

Desire Cross Bolt

Version 1.00 (August 2023)

<https://www.dndbeyond.com/magic-items/7112511-desire-cross-bolt>



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

The Desire Cross Bolt is imbued with a portion of the true demon Lust. 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 Desire Cross Bolt 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 weapon is always trying to lead you towards anything that is seen as desirable based on the ideas of the wielder.

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

Lustful Curse. The Desire Cross Bolt is constantly compelling the wielder to get whatever they want no matter the consequences. The wielder gains advantage on all Charisma Skill Checks when attempting to gain something they want.

Bride & Groom Shots. When the wielder takes the attack action, they can take two Longbow attacks per action. These weapons deal 1d8 **Psychic Damage**. Each Longbow has different properties, one is called Bride and this weapon does an extra 1d8 **Psychic Damage** on a hit to a male-gendered character, while the other is called Groom and does the opposite. If the target has no gender or is neutral there are no extra properties to the bows.

Magical Origin. With this being having origin with great magical powers it provides the ability to have the attuned wielder cast **Magic Missile** 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 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 **Magic Missile** at level 6 rather than 4 on its own.

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

Notes: Bonus: Magic, Damage: Psychic, Advantage: Charisma Ability Checks, creature of a Non-Good Alignment, Ammunition, Heavy, Range, Two-Handed