

HEALING POTION

3
POINTS

POWERS: **Potion** - Replaces attacks; this creature heals 10 HP.

NOT USEABLE BY: Animal, Dragon, Magical Beast, Undead



DUNGEONS & DRAGONS © 2012 DDM Guild

OINTMENT OF HEALING

3
POINTS

POWERS: **Ointment** - Replaces attacks; heal this creature and an adjacent ally 5HP.

ONLY USEABLE BY: Creatures who's name contains cleric, priest or priestess



DUNGEONS & DRAGONS © 2012 DDM Guild

POTION OF HERO'S RESOLVE

4
POINTS

POWERS: **Potion** - Replaces attacks; this creature gains fearless until end of the round.

NOT USEABLE BY: Animal, Dragon, Magical Beast



DUNGEONS & DRAGONS © 2012 DDM Guild

BOOTS OF MONGOOSE SKIN

4
POINTS

POWERS: Equipped creature ignores penalties when moving through forest terrain.

ONLY USEABLE BY: Humanoid



DUNGEONS & DRAGONS © 2012 DDM Guild

HIGH-DROW'S PIWAFWI

2
POINTS

POWERS: Equipped creature gains immune stun, paralyze.

ONLY USEABLE BY: Drow



DUNGEONS & DRAGONS © 2012 DDM Guild

BUTCHER'S KNIFE

3
POINTS

POWERS: Equipped creature gains -3 melee attack; +5 damage.

ONLY USEABLE BY: LE or CE Human



DUNGEONS & DRAGONS © 2012 DDM Guild

SCOPE

5
POINTS

POWERS: Equipped creature gains Precise Shot.

ONLY USEABLE BY: Humanoid



DUNGEONS & DRAGONS © 2012 DDM Guild

RED KNIGHT'S GAUNTLET

5
POINTS

POWERS: **Strategist** - Equipped creature gets +3 melee attack instead of +2 when flanking an enemy.

NOT USEABLE BY: Animal, Dragon, Magical Beast

ONLY USEABLE BY: LG or LE creatures



DUNGEONS & DRAGONS © 2012 DDM Guild

DROW HAND CROSSBOW

5
POINTS

POWERS: Equipped creature gains Knock-out Bolt - Sleep poison on ranged attack.

Sleep Poison (Sleep; DC 13)

ONLY USEABLE BY: Drow



DUNGEONS & DRAGONS © 2012 DDM Guild