

Envious Evoker

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<https://www.dndbeyond.com/magic-items/7111704-envious-evoker>



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

The Envious Evoker 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 Envious Evoker also understands every language you know. They are always making the wielder feel insecure and envious of others around them.

While holding the Envious Evoker they can be used as a spellcasting focus. They have 3 charges and regain 1d3 expended charges daily at dawn.

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

Envious Curse. The Envious Evoker always gives the wielder a sense of envy and insecurity that gives the wielder disadvantage on all Charisma checks made towards a single person.

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

Enhancing Hex. When the wielder casts *Hex* they can expend a charge to enhance the spell. The target also gains disadvantage on the saving throws made with the ability score chosen from the initial cast of the spell.

Enhancing Curse. When the wielder casts *Bestow Curse* they can expend a charge(s) to enhance the spell. When cast you can name one of the natural talents that you know of and steal it from them from the duration of the spell.

- 1 Charge: The wielder can name one type of damage or condition resistance the target might have. It loses that resistance, and instead, you gain that resistance.
- 2 Charges: The wielder chooses one ability score. The target can't add a proficiency bonus to the ability check and saving throw made with that ability score. Instead, the wielder gains proficiency on an ability check and saving throw made with that ability score.
- 3 Charges: The wielder can name one type of damage or condition immunity the target might have. It loses that immunity and instead, the wielder gains the immunity.

If the wielder names a resistance or immunity that the target doesn't have, the charge is not expended, but the spell fails and the curse does not take effect.

Sinful Arsenal. The being is one of the seven pieces of equipment 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 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 and the ability to cast **Hex** and **Bestow Curse** at level 6 rather than 4 on its own.

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

Notes: Bonus: Magic, Disadvantage: Charisma Ability Checks, creature of a Non-Good Alignment, Finesse, Light