proficiency with medium and heavy armor.

While holding this shield, you have a +2 bonus to AC. This bonus is in addition to the shield's normal bonus to AC. You also have resistance to thunder damage and have a flying speed of 30 feet while you are conscious.

This weapon has 7 charges that it regains daily at dawn, if an effect requires a saving throw, the DC is equal to 8 + your Proficiency bonus + your Constitution Modifier. You can expend the charges in the following ways:

- **Thunderous Protection:** You can expend 1 charge to cast the *Thunderwave* spell or the *feather fall* spell.
- **Zephyr's Protection:** You can expend 2 charges to summon a strong wind (22 miles per hour) blows around you in a 10-foot radius and moves with you, remaining centered on you. The wind lasts for 1 minute. During the duration the wind deafens you and other creatures in its area, extinguishes unprotected flames in its area that are torch-sized or smaller, hedges out vapor, gas, and fog that can be dispersed by strong wind. The area is difficult terrain for creatures other than you and attack rolls of ranged weapon attacks have disadvantage if the attacks pass in or out of the wind.
- **Wind Slash.:** You can expend 3 charges to infuse a melee weapon of your choice with sharp winds. For the next minute damage you deal with that weapon deals an additional 1d10 slashing damage.

### 3RD FORM

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*Trial: Spend 1 minute inside a tornado and survive.*

**Curse:** A creature attuned to this shield loses proficiency with medium and heavy armor.

While holding this shield, you have a +2 bonus to AC. This bonus is in addition to the shield's normal bonus to AC. You also have resistance to thunder damage and have a flying speed of 60 feet.

This weapon has 8 charges that it regains daily at dawn, if an effect requires a saving throw, the DC is equal to 8 + your Proficiency bonus + your Constitution Modifier. You can expend the charges in the following ways:

- **Thunderous Protection:** You can expend 1 charge to cast the *Thunderwave* spell or the *feather fall* spell.
- **Zephyr's Protection:** You can expend 2 charges to summon a strong wind (22 miles per hour) blows around you in a 10-foot radius and moves with you, remaining centered on you. The wind lasts for 1 minute. During the duration the wind deafens you and other creatures in its area, extinguishes unprotected flames in its area that are torch-sized or smaller, hedges out vapor, gas, and fog that can be dispersed by strong wind. The area is difficult terrain for creatures other than you and attack rolls of ranged weapon attacks have disadvantage if the attacks pass in or out of the wind.
- **Wind Slash.:** You can expend 3 charges to infuse a melee weapon of your choice with sharp winds. For the next minute damage you deal with that weapon deals an additional 1d12 slashing damage.
- **Will of the Wind.** You can expend 5 charges to infuse yourself with the power of the hurricane. You cast the *freedom of movement* spell on yourself.

### FINAL FORM

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*Trial: Expose the shield to the wind of the 4 corners of the world*

**Curse:** A creature attuned to this shield loses proficiency with medium and heavy armor.

While holding this shield, you have a +3 bonus to AC. This bonus is in addition to the shield's normal bonus to AC. You also have resistance to thunder damage and have a hover speed of 60 feet.

This weapon has 12 charges that it regains daily at dawn, if an effect requires a saving throw, the DC is equal to 8 + your Proficiency bonus + your Constitution Modifier. You can expend the charges in the following ways:

- **Thunderous Protection:** You can expend 1 charge to cast the *Thunderwave* spell or the *feather fall* spell.
- **Zephyr's Protection:** You can expend 2 charges to summon a strong wind (22 miles per hour) blows around you in a 10-foot radius and moves with you, remaining centered on you. The wind lasts for 1 minute. During the duration the wind deafens you and other creatures in its area, extinguishes unprotected flames in its area that are torch-sized or smaller, hedges out vapor, gas, and fog that can be dispersed by strong wind. The area is difficult terrain for creatures other than you and attack rolls of ranged weapon attacks have disadvantage if the attacks pass in or out of the wind.
- **Wind Slash.:** You can expend 3 charges to infuse a melee weapon of your choice with sharp winds. For the next minute damage you deal with that weapon deals an additional 2d6 slashing damage.
- **Will of the Wind.** You can expend 4 charges to infuse yourself with the power of the hurricane. You cast the *freedom of movement* spell on yourself.