

+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

DUNGEONS & DRAGONS®

+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

DUNGEONS & DRAGONS®

+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

DUNGEONS & DRAGONS®

+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

DUNGEONS & DRAGONS®

+1 Magic Wand

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

6/14

DUNGEONS & DRAGONS®

+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

DUNGEONS & DRAGONS®

+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

DUNGEONS & DRAGONS®

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

DUNGEONS & DRAGONS®

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

12/14

DUNGEONS & DRAGONS®

Shield of Protection

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

DUNGEONS & DRAGONS®

+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

DUNGEONS & DRAGONS®

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

DUNGEONS & DRAGONS®

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

DUNGEONS & DRAGONS®

+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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