

# Gluttonous Guillotine

Version 1.00 (August 2023)

<https://www.dndbeyond.com/magic-items/7019260-gluttonous-guillotine>



*Weapon (glaive), legendary (requires attunement by a creature of a Non-Good Alignment)*

The Gluttonous Guillotine is imbued with a portion of the true demon Gluttony. They are a sentient weapon 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 Gluttonous Guillotine also understands every language you know. They are always hungry for bloodlust and compel the attuned wielder to kill and let them consume the body.

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

**Gluttonous Curse.** The Gluttonous Guillotine is a weapon that is frightening to look at granting the attuned wielder advantage on Charisma (**Intimidation**) checks. Although this horrifying being provides positives it is still a portion of the demon Gluttony. While attuned to this being it possesses the attuned wielder with a blood lust that needs to be satisfied each day, if a creature is not slain each day and allowed to consume the corpse then the being begins to slowly devour the wielder. The being slowly consumes the user's Strength Score by one, this can only be undone by either a **Greater Restoration** spell or a spell of greater healing capabilities.

**Ravenous Hunger.** On a successful attack, the weapon releases a spark of dark spiritual energy. This spark strikes the target dealing an extra 2d8 **Necrotic Damage**, and the wielder gains health equal to half of the **Necrotic Damage** dealt (rounded down).

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

**Sinful Arsenal.** The being is one of the seven weapons in the Sinful Arsenal if another pieces of equipment of the same type is in the same battle then each of them gains additional benefits. They gain an additional bonus to attack and damage rolls 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 weapon, then this weapon is a +5 magic weapon with the ability to cast **Vampiric Touch** at level 6 rather than 4 on its own.

Proficiency with a glaive allows you to add your proficiency bonus to the attack roll for any attack you make with it.

*Notes: Bonus: Magic, Damage: Necrotic, Advantage: Intimidation, creature of a Non-Good Alignment, Heavy, Reach, Two-Handed*