Holy Healer's Mace +2
Weapon ♦ Level 7

Damage: 1d8
Proficiency Bonus: 2
Properties: Versatile
Enhancement: +2 attack rolls and damage rolls
Critical: +1d6 damage per plus

Properties

Add this weapon's enhancement bonus to the amount healed by your healing word.

Power (Healing) ☐ Daily (Minor Action)

An ally within 5 squares of you can spend a healing surge to regain hit points equal to 10 + your Wisdom modifier.

Symbol of Life +1
Holy Symbol ♦ Level 2

Enhancement: +1 attack rolls and damage rolls
Critical: +1d6 damage per plus

Power ☐ Daily (Free Action)

Trigger: You hit an enemy with an attack made with this holy symbol.
  Effect: Until the end of your turn, any creature healed by your encounter powers and daily powers regains 1d6 additional hit points.

Potion of Healing
Consumable ♦ Level 5

Power (Healing) ☐ Consumable (Minor Action)

Drink this potion and spend a healing surge. Instead of the hit points you would normally regain, you regain 10 hit points.

Healer's Brooch +1
Neck Slot Item ♦ Level 4

Enhancement: +1 Fortitude, Reflex, and Will

Properties

When you use a power that enables you or an ally to regain hit points, add the brooch's enhancement bonus to the hit points gained.

Chainmail of Sacrifice +1
Armor ♦ Level 5

Armor Bonus: 6
Check: -1
Speed: -1
Enhancement: +1 AC

Power ☐ (Minor Action)

Use this power when you are adjacent to an ally who is subject to an effect that a save can end. The ally is no longer affected, and you now have the effect. You cannot make a saving throw against this effect until the end of your next turn.

Power (Healing) ☐ Daily (Minor Action)

Spend a healing surge. One ally within 5 squares of you regains hit points as though he or she had spent a healing surge.

Holy Healer's Mace +1
Weapon ♦ Level 2

Damage: 1d8
Proficiency Bonus: 2
Properties: Versatile
Enhancement: +1 attack rolls and damage rolls
Critical: +1d6 damage per plus

Properties

Add this weapon's enhancement bonus to the amount healed by your healing word.

Power (Healing) ☐ Daily (Minor Action)

An ally within 5 squares of you can spend a healing surge to regain hit points equal to 5 + your Wisdom modifier.