

SLOTS SLAMMER

Weapon (warhammer or maul), uncommon (requires attunement)



This weapon is a particular favorite of the Curator, typically bestowed to head guards of the Golden Hoard casino or her favored patrons. Whether that is purely thematic or a sly bribe remains to be seen.

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

Lucky Slots. Three spinning slots are built into this weapon's head. Whenever you roll for initiative and are not surprised or incapacitated, you can spin the slots for a potential boon. Roll 3d6 and consult the Slots Boon Table to determine your possible benefit. You gain all of the benefits for which you qualify, which last for 1 minute.

SLOTS BOON

Result	Card Property
At least one 6	You gain 10 temporary hit points that disappear at the end of the duration.
At least two 6s	You deal an extra 1d6 weapon damage to targets you hit with this weapon.
At least three 6s	You have advantage on attack rolls made with this weapon.

Rare Variant: Push Your Luck. This higher rarity variant also has this additional property. Immediately after you roll for your Lucky Slots property, you can choose to lose 5 hit points to reroll one of the d6s. This hit point loss cannot be prevented or deflected in any way. You can repeat this re-roll any number of times, losing another 5 hit points each time you do so.