

## + 1 Dwarvern Chain Mail

**Type:** heavy **AC:** 7

**Check Penalty:** -1 **Speed Adjust:** -1

+1 Bonus to AC

+1 Bonus on Endurance checks

**Daily Power** - free action

Regain hit points as if you had spent a healing surge

4/14

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## + 1 Amulet of Health

*A small locket once belonging to Douven Staul*

+1 Bonus to Fortitude, Reflex, and Will defense

Resist poison 5

1/14

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## + 1 Bloodcut Hide Armor

**Type:** light **AC:** 4

**Check Penalty:** - **Speed Adjust:** -

+1 enhancement bonus to AC

**Daily** - minor action (When bloodied)

Gain resist all 10 until the end of your next turn

3/14

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## + 1 Symbol of Battle

*Holy symbol of Bahamut*

+1 enhancement bonus to attack rolls and damage rolls, deals +1D8 on a critical hit when used with divine powers that have the Implement keyword.

**Milestone** - free action

When you hit with a power that uses this holy symbol, deal an extra 1D8 damage

7/14

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## + 1 Magic Wand

+ 1 bonus on attack rolls and damage rolls when using arcane powers with the Implement keyword

6/14

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## + 1 Blackiron Scale Armor

**Type:** heavy **AC:** 8

**Check Penalty:** -2 **Speed Adjust:** -1

+1 bonus to AC

Grants resist 5 (Fire, necrotic)

2/14

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## + 1 Longsword

*Aecris, sword of Sir Keegan*

**Military Melee** — Heavy blade

**Dam:** 1D8 , versatile

**+1 bonus to attack rolls and damage rolls**

**Deals +1D6 on critical hits**

**Daily** - free action

When you drop an undead enemy to 0 hit points, gain one healing surge

5/14

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## Potion of Healing

As a minor action, drink this potion and spend a healing surge. Instead of the hit points you would normally regain, you regain 10 hit points

11/14

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12/14

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## Shield of Proteccon

### Large Shield

AC: 2

### Encounter - standard action

Provides you and an adjacent ally with resist 5 to all damage until the end of your next turn

14/14

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## +1 Vicious Short Sword

### Military Melee - light blade

DAM: 1D6

+1 enhancement bonus to attack rolls and damage rolls

+1D12 damage on critical hit

8/14

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## Safewing Amulet +1

+1 enhancement bonus to Fortitude, Reflex, and Will defense

The amulet's wearer falls slowly, lands on his feet after fall, and reduces the amount of damage dealt by a fall by 10 feet

13/14

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## Bag of Holding

This bag can hold objects weighting up to 200 pounds and having a total volume of up to 20 cubic feet, but always weights just 1 pound no matter how full it is.

Drawing an item from the bag requires a minor action

10/14

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## +2 Magic Dagger

### Simple Melee - light blade

Dam: 1D4 Range: 5/10, light thrown

+2 enhancement bonus to attack rolls and damage rolls.

+1D6 on critical hit

9/14

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