

<p>+1 Chain Armor of Iron Will</p> <p>The steel links of this heavy chain armor have an opalescent quality that reflects light around the wielder in a splay of muted colors, which some claim represent the gods' dominions. Whatever the case, the armor does bolster the mental defenses of its wearer.</p> <p>Benefit: +1 AC and MD.</p> <p>Quirk: Prone to abstract speculation.</p>	<p>Supple Boots of the Slippery Eel</p> <p>These soft boots are made from the skin of the giant black eels that live among the Wake Islands in the Midland Sea. The eel skin soles are surprisingly resilient and surprisingly slick.</p> <p>Benefit: +1 to disengage checks. Add your Dexterity modifier to your disengage checks.</p> <p>Quirk: Loves puns.</p>	<p>+1 Elven Cloak</p> <p>Each elven cloak, often called a "forestfold cloak," is said to be sewn by the handmaidens of the Elf Queen and holds the memory of her forest court within its threads.</p> <p>Benefit: +1 to PD. Add +10 to checks to remain hidden in natural surroundings.</p> <p>Quirk: Prefers the finest things in life; of course, they are elven.</p>
<p>Helm of the Undaunted Hero</p> <p>Those who have the will to follow the Crusader can do anything, or so they say. What is true is that many of their helms become imbued with their endless courage. Many without owners.</p> <p>Benefit: +1 to MD. Recharge 6+ (after save roll): At the start of your turn, you can roll a save against one ongoing save ends effect as a free action. Make the recharge roll immediately after you use the power instead of during your next short rest.</p> <p>Quirk: Favors Traditional Battle hymns</p>	<p>Shield of Protection</p> <p>This stout kite shield bearing the likeness of the Great Gold Wyrms in bright, embossed gold once belonged to one of "the thousand"—the thousand mighty paladins who traversed the Abyss to fight beside the Gold in a past age. Only ninety-seven were said to return from that journey still bearing their shields.</p> <p>Benefit: Enemies engaged with you take a –1 attack penalty against your allies.</p> <p>Quirk: Tends to others with too much familiarity.</p>	<p>Symbol of Gathered Power</p> <p>This odd symbol has a different precious gemstone forming each of its three prongs. Magical power emanates from it, but the symbol is difficult to look at for any length of time without a strange, repetitive image forming in the viewer's mind.</p> <p>Benefit: Recharge with full heal-up: During a short rest, you can regain an expended daily adventurer-level spell.</p> <p>Quirk: One-track mind.</p>
<p>+1 [Melee Weapon] of Vengeance</p> <p>This brutal-looking weapon oozes emotional violence and anger, and it's obvious that its sole design is to harm others. The simple but effective styling is a common element among the barbarian weaponsmiths who create such weapons to fight for or against the Orc Lord.</p> <p>Benefit: +1 bonus to attacks and damage.</p> <p>While you are staggered, you deal +1d6 damage with attacks that hit using this weapon.</p> <p>Quirk: Quick to take offense.</p>	<p>Pick 1 or Roll d6</p> <p>1-2: Healing Potion (2) Heal using a recovery + 1d8 hp</p> <p>3-4: Potion of Fire Resistance Gain fire resistance for the rest of the battle. Attackers must roll natural 16+ or fire attack deals only deals half damage.</p> <p>5-6: Magic Oil +1 Until the end of the battle, an item oil is applied to gains a +1 bonus. <i>For armor:</i> +1 AC. <i>For weapon or implement:</i> +1 to attack and damage.</p>	<p>+1 Haughty [Ranged Weapon]</p> <p>Designed by either the Empire or the Wild these weapons are highly effective at taking down enemy leaders.</p> <p>Benefit: +1 bonus to attack and damage.</p> <p>When you hit an enemy with this weapon, if it's the most dangerous foe in the battle (or tied for most dangerous, GM's assessment), you deal +1d3 damage to it.</p> <p>Quirk: Challenges others to improvised contests.</p>