The Heavy Hammer

Run by Nathaniel Oaker.

Regular Menu:

Arcane Section.

Players are each given two options.

Sorcerer

Movement

**Quicksilver Slippers**

1 hour cooldown

When an opponent makes a melee attack against you, you can chose to activate the Quicksilver Slippers as a bonus action. When Quicksilver Slippers are activated you automatically get 50 ft of movement speed. If your movement speed is impaired at all by magic or other forces, they are removed.

The user moves faster than a blink of an eye. To everyone else in the room, it seems as if they teleported.

Survivability

**Dragonpriest Bone Chest Plate**

By praying to the Dragonpriest Bone Chest Plate in Draconic, it bestows upon you a blessing. During your long rest you can chose one magic type for the next day. You have damage resistance to this magic source as long as the Dragonpriest Bone Chest Plate remains on.

Druid

Judgement

**Monocle of the First Judge**

3 charges. Charges reset during long rest.

Wearing this monocle and focusing on a target you see their true character, unimpeded by deception or any other force.

By wearing this Monocle and completing a wisdom ability check against the target’s charisma ability score you are able to glean the target’s true intentions.

Luck

**Dragon Tooth Earing**

1 hour cooldown.

In the eye of danger you seem to have lady luck on your side.

While you have this earring equipped you may chose a saving throw to have advantage on.

Barbarian

Throwing Prowess

**Haunted Gauntlet**

1 hour cooldown.

The gauntlet of a fallen knight. After donning this in battle, it’s quite evident this knight has not passed to the next world.

You are proficient in throwing any weapon. Any weapon that does not have ‘Thrown’ property has a range of (15/30). When this item is not on cooldown the weapon is returned to your hand after throwing it.

Bravery

**Dragon eye Amulet**

Donning the ruby adorned amulet you are filled with a sense of duty.

While wearing this amulet you have advantage against being frightened, slept, or charmed. When you succeed on one of these saving throws, the rest of your party in voice range receive inspiration.

Ranger

Hunting Prowess

Brutality

**Dragonbone Knife**

1d4 damage

This small knife has the potential to be extremely brutal. Given the right set of hands and the just the right conditions, its target does not stand a chance.

This knife does 10x damage to surprised targets. On a successful hit, the target is hemorrhaged and takes 1d6 + 2 damage due to blood loss.