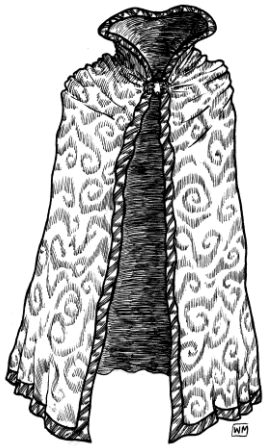


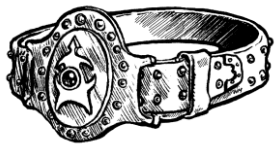
Cape of Dark Worlds

Type: Armor
Classes: All

This cape allows the wearer to always take their action before their enemies in combat. It also provides immunity from *dark magic* Monster Ability.

Deflect
(min of x1, PM discretion)

x1O x2O x3O x4O x5O



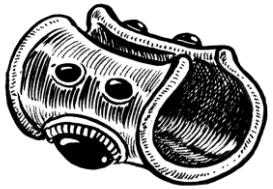
Voltan's Belt

Type: Armor
Classes: All

This belt provides the wearer with a Heroic Reroll when "Rolling a 6" on a d6 roll of 2+ instead of the normal roll of 6 when checking to see if the action was done in an amazing or masterful way.

Deflect
(min of x1, PM discretion)

x1O x2O x3O x4O x5O



Defiance

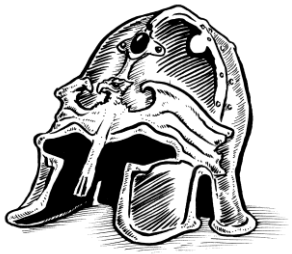
Type: Armor
Classes: All

This bracer allows the wearer to negate all damage from 3 attacks per session. This is as if the attack never targeted the wearer.

Uses: O O O

Deflect
(min of x1, PM discretion)

x1O x2O x3O x4O x5O



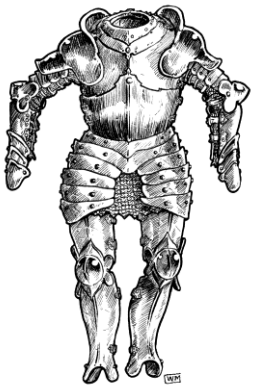
Helm of Protection

Type: Armor
Classes: Cleric, Fighter

This helmet gives the wearer immunity from the following Monster Abilities; *disease, energy drain, paralysis, petrify, poison.*

Deflect
(min of x1, PM discretion)

x1O x2O x3O x4O x5O



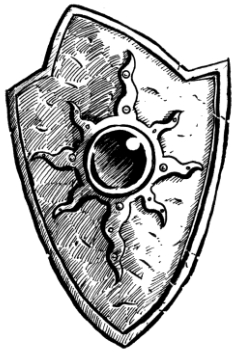
Gift of Kings

Type: Armor
Classes: Cleric, Fighter

This suit of armor heals the wearer of d6 damage once per combat encounter, roll twice and take the best result. This takes a combat action to use. It also allows the wearer to heal 1 extra hp after each encounter.

Deflect
(min of x1, PM discretion)

x1O x2O x3O x4O x5O



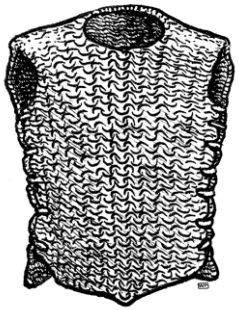
Vigilant

Type: Armor
Classes: Bard, Cleric, Fighter

This shield allows the wielder to reroll all ranged CS Defense Actions and take the best result. It also provides the wielder a Heroic Reroll at the start of each combat encounter.

Deflect
(min of x1, PM discretion)

x1O x2O x3O x4O x5O



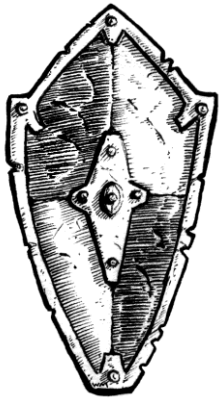
Oathkeeper

Type: Armor
Classes: Bard, Cleric, Fighter, Ranger, Thief

This chainmail allows the wearer to roll their CS for Defense Actions for a nearby target. Both the wearer and the target of the attack may use their Heroic Rerolls for this CS defense action. Wearer takes any damage that is not blocked.

Deflect
(min of x1, PM discretion)

x1O x2O x3O x4O x5O



Fate

Type: Armor
Classes: Bard, Cleric, Fighter

This shield allows the wielder to reroll all ranged CS Defense Actions and take the best result. This shield provides the wielder immunity from *dark magic* and *breath attack* Monster Abilities. Any monster that does 1 or more damage with a melee CS Attack Action to the wielder suffers from Confusion, as per the magic spell, for the next combat round.

Deflect
(min of x1, PM discretion)

x1O x2O x3O x4O x5O

Crown of Storms

Type: Armor
Classes: All

This crown allows the wearer to cast Rain of Fire, as per the magic spell, 3 times per session. This takes a combat action to use.

Uses: O O O

Deflect
(min of x1, PM discretion)

x1O x2O x3O x4O x5O