Ronan's Headband

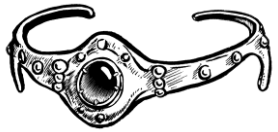
Type: Armor
Classes: All

This headband allows the wearer to only take a maximum of 1 point of damage from humanoid Attack Actions. The wearer still gets their CS Defense roll.

Deflect
(min of x1, PM discretion)

x1O x2O x3O x4O x5O

Diadem of Divine Fire



Type: Armor
Classes: All

This diadem can cast Rain of Fire, as per the magic spell, once per combat encounter.

Deflect
(min of x1, PM discretion)

x1O x2O x3O x4O x5O

Boots of Wall Walking

Type: Boots
Classes: All

These boots allow the wearer to walk on the wall or on the ceiling. They also allow the wearer to fall great distances and land without taking any damage.

Bracers of Reflection

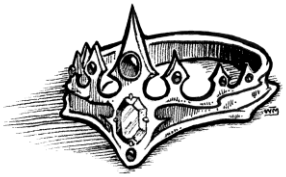
Type: Armor
Classes: All

Any Ranged Attack Action that targets the wearer of these bracers and does not do any damage must immediately make another Ranged Attack Action against themselves (Defense Action allowed).

Deflect
(min of x1, PM discretion)

x1O x2O x3O x4O x5O

Crown of Dead Kings



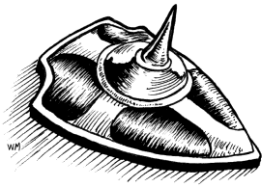
Type: Armor
Classes: All

This crown allows 1 spell on the Magic Spell List to be cast once per combat encounter. The spell cast may be changed each combat encounter. Casting a spell from this crown takes a combat action.

Deflect
(min of x1, PM discretion)

x1O x2O x3O x4O x5O

Vicious Buckler



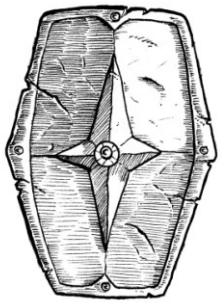
Type: Armor
Classes: Bard, Cleric, Fighter

This buckler allows the wielder to reroll all ranged CS Defense Actions and take the best result. It also allows the wielder to make 1 Melee Attack Action, per combat encounter, with *Focus* that explodes.

Deflect
(min of x1, PM discretion)

x1O x2O x3O x4O x5O

Last Guard



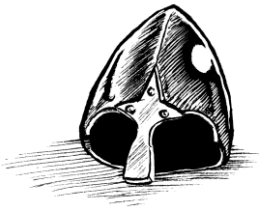
Type: Armor
Classes: Bard, Cleric, Fighter

This shield allows the wielder to reroll all ranged CS Defense Actions and take the best result. It also allows the wielder to roll a d6 after its *Deflect* is used. If the roll is a 4+ the shield replenishes the used *Deflect*.

Deflect
(min of x1, PM discretion)

x1O x2O x3O x4O x5O

Helm of the Martyr



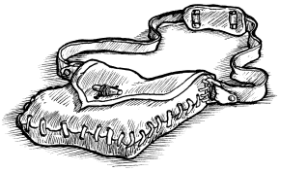
Type: Armor
Classes: Cleric, Fighter

This helmet allows the wearer to take as much damage as they desire that would normally be dealt to another character that is within hearing range.

Deflect
(min of x1, PM discretion)

x1O x2O x3O x4O x5O

Bag of Many Things



Type: Bag
Classes: All

Once per combat encounter and twice out of combat, per session, this bag may have any physical item (PM discretion) that the wearer might desire. This bag can also carry items much larger than would normally fit inside it. It may carry as many items as the PM decides a magic bag would be able to hold.

Uses: O O