Plagued Bone Fetish

This necklace deals 1 point of damage (no Defense Action) to any monster that makes a Melee Attack Action against the wearer. This damage is dealt before the monster makes its attack.

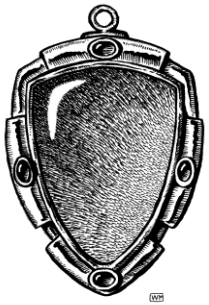
Amulet of the Sun God

This amulet fully heals the wearer of hit points after each combat encounter. This item bonds itself to the wearer and once worn it will only work for that character.

Amulet of Legends

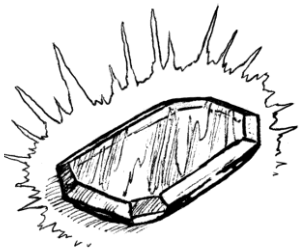
This amulet bestows the wearer 2 Heroic Rerolls once worn for the first time and at the beginning of each session. This item bonds itself to the wearer and once worn it will only work for that character.

Amulet of the Void



This amulet allows the wearer to move through physical obstacles and objects. This takes a combat action to activate and on the next round the wearer may pass through the obstacle or object. If used to move through a monster the monster may not attack the wearer and the wearer may not attack the monster for the activated combat round.

Paradox Gem

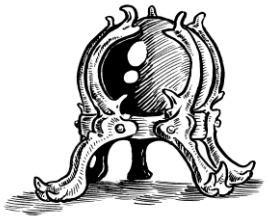


When this gem is broken, time reverses and the combat round is started over with all actions having never happened. Breaking the gem takes a combat action and destroys the gem.

Pendant of the Titan

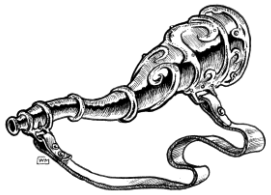
When making a strength task, the wearer of this pendant, will always make a Laughable task roll (2+) to succeed.

Crystal Ball



Once per session the crystal ball shows those that gaze within a glimpse of their future, that is the remainder of the session. Pocket Master's may divulge whatever they desire pertaining to story, monsters, treasure, traps or magical items the person may encounter. Gazing into the crystal ball takes 1 minute to obtain the information.

Horn of Heroes



Once per session, when this horn is blown by the wielder, all characters in hearing range gain d6 Heroic Rerolls (rolled once as a group), reroll and take the best result. Using the horn takes a combat action.

Brooch of the Bat

This brooch allows the wearer to fly as per the *flight* Monster Ability. It also allows the wearer to gain 1 hit point every time the wearer does at least 1 point of damage to a monster (undead are immune) with a Melee Attack Action.