

The Masks

Magic items curated to fit this year's theme.

Like all other magic items, they 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.

Animal – The wearer is a friend to all animals, and even familiars will not attack them.

Cathedral – The wearer reflects any effect they are resistant or immune to back onto their attacker instead.

Dragon – The wearer is granted dragon's breath: fire spell balls that require no chant to activate. Spell balls are a thrown rock shaped 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. The wielder is to call "Fire Ball" when launching the weapon as a courtesy but not as a requirement.

Flowers – The wearer can use any flower at a shrine as a revival point.

Gold – The wearer has advantage on all dice rolls, meaning they roll each dice twice and take the higher result.

Leaf – The wearer can visit the forest to heal their wounds and those of any ally whose hand they are holding.

Metal – The wearer can improve five weapons to a higher class of damage. These include a shield that takes 3 great hits to break, common weapons that do great weapon damage, great weapons that can break a normal shield in 1 hit & an improved shield in 2 hits, and piercing weapons that can go through armor with a single-handed stab. An upgraded weapon is marked with a grey sash around its handle.

Silver – The wearer pays only half price for all goods and services in town.

Skulls – The wearer can ignore any revival delay timers at their team's tombstone.

Stone – The wearer has indefinite immunity to all magic weapons, including spell balls.

Wood – The wearer has indefinite immunity to poison in all forms.