

Avarice Ring

Version 1.00 (August 2023)

<https://www.dndbeyond.com/magic-items/7115102-avarice-ring>



ACCESS UNMARKED HI-RES ART, DISCORD CHANNELS,
ITEM CARDS, AND COMPENDIUMS WITH PATREON.[†]



The GRIFFON'S
SADDLEBAG



Ring, legendary (requires attunement by a creature of a Non-Good Alignment)

The Avarice Ring is imbued with a portion of the true demon Greed. They are a sentient ring of chaotic evil alignment, with an Intelligence of 16, a Wisdom of 12, and a Charisma of 18. It has hearing and darkvision out to a range of 60 feet. The weapon can speak and understand Abyssal, Primordial, and Common, it can communicate telepathically with its wielder. While you are attuned to it, the Avarice Ring also understands every language you know. They are two different golden bands that you wear around your arms, when they want to begin a fight they each summon two spectral long bows to fire from. The ring is compelling the wielder to steal from others for their own gain.

Lustful Curse. The Avarice Ring is constantly compelling the wielder to get as many items or gold as possible. The ring requires the wielder to let it consume 5 gp after every fight, and if the wielder fails to provide the ring with its payment then the Avarice Ring will at random consume a magic item in the wielders inventory or if they do not have one on their person will consume the next one they come into close proximity with.

Greedy Mirror. When an enemy takes any sort of action and targets the wielder they can spend their reaction, at the end of the enemy's turn, to mimic the exact action that the enemy took. This can only be used once per battle unless there are more members of the Sinful Arsenal in the battle. After using the ability the ring becomes hungry and will not use their ability until they get their payment seen in Lustful Curse.

Magical Origin. With this being having origin with great magical powers it provides the ability to have the attuned wielder cast *Charm Monster* at level 4 at will.

Sinful Arsenal. The being is one of the seven weapons in the Sinful Arsenal if another piece of equipment of the same type is in the same battle then each of them gains additional benefits. They gain an additional use of Greedy Mirror for each member in the Sinful Arsenal, as well as strengthening the spells they each contained by an additional level for each member in the Sinful Arsenal. For example, if there are three different members of the Sinful Arsenal in battle including this ring, then this ring has 3 uses of Greedy Mirror with the ability to cast *Charm Monster* at level 6 rather than 4 on its own.

Notes: creature of a Non-Good Alignment