

TWO-HAND BUSTER

Weapon (great axe), rare (requires attunement)



Ironically, the legend allegedly concocted around this glistening carver may have contributed to its own continued success. The cautionary tale — one of a rapacious hero who could not withstand the immense power sought — only invited hundreds of adventurers who believed their luck and restraint stronger.

While attuned to this weapon, you become proficient with all gaming sets that use cards.

Gambling Hand. This weapon has 5 charges and regains charges daily at dawn. Immediately after you make an attack roll with this weapon but before you know whether you hit or miss, you can expend 1 charge to improve your roll. Roll a d10 and add it to the attack roll. You can accept this result or roll another d10 and add it, repeating until you choose to stop. However, if your attack roll result becomes 22 or higher this way, you stop adding d10s and instead target yourself with the attack. The damage you deal to yourself cannot be prevented or reduced in any way.