Wyrmfang Evoker

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Weapon (any sword), artifact (requires attunement)

This sword's blade is forged from a metallic alloy resembling the scales of an ancient dragon, with a hilt crafted to mirror the majestic silhouette of dragon wings.

You gain a +1 bonus to attack and damage rolls made with this magic weapon.

Once per day, as an action, you can call upon the aid of an adult dragon. When you do so, roll 1d4 to determine how many rounds it takes for the dragon to arrive. The dragon appears flying overhead at the end of your turn, performs a flyby attack using its breath weapon, and then leaves. You choose the type of dragon upon calling for aid.

This ability can only be used outdoors and in a space large enough to accommodate the dragon's size.

If the dragon or the area from which it will attack is targeted by a harmful effect created by you or your allies before it acts, it becomes hostile towards you and your party, and may attack or leave at the GM's discretion.

Random Properties. The Wyrmfang Evoker has the following random properties:

- 1 minor beneficial property
- 1 minor detrimental property

Sentience. The Wyrmfang Evokers are sentient chaotic neutral weapons with an Intelligence of 14, a Wisdom of 12, and a Charisma of 16. They have hearing and darkvision out to a range of 120 feet. These weapons can communicate telepathically with their attuned wielders and can speak, read, and understand Draconic. While you are attuned to one, a Wyrmfang Evoker grants you the ability to understand and speak Draconic.

Personality. Wyrmfang Evokers are imbued with the proud and authoritative presences of dragons. They seek wielders who demonstrate respect for draconic might and the solemnity of invoking such beings. These swords are drawn to the exhilaration of combat and prefer to be brandished against foes that merit the intervention of draconic force. Each Evoker bears a unique draconic essence, eager to witness the valor and strategy of its wielder.