

BOOTS OF DANCING

Level 1-12 ♦ Martial

POWERS

Still Dancing: Does not grant combat advantage for being Dazed.

Dancing Defense: Replaces move action: +2 AC and +5 Reflex until start of this creature's next turn.

+9

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BOOTS OF SPEED

Level 1-5 ♦ Civilization

POWERS

Speed Boost: Replaces attack action, only while this creature is not damaged: +2 Speed until end of this creature's next turn.

+5

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BRUTAL WEAPON

Level 1-5 ♦ Primal

POWERS

Brutal Weapon: Minor action: -5 Attack on this creature's next ⚔ attack; if that attack hits, +10 Damage on that attack and target is Stunned until start of this creature's next turn.

+6

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CLOAK OF RESISTANCE

Level 1-8 ♦ Civilization

POWERS

Resistance: Use after this creature takes damage from an attack: +1 to all defenses until end of battle.

+5

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DEFENSIVE WEAPON

Level 1-3 ♦ Divine

POWERS

Defensive Weapon: Use after this creature takes damage from an attack: +2 to all defenses until start of this creature's next turn.

+3

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DWARVEN ARMOR

Level 1-10 ♦ Dwarf • Martial

POWERS

Endurance Surge: Minor action: +1 Speed until end of turn. ☹ when this creature first becomes bloodied.

+8

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FOE STONE

Level 1-7 ♦ Halfling • Martial

POWERS

Know Vulnerabilities: Use after this creature hits an enemy with a ⚔ or ⚔ attack: +2 Attack against target until end of battle.

+6

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HEALING POTION

Level 1-10 ♦ Any

POWERS

Quaff Potion: Replaces attack action: This creature heals 20 HP.

+5

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OINTMENT OF RESTORATION

Level 1-12 ♦ Divine

POWERS

Apply Ointment: Replaces attack action: End 1 condition or effect with a duration of save ends on ally adjacent to this creature or heal this creature or 1 ally adjacent to this creature 5 HP.

+7

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PORTABLE WALL

Level 1-15 ♦ Civilization • Arcane

POWERS

Place Wall: Replaces attack action: Up to 2 unoccupied, clear squares adjacent to this creature are wall terrain until start of this creature's next turn. ☹ when this creature takes damage from an attack.

+7

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POTION OF FORESIGHT

Level 1-8 ♦ Underdark

POWERS

Quaff Potion: Use at start of an enemy's turn, only while this creature is not adjacent to an enemy: This creature shifts up to 2 squares as a free action.

+5

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ROD OF FIRST BLOOD

Level 1-5 ♦ Arcane

POWERS

First Blood: Use when this creature hits an undamaged enemy with a ⚔ attack: +5 Damage for that attack.

+8

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SPINESNAP TRAP

Level 1-3 ♦ Kobold

POWERS

Trapsetter: Replaces attack action, provokes opportunity attacks: Put a trap token in a square adjacent to this creature. Whenever a non-Kobold enemy enters a square with a trap token, make a ⚔ attack against it, +8 vs. Reflex; 20 damage AND remove trap token from the battle map.

+7

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SYMBOL OF SANCTIFICATION

Level 1-10 ♦ Good • Divine

POWERS

Sanctify: Replaces turn, only while this creature occupies a victory area: Until end of battle, each non-bloodied creature (including this creature, enemies, and allies) has +2 Attack whenever making a ⚔ attack while occupying that victory area.

+11

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THORNWALKER SLIPPERS

Level 1-11 ♦ Primal

POWERS

Thornwalk: Minor action: This creature can move normally through difficult terrain until end of its turn. ☹ when this creature ends its turn in non-difficult terrain.

+8

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UNBROKEN WEAPON

Level 1-7 ♦ Martial

POWERS

Unbroken Weapon: Use after this creature misses with a ⚔ attack: Target of that attack takes 5 damage. ☹ when an ally adjacent to this creature is destroyed.

+6

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