

Wrathful Edge

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<https://www.dndbeyond.com/magic-items/7112067-wrathful-edge>



HATRED, THE WRATHFUL EDGE

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

The Wrathful Edge is imbued with a portion of the true demon Wrath. 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 Wrathful Edge also understands every language you know. They are against solving problems with words and would rather prove themselves in combat to prove who is on the correct side.

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

Wrathful Curse. The Wrathful Edge will want to take on the strongest enemy, that it deems, in the room and will not allow the wielder to attack anyone else until that target is incapacitated or dead. The Wrathful Edge telepathically announces who they believe the strongest enemy is at the start of the turn to the wielder only, and when that target falls in battle, the wielder is always kept aware of who the weapon's main target is. If the wielder attempts to attack a target that is not deemed the strongest, they must make a DC 18 Strength Check to strike their target, when passed the wielder attacks at normal when failed the wielder fails their attack and misses.

Explosive Rage. While in active combat, any enemy is within 5ft from the wielder at the start of their turn take 2d6 **Lightning Damage**. When making an attack with this weapon, it deals an extra 2d6 **Lightning Damage** or 2d6 **Fire Damage** (wielders' choice) on a successful hit. When the wielder reduces a living creature to 0 hit points using this weapon, they gain a number of temporary hit points equal to the fire or lightning damage dealt as part of the attack.

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

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

Notes: Bonus: Magic, Damage: Lightning, Damage: Fire, creature of a Non-Good

Alignment, Heavy, Two-Handed