

### POTION OF HASTE

3  
POINTS

**POWERS:** **Potion**  - Replaces attacks; equipped creature gains +1 Speed until the end of its turn.

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



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### ROD OF MAGIC MISSILES

0  
POINTS

**POWERS:** Equipped creature gains Magic Missile Charge - During setup chose the amount of Magic Missile Charges available to Rod of Magic Missiles wearer.

**ONLY USEABLE BY:** Spellcaster



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### FLASH-FIRE TORCH

3  
POINTS

**POWERS:** Equipped creature gains Illuminator  - Creatures within 6 squares do not benefit from Conceal, Hide, or Invisible.

**ONLY USEABLE BY:** LG Humanoid



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### RING OF COMMANDING

4  
POINTS

**POWERS:** Equipped creature gains +1 to all your initiative rolls.  
**Unique Item**

**ONLY USEABLE BY:** Commander



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### SILVER-INLAID RING OF POWER

4  
POINTS

**POWERS:** Equipped creature gains Recall  - Cast a non-psionic spell, of up to 2nd level, that has already been cast by this creature.  
**Unique Item**

**ONLY USEABLE BY:** Spellcaster



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### TALISMAN OF DAVIAN

4  
POINTS

**POWERS:** **Strike of Luck**  - Immediate; equipped creature gains +1 Save against special abilities.

**ONLY USEABLE BY:** CG and CE creatures



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### FOE STONE

2  
POINTS

**POWERS:** **Know Vulnerabilities** - After dealing damage to an enemy with a melee or ranged attack this creature has +1 attack against that target until end of turn.

**ONLY USEABLE BY:** Halfling



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### KEEN DAGGER

3  
POINTS

**POWERS:** Equipped creature gains Keen Critical - Critical Hit on a natural 19 or 20.

**ONLY USEABLE BY:** Creatures whose name contains rogue



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### CLOAK OF RESISTANCE

4  
POINTS

**POWERS:** **Resistance** - After taking damage from a melee or ranged attack, this creature gains +1 AC against that type of attack until end of round.

**ONLY USEABLE BY:** Humanoid



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