



Art: AI



# Wraithrend Scythe



## Wraithrend Scythe

**Weapon (sickle), very rare (requires attunement)**

*This sickle manifests a blade of dark, shimmering energy, edged with a crystalline structure that seems to absorb the light around it. The handle is wrapped in a leather grip that pulses with a faint, necrotic energy to the touch.*

When you attack and damage a creature with this magic weapon, you gain a +2 bonus to the attack and damage rolls.

It holds 3 charges and regains all expended charges daily at dusk.

When you reduce a creature to 0 hit points with this weapon, you may expend 1 charge to unleash a deathly arc of necrotic energy. This arc of corruption extends in a 15-foot cone behind the target, ensnaring all creatures within its reach. Each creature in the cone must make a Dexterity saving throw (DC 15). On a failed save, a creature takes 5d4 necrotic damage, and if this damage reduces a creature to 0 hit points, it is immediately raised as a wraith under your command. The wraith takes its turn immediately after yours in the initiative order,



following your verbal commands to the best of its ability. It remains for 1 minute, until you dismiss it as a bonus action, or until it is destroyed. On a successful save, a creature takes half the necrotic damage and is not raised as a wraith. After 1 minute, any wraith created by the scythe disintegrates into dust.

**Versatile Property.** This weapon is designed for flexibility in combat, capable of being wielded with either one hand or two. The Wraithrend Scythe's construction balances weight and leverage in such a manner that allows for this versatile use without sacrificing force. When you opt to use this weapon with both hands to make a melee attack, you can utilize its full potential and deal increased damage.

**Two-Handed Damage.** When wielded with two hands, the Wraithrend Scythe channels its dark energy more effectively, resulting in a more powerful swing. When used with both hands, the weapon deals 3d4 slashing damage.

**Curse.** This weapon is cursed, a fact that is revealed only when an identify spell is cast on the weapon or you attune to it. Attuning to the Wraithrend Scythe extends the curse to you. As long as you remain cursed, you are unwilling to part with the sickle,



keeping it within reach at all times. You have disadvantage on attack rolls with weapons other than this one.

In addition, while you hold the Wraithrend Scythe, you have an unsettling aura about you. Animals refuse to approach within 30 feet of you, and you have disadvantage on Charisma (Persuasion) checks made to interact with creatures that are not undead.