

OLD SCHOOL ESSENTIALS – EXTENDED

LIGYRON'S TREASURE

★ **Ligyron's Helmet** [new!]

Helmet from an ancient elite hero.

- ▶ **Martial classes:** Are the only ones allowed to use it.
- ▶ **Ward:** +2 bonus to all saving throws against spells, rods or staves.
- ▶ **Magic damage:** Is reduced by 1 point per damage die rolled. (Each die inflicts a minimum of 1 hit point damage.)

★ **Armour +3, Ligyron's** [new!]

- ▶ **Martial classes:** Are the only ones allowed to use it.
- ▶ **Ward:** +2 bonus to all saving throws against poison or death and paralysis or petrification.
- ▶ **Melee weapons damage:** Is reduced by 1 point per damage die rolled. (Each die inflicts a minimum of 1 hit point damage.)
- ▶ **Armour type:** Any.

★ **Shield +2, Ligyron's** [new!]

- ▶ **Martial classes:** Are the only ones allowed to use it.
- ▶ **Ward:** +2 bonus to all saving throws against breath attacks and wands.
- ▶ **Missile weapons damage:** Is reduced by 1 point per damage die rolled. (Each die inflicts a minimum of 1 hit point damage.)

★ **Ligyron's Greaves** [new!]

Greaves from an ancient elite hero.

- ▶ **Martial classes:** Are the only ones allowed to use it.
- ▶ **Movement:** Movement rate is doubled.
- ▶ **Attacks:** The number of attacks per round the character can make is doubled.
- ▶ **Attacking the heel:** AC 0 [19]. May be targeted by missile attacks. If hit, it deals triple damage to the wearer.

