

### Magic Items:

These items cannot be looted, only loaned or given willingly.

Magic items can only be used in town if they are not being used for a physical attack.

**Acorns of Annihilation** - Thrown siege weapons that explode upon impact. They ignore armor and count as an incapacitation if they strike any legal strike zone of the target's body. They can be blocked by a shield or weapon but in doing so that shield or weapon is now broken. Broken items, including the exploded acorns, revive along with the player. Any strikes that occur from a bounce or deflection do not count as a legal hit. The wielder should call out "Explosion" when launching the weapon as a courtesy but not as a requirement.

**Amulet of Charm** - The use of this item casts the Charm Person spell. It can only be used to charm one person at a time, with a total of 4 uses, which are represented by smaller charm tokens. If you trade the amulet to another player, you must inform them how many charges are remaining. Once cast, the user must give the affected player one of the charm tokens, and this player will now regard the caster as a friendly acquaintance. The spell lasts until the affected player takes any damage, and once the spell ends the affected player knows that they were charmed.

**Amulets of the Sun & Moon** - The wearer of this item can use any of their own spell balls without needing to recite their enchantment or complete their usual ritual before throwing the spell ball. The wielder should still call out the name of the spell when launching the weapon, such as "Entangle" or "Stun" as a courtesy but not as a requirement.

**Ballista** - This siege weapon fires javelins which then deal siege weapon damage called Ballista Bolt. A strike from a Ballista Bolt causes an incapacitation on any target it hits, including the target's weapons, shield, garb, armor, or any other part of them. Any strikes that occur from a bounce or deflection do not count as a legal hit.

**Cape of Leaves** - The wearer of this item can use the Teleport ability to move between trees. They must begin the teleportation by touching either a real tree or one of the prop trees. They are only allowed to transport their own gear and small items with them, such as a single loot pouch or one handful of coins. While teleporting, the player must cross their arms over their chest to signify that they are out of play. If they are incapacitated before they manage to cross their arms over their chest, then the teleportation will fail. The player is back in game once they uncross their arms and touch any tree.

**Carrion Crony** - Wearing the vulture companion on their shoulder allows a player to loot any incapacitated player in their vicinity even if they themselves are incapacitated.

**Chains of Command** - The wielder can use these chains to bind anyone caught poisoning, stealing, or bounty hunting. The user of the chains can then command the bound player until they become incapacitated. Once incapacitated, the wearer must return the chains to the person who placed the chains on them.

**Cloak of Moss** - The wearer of this item is completely camouflaged when they cover themselves with this cloak, so long as they either stay still or move very slowly, and do not touch any other participants, or touch anything in contact with another participant. They can also carry items with them so long as the item can be mostly covered by the cloak as well. The wearer must uncover themselves before they can attack anyone or touch anything.

**Conch of Water Walk** - The person who plays the conch receives shark familiars and has the Water Walk ability. Familiars are a thrown siege weapon that ignores armor and counts as an incapacitation if it strikes any legal strike zone of the target's body. It can be blocked by a weapon, but not by shields. Any strikes that occur from a bounce or deflection do not count as a legal hit. The wielder is to call out "Siege" when launching the weapon as a courtesy but not as a requirement. By sounding the conch again, the user can bestow Water Walk upon up to 6 others by granting them a shark fin.

**Crown of Nature** - The wearer of this item is immune to any status effect that would alter their decision making. These include being aggroed, charmed, mind controlled, and necromanced.

Death's Shroud - The wearer of this item can revive at any revival point, including enemy tombstones and Clan Malice portals.

Den of Rest - A personal revival point that can be placed in any friendly or neutral named location. This revival point can be moved by asking the game master for a small quest that will allow the animal's keeper to relocate it.

Dragon Amulet - Wearing this item upgrades your weapons to deal magic weapon damage. A magic weapon causes an incapacitation on any target it hits, including the target's weapons, shield, garb, armor, or any other part of them. The wielder should call out "Magic Weapon" when striking with the weapon as a courtesy but not as a requirement.

Dragon Armor - The wearer of this item has magic armor all over their body.

Drum of Fear - Playing the drum expels all enemies from a base so that they must immediately flee beyond the outermost team walls. This effect only lasts while the drum is being played, and if the playing pauses, then the drum cannot be used again for 60 seconds.

Elixir of Life - Touching this item to any melee legal strike zone incapacitates members of Clan Malice and instantly revives other players. This item cannot be thrown, ignores armor, and can be blocked by weapons & shields. When presented with this item, a player may choose to keep it for their team or instead choose to let it go as an offering to Este in exchange for an extra life for their champion. They can delay the decision until after they speak with their teammates, but the decision is final once it is made.

Fang of Foe - This relic instantly destroys any other relic or magic item it touches.

Feathered Phials - A set of four single use potions. Healing: Heals any one wound. Morale: Removes the effects of one curse. Guidance: Allows the drinker to ask one question of the game master. Restoration: Makes the drinker immune to the current revival delay timer caused by poisoned resources.

Gem of Power - This spell ball deals magic weapon damage. A magic weapon causes an incapacitation on any target it hits, including the target's weapons, shield, garb, armor, or any other part of them. Any strikes that occur from a bounce or deflection do not count as a legal hit. The wielder should call out "Magic Weapon" when launching the weapon as a courtesy but not as a requirement.

Goblin Helm - The wearer of this item has helmet armor and will not be attacked by Clan Malice.

Hog Head - The wearer of this item is immune to being poisoned, entangled, stunned, captured, and ignores the need to walk on their knees through all water. The item also counts as a helmet and gives the benefit of head armor.

Horn of the Wilds - Playing this horn instantly casts magic armor on everyone on your team that lasts for the duration of one life. The horn can only be used 3 times per day, and if you trade it to another player, you must inform them how many charges are remaining.

Kag - Burguul Drok's cleaver deals magic weapon damage. A magic weapon causes an incapacitation on any target it hits, including the target's weapons, shield, garb, armor, or any other part of them. The wielder should call out "Magic Weapon" when striking with the weapon as a courtesy but not as a requirement.

Lucky Pouch - This bag comes with a small fortune already in it, and unlike all other game pouches it is not lootable, so these gems & coins and any other treasures added to the collection can only be removed by the owner.

Lyre of Lullaby - All players within 20ft of the lyre are stunned for 30 seconds while the lullaby is played, starting immediately at the first note and ending immediately at the end of the song. All players affected should roleplay falling asleep by lying down where they are and snoring audibly so that others know they are asleep instead of incapacitated.

The lyre can only be used 3 times per day, and if you trade it to another player, you must inform them how many charges are remaining.

Mantle of Might - The wearer of this mantle can run with heavy items that players normally have to walk with when they carry them, such as barrels, and the entire mantle counts as armor. They also gain the ability to throw boulders, though they cannot carry a boulder around and must throw it from where it was resting. A boulder is a thrown siege weapon that ignores armor and counts as an incapacitation if it strikes any legal strike zone of the target's body. It cannot be blocked by shields or weapons. Any strikes that occur from a bounce or deflection do count as a legal hit. The wielder should call out "Siege" when launching the weapon as a courtesy but not as a requirement.

Mask of Mischief - The wearer of this mask is immune to poison and can consume the items from any team waste baskets one extra time.

Mask of Split Personas - The wearer of this mask becomes completely unrecognizable to other players. They can invent a new persona upon putting it on and remain that new identity until they become incapacitated or remove the mask. When they are incapacitated, the wearer's true identity is revealed.

Moon Blade - This sword grants the wielder the ability to heal their allies by stealing the life force of their enemies. Any time you damage an opponent's limb, you may then lay the sword against an ally's injured limb and heal it. If you incapacitate an opponent with this weapon, you can then revive an ally if you lay this sword against their body during the 10 seconds count before they return to their base to revive. This item cannot be used to heal or revive yourself.

Murderous Allies - Placing one of the crows on a team resource will protect it completely from any outside interference, including being poisoned, destroyed, or stolen.

Mushroom Skulls - The player awarded a mushroom skull is immune to poison. They can place it on any tombstone to make all of that team's resources also immune to being poisoned.

Plague Skull - Placing the skull inside the well bucket instantly poisons a team's drinking water resource.

Potion of Insight - This potion can be drunk while in the presence of the game master to unlock secrets regarding any quest or shrine.

Reins of Friendship - When riding the horse, the rider must keep one hand on the "reins" during combat or they fall off the horse. Players riding the horse can only be attacked by great weapons, stabbing weapons over 4ft long, and projectile weapons. Riding the horse allows the player to cross over any water other than the Jail's moat without needing to walk on their knees.

Roses of Charisma - Each rose can be used as a single use charm token to cast the Charm Person spell. Charm person only works on one person at a time. Once cast, the user must give the affected player one of the charm tokens, and this player will now regard the caster as a friendly acquaintance. The spell lasts until the affected player takes any damage, and once the spell ends the affected player knows that they were charmed. Additionally, the wielder may instead choose to gift the entire bouquet of roses to one player, which would cast an upgraded Charm Person spell to establish them as a friend for the entire day regardless of any damage taken. That gift receiver can then proceed to use the relic as their own.

Ruby Slippers - The wearer of this item can click their heels together three times, and then use the Teleport ability to return to their team's base. They are only allowed to transport their own gear and small items with them, such as a single loot pouch or one handful of coins. While teleporting the player must cross their arms over their chest to signify that they are out of play. If they are incapacitated before they manage to cross their arms over their chest, then the teleportation would fail. The player is back in game once they uncross their arms and touch any of their team's walls.

Shield of Dagorath - This shield is unbreakable and immune to all magic effects except for the Fang of Foe.

Smith's Hammer - Hitting a broken weapon, bow, shield, or piece of armor with this hammer instantly repairs it, including items destroyed by the Fang of Foe.

Spirit of the Unicorn - When polymorphed into a Unicorn, a player is immune to projectiles, spell balls, and common weapons.

Sword of Dagorath - This sword deals magic weapon damage, and the wielder is immune to all magic effects. A magic weapon causes an incapacitation on any target it hits. This includes the target's weapons, shield, garb, armor, or any other part of them. The wielder should call out "Magic Weapon" when striking with the weapon as a courtesy but not as a requirement.

Tomahawk of the Thunderbird - In addition to incapacitating on torso strikes as usual, when hitting a limb this weapon stuns the target so that they cannot fight or otherwise move for 15 seconds unless a teammate revives them by touching their shoulder. This weapon cannot be blocked by weapons or shields. If it is intercepted by either of those items, then the target is still stunned because the lightning is considered to have passed through. This relic can also be used to resurrect the incapacitated during the 10 second incapacitation count by lightly striking with the reverse side of the blade.

Toothsayer - The wearer of this item can speak with animals.

Urukai Weapons - Enhanced Weapons that grant the Relentless Endurance ability one time per every new wielder. The shield requires 3 hits to break from a great weapon, or 2 from an improved weapon. This shield can also block all siege weapons including familiars. The sword functions as a great weapon even when wielded with one hand, which includes breaking standard shields in 2 hits and ignoring armor. Relentless Endurance is the ability to revive immediately after taking an incapacitation. The player must fall to the ground as normal but can then immediately stand and cross their arms over their chest. They must yell out a battle cry, and they are back in play when they uncross their arms at the end of their shout. The player must then target the person who struck the finishing blow against them, but they are also allowed to attack anyone in the way of that target. If they manage to incapacitate their target then this player can remain alive, but if they fail to incapacitate their target within 15 seconds, then they become incapacitated again.

Veil of Stars - The wearer is invisible when they cover themselves with this veil, as long as they do not run, do not touch any other participants, or touch anything in contact with another participant. They can also carry small items with them so long as that item can be carried in one hand and fit under the veil with them. The wearer must uncover themselves before they can attack anyone or touch anything.

Wands of the Sun & Moon - When holding one of these wands, a player can cast rainbow spell balls. Spell balls are a thrown weapon that ignores armor and deals the following damage: Incapacitation on head, neck, torso, or any second limb strikes. If you are otherwise healthy and get struck by the spell ball in one of your limbs, you continue to play after taking the limb damage. It can be blocked by a shield or weapon. These spell balls are recognizable from their striped rainbow colors, and the wielder should call out "Rainbow Ball" when launching the weapon as a courtesy but not as a requirement. These wands also allow players to use any of their own spell balls without needing to recite their enchantment or complete their usual ritual before throwing the spell ball. The wielder should still call out the name of the spell when launching the weapon, such as "Entangle" or "Stun" as a courtesy but not as a requirement.

Wings of Beyond - The wearer of this item can use the Flying ability, which allows them to cross over any water other than the Jail's moat without needing to walk on their knees or jump. The wings must be actively inflated and worn on your back to grant this ability.