

Head Slot Items

Arcanist's Glasses

Level 3



These spectacles increase your sensitivity to the subtle patterns of magic.

Price: 680 gp **Item Slot:** Head

Property: Gain a +3 item bonus to Arcana checks to detect magic.



Blasting Circlet

Level 16



The intricate silver circlet adorning your brow hums with mystical power.

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

Power (Daily): Minor Action. Make a ranged attack: Ranged 10; Dexterity + 4 vs. Reflex; on a hit, the target takes force damage equal to your level. If you score a critical hit with this item, you don't expend the use of this power and no daily use of a magic item power occurs.

Crit (Dex)

Bronze Serpent

Level 30



This small bronze snake slowly orbits your head, fortifying you.

Price: 3,125,000 gp **Item Slot:** Head

Property: Gain resist 15 poison and a +6 item bonus to Endurance and Heal checks.

Resist

Cap of Water Breathing

Level 10



You are at home in the water while wearing this wax-coated cap.

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

Property: You can breathe water as well as air.



Carcanet of Psychic Shism

Level 15



This ornate headband protects your mind by splitting it in two, but there's a price to pay.

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

Property: Gain a +1 bonus to Will defense.

Power (Daily): Immediate Interrupt. Use this power when an attack would make you stunned, dazed, or dominated. You are unaffected by that condition, and you instead take a -2 penalty to attack rolls and Will defense for the condition's normal duration.



Casque of Tactics

Level 4+



Favored by sergeants and commanders, this utilitarian helm is remarkable only for its satin inner padding.

Lvl 4: 840 gp

Lvl 14: 21,000 gp

Lvl 24: 525,000 gp

Item Slot: Head

Property: Gain +1 item bonus to initiative checks.

-Level 14: +2 item bonus.

-Level 24: +3 item bonus.

Power (Daily): Free Action. Use this power when initiative is rolled. Swap initiative check results with a willing ally who you can see.



Circlet of Indomitability

Level 8+



This simple golden circlet fortifies your mind.

Lvl 8: 3,400 gp

Lvl 18: 85,000 gp

Lvl 28: 2,125,000 gp

Item Slot: Head

Property: Gain a +1 bonus to Will defense.

-Level 18: +2 bonus to Will defense.

-Level 28: +3 bonus to Will defense.



Circlet of Mental Onslaught

Level 11



Your mental attacks strike more true while you wear this slender circlet.

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

Property: Gain a +1 bonus to Will defense.

Power (Daily): Minor Action. Gain a +1 power bonus to attack rolls and damage rolls when making Wisdom, Intelligence, and Charisma attacks until the end of the encounter.



Circlet of Rapid Casting

Level 17



This rune-etched silver headband speeds arcane formulas through your mind.

Price: 65,000 gp **Item Slot:** Head

Power (Daily): Free Action. During your turn, use an arcane utility power that normally requires a minor action. This counts as a daily or encounter use of that power, if applicable.



Circlet of Second Chances

Level 3



Luck favors those who don this plain copper accessory.

Price: 680 gp **Item Slot:** Head

Power (Daily): No Action. Use this power when you fail a saving throw. Reroll the saving throw, using the second result even if it's lower.



Clockwork Cowl

Level 26



This brass and electrum helm makes a soft ticking noise that can only be heard by its wearer.

Price: 1,125,000 gp **Item Slot:** Head

Property: Gain a +4 item bonus to initiative checks.

Power (Daily): Minor Action. Gain two extra standard actions that cannot be used as attacks.



Coif of Focus

Level 21



This plain mail hood hangs close to your eyes and ears, protecting them from assault.

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

Property: Gain a +5 item bonus to saving throws against effects that make you dazed and/or stunned.

Power (Daily): Immediate Interrupt. Use this power when an attack would make you dazed or stunned. Spend a healing surge to not be dazed or stunned by that attack.



Coif of Mindiron

Level 8+



Your head and mind is guarded by this glistening mail hood.

Lvl 8: 3,400 gp

Lvl 18: 85,000 gp

Lvl 28: 2,125,000 gp

Item Slot: Head

Power (Encounter): Standard Action. Immediate Interrupt. Use this power when you would be dazed by an attack that targets your Will defense. You are not dazed by the attack.

-Level 18: Use this power when you would be dazed or stunned by an attack that targets your Will defense. You are not dazed or stunned by the attack.

-Level 28: Use this power when you would be dazed, dominated, or stunned by an attack that targets your Will defense. You are not dazed, dominated, or stunned by the attack.



Crown of Doors

Level 6+



Architecture holds no secrets from those wearing this wood and stone headpiece.

Lvl 6: 1,800 gp

Lvl 11: 9,000 gp

Lvl 16: 45,000 gp

Item Slot: Head

Property: Gain a +2 item bonus to Perception checks to find secret doors and hidden passages.

-Level 11: +4 item bonus.

-Level 16: +6 item bonus.



Crown of Eyes

Level 16



This circlet incorporating eyelike designs watches every angle.

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

Property: You do not grant combat advantage to flanking enemies.



Crown of Infernal Legacy

Level 9+



This chain cowl empowers a tiefling's anger.

Lvl 9: 4,200 gp

Lvl 19: 105,000 gp

Item Slot: Head

Property: If you are a tiefling, gain a +1 item bonus to any attack roll benefiting from infernal wrath. On a miss, you deal fire damage equal to your Charisma modifier to the target.

-Level 19: +2 item bonus.



Crown of Leaves

Level 7



This halo of ever-fresh oak leaves pulses with primal energy.

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

Property: Gain a +2 item bonus to Nature and Insight checks.



Crown of Nature's Rebellion

Level 15+



This birch skullcap wards against death.

Lvl 15: 25,000 gp

Lvl 20: 125,000 gp

Lvl 25: 625,000 gp

Item Slot: Head

Property: Gain resist 10 necrotic.

-Level 20: Resist 15 necrotic.

-Level 25: Resist 20 necrotic.

Power (Daily): Immediate Reaction. Use this power when you are hit by an attack that deals necrotic damage. The attacker takes an amount of damage equal to the necrotic damage you took, along with any other effect from the attack.

Resist

Crown of the World Tree

Level 18



The experience of a thousand ritualists is yours when you don this crown of ash.

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

Property: When performing a ritual, roll twice and take the better result.



Cynic's Goggles

Level 5



With these bronze and leather eye pieces, you more easily see through illusions.

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

Property: Gain a +2 item bonus to Will defense against illusion attacks and to Insight and Perception checks to detect illusions.



Dread Helm

Level 13



Beneath this closed chapel de fer, your eyes become burning points and you exude palpable menace.

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

Property: Gain a +4 item bonus to Intimidate checks. Take a -2 item penalty to Diplomacy checks.

Power (Daily ♦ Fear): Minor Action. Make an Intimidate check against the Will defense of a target within 5 squares of you. If the attack succeeds, the target takes a -2 penalty to attack rolls and defenses until the end of your next turn.



Eagle Eye Goggles

Level 2+



Though these leather goggles have dark eye pieces, they sharpen your sight when making ranged attacks.

Lvl 2: 520 gp

Lvl 12: 13,000 gp

Lvl 22: 325,000 gp

Item Slot: Head

Property: Gain a +1 item bonus to ranged basic attack rolls.

-Level 12: +2 item bonus.

-Level 22: +3 item bonus.



Eye of Awareness

Level 23



This patch quickens your reactions and is embroidered with a giant, bloodshot eye.

Price: 425,000 gp **Item Slot:** Head

Property: Gain a +2 bonus to Will defense

Property: You gain a +5 item bonus to your initiative checks.



Eye of Deception

Level 8



This copper circlet is set with a mummified eye and aids you in the ways of deception.

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

Property: Gain a +2 item bonus to Bluff and Stealth checks, and to saving throws against effects with the illusion or charm keywords.



Eye of Discernment

Level 23



Little escapes your notice when this astral diamond-studded velvet patch covers one eye.

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

Property: Gain a +4 item bonus to Insight and Perception checks. The patch does not impair the sight of the covered eye. If you are blinded, the patch allows you to see through the covered eye as normal.



Eye of the Basilisk

Level 27



This burnished silver eye patch turns aside gaze attacks.

Price: 1,625,000 gp **Item Slot:** Head

Property: You are immune to the petrified condition.

Power (Daily): Immediate Reaction. Use this power when an attack that has the gaze keyword misses you. The attacker rerolls the attack against a target of your choice within 5 squares of you.

Immunity

Eye of the Earthmother

Level 19



A knothole resembling an eye peers out of this fist-sized tangle of roots, which floats near your head.

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

Property: You know the origin, type, and keyword(s) of any creature in sight.

Power (Daily ♦ Charm): Standard Action. Make a ranged attack: Ranged sight; affects beasts only; Intelligence + 4, Wisdom + 4, or Charisma + 4 vs. Will; on a hit, the targeted beast is dominated until the end of your next turn.

Sustain minor (repeat the attack roll and hit to continue dominating the target).



Factotum Helm

Level 14



With this elaborately etched helm, you gain skill mastery beyond you previously.

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

Power (Daily): Minor Action. Gain training in one skill until the end of the encounter, or for one hour when not in an encounter.



Gem of Colloquy

Level 2+



This jewel hovers near your head, sharpening your wit and expanding your knowledge of languages.

Lvl 2: 520 gp

Lvl 12: 13,000 gp

Item Slot: Head

Property: Gain a +1 item bonus to Bluff and Diplomacy checks. Understand and speak 1 additional language, chosen at the time of the gem's creation.

-Level 12: +3 item bonus, 2 additional languages.



Goggles of Aura Sight

Level 5



These goggles aid in diagnosis and healing.

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

Property: Gain a +2 item bonus to Heal checks.

Power (Encounter): Minor Action. Choose a target within 10 squares of you. Learn the target's current and maximum hit point values, any current disease or poison conditions on the target, and any disease or poison effect the target can deal.



Goggles of the Bone Collector

Level 9



The bones of various creatures are woven into this eyewear.

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

Property: Gain a +3 item bonus to monster knowledge checks.

Power (Encounter): Minor Action.
Learn the origin, type, and keyword(s) of one creature in sight.



Goggles of the Hawk

Level 17



These goggles greatly extend your vision.

Price: 65,000 gp **Item Slot:** Head

Property: You can make Perception checks to notice or examine targets within your line of sight, with no penalty for distance.



Grimlock Helm

Level 17



An opaque visor lowers to cover your eyes, yet this helm allows you to sense your surroundings regardless.

Price: 65,000 gp **Item Slot:** Head

Power (Daily): Minor Action. You become blind and gain blindsight 5. You can spend another minor action to revert to normal sight.

Blindsight

Hat of Disguise

Level 10



This chapeau appears as you wish, changing you and your equipment as it transforms.

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

Property: While using this item's power, gain a +5 item bonus to Bluff checks to pass off a disguise.

Power (At-Will ♦ Illusion):

Standard Action. You gain the appearance of any humanoid race of the same size category as you. Your clothing and equipment alter appearance to reflect this change. The illusion does not alter sound or texture, so a creature listening to you or touching you might detect the illusion.



Headband of Insight

Level 16



This unremarkable-looking headband allows you to see through another's lies.

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

Property: Gain a +4 item bonus to Insight checks.

Power (Daily): Free Action. Gain a +6 power bonus to a single Insight check made before the start of your next turn.



Headband of Intellect

Level 10+



This ornamental silk cord strengthens your mental retention, recall, and powers.

Lvl 10: 5,000 gp

Lvl 20: 125,000 gp

Lvl 30: 3,125,000 gp

Item Slot: Head

Property: Gain a +2 item bonus to knowledge or monster knowledge checks, and a +1 item bonus to attack rolls on powers that have the psychic keyword.

-Level 20: +4 item bonus to knowledge or monster knowledge checks.

-Level 30: +6 item bonus to knowledge or monster knowledge checks.

Power (Daily): Minor Action. Gain a +2 power bonus to the next Intelligence attack that you make this turn.

-Level 20: +3 power bonus.

-Level 30: +4 power bonus.



Headband of Perception

Level 1+



This chiffon headwrap is stitched with eye-shaped patterns, which heighten your senses.

Lvl 1: 360 gp

Lvl 11: 9,000 gp

Lvl 21: 225,000 gp

Item Slot: Head

Property: Gain a +1 item bonus to Perception checks.

-Level 11: +3 item bonus.

-Level 21: +5 item bonus.



Headband of Psychic Attack

Level 16



This leather headband has crystal shards stitched into it.

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

Power (Daily ♦ Psychic): Minor Action. Make an attack: Ranged 10; Intelligence + 4, Wisdom + 4, or Charisma + 4 vs. Will; on a hit, the target is dazed until the end of your next turn.



Helm of Hidden Horrors

Level 16



This leather helm is a bane to wielders of illusions and charms.

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

Property: Gain a +1 bonus to Will defense.

Power (Daily ♦ Psychic):

Immediate Interrupt. Use this power when you are hit by an attack against Will defense. The attacker takes psychic damage equal to your level.



Helm of Opportunity

Level 4+



This simple bronze helm allows you to strike more accurately at those who let down their guard.

Lvl 4: 840 gp

Lvl 14: 21,000 gp

Lvl 24: 525,000 gp

Item Slot: Head

Property: Gain a +1 item bonus to opportunity attack rolls.

-Level 14: +2 item bonus.

-Level 24: +3 item bonus.



Helm of Swift Punishment

Level 18



Your foes soon learn the error of ignoring the threat you pose when you wear this helmet.

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

Power (Daily): Free Action. Use this power when you make an opportunity attack. Make two melee basic attacks instead of one.



Helm of the Flamewarped

Level 10



The one who wears this slightly charred copper helm can strike a devastating blow, but at cost.

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

Power (Daily): Free Action. Use this power when you make a melee basic attack or use an at-will melee attack power. You are dazed until the end of your next turn. If your attack hits, the power's damage roll deals maximum damage, and you can choose to make it fire damage.



Helm of the Stubborn Mind

Level 4



This helm fortifies you against enchanters.

Price: 840 gp **Item Slot:** Head

Property: Gain a +1 item bonus to Will defense against charm attacks.



Helm of the Vigilant Awareness

Level 7



The gems mounted above the ears and eyeholes of this steel helmet flash red when a deafening noise or blinding light appears.

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

Power (Daily): Immediate Interrupt. Use this power when an attack would make you blinded or deafened. The blinded or deafened condition from that attack does not affect you



Hunter's Headband

Level 7



This leather headband helps you forage for food underground and in the wilderness.

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

Property: Gain a +5 item bonus to Dungeoneering and Nature checks when foraging.



Inquisitor's Helm

Level 16



Your mind can access the secrets of another while you wear this cuir-bouilli skullcap.

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

Power (Daily): Standard Action.

Make an attack: Ranged 10; Intelligence + 4, Wisdom + 4, or Charisma + 4 vs. Will; on a hit, you pry the answer to one question from the target's mind. If the target doesn't know the answer to the question, you get no answer but the power is still spent.



Ioun Stone of Perfect Language

Level 22



This white and pink rhombic prism hovers about your head, making you far more adept at negotiation.

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

Property: Gain a +5 item bonus to Bluff, Diplomacy, Intimidate, and Streetwise checks. You also can understand all spoken languages, and when you speak all creatures hear your words in their native language.

Power (Daily): Free Action. Use this power during a skill challenge. Treat your next Insight check as though you rolled a natural 20.



Ioun Stone of Regeneration

Level 25



This tiny red ovoid orbits your head.

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

Power (Daily ♦ Healing): Minor Action. Gain regeneration 10 while you are bloodied until the end of the encounter.

Regen

Ioun Stone of Steadfastness

Level 23



This pale aquamarine hovering prism offers a constant reminder of your allies' support and loyalty.

Price: 425,000 gp **Item Slot:** Head

Property: As long as you are adjacent to an ally, you are immune to fear effects and cannot attack your allies as a result of an effect.



Ioun Stone of Sustenance

Level 21



With this rhombic stone circling your head, you never require food or drink and rarely need to rest.

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

Property: You do not need to eat, drink, or breathe. You require half the amount of rest that you ordinarily need.



Laurel Circlet

Level 10+



Your social graces and force of personality are amplified while you wear this thin coronet.

Lvl 10: 5,000 gp

Lvl 20: 125,000 gp

Lvl 30: 3,125,000 gp

Item Slot: Head

Property: Gain a +2 item bonus to Diplomacy and Insight checks, and a +1 item bonus to attack rolls on powers that have the charm or illusion keyword.

-Level 20: +4 item bonus to Diplomacy and Insight checks.

-Level 30: +6 item bonus to Diplomacy and Insight checks.

Power (Daily): Minor Action. Gain a +2 power bonus to the next Charisma attack that you make this turn.

-Level 20: +3 power bonus.

-Level 30: +4 power bonus.



Mask Of Slithering

Level 11



This serpentine mask allows you to slink out of harm's way and cause another to suffer in your stead.

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

Power (Daily): Immediate Interrupt. Use this power when an enemy makes a melee or ranged attack against you.

Gain a +2 bonus to AC and Reflex defense. If the attack misses, then the attacker rerolls the attack against a creature adjacent to you of your choice.



Mask Of Terror

Level 14



This frightful, demonic mask is formed from charred flesh and adorned with horns and fangs.

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

Power (Daily ♦ Fear): Minor Action. Make an attack: Close blast 5; Intelligence + 3, Wisdom +3, or Charisma + 3 vs. Will; on a hit, the target takes a -2 penalty to attack rolls until the end of your next turn.



Phrenic Crown

Level 7+



This pink coral coronet is eerily reminiscent of brain matter, yet is still bewitching.

Lvl 7: 2,600 gp

Lvl 17: 65,000 gp

Lvl 27: 1,625,000 gp

Item Slot: Head

Property: When you use a power against Will defense, the target (or targets) takes a -1 penalty to saving throws against any ongoing effect of that power.

-Level 17: -2 penalty.

-Level 27: -3 penalty.



Phylactery of Divinity

Level 8



This leather casing is strapped to the head and focuses your faith and healing powers.

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

Property: Gain a +2 item bonus to Heal and Religion checks.



Quickening Diadem

Level 29



A diadem of astral diamonds floats about your head, honing your mental clarity and your reflexes.

Price: 2,625,000 gp **Item Slot:** Head

Property: When you are stunned or dazed, you can take a move action on your turn in addition to whatever actions you are normally allowed.

Power (Daily): Free Action. Take a move or minor action.



Reading Spectacles

Level 2



You can decipher any written passage while gazing through these unadorned copper eyeglasses.

Price: 520 gp **Item Slot:** Head

Property: You can read any language while wearing this item.



Skull Mask

Level 5+



This rough iron visor is shaped in the likeness of a skull whose grim countenance saps your enemies' courage.

Lvl 5: 1,000 gp

Lvl 15: 25,000 gp

Lvl 25: 625,000 gp

Item Slot: Head

Property: Enemies who can see you take a -2 penalty to saving throws against fear effects.

Property: Gain resist 5 necrotic, and a +1 item bonus to Intimidate checks.

-Level 15: Resist 10 necrotic, +2 item bonus.

-Level 25: Resist 15 necrotic, +3 item bonus.



Stag Helm

Level 5+



This helm sports a set of antlers and makes you as alert as a stag.

Lvl 5: 1,000 gp

Lvl 15: 25,000 gp

Lvl 25: 625,000 gp

Item Slot: Head

Property: Gain a +2 item bonus to passive Perception checks. Also, you can take a minor action during a round when you are surprised.

-Level 15: +4 item bonus, move action.

-Level 25: +6 item bonus, standard action.



Starlight Goggles

Level 8



These dark leather goggles sparkle with tiny silver studs, aiding your vision in dim light.

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

Property: Gain low-light vision.

Lowlight Vis.

Telepathy Circlet

Level 25



A boon to leaders and liars, this mithral band allows you to communicate without speaking, and extract the thoughts of another.

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

Property: Gain a +2 item bonus to Insight checks. Also, you can speak telepathically to any creature you can see. Those willing to communicate with you can send thoughts back to you, allowing two-way communication. This telepathic communication fulfills class feature or power requirements that a target be able to hear you.

Power (Daily ♦ Psychic): Standard Action. Make an attack: Ranged 5; Charisma Modifier + 6 vs. Will; on a hit, the target is dazed (save ends). Aftereffect: The target is dazed (save ends).



Trickster's Mask

Level 20



This velvet masquerade mask is highly prized among the more shadowy worshipers of Avandra.

Price: 125,000 gp **Item Slot:** Head

Property: When you make a Stealth or Thievery check, roll twice and take the better result.

Power (Daily): Free Action. Use this power before you make a Stealth or Thievery check. Treat that check as though you rolled a natural 20.



Neck Slot Items

Absence Amulet

Level 12+



This crystal bauble has no setting and is secured by an unassuming rawhide band.

Lvl 12: +3 13,000 gp

Lvl 17: +4 65,000 gp

Lvl 22: +5 325,000 gp

Lvl 27: +6 1,625,000 gp

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Property: Attempts to scry upon you, your location, or objects in your possession fail, as if the target of the attempt did not exist.



Abyssal Adornment

Level 13+



Made of charred and twisted black metal, this heavy chain broods with bridled hate.

Lvl 13: +3 17,000 gp

Lvl 18: +4 85,000 gp

Lvl 23: +5 425,000 gp

Lvl 28: +6 2,125,000 gp

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Power (Daily): Immediate Interrupt. Use this power when you are hit by an attack that would deal acid, cold, fire, lightning, or thunder damage. Gain resist 20 against that damage type until the end of your next turn.

-Level 24 or 29: Resist 30.

Resist

Amulet of Aranea

Level 15+



Your ability to ward off poison increases while wearing this spider-shaped talisman.

Lvl 15: +3 25,000 gp

Lvl 20: +4 125,000 gp

Lvl 25: +5 625,000 gp

Lvl 30: +6 3,125,000 gp

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Property: Gain resist 10 poison.

-Level 25 or 30: Resist 15 poison.

Power (Daily): Immediate Reaction. Use this power when you are hit by a melee attack. The attacker takes 1d10 poison damage and ongoing 10 poison (save ends). The attacker also takes a -2 penalty to saving throws against poison effects until the end of the encounter.

-Level 25 or 30: 2d10 poison damage, ongoing 20 poison (save ends).

Resist

Amulet of Attenuation

Level 14+



This crude trinket has a rubbery shell that briefly toughens the skin.

Lvl 14: +3 21,000 gp

Lvl 19: +4 105,000 gp

Lvl 24: +5 525,000 gp

Lvl 29: +6 2,625,000 gp

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

-dmg

Power (Daily): Immediate Interrupt. Use this power when you are hit by an attack that deals damage. Reduce the damage by 15.

-Level 24 or 29: Reduce the damage by 20.

Amulet of Bodily Sanctity

Level 14+



This heart-shaped ruby keepsafe is set in a gold cage.

Lvl 14: +3 21,000 gp

Lvl 19: +4 105,000 gp

Lvl 24: +5 525,000 gp

Lvl 29: +6 2,625,000 gp

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Property: Gain a +2 item bonus to saving throws against ongoing damage.

Power (Daily): Minor Action. You and all allies within a number of squares of you equal to 2 + the amulet's enhancement bonus roll a saving throw against any current ongoing damage effect.



Amulet of Elusive Prey

Level 14+



White ash, oak, and bloodwood are carved in concentric circles and scorched with an X mark to ward off attacks.

Lvl 14: +3 21,000 gp

Lvl 19: +4 105,000 gp

Lvl 24: +5 525,000 gp

Lvl 29: +6 2,625,000 gp

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Property: If you end your turn at least 4 squares from the square in which you began it, gain a +2 item bonus to AC and Reflex defense until the start of your next turn.



Amulet of Inner Voice

Level 14+



This clear diamond charm helps you shake off mental control.

Lvl 14: +3 21,000 gp

Lvl 19: +4 105,000 gp

Lvl 24: +5 525,000 gp

Lvl 29: +6 2,625,000 gp

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Property: Gain a +2 item bonus to saving throws against effects with the charm or fear keyword.

Power (Daily): Immediate Interrupt. Use this power when you would be dominated by an effect that a save can end. Make a saving throw against the effect. On a failure, you don't expend the use of this power and no daily use of a magic item power occurs.



Amulet of Material Darkness

Level 18+



Shadows congregate around the wearer of this onyx amulet.

Lvl 18: +4 85,000 gp

Lvl 23: +5 425,000 gp

Lvl 28: +6 2,125,000 gp

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Property: While in dim light or darkness, you are treated as having cover against area and ranged attacks. This property applies even against attackers who can see you normally or otherwise ignore concealment penalties.



Amulet of Mental Resolve

Level 2+



Your mind is guarded when wearing this cold iron talisman.

Lvl 2: +1 520 gp

Lvl 7: +2 2,600 gp

Lvl 12: +3 13,000 gp

Lvl 17: +4 65,000 gp

Lvl 22: +5 325,000 gp

Lvl 27: +6 1,625,000 gp

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Property: Gain a +2 item bonus to saving throws against effects with the charm, illusion, or sleep keyword.



Amulet of Physical Resolve

Level 2+



This striking amulet wards you against effects that leave you physically debilitated.

Lvl 2: +1 520 gp

Lvl 7: +2 2,600 gp

Lvl 12: +3 13,000 gp

Lvl 17: +4 65,000 gp

Lvl 22: +5 325,000 gp

Lvl 27: +6 1,625,000 gp

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Property: Gain a +2 item bonus to saving throws against effects with the poison keyword and effects that render you weakened, slowed, or immobilized.



Amulet of Resolution

Level 2+



Whether the affliction be of mind or body, this mithral necklace gives you a second chance to ward it off.

Lvl 2: +1 520 gp

Lvl 7: +2 2,600 gp

Lvl 12: +3 13,000 gp

Lvl 17: +4 65,000 gp

Lvl 22: +5 325,000 gp

Lvl 27: +6 1,625,000 gp

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Power (Daily): No Action. Use this power when you fail a saving throw. Reroll the saving throw, using the second result even if it's lower.



Amulet of the Unbroken

Level 29



Encrusted with vibrant rubies that flash when it is used, this magnificent amulet proves that some heroes never say die.

Price: 2,625,000 gp **Item Slot:** Neck

Enhancement: Fortitude, Reflex, and Will

Power (Daily ♦ Healing):

Immediate Interrupt. Use this power when you would be reduced to 0 or fewer hit points. Expend any number of healing surges and regain hit points as normal for each surge spent.

HP

Brooch of No Regrets

Level 3+



This ornate golden shield pin bolsters your allies even in dire circumstances.

Lvl 3: +1 680 gp

Lvl 8: +2 3,400 gp

Lvl 13: +3 17,000 gp

Lvl 18: +4 85,000 gp

Lvl 23: +5 425,000 gp

Lvl 28: +6 2,125,000 gp

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Power (Daily): Free Action. Use this power when an ally within 10 squares of you fails a saving throw. That ally rerolls that saving throw with a +2 power bonus and must use the second result, even if it's lower.

-Level 13 or 18: An ally within 20 squares.

-Level 23 or 28: An ally within line of sight.



Brooch of Shielding

Level 3+



This ornate silver shield pin absorbs force attacks against you.

Lvl 3: +1 680 gp

Lvl 8: +2 3,400 gp

Lvl 13: +3 17,000 gp

Lvl 18: +4 85,000 gp

Lvl 23: +5 425,000 gp

Lvl 28: +6 2,125,000 gp

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Property: Gain resist 10 force.

-Level 13 or 18: Resist 15 force.

-Level 23 or 28: Resist 20 force.

Power (Daily): Immediate Interrupt. Use this power when you are hit by an area, close, or ranged attack. Gain resist to all damage equal to the brooch's resist force value against that attack.

Resist

Brooch of Vitality

Level 15+



This warm, redwood, heart-shaped brooch beats softly and represents the durability of life.

Lvl 15: +3 25,000 gp

Lvl 20: +4 125,000 gp

Lvl 25: +5 625,000 gp

Lvl 30: +6 3,125,000 gp

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Property: Increase your maximum hit points by 5.

Level 20: By 10 hit points.

Level 25: By 15 hit points.

Level 30: By 20 hit points.

+HP

Cape of Mounteback

Level 5+



With a flourish of this silk-hemmed garment, you transport out of harm's way.

Lvl 5: +1 1,000 gp

Lvl 10: +2 5,000 gp

Lvl 15: +3 25,000 gp

Lvl 20: +4 125,000 gp

Lvl 25: +5 625,000 gp

Lvl 30: +6 3,125,000 gp

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Power (Daily ♦ Teleportation):

Immediate Reaction. Use this power when you are hit by an attack. Teleport 5 squares and gain combat advantage against the attacker until the end of your next turn.



Chamber Cloak

Level 18+



This voluminous garment envelops you when you're hurt, giving you a safe place to recover.

Lvl 18: +4 85,000 gp

Lvl 23: +5 425,000 gp

Lvl 28: +6 2,125,000 gp

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Power (Daily): Free Action. Use this power when you take damage from an enemy or trap. You disappear from the world, stepping through your cloak into a secure place on another plane. At the start of your next turn, you reappear within 5 squares of your original location.



Choker of Eloquence

Level 8+



This damask neck wrap quickens the tongue and finds favor with diplomats and aristocrats.

Lvl 8: +2 3,400 gp

Lvl 13: +3 17,000 gp

Lvl 18: +4 85,000 gp

Lvl 23: +5 425,000 gp

Lvl 28: +6 2,125,000 gp

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Property: Gain an item bonus to Bluff and Diplomacy checks equal to the item's enhancement bonus.

Power (Daily): Free Action. Use this power after you roll a Bluff or Diplomacy check. Reroll that check, using the second result even if it's lower.



Clasp of Noble Sacrifice

Level 12+



This gold cloak buckle protects your friends with your life force.

Lvl 12: +3 13,000 gp

Lvl 17: +4 65,000 gp

Lvl 22: +5 325,000 gp

Lvl 27: +6 1,625,000 gp

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Power (Daily): Minor Action. Until the end of the encounter, any time an ally within 5 squares of you spends a healing surge, it is deducted from your total instead of the ally's. Each time an ally spends one of your healing surges in this way, gain temporary hit points equal to the clasp's enhancement bonus.



Cloak of Arachnida

Level 13+



This soft cloak is traced in spider-web patterns.

Lvl 13: +3 17,000 gp

Lvl 18: +4 85,000 gp

Lvl 23: +5 425,000 gp

Lvl 28: +6 2,125,000 gp

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Property: Gain a +2 item bonus to saving throws against effects that immobilize or restrain you.

-Level 23 or 28: Also gain resist 15 poison.

Power (Daily): Immediate Interrupt. Use this power when an adjacent enemy attacks you or moves away from you. Make an attack: Melee 1; Intelligence, Wisdom, or Charisma vs. Reflex; on a hit, the target is immobilized (save ends).



Cloak of Autumn's Child

Level 14+



Woven from exotic Feywild leaves, this cloak whisks you to a soothing pocket of peace where afflictions are less severe.

Lvl 19: +4 105,000 gp

Lvl 24: +5 525,000 gp

Lvl 29: +6 2,625,000 gp

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Power (Daily ♦ Teleportation): Move Action. You disappear from the world into a safe pocket of the Feywild. While you are gone, all effects on you are suppressed (you don't take ongoing damage, for example).

You roll saving throws at the end of each turn as normal, except you gain a +2 power bonus. Also, while gone, you remain as aware of your surroundings as if you were standing in your last position.

At the start of each turn thereafter, you can choose to return to any space within 5 squares of your last position.

Line of sight between the two positions must exist (you can't reappear on the other side of a wall, for example).



Cloak of Displacement

Level 15+



This shimmering cloak conceals your precise location.

Lvl 15: +3 25,000 gp

Lvl 20: +4 125,000 gp

Lvl 25: +5 625,000 gp

Lvl 30: +6 3,125,000 gp

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Property: Each encounter, you gain a +2 item bonus to AC and Reflex defenses until an attack hits you.

Power (Daily ♦ Teleportation): Immediate Interrupt. Use this power when you would be hit with a melee or ranged attack. The attacker must reroll the attack, using the second result even if it's lower. If the attacker misses you, you can teleport 1 square.

Teleport

Cloak of Distortion

Level 4+



This cloak roils about you like the rippling air of a scorching desert.

Lvl 4: +1 840 gp

Lvl 9: +2 4,200 gp

Lvl 14: +3 21,000 gp

Lvl 19: +4 105,000 gp

Lvl 24: +5 525,000 gp

Lvl 29: +6 2,625,000 gp

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Property: A ranged attack against you from more than 5 squares away takes a –5 penalty to the attack roll.



Cloak of Elemental Evolution

Level 25+



Stitched with the material forms of the elements, this cloak adopts the form of the element it is set to resist.

Lvl 25: +5 625,000 gp

Lvl 30: +6 3,125,000 gp

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will.

Power (Daily): Minor Action. Choose a damage type from the following list: acid, cold, fire, lightning, or thunder. Gain resist 10 against that damage type until the end of the encounter.

Power (At-Will): Immediate Interrupt. Use this power when you would take damage from an attack while you are under the effect of this item's daily power. Change the resistance provided by this cloak to any other damage type listed above. This lasts until the start of your next turn, at which point the damage type reverts to the type chosen when the item's daily power was activated.

Resist

Cloak of the Cautious

Level 9+



Dragonborn refer to this slick garment as the “cloak of the craven” because it facilitates hasty retreats.

Lvl 9: +2 4,200 gp

Lvl 14: +3 21,000 gp

Lvl 19: +4 105,000 gp

Lvl 24: +5 525,000 gp

Lvl 29: +6 2,625,000 gp

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will.

Power (Daily): Minor Action. Gain a +5 power bonus to speed until the end of your next turn. If you attack any target while this power is active, this effect ends and you are stunned until the end of your next turn.



Cloak of the Surgeon

Level 3+



This garment gives you the confidence and knowledge to assuage an ally's pain.

Lvl 3: +1 680 gp

Lvl 8: +2 3,400 gp

Lvl 13: +3 17,000 gp

Lvl 18: +4 85,000 gp

Lvl 23: +5 425,000 gp

Lvl 28: +6 2,125,000 gp

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Property: Gain an item bonus to Heal checks equal to the enhancement bonus of this cloak.

Power (Daily): Minor Action. An adjacent ally regains 1 healing surge already spent today.



Cloak of the Phoenix

Level 30



This elegant mantle is woven with elemental fire.

Price: 3,125,000 gp **Item Slot:** Neck

Enhancement: Fortitude, Reflex, and Will

Power (Daily ♦ Fire, Healing): No Action. Use this power when you are reduced to 0 or fewer hit points. Deal 3d10 fire damage to all enemies within 3 squares of you, then disappear from the world in a plume of smoke.

At the start of your next turn, you reappear in the same space, or the nearest unoccupied space if that space is taken. You are restored to full hit points, and all effects previously on you are eliminated. You lose all remaining healing surges (if any).

Teleport

Dmg (Fire)

HP

Cloak of the Walking Wounded

Level 4+



Thin red veins form across the fabric of this handsome cloak when its healing properties are evoked.

Lvl 4: +1 840 gp

Lvl 9: +2 4,200 gp

Lvl 14: +3 21,000 gp

Lvl 19: +4 105,000 gp

Lvl 24: +5 525,000 gp

Lvl 29: +6 2,625,000 gp

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Property: If you use your second wind while bloodied, you can expend two healing surges instead of one (gaining hit points from both).

*Healing
Surge*

Collar of Recovery

Level 4+



Inset with a bloodstone, this neckpiece aids healing.

Lvl 4: +1 840 gp

Lvl 9: +2 4,200 gp

Lvl 14: +3 21,000 gp

Lvl 19: +4 105,000 gp

Lvl 24: +5 525,000 gp

Lvl 29: +6 2,625,000 gp

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Property: Gain extra hit points equal to this item's enhancement bonus when you spend a healing surge to regain hit points.

+HP

Death Defying Cloak

Level 24+



This voluminous mantle lets you cheat death.

Lvl 24: +5 525,000 gp

Lvl 29: +6 2,625,000 gp

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Power (Daily ♦ Illusion): Immediate Interrupt. Use this power when you would be reduced to 0 or fewer hit points. Instead, you are reduced to 1 hit point. You also become invisible until the end of your next turn or until you attack (whichever comes first). Until you become visible, an illusion of your deceased body appears on the ground where you would have fallen. Anyone who touches or otherwise manipulates the body sees through the illusion automatically. Otherwise a Perception check (DC 20 + the cloak's level) is required to discern the illusion.



Evil Eye Fetish

Level 8+



The vile bloodshot eye attached to this rawhide collar punishes those who seek to take advantage of you.

Lvl 8: +2 3,400 gp

Lvl 13: +3 17,000 gp

Lvl 18: +4 85,000 gp

Lvl 23: +5 425,000 gp

Lvl 28: +6 2,125,000 gp

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Property: An enemy with combat advantage against you that hits you takes necrotic damage equal to this item's enhancement bonus.



Fireflower Pendant

Level 7+



Formed from a string of fire opals, this ornament unleashes fiery retribution.

Lvl 7: +2 2,600 gp

Lvl 12: +3 13,000 gp

Lvl 17: +4 65,000 gp

Lvl 22: +5 325,000 gp

Lvl 27: +6 1,625,000 gp

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Property: If you take fire damage from an enemy attack, the first attack you make before the end of your next turn deals extra fire damage equal to the pendant's enhancement bonus.

+Dmg(Fire)

Flamewrath Cape

Level 19+



Intermittent wisps of smoke rise from this garment, which can burst into flame upon your command.

Lvl 19: +4 105,000 gp

Lvl 24: +5 525,000 gp

Lvl 29: +6 2,625,000 gp

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Property: Gain an item bonus to Intimidate checks equal to the cloak's enhancement bonus.

Power (Daily ♦ Fire): Minor Action. Until the end of your next turn, your melee attacks deal extra fire damage equal to the cloak's enhancement bonus. Also, until the end of your next turn, an enemy that hits you with a melee attack takes 3d6 fire damage.

-Level 19: 4d6 fire damage.

-Level 24: 5d6 fire damage.

-Level 29: 6d6 fire damage.

+Dmg (Fire)

Gloaming Shroud

Level 3+



This billowing cloak drinks in the light around it.

Lvl 3: +1 680 gp

Lvl 8: +2 3,400 gp

Lvl 13: +3 17,000 gp

Lvl 18: +4 85,000 gp

Lvl 23: +5 425,000 gp

Lvl 28: +6 2,125,000 gp

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Property: Gain an item bonus to Stealth checks in dim light or darkness equal to the shroud's enhancement bonus.

Power (Daily ♦ Zone): Minor Action. Create a zone of dim light (close burst 10) that lasts until the end of the encounter. Bright light created or brought into the zone is reduced to dim light while within the zone.



Gorget of Reciprocity

Level 30



Runic symbols meaning "an eye for an eye" adorn this decorative platinum neck armor.

Price: 3,125,000 gp **Item Slot:** Neck

Enhancement: Fortitude, Reflex, and Will

Power (Daily): Immediate Reaction.

Use this power when you are hit by an attack. The attacker is also hit by the attack (no attack roll required); the damage roll and effects are identical to the attack against you.



Healer's Brooch

Level 4+



This innocuous adornment boosts your healing powers.

Lvl 4: +1 840 gp

Lvl 9: +2 4,200 gp

Lvl 14: +3 21,000 gp

Lvl 19: +4 105,000 gp

Lvl 24: +5 525,000 gp

Lvl 29: +6 2,625,000 gp

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Property: 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.

+HP

Liar's Trinket

Level 13+



No two of these adornments look alike, but all appear to be mundane necklaces of little value.

Lvl 13: +3 17,000 gp

Lvl 18: +4 85,000 gp

Lvl 23: +5 425,000 gp

Lvl 28: +6 2,125,000 gp

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Property: Gain an item bonus to Bluff checks equal to the trinket's enhancement bonus. While you wear the trinket, it appears nonmagical unless an observer succeeds on an Arcana check (DC 20 + the trinket's level).

Property: Whenever you are subject to a divination or scrying ritual, such as Discern Lies or Observe Creature, the ritualist must succeed on an Arcana check opposed by your Bluff check. If the ritualist's check fails, the ritual doesn't work on you, the ritualist cannot discern the source of the failure, and resources are expended as normal to perform the ritual.



Life Charm

Level 25+



This small, heart-shaped pendant beats softly after you fall in battle, drawing your fleeting spirit back from death's door.

Lvl 25: +5 625,000 gp

Lvl 30: +6 3,125,000 gp

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will.

Property: Automatically succeed on death saving throws.



Medallion of Death Deferred

Level 9+



This distinctive talisman holds the icy grip of death in check.

Lvl 9: +2 4,200 gp

Lvl 14: +3 21,000 gp

Lvl 19: +4 105,000 gp

Lvl 24: +5 525,000 gp

Lvl 29: +6 2,625,000 gp

Item Slot: Neck

Enhancement: Fortitude, Reflex,

Power (Daily): No Action. Use this power when you are reduced to 0 hit points or fewer. You regain hit points equal to 3 per plus of this item.

HP

Moonlight Laviere

Level 18+



This pendant sheds a soft moonlight glow when you are attacked, dazing enemies that hit you.

Lvl 18: +4 85,000 gp

Lvl 23: +5 425,000 gp

Lvl 28: +6 2,125,000 gp

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Power (Daily): Minor Action. Until the end of the encounter or until you make an attack, you gain a +2 bonus to all defenses, and any creature that hits you is dazed until the start of your next turn.



Necklace of Fireballs

Level 15+



A star ruby, glowing with inner fire, hangs from an iron chain.

Lvl 15: +3 25,000 gp

Lvl 20: +4 125,000 gp

Lvl 25: +5 625,000 gp

Lvl 30: +6 3,125,000 gp

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Power (Daily ♦ Fire): Standard Action.

Pull the ruby from the necklace and throw it. Make an attack: Area burst 2 within 10 squares; Intelligence or Dexterity vs. Reflex (add the necklace's enhancement bonus to the attack roll); on a hit, the target takes fire damage equal to 5d6 + the necklace's enhancement bonus (half damage on a miss). After an extended rest, the necklace regrows a new ruby and can be used again.

-Level 20: 6d6 + enhancement bonus fire damage.

-Level 25: 7d6 + enhancement bonus fire damage.

-Level 30: 8d6 + enhancement bonus fire damage.

Dmg (Fire)

Ornament of Awareness

Level 3+



This small amulet or token is etched with an eye and sharpens your senses.

Lvl 3: +1 680 gp

Lvl 8: +2 3,400 gp

Lvl 13: +3 17,000 gp

Lvl 18: +4 85,000 gp

Lvl 23: +5 425,000 gp

Lvl 28: +6 2,125,000 gp

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Property: Gain an item bonus to Perception checks equal to the ornament's enhancement bonus.

Power (Daily): Minor Action. Until the end of the encounter, enemies don't gain the normal +2 bonus to attack rolls when you grant them combat advantage. They still gain any other benefit of combat advantage.



Peacemaker's Periapt

Level 8+



Carved from alabaster and shaped into the stylized likeness of a dove, this amulet enhances your charm.

Lvl 8: +2 3,400 gp

Lvl 13: +3 17,000 gp

Lvl 18: +4 85,000 gp

Lvl 23: +5 425,000 gp

Lvl 28: +6 2,125,000 gp

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Property: Gain an item bonus to Diplomacy checks equal to the periapt's enhancement bonus.

Power (Daily ♦ Charm): Minor Action. Choose a target within 10 squares of you. That target takes a -2 penalty to melee and ranged attack rolls against you for the remainder of the encounter or until you attack it (whichever comes first).



Periapt of Recovery

Level 8+



Ward off death's grasp with this small pendant.

Lvl 8: +2 3,400 gp

Lvl 13: +3 17,000 gp

Lvl 18: +4 85,000 gp

Lvl 23: +5 425,000 gp

Lvl 28: +6 2,125,000 gp

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Property: Gain a +2 item bonus to death saving throws.



Resilience Amulet

Level 8+



A platinum disk overlaid with a crystalline star, this amulet repels lasting injuries.

Lvl 8: +2 3,400 gp

Lvl 13: +3 17,000 gp

Lvl 18: +4 85,000 gp

Lvl 23: +5 425,000 gp

Lvl 28: +6 2,125,000 gp

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Power (Daily): Immediate Reaction. Use this power when you are hit by an attack that deals ongoing damage.

Make a saving throw against the ongoing damage. On a failure, you don't expend the use of this power and no daily use of a magic item power occurs.



Star of the Astral Sea

Level 29



This immense blue star sapphire glows when your allies approach death and allows you to use your own life force to rejuvenate them.

Price: 2,625,000 gp **Item Slot:** Neck

Enhancement: Fortitude, Reflex, and Will

Power (Daily): Free Action. Use this power when an ally in line of sight is reduced to 0 or fewer hit points. Spend a healing surge. The ally regains hit points as if he or she had spent a healing surge.

HP

Steadfast Amulet

Level 8+



The crystal set in this amulet helps to focus your mind.

Lvl 8: +2 3,400 gp

Lvl 13: +3 17,000 gp

Lvl 18: +4 85,000 gp

Lvl 23: +5 425,000 gp

Lvl 28: +6 2,125,000 gp

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Power (Daily): Immediate

Interrupt. Use this power when you are dazed or stunned by an attack.

Make a saving throw against the condition. On a failure, you don't expend the use of this power and no daily use of a magic item power occurs.



Talisman of Repulsion

Level 30



This platinum talisman is inset with astral diamonds that flash brightly and unleash a burst of force when you are threatened.

Price: 3,125,000 gp **Item Slot:** Neck

Enhancement: Fortitude, Reflex, and Will

Power (Daily): Immediate Reaction. Use this power when you are hit by a melee attack. Make an attack against the enemy that attacked you: Melee 1; +35 vs. Fortitude; on a hit, the target slides 5 squares and is immobilized until the end of your next turn.



Tattered Cloak

Level 19+



This ragged cloak holds a secret defense.

Lvl 19: +4 105,000 gp

Lvl 24: +5 525,000 gp

Lvl 29: +6 2,625,000 gp

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Power (Daily ♦ Charm): Minor Action. Make an attack: Close burst 5; targets each enemy in burst; item's level + 3 vs. Will defense; the target cannot attack you (save ends).

Close Burst 5

Torc of Power Preservation

Level 15+



This platinum and gold neckband contains a reservoir of energy that you can tap.

Lvl 15: +3 25,000 gp

Lvl 20: +4 125,000 gp

Lvl 25: +5 625,000 gp

Lvl 30: +6 3,125,000 gp

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Power (Daily): Free Action. Use this power after you use an encounter power of the torc's level or lower. Roll 1d20 + the torc's enhancement bonus. If the result is 10 or higher, that power renews as if you had taken a short rest. If the result is lower than 10, you don't expend the use of this power and no daily use of a magic item power occurs.



Wyrmtouched Amulet

Level 19+



Shaped in the likeness of a dragon and adorned with Draconic runes, this handsome amulet is a boon to dragon-born.

Lvl 19: +4 105,000 gp

Lvl 24: +5 525,000 gp

Lvl 29: +6 2,625,000 gp

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Property: If you are a dragonborn, gain resist 10 to the same type of damage dealt by your dragon breath power. After you use your dragon breath power, the resistance increases to 20 until the end of your next turn.

-Level 24: Resist 15, resist 30 after using dragon breath

-Level 29: Resist 20, resist 40 after using dragon breath

Power (Daily): Immediate Reaction. Use this power when you become bloodied. If you have the dragon breath power, you can use it even if you have already expended it this encounter.

Resist

Rings

Amethyst Band of Invisible Eyes

Level 19



This band of pristine amethyst is favored by spellcasters seeking indirect targeting capability.

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

Property: Determine line of sight from the square you occupy or any square adjacent to you. Determine cover from the square you occupy as normal.

Power (Daily): Minor Action. Choose a square within 10 squares of you. Determine line of sight from this square until the end of your next turn. If you've reached at least one milestone today, you also gain darkvision until the end of your next turn.



Banquet Ring

Level 17



Monarchs, and those who fear what might be in their food, treasure these gaudy, gem-encrusted baubles.

Price: 65,000 gp **Item Slot:** Ring

Property: You gain a +5 item bonus to Fortitude defense against attacks with the poison keyword.

Power (Daily): Minor Action. You are immune to ingested poisons until the end of the encounter.

If you've reached at least one milestone today, you can extend this protection to a number of people within your line of sight equal to your level.



Blink Ring

Level 22



This adamantine ring moves from finger to finger, much in the same way that you can move from place to place while wearing it.

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

Property: You gain a +3 item bonus to Thievery checks.

Power (Daily ♦ Teleportation):

Minor Action. Teleport 1d4 squares.

Sustain Minor: Teleport 1d4 squares at the start of your turn.

If you've reached at least one milestone today, you do not need to use a minor action to sustain the item's effect.

Teleport

Bone Ring of Better Fortune

Level 18



Formed from coated bones cleverly entwined, this tiny circlet fortifies your life force.

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

Property: Reduce by half the necrotic damage you take.

Power (Daily): Immediate Interrupt. Use this power when you are hit by an attack with the necrotic keyword. After applying any resistance, choose either to take no damage or to ignore an effect imposed by that attack, but not both. If you've reached at least one milestone today, you take no damage and ignore any effects imposed by that attack.

-Dmg

Bone Ring of Preservation

Level 19



This plain, bone ring protects its wearer from life-draining effects.

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

Property: You gain resist 15 necrotic.

Power (Daily): Free Action. Use this power when an effect would make you lose a healing surge. You do not lose the healing surge.

If you've reached at least one milestone today, the source of the effect takes 3d10 damage.

Resist

Chameleon Ring

Level 16



This lizard skin band is barely visible against your skin and makes you equally hard to discern.

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

Property: Gain a +2 item bonus to Stealth checks. Gain a +4 item bonus instead if you have not moved since the start of your last turn.

Power (Daily): Minor Action. You do not require cover or concealment to make Stealth checks until the end of your next turn.

If you've reached at least one milestone today, this power lasts until the end of the encounter.



Cherished Ring

Level 14



You and your words are more alluring when you wear this simple loop of burnished gold.

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

Power (Daily ♦ Charm): Standard Action. Make an attack: Ranged 10; Charisma vs. Will; on a hit, the target moves its speed toward you. If you've reached at least one milestone today, the target must spend one move action on each of its turns to move closer to you (save ends).



Cognizance Ring

Level 16



Inlaid with tourmaline gems, this electrum trinket strengthens your mind and spirit.

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

Property: Gain a +1 item bonus to saving throws against conditions with the charm, fear, illusion, or psychic keyword.

Power (Daily): Minor Action. Gain a +5 power bonus to saving throws against conditions with the charm, fear, illusion, or psychic keyword until the end of the encounter.

If you've reached at least one milestone today, you also gain a +2 power bonus to Will defense against powers with those keywords.



Face Stealing Ring

Level 18



This wearer of this ivory ring sees the faces of others as potential disguises.

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

Property: You gain a +2 item bonus to Insight checks.

Power (Daily ♦ Illusion): Standard Action. You assume the exact appearance of an adjacent humanoid creature. You also gain the creature's mannerisms, voice, and speech patterns. This effect lasts for 1 hour or until you dismiss it (a free action). You gain a +5 power bonus to Bluff checks to pass yourself off as the creature you're imitating. If you've reached at least one milestone today, the effect lasts for one day and you can use a standard action to recall the effect after dismissing it.



Gargoyle Ring

Level 25



Wearing this ring of rough stone allows you to adopt a rocky form.

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

Property: While you are petrified, you can make a saving throw at the end of your turn to remove the effect.

Power (Daily): Standard Action.

You become a stone statue, gaining resist 25 to all damage and tremorsense 10. You lose all other senses and can take no actions in this form other than a minor action to resume your normal form.

If you've reached at least one milestone today, you can spend a healing surge to regain hit points equal to your surge value at the same time you turn into a statue or resume your normal form.



Luminary Ring

Level 22



You are more able to aid your allies with this gold ring, which bears a faintly glowing sigil signifying your ideals.

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

Property: Increase the range of powers that restore hit points or provide a bonus to your allies by a number of squares equal to your Charisma modifier.

Power (Daily): Free Action. Use this power when you grant one or more allies a power bonus. Increase that bonus by 1 for all targets for the duration of that power. If you've reached at least one milestone today, increase the affected bonus by 2.



Magician's Ring

Level 14



Tricksters and hedge wizards everywhere love this cheap-looking gold ring.

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

Property: Double the ranges of your ghost sound and prestidigitation powers.

Power (At-Will): Standard Action. Use ghost sound as the wizard's power (PH 158).

Power (At-Will): Standard Action. Use prestidigitation as the wizard's power (PH 159).

If you've reached at least one milestone today, double the duration of effects created using this ring.



Nullifying Ring

Level 30



Formed from a metal as black as a starless night, this band counters attacks made against you.

Price: 3,125,000 gp **Item Slot:** Ring

Property: Gain a +3 item bonus to saving throws.

Power (Daily): Immediate Interrupt. Use this power when you would be hit by an attack. Gain a +6 power bonus to all defenses against that attack. A critical hit scored against you with that attack is instead considered a normal hit. If you've reached at least one milestone today, the attack automatically misses and you take no damage from it.



Opal Ring of Remembrance

Level 29



The large fire opal set into this bauble flares brightly when it bestows mental clarity.

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

Property: Gain a +2 item bonus to Intelligence attacks, and a +4 item bonus to Intelligence checks and Intelligence based skill checks.

Power (Daily): Minor Action.

Regain the use of an arcane encounter utility power that you have already used (as if you hadn't used it this encounter). If you've reached at least one milestone today, you can instead regain the use of an arcane daily utility power (as if you hadn't used it today).



Premonition Ring

Level 15



With this dark obsidian ring on your finger, you act quickly when faced with danger.

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

Property: Gain a +2 item bonus to initiative and passive Perception checks.

Power (Daily): No Action. Use this power when you are surprised. You are not surprised. If you've reached at least one milestone today, you also move 3 squares and take a minor action.



Ring of Adaption

Level 23



This silvery metal loop is engraved with Primordial runes, protecting you from elemental effects.

Price: 425,000 gp **Item Slot:** Ring

Property: Gain a +5 item bonus to Endurance checks to endure extreme weather.

Power (Daily): Immediate Interrupt. Use this power when you would take acid, cold, fire, lightning, or thunder damage. Take half damage from that damage type until the end of your next turn. If you've reached at least one milestone today, this power lasts until the end of the encounter.



Ring of Aquatic Ability

Level 15



While you wear this aquamarine jeweled band, breathing and moving underwater comes as naturally to you as breathing air and walking on land.

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

Property: Gain a swim speed equal to your speed. You can breathe underwater.

If you've reached at least one milestone today, gain a swim speed equal to twice your speed.



Ring of Arcane Information

Level 17



This ring helps you discern the nature of arcane phenomena.

Price: 65,000 gp **Item Slot:** Ring

Property: You gain a +5 item bonus to Arcana checks made to detect magic.

Power (Daily): Minor Action. You detect magic within 20 squares of you in every direction, and you can ignore any sources of magical energy you're already aware of. Ignore all barriers; you can detect magic through walls, doors, and such. If you've reached at least one milestone today, you also learn the name, power source, and keywords of any magical effects in the area.



Ring of Brotherhood

Level 14



These platinum rings come in pairs and are shared only by the closest companions.

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

Property: Each of these rings is part of a set of two. As a minor action, a ring wearer can ascertain the following information:

- ◆ The current hit points and general status (alive, dying, or dead) of the other ring wearer
- ◆ The number of healing surges the other ring wearer has remaining
- ◆ Any effects currently affecting the other ring wearer
- ◆ The current emotional state of the other ring wearer
- ◆ The straight-line distance to the other ring wearer. If the other ring wearer is on a different plane, neither the distance nor the specific plane can be ascertained.

-Special: These rings come in pairs. If one ring is disenchanting, the other loses all its magic. The cost covers a set of rings.

Power (Daily): Free Action. Transfer a single healing surge to the wearer of the other ring. This cannot bring the recipient above his or her total healing surges.

If you've reached at least one milestone today, transfer two healing surges.



Ring of Calling

Level 14



This mithral ring brings you and your allies closer together in times of need.

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

Property: When an ally adjacent to you uses a teleport power, he or she can increase the distance teleported by 4 squares.

Power (Daily ♦ Teleportation):

Minor Action. Choose one ally within 20 squares of you and within line of sight. That ally is teleported to any unoccupied square adjacent to you. If you've reached at least one milestone today, you can instead teleport to a square adjacent to an ally within 20 squares of you.

+Teleport

Ring of Dread

Level 18



This rough iron ring heightens your enemies' fears and weakens their defenses.

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

Property: Gain a +2 item bonus to Intimidate checks.

Power (Daily ♦ Fear): Standard Action. Make an Intimidate check against an enemy within 5 squares of you, and compare the result to each of the target's defenses (AC, Fortitude, Reflex, and Will). The target takes a -2 penalty to any defense your check equals or exceeds (save ends all).

If you've reached at least one milestone today, the target must make a separate saving throw for each defense penalized.



Ring of Feather fall

Level 14



With this airy mithral filigree band, you and sometimes your allies need not fear a fall even from the highest cliff.

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

Property: You take no damage from a fall and always land on your feet.

Power (Daily): Minor Action. Allies within 5 squares of you also benefit from this ring's property until the end of the encounter.

If you've reached at least one milestone today, allies within 10 squares of you also benefit.



Ring of Fey Travel

Level 22



Wearing this shimmering feywood ring, you move with otherworldly speed, seemingly out of phase at times.

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

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

Power (Daily ♦ Teleportation):
Minor Action. Teleport your speed. If you've reached at least one milestone today, this power lasts until the end of your next turn.

Teleport

Ring of Fireblazing

Level 14



Fire springs from the hand that bears this red steel ring.

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

Property: As a standard action, ignite any unattended combustible object (such as cloth, oil, paper, tinder, or a torch) that you touch.

Power (Daily ♦ Fire): Standard Action.

Make an attack: Close blast 3;

Constitution + 4 or Charisma + 4 vs.

Reflex; on a hit, the target takes 1d10 +

Constitution modifier or Charisma modifier fire damage and ongoing

5 fire damage (save ends); on a miss, the target takes half damage and no ongoing damage.

If you've reached at least one milestone today, a hit deals 1d10 + Constitution modifier or Charisma modifier fire damage and ongoing 10 fire damage (save ends).

On a miss, deal half damage and ongoing 5 fire damage (save ends).

Close Blast 3

Dmg

Ring of Forgetful Touch

Level 16



This unassuming copper band makes your words more convincing, and even temporarily erases the memory of an unwitting target.

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

Property: Gain a +1 item bonus to Bluff checks.

Power (Daily ♦ Charm): Standard Action. Make an attack: Melee 1; Dexterity + 4 vs. Will; on a hit, the target forgets everything that took place in the last minute and is surprised until the end of your next turn.

If you've reached at least one milestone today, the subject does not notice the memory loss and does not regain the memory until 1 minute has passed.



Ring of Heroic Insight

Level 21



While wearing this scored adamantine trinket, you more easily notice weaknesses—mental, physical, or social.

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

Property: Gain a +3 item bonus to Insight checks.

Power (Daily): Minor Action.

Choose a target. Gain a +2 power bonus to attack rolls and a +6 power bonus to damage rolls against that target until the end of your next turn. If the target is an object, instead apply a +6 power bonus to Strength checks to break it.

If you've reached at least one milestone today, instead gain a +3 power bonus to attack rolls, and a +8 bonus to damage rolls, or to Strength checks to break.



Ring of Perfect Grip

Level 14



This rough alloy band gives you a grip of steel when you are about to fall.

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

Property: Gain a +5 item bonus to saving throws to catch yourself from falling.

Power (Daily): Immediate Interrupt. Use this power when you would be forced over a precipice or into a pit. You automatically succeed on the saving throw to catch yourself from falling.

If you've reached at least one milestone today, you do not fall prone when you catch yourself from falling.



Ring of Personal Gravity

Level 16



This gray metal band keeps your enemies within reach.

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

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.

Power (Daily): Minor Action. You and enemies adjacent to you or marked by you are either slowed or immobilized (your choice). For marked enemies, save ends. For adjacent enemies, no saving throw is allowed. As a free action, you can end the effect of this power on you and all affected creatures.

If you've reached at least one milestone today, while you are under the effect of this power's condition, any newly marked enemies or enemies that move adjacent to you are also affected by the chosen condition.



Ring of Ramming

Level 18



This iron ring is inlaid with the image of a ram's head.

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

Property: When you push a target, you can increase the distance pushed by 1 square.

Power (Daily ♦ Force): Standard Action. Make an attack: Ranged 10; +21 vs. Fortitude; on a hit, the target takes 3d10 force damage and is pushed 1 square (this distance can be increased by the ring's property). You can instead use this power to make a Strength attack to break down a door or other object using the same attack bonus.

If you've reached at least one milestone today, a hit deals 5d10 force damage and pushes the target 3 squares (which can be increased by the ring's property).



Ring of Retreat

Level 17



This silver ring allows you to teleport farther. It can also transport you and your allies to a distant redoubt.

Price: 65,000 gp **Item Slot:** Ring

Property: When you use a teleport power, you can increase the distance teleported by 1 square.

Power (Daily ♦ Teleportation):

Standard Action. You teleport to a predetermined location, set into the ring at its creation. This location cannot be determined through examination of the ring. For up to ten hours after, you can spend another standard action to teleport back to your original location. You can reset a ring's target location with the Enchant Magic Item ritual. The component cost to perform the ritual for this purpose is 32,500 gp. If you've reached at least two milestones today, teleport yourself and up to 7 allies.

Teleport

Ring of Shadow Guard

Level 18



While wearing this dark iron ring, your shadow is infused with black tendrils from the Shadowfell.

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

Property: Gain resist 10 cold and resist 10 necrotic.

Power (Daily ♦ Cold, Necrotic):

Standard Action. You infuse your shadow with the essence of the Shadowfell.

Until the end of your next turn, any enemy that starts its turn or moves adjacent to you takes 2d10 cold and necrotic damage.

If you've reached at least one milestone today, you also gain 15 temporary hit points. This benefit lasts until none of these temporary hit points remain or until you take an extended rest.

Resist

Dmg

Tmp HP

Ring of Shadow Travel

Level 15



This dark iron ring lets you disappear into the shadows.

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

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

Power (Daily ♦ Teleportation):

Move Action. Teleport 4 squares. If the space you teleport from is not brightly lit, you can teleport 8 squares. You cannot teleport to a brightly lit space. If you've reached at least one milestone today, double all teleport distances of this power.

Teleport

Ring of Spell Storing

Level 20



This intricate wooden ring stores a measure of arcane power that can be unlocked in a time of need.

Price: 125,000 gp **Item Slot:** Ring

Property: During an extended rest, you can store one at-will or encounter arcane power in this ring for future use. You can place a power that you know into the ring as long as the power's level is no higher than the ring's level. The name of the power currently contained in the ring appears in etched Elven script on the inside of the band.

Power (Daily ♦ Arcane): Standard Action. Use the arcane power stored in the ring as long as the stored power's level is no higher than your level. If the stored arcane power is an encounter power, you must expend an action point to unlock it. Use the stored arcane power as normal, but replace any required implement and its enhancement bonus with this ring and a +4 enhancement bonus.

Once the stored arcane power is used, another arcane power must be stored in the ring before it can be used again. If a new arcane power is stored before a previously stored one is used, the previously stored power is lost.

If you've reached at least one milestone today, gain a +1 bonus to the attack roll of the stored power.



Ring of Spell Storing, Greater

Level 30



This handsome gold ring contains a measure of arcane power that can be unlocked in a time of need.

Price: 3,125,000 gp **Item Slot:** Ring

Property: During an extended rest, you can store one at-will or encounter arcane power that you know in this ring for future use.

The name of the power currently contained in the ring appears in luminous Elven script on the inside of the band.

Power (Daily ♦ Arcane): Standard Action. Use the arcane power stored in the ring as long as the stored power's level is no higher than your level. If the stored arcane power is an encounter power, you must expend an action point to unlock it. Use the stored arcane power as normal, but replace any required implement and its enhancement bonus with this ring and a +6 enhancement bonus.

Once the stored arcane power is used, another arcane power must be stored in the ring before it can be used again. If a new arcane power is stored before a previously stored one is used, the previously stored power is lost.

If you've reached at least one milestone today, gain a +1 bonus to the attack roll of the stored power.



Ring of Tenacious Will

Level 21



Striped with platinum and amber, this band allows you to survive on force of personality rather than toughness of body.

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

Property: Use Charisma instead of Constitution to determine the number of healing surges you possess.

Power (Daily ♦ Healing): No Action. Use this power when you would be reduced to 0 hit points or fewer. You are reduced to 1 hit point instead.

If you've reached at least one milestone today, you also regain a number of hit points equal to your level.



Ring of the Dragonborn Emperor

Level 15



Modelled after the signet rings worn by the dragonborn emperors of Arkhosia, this item enhances your attacks, particularly if you are a dragonborn.

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

Property: Gain a +3 item bonus to damage rolls with close attacks. If you are dragonborn, gain a +5 item bonus to damage rolls with your *dragon breath*.

Power (Daily): Immediate Reaction. Use this power when you become bloodied. Use one of your encounter powers. If you've reached at least one milestone today, you can use an encounter power that you have already expended.

If you use a power that has not already been expended, you don't expend the use of that power.



Ring of the Phoenix

Level 27



This red and gold ring is etched with the symbol of a fiery bird.

Price: 1,625,000 gp **Item Slot:** Ring

Property: You gain resist 15 fire.

Power (Daily ♦ Fire): No Action. Use this power when you die or when you are dying. Your body burns away to ash.

On the start of your next turn, you appear in a burst of flame within 5 squares of your last location with a number of hit points equal to your healing surge value.

If you've reached at least one milestone today, the burst of flame surrounding your return is treated as an attack: Close burst 2; Constitution + 6 or Charisma + 6 vs. Reflex; the target takes 4d10 + Constitution modifier or Charisma modifier fire damage on a hit, or half damage on a miss.

Dmg

Resist

HP

Ring of the Protector

Level 18



Creations of the eladrin, these paired mithral and jade rings bond you to another.

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

Property: Each of these rings is part of a set of two. As a minor action, a ring wearer can ascertain the following information:

- ◆ The current hit points and general status (alive, dying, or dead) of the other ring wearer

- ◆ The number of healing surges the other ring wearer has remaining

- ◆ Any effects currently affecting the other ring wearer

- ◆ The current emotional state of the other ring wearer

- ◆ The straight-line distance to the other ring wearer. If the other ring wearer is on a different plane, neither the distance nor the specific plane can be ascertained.

Special: These rings come in pairs. If one ring is disenchanting, the other loses all its magic. The cost covers a set of rings.

Power (Daily ◆ Teleportation): Standard Action. Teleport to a square adjacent to the wearer of the other ring, regardless of distance.

If you've reached at least one milestone today, this power uses a minor action.

Teleport

Ring of the Spectral Hand

Level 19



With a silent command, this onyx band conjures a translucent hand, and sometimes a spectral eye as well.

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

Property: Gain resist 10 radiant.

Power (Daily ♦ Conjuration): Free Action. A spectral hand appears in any square you can see within 6 squares of you and casts a power with the implement keyword that you know. Use the square occupied by the spectral hand to determine line of effect and cover for your attack. You expend the power as normal.

If you've reached at least one milestone today, a spectral eye also appears in the same square. Use that square to determine line of sight and concealment for your attack.

Resist

Ring of Vigilant Defense

Level 17



This large ring is composed of overlapping miniature iron, steel, mithral, and adamantine shields.

Price: 65,000 gp **Item Slot:** Ring

Property: Gain a +4 item bonus to all defenses when using total defense.

Power (Daily): Minor Action. Gain a +2 bonus to all defenses until the start of your next turn.

If you've reached at least one milestone today, gain a +3 power bonus to all defenses until the end of your next turn.



Ritualist's Ring

Level 24



This engraved mahogany ring allows you to cast rituals more quickly and easily.

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

Property: Gain a +2 item bonus to checks to perform rituals.

Power (Daily): Free Action. Reduce by half the time necessary to perform a ritual.

If you've reached at least one milestone today, also reduce the component cost by half.



Shadow Band

Level 27



This smoky obsidian ring envelops you in shadows, making you difficult to discern.

Price: 1,625,000 gp **Item Slot:** Ring

Property: Gain concealment.

Power (Daily): Minor Action. Gain total concealment until the end of your next turn.

If you've reached at least one milestone today, this benefit lasts until the end of the encounter.



Sorrowsworn Ring

Level 25



You can siphon life force from those you kill using this loop of black feathers bearing two gleaming jet gems.

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

Property: Gain darkvision and a +4 item bonus to Intimidate checks.

Power (Daily): Immediate Reaction.

Use this power when you reduce a creature to 0 or fewer hit points.

That creature dies and you gain a number of temporary hit points equal to your healing surge value.

If you've reached at least one milestone today, this power can be used as an immediate interrupt when you would be reduced to 0 or fewer hit points. Gain a number of temporary hit points equal to your healing surge value.

Darkvision

Tmp HP

Star Ruby Ring

Level 19



This handsome ruby ring is favored by courtiers who rise and fall by the favor they earn with their honeyed words.

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

Property: Gain a +2 item bonus to Diplomacy checks.

Power (Daily): Free Action. Use this power when making a Charisma-based skill check during a skill challenge. You can roll twice and take the better result.

If you've reached at least one milestone today, a successful roll on the skill challenge counts for two victories.



War Ring

Level 16



This steel band, emblazoned with a stylized sword, makes your attacks even more lethal.

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

Property: When you score a critical hit, deal 1 extra die of critical hit damage, based on the weapon or implement you wield. If your weapon or implement deals no extra damage when you score a critical hit, deal an extra 1d6 damage when you score a critical hit.

Power (Daily): Free Action. Use this power when you score a critical hit with a weapon or implement. Add 2 extra dice of critical hit damage based on the weapon or implement. If your weapon or implement deals no extra damage when you score a critical hit, deal an extra 2d6 damage when you score a critical hit.

If you've reached at least one milestone today, instead of rolling the extra dice of critical hit damage, deal extra damage equal to the maximum value of those dice.

+Dmg

Waist Slot Items

Backbone Belt

Level 11



Coupled with your second wind, this belt helps you stay in the fight longer.

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

Property: Gain a +4 bonus (instead of the normal +2 bonus) to all defenses until the start of your next turn after using your second wind.



Baldric of Tactical Positioning

Level 9



This belt gives you greater command of the battlefield by helping you keep your enemies off-balance.

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

Power (Encounter): Minor Action. Choose one square adjacent to you. That square counts as an ally for the purpose of flanking until the end of your next turn.

-Level 18: You can use this power twice per encounter.



Baldric of Valor

Level 21



This handsome belt rewards decisive action.

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

Property: When you spend an action point, gain a +3 item bonus to saving throws, a +1 item bonus to attack rolls, and a +1 item bonus to all defenses. This benefit lasts until the end of your next turn.



Barbed Baldric

Level 5+



Hooked metal barbs spring from this belt on command, making it dangerous for anyone to grab you.

Lvl 5: 1,000 gp

Lvl 15: 25,000 gp

Lvl 25: 625,000 gp

Item Slot: Waist

Property: Enemies that are grabbing you take 1d8 damage at the start of your turn.

-Level 15: 2d8 damage.

-Level 25: 3d8 damage.

Dmg

Belt of Blood

Level 10



This bloodstained belt helps you recover from serious injuries.

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

Property: Your healing surge value increases by your Constitution modifier while you are bloodied.



Belt of Endurance

Level 6+



Stitched from the hides of various animals, this belt gives you a beastly endurance.

Lvl 6: 1,800 gp

Lvl 16: 45,000 gp

Lvl 26: 1,125,000 gp

Item Slot: Waist

Property: Gain a +2 item bonus to Endurance checks.

-Level 16: +4 item bonus.

-Level 26: +6 item bonus.

Power (Daily): Free Action. Use this power before you make a Endurance check. Treat that check as though you rolled a natural 20.



Belt of Fitness

Level 7



This well-made champion's belt lets you use your endurance to resist bodily harm.

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

Power (Daily): Immediate Interrupt. Use this power when you would be hit by an attack against Fortitude defense. Make an Endurance check and use that result in place of your Fortitude defense.



Belt of Recovery

Level 7



When you suffer a telling blow, this belt bolsters your defenses, giving you a moment to recover.

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

Property: When a critical hit is scored against you, gain a +2 item bonus to AC until the end of your next turn.



Belt of Resilience

Level 1+



This common and well-worn belt aids those who aid you.

Lvl 1: 360 gp

Lvl 11: 9,000 gp

Lvl 21: 225,000 gp

Item Slot: Waist

Property: Heal checks made to aid you gain a +2 item bonus.

-Level 11: +4 item bonus.

-Level 21: +6 item bonus.



Belt of the Brawler

Level 3



Your punch packs a wallop when this belt is about your waist.

Price: 680 gp **Item Slot:** Waist

Property: Make improvised attacks (included unarmed attacks) as if you were armed with a club.



Belt of Vim

Level 8+



You feel hale and hearty while wearing this wide belt.

Lvl 8: 3,400 gp

Lvl 18: 85,000 gp

Lvl 28: 2,125,000 gp

Item Slot: Waist

Property: Gain a +1 bonus to Fortitude defense.

-Level 18: +2 bonus to Fortitude defense.

-Level 28: +3 bonus to Fortitude defense.



Belt of Vitality

Level 23



This belt helps you keep death at bay.

Price: 425,000 gp **Item Slot:** Waist

Property: Gain a +2 bonus to Fortitude defense.

Power (Daily ♦ Healing): No Action. Use this power when you make a death saving throw. Spend a healing surge.



Centering Cincture

Level 8



With this simple sash, you fend off attacks against your body.

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

Power (Daily): Immediate Interrupt. Use this power when you are hit by an attack. Gain a +4 power bonus to your Fortitude defense until the end of your next turn.



Cincture of the Dragon Spirit

Level 6



With this simple sash, you fend off attacks against your body.

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

Property: You can use your Strength modifier instead of your Charisma modifier when making Intimidate checks.



Cincture of Vivacity

Level 14



Wearing this heavy damask wrap, you can exceed your body's normal recuperative ability.

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

Property: When you spend a healing surge and regain hit points above your maximum hit points, you can keep the extra hit points as temporary hit points until the end of the encounter.



Cingulum of Combat Rushing

Level 12



This heavily decorated belt pushes you straight through your foes.

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

Power (Daily): Minor Action. You can move into squares occupied by enemies until the end of your next turn. Your movement provokes opportunity attacks as normal, and you cannot end your move in an occupied space.



Contortionist's Cord

Level 7



This extremely flexible snakeskin binding allows you to quickly squeeze through even the tightest spots.

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

Property: While squeezing, you move at full speed and do not take penalties to attack rolls, but you still grant combat advantage.



Cord of Divine Favor

Level 13



A healer's garment, this cinch lets you tend to yourself as you aid others.

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

Power (Encounter ♦ Healing):

Free Action. Use this power when you use healing word on an ally or use another power that grants an ally the use of a healing surge. You can spend a healing surge as well and regain hit points equal to your healing surge value.



Cord of Foresight

Level 18



With the insight provided by this woven silk belt, you brace your body for physical danger.

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

Property: After each extended rest, deduct 1 healing surge and gain temporary hit points equal to your healing surge value. These temporary hit points remain until lost, or until you take an extended rest.



Girdle of the Dragon

Level 16+



The translucent visage of a young dragon surrounds your body as you unleash the draconic spirit embodied in this magic item.

Lvl 16: 45,000 gp

Lvl 26: 1,125,000 gp

Item Slot: Waist

Property: Gain a +2 bonus to Fortitude defense.

Power (Daily): Standard Action. Make two attack rolls: Melee 1; Strength + 3 vs. AC; on a hit, the target takes 3d6 + Strength modifier damage. If both attacks hit the same target, the target is grabbed (until escape).

-Level 26: Strength + 6 vs. AC, 3d10 + Strength modifier damage.



Girdle of the Oxen

Level 5



With this belt, you can bull rush enemies farther than normal.

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

Property: When you bull rush a target, you push it 1 additional square.

+Push

Girdle of the UMBER Hulk

Level 15+



This belt, cut from the carapace of an umber hulk, grants you the power to tunnel through the ground.

Lvl 15: 25,000 gp

Lvl 25: 625,000 gp

Item Slot: Waist

Property: Gain a +2 bonus to Fortitude defense.

Power (Daily): Minor Action. Gain a burrow speed equal to half your speed. You cannot dig through solid rock or shift while burrowing. Sustain minor.

-Level 25: Gain a burrow speed equal to your speed. You can dig through solid rock at half your burrow speed.



Goliath's Belt

Level 9



This hide belt makes it easier for you to push people around.

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

Property: You gain a +2 item bonus on Strength attacks to bull rush or grab a target. In addition, you can attempt to bull rush or grab a target up to two sizes larger than you.



Healer's Sash

Level 11+



With this white homespun wrap, you can keep your allies going long after they have exhausted their healing resources.

Lvl 11: 9,000 gp

Lvl 21: 225,000 gp

Item Slot: Waist

Property: This sash can have no more than 5 charges at one time and resets to 1 charge after an extended rest.

Power (At-Will): Standard Action. You or an adjacent ally expends a healing surge but does not regain hit points as normal. Instead, add 1 charge to this sash.

Power (Encounter ♦ Healing):

Immediate Reaction. Use this power when an ally within 5 squares of you takes damage. Expend 1 charge from the belt. The ally regains hit points as though he or she had spent a healing surge, and regains an extra 1d6 hit points.

-Level 21: +2d6 hit points.

HP

Muleback Harness

Level 2+



This unadorned leather harness allows you to carry and drag heavier loads.

Lvl 2: 520 gp

Lvl 12: 13,000 gp

Lvl 22: 325,000 gp

Item Slot: Waist

Property: When determining your normal load, heavy load, or maximum drag load (PH 222), treat your Strength score as 5 points higher.

-Level 12: 10 points higher.

-Level 22: 15 points higher.



Reality Cord

Level 15



First crafted by the gith races, this waistband roots you in a reality that doesn't recognize the place of aberrant creatures.

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

Property: Gain a +1 item bonus to damage rolls, Fortitude defense, and Will defense against aberrant creatures.

Power (Daily): Free Action. Use this power when you fail a saving throw against an effect placed on you by an aberrant creature. Reroll the saving throw with a +5 power bonus, using the second result even if it's lower.



Reinforcing Belt

Level 9



This sturdy belt offers magical protection when you need it most.

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

Property: Only the wearer of this belt can remove it. If the wearer is dead, anyone else can remove the belt as a standard action.

Property: Enemies cannot perform a coup de grace against you while you are helpless.



Rogue's Belt

Level 11



No one can hold you, no chains can restrain you, and no bars can contain you while you wear this slick belt.

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

Property: You can attempt to escape a grab or restraints as a minor action.



Rope of Slave Fighting

Level 7+



You fight as well on your back as on your feet while wearing this frayed rope belt.

Lvl 7: 2,600 gp

Lvl 17: 65,000 gp

Item Slot: Waist

Property: You do not take the -2 penalty to attack rolls while prone.

-Level 17: You also do not grant combat advantage while prone.



Sash of Ensnarement

Level 8



While wearing this long braided wrap, your reach rarely exceeds your grasp.

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

Property: Gain reach 2 for purposes of grab attacks. Also, you do not need a free hand to make a grab attack.

Power (Daily): Free Action. Use this power when you would spend a minor action to sustain a grab. The sash detaches from you and sustains the grab for you. You no longer need to sustain the grab or remain adjacent to the creature. During this time, you do not benefit from the sash's property. The sash uses your Fortitude and Reflex defenses for resisting the creature's escape. It holds the creature in place until you command it to cease or the creature escapes, at which time the sash returns to you.



Shielding Girdle

Level 8



This item helps you turn away physical attacks.

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

Power (Daily): Immediate Interrupt. Use this power when you would be hit by an attack. Gain a +4 power bonus to AC until the end of your next turn.



Stalwart Belt

Level 6+



Each time you deal a grievous wound to an enemy, you feel the invigorating power of this belt.

Lvl 6: 1,800 gp

Lvl 16: 45,000 gp

Lvl 26: 1,125,000 gp

Item Slot: Waist

Property: When you score a critical hit, gain temporary hit points equal to your Constitution modifier.

-Level 16: Equal to twice your Constitution modifier.

-Level 26: Equal to three times your Constitution modifier.



Survivor's Belt

Level 11



This belt gives you the ability to stabilize even when near death.

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

Property: You roll two death saving throws, taking the higher result.



Swimtide Harness

Level 8+



More than a few sea captains who have lost their ships in storms have survived due to these blue oilskin straps.

Lvl 8: 3,400 gp

Lvl 18: 85,000 gp

Lvl 28: 2,125,000 gp

Item Slot: Waist

Property: Gain a +2 item bonus to Athletics checks made to swim, and to Endurance checks made to hold your breath, swim, or tread water.

-Level 18: +4 item bonus.

-Level 28: +6 item bonus.



Totemic Belt

Level 11



This colorful hide belt infuses you with the ferocity of a wild beast, augmenting your attacks.

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

Power (Daily): Minor Action. Use this power when you charge. Gain a +1 power bonus to all Strength, Constitution, and Dexterity attack rolls and the subsequent damage rolls until the end of the encounter.



Vengeance Sash

Level 23



This dark binding allows you to vent your wrath against those who defeat you in battle.

Price: 425,000 gp **Item Slot:** Waist

Power (Daily): Immediate

Interrupt. Use this power when you are reduced to 0 or fewer hit points. Use any attack power you can perform as a standard action.



Viper Belt

Level 4



This snakeskin belt provides modest protection against poison.

Price: 425,000 gp **Item Slot:** Waist

Property: Gain resist 5 poison.

Power (Encounter): No Action. Use this power when making a saving throw against ongoing poison damage. Gain a +2 power bonus to the saving throw.

Resist