

☉☉☉☉☉☉☉☉ Sash of Ajax ☉☉☉☉☉☉☉☉

Wondrous item, rare (requires attunement)

This sash is woven from the finest purple threads, glowing with hues of crimson. It carries the weight of history and the bonds formed in battle.

While wearing this sash, you have a +1 bonus to AC.

In addition, you can acknowledge an opponent's great power as a bonus action. Choose a hostile creature of CR 1 or higher within 15 feet of you. It must make a DC 15 Wisdom saving throw. On a failed save, you earn the creature's respect. For the next minute, you and the target have advantage on attack rolls against each other and disadvantage on attack rolls against any other creatures. Once this property is used, it can't be used again until the next dawn.

☉☉☉☉☉☉☉☉ Sash of Hector ☉☉☉☉☉☉☉☉

Weapon (longsword), very rare (requires attunement)

This sword boasts a blade as dark as night, with a hilt wrapped in leather from a bull slain under the Trojan moon.

You have a +1 bonus to attack and damage rolls made with this magic weapon.

In addition, you can acknowledge an opponent's defense as a bonus action. Choose a hostile creature of CR 1 or higher within 15 feet of you. It must succeed on a DC 17 Wisdom saving throw. On a failed save, you earn the creature's respect. For the next minute, you and the target have disadvantage on saving throws against each other's spells and effects and advantage on saving throws against other creatures' spells and effects.

Once you use this property, it can't be used again until the next dawn.

