

# Arms Slot Items

# Angelsteel Shield

Level 9+



*This fine, steel shield flickers with light that flows out at times to help defend your allies.*

**Lvl 9:** 4,200 gp

**Lvl 19:** 105,000 gp

**Lvl 29:** 2,625,000 gp

**Item Slot:** Arms

**Shield:** Any

**Power (Daily):** Immediate Reaction. Use this power when an ally adjacent to you is hit by an attack. That ally gains a +1 power bonus to the defense that the attack targeted until the end of the encounter.

**-Level 19:** +2 power bonus.

**-Level 29:** +3 power bonus.



# Battleforged Shield

Level 4+



*Covered in Dwarven and Draconic runes, this shield aids badly wounded allies.*

**Lvl 4:** 840 gp

**Lvl 14:** 21,000 gp

**Lvl 24:** 525,000 gp

**Item Slot:** Arms

**Shield:** Heavy

**Power (Daily ♦ Healing):** Free Action.

Use this power when an ally adjacent to you regains hit points. That ally regains additional hit points as though it had spent a healing surge.

**-Level 14:** 2d8 hit points.

**-Level 24:** 3d8 hit points.

+HP

# Bloodguard Shield

Level 2+



*As your foe's weapon strikes deep, this bronze shield flares red and covers you in a protective aura.*

**Lvl 2:** 520 gp

**Lvl 12:** 13,000 gp

**Lvl 22:** 325,000 gp

**Item Slot:** Arms

**Shield:** Any

**Power (Daily):** Immediate Interrupt. Use this power when a critical hit is scored against you. Gain resist 5 to all damage until the end of your next turn.

**-Level 12:** Resist 10 to all damage.

**-Level 22:** Resist 15 to all damage.

*Resist*

# Bloodshored Shield

Level 9+



*This strong, steel shield protects the bloodied.*

**Lvl 9:** 4,200 gp

**Lvl 19:** 105,000 gp

**Lvl 29:** 2,625,000 gp

**Item Slot:** Arms

**Shield:** Any

**Power (Daily):** Minor Action. Until the end of your next turn, you or an adjacent ally gains resist 5 to all damage. This power affects bloodied targets only.

**-Level 19:** Resist 10 to all damage.

**-Level 29:** Resist 15 to all damage.



# Bloodsoaked Bracers

Level 10+



*Your spilled blood causes these studded leather bracers to tremble with power.*

**Lvl 10:** 5,000 gp

**Lvl 20:** 125,000 gp

**Lvl 30:** 3,125,000 gp

**Item Slot:** Arms

**Power (Daily):** Minor Action. Use this power while you are bloodied. Gain a +5 power bonus to melee damage rolls until the end of the encounter or until you are no longer bloodied, whichever comes first.

**-Level 20:** +10 power bonus.

**-Level 30:** +15 power bonus.



# Bloodsoaked Shield

Level 9+



*A sheen of wet blood coats this wooden shield, protecting you when you are seriously injured.*

**Lvl 9:** 4,200 gp

**Lvl 19:** 105,000 gp

**Lvl 29:** 2,625,000 gp

**Item Slot:** Arms

**Shield:** Any

**Power (Daily):** Minor Action. Use this power while you are bloodied. Gain resist 2 to all damage until the end of the encounter, or until you are no longer bloodied, whichever comes first.

**-Level 19:** Resist 5 to all damage.

**-Level 29:** Resist 8 to all damage.



# Bloodthirst Bracers

Level 4+



*The crystals set in these golden bracers help you deal wounds that continue to impair your foe even after the initial strike.*

**Lvl 4:** 840 gp

**Lvl 14:** 21,000 gp

**Lvl 24:** 525,000 gp

**Item Slot:** Arms

**Power (Daily):** Free Action. Use this power when you hit an enemy with a melee attack. In addition to the normal damage from that attack, the target takes ongoing damage equal to 2 + your Charisma modifier (save ends).

**-Level 14:** Ongoing damage equal to 5 + your Charisma modifier (save ends).

**-Level 24:** Ongoing damage equal to 10 + your Charisma modifier (save ends).

+Dmg(Cha)

# Bracers of Archery

Level 6+



*These leather armbands enhance your potency with bows and crossbows.*

**Lvl 6:** 1,800 gp

**Lvl 16:** 45,000 gp

**Lvl 26:** 1,125,000 gp

**Item Slot:** Arms

**Property:** Gain a +2 item bonus to damage rolls when attacking with a bow or crossbow.

**-Level 16:** +4 item bonus.

**-Level 26:** +6 item bonus.

**Power (Daily):** Minor Action. Ignore cover on your next attack this turn when using a bow or crossbow.



# Bracers of Bold Maneuvering

Level 8+



*These slick cuffs help maintain your defensive guard as you move around wary foes.*

**Lvl 8:** 3,400 gp

**Lvl 18:** 85,000 gp

**Item Slot:** Arms

**Power (Encounter):** Minor Action. Gain a +4 power bonus to AC against opportunity attacks until the end of your next turn.

**-Level 18:** While this power is in effect, you can make one opportunity attack made against you miss. This must be done before you know whether the attack succeeds.



# Bracers of Infinite Blades

Level 11+



*With these metal guards, you have an arsenal at your disposal at all times.*

**Lvl 11:** 9,000 gp

**Lvl 16:** 45,000 gp

**Item Slot:** Arms

**Property:** You can draw a +2 dagger from these bracers as though drawing it from a sheath. A drawn dagger disappears at the end of your turn. These bracers can also be crafted to supply other light thrown weapons, such as shuriken.

**-Level 16:** +4 dagger.



# Bracers of Iron Arcana

Level 14



*Favored by spellcasters, these iron bracers are covered in esoteric runes that help deflect physical attacks.*

**Price:**21,000 gp    **Item Slot:** Arms

**Power (Daily):** Minor Action. Gain an item bonus to AC equal to your Intelligence, Wisdom, or Charisma modifier until the end of your next turn.



# Bracers of Mental Might

Level 6



*The adage, "mind over matter," truly applies when you wear these bracers.*

**Price:** 1,800 gp    **Item Slot:** Arms

**Power (Encounter):** Free Action. Use this power when making a Strength attack, Strength check, or Strength based skill check. Use your Intelligence, Wisdom, or Charisma modifier in place of your Strength modifier to determine the result of the roll.



# Bracers of Rejuvenation

Level 8



*These wrist guards pulse with red light when you pause to catch your breath, increasing your defenses until you rejoin the battle.*

**Price:** 3,400 gp

**Power (Healing Surge):** Minor Action. Gain a +1 item bonus to all rolls, defenses, and saving throws until the end of your next turn.



# Bracers of Respite

Level 2+



*Commonly worn by combat medics, these white linen arm guards spread healing benefits.*

**Lvl 2:** 520 gp

**Lvl 12:** 13,000 gp

**Lvl 22:** 325,000 gp

**Item Slot:** Arms

**Power (Daily ♦ Healing):** Free Action.

Use this power when an ally adjacent to you regains hit points. You or one other ally adjacent to you regains 1d8 hit points.

**-Level 12:** Regains 2d8 hit points.

**-Level 22:** Regains 4d8 hit points.

+HP

# Bracers of Tactical Blows

Level 6+



*When your foes let down their guard, these dragonscale bracers make them regret it.*

**Lvl 6:** 1,800 gp

**Lvl 16:** 45,000 gp

**Lvl 26:** 1,125,000 gp

**Item Slot:** Arms

**Property:** When you hit with an opportunity attack, deal an extra 1d6 damage.

**-Level 16:** 2d6 damage.

**-Level 26:** 3d6 damage.



# Bracers of Wound Closure

Level 13



*These copper bracers create a luminescent field that eliminates impairing wounds.*

**Price:** 17,000 gp    **Item Slot:** Arms

**Power (Daily):** Immediate Reaction. Use this power when you are hit by an attack that deals ongoing damage of any type. The ongoing damage effect ends.



# Breach Bracers

Level 5+



*These spiked arm guards render enemies more vulnerable to your attacks.*

**Lvl 5:** 1,000 gp

**Lvl 15:** 25,000 gp

**Lvl 25:** 625,000 gp

**Item Slot:** Arms

**Power (Daily):** Free Action. Use this power when you hit with a melee attack. The target of the attack gains vulnerable 5 against the next attack that hits it before the end of your next turn.

**-Level 15:** Vulnerable 10.

**-Level 25:** Vulnerable 15.



# Cold Iron Bracers

Level 6+



*The creatures of the Feywild recoil at the touch of these iron bracers.*

**Lvl 6:** 1,800 gp

**Lvl 16:** 45,000 gp

**Lvl 26:** 1,125,000 gp

**Item Slot:** Arms

**Property:** Gain a +1 item bonus to AC and Reflex defense against fey creatures' attacks.

**Level 16:** +2 item bonus.

**Level 26:** +3 item bonus.



# Cold Iron Shield

Level 5+



*Using this heavy iron shield, you can protect an ally's mind as well as his body.*

**Lvl 5:** 1,000 gp

**Lvl 15:** 25,000 gp

**Lvl 25:** 625,000 gp

**Item Slot:** Arms

**Shield:** Heavy

**Power (Daily):** Immediate Interrupt. Use when an attack against Will defense would hit an ally adjacent to you.

That ally gains a +4 power bonus to Will defense against that attack.

**-Level 15:** That ally gains a +4 power bonus to Will defense until the end of your next turn.

**-Level 25:** All allies adjacent to you gain a +4 power bonus to Will defense until the end of your next turn.



# Counterstrike Guards

Level 4+



*A set of twin forearm shields small enough not to hinder you, these guards improve your strikes against off-balance foes.*

**Lvl 4:** 840 gp

**Lvl 14:** 21,000 gp

**Item Slot:** Arms

**Power (Daily):** Immediate Reaction. Use this power when a melee attack misses you. You make a melee basic attack against the attacker.

**Level 14:** This power becomes an encounter power.



# Couters of Second Chances

Level 5+



*As you swing past your opponent, these armored elbow guards sparkle with energy, bringing your weapon back in line.*

**Lvl 5:** 1,000 gp

**Lvl 15:** 25,000 gp

**Lvl 25:** 625,000 gp

**Item Slot:** Arms

**Power (Daily):** Free Action. Use this power when you miss with a melee attack. Reroll the attack, and use the second result, even if it's lower.

**-Level 15 or 25:** Gain a +2 bonus to the rerolled attack roll.

**-Level 25:** If your rerolled attack misses, make a melee basic attack against the target.



# Darkleaf Shield

Level 2+



*Shadowfell gravetrees provide the tightly woven branches and black leaves that form this shield.*

**Lvl 2:** 520 gp

**Lvl 12:** 13,000 gp

**Lvl 22:** 325,000 gp

**Item Slot:** Arms

**Shield:** Light

**Property:** Gain a +1 item bonus to AC during the surprise round and the first nonsurprise round of each encounter.

Level 12: +2 item bonus.

Level 22: +3 item bonus.

+HP

# Diamond Bracers

Level 9+



*These clear crystal vambraces of interlocking plates can protect you from virtually anything, for a time.*

**Lvl 9:** 4,200 gp

**Lvl 19:** 105,000 gp

**Lvl 29:** 2,625,000 gp

**Item Slot:** Arms

**Power (Daily):** Minor Action. Until the end of the encounter, gain resist 10 against a damage type from which you were dealt damage since the end of your last turn.

**-Level 19:** Resist 15 against that damage type.

**-Level 29:** Resist 20 against that damage type.



# Direbeast Shield

Level 5+



*Covered in bear hides and marked with a wolf's head, this shield lends the stamina of wild beasts to your allies.*

**Lvl 5:** 1,000 gp

**Lvl 15:** 25,000 gp

**Lvl 25:** 625,000 gp

**Item Slot:** Arms

**Shield:** Any

**Power (Daily):** Immediate Interrupt. Use this power when an attack against Fortitude defense hits an ally adjacent to you. That ally gains a +4 power bonus to Fortitude defense against that attack.

**-Level 15:** That ally gains +4 power bonus to Fortitude defense until the end of your next turn.

**-Level 25:** All allies adjacent to you gain +4 power bonus to Fortitude defense until the end of your next turn.



# Feyleaf Vambraces

Level 4



*A bright blue glow erupts from these tough bark guards, and the world shifts around you.*

**Price:** 840 gp   **Item Slot:** Arms

**Power (Daily ♦ Teleportation):** Free Action. Use this power when you attack an adjacent target, but before you roll. Teleport to the nearest square from which you and an ally flank the target.

*Teleport*

# Flame Bracers

Level 3+



*Flickering flames dance across your arm guards, darting to cover your weapon on crucial attacks.*

**Lvl 3:** 680 gp

**Lvl 13:** 17,000 gp

**Lvl 23:** 425,000 gp

**Item Slot:** Arms

**Property:** When you score a critical hit with a melee attack, deal an extra 1d6 fire damage.

**Level 13:** 1d10 fire damage.

**Level 23:** 2d6 fire damage.

**Power (Daily):** Minor Action. Your next successful weapon attack before the end of your next round deals an extra 1d6 fire damage.

**-Level 13:** 2d6 fire damage.

**-Level 23:** 3d6 fire damage.

Dmg (Fire)

# Flamedrinker Shield



Level 6+

*This shield swirls with gold and ruby hues as it absorbs the jet of flame meant to burn your flesh.*

**Lvl 6:** 1,800 gp

**Lvl 16:** 45,000 gp

**Lvl 26:** 1,125,000 gp

**Item Slot:** Arms

**Shield:** Any

**Property:** Gain resist 5 fire.

**Level 16:** Resist 10 fire.

**Level 26:** Resist 15 fire.

**Power (Daily):** Immediate Interrupt. Use this power when an ally adjacent to you would take fire damage. Grant that ally resist 10 fire until the end of your next turn.

**-Level 16:** Resist 20 fire.

**-Level 26:** Resist 30 fire.

Resist (fire)

# Flaring Shield

Level 14



*An opponent's poorly aimed attack is met with a blinding flash of light.*

**Price:** 21,000 gp   **Item Slot:** Arms

**Shield:** Any

**Power (Daily):** Immediate Reaction. Use this power when a melee attack misses you. The attacker is blinded until the end of your next turn.



# Floating Shield

Level 1



*Enameled with images of ocean waves, this shield eases your way in water.*

**Price:** 360 gp   **Item Slot:** Arms

**Shield:** Any

**Property:** You do not sink beneath the surface of any liquid (unless you choose to do so). Also, gain a +3 item bonus to Athletics checks to swim, and to Endurance checks to swim for an hour or more. Also, you can swim at your speed on the surface of the water (but not underwater).



# Healer's Shield

Level 10+



*This shield shores healing powers as well as blocks enemy blows.*

**Lvl 10:** 5,000 gp

**Lvl 20:** 125,000 gp

**Lvl 30:** 3,125,000 gp

**Item Slot:** Arms

**Shield:** Any

**Power (Daily ♦ Healing):** Free Action.

Use this power when you or an ally within line of sight regains hit points.

You or the ally regains hit points equal to the maximum possible result of the healing effect and also regains hit points equal to your Wisdom or Charisma modifier, whichever is higher.

**-Level 20:** Double your ability modifier when determining the additional healing granted by this item.

**-Level 30:** This power becomes an encounter power.



# Hypnotic Shield

Level 14



*The spiral pattern on this round shield mesmerizes unwary foes.*

**Price:** 21,000 gp   **Item Slot:** Arms

**Shield:** Any

**Power (Daily):** Immediate Reaction. Use this power when a melee attack misses you. The attacker is dazed (save ends). This effect also ends if you are not adjacent to the attacker at the end of your turn, or if the attacker can no longer see you.



# Iron Bands of Power

Level 6+



*These plate armbands enhance the damage you dole out.*

**Lvl 6:** 1,800 gp

**Lvl 16:** 45,000 gp

**Lvl 26:** 1,125,000 gp

**Item Slot:** Arms

**Property:** Gain a +2 item bonus to melee damage rolls.

**-Level 16:** +4 item bonus.

**-Level 26:** +6 item bonus.

*Resist (fire)*

# Jousting Shield

Level 2+



*This grooved and angled shield acts as a bulwark against all attempts to alter a charger's course.*

**Lvl 2:** 520 gp

**Lvl 12:** 13,000 gp

**Lvl 22:** 325,000 gp

**Item Slot:** Arms

**Shield:** Any

**Property:** Gain resist 5 against opportunity attacks you provoke from charging. After charging, you cannot be pulled, pushed, or slid until the end of your next turn.

**Level 12:** Resist 10 to all damage.

**Level 22:** Resist 15 to all damage.

*Resist*

# Mindiron Braces

Level 8+



*These smooth crystal bracers are shot through with purple veins that pulse when you attack.*

**Lvl 8:** 3,400 gp

**Lvl 18:** 85,000 gp

**Lvl 28:** 2,125,000 gp

**Item Slot:** Arms

**Power (Daily):** Free Action. Use this power when you hit with a melee attack. Make a secondary attack against the target: +11 vs. Will; on a hit, the target is dazed until the end of your next turn.

**-Level 18:** +21 vs. Will; the target is stunned until the end of your next turn.

**-Level 28:** +31 vs. Will; the target is dominated until the end of your next turn.



# Mithral Shield

Level 8+



*Light reflects brightly from this highly polished, silvery shield.*

**Lvl 8:** 3,400 gp

**Lvl 18:** 85,000 gp

**Lvl 28:** 2,125,000 gp

**Item Slot:** Arms

**Shield:** Any

**Property:** When you are hit by an attack with the radiant keyword, the attacker takes 2 radiant damage.

**-Level 18:** 5 radiant damage.

**-Level 28:** 10 radiant damage.

*Dmg*

# Mountain Shield

Level 4+



*Inlaid with Dwarven runes and images of mountains, this shield keeps your allies from being pulled into dangerous situations.*

**Lvl 4:** 840 gp

**Lvl 14:** 21,000 gp

**Item Slot:** Arms

**Shield:** Heavy

**Power (Encounter):** Minor Action. Allies adjacent to you cannot be pushed, pulled, or slid until the end of your next turn.

**-Level 14:** Allies within 2 squares of you.



# Pelaurum Shield

Level 7+



*With this sparkling copper shield, the intense energy of an errant blast fuels your power when you next strike.*

**Lvl 7:** 2,600 gp

**Lvl 17:** 65,000 gp

**Lvl 27:** 1,625,000 gp

**Item Slot:** Arms

**Shield:** Any

**Property:** When an attack that has the fire or radiant keyword misses you, your next successful melee attack before the end of your next turn deals an extra 2 radiant damage.

**-Level 17:** 5 radiant damage.

**-Level 27:** 10 radiant damage.



# Quickhit Bracers

Level 5+



*Favored by rangers and other two-weapon warriors, these arm guards grant the speed to strike harder and more quickly.*

**Lvl 5:** 1,000 gp

**Lvl 15:** 25,000 gp

**Lvl 25:** 625,000 gp

**Item Slot:** Arms

**Property:** When using a power, if you hit one creature with both your main weapon and your off-hand weapon, deal an extra 1d6 damage to that creature.

**-Level 15:** 2d6 damage.

**-Level 25:** 3d6 damage.

**Power (Daily):** Minor Action. Use this power when you hit with both your main weapon and your off-hand weapon using one power. Make a melee basic attack with your off-hand weapon.



# Rapidstrike Bracers

Level 15



*Wearing these bracers, even your most basic attacks can quickly become dangerous.*

**Price:** 25,000 gp **Item Slot:** Arms

**Property:** Gain a +2 item bonus to initiative.

**Power (Encounter):** Free Action. Use this power when you would make a basic attack. Attack using a 1st-level, single-target, at-will attack power instead of a basic attack. This attack does not provoke an opportunity attack even if it ordinarily would.



# Razor Bracers

Level 7+



*These steel arm plates are lined with sharp edges that make grappling enemies pay dearly.*

**Lvl 7:** 2,600 gp

**Lvl 17:** 65,000 gp

**Lvl 27:** 1,625,000 gp

**Item Slot:** Arms

**Property:** Gain a +2 item bonus to checks to escape a grab. When a creature successfully grabs you, it takes 1d10 damage.

**Level 17:** 2d10 damage.

**Level 27:** 3d10 damage.



# Razor Shield

Level 2+



*Ringed in blades, this round shield is as much a weapon as an item of defense.*

**Lvl 2:** 520 gp

**Lvl 12:** 13,000 gp

**Lvl 22:** 325,000 gp

**Item Slot:** Arms

**Shield:** Any

**Power (Daily):** Immediate Reaction. Use this power when a melee attack hits you. The attacker takes 1d8 + Constitution modifier damage.

**-Level 12:** 2d8 + Constitution modifier damage.

**-Level 22:** This power becomes an encounter power.

Dmg

# Recoil Shield

Level 9



*This unassuming shield takes on surprising heft when you want to knock a foe flat.*

**Price:** 4,200 gp    **Item Slot:** Arms

**Shield:** Any

**Power (Encounter):** Immediate Reaction. Use this power when a melee attack hits you. The attacker is knocked prone.



# Reflective Shield

Level 27



*A nasty surprise awaits those who make attacks against you while you wear this mirrorlike shield.*

**Price:** 1,625,000 gp **Item Slot:** Arms  
**Shield:** Any

**Power (Daily):** Immediate Reaction. Use this power when an attack against your AC or Reflex defense misses. The source of the attack makes a new attack roll against its own appropriate defense. If the attack roll succeeds, it hits the attacker (apply damage and effect where appropriate).



# Ricochet Shield

Level 12



*The strange, seemingly arbitrary angles of this shield take on a sinister purpose when you redirect a foe's ranged attack.*

**Price:** 13,000 gp    **Item Slot:** Arms

**Shield:** Any

**Power (Daily):** Immediate Reaction. Use this power when a ranged attack against AC misses you. The source of the attack repeats the attack roll against a different target of your choice within 10 squares of you. If the attack roll succeeds, it hits that target (apply damage and effect where appropriate).



# Shadowflow Shield



Level 9+

*This inky, black shield conceals nearby allies.*

**Lvl 9:** 4,200 gp

**Lvl 19:** 105,000 gp

**Lvl 29:** 2,625,000 gp

**Item Slot:** Arms

**Shield:** Any

**Power (Encounter):** Minor Action. One ally adjacent to you gains concealment until the start of your next turn.

**-Level 19:** All allies adjacent to you gain concealment until the start of your next turn.



# Shield of Blocking

Level 17



*The best offense is sometimes a powerful defense.*

**Lvl 17:** 65,000 gp    **Lvl 27:** 1,625,000 gp

**Item Slot:** Arms    **Shield:** Any

**Power (Daily):** Minor Action. Gain resist 5 to all damage from melee attacks until the end of the encounter.

**-Level 27:** Resist 10 to all damage from melee attacks.



# Shield of Eyes

Level 4



*This multifaceted shield keeps you aware of lurking threats.*

**Price:** 840 gp    **Item Slot:** Arms

**Shield:** Any

**Property:** Gain an item bonus equal to your shield bonus to AC against opportunity attacks.

**Power (Daily):** Minor Action. You do not grant combat advantage when flanked by an enemy until the end of your next turn.



# Shield of the Guardian

Level 2+



*This oaken shield can guard an ally as well as protect you.*

**Lvl 2:** 520 gp

**Lvl 12:** 13,000 gp

**Lvl 22:** 325,000 gp

**Item Slot:** Arms

**Shield:** Any

**Power (Daily):** Minor Action. One ally adjacent to you gains a +1 power bonus to AC until the end of the encounter.

-**Level 12:** +2 power bonus to AC.

-**Level 22:** +3 power bonus to AC.

Dmg

# Shimmerlight Shield

Level 5+



*The thin but seemingly impervious layer of enchanted cloth stretched over the surface of this shield warns against danger.*

**Lvl 5:** 1,000 gp

**Lvl 15:** 25,000 gp

**Lvl 25:** 625,000 gp

**Item Slot:** Arms

**Shield:** Any

**Power (Daily):** Immediate Interrupt. Use this power when an ally adjacent to you would be hit by an attack against Reflex defense. That ally gains a +4 power bonus to Reflex defense against the attack.

**-Level 15:** That ally gains a +4 power bonus to Reflex defense until the end of your next turn.

**-Level 25:** All allies adjacent to you gain a +4 power bonus to Reflex defense until the end of your next turn.



# Skull Bracers

Level 7+



*These heavy bracers are each mounted with a long dragonlike skull.*

**Lvl 7:** 2,600 gp

**Lvl 17:** 65,000 gp

**Lvl 27:** 1,625,000 gp

**Item Slot:** Arms

**Power (Daily):** Minor Action. The next successful attack you make before the end of your next turn deals an extra 1d10 damage.

-**Level 17:** 2d10 damage.

-**Level 27:** 3d10 damage.



# Spellshield

Level 14



*This rune-inlaid shield can shelter an ally from a wide-ranging attack.*

**Price:** 21,000 gp **Item Slot:** Arms

**Shield:** Any

**Power (Daily):** Immediate Interrupt. Use when a close or area attack targets you. One square adjacent to you within the attack's area is unaffected by the attack.



# Stonewall Shield

Level 13+



*Favored by dwarves, this shield can create a temporary barrier much like a wall.*

**Lvl 13:** 17,000 gp

**Lvl 23:** 425,000 gp

**Item Slot:** Arms

**Shield:** Any

**Power (Daily ♦ Conjuration):** Standard Action. You create a wall of stone (wall 3 within 5 squares) that occupies contiguous squares and remains for 1 hour. You cannot create stone in an occupied square. The wall can be up to 3 squares long and up to 2 squares high. One square of wall can be destroyed by attacking it (AC 5, Fortitude 10, Reflex 5, hp 40). A DC 35 Strength check can destroy the wall in one square.

**-Level 23:** Wall 5 within 10 squares; up to 5 squares long and up to 2 squares high; the wall in one square has 80 hit points.



# Storm Shield

Level 8+



*Shifting clouds play across the surface of this shield as it protects you from stormlike effects and then unleashes them on your foes.*

**Lvl 8:** 3,400 gp

**Lvl 18:** 85,000 gp

**Lvl 28:** 2,125,000 gp

**Item Slot:** Arms

**Shield:** Any

**Property:** Gain resist 5 lightning and resist 5 thunder.

**-Level 18:** Resist 10 lightning and resist 10 thunder.

**-Level 28:** Resist 10 lightning and resist 10 thunder.

**Power (Daily ♦ Lightning, Thunder):** Immediate Reaction. Use this power when you are hit by a melee attack. Deal 2d6 lightning and thunder damage to the attacker.

(The attacker must have resistance or immunity to both damage types to reduce or ignore this damage.)

**-Level 18:** 4d6 lightning and thunder damage.

**-Level 28:** 6d6 lightning and thunder damage.

*Resist*

*Dmg*

# Tauran Shield

Level 12



*This horn-edged shield helps you charge your foes with bull-like force.*

**Price:** 21,000 gp **Item Slot:** Arms

**Shield:** Any

**Property:** Gain a +4 item bonus to any bull rush attempt, and push the target one additional square.



# Throwing Shield

Level 6+



*When tossed, this throwing shield packs a hefty punch.*

**Lvl 6:** 1,800 gp

**Lvl 16:** 45,000 gp

**Lvl 26:** 1,125,000 gp

**Item Slot:** Arms

**Shield:** Any

**Power (At-Will):** Standard Action. Make an attack: Ranged 10; Strength + 2 vs. AC; on a hit, the target takes 1d8 + Strength modifier damage. The shield automatically returns to your grip after the attack.

**-Level 16:** Strength + 4 vs. AC; 2d8 + Strength modifier damage.

**-Level 26:** Strength + 6 vs. AC; 3d8 + Strength modifier damage.

**Power (Daily):** Free Action. Use this power after you hit a target with this shield's ranged attack. The target is pushed 1 square.

**-Level 16:** The target is pushed 1 square and knocked prone.

**-Level 26:** The target is pushed 1 square, knocked prone, and dazed until the end of its next turn.

*Dmg(Str)*

# Trauma Bracers

Level 7+



*When you land a serious blow while wearing these jagged arm guards, the wounds you inflict resist healing for a time.*

**Lvl 7:** 2,600 gp

**Lvl 27:** 1,625,000 gp

**Item Slot:** Arms

**Power (Daily):** Free Action. Use this power when you score a critical hit. The target can't regain hit points (save ends).

**-Level 27:** This power becomes an encounter power.



# Trollhide Bracers

Level 19+



*These ugly green wrist guards become indispensable when you are wounded.*

**Lvl 19:** 105,000 gp

**Lvl 29:** 2,625,000 gp

**Item Slot:** Arms

**Power (Daily ♦ Healing):** Minor Action. Gain regeneration 5 until the end of the encounter or until you are lowered to 0 hit points or fewer. If you take acid or fire damage, the regeneration is suppressed until the end of your next turn.

**-Level 29:** Regeneration 10.

*Regen*

# Warlock's Bracers

Level 9



*These dark leather cuffs, etched with symbols and runes, protect you against those you've cursed.*

**Price:** 9,000 gp **Item Slot:** Arms

**Property:** Gain a +1 item bonus to all defenses against attacks by creatures affected by your Warlock's Curse.



# Wyrmguard Shield

Level 8+



This platinum-inlaid shield has the power to make serious blows much less deadly.

**Lvl 8:** 3,400 gp

**Lvl 18:** 85,000 gp

**Power (Daily):** Immediate Interrupt. Use this power when a critical hit would be scored against you. The attack becomes a normal hit.

**-Level 18:** Use this power when a critical hit would be scored against you or an adjacent ally.



## Companion and Mount Slot Items

Characters sometimes have trained beasts that fight alongside them, serving either as companions, mounts, or both. As your character advances in level and acquires treasure, you may want to give some thought to equipping your companion or mount with some magic gear of its own.

A creature serving as your companion or mount has a single magic item slot that you can activate using your own actions (and not the creature's). A companion that doubles as a mount can use a mount item in place of a companion item, or vice versa.

Some mount slot items affect both mount and rider. For mounts that can carry more than one creature, the rider is the character in control of the mount. The magic items described in this section are designed for horses, but they can be modified to suit almost any kind of mount. A PC who replaces a mount might also take advantage of the Transfer Enchantment ritual (see Appendix 1) to repurpose an item. Magic items for mounts do not have escalating enhancement bonuses like magic items for characters do.

# Companion Slot Items

# Companion's Defender

Level 5+



*This belt is constructed from woven bones and enhances a companion's defensive ability while adjacent to you.*

**Lvl 5:** 1,000 gp

**Lvl 15:** 25,000 gp

**Lvl 25:** 625,000 gp

**Item Slot:** Companion

**Property:** While adjacent to you, your companion gains a +1 item bonus to all defenses.

**-Level 15:** +2 item bonus.

**-Level 25:** +3 item bonus.



# Friend's Gift

Level 4+



*Your companion wears this crimson badge on its chest as a sign of friendship.*

**Lvl 4:** 840 gp

**Lvl 14:** 21,000 gp

**Lvl 24:** 525,000 gp

**Item Slot:** Companion

**Property:** Your companion regains an extra 5 hit points when it spends a healing surge or when you spend a healing surge to allow it to regain hit points.

**-Level 14:** Extra 10 hit points.

**-Level 24:** Extra 15 hit points.

+HP

# Guardian's Collar

Level 10



*The three small gemstones set in this collar resemble eyes and help your companion perceive its surroundings.*

**Price:** 5,000 gp **Item Slot:** Companion

**Property:** Your companion gains a +3 item bonus to Perception checks. If your companion is not surprised, you are not surprised.



# Recalling Harness

Level 8+



*Leather straps sewn with silver thread call your companion to you when you are in need.*

**Lvl 8:** 3,400 gp

**Lvl 18:** 85,000 gp

**Lvl 28:** 2,125,000 gp

**Item Slot:** Companion

**Power (Encounter):** Immediate Interrupt. Use this power when an attack bloodies you or drops you to 0 hit points or fewer. Pull your companion 10 squares.

**Level 18:** Your companion teleports 10 squares into an unoccupied square adjacent to you. This power gains the teleportation keyword.

**Level 28:** Your companion teleports any number of squares into an unoccupied square adjacent to you. You need not have line of sight to your companion to use this power. This power gains the teleportation keyword.

*Teleport*

# Sigil of Companionship

Level 6+



*This medal, which can be strapped to a leg or hung around a neck, signifies the depth of experience you and your companion have working together.*

**Lvl 6:** 1,800 gp

**Lvl 16:** 45,000 gp

**Lvl 26:** 1,125,000 gp

**Item Slot:** Companion

**Property:** When you flank an enemy with your companion, you and your companion gain a +1 item bonus to damage rolls against that enemy.

**-Level 16:** +3 item bonus.

**-Level 26:** +5 item bonus.



# Transposition Harness

Level 12+



*This silken harness fits tightly around your companion and allows the creature to swap places with you.*

**Lvl 12:** 13,000 gp

**Lvl 22:** 325,000 gp

**Item Slot:** Companion

**Power (Daily ♦ Teleportation):** Move Action. You and your companion swap places if you are within 10 squares of each other.

**-Level 22:** You and your companion swap places if you are within 20 squares of each other.

*Move*

# Mount Slot Items

# Bridle of Rapid Action

Level 5



*This fine leather bridle lets you and your mount react more quickly to danger.*

**Price:** 1,000 gp      **Item Slot:** Mount

**Power (Encounter):** No Action. Use this power at the beginning of an encounter before you roll initiative. The mount you are riding rolls an initiative check using your initiative modifier. If its check is higher than your check, you can use the mount's result in place of your own.



# Ghost Bridle

Level 4



*This bridle gives a mount a phantasmal appearance and the ability to slip through solid objects.*

**Price:** 840 gp      **Item Slot:** Mount

**Property:** The mount gains resist 10 necrotic.

**Power (Daily):** Minor Action. You and your mount gain phasing until the end of your next turn.



# Horseshoes of Speed

Level 3



*These thin steel horseshoes grant a mount increased speed.*

**Price:** 680 gp    **Item Slot:** Mount

**Property:** The mount's speed increases by 1 square for all movement modes.



# Impenetrable Barding

Level 1+



*Through this barding, your heroism imparts a protective aura upon your mount that protects it.*

**Lvl 1:** 360 gp

**Lvl 11:** 9,000 gp

**Lvl 21:** 225,000 gp

**Item Slot:** Mount (apply to barding)

**Property:** While it is ridden, the mount gains resistance to all damage equal to its rider's level, maximum 10.

**-Level 11:** Maximum 20.

**-Level 21:** Maximum 30.

*Resist*

# Martyr's Saddle

Level 6



*Those who seek to protect their mounts at any cost favor this saddle.*

**Price:** 1,800 gp      **Item Slot:** Mount

**Property:** The mount gains a +1 item bonus to all defenses.

**Power (At-Will):** Immediate Interrupt. Use this power when an attack would damage the mount you are riding. The mount takes half damage from the attack and you take the remainder. Nothing can reduce or prevent the damage that a rider takes in this way.



# Mirrored Caparison

Level 2



*This coat contains rows of faceted crystals that protect against wide-ranging attacks.*

**Price:** 520 gp      **Item Slot:** Mount

**Property:** The mount gains a +1 item bonus to Fortitude, Reflex, and Will defenses.

**Power (At-Will):** Immediate Interrupt. Use this power when an area attack would target the mount you are riding. The mount is not targeted by the attack.



# Saddle of Strength

Level 3



*This dyed leather saddle is inset with brass and allows a mount to carry the heaviest loads.*

**Price:** 680 gp      **Item Slot:** Mount

**Property:** The mount's carrying capacity increases by 50 percent in all categories. For example, a riding horse wearing this saddle would have a new normal load of 356 pounds, a new heavy load of 712 pounds, and a new maximum drag load of 1,781 pounds.

*+Load*

# Saddle of the Nightmare

Level 15



*This black, twisted leather bridle lets you take advantage of your mount's ability to teleport.*

**Price:** 25,000 gp      **Item Slot:** Mount

**Property:** When a mount teleports, the rider on the mount can remain mounted and teleport along with the mount even if the mount's movement doesn't normally allow it.



# Saddle of the Shark

Level 15



*This saddle allows you and your mount to swim and breathe underwater.*

**Price:** 25,000 gp      **Item Slot:** Mount

**Property:** Your mount gains the ability to breathe water as easily as it breathes air and gains a swim speed equal to its land speed. While mounted, you have the ability to breathe water as you would air, and you speak normally while underwater.



# Skystrider Shoes

Level 18



*A mount wearing these horseshoes can take to the air.*

**Price:** 85,000 gp      **Item Slot:** Mount

**Property:** The mount gains a fly speed equal to its land speed.



# Steadfast Saddle

Level 8



*This saddle keeps you mounted when faced with effects that might normally knock you off your mount.*

**Price:** 3,400 gp      **Item Slot:** Mount

**Power (Encounter):** Immediate Interrupt. Use this power when the mount you are riding would be pulled, pushed, or slid. The mount is not pulled, pushed, or slid.



# Zephyr Horseshoes

Level 9



*These black iron horseshoes allow a mount to race across all kinds of terrain.*

**Price:** 4,200 gp      **Item Slot:** Mount

**Property:** The mount ignores the effect of difficult terrain and can cross liquid surfaces as if they were solid ground.

Any adverse effect of that terrain, such as the damage from acid or magma, still affects the mount normally.



**Feet**

**Slot Items**

# Airstriders

Level 25



*These light coverings lift your feet and your spirit.*

**Price:** 625,000 gp      **Item Slot:** Feet

**Property:** You take no damage from a fall and always land on your feet. You have a fly speed equal to your speed +2, but you must end each turn on a solid surface or you fall.

**Power (Encounter):** Free Action. Use this power when you would fall. You do not fall until the end of your next turn.



# Anklets of Opportunity

Level 19



*When your foe is distracted by an ally, these glittering anklets quicken your step.*

**Price:** 105,000 gp      **Item Slot:** Feet

**Property:** Gain a +1 bonus to Reflex defense.

**Power (Encounter):** Minor Action. Use this power while you are flanking a target. Shift 1 square.



# Assassin's Slippers

Level 11



*You are able to press your advantage from several angles while wearing these black chamois slippers.*

**Price:** 9,000 gp      **Item Slot:** Feet

**Power (Encounter):** Minor Action. Until the start of your next turn, you flank a target adjacent to you if any square adjacent to you is opposite an ally.



# Assault Boots

Level 12



*These mail boots trip up a foe when you strike a grievous blow.*

**Price:** 13,000 gp      **Item Slot:** Feet

**Property:** When you score a critical hit with a melee weapon, your target is knocked prone.



# Backtrack Bindings

Level 24



*This airy footwear carries you out of whatever trouble you've gotten yourself into.*

**Price:** 525,000 gp      **Item Slot:** Feet

**Property:** Gain a +2 bonus to Reflex defense.

**Power (Encounter ♦ Teleportation):**

Free Action. Use this power during your turn and note the square you are currently in. At the end of your turn, teleport back to that square if it is within 10 squares of you.

*Teleport*

# Boots of Adept Charging

Level 2



*Rushing in is less dangerous in these studded leather boots.*

**Price:** 520 gp      **Item Slot:** Feet

**Property:** After charging, you can shift 1 square before your turn ends.



# Boots of Dancing

Level 11



*These ornate boots send you spinning and leaping out of danger.*

**Price:** 9,000 gp      **Item Slot:** Feet

**Property:** Gain a +1 bonus to Reflex defense.

**Property:** You do not grant combat advantage while you are dazed.

**Power (Daily):** Minor Action. Gain a +5 power bonus to Acrobatics and Athletics checks until the end of your next turn.



# Boots of Eagerness

Level 9



*Your feet feel peppy in these handsome brocade boots.*

**Price:** 4,200 gp      **Item Slot:** Feet

**Power (Encounter):** Free Action.  
Use this power during your turn to take an additional move action.



# Boots of Equilibrium

Level 6



*The tough mesh sole of these supple buckskin boots grips even the most slippery surfaces.*

**Price:** 1,800 gp      **Item Slot:** Feet

**Property:** You move normally on slippery surfaces, such as grease or ice.



# Boots of Free Movement

Level 6



*You deftly avoid entanglement in these well-crafted boots.*

**Price:** 1,800 gp      **Item Slot:** Feet

**Property:** Gain a +2 item bonus to saving throws against effects that apply the slowed, immobilized, or restrained condition.

**Power (Encounter):** Minor Action. Make a saving throw against a slow, immobilize, or restrain effect that a save can end.



# Boots of Furious Speed

Level 9



*When you are injured, these boots turn crimson and vibrate slightly.*

**Price:** 4,200 gp      **Item Slot:** Feet

**Property:** Gain a +2 item bonus to speed while bloodied.

**Power (Daily):** Immediate Reaction. Use this power when you become bloodied. Shift a number of squares equal to half your speed.



# Boots of Many Tracks

Level 9



*These rugged boots conceal your steps.*

**Price:** 4,200 gp      **Item Slot:** Feet

**Property:** The DC of any Perception check to find your tracks is increased by 10. Even if your tracks are found, identifying them takes a Nature check against the same DC. If the Nature check fails, the tracks seem to be of some animal (chosen by you at the time you made the tracks).



# Boots of Quickness

Level 8+



*This supple leather footwear keeps you out of harm's way.*

**Lvl 8:** 3,400 gp

**Lvl 18:** 85,000 gp

**Lvl 28:** 2,125,000 gp

**Item Slot:** Feet

**Property:** Gain a +1 bonus to Reflex defense.

**-Level 18:** +2 bonus to Reflex defense.

**-Level 28:** +3 bonus to Reflex defense.



# Boots of Sand and Sea

Level 10



*These wax-coated coverings help you glide over the earth when you are lightly encumbered, and might save you when the current runs deep.*

**Price:** 5,000 gp      **Item Slot:** Feet

**Property:** Gain a +1 item bonus to speed while wearing light armor or no armor.

**Power (Encounter):** Free Action.  
Gain a +5 power bonus to an Athletics check to swim.



# Boots of Speed

Level 22



*These durable boots are designed to take you farther, faster.*

**Price:** 325,000 gp    **Item Slot:** Feet

**Property:** Gain a +2 item bonus to speed.

**Power (Daily):** Minor Action. Take a move action.



# Boots of Stealth

Level 3+



*The soft leather soles and down lining of these supple boots quiet your footsteps.*

**Lvl 3:** 680 gp

**Lvl 13:** 17,000 gp

**Lvl 23:** 425,000 gp

**Item Slot:** Feet

**Property:** Gain a +2 item bonus to Stealth checks.

**-Level 13:** +4 item bonus.

**-Level 23:** +6 item bonus.



# Boots of Swimming

Level 11



*A fin runs down the back of these fishscale boots.*

**Price:** 17,000 gp    **Item Slot:** Feet

**Property:** Gain a swim speed equal to your speed. You take no penalties to attack rolls while swimming or underwater.

**Power (Daily):** Minor Action. Breathe normally underwater until the end of the encounter.



# Boots of Teleportation

Level 28



*Wearing these elegant boots, you never need to raise your feet to move.*

**Price:** 2,125,000 gp **Item Slot:** Feet

**Power (At-Will ◆ Teleportation):**

Move Action. Teleport a number of squares equal to your speed.

*Teleport*

# Boots of the Fencing Master

Level 7



*Your swift step befuddles your foes.*

**Price:** 2,600 gp    **Item Slot:** Feet

**Property:** When you shift, gain a +1 item bonus to AC and Reflex defense until the end of your next turn.

**Power (Encounter):** Minor Action.  
Shift 2 squares.



# Boots of Withdrawal

Level 16



*This footwear allows you to live to fight another day.*

**Price:** 45,000 gp    **Item Slot:** Feet

**Property:** If you are bloodied and make no attacks on your turn, gain a +4 item bonus to speed, AC, and Reflex defense until the end of your next turn.



# Branchrunners

Level 10



*You move unhindered through the undergrowth in these supple foot wraps of treated oak leaves.*

**Price:** 5,000 gp    **Item Slot:** Feet

**Property:** Ignore difficult terrain in forests and jungles. Also, gain a +4 item bonus to Acrobatics checks to balance or reduce damage from a fall, and to Athletics checks to climb and jump while in trees.

**Power (Encounter):** Move Action. Balance and climb at your speed until the end of your turn. You don't grant combat advantage while doing so.



# Butterfly Sandals

Level 12



*These comfortable leather sandals make you more adept while airborne.*

**Price:** 13,000 gp    **Item Slot:** Feet

**Property:** Increase the flight speed of your flight powers and racial traits by 2.



# Cat Tabi

Level 8+



*This silky black footwear gives you catlike reflexes when jumping or falling.*

**Lvl 8:** 3,400 gp

**Lvl 18:** 85,000 gp

**Lvl 28:** 2,125,000 gp

**Item Slot:** Feet

**Property:** Gain a +3 item bonus to Athletics checks to jump. You take half damage from a fall and always land on your feet.

**-Level 18:** +5 item bonus.

**-Level 28:** +7 item bonus.

**Power (Daily):** Free Action. Use this power when you fall 10 feet or more. You take no damage from the fall and are not knocked prone.



# Defiant Boots

Level 18



*These sturdy iron boots grip the ground when you are moved against your will.*

**Price:** 85,000 gp    **Item Slot:** Feet

**Property:** When you are pulled, pushed, or slid, reduce the distance you are moved by 2.

**Power (Daily):** Free Action. Use this power when you are subject to a pull, push, or slide effect. Instead, shift a number of squares equal to the number of squares you would have been pulled, pushed, or slid.



# Dimensional Stride Boots

Level 18



*You step through a thin rift in space and reappear instantly in another location nearby*

**Price:** 85,000 gp    **Item Slot:** Feet

**Property:** Gain a +1 bonus to Reflex defense.

**Power (Encounter ◆ Teleportation):**  
Move Action.

Teleport 2 squares. If you are at maximum hit points, you instead teleport a number of squares equal to your speed.

*Teleport*

# Dragonborn Greaves

Level 12



*Made of thick hide covered in scales, these ornate boots tap into your pain and rage.*

**Price:** 13,000 gp    **Item Slot:** Feet

**Property:** While you are bloodied, gain a +2 item bonus to speed and a +1 item bonus to AC and Reflex defense.



# Dwarfstride Boots

Level 18



*In these boots, nothing gets in your way.*

**Price:** 85,000 gp    **Item Slot:** Feet

**Property:** Gain a +4 item bonus to all skill checks required by special terrain (normally Athletics or Acrobatics).

**Property:** When an effect forces you to move—through a pull, a push, or a slide—you can move 1 square less than the effect specifies. This property stacks with the Stand Your Ground dwarf racial trait.



# Dwarven Boots

Level 12



*These iron boots keep you steady in the face of forceful assaults.*

**Price:** 13,000 gp    **Item Slot:** Feet

**Property:** Gain a +4 item bonus to all skill checks required by special terrain (normally Athletics or Acrobatics).

**Property:** When an effect forces you to move—through a pull, a push, or a slide—you can move 1 square less than the effect specifies. This property stacks with the Stand Your Ground dwarf racial trait.



# Earthreaper Stompers

Level 17+



*These heavy, steel-soled boots allow you to sense vibrations as well as give you a powerful stomp.*

**Lvl 17:** 65,000 gp

**Lvl 27:** 1,625,000 gp

**Item Slot:** Feet

**Property:** You gain tremorsense 1 square.

**-Level 27:** Tremorsense 3 squares.

**Power (Daily):** Standard Action. You stomp your foot and make an attack: Close burst 2; Strength + 4 vs. Reflex; on a hit, the target is knocked prone.

**-Level 27:** Strength + 6 vs. Reflex.

*Tremorsense*

*Dmg*

# Earthstriders

Level 14



*You instantly move through the earth using these blunt-toed shoes.*

**Price:** 21,000 gp    **Item Slot:** Feet

**Power (Daily ♦ Teleportation):**

Move Action. Teleport 5 squares as long as a path along the ground exists to your destination. This power does not allow you to cross open air (including pits or chasms).



# Feyleaf Sandals

Level 2



*This delicate footwear incorporates Feywild leaves into its design.*

**Price:** 520 gp    **Item Slot:** Feet

**Power (Daily ♦ Teleportation):**

When you fall, instead teleport safely to the nearest horizontal surface within 5 squares that can support your weight, take no falling damage, and land on your feet.



# Feyleaf Lacings

Level 12



*Cords spun from enchanted fey wool teleport you out of—or into—harm's way.*

**Price:** 13,000 gp    **Item Slot:** Feet

**Property:** Gain a +1 bonus to Reflex defense.

**Power (At-Will, 5 Charges/Day ♦ Teleportation):** Move Action.

Spend a number of charges to teleport that number of squares.



# Fireburst Boots

Level 14



*Fire fuels these scorched iron boots.*

**Price:** 21,000 gp    **Item Slot:** Feet

**Power (Daily ♦ Arcane, Fire, Teleportation):** Move Action.

Teleport 6 squares. All creatures within 1 square of you before you teleport take 2d8 fire damage.

*Teleport*

# Flanker's Boots

Level 15



*With a mere thought, you use these rabbitskin boots to move into an advantageous position.*

**Price:** 25,000 gp    **Item Slot:** Feet

**Property:** Gain +2 item bonus to Athletics checks.

**Power (Daily ♦ Teleportation):**

Move Action. Teleport to any square adjacent to an adjacent creature.

*Teleport*

# Floorfighter Boots

Level 15



*With a mere thought, you use these rabbitskin boots to move into an advantageous position.*

**Price:** 25,000 gp    **Item Slot:** Feet

**Property:** While you are prone, you do not grant combat advantage and you can shift. When you stand up, you can shift 1 square as part of the same action.



# Goblin Stompers

Level 6



*These cured hide boots shift you safely away from an inaccurate attacker.*

**Price:** 1,800 gp    **Item Slot:** Feet

**Power (Encounter):** Immediate Reaction. Use this power when a melee attack misses you. Shift 1 square.



# Jester Shoes

Level 2



*These colorful, pointed shoes help you stand out—but not stand up—in a crowd.*

**Price:** 420 gp    **Item Slot:** Feet

**Power (Encounter):** Immediate Interrupt. Use this power when you are pushed, pulled, or slid. Reduce the distance you are pulled, pushed, or slid by 1 square and fall prone.



# Lightstep Slippers

Level 21



*These doeskin coverings cushion your step.*

**Price:** 225,000 gp    **Item Slot:** Feet

**Property:** Gain a +5 item bonus to Stealth checks. Also, you do not activate traps or hazards triggered by stepping into a particular square, nor can you be detected by tremorsense.



# Lightstep Slippers

Level 14



*Water is no obstacle for you in these thigh-high oilskin boots.*

**Price:** 21,000 gp    **Item Slot:** Feet

**Property:** Gain a +1 item bonus to speed. You can move across and stand on horizontal liquid surfaces as though they were solid ground. You still take damage from hazardous liquid surfaces upon which you stand (such as acid and magma).



# Phantom Chasseurs

Level 18



*With your lower legs bound in gossamer silk, you become Ephemeral, and sometimes invisible.*

**Price:** 85,000 gp    **Item Slot:** Feet

**Property:** if you move at least 3 squares on your turn, gain concealment until the end of your next turn.

**Power (Daily ♦ Illusion):** Free Action. Use this power when you have moved at least 6 squares on your turn. You become invisible until the end of your next turn.



# Quickling Boots

Level 8



*Your feet step more lively in this silver-stitched footgear.*

**Price:** 3,400 gp    **Item Slot:** Feet

**Property:** Gain a +2 item bonus to Acrobatics and Athletics checks.

**Power (Encounter):** Move Action. Move up to your speed + 1. Gain a +2 item bonus to AC against opportunity attacks during this movement.



# Rushing Cleats

Level 7



*These rawhide boot straps are fitted with spikes.*

**Price:** 2,600 gp    **Item Slot:** Feet

**Property:** Gain a +2 item bonus to bull rush attacks, and increase the push or slide effect of any close or melee attack you perform by 1 square.



# Sandals of Arcane Transposition

Level 18



*Using an arcane power can teleport you in these rune-etched, open-toed shoes.*

**Price:** 85,000 gp    **Item Slot:** Feet

**Power (Daily ♦ Teleportation):**

Free Action. Use this power after you make an arcane area or close attack. Teleport to any unoccupied square within the area of effect.



# Sandals of Avandra

Level 25



*These airy, corded foot coverings allow you to move past even the largest and most dangerous enemies.*

**Price:** 625,000 gp    **Item Slot:** Feet

**Property:** Gain a +2 item bonus to speed.

**Power (At-Will):** Move Action. Shift a number of squares equal to half your speed.

**Power (Encounter):** Minor Action. Until the end of your next turn, your movement does not provoke opportunity attacks.



# Sandals of Precise Stepping

Level 6+



*Your steps become softer and more precise in this soft leather and cloth mesh footwear.*

**Lvl 6:** 1,800 gp

**Lvl 16:** 45,000 gp

**Lvl 26:** 1,125,000 gp

**Item Slot:** Feet

**Property:** Gain a +2 item bonus to Acrobatics, Athletics, and Stealth checks.

**-Level 16:** +3 item bonus.

**-Level 26:** +4 item bonus.



# Shadowsteppers

Level 18



*You disappear into the shadows in these matte black fur slippers.*

**Price:** 85,000 gp    **Item Slot:** Feet

**Power (Daily):** Move Action.

Teleport 5 squares and gain insubstantial until the end of your next turn. If you use this power in an area of bright light, you take 5 damage (which ignores insubstantial).

*Teleport*

# Skygliders

Level 21



*This footwear allows you to walk across chasms, climb to ledges, and descend from precipices.*

**Price:** 225,000 gp    **Item Slot:** Feet

**Property:** If you begin your turn standing on a horizontal surface, you can move through the air as if it were normal terrain. Moving upward requires 2 squares of movement for each square travel-ed; moving downward costs 1 square of movement for every 2 squares travelled. If you are not

on a horizontal surface sufficient to bear your weight at the end of your turn, you fall to the nearest such surface, taking damage accordingly.

**Power (Daily):** Minor Action. Move through the air as if it were normal terrain until the end of the encounter. Glide down safely to the nearest horizontal surface that can bear your weight at that time.



# Steadfast Boots

Level 8



*Rough iron studs nailed to these boots buttress your defenses.*

**Price:** 3,400 gp    **Item Slot:** Feet

**Power (Encounter):** Minor Action. As long as you stay in the same space that you began the current turn, gain a +2 power bonus to AC and all defenses until the beginning of your next turn. If you move or are moved from your starting square at any time through any means, you lose these bonuses.



# Surefoot Boots

Level 5



*Attached snugly by rows of shiny buckles, these boots help keep your footing.*

**Price:** 1,000 gp    **Item Slot:** Feet

**Property:** Gain a +2 item bonus to Acrobatics checks.

**Power (Daily):** Free Action. Use this power when you are knocked prone. You stand up.



# Thornwalker Slippers

Level 12



*These padded foot coverings allow you to pass cleanly through cluttered or grasping terrain.*

**Price:** 13,000 gp    **Item Slot:** Feet

**Power (Encounter):** Until the end of your next turn, you can move through difficult terrain. You also move normally and safely through natural environmental hazards that affect movement, such as quicksand, dense foliage, or deep snow.



# Tumbler's Shoes

Level 11



*Though worn, these well-built shoes allow you to move with a cat's grace through even precarious terrain.*

**Price:** 9,000 gp    **Item Slot:** Feet

**Power (Encounter):** Until the end of your next turn, you can move through difficult terrain. You also move normally and safely through natural environmental hazards that affect movement, such as quicksand, dense foliage, or deep snow.



# Wallwalkers

Level 10



*These supple spidersilk boots give you the mobility of an arachnid, if only for a brief time.*

**Price:** 5,000 gp    **Item Slot:** Feet

**Property:** If you begin your turn standing on a horizontal surface, you can walk on walls as if they were horizontal surfaces. If you are not on a horizontal surface sufficient to bear your weight at the end of your move, you fall to the ground, taking damage accordingly.

**Power (Daily):** Minor Action. Walk on walls as if they were horizontal surfaces until the end of the encounter.



# Wallwalkers

Level 4



*Crafted from the skins of wild plains animals, these boots lend you extraordinary speed.*

**Price:** 840 gp    **Item Slot:** Feet

**Property:** When you run, move your speed + 4 instead of speed + 2.

**Power (Daily):** Free Action. Use this power when you run. Enemies do not gain combat advantage against you.



# Zephyr Boots

Level 24



*You catch the wind and fly like bird with these light boots.*

**Price:** 525,000 gp    **Item Slot:** Feet

**Property:** Gain a fly speed equal to your speed while wearing light armor or no armor.



**Hand**

**Slot Items**

# Antipathy Gloves

Level 10



*Use these gloves to keep your enemies at bay.*

**Price:** 5,000 gp    **Item Slot:** Hands

**Property:** An enemy must spend 1 extra square of movement to enter a square adjacent to you. An enemy that is pulled, pushed, or slid moves through those squares as normal.

**Power (Daily):** Standard Action. Make an attack: Ranged 10; +13 vs. Reflex; on a hit, the target is restrained (save ends).



# Breaching Gloves

Level 6+



*These thick leather gauntlets allow your attacks to bypass even the best resistances.*

**Lvl 6:** 1,800 gp

**Lvl 16:** 45,000 gp

**Lvl 26:** 1,125,000 gp

**Item Slot:** Hands

**Property:** Reduce the value of any resistance an enemy has against your attacks by 1.

**-Level 16:** Reduce resistance by 2.

**-Level 26:** Reduce resistance by 5.

**Power (Daily):** Free Action. Use this power when you hit with a weapon attack, but before you deal damage.

Reduce the value of any resistance the target has against your attack by 5 (save ends).

**-Level 16:** Reduce resistance by 10.

**-Level 26:** Reduce resistance by 15.

-Resist

# Burning Gloves

Level 6+



*Made of iron and constantly trail-ing wisps of smoke, these plated gloves incite your inner pyromaniac.*

**Lvl 6:** 1,800 gp

**Lvl 16:** 45,000 gp

**Lvl 26:** 1,125,000 gp

**Item Slot:** Hands

**Power (Daily ♦ Fire):** Free Action. Use this power when you make an attack with the fire keyword. The first target hit by that attack, if any, also takes ongoing 5 fire damage (save ends). Also, you deal an extra 1 fire damage on successful attacks with the fire keyword until the end of the encounter.

If you've reached at least one milestone today before using this power, instead deal an extra 2 fire damage on successful attacks with the fire keyword until the end of the encounter.

**-Level 16:** Ongoing 10 fire damage, extra 3 fire damage (4 after milestone).

**-Level 26:** Ongoing 15 fire damage, extra 5 fire damage (6 after milestone).

+Dmg (Fire)

# Cat's Paws

Level 5+



*Furry on the outside, silky on the inside, these gloves sprout claws that make climbing easier.*

**Lvl 5:** 1,000 gp

**Lvl 15:** 25,000 gp

**Lvl 25:** 625,000 gp

**Item Slot:** Hands

**Property:** Gain a +2 item bonus to Athletics checks to climb.

**-Level 15:** +4 item bonus.

**-Level 25:** +6 item bonus.

**Power (Daily):** Free Action. Climb at normal speed and double any climbing movement granted to you by powers until the end of the encounter.



# Caustic Gloves

Level 6+



*These rough leather coverings drip with acid as you attack.*

**Lvl 6:** 1,800 gp

**Lvl 16:** 45,000 gp

**Lvl 26:** 1,125,000 gp

**Item Slot:** Hands

**Power (Daily ♦ Acid):** Free Action. Use this power when you make a ranged attack. Change the damage type dealt by that attack to acid. Hit or miss, creatures adjacent to the target of the attack take 1d6 acid damage. Also, you deal an extra 1 acid damage on successful ranged attacks until the end of the encounter.

If you've reached at least one milestone today, instead deal an extra 2 acid damage on successful ranged attacks with the acid keyword until the end of the encounter.

**-Level 16:** 2d6 acid damage, extra 3 acid damage (4 after milestone).

**-Level 26:** 3d6 acid damage, extra 5 acid damage (6 after milestone).

Dmg (Acid)

# Climbing Claws

Level 4



*Sharp claws magically unfold from the palms of these padded leather gloves.*

**Price:** 840 gp    **Item Slot:** Hands

**Property:** Gain a +1 item bonus to Athletics checks to climb.

Each of these gloves can also be used as a one-handed, off-hand, simple, light blade that applies a +2 proficiency bonus to attack rolls and deals 1d4 damage. The wearer gains proficiency with this weapon.



# Dwarven Throwers

Level 10



*These stout iron gauntlets turn any weapon into a ranged weapon.*

**Price:** 5,000 gp    **Item Slot:** Hands

**Property:** Gain a +2 item bonus to thrown weapon damage rolls.

**Power (Encounter):** Standard Action. Make a ranged basic attack with your melee weapon, using your Strength modifier on the attack roll and damage roll, as if the weapon had the heavy thrown weapon property. Your weapon automatically returns to your grip after the ranged attack.



# Flaying Gloves

Level 4+



*These tight-fitting gloves allow you to deal bleeding wounds with a light blade.*

**Lvl 4:** 840 gp

**Lvl 14:** 21,000 gp

**Lvl 24:** 525,000 gp

**Item Slot:** Hands

**Power (Daily):** Free Action. Use this power when you hit with a light blade melee attack and have combat advantage against the target. That attack deals an extra ongoing 5 damage (save ends). If the attack already deals ongoing damage of any type, this item's power has no effect.

**-Level 14:** Ongoing 10 damage (save ends).

**-Level 24:** Ongoing 15 damage (save ends).



# Frost Gloves

Level 7+



*When you pick up your weapon, the ice crystal patterns etched into these gauntlets flare, coating the weapon in a thin sheet of frost.*

**Lvl 7:** 2,600 gp

**Lvl 17:** 65,000 gp

**Lvl 27:** 1,625,000 gp

**Item Slot:** Hands

**Power (Daily ♦ Cold):** Free Action. Use this power when you make a melee attack. Change the damage type dealt by that attack to cold. On a hit, the target is also slowed until the end of your next turn. Also, you deal an extra 1 cold damage on successful melee attacks until the end of the encounter. If you've reached at least one milestone today, instead gain an extra 2 cold damage on successful melee attacks until the end of the encounter.

**-Level 17:** Target is slowed (save ends), extra 3 cold damage (4 after milestone).

**-Level 27:** Target is immobilized (save ends), extra 5 cold damage (6 after milestone).

Dmg (Cold)

# Gauntlets of Blinding Strikes

Level 11



*These sleek gauntlets speed your strikes for a limited time.*

**Price:** 9,000 gp    **Item Slot:** Hands

**Power (Daily):** Standard Action. Make two melee basic attacks, each with a -2 penalty to the attack roll.



# Gauntlets of Brilliance

Level 10



*With a thought, you cause these gold-burnished gauntlets to illuminate.*

**Price:** 5,000 gp    **Item Slot:** Hands

**Power (At-Will):** Minor Action. As the wizard's light power (PH 158), but cast **on the gauntlets**.

**Power (Daily):** Free Action. Use this power after you hit with a weapon attack. The attack deals an extra 10 radiant damage.

+Dmg(Radi)

# Giant Gloves

Level 13



*Though they make your hands appear larger, these thick leather wraps fit comfortably and give you an impressive grip.*

**Price:** 17,000 gp    **Item Slot:** Hands

**Property:** Gain a +3 item bonus to grab attack rolls.

**Power (Encounter):** Standard Action. While you have a creature of your size category or smaller grabbed, you can end the grab by throwing the creature, causing it to slide 6 squares. You can throw the creature at a target provided the thrown creature ends its forced movement in a space adjacent to the target. In this case, make an attack against the target: Dexterity + 4 vs. Reflex; on a hit, the thrown creature and the target each take 2d8 + Strength modifier damage and are knocked prone.



# Gloves of Accuracy

Level 16



*While wearing these fingerless deerskin gloves, your shots bypass obstacles.*

**Price:** 45,000 gp    **Item Slot:** Hands

**Power (At-Will):** Minor Action. Your ranged attacks ignore concealment and cover (but not total concealment or superior cover) until the end of your turn.



# Gloves of Agility

Level 5



*As you strap on these tight-fitting, fingerless gloves, your digits tingle with magic.*

**Price:** 1,000 gp    **Item Slot:** Hands

**Property:** Gain a +1 item bonus to Acrobatics, Stealth, and Dexterity checks (but not Dexterity attacks).



# Gloves of Camaraderie

Level 21



*These cashmere gloves draw an ailing ally's condition onto you.*

**Price:** 225,000 gp    **Item Slot:** Hands

**Power (Encounter):** Immediate Reaction. Use this power when an ally within 10 squares of you gains a condition or harmful effect. You gain that condition or effect, and the ally loses it. The condition or effect lasts for the duration specified in the description of the power that caused it.



## Gloves of Dimensional Repulsion

Level 14



*Strange, eldritch glyphs swirl on these fine brocade coverings.*

**Price:** 21,000 gp    **Item Slot:** Hands

**Property:** When you use a teleport power on a target other than yourself, you can increase the distance the target is teleported by 2 squares.

**Power (Daily ♦ Teleportation):**

Standard Action. Make an attack against an adjacent target: Charisma + 4 vs. Fortitude; on a hit, the target is teleported 10 squares to an unoccupied space of your choosing.



# Gloves of Eldritch Admixture

Level 8+



*You funnel the energy granted by your pact through these gloves, amplifying your power.*

**Lvl 8:** 3,400 gp

**Lvl 18:** 85,000 gp

**Lvl 28:** 2,125,000 gp

**Item Slot:** Hands

**Prerequisite:** Warlock

**Property:** When you deal extra damage as a result of your Warlock's Curse, you can choose that damage to be acid, cold, or fire (or leave it untyped).

**Power (At-Will, 5 Charges/Day ♦ Acid, Cold, or Fire):** Free Action. The next attack you make this turn deals extra damage depending on how many charges you spend: 1 charge, 1d6 damage; 2 charges, 2d6 damage; 5 charges, 3d6 damage. This extra damage can be acid, cold, or fire damage.

**-Level 18:** 1 charge, 1d8 damage; 2 charges, 2d8 damage; 3 charges, 3d8 damage.

**-Level 28:** 1 charge, 1d10 damage; 2 charges, 2d10 damage; 5 charges, 3d10 damage.



# Gloves of Missile Deflection

Level 13



*Made of muslin covered with small shield-shaped buttons, these gloves help turn away projectiles.*

**Price:** 17,000 gp    **Item Slot:** Hands

**Property:** Gain a +1 item bonus to AC against ranged weapon attacks.

**Power (Daily):** Immediate Interrupt. Use this power when you are hit by a ranged weapon attack. Gain resist 15 against that attack



# Gloves of Storing

Level 9



*Though these ornate chamois gloves fit snugly, your fingertips always seem just short of touching something within them.*

**Price:** 4,200 gp    **Item Slot:** Hands

**Property:** As a minor action, you can store one unattended item in one of the gloves. Each glove can hold one item, and each item must weigh no more than 10 pounds. As a minor action, you can cause an item stored within one glove to materialize in your hand. Weapons so produced are ready to wield, but items that require an additional action to equip (such as shields) must still be readied. Items have no weight while within the gloves.



# Gloves of the Bounty Hunter

Level 8



*These hide garments are weighted along the knuckles.*

**Price:** 3,400 gp    **Item Slot:** Hands

**Property:** When your attack causes a target to be reduced to 0 hit points or below, and you choose to knock out rather than kill it, the target is restored to 1 hit point after an extended rest (normally this occurs after a short rest).



# Gloves of the Healer

Level 12+



*Your healing is enhanced by this elegant handwear.*

**Lvl 12:** 13,000 gp

**Lvl 22:** 325,000 gp

**Item Slot:** Hands

**Property:** When you use a power that has the healing keyword, one target regains an extra 1d6 hit points.

**-Level 22:** 2d6 hit points.

**Power (Daily ♦ Healing):** Standard Action. Spend a healing surge. An adjacent ally regains hit points equal to the value of the healing surge you lost.

+HP

# Gloves of Transference

Level 14



*You can bestow powers upon others with these gossamer gloves.*

**Price:** 21,000 gp    **Item Slot:** Hands

**Property:** The ranges of your ranged utility powers are increased by 2.

**Power (Daily):** Free Action. Use this power on your turn when you use a power that has a personal range. The power affects an ally adjacent to you instead of you, as if that ally had used the power. This power does not function on powers that have the stance keyword, and if the power can be sustained, the ally must spend the action to sustain it.



# Greatreach Gauntlets

Level 18



*These gauntlets are fitted with extendable steel rods that are braced to your forearms.*

**Price:** 85,000 gp    **Item Slot:** Hands

**Power (At-Will):** Minor Action. Until the end of your next turn, increase the reach of your melee attacks by 1 square but take a -2 penalty to attack rolls.



# Green Thumbs

Level 9



*These bright green, wooden thimbles fit snugly over naked skin or mundane hand coverings.*

**Price:** 4,200 gp    **Item Slot:** Hands

**Power (Daily ♦ Conjunction):**

Standard Action. You create a wall 8 within 10 squares filled with thorny vines.

It can be up to 4 squares high. A creature that attempts to move through the wall must succeed on a DC 20 Strength check or become restrained within the wall (escape DC 20 ends). The wall lasts until the end of your next turn. Sustain minor.



# Hedge Wizard's Gloves

Level 4



*With a wave of these patched gloves, you can perform magic tricks.*

**Price:** 840 gp    **Item Slot:** Hands

**Power (At-Will ◆ Arcane, Conjunction):** Standard Action. As the wizard's *mage hand* power (PH 158).

**Power (At-Will ◆ Arcane):** Standard Action. As the wizard's *prestidigitation* power (PH 159).



# Holy Gauntlets

Level 8+



*Highly polished and marked with holy sigils, these gauntlets help to bring cleansing light to the darkness.*

**Lvl 8:** 3,400 gp

**Lvl 18:** 85,000 gp

**Lvl 28:** 2,125,000 gp

**Item Slot:** Hands

**Power (Daily ♦ Radiant):** Free Action. Use this power to change the damage type dealt by your next divine power to radiant. On a hit, deal an extra 1d6 radiant damage. If the power doesn't normally deal damage, no extra damage is dealt. Also, you deal an extra 1 radiant damage on successful attacks with the radiant keyword until the end of the encounter.

If you've reached at least one milestone today, instead deal an extra 2 radiant damage on successful attacks with the radiant keyword until the end of the encounter.

**-Level 18:** 2d6 radiant damage, extra 3 radiant damage (4 after milestone).

**-Level 28:** 3d6 radiant damage, extra 5 radiant damage (6 after milestone).

+Dmg

# Knifethrower's Gloves

Level 6



*Knives become even more deadly when your hands are wrapped in these fingerless, suede sheaths.*

**Price:** 1,800 gp    **Item Slot:** Hands

**Property:** You can draw and attack with a dagger as part of the same standard action.

**Power (Daily):** Free Action. Use this power when you hit with a thrown weapon attack. Add a +5 power bonus to the damage roll.



# Lancing Gloves

Level 7



*These supple brown leather riding gloves grip well and true.*

**Price:** 2,600 gp    **Item Slot:** Hands

**Property:** Gain an extra 2 damage on melee attacks while mounted.



# Lightning Reflex Gloves

Level 19



*These tight, black gloves grip your arms, making you twitch with nervous energy.*

**Price:** 105,000 gp    **Item Slot:** Hands

**Property:** Gain a +2 item bonus to opportunity attacks.

**Power (Daily):** Free Action. Use this power when an enemy provokes an opportunity attack. Take an opportunity attack, even if you've already used an opportunity attack this turn.



# Longshot Gloves

Level 11+



*Long range shots are eased by these fingerless gloves.*

**Lvl 11:** +3 9,000 gp

**Lvl 21:** +5 225,000 gp

**Power (Encounter):** Minor Action. Your ranged attacks ignore the -2 penalty for long range until the end of your turn.

**Level 21:** This power becomes an at-will power.



# Luckbender Gloves

Level 6+



*Avandra favors the wearer of these gloves, each of which has a golden shamrock stitched on the back.*

**Lvl 6:** 1,800 gp

**Lvl 16:** 45,000 gp

**Item Slot:** Hands

**Power (Encounter):** Free Action.

Use this power after you make a damage roll for a melee weapon attack. Reroll one damage die, using the second result even if it's lower.

**-Level 16:** Reroll any two damage dice.



# Parry Gauntlets

Level 5



*With these thickly armored gauntlets, you are more secure when you take a breather.*

**Price:** 1,000 gp    **Item Slot:** Hands

**Property:** When you take the total defense or second wind actions, gain a +2 item bonus to all defenses until the beginning of your next turn.



# Spell Anchors

Level 9



*When you transfer control of a spell to these fine broadcloth gloves, the arcane rune on the back of each glove glows cheerily.*

**Price:** 4,200 gp    **Item Slot:** Hands

**Power (Daily):** Free Action. Sustain one of your powers that normally requires a minor action to sustain.



# Storm Gauntlets

Level 10+



*The gold and iron plates bolted to the back of these gauntlets crackle with energy.*

**Lvl 10:** 5,000 gp

**Lvl 20:** 125,000 gp

**Lvl 30:** 3,125,000 gp

**Item Slot:** Hands

**Power (Daily ♦ Thunder):** Free Action. Use this power when you make a melee attack. Change the damage type dealt by that attack to thunder. On a hit, deal an extra 1d6 thunder damage. Also, deal an extra 1 thunder damage on successful melee attacks until the end of your next turn.

If you've reached at least one milestone today, instead deal an extra 2 thunder damage on successful melee attacks until the end of your next turn.

**-Level 20:** 2d6 thunder damage, extra 3 thunder damage (4 after milestone).

**-Level 30:** 3d6 thunder damage, extra 5 thunder damage (6 after milestone).



# Strikebacks

Level 10



*Backed with spikes, these vicious gauntlets hurt those who hurt you.*

**Price:** 5,000 gp    **Item Slot:** Hands

**Property:** Gain a +1 item bonus to opportunity attacks.

**Power (Encounter):** Immediate Reaction. Use this power when an adjacent enemy hits you. Make a melee basic attack against that enemy.



# Sureshot Gloves

Level 9



*These slick gloves guide your shots unerringly.*

**Price:** 4,200 gp    **Item Slot:** Hands

**Property:** Your ranged weapon attacks ignore cover (but not superior cover).



# Vampiric Gauntlets

Level 18



*These dark gauntlets pulse with necrotic energy and appear to draw in the light around them.*

**Price:** 45,000 gp    **Item Slot:** Hands

**Power (Encounter ♦ Healing, Necrotic):** Standard Action.

Make a melee attack: Dexterity + 4 vs. Reflex; on a hit, the target takes necrotic damage equal to your healing surge value, and you regain hit points equal to that amount.

+HP

# Venom Gloves

Level 16+



*The embroidered serpents on the back of these snakeskin garments writhe when you use them.*

**Lvl 16:** 45,000 gp

**Lvl 26:** 1,125,000 gp

**Item Slot:** Hands

**Power (Daily ♦ Poison, Sleep):** Minor Action. Change the damage type of your next one-handed weapon melee attack to poison. On a hit, the target is also slowed (save ends). After three failed saves, the target is unconscious (save ends).

**-Level 26:** After two failed saves, the target is unconscious (save ends).



# Wrestler's Gloves

Level 2



*The palms of these rough hide wraps are coated with a tacky substance that holds fast to whatever you grasp.*

**Price:** 520 gp    **Item Slot:** Hands

**Property:** Gain a +1 item bonus to grab attacks, to your defenses when attempting to prevent an escape from your grab, and to saving throws to catch yourself when falling.

