

Justicia's Hammer

A legendary weapon that in it's pursuit of justice, creates injustice. Torinn weirdly has aptitude to wield it with a fraction of it's power.

This item is unique to Torinn

Mechanics

Weapon	DMG	DMG Type	Effect
Justicia's Hammer (Celestial State)	2d20 + proficiency + Strength	Radiant	This weapon will deliver a divine blow, dealing AOE DMG in a radius of 30 feet. This damage will hit both enemies and allies. Upon hitting, every entity including world elements will be pushed back to the end of the radius of effect. This weapon will return to the Celestial State after each long rest. In addition to this, Torinn can no longer use any magical abilities after using this weapon. This weapon will convert into it's regular state afterward.
Justicia's Hammer (Regular State)	1d8 + proficiency + Strength	Bloodgeoning	

Divine Judgement

Torinn can choose to act during turns, inserting an action into the action order. During this special action, Torinn has to use Justicia's Hammer.

Torinn can only use the Divine Judgement ability when Justicia's Hammer is currently in Celestial State.