

# AV 2

**Magic Items**

# Armor

# Addergrease Armor

Level 3+



*The worn leather of this armor gleams with toxic grease*

**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:** +62,125,000 gp

**Armor:** Leather, Hide

**Enhancement:** AC

**Power (Daily ♦ Poison):**

Immediate Reaction. Use this power when an enemy misses you with a melee attack. The attacker takes ongoing 5 poison damage (save ends), and you shift a number of squares equal to this item's enhancement bonus.

**Level 13 or 18:** Ongoing 10 poison.

**Level 23 or 29:** Ongoing 15 poison.

*Dmg  
(Poison)*

# Agile Armor

Level 5+



*This armor's flexibility allows its wearer much greater freedom of movement.*

**Lvl 5:** +1 1,000 gp

**Lvl 10:** +2 5,000gp

**Lvl 15:** +3 25,000gp

**Lvl 20:** +4 125,000gp

**Lvl 25:** +5 625,000gp

**Lvl 30:** +6 3,125,000

**Armor:** Chain, Scale, Plate

**Enhancement:** AC

**Property:** While you are not bloodied, you gain an item bonus to AC equal to your Dexterity modifier up to a maximum of +1.

**Level 15 or 20:** Maximum of +2.

**Level 25 or 30:** Maximum of +3.



# Aqueous Armor

Level 14+



*Cold to the touch, this armor always appears damp. A person wearing the armor can transform into water but at a cost.*

**Lvl 14:** +3 21,000 gp

**Lvl 19:** +4 105,000gp

**Lvl 24:** +5 525,000gp

**Lvl 29:** +4 2,625,000gp

**Armor:** Leather, Hide

**Enhancement:** AC

**Power (Daily ♦ Polymorph):** Move Action. You transform into a flood of rushing water and move up to your speed. You can move through small cracks and tight spaces with no difficulty. You automatically escape a grab or free yourself from bonds or shackles. You can only take move actions until you return to your natural form, which you can do as a free action. While in watery form, you take 5 damage at the start of each of your turns until you return to your natural form.

# Armor of Attraction

Level 14+



*This stout armor can attract projectiles, allowing you to better protect your allies.*

**Lvl 14:** +3 21,000 gp

**Lvl 19:** +4 105,000gp

**Lvl 24:** +5 525,000gp

**Lvl 29:** +4 2,625,000gp

**Armor:** Scale, Plate

**Enhancement:** AC

**Power (Encounter):** Immediate Interrupt. Use this power when an attack against AC or Reflex targets an adjacent ally, or when a ranged attack against an ally within 5 squares of you targets AC or Reflex. You become the target of the attack.



# Armor of Cleansing

Level 3+



*The exterior of this armor is covered with symbols of healing, with the interior has many silken bands that cradle you comfortably and move to ease your suffering.*

**Lvl 3:** +1 680 gp

**Lvl 8:** +2 3,400 gp

**Lvl 13:** +3 17,000 gp

**Lvl 18:** +4 285,000 gp

**Lvl 23:** +5 425,000 gp

**Lvl 28:** +6 2,125,000 gp

**Armor:** Any

**Enhancement:** AC

**Property:** Add a +2 item bonus to your saving throws against ongoing damage.



# Armor of Durability

Level 4+



*The exterior of this armor is covered with symbols of healing, with the interior has many silken bands that cradle you comfortably and move to ease your suffering.*

**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

**Armor:** Hide, Chain, Scale, Plate

**Enhancement:** AC

**Property:** When you spend a healing surge to regain hit points, you regain additional hit points equal to the armor's enhancement bonus.

+HP



# Armor of Exploits

Level 3+



*The arcane symbols etched into this armor's surface glow brightly as the item unleashes a previously stored power.*

**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

**Armor:** Any

**Enhancement:** AC

**Property:** During a short rest or an extended rest, you can store one at-will or encounter martial power in your armor that you or an ally has. You can have only one power stored in the armor at a time.

*Armor of exploits* cannot store a power of higher level than the armor. You cannot use a power stored in the armor if the power's level is higher than yours.

Once the power is used, another power must be stored in the armor before it can be used again. If a new power is stored before the old one is used, the old exploit is lost.

**Power (Daily):** Standard Action. Use the power stored in your armor. If it is an encounter power, you must spend 1 action point to use it.



# Armor of Negation

Level 15+



*A wearer of this armor need not fear suffering the adverse effects of an enemy's missed attack.*

**Lvl 15:** +3 25,000 gp

**Lvl 20:** +4 125,000 gp

**Lvl 25:** +5 625,000 gp

**Lvl 30:** +4 3,125,000 gp

**Armor:** Any

**Enhancement:** AC

**Power (Daily):**

Immediate Interrupt. Use this power when an attack misses you and deals half damage. You take no damage.

-Dmg

# Armor of Night

Level 14+



*In this armor you can drown in the light and conceal yourself in roiling clouds of shadow.*

**Lvl 14:** +3 21,000 gp

**Lvl 19:** +4 105,000 gp

**Lvl 24:** +5 525,000 gp

**Lvl 29:** +4 2,625,000 gp

**Armor:** Cloth, Leather

**Enhancement:** AC

**Property:** Resist 10 radiant

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

Until the end of your next turn, you gain concealment and no creatures can make opportunity attacks against you.

*resist*

# Armor of Resistance

Level 2+



*Special wards in this armor provide extra resistance.*

**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

**Armor:** Any

**Enhancement:** AC

**Property:** Resist 5 to a damage type chosen from the following list at the time the armor is created: acid, cold, fire, force, lightning, necrotic, poison, psychic, thunder.

**Level 12 or 17:** Resist 10.

**Level 22 or 27:** Resist 15.

*resist*

# Armor of Sacrifice

Level 5+



*These plain robes offer no apparent defensive value, yet they aid your allies when they suffer.*

**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

**Armor:** Chain, Scale, Plate

**Enhancement:** AC

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

**Power (Daily ♦ Healing):** Minor Action. Spend a healing surge. One ally within 5 squares of you regains hit points as though he or she had spent a healing surge.

Healing

# Armor of Starlight

Level 13+



*Bathed in the radiance of distant stars, this armor protects against light that would harm you. The stars' light also shields you from attack.*

**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

**Armor:** Cloth

**Enhancement:** AC

**Property:** Resist 10 radiant

**-Level 23 or 28:** Resist 10 radiant.

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

Until the end of your next turn, any enemy that hits you with an opportunity attack is blinded (save ends).

resist

# Assassinbane Armor

Level 15+



*Decorated with symbols resembling stylized eyes, this armor prevents foes from getting the drop on you.*

**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

**Armor:** Any

**Enhancement:** AC

**Property:** You cannot be surprised.



# Beastial Armor

Level 3+



*Crafted from the skin, fur and bones of cave bears, this armor gives its wearer a feral relentlessness when pursuing prey.*

**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

**Armor:** Leather, Hide

**Enhancement:** AC

**Power (Daily):** Free Action. Use this power when you hit a target after a charge. Make a melee basic attack with a +2 power bonus against the same target.

+power



# Bloodfire Armor

Level 13+



*This armor sheathes it's bloodied wearer in scouring flames.*

**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

**Armor:** Chain, Scale, Plate

**Enhancement:** AC

**Property:** When you are bloodied, you gain an aura of flame. Any creature that starts its turn adjacent to you takes 2 fire damage.

**Level 23 or 28:** 5 fire damage.



# Bloodiron Armor

Level 8+



*Forged from hammered iron cooled in blood, this armor protects best those who shed the most blood.*

**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

**Armor:** Scale, Plate

**Enhancement:** AC

**Property:** When you hit a target, you gain a +2 item bonus to AC against attacks from that target until the end of your next turn.



# Bloodtheft Armor

Level 19+



*The surface of this armor looks as though it is constantly covered in blood that slowly cascades down the surface.*

**Lvl 19:** +4 105,000 gp

**Lvl 23:** +5 525,000 gp

**Lvl 29:** +6 2,625,000 gp

**Armor:** Leather

**Enhancement:** AC

**Power (Encounter ♦ Necrotic):**

Immediate Reaction. When you become bloodied by an attack, you gain temporary hit points equal to the armor's enhancement bonus plus your Constitution modifier, and the attacker who rendered you bloodied takes an equal amount of necrotic damage.

+HP

Dmg (Necro)

# Bolstering Armor

Level 25+



*Any leader is proud to wear this armor, for he can do nothing greater than help his allies in a time of desperation.*

**Lvl 25:** +5 625,000 gp

**Lvl 30:** +6 3,125,000 gp

**Armor:** Chain, Scale, Plate

**Enhancement:** AC

**Power (Daily ♦ Healing):** Free Action. Use this power when you use your second wind. All allies that can see you can spend a healing surge as a free action.

+HP

# Bonegrim Armor

Level 14+



*Forelimb bones adorn your arms and legs, ribcages are stretched across your chest, and a skull sits atop your head like a helmet*

**Lvl 14:** +3 21,000 gp

**Lvl 19:** +4 105,000 gp

**Lvl 23:** +5 525,000 gp

**Lvl 29:** +6 2,625,000 gp

**Armor:** Leather

**Enhancement:** AC

*+Intimidate*

**Property:** Gain a +2 item bonus to Intimidate checks and resist 5 necrotic and resist 5 poison.

**Level 18:** Resist 10 necrotic and resist 10 poison. You no longer require food.

**Level 23:** Resist 15 necrotic and resist 15 poison. You no longer require food.

**Level 28:** Resist 15 necrotic and resist 15 poison. You no longer require food, and you can remain awake during an extended rest.

*Resist*

**Cursed:** Removing the armor from a living creature requires a Remove Affliction ritual with a penalty to the Heal check equal to the armor's level.

*Cursed*

# Breaching Armor

Level 3+



*Walls are no obstacle for you while wearing this armor.*

**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

**Armor:** Any

**Enhancement:** AC

**Power (Daily ♦ Teleportation):**

Move Action. Use this power when you are adjacent to a wall to teleport to the other side of the wall. This teleport does not require line of sight and moves you no more than 3 squares (allowing you to teleport past a wall no more than 2 squares thick). If you attempt to teleport into an occupied square, you go nowhere; your move action is not spent, but the daily power is expended.

+Teleport

# Briarwine Armor

Level 8+



*The eladrin are said to be the architects of this armor, creating a form of protection that remains concealed until worn.*

**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

**Armor:** Chain, Scale, Plate

**Enhancement:** AC

**Power (Daily):** Minor Action. Until the end of the encounter, a creature that hits you with a melee attack takes damage equal to this armor's enhancement bonus.



# Champion's Armor

Level 9+



*Imbued with the spirit of a great hero of a previous age, this armor strives to ensure your own efforts are no less that legendary.*

**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

**Armor:** Scale, Plate

**Enhancement:** AC

**Power (Daily):** Immediate Reaction. Use this power when you are hit by an attack. Gain temporary hit points equal to the damage you take until the end of your next turn.

+HP



# Coral Armor

Level 13+



*This heavy armor was first crafted by elves who sought to create amphibious patrols to safeguard the rivers and lakes bordering their land.*

**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

**Armor:** Scale, Plate

**Enhancement:** AC

**Property:** You swim at full speed in this armor and breath water as easily as air. Attacks you make with weapons underwater take no penalties, even if they are not from the spear or crossbow groups.



# Crystal Armor

Level 4+



*Seemingly made from solid quartz, this armor bolsters your mental abilities when you're badly injured.*

**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

**Armor:** Scale, Plate

**Enhancement:** AC

**Property:** Gain a +2 item bonus to Will defense when bloodied.

+Will

# Darkforged Armor

Level 12+



*This armor not only absorbs physical force but becomes even more durable with prolonged battering.*

**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

**Armor:** Scale, Plate

**Enhancement:** AC

**Power (Daily):** Minor Action. Gain resist 6 to all damage until the end of your next turn.

**Level 17:** Resist 8 to all damage.

**Level 22:** Resist 10 to all damage.

**Level 27:** Resist 12 to all damage.

*resist*

# Deflection Armor

Level 22+



*This armor is more resilient than it appears at first glance, and many enemies have been surprised to find their attacks suddenly deflected toward an ally.*

**Lvl 22:** +5 325,000 gp

**Lvl 27:** +6 1,625,000 gp

**Armor:** Chain, Scale, Plate

**Enhancement:** AC

*resist*

**Power (Daily):** Immediate Reaction. Use this power when a melee or ranged attack misses you. The attacker rerolls the attack against a target of your choice, which must be adjacent to you.

# Displacer Armor

Level 14+



*When wearing this armor, you appear as though you're in many places at once.*

**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

**Armor:** Cloth, Leather, Hide

**Enhancement:** AC

**Power (Daily ♦ Illusion):** Minor Action. Any enemy making a melee or ranged attack against you must roll two d20s for the attack roll and use the lower result. This effect lasts until the end of the encounter.



# Dragonscale Armor, Black

Level 18+



*The sleek, black scales of this armor grant the wearer some of the power of a black dragon.*

**Lvl 18:** +4 85,000 gp

**Lvl 23:** +5 425,000 gp

**Lvl 28:** +6 2,125,000 gp

**Armor:** Scale

**Enhancement:** AC

**Property:** Resist 10 acid.

**Level 23:** Resist 15 acid.

**Level 28:** Resist 20 acid.

**Power (Daily ♦ Acid):** Free Action. Use this power when you hit a target with a melee attack. You shroud yourself in wisps of shadow that last until the end of your next turn. You gain concealment. Any enemy that hits you with a melee attack while this power is in effect takes acid damage equal to 1d6 + your Constitution modifier.

**Level 23:** 2d6 + Constitution modifier.

**Level 28:** 3d6 + Constitution modifier.

*Resist*

*Dmg (Con)*

# Dragonscale Armor, Blue

Level 19+



*Arcs of lightning leap from this vibrant blue armor to strike nearby enemies.*

**Lvl 19:** +4 105,000 gp

**Lvl 24:** +5 525,000 gp

**Lvl 29:** +6 2,625,000 gp

**Armor:** Scale

**Enhancement:** AC

**Property:** Resist 10 lightning.

**Level 24:** Resist 15 lightning.

**Level 29:** Resist 20 lightning.

**Power (Daily ♦ Lightning):** Free Action. Use this power when you hit a target with a melee attack. Two creatures other than the target of the attack that are within 5 squares of you take lightning damage equal to 1d8 + your Constitution modifier.

**Level 24:** 2d8 + Constitution modifier.

**Level 29:** 3d8 + Constitution modifier.

*Resist*

*Dmg (Con)*

# Dragonscale Armor, Green

Level 19+



*This green scale armor makes poison attacks you use more potent.*

**Lvl 19:** +4 105,000 gp

**Lvl 24:** +5 525,000 gp

**Lvl 29:** +6 2,625,000 gp

**Armor:** Scale

**Enhancement:** AC

**Property:** Resist 10 poison.

**Level 24:** Resist 15 poison.

**Level 29:** Resist 20 poison.

**Power (Daily ♦ Poison):** Free Action. Use this power when you hit a target with a melee attack. Close burst 2, centered on that target; targets enemies; Constitution vs. Fortitude; on a hit, the target takes 1d6 + Constitution modifier poison damage and is dazed until the start of your next turn; on a miss, the target takes half damage and is not dazed.

**Level 24:** 2d6 + Constitution modifier poison damage.

**Level 29:** 3d6 + Constitution modifier poison damage.

*Resist*

*Dmg (Con)*



# Dragonscale Armor, Red

Level 20+



*When you strike a powerful blow, flames flow from the bright red scales of this armor, up your arm and weapon, and onto your foe.*

**Lvl 20:** +4 125,000 gp

**Lvl 25:** +5 625,000 gp

**Lvl 30:** +6 3,125,000 gp

**Armor:** Scale

**Enhancement:** AC

**Property:** Resist 10 fire.

**Level 20:** Resist 15 fire.

**Level 30:** Resist 20 fire.

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

Use this power when you hit a target with a melee attack. It is immobilized and gains ongoing fire damage equal to 5 + your Constitution modifier (save ends both).

*Level 25: Ongoing 10 + Constitution modifier fire damage.*

*Level 30: Ongoing 15 + Constitution modifier fire damage.*

*Resist*

*Dmg (Con)*

# Dragonscale Armor, White

Level 18+



*From between the white scales of the armor, a chilling mist flows from your body to your target as you strike.*

**Lvl 18:** +4 85,000 gp

**Lvl 23:** +5 425,000 gp

**Lvl 28:** +6 2,125,000 gp

**Armor:** Scale

**Enhancement:** AC

**Property:** Resist 10 cold.

**Level 23:** Resist 15 cold.

**Level 28:** Resist 20 cold.

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

Use this power when you hit a target with a melee attack. The target and its adjacent allies take additional cold damage equal to 1d4 + your Constitution modifier.

**Level 23:** 2d4 + Constitution modifier cold damage.

**Level 28:** 3d4 + Constitution modifier cold damage.

*Resist*

*Dmg (Con)*

# Elukian Clay Armor

Level 13+



*Sculpted from stone found in elemental chaos, this armor repels even the most severe acid.*

**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

**Armor:** Chain, Scale, Plate

**Enhancement:** AC

**Property:** You automatically succeed on saving throws against ongoing acid damage.

**Power (Encounter):**

Immediate Reaction. Use this power when you gain ongoing acid damage. The ongoing acid damage ends.



# Feymind Armor

Level 14+



*Motes of silvery light dance around the head of one who dares to attack you.*

**Lvl 14:** +3 21,000 gp

**Lvl 19:** +4 105,000gp

**Lvl 24:** +5 525,000gp

**Lvl 29:** +4 2,625,000gp

**Armor:** Leather

**Enhancement:** AC

**Power (Daily):** Immediate

Interrupt. Use this power when an enemy targets you with a melee or ranged attack. Make a Charisma attack against the enemy's Will defense, applying the armor's enhancement bonus as an enhancement bonus to the attack roll. If you hit, the attacker is dazed (save ends).

**Level 24 or 29:** The target is stunned (save ends).



# Flickersight Armor

Level 22+



*Your body becomes indistinct and hazy to onlookers who must now squint to see you clearly.*

**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

**Armor:** Cloth, Leather, Hide

**Enhancement:** AC

**Property:** You can treat dim light as bright light within 5 squares of you.

**Power (Daily):** Minor Action. Until the end of your next turn, you gain concealment against enemies farther than 5 squares away from you.

**Level 22:** Concealment lasts until the end of encounter.



# Fortification Armor

Level 4+



*Dragonborn are no strangers to battle, and they developed this armor to deflect the deadliest enemy attacks.*

**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

**Armor:** Scale, Plate

**Enhancement:** AC

**Property:** Whenever a critical hit is scored against you, roll 1d20. On a result of 16–20, the critical hit becomes a normal hit.



# Frostburn Armor

Level 14+



*A fine layer of frost coats the plates of this armor, protecting you or an ally against extreme cold and heat.*

**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

**Armor:** Plate

**Enhancement:** AC

**Property:** Resist 5 cold and resist 5 fire.

**Level 24 or 29:** Resist 10 cold and resist 10 fire.

**Power (Encounter):** Immediate Interrupt. Use this power when you or an ally within 5 squares of you is targeted by an attack. You or that ally gains resist 10 cold or resist 10 fire (your choice) until the start of your next turn.

**Level 24 or 29:** Resist 20 cold or resist 20 fire.

Resist

# Frozen Armor

Level 4+



*Motes of frost float around this armor, yet the wearer remains warm and resistant to the cold.*

**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

**Armor:** Scale, Plate

**Enhancement:** AC

**Property:** Resist 5 cold

**Level 14 or 19:** Resist 10 cold.

**Level 24 or 29:** Resist 15 cold.

**Power (Daily ♦ Cold):** Immediate Reaction. Use this power when you are struck by a melee attack. Deal 1d6 cold damage per plus of the armor, and the attacker is immobilized until the end of your next turn.

*Resist*

*Dmg*



# Giantdodger Armor

Level 13+



*This armor protects you against the attacks of larger creatures.*

**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

**Armor:** Leather

**Enhancement:** AC

**Power (Encounter):** Immediate Reaction. When a creature of a size category larger than you misses you with a melee attack, you can shift 2 squares.

**Level 23 or 28:** Shift 4 squares.

sqrs

# Heartening Armor

Level 3+



*Your spirits never fail while you wear*

**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

**Armor:** Scale, Plate

**Enhancement:** AC

**Property:** Gain a saving throw bonus against fear effects equal to the armor's enhancement bonus. When you use your second wind, you gain temporary hit points equal to three times the armor's enhancement bonus.



# Illithid Robes

Level 15+



*These robes are tight and sleek, with a crest behind the head. They partially protect you from harm if you can compel some poor fool to assist you.*

**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

**Armor:** Cloth

**Enhancement:** AC

**Property:** Resist 10 psychic.

**-Level 25 or 30:** Resist 15 psychic.

**Power (Daily):** Immediate Reaction.

When you are hit by an attack, you and an ally within 2 squares of you each take half of the damage from the attack (round fractions up). The damage dealt to the ally can't be reduced by resistances or immunity.

**Level 25 or 30:** Share damage with an ally within 5 squares of you.

*Resist*

*-Dmg*

# Immunizing Armor

Level 2+



*This sleek, white armor gives its wearer a sense of physical purity, as if she might resist even the deadliest poisons and diseases.*

**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

**Armor:** Plate

**Enhancement:** AC

**Property:** You automatically succeed on saving throws against ongoing poison damage.

**Power (Encounter):** Immediate Reaction. Use this power when you gain ongoing poison damage. The ongoing poison damage ends.



# Imposter's Armor

Level 6+



*In the blink of an eye, this metal armor can fade into rags or robes, providing the perfect disguise for any situation.*

**Lvl 6:** +2 1,800 gp

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

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

**Lvl 26:** +6 1,125,000 gp

**Lvl 16:** +4 45,000 gp

**Armor:** Chain, Scale, Plate

**Enhancement:** AC

**Power (At-Will ♦ Polymorph):**

Minor Action. You can transform this armor into a normal-looking set of clothes.

While in clothes form, the armor does not provide an armor bonus, but neither does it impose an armor check penalty or speed reduction. You can add this armor's enhancement bonus to any Bluff check made to attempt to disguise your appearance. You can change this armor back into its true form as a minor action.



# Irrefutable Armor

Level 7+



*A simple suit of metal plates, this armor asserts your will as it protects your flesh.*

**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

**Armor:** Any

**Enhancement:** AC

**Power (Daily):** Free Action. Use this power when you miss with an attack that targets Will defense. Reroll your attack with a power bonus equal to the enhancement bonus of this armor.



# Laughing Death Armor

Level 9+



*The wearer of this armor scoffs at necrotic powers and can unleash a blast of withering black energy upon adversaries.*

**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

**Armor:** Cloth, Leather, Hide

**Enhancement:** AC

**Property:** Resist 5 necrotic.

**-Level 13 or 18:** Resist 10 necrotic.

**-Level 23 or 28:** Resist 15 necrotic.

**Power (Encounter ♦ Necrotic):**

Immediate Reaction. Use this power when struck by a melee attack. The attacker takes 1d6 necrotic damage per plus of the armor and also takes a -2 penalty to Fortitude defense until the end of your next turn.

*Resist*

*Dmg*

# Lifegiving Armor

Level 3+



*Protecting you against necrotic energy, this armor also brings you extended health when you need 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

**Armor:** Plate

**Enhancement:** AC

**Property:** Resist 5 necrotic.

**Level 13 or 18:** Resist 10 necrotic.

**Level 23 or 28:** Resist 15 necrotic.

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

Usable only while you are bloodied.

Regain hit points equal to 20 minus the number of healing surges you have remaining.

**Level 13 or 18:** Regain hit points equal to 30 minus the number of healing surges you have remaining.

**Level 23 or 28:** Regain hit points equal to 40 minus the number of healing surges you have remaining.

*Resist*

*+Hp*



# Loamweave Armor

Level 9+



*Made by the elves using a secret technique that involves spinning soil into fabric, these soft cloth vestments give the wearer a degree of control over earth and plants.*

**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

**Armor:** Cloth

**Enhancement:** AC

**Power (Daily):** Minor Action. Use this power on a target within 10 squares of you that is standing on soil or sand. Grasping arms of earth and entangling vines seize the target, and it is restrained (save ends).

*Restraint*

# Martyr's Armor

Level 2+



*This crimson-tinted armor empowers its wearer to protect allies even at the expense of his or her own health.*

**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

**Armor:** Scale, Plate

**Enhancement:** AC

**Power (At-Will):** Minor Action. You take a -1 penalty to AC until the end of your next turn, and allies adjacent to you gain a +1 power bonus to AC until the end of your next turn.

**Power (Daily):** Immediate Interrupt. Use this power when an adjacent ally is attacked. You take a penalty to your AC equal to the enhancement bonus of this armor; your ally adds an equal power bonus to his AC. Both effects last until the end of your next turn.



# Mellorating Armor

Level 3+



*This dull steel armor looks extremely well-made, but also quite simple. The more you get hit, the harder the armor gets.*

**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

**Armor:** Chain, Scale, Plate

**Enhancement:** AC

**Property:** Each time you reach a milestone in a day, the enhancement bonus of this armor increases by 1. This bonus resets to the armor's normal enhancement bonus after an extended rest.



# Mirrorsheen Coat

Level 9+



*Magic woven into this armor makes it highly reflective and bright. It's effective against radiant energy and gaze attacks.*

**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

**Armor:** Cloth, Leather, Hide

**Enhancement:** AC

**Property:** Gain a +2 item bonus to all defenses against radiant and gaze attacks. An attacker that hits you with such an attack takes a –2 penalty to attack rolls until the end of its next turn.

**Power (Daily):** Immediate Interrupt. Use this power when you are targeted by a ranged attack. You can switch the target to another creature within 5 squares of you. The new target cannot be the attacker.

# Mithral Armor

Level 4+



*Mithral armor shines like polished silver. Most who use it claim it has saved them on more than one occasion.*

**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

**Armor:** Chain, Scale, Plate

**Enhancement:** AC

**Power (Daily):** Immediate Reaction.

Use this power when a melee or ranged attack hits you. Take half damage.

-Dmg

# Pelaurum Armor

Level 4+



*A blessing from Pelor makes golden armor surprisingly sturdy.*

**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

**Armor:** Chain, Scale, Plate

**Enhancement:** AC

**Property:** Resist 5 fire and resist 5 radiant.

**Level 14 or 19:** Resist 10 fire and resist 10 radiant.

**Level 24 or 29:** Resist 15 fire and resist 15 radiant.

*Resist*

# Prismatic Robe

Level 19+



*Varied dull hues entwine across this robe, springing to vibrant life to dazzle onlookers when you're attacked.*

**Lvl 19:** +4 105,000 gp

**Lvl 24:** +5 525,000 gp

**Lvl 29:** +6 2,625,000 gp

**Armor:** Cloth

**Enhancement:** AC

**Property:** When you are hit by a melee or ranged attack, the robe's colors become a clashing array of dazzling light. The attacker takes a -2 penalty to melee and ranged attack rolls against you until the start of your next turn.



# Rat Form Armor

Level 8+



*Tiny, sleek skins seem to make up this coat of leather, which has tassels that look disturbingly like rodent tails. With it, you can take the stealthy shape of a rat.*

**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

**Armor:** Leather

**Enhancement:** AC

**Power (Daily ♦ Polymorph):** Standard Action. You and your gear assume the form of a common sewer rat.

While in this form:

- You can't attack.
- Your gear is merged into your form and unusable.
- You gain a +5 bonus to Stealth checks.
- All your defenses remain the same.

You can sustain this power as a standard action on your turn and end the power to return to your normal form as a free action. You resume normal form if knocked unconscious or dropped to 0 or fewer hit points.

*Polymorph*



# Reflexive Armor

Level 9+



*This armor protects less dextrous wearers from the brunt of attacks that generally ignore armor.*

**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

**Armor:** Chain, Scale, Plate

**Enhancement:** AC

**Power (Daily):** Immediate Interrupt.

Use this power when an attack targets your Reflex defense. Until the end of your next turn, you can resist attacks against Reflex with your AC instead.



# Reinforcing Armor

Level 4+



*This armor protects you even when you aren't cautious enough to protect yourself.*

**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

**Armor:** Scale, Plate

**Enhancement:** AC

**Property:** If you take damage from a melee attack, you gain a +1 item bonus to all defenses until the start of your next turn.



# Replusion Armor

Level 2+



*Inlaid with esoteric runes, this armor can repel even though most persistent foes..*

**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

**Armor:** Cloth, Leather

**Enhancement:** AC

**Power (Daily):** Minor Action. Whenever an enemy moves into an adjacent square, you can push that enemy 1 square as an immediate reaction. This power lasts until the end of the encounter.

*Push*

# Righteous Armor

Level 9+



*Infused with its creator's righteous conviction, this armor punishes enemies who don't fight fair.*

**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

**Armor:** Plate

**Enhancement:** AC

**Property:** When you are hit by an enemy with combat advantage against you, it takes radiant damage equal to the armor's enhancement bonus.

*dmg*

# Robe of Bloodwalking

Level 17+



*This armor rewards you for destroying your foes.*

**Lvl 17:** +4 65,000 gp

**Lvl 22:** +5 325,000 gp

**Lvl 27:** +6 1,625,000 gp

**Armor:** Cloth

**Enhancement:** AC

**Power (Encounter ♦ Healing, Teleportation):** Free Action.

Use this power when you reduce a target within 10 squares of you to 0 or fewer hit points. Teleport to any square the target occupied.

*Teleport*

# Robe of Defying Flames

Level 13+



*Emblazoned with fiery imagery, this robe can both repel and summon flames.*

**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

**Armor:** Cloth

**Enhancement:** AC

**Property:** Resist 10 fire.

**-Level 23 or 28:** Resist 15 fire.

**Power (Daily ♦ Healing):** Immediate Interrupt. Use this power when you would take fire damage. You take no fire damage, you gain a +2 power bonus to speed until the end of your next turn, and you can spend a healing surge.

+Speed

+HP

-Dmg (Fire)

# Robe of Defying Frost

Level 13+



*Minute ice crystals from the Elemental Chaos stud this robe, which protects against the effects of cold.*

**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

**Armor:** Cloth

**Enhancement:** AC

**Property:** Resist 10 cold.

**-Level 23 or 28:** Resist 15 cold.

**Power (Daily ♦ Healing):** Immediate Interrupt. Use this power when you would take cold damage. You take no cold damage, you gain a +1 power bonus to AC until the end of your next turn, and you can spend a healing surge.

+Speed

+HP

-Dmg (Cold)

# Robe of Defying Storms

Level 14+



*Embroidered patterns on these robes resemble clouds and great, slashing bursts of lightning. You gain both protection from storms and the ability to call upon their power.*

**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

**Armor:** Cloth

**Enhancement:** AC

**Property:** Resist 10 lightning and resist 10 thunder.

**-Level 25 or 30:** Resist 15 lightning and resist 15 thunder.

**Power (Daily ♦ Healing):**

Immediate Interrupt. Use this power when you would take lightning or thunder damage.

You take no lightning or thunder damage, you gain a +1 power bonus to attack rolls until the end of your next turn, and you can spend a healing surge.

-dmg

+HP



# Robe of Eyes

Level 2+



*This fine silk cloth appears to be covered in swirls of color or peacock feather patterns, but in fact depicts dozens of unblinking eyes.*

**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

**Armor:** Cloth

**Enhancement:** AC

**Property:** You cannot be blinded and gain an item bonus to Perception checks equal to the armor's enhancement bonus.



# Robe of Forbearance

Level 24+



*This robe's plain cloth makes many enemies underestimate the defenses of the wearer.*

**Lvl 24:** +5 525,000 gp

**Lvl 29:** +6 2,625,000 gp

**Armor:** Cloth

**Enhancement:** AC

**Power (Daily):** Immediate Reaction. Use this power when an enemy hits you. The enemy takes a penalty equal to the enhancement bonus of the armor to attack rolls against you until the end of the encounter. This effect ends if you attack it.



# Robe of Quills

Level 3+



*Thin spines cover this robe, making any adversary reconsider before attacking the wearer.*

**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

**Armor:** Chain, Scale, Plate

**Enhancement:** AC

**Power (Daily):** Immediate Reaction. Use this power when an adjacent enemy makes a melee attack against you.

The quills bristle, dealing 1d6 damage per plus of the armor to the enemy and ongoing damage to the enemy equal to the enhancement bonus of the armor (save ends).

Dmg

# Robe of Sapping

Level 17+



*This robe saps the durability of an attacker's armor, making the creature no more protected than the robe's wearer.*

**Lvl 17:** +4 65,000 gp

**Lvl 22:** +5 325,000 gp

**Lvl 27:** +6 1,625,000 gp

**Armor:** Cloth

**Enhancement:** AC

**Power (Daily):** Immediate Reaction. Use this power when a melee attack hits you. The attacker takes a -2 penalty to AC (save ends), and you gain a +2 power bonus to AC while the attacker is under the effect. The target cannot make a saving throw against the effect until the end of its next turn.

**Aftereffect:** The target takes a -1 penalty to AC (save ends), and you gain a +1 power bonus to AC while the target is under the effect.



# Robe of Scintillation

Level 2+



*Made of fine silks, this robe sheds light when you want it to, and it can also unleash a swirling melange of color that befuddles foes.*

**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

**Armor:** Cloth

**Enhancement:** AC

**Power (At-Will ♦ Radiant):** Minor Action. The robe radiates colored lights, illuminating like a torch. You can end the illumination as a free action.

**Power (Daily ♦ Radiant):** Standard Action. The robe shines bright with myriad colors. Make an attack: Close burst 2; Intelligence or Charisma vs. Will (add the robe's enhancement bonus as an enhancement bonus to the attack roll); on a hit, the target is dazed (save ends).

# Robe of Stars

Level 13+



*The dark, velvet fabric of this robe glimmers with delicate points of light that can burn brightly on command.*

**Lvl 13** +3 17,000 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

**Armor:** Robe

**Enhancement:** AC

**Power (Daily ♦ Radiant):** Minor Action.  
Until the end of your next turn, all enemies who attack you are blinded (save ends).



# Robe of the Archfiend

Level 20+



*Woven from the skin of humans, devils, and demons, these grim robes draw a viewer's eyes to the dominating gaze of the wearer.*

**Lvl 20:** +4 125,000 gp

**Lvl 25:** +5 625,000 gp

**Lvl 30:** +6 3,125,000 gp

**Armor:** Cloth

**Enhancement:** AC

**Power (Daily):** Immediate Reaction. Use this power when a creature within 10 squares of you attacks you. Make an attack: Charisma vs. Will (add the robe's enhancement bonus as an enhancement bonus to the attack roll); on a hit, the target is dominated until the end of your next turn.

**Sustain Minor:** Repeat the attack. On a hit, the target remains dominated. If the attack fails, you can no longer sustain this power.



# Salubrious Armor

Level 4+



*The shiny steel of the armor flushes red when its wearer heals, bestowing extra defense.*

**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

**Armor:** Scale, Plate

**Enhancement:** AC

**Property:** Any time you regain hit points, you gain a +1 item bonus to AC until the end of your next turn.

**-Level 14 or 19:** +2 bonus to AC.

**-Level 24 or 29:** +3 bonus to AC.

+AC



# Screaming Armor

Level 2+



*This impressive armor is covered in ornate patterns of screaming faces, enhancing your ability to shatter your foe's resolve.*

**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

**Armor:** Hide, Scale, Plate

**Enhancement:** AC

**Property:** Gain an item bonus to Intimidate checks equal to the enhancement bonus of this armor.

**Power (Encounter ♦ Fear):** Minor Action. An enemy within 5 squares of you a -2 penalty to attack rolls until the end of your next turn.



# Serpentskin Armor

Level 3+



*Made from the discarded scales of a giant snake, this armor still carries the serpent's resistance to poison.*

**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

**Armor:** Leather, Hide

**Enhancement:** AC

**Power (Daily):** Move Action. Shift 3 squares. This shift can move through enemies' spaces, though you must end your move in a legal space.

Sqrs

# Shared Suffering Armor

Level 5+



*When enemies deal ongoing damage, this armor lets you deliver ongoing damage upon them as well.*

**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

**Armor:** Any

**Enhancement:** AC

**Power (Encounter):** Immediate Reaction. Use this power when an attack gives you ongoing damage. The attacker gains an equal amount of untyped ongoing damage.

*Dmg*

# Shimmering Armor

Level 4+



*The sheen of this armor glints brightest when you most need its magical protection.*

**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

**Armor:** Any

**Enhancement:** AC

**Property:** You do not provoke opportunity attacks when you make ranged or area attacks.



# Shocking Armor

Level 27+



*Created from forges charged with lightning, this armor ripples with electricity and makes any foe rue the decision to attack you.*

**Lvl 27:** +6 1,625,000 gp

**Armor:** Chain, Scale, Plate

**Enhancement:** AC

**Power (Daily ♦ Lightning):** Immediate Reaction. Use this power when an enemy misses you with a melee attack. That enemy takes lightning damage equal to your level.



# Skeletal Armor

Level 19+



*Encased in bones, the wearer of this armor presents a terrible image of an undead creature, gaining similar resistances and making any undead hesitant to attack.*

**Lvl 19:** +4 105,000 gp

**Lvl 24:** +5 525,000 gp

**Lvl 29:** +6 2,625,000 gp

**Armor:** Chain, Scale, Plate

**Enhancement:** AC

**Property:** Resist 10 necrotic.

**-Level 23 or 28:** Resist 15 necrotic.

**Power (Daily):** Minor Action. Close burst 5; targets undead; the attack is this item's level + enhancement bonus vs. Will; the target cannot attack you (save ends).

Resist

# Skybound Armor

Level 5+



*This armor constantly flows like clouds across a gray sky and gives its wearer a feeling of weightlessness when moving.*

**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

**Armor:** Cloth, Leather

**Enhancement:** AC

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

Use this power when you make an Athletics check to jump. You jump an additional number of squares equal to this armor's enhancement bonus. This jump can exceed your normal movement.

Sqrs

# Slick Armor

Level 2+



*It's hard to get a hold on you while you wear this armor.*

**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

**Armor:** Cloth, Leather, Hide

**Enhancement:** AC

**Property:** Gain a bonus to Acrobatics checks to escape actions equal to twice the armor's enhancement bonus.





# Snakeskin Armor

Level 8+



*Bedecked in the fangs of serpents, this armor not only bestows resistance to deadly venoms but also endangers attackers.*

**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

**Armor:** Leather, Hide

**Enhancement:** AC

**Property:** Resist 5 poison.

**-Level 18 or 23:** Resist 10 poison.

**-Level 28:** Resist 15 poison.

**Power (Daily ♦ Poison):** Immediate Reaction. When you take damage from a melee attack, the attacker takes ongoing poison damage equal to this armor's poison resist value (save ends).

*Dmg*

*Resist*

# Solar Armor

Level 9+



*This copper-plated armor seems to soak up the sun, shining with a red glow that is warm and invigorating.*

**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

**Armor:** Scale, Plate

**Enhancement:** AC

**Power (At-Will ♦ Healing):** Immediate Reaction. When you take radiant damage, you can spend a healing surge. You regain hit points equal to your healing surge value plus additional hit points equal to the armor's enhancement bonus.

**Power (Daily ♦ Radiant):** Standard Action. Enemies within a close burst 2 take radiant damage equal to twice the enhancement bonus of the armor and also take a -2 penalty to attack rolls until the end of your next turn.

+HP

Dmg

# Soulwarding Armor

Level 24+



*This armor strengthens your physical and mental resolve.*

**Lvl 24:** +5 525,000 gp

**Lvl 29:** +6 2,625,000 gp

**Armor:** Chain, Scale, Plate

**Enhancement:** AC

**Property:** Resist 10 necrotic and resist 10 psychic.

**Property:** You do not lose a healing surge when an enemy's attack would cause you to do so.

*Resist*

# Spiritlink Armor

Level 15+



*This armor absorbs both light and dark energy, and it can even transform that destructive energy into healing.*

**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

**Armor:** Chain

**Enhancement:** AC

**Property:** Resist 5 necrotic and resist 5 radiant.

**-Level 24:** Resist 10 necrotic and resist 10 radiant.

**-Level 29:** Resist 15 necrotic and resist 15 radiant.

**Power (Daily ♦ Healing):** Immediate Interrupt. When an ally within 5 squares of you is hit by an attack dealing necrotic or radiant damage, the ally gains immunity to the necrotic and/or radiant damage from that attack. The ally can spend a healing surge and regain additional hit points equal to twice the armor's enhancement bonus.

+HP

Resist

# Stalker's Armor

Level 18+



*Shadowfell and Feywild energies blend to make this armor the ultimate hunter's apparel.*

**Lvl 18:** +4 85,000 gp

**Lvl 23:** +5 425,000 gp

**Lvl 28:** +6 2,125,000 gp

**Armor:** Leather, Hide

**Enhancement:** AC

**Property:** When you have concealment from a creature at the start of your turn, you remain concealed from that creature until the start of your next turn.



# Stoneborn Armor

Level 3+



*Worked from rough stone, the plates of this bulky armor enable its wearer to tap into the limitless endurance of the earth.*

**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

**Armor:** Plate

**Enhancement:** AC

**Power (Daily):** Minor Action. Gain temporary hit points equal to 10 + your Constitution modifier. They last until depleted or until you take an extended rest.

**-Level 8:** 15 + Constitution modifier temporary hit points.

**-Level 13:** 20 + Constitution modifier temporary hit points.

**-Level 18:** 25 + Constitution modifier temporary hit points.

**-Level 23:** 30 + Constitution modifier temporary hit points.

**-Level 28:** 35 + Constitution modifier temporary hit points.

+Tmp HP

# Stoneborn Robes

Level 3+



*In battle, these gray robes harden your skin and grant additional resilience.*

**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

**Armor:** Cloth

**Enhancement:** AC

+Tmp HP

**Power (Encounter):** Minor Action. You gain 5 temporary hit points until the end of the encounter.

**-Level 13 or 18:** 10 temporary hit points.

**-Level 23 or 28:** 15 temporary hit points.

# Stormlord Armor

Level 15+



*With this armor, you can bend the elements to your will, harnessing the power of the storm.*

**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

**Armor:** Chain, Scale, Plate

**Enhancement:** AC

**Property:** Resist 10 lightning and resist 10 thunder.

**-Level 25 or 30:** Resist 15 lightning and resist 15 thunder.

**Power (Daily):** Immediate Interrupt. Use this power when an ally within 10 squares of you takes lightning and/or thunder damage from an attack. The attack hits you instead, and you gain a +2 power bonus to attack rolls until the end of your next turn.

*Resist*



# Summoned Armor

Level 6+



*One need never worry about being caught unarmored while possessing this extraordinary armor.*

**Lvl 6:** +2 1,800 gp

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

**Lvl 16:** +4 45,000 gp

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

**Lvl 26:** +6 1,125,000 gp

**Armor:** Any

**Enhancement:** AC

**Power (At-Will):** Minor Action. You banish this armor to a secure extradimensional location. At any point in the future, unless you are wearing armor, you can use another minor action to recall the armor. The armor appears on you as though you had donned it normally.



# Surge Armor

Level 13+



*Many great heroes have survived dangerous battles thanks to the offensive and defensive benefits of this armor.*

**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

**Armor:** Any

**Enhancement:** AC

**Power (Daily):** Minor Action. Gain a +2 power bonus to all defenses. This bonus is reduced by 1 at the start of each of your turns.

**-Level 23 or 28:** +3 power bonus.



# Survivor's Armor

Level 9+



*This armor fills its wearer with a sense of security while in the company of devoted allies.*

**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

**Armor:** Cloth, Leather, Hide

**Enhancement:** AC

**Power (Daily):** Immediate Interrupt. Use this power when hit by an attack.

Choose a willing ally within 5 squares of you. That ally takes the damage instead.

**-Level 24 or 29:** Ally within 10 squares of you.



# Tactician Armor

Level 5+



*In battle, strength of mind is as important as strength of the body, and this armor ensures that you have both.*

**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

**Armor:** Chain, Scale, Plate

**Enhancement:** AC

**Property:** When a power or class feature calls on your Intelligence modifier to determine a value other than your attack bonus, add 1 to that value. This does not change your Intelligence modifier for any other purpose.



# Thunderhead Armor

Level 9+



*The metal of this armor seems to roil with various shades of purple and gray, as though it's filled with storm clouds. The wearer feels resistant to the powers of the storm.*

**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

**Armor:** Chain, Scale, Plate

**Enhancement:** AC

**Power (Daily ♦ Lightning or Thunder):** Immediate Reaction. When you take lightning or thunder damage, all enemies within 2 squares of you take 5 damage of the same type.

**-Level 19 or 24:** 10 damage of the same type.

**-Level 29:** 15 damage of the same type.

Dmg

# Vaporform Armor

Level 19+



*While wearing this armor, no prison can hold you, no door can block your path, and no height is beyond your reach*

**Lvl 19:** +4 105,000 gp

**Lvl 24:** +5 525,000 gp

**Lvl 29:** +6 2,625,000 gp

**Armor:** Cloth, Leather, Hide

**Enhancement:** AC

**Power (Daily):** Move Action. You become insubstantial and can fit through even the smallest spaces without squeezing. You also gain fly 6 (hover) and can only take move actions until you return to your natural form, which you can do as a free action. While in vaporous form, you take 5 damage at the start of each turn.



# Versatile Armor

Level 3+



*The wearer of this armor moves with more alacrity than one might expect, and can employ that speed to his or her advantage against unprepared enemies.*

**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

**Armor:** Chain, Plate

**Enhancement:** AC

**Power (At-Will):** Minor Action. You take a -1 AC penalty but ignore penalties to speed and checks caused by armor. This persists until you use a minor action to return the armor to normal.



# Verve Armor

Level 4+



*This armor protects your body and fortifies your spirit.*

**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

**Armor:** Chain, Scale, Plate

**Enhancement:** AC

**Property:** You gain a +2 bonus to death saving throws.

**Power (Daily):** No Action. Use this power when you fail a saving throw. The result of that saving throw is 20 instead.





# Veteran's Armor

Level 2+



*Battered and worn, this unassuming armor helps you get the most out of your experiences.*

**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

**Armor:** Any

**Enhancement:** AC

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

**Power (Daily):** Free Action. Spend an action point. You do not gain the normal extra action. Instead, you regain the use of one expended daily power.



# Voidcrystal Armor

Level 14+



*Black as a starless night, this armor destabilizes weapons it deflects.*

**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

**Armor:** Any

**Enhancement:** AC

**Power (Daily):** Immediate Reaction. Use this power when a melee attack misses your AC. The weapon used to attack you deals only half damage (save ends). If the attacker was unarmed (using a fist or claws, for example), the attacker instead takes ongoing 10 damage (save ends).

**-Level 24 or 29:** Ongoing 15 damage.

-Dmg

Dmg

# Warsheath Armor

Level 10+



*This armor ensures that its wearer is surrounded not just by protective layers, but also by eager foes*

**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

**Armor:** Plate

**Enhancement:** AC

**Power (Daily):** Minor Action.  
Enemies within a number of squares equal to this armor's enhancement bonus of you are pulled adjacent to you.

*Pull*

# Whiteflame Armor

Level 3+



*This armor absorbs light and can be converted to protect against other effects.*

**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

**Armor:** Chain, Scale, Plate

**Enhancement:** AC

**Property:** Resist 5 radiant.

**-Level 14 or 19:** Resist 10 radiant.

**-Level 24 or 29:** Resist 15 radiant.

**Power (Daily):** Minor Action. Change the type of resist this armor grants to resist fire, resist lightning, or resist thunder until the end of the encounter.

*Resist*

# Wildleaf Armor

Level 17+



*Fashioned by elves from fallen leaves, these suits of armor are favored by rangers and rogues who patrol the wilderness.*

**Lvl 17:** +4 65,000 gp

**Lvl 22:** +5 325,000 gp

**Lvl 27:** +6 1,625,000 gp

**Armor:** Cloth, Leather, Hide

**Enhancement:** AC

**Property:** You ignore difficult terrain while outdoors.



# Zealot Armor

Level 15+



*This armor is surrounded by motes of light that grow in intensity as undead approach the wearer.*

**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

**Armor:** Cloth

**Enhancement:** AC

**Property:** Whenever an undead creature hits you with a melee attack, it takes radiant damage equal to the enhancement bonus of this armor.

*Dmg*

# Weapons

# Acidic Weapon

Level 4+



*A stream of acid lashes out from this melee weapon, burning a target who might otherwise be out of reach.*

**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

**Weapon:** Heavy Blade, Light Blade, Spear

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 acid damage per plus

**Power (Encounter ♦ Acid):** Standard Action. Make a melee basic attack with the weapon against a target within 5 squares of you. All damage dealt by this basic attack is acid damage.

**Power (Daily ♦ Acid):** Free Action. Use this power when you hit with the weapon. Deal ongoing 5 acid damage (save ends).

**Level 14 or 19:** Ongoing 10 acid damage.

**Level 24 or 29:** Ongoing 15 acid damage.

*Dmg (Acid)*

*Crit*



# Adamantine Weapon

Level 8+



*This glossy black weapon pierces the toughest shells.*

**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

**Weapon:** Any melee

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d10 damage per plus

**Property:** Untyped damage done with this weapon ignores a number of points of resistance equal to twice the weapon's enhancement bonus.

*Crit*

# Assassin's Weapon

Level 8+



*A favored weapon of rogues and assassins, this plain-looking blade contains the power to afflict victims with a deadly poison.*

**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

**Weapon:** Light Blade

**Enhancement:** Attack rolls and damage rolls

**Critical:** Ongoing 5 poison damage (save ends)

**-Level 13:** Ongoing 7 poison damage (save ends)

**-Level 18:** Ongoing 10 poison damage (save ends)

**-Level 23:** Ongoing 12 poison damage (save ends)

**-Level 28:** Ongoing 15 poison damage (save ends)

**Power (Daily ♦ Poison):** Free Action. Use this power when you hit with this weapon. The target takes ongoing 5 poison damage and is slowed (save ends both).

**-Level 13 or 18:** Ongoing 10 poison damage.

**-Level 23 or 28:** Ongoing 15 poison damage.

*Dmg  
(Poison)*

*Crit*

# Avandra's Whisper

Level 17+



*Followers of Avandra use these blades to channel her powers of luck.*

**Lvl 17:** +4 65,000 gp

**Lvl 22:** +5 325,000 gp

**Lvl 27:** +6 1,625,000 gp

**Weapon:** Light Blade

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus

**Property:** If you worship Avandra, you can use this weapon as a holy symbol. It adds its enhancement bonus (but not its proficiency bonus) to attack rolls and damage rolls when used in this manner. If you do not worship Avandra, you do not benefit from this weapon's property and cannot use this weapon's power.

**Power (Daily):** Free Action. Reroll one attack roll or damage roll made with this weapon. You must use the result of the second roll.

Crit

# Battering Weapon

Level 11+



*This hammer rumbles with seismic power.*

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

**Lvl 16:** +4 45,000 gp

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

**Lvl 26:** +6 1,125,000 gp

**Weapon:** Hammer

**Enhancement:** Attack rolls and damage rolls

**Critical:** None

**Power (Daily):** Standard Action.  
Make a melee basic attack with this weapon against all enemies within a close blast 3.

*Blast*

# Battlecrazed Weapon

Level 4+



*The weapon seeks blood where it can be found, whether among the enemy or from its wielder.*

**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

**Weapon:** Axe, Heavy Blade

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 per plus

**Property:** While you are bloodied, you deal +1d6 damage when you hit with this weapon.

**-Level 14 or 19:** +2d6 damage while bloodied.

**-Level 24 or 29:** +3d6 damage while bloodied.

**Power (Daily):** Minor Action. Deal damage to yourself equal to half your level, ignoring any resistances. You are considered bloodied for all purposes (including beneficial effects, such as Dragonborn Fury and this weapon's property) until the end of your next turn.

*Dmg*

*Crit*

# Battlemaster's Weapon

Level 14+



*This weapon lets you reuse exhausted powers.*

**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

**Weapon:** Any

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus

**Power (Daily):** Minor Action. You regain the use of one encounter power.

Crit

# Bilethorn Weapon

Level 14+



*Poison covers the sleek surface of this weapon.*

**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

**Weapon:** Any melee

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 poison damage per plus

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

Use this power when you hit with a melee basic attack. At the start of your next turn, your target takes the damage again, but all of the damage is poison.

*Crit*

# Blackshroud Weapon

Level 10+



*Whenever this weapon snuffs out the life force of an enemy, it grants a boon in return.*

**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

**Weapon:** Axe, Heavy Blade, Light Blade

**Enhancement:** Attack rolls and damage rolls

**Critical:** Gain 1d8 temporary hit points per plus.

**Property:** Whenever an attack with this weapon reduces a target to 0 hit points or fewer, you gain concealment until the end of your next turn.

Crit

HP



# Blacksmelt Weapon

Level 11+



*This weapon can break through virtually any material.*

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

**Lvl 16:** +4 45,000 gp

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

**Lvl 26:** +6 1,125,000 gp

**Weapon:** Flail, Hammer, Mace

**Enhancement:** Attack rolls and damage rolls

**Critical:** None

**Power (Daily):** Minor Action. Your attacks with this weapon deal extra damage equal to the weapon's enhancement bonus until the end of your next turn.

+Dmg

# Blade of Bahamut

Level 19+



*Emblazoned with the holy symbol of Bahamut, this platinum blade empowers the wielder to unleash divine retribution upon enemies while bolstering his or her allies.*

**Lvl 19:** +4 105,000 gp

**Lvl 24:** +5 525,000 gp

**Lvl 29:** +6 2,625,000 gp

**Weapon:** Heavy Blade

**Enhancement:** Attack rolls and damage rolls

Critical: +1d10 damage per plus

**Property:** If you worship Bahamut, you can use this weapon as a holy symbol. It adds its enhancement bonus (but not its proficiency bonus) to attack rolls and damage rolls when used in this manner. If you do not worship Bahamut, you do not benefit from this weapon's property and cannot use this weapon's power.

**Power (Daily ♦ Force):** Standard Action. Close blast 5; targets enemies; Charisma vs. Reflex (apply a bonus to the attack roll equal to the weapon's enhancement bonus); 2d8 + Charisma modifier force damage. Allies in the blast take no damage and regain hit points equal to your Wisdom modifier + your Charisma modifier.

**-Level 29:** 3d8 + Charisma modifier force damage.

Crit

Close Blast/Dmg

# Blade of Night

Level 12+



*When the wielder of this blade strikes at an enemy's vulnerable spot, he magically blinds the target as well.*

**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

**Weapon:** Light Blade

**Enhancement:** Attack rolls and damage rolls

**Critical:** The target is blinded until the end of your next turn.

**Power (Daily ♦ Zone):** Minor Action.

Use this power to create a zone in a close burst 2. The zone blocks line of sight and lasts until the end of your next turn.

*Crit*

*Burst*

# Bloodclaw Weapon

Level 2+



*The hilt of this weapon digs into its wielder's hand, drawing blood while inflicting a more grievous wound upon an enemy.*

**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

**Weapon:** Any melee

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus

**Power (At-Will):** Free Action. Use this power before making a melee attack on your turn. You take damage up to a maximum of the weapon's enhancement bonus (a +3 weapon deals up to 3 damage to its wielder). This damage cannot be reduced or prevented in any way. If you hit, increase the damage your target takes by double the amount of damage you took, triple if you are wielding the weapon in two hands.

# Bloodiron Weapon

Level 13+



*Forged from iron tainted with the ichor of devils, this weapon is cruel.*

**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

**Weapon:** Any

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d10 damage per plus

**Property:** When you deal extra critical hit damage with this weapon, deal the extra critical hit damage to the target again at the start of your next turn.

+Crit

Crit

# Bloodthirsty Weapon

Level 13+



*This weapon drinks the blood of its victims.*

**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

**Weapon:** Any melee

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d10 damage per plus

**Property:** Gain a +1 item bonus to attack rolls against bloodied targets, and add an item bonus equal to the enhancement bonus of this weapon to damage rolls against bloodied targets.

*Crit*

# Brilliant Energy Weapon

Level 25+



*Infused with light, this weapon passes through armor and into flesh.*

**Lvl 25:** +5 625,000 gp

**Lvl 30:** +6 3,125,000 gp

**Weapon:** Any

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d10 radiant damage per plus

**Property:** This weapon gives off bright light in a 5-square radius unless covered and sheathed.

**Power (At-Will ♦ Radiant):** Free Action. All damage dealt by this weapon is radiant damage. Another free action returns the damage to normal.

**Power (Encounter ♦ Radiant):**  
**Free Action.** Use this power when making an attack that targets AC. The attack targets Reflex defense instead. All damage from the attack is radiant damage.

Crit

# Bronzewood Weapon

Level 8+



*Creatures of the Shadowfell react poorly to this hard, red-brown wood.*

**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

**Weapon:** Any melee

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus, or +1d10 damage per plus against shadow creatures.

**Power (Daily):** Free Action. Use this power when you hit with the weapon. The target is outlined by a golden nimbus and does not gain the benefit of concealment or cover (save ends). The target benefits from total concealment or superior cover as normal. If the target is a creature that has the shadow origin, then it also takes a -2 penalty to attack rolls (ends on same save as above).

*Crit*



# Chaosweave Weapon

Level 13+



*Forged from the quintessence of the Elemental Chaos, this weapon pierces demons' defenses.*

**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

**Weapon:** Any

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus, or +1d12 damage per plus against a creature that has variable resistance.

**Property:** Attacks with this weapon ignore an amount of variable resistance equal to twice the weapon's enhancement bonus.

*Crit*

# Cloaked Weapon

Level 8+



*This naturally invisible weapon becomes visible when it hits.*

**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

**Weapon:** Any

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus

**Property:** This weapon is invisible to everyone but the creature possessing it. As the wielder of the weapon, you gain combat advantage with melee attacks made using the weapon until you successfully hit, at which point the weapon becomes visible to everyone. A cloaked weapon turns invisible again after being sheathed for a short rest (5 minutes).

*Crit*

# Cold Iron Weapon

Level 8+



*Denizens of the Feywild loathe this weapon forged from the coldest, darkest iron.*

**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

**Weapon:** Any

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus, or +1d10 damage per plus against fey creatures

**Power (Daily):** Free Action. Use this power when you hit with the weapon. The target is immobilized (save ends).

If the target is a creature that has the fey origin, it also takes 1d10 damage.

**-Level 13 or 18:** 2d10 damage.

**-Level 23 or 28:** 3d10 damage.

*Crit*

# Communal Weapon

Level 4+



*Combat can bring some people together, and you can lend aid to your allies with this weapon.*

**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

**Weapon:** Any melee

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus

**Power (At-Will):** Free Action. Use this power after an ally within 5 squares of you makes a d20 roll. Add a +1 power bonus to the result. You can do this a number of times in a day equal to the enhancement bonus of the weapon.

*Crit*

# Controlling Weapon

Level 8+



*Waves of force radiate from this polearm when it hits its target, forcing the creature to move.*

**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

**Weapon:** Polearm

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus

**Property:** When you pull or push a target with this weapon, increase the effect by 1 square.

**Power (Encounter):** Free Action. Use this power when you would pull or push a target with this weapon. You slide the target the same distance instead.

*Pull/Push*

*Crit*

# Crusader's Weapon

Level 9+



*Those who hunt undead favor this weapon for its ability to strike at the creatures' vulnerabilities.*

**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

**Weapon:** Hammer, Mace

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 per plus, or +1d10 damage per plus against undead creatures.

**Property:** Half the damage dealt with this weapon is radiant damage.

**Property:** You can use this weapon as a holy symbol. It adds its enhancement bonus to attack rolls and damage rolls when used in this manner.

**Power (Daily):** Standard Action. Gain one additional use of Channel Divinity for this encounter.

*Holy Symb.*

*Crit*

# Cunning Weapon

Level 8+



*Finely crafted and ornately etched, this weapon makes its target succumb more easily to adverse conditions.*

**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

**Weapon:** Any melee

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d8 damage per plus

**Property:** Against any effect delivered with this weapon that a save can end, the target takes a -2 penalty to saving throws.

**-Level 18 or 23:** -3 penalty to saving throws.

**-Level 28:** -4 penalty to saving throws.

*Crit*

# Deathstalker Weapon

Level 4+



*This weapon leaves a wound that is black and withered, which continues to plague an enemy long after the attack was made.*

**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

**Weapon:** Any

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 necrotic damage per plus

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

Use this power when you hit with the weapon. The target takes ongoing 5 necrotic damage (save ends). Saves made to end this effect take a -2 penalty.

**-Level 12 or 17:** Ongoing 10 necrotic.

**-Level 22 or 27:** Ongoing 15 necrotic.

*Dmg*

*Crit*



# Decerebrating Weapon

Level 8+



*This weapon shatters the mind and batters the senses.*

**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

**Weapon:** Hammer, Mace

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus, and the target takes a -2 penalty to Will defense until the end of your next turn.

**Power (Daily):** Free Action. Use this power when you hit with the weapon. Your target takes a -2 penalty to Will defense until the end of your next turn.

*Crit*

# Defensive Weapon

Level 2+



*This weapon glows blue when its wielder takes a second wind or goes on total defense.*

**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

**Weapon:** Any

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus

**Property:** When you take the total defense or second wind action, add the enhancement bonus of this weapon as an item bonus to all of your defenses until the start of your next turn.

Crit

# Demonbane Weapon

Level 9+



*This weapon glimmers with white flecks of energy from the Astral Sea that are anathema to demons.*

**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

**Weapon:** Any

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d8 damage per plus, or +1d10 damage per plus against demons.

**Property:** You regain resist equal to the enhancement bonus of the weapon to damage dealt by demons.

**Power (Daily):** Free Action. Use this power when you attack a demon with this weapon. Gain a +5 power bonus to the attack roll and ignore any resist value the demon has.

*Crit*

# Desiccating Weapon

Level 13+



*This weapon weakens the body of an enemy with each new strike.*

**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

**Weapon:** Any melee

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus

**Property:** Each time you hit with this weapon, your target takes a cumulative -1 penalty to its Fortitude defense (save ends). One saving throw ends the entire penalty, though the target can receive the penalty again with future attacks.

*Crit*

# Determined Weapon

Level 8+



*When you throw this weapon, it continues to attack your foe before returning to 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

**Weapon:** Any thrown

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus

**Property:** Increase this item's normal range and long range by your Strength modifier or your Dexterity modifier.

**Power (Daily):** Free Action. Use this power after you miss with a ranged attack using this weapon. This weapon does not return to you this turn. At the start of the target's next turn, make a ranged basic attack with this weapon against that target. After this attack, the weapon returns to you.

*Dex vs. AC*

*Crit*

# Distance Weapon

Level 1+



*This weapon flashes brightly as it hurtles forth, moving with enough force to carry it much farther than normal.*

**Lvl 1:** +1 360 gp

**Lvl 6:** +2 1,800 gp

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

**Lvl 16:** +4 45,000 gp

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

**Lvl 26:** +6 1,125,000 gp

**Weapon:** Any ranged

**Enhancement:** Attack rolls and damage rolls

**Critical:** None

**Property:** Increase the weapon's normal range by 5 squares and the long range by 10 squares.

*Dex vs. AC*

# Dread Weapon

Level 8+



*Those who suffer a telling blow from this weapon fill with despair, losing all hope.*

**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

**Weapon:** Any

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus, and the target takes the weapon's enhancement bonus as a penalty to defenses and checks until the end of your next turn.

**Power (Daily ♦ Fear):** Free Action. Use this power when you hit with this weapon. The target takes the weapon's enhancement bonus as a penalty to defenses and checks until the end of your next turn.

*Crit*

# Dynamic Weapon

Level 6+



*This weapon transforms into any other melee weapon that its wielder desires.*

**Lvl 6:** +2 1,800 gp

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

**Lvl 16:** +4 45,000 gp

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

**Lvl 26:** +6 1,125,000 gp

**Weapon:** Any melee

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus

**Power (Encounter ♦ Polymorph):**

Minor Action. Change the weapon into a different weapon from any melee category (simple, military, or superior). This effect lasts until the end of the encounter, or until you end it as a minor action.

*Crit*

*Polymorph*



# Earthbreaker Weapon

Level 8+



*Creatures of the earth suffer most at the strike of this weapon.*

**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

**Weapon:** Axe, Flail, Hammer, Mace, Pick, Sling

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus, and a target that has the earth or plant keyword is also dazed until the end of your next turn.

**Power (Daily):** Free Action. Use this power when you hit with the weapon. The target is restrained (save ends). If the target has the earth or plant keyword, it takes a -5 penalty to the saving throw.

*Crit*

# Elukian Clay Weapon

Level 12+



*This stone bow has surprising flexibility.*

**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

**Weapon:** Bow, Crossbow

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus

**Property:** You can draw this weapon as part of the same action used to attack with this weapon.

**Power (Daily):** Free Action. Use this power when you miss with an attack using this weapon. Reroll the attack with a +2 power bonus. You must take the result of the reroll.

*Crit*

*Dex vs. AC*

# Farslayer Weapon

Level 13+



*As you swing this weapon through the air, wounds magically appear on enemies beyond your normal reach.*

**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

**Weapon:** Any melee

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus

**Power (At-Will):** Standard Action. Make a melee basic attack with this weapon against a target up to 5 squares away from you.

*Crit*

# Feyslaughter Weapon

Level 9+



*A bane of fey and teleporting creatures, this blackened weapon is favored by many hunters.*

**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

**Weapon:** Any

**Enhancement:** Attack rolls and damage rolls Critical: +1d6 damage per plus, or +1d10 damage per plus against fey creatures.

**Property:** When you hit a creature with this weapon, that creature cannot teleport until the end of your next turn.

.-teleport

Crit

# Flanking Weapon

Level 8+



*Your enemies are loath to take their eyes off your weapon in battle, allowing you and your allies to catch them off guard more easily.*

**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

**Weapon:** Any melee

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus, or +1d8 damage when you are flanking an opponent.

**Power (Daily):** Minor Action. You are considered to be flanking an enemy anytime both you and an ally are adjacent to that enemy. This power lasts until the end of your next turn.

*Crit*

# Fleshseeker

Level 2+



*Thinner than most weapons of its type, this weapon slips between armored plates and even magic defenses.*

**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

**Weapon:** Any melee

**Enhancement:** Attack rolls and damage

**Critical:** +1d6 damage per plus

**Power (Encounter):** Free Action. Use when you hit an enemy with this weapon. You gain a +1 power bonus on your next attack against that target with this weapon.

Crit

# Footpad's Friend

Level 10+



*When you catch an enemy unaware, this blade is as sharp as your smile.*

**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

**Weapon:** Light Blade

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus

**Property:** When you hit with this weapon and deal extra damage from your Sneak Attack class feature, add your Charisma modifier to the damage roll.

*Crit*

# Forbidding Weapon

Level 14+



*A creature you strike with this weapon cannot teleport.*

**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

**Weapon:** Any

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus

**Power (Daily):** Immediate Reaction. Use this power when a creature teleports into a space adjacent to you.

The creature takes 1[W] damage and cannot teleport (save ends).

*Dmg*

*Crit*



# Force Weapon

Level 8+



*The business end of this weapon shimmers. With a single attack, the wielder can trap an enemy with bands of force.*

**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

**Weapon:** Any

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 force damage per plus

**Power (At-Will ♦ Force):** Free Action.

All damage dealt by this weapon is force damage. Another free action returns the damage to normal.

**Power (Daily ♦ Force):** Free Action. Use this power when you hit with the weapon. The target is slid 1 square and restrained until the end of your next turn.

*Dmg*

*Crit*

*Restrain*

# Forceful Weapon

Level 16+



*The extreme curve of this bow makes every shot hit with the force of a charging bull.*

**Lvl 16:** +4 45,000 gp

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

**Lvl 26:** +6 1,125,000 gp

**Weapon:** Bow

**Enhancement:** Attack rolls and damage rolls

**Critical:** None

**Property:** Any arrow fired by this weapon also pushes the target 1 square when it hits.

*Dex vs. AC*

*Push*

# Gambler's Weapon

Level 2+



*Favored by scoundrels and rogues, this unpredictable blade is not for the faint of heart.*

**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

**Weapon:** Light Blade

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus, and you can shift 1 square.

**Power (Encounter):** Free Action. Use this power before you make an attack roll. Roll 1d6 and subtract 3; the result is a power bonus or a penalty to your attack roll.

Crit

+Atk/-Atk

# Ghostchain Weapon

Level 25+



*Ghostly chains bind creatures you strike with this weapon and pull them toward you.*

**Lvl 25:** +5 625,000 gp

**Lvl 30:** +6 3,125,000 gp

**Weapon:** Any ranged

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus

**Power (Encounter):** Free Action. Use this power when you hit with this weapon. Pull the target a number of squares equal to the enhancement bonus of the weapon.

*Crit*

*Dex vs. AC*

# Graceful Weapon

Level 8+



*Light and razor-sharp, this weapon responds to even your most intricate movements.*

**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

**Weapon:** Flail, Heavy Blade, Light Blade, Spear

**Enhancement:** Attack rolls and damage rolls

**Critical:** + Dexterity modifier damage per plus

**Power (Daily):** Immediate Reaction. Use this power when an enemy within your reach makes a melee attack against you. Make a melee basic attack against that enemy.

*Crit (Dex)*

*Restrain*

# Grasping Weapon

Level 16+



*This malleable weapon not only strikes at enemies but also grasps and holds them in place.*

**Lvl 16:** +4 45,000 gp

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

**Lvl 26:** +6 1,125,000 gp

**Weapon:** Polearm, Spear

**Enhancement:** Attack rolls and damage rolls

**Critical:** None

**Property:** You can use this weapon to grab targets, adding the weapon's enhancement bonus to your grab attack. You can still use this weapon to attack a target you've grabbed with it.

**Power (Encounter):** Free Action. Use this power when you hit with the weapon. Pull the target into an unoccupied space adjacent to you. The target is grabbed (until escape).

*Pull*

# Healing Weapon

Level 14+



*This bow is strung with what looks like healer's stitch thread, and the wielder can send a arrow of glowing white energy at an ally to heal him or her.*

**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

**Weapon:** Any ranged

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus

**Power (Daily ♦ Healing):** Standard Action. One creature within 20 squares of you and in your line of sight can regain hit points as if it had spent a healing surge.

+HP

Crit

Dex vs. AC

# Holy Healer's Weapon

Level 2+



*Healers who wield this weapon relish combat and enjoy healing their allies while attacking their enemies.*

**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

**Weapon:** Mace, Staff

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus

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

**Power (Daily ♦ Healing):** Minor Action. An ally within 5 squares of you can spend a healing surge to regain hit points equal to 5 + your Wisdom modifier.

**-Level 7:** Regain 10 + Wisdom modifier hit points.

**-Level 12:** Regain 15 + Wisdom modifier hit points.

**-Level 17:** Regain 20 + Wisdom modifier hit points.

**-Level 22:** Regain 25 + Wisdom modifier hit points.

**-Level 27:** Regain 30 + Wisdom modifier hit points.

Crit

+HP (Wis)



# Graceful Weapon

Level 18+



*This weapon can fire clear through one creature's body and penetrate another creature behind it.*

**Lvl 18:** +4 85,000 gp

**Lvl 23:** +5 425,000 gp

**Lvl 28:** +6 2,125,000 gp

**Weapon:** Any ranged

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d8 damage per plus

**Property:** Once per round, when an attack with this weapon reduces a target to 0 hit points or fewer, you can make a ranged basic attack against another creature adjacent to the target of the first attack.

*Dex vs. AC*

*Crit*

# Inescapable Weapon

Level 3+



*This weapon grows increasingly eager to strike those you have trouble hitting.*

**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

**Weapon:** Any

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus

**Property:** Each time you miss a target with this weapon, you gain a cumulative +1 bonus (up to the weapon's enhancement bonus) to your next attack roll with this weapon against the same target. The bonus ends if you attack a different target or when you hit.

*Crit*

# Inspiring Weapon

Level 3+



*Leaders use this weapon to rally allies around them for a powerful attack.*

**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

**Weapon:** Any

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus

**Power (Daily):** Minor Action. Allies adjacent to you gain a power bonus to damage rolls equal to the enhancement bonus of the weapon until the end of your next turn.

*Crit*

# Jagged Weapon

Level 12+



*This weapon is pitted, scarred, and unadorned, but it deals grievous wounds.*

**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

**Weapon:** Axe, Heavy Blade, Light Blade

**Enhancement:** Attack rolls and damage rolls

**Critical:** Ongoing 10 damage

**-Level 22 and 27:** Ongoing 20 damage

**Property:** This weapon scores critical hits on a 19 or 20.

*Crit*

*Dmg*

# Jarring Weapon

Level 20+



*This weapon smashes through your enemy's defenses, leaving them rattled from the severe blow of the attack.*

**Lvl 20:** +4 125,000 gp

**Lvl 25:** +5 625,000 gp

**Lvl 30:** +6 3,125,000 gp

**Weapon:** Flail, Hammer, Mace

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus

**Power (Daily):** Free Action. Use this power when you hit with a melee attack. Your target is weakened and dazed (save ends both).

Crit

# Legendary Weapon

Level 25+



*Legends are made when heroes do incredible things, and this weapon gives them a few more opportunities.*

**Lvl 25:** +5 625,000 gp

**Lvl 30:** +6 3,125,000 gp

**Weapon:** Any

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus

**Power (Daily):** Free Action. Use this power when you score a critical hit. Take a standard action.

Crit

# Luckblade

Level 12+



*Luck favors the bold—and the wielder of this blade.*

**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

**Weapon:** Heavy Blade, Light Blade

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d8 damage per plus

**Power (Daily):** Free Action. Reroll an attack roll you just made. Use the second result even if it's lower.

*Crit*

# Luckender

Level 20+



*This weapon can turn bad luck into good fortune.*

**Lvl 20:** +4 125,000 gp

**Lvl 25:** +5 625,000 gp

**Lvl 30:** +6 3,125,000 gp

**Weapon:** Any

Enhancement: Attack rolls and damage rolls

**Critical:** +1d6 damage per plus

Property: When you roll a 1 on an attack roll during combat or when a critical hit is scored on you, this weapon gains a charge. There is no limit on the number of charges, but the weapon resets to 2 charges after an extended rest.

**Power (At-Will):** Free Action.

Spend a number of charges up to the weapon's enhancement bonus to gain a power bonus to your next attack roll with this weapon equal to the number of expended charges.

Crit



# Lullaby Weapon

Level 4+



*With a swing of this weapon, your enemy becomes lethargic, moving slower until finally collapsing into a snoring heap.*

**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

**Weapon:** Flail, Hammer, Mace, Staff

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus

**Power (Daily ♦ Sleep):** Free Action. Use this power when you hit with the weapon. Make a secondary attack against the target's Will defense, with an attack bonus equal to the level of this weapon plus its enhancement bonus. If this attack hits, the target is slowed (save ends).

If the target fails its first saving throw against this power, it becomes unconscious (save ends).

*Crit*

# Mace of Healing

Level 8+



*When you bolster your allies, this weapon increases the potency of your healing.*

**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

**Weapon:** Mace

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus

**Property:** When you use a power that restores hit points to an ally, add an item bonus equal to this weapon's enhancement bonus to the amount restored.

*Crit*

# Mage's Weapon

Level 2+



*Some spellcasters choose this blade for its ability to convert a spell's power into accuracy in melee.*

**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

**Weapon:** Heavy Blade, Light Blade

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus

**Property:** Anyone proficient with simple weapons or the dagger is proficient with this weapon.

**Power (Encounter):** Minor Action. You can expend an arcane encounter power to regain the use of a martial encounter power you know of up to the same level.

Crit

# Mauling Weapon

Level 8+



*This weapon excels at smashing down barriers, knocking over foes, and breaking open containers.*

**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

**Weapon:** Hammer, Heavy Blade, Mace

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus, or +1d12 damage per plus against constructs and objects.

**Power (Daily):** Free Action. Use this power when you hit with the weapon. Until the end of your next turn, when the target moves on its turn with a mode of movement other than teleportation, you determine the first square the creature moves to. In addition, if the creature has the construct keyword it takes 1d10 damage.

**-Level 13 or 18:** 2d10 damage.

**-Level 23 or 28:** 3d10 damage.

*Crit*

# Medic's Weapon

Level 4+



*A divine warrior of any kind can use this weapon to bring victory in the name of his deity.*

**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

**Weapon:** Any

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 radiant damage per plus

**Property:** When you use a Channel Divinity power during combat, an ally within 10 squares of you regains an amount of hit points equal to your Charisma modifier plus this weapon's enhancement bonus.

**Power (Daily):** Standard Action. Gain one additional use of Channel Divinity for this encounter.

+HP

Crit

# Mind Iron Weapon

Level 14+



*This metal weapon projects arrows or bolts partially into the realm of the mind*

**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

**Weapon:** Bow, Crossbow

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 psychic damage per plus

**Power (At-Will ♦ Psychic):** Free Action. Half the damage dealt by this weapon becomes psychic. Another free action returns the damage to normal.

**Power (Encounter ♦ Psychic):** Free Action. Use this power when you attack a creature with this weapon. That attack targets a creature's Will defense and deals psychic damage. Typed damage from the attack gains the psychic type as well as the original type.

*Dex vs.AC*

*Crit*

# Moradin's Weapon

Level 19+



*This hammer carries the weight of the earth and gives a follower of Moradin the concussive power to knock down his or her enemies.*

**Lvl 19:** +4 105,000 gp

**Lvl 24:** +5 525,000 gp

**Lvl 29:** +6 2,625,000 gp

**Weapon:** Hammer

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d12 damage per plus

**Property:** If you worship Moradin, you can use this weapon as a holy symbol. It adds its enhancement bonus (but not its proficiency bonus) to attack rolls and damage rolls when used in this manner. If you do not worship Moradin, you do not benefit from this weapon's property and cannot activate this weapon's power.

**Power (Daily):** Free Action. Use this power when you hit with the weapon. Make a secondary attack: Area burst 2 centered on the creature you hit; targets enemies only; Strength or Constitution vs. Fortitude (apply a bonus to the attack roll equal to the weapon's enhancement bonus); on a hit, the target takes  $2d6 + \text{Constitution modifier}$  damage and is knocked prone. This secondary attack does not provoke opportunity attacks.

**-Level 29:**  $3d6 + \text{Constitution modifier}$  damage.

*Holy Symbol*

*Crit*

*Dmg*

# Necrotic Weapon

Level 13+



*The wounds inflicted by this weapon also drain an enemy's vitality.*

**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

**Weapon:** Axe, Heavy Blade, Light Blade

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d8 necrotic damage per plus

**Power (At-Will ♦ Necrotic):** Free

Action. Half the damage you deal with this weapon is necrotic damage.

Another free action returns the damage to normal.

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

Use this power when you hit with this weapon. Your target gains vulnerable 10 necrotic until the end of your next turn.

**-Level 23 or 28:** Vulnerable 15 necrotic.

*Crit*



# Oathblade

Level 4+



*This fine steel weapon strikes deadly blows against the foe you swear to vanquish.*

**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

**Weapon:** Heavy Blade, Light Blade

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 per plus, or +1d10 damage per plus against a target marked by you.

**Power (Daily):** Minor Action. Your next attack against a creature marked by you deals an extra 1d6 damage per plus.

*Crit*

*+Dmg*

# Opportunistic Weapon

Level 4+



*An enemy quickly regrets turning its back to the wielder of this weapon.*

**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

**Weapon:** Any melee

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus, or +1d12 damage per plus with opportunity attacks.

**Power (Daily):** Immediate Reaction. Use this power when an enemy provokes an opportunity attack. Make an additional opportunity attack against the provoking creature.

Crit

# Overreaching Weapon

Level 25+



*This polearm extends as you strike at distant enemies, putting them within your range.*

**Lvl 25:** +5 625,000 gp

**Lvl 30:** +6 3,125,000 gp

**Weapon:** Polearm

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus

**Property:** With this weapon, you can attack targets that are 3 squares away from you as well as nearer targets. You can still make opportunity attacks only against adjacent targets.

*Crit*

# Pact Hammer

Level 2+



*This dark steel hammer is the prized possession of any dwarven warlock who wishes to wield weapon and magic with equal effectiveness.*

**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

**Weapon:** Hammer

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus

**Property:** If you are a dwarf, this hammer functions as a warlock implement for you (but do not apply the weapon's proficiency bonus to attack rolls for warlock powers).

**Property:** When you hit a target affected by your Warlock's Curse with this weapon, you deal your extra curse damage against that target.

Crit

# Pact Sword

Level 2+



*Eladrin warlocks favor these sinister longswords for their ability to combine weapon and magic and for the power to control an enemy's position.*

**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

**Weapon:** Longsword

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus

**Property:** If you are an eladrin, this longsword functions as a warlock implement for you (but do not apply the weapon's proficiency bonus to attack rolls for warlock powers).

**Power (Daily ♦ Teleportation):** Free Action. Use this power when you hit a target affected by your Warlock's Curse with this weapon. Teleport the target a number of squares equal to 1 + this weapon's enhancement bonus.

Crit

# Paired Weapon

Level 3+



*One weapon suddenly becomes two with startling speed.*

**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

**Weapon:** Any one-handed melee

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus

**Power (At-Will):** Minor Action. Split the weapon into two identical weapons, one in your primary hand and one in your off-hand. You can spend another minor action to recombine the weapons into one. If you have the *Quick Draw* feat, you can split or recombine the weapon as a free action.

*Crit*

# Parrying Weapon

Level 2+



*A wielder of this weapon never truly lowers his or her defenses.*

**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

**Weapon:** Any melee

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus

**Power (Daily):** Immediate Reaction. Use this power when an enemy makes a melee attack against you.

Make a melee basic attack against that enemy, with a power bonus on your attack roll equal to this weapon's enhancement bonus; if your result exceeds that of the attack roll against you, the enemy's attack misses. The melee basic attack you make to block your enemy's attack has no other effect and does not deal damage.

*Crit*

# Piercing Weapon

Level 7+



*This point of this spear extends, digs deep into an enemy's flesh, and leaves a weeping wound.*

**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

**Weapon:** Spear

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus

**Power (Daily):** Free Action. Use this power when you hit a target with this weapon. The target takes ongoing damage equal to your Dexterity modifier + this weapon's enhancement bonus (save ends).

Crit



# Pinning Weapon

Level 2+



*You use this weapon to root your enemy to the spot.*

**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

**Weapon:** Any melee

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus

**Power (Daily):** Free Action. Use this power when you hit an enemy with this weapon. That enemy is immobilized until you are no longer adjacent to it.

*Crit*

# Point Blank Weapon

Level 3+



*The wielder of this weapon need not fear wading into melee.*

**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

**Weapon:** Any ranged

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus

**Property:** Gain a +2 item bonus to AC against opportunity attacks provoked by making a ranged attack with this weapon.

**Power (Encounter):** Free Action. Use this power when you make a ranged attack with this weapon; the attack does not provoke opportunity attacks.

*Dex vs. AC*

*Crit*

# Poisoned Weapon

Level 5+



*This weapon leaves a debilitating poison that saps an enemy's vitality and strength.*

**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

**Weapon:** Bow, Crossbow, Light Blade, Pick, Spear

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 poison damage per plus

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

Use this power when you hit with the weapon. The target takes ongoing 5 poison damage and is weakened (save ends both).

**-Level 15 or 20:** Ongoing 10 poison damage and weakened (save ends both).

**-Level 25 or 30:** Ongoing 15 poison damage and weakened (save ends both).

Crit

Dmg (Poison)

# Predatory Weapon

Level 13+



*This weapon silently urges its wielder to hunt new prey even before finishing off his or her present foe.*

**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

**Weapon:** Any

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus, or +1d12 damage per plus if you have marked the target.

**Power (Encounter):** Free Action. Use this power when you hit with the weapon. Mark a target within 5 squares of you. This mark lasts until the end of your next turn.

*Crit*

# Prime Shot Weapon

Level 2+



*This weapon demands a wily and cunning wielder who darts from cover to cover while sniping at enemies.*

**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

**Weapon:** Any ranged

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus

**Property:** You deal +1 damage if no ally is closer to the target than you are.

**-Level 12 or 17:** +2 damage.

**-Level 22 or 27:** +3 damage.

*Crit*

*Dex vs. AC*

# Quick Weapon

Level 3+



*You can use this weapon to attack with preternatural speed.*

**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

**Weapon:** Any

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus

**Power (Daily):** Free Action. Use this power when you hit a target with this weapon. Make a basic attack with this weapon against a target of your choice.

*Crit*

# Radiant Weapon

Level 15+



*This weapon burns with glowing, radiant energy.*

**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

**Weapon:** Any

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 radiant damage per plus

**Property:** When this weapon is used to deal radiant damage, add its enhancement bonus as an item bonus to damage rolls.

**Power (At-Will ♦ Radiant):** Free Action. All damage dealt by this weapon is radiant damage. Another free action returns the damage to normal.

*Crit*

# Reckless Weapon

Level 3+



*Some fighters favor force over accuracy—this weapon is for them.*

**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

**Weapon:** Any melee except reach weapons

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d8 damage per plus

**Power (At-Will):** Free Action. Use this power before making a melee attack against an adjacent target. You gain a power bonus to that attack's damage roll equal to twice this weapon's enhancement bonus. You take a -2 penalty to AC until the end of your next turn.

*Crit*



# Rending Weapon

Level 4+



*When this axe scores a devastating strike, you can continue your assault.*

**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

**Weapon:** Axe

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus, and make a melee basic attack with this weapon against the same target.

*Crit*

# Reproachful Weapon

Level 2+



*A strike from this weapon renders your enemy less able to respond.*

**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

**Weapon:** Any melee

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus

**Power (Daily):** Free Action. Use this power when you hit with the weapon. Your target takes a -2 penalty to its attack rolls (save ends).

*Crit*

# Retribution Weapon

Level 7+



*This blade bestows power to those who seek vengeance against an adversary.*

**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

**Weapon:** Any melee

**Enhancement:** Attack rolls and damage rolls

Critical: +1d6 damage per plus

*Crit*

**Property:** Whenever an enemy scores a critical hit against you, your next attack with this weapon against that enemy deals +1d6 damage per plus of this weapon. The effect ends at the end of your next turn.

# Ricochet Weapon

Level 11+



*When you fire a stone from this sling, it bounces off the target to hit another.*

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

**Lvl 16:** +4 45,000 gp

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

**Lvl 26:** +6 1,125,000 gp

**Weapon:** Sling

**Enhancement:** Attack rolls and damage rolls

**Critical:** None

**Power (Daily):** Free Action. Use this power when you make a ranged attack with this weapon. After that attack is resolved, make a ranged basic attack with this weapon against a second target within 2 squares of the first target (treating the first target's space as the origin of the attack for purposes of determining cover).

*Dex vs. AC*

# Righteous Weapon

Level 10+



*Crafted with faith and wrath, this weapon is a scourge of evil.*

**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

**Weapon:** Any melee

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus, or +1d8 damage per plus against evil creatures.

**Power (Daily):** Free Action. Use this power when you hit with the weapon. The target is dazed until the end of your next turn. If the target is evil or chaotic evil, the target is instead dazed (save ends).

Crit

# Sacrificial Weapon

Level 6+



*The true severity of this weapon comes at a cost to the wielder's own vitality.*

**Lvl 6:** +2 1,800 gp

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

**Lvl 16:** +4 45,000 gp

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

**Lvl 26:** +6 1,125,000 gp

**Weapon:** Any melee

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus

**Power (Daily):** Free Action. Use this power when you hit with the weapon. Spend a healing surge, and instead of regaining hit points, you cause the target to become weakened until the end of your next turn.

Crit

# Scalebane Weapon

Level 3+



*Reptilian creatures have good cause to fear this weapon.*

**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

**Weapon:** Any

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus, or +1d12 damage per plus against reptiles.

**Power (Daily):** Free Action. Use this power when you hit with the weapon.

The attack deals an extra 1d4 damage.

If the target has the reptile keyword, it deals an extra 1d20 damage instead.

**-Level 13 or 18:** An extra 2d4 damage or an extra 2d12 damage if the target has the reptile keyword.

**-Level 23 or 28:** An extra 3d4 damage and an extra 3d12 damage if the target has the reptile keyword.

*Crit*

# Shadow Spike

Level 22+



*The wielder of this weapon moves like a shadow, silent and invisible until striking, and then only to disappear again.*

**Lvl 22:** +5 325,000 gp

**Lvl 27:** +6 1,625,000 gp

**Weapon:** Light Blade

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus

**Power (Daily ♦ Illusion):** Free Action. Use this power when you use this weapon to hit a target granting you combat advantage. You are invisible until the end of your next turn.

Crit



# Shapechanger's Sorrow

Level 9+



*This weapon traps a shapechanging creature in its present form.*

**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

**Weapon:** Axe, Heavy Blade, Light Blade

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 per plus, or +1d12 damage per plus against creatures not in their natural form.

**Property:** You gain a +1 bonus to all defenses against creatures not in their natural form.

**Power (Daily):** Free Action. Use this power when you hit with the weapon. The target reverts to its natural form and cannot use powers that have the polymorph keyword (save ends).

Crit

# Skewering Weapon

Level 3+



*This weapon leaves behind an ephemeral shard that holds your foe in place.*

**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

**Weapon:** Pick, Spear

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus

**Power (Daily):** Free Action. Use this power when you hit a target with this weapon. The target is immobilized (save ends).

*Crit*

# Skyrender Weapon

Level 9+



*Air roils along the path of your ammunition, hindering or disabling a flying creature's ability to stay aloft.*

**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

**Weapon:** Any ranged

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus, or +1d12 damage against a flying target.

**Property:** When you hit a flying target with this weapon, halve the target's fly speed until the end of your next turn.

**Power (Daily):** Free Action. Use this power when you hit an airborne target using this weapon. The target falls 10 squares. If it hits the ground, it is prone but takes no damage from the fall.

*Crit*

*Dex vs. AC*

# Sniper's Weapon

Level 13+



*A bolt fired from this crossbow flies along a perfect path, ignoring all outside forces.*

**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

**Weapon:** Crossbow

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d8 damage per plus

**Property:** Attacks with this weapon do not take the -2 penalty for long range.

**Power (Daily):** Minor Action. The next attack roll you make with this weapon during this turn gains a power bonus equal to your Wisdom modifier.

*Dex vs. AC*

*Crit*

# Splitting Weapon

Level 7+



*This weapon breaks apart when you attack with it, hitting multiple enemies and then reforming.*

**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

**Weapon:** Flail

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus

**Power (Daily):** Free Action. Use this power when you hit with the weapon. An enemy adjacent to the attack's target takes damage equal to your Dexterity modifier + the weapon's enhancement bonus.

*Crit*

*Dmg*

# Staggering Weapon

Level 2+



*A strike from this weapon renders your enemy less able to respond.*

**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

**Weapon:** Any melee

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus

**Power (Daily):** Free Action. Use this power when you hit with the weapon. Your target takes a -2 penalty to its attack rolls (save ends).

*Crit*

# Stormbolt Weapon

Level 14+



*This weapon pulses with elemental energy, and wielding it is like holding the power and fury of a thunderstorm in your hand.*

**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

**Weapon:** Hammer, Spear

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 lightning damage per plus

**Power (Daily ♦ Lightning):** Standard Action. The weapon discharges a bolt of lightning.

Make an attack: Ranged 10; Strength or Constitution vs. Reflex (apply a bonus to the attack roll equal to the weapon's enhancement bonus); on a hit, the target takes 2[W] + Strength modifier lightning damage, and the bolt deals lightning damage equal to the weapon's enhancement bonus to all creatures adjacent to the target.

**-Level 24 or 29:** 3[W] + Strength modifier lightning damage to the target, and lightning damage equal to twice the weapon's enhancement bonus to all enemies adjacent to the target.

Crit

# Stout Weapon

Level 8+



*This weapon looks for cracks in an enemy's fortitude instead of chinks in his armor.*

**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

**Weapon:** Axe, Hammer, Mace, Pick, Staff

**Enhancement:** Attack rolls and damage rolls

**Critical:** + Constitution modifier damage per plus

**Power (Daily):** Free Action. Use this power when you make an attack against AC with this weapon. This attack targets Fortitude defense instead.

*Crit(Con)*



# Stoutheart Weapon

Level 3+



*You can overcome bodily weakness when you attack with this weapon.*

**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

**Weapon:** Any melee

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d8 damage per plus

**Power (Encounter):** Minor Action. Until the end of your next turn, you do not deal half damage while weakened.

*Crit*

# Subtle Weapon

Level 3+



*Plain and simple, this weapon works best when you already have an edge on your foe.*

**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

**Weapon:** Any melee

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus

**Property:** Deal extra damage equal to this weapon's enhancement bonus when attacking with combat advantage.

*Crit*

# Sunblade

Level 4+



*This heavy golden sword attacks with the power and intensity of the sun, burning nearby enemies.*

**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

**Weapon:** Heavy Blade

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus

**Property:** This weapon can shed bright or dim light up to 20 squares. You control the brightness and range of the light.

**Power (At-Will ♦ Radiant):** Free Action. All damage dealt by this weapon is radiant damage. Another free action returns the damage to normal.

**Power (Daily ♦ Radiant):** Standard Action. You cause motes of light to burst out and attach to your enemies.

Make an attack: Close burst 1; targets enemies; Strength vs. Reflex (apply a bonus to the attack roll equal to the weapon's enhancement bonus); on a hit, the target takes 1d8 radiant damage.

**-Level 14 or 19:** 2d8 radiant damage.

**-Level 24 or 29:** Close burst 2; 3d8 radiant damage.

Crit

# Swiftshot

Level 3+



*This weapon reloads and fires faster than any other crossbow.*

**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

**Weapon:** Crossbow

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus

**Property:** Loading this crossbow is a free action.

**Power (Encounter):** Minor Action. Make a ranged basic attack with this weapon.

*Dex vs. AC*

*Crit*

# Tenacious Weapon

Level 19+



*A wielder of this weapon favors dependability over luck.*

**Lvl 19:** +4 105,000 gp

**Lvl 24:** +5 525,000 gp

**Lvl 29:** +6 2,625,000 gp

**Weapon:** Any

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus

**Power (Encounter):** Free Action. Use this power before you make an attack roll with this weapon. Roll twice and take the better of the two results.

Crit

# Thieving Weapon

Level 5+



*This weapon adds insult to injury by stealing away its victim's possessions.*

**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

**Weapon:** Light Blade

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus

**Power (Daily):** Free Action. Use this power when you hit with the weapon. Make a Thievery check to pick the target's pockets, ignoring the -10 penalty for using the skill in battle. In addition, you gain a power bonus equal to the weapon's enhancement bonus to the check.

Crit

# Thoughtstealing Weapon

Level 9+



*With this weapon, you not only break through an enemy's physical defenses but its mental defenses as well.*

**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

**Weapon:** Any thrown

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 psychic damage per plus

**Power (Daily):** Free Action. Use this power when you hit with the weapon. Make a secondary attack against the target's Will defense. The attack bonus is equal to the level of this weapon plus its enhancement bonus. If the attack hits, you learn the answer to a question that the subject knows the answer to and which can be answered by a "yes" or "no."

If the subject doesn't know the answer, the power fails.

**Level 14 or 19:** Learn answers to two yes/no questions.

**Level 24 or 29:** Learn answers to three yes/no questions.

Crit

# Thunderbolt Weapon

Level 13+



*This weapon imbues its ammunition with electricity and can create a bolt that jumps from one target to another.*

**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

**Weapon:** Any ranged

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 lightning damage per plus

**Power (At-Will ♦ Lightning):** Free Action. All damage dealt by this weapon is lightning damage. Another free action returns the damage to normal.

**Power (Daily ♦ Lightning):** Free Action. Use this power after you make a ranged attack with this weapon.

Whether the attack hits or misses, make a ranged basic attack with this weapon against a second target within 10 squares and line of effect of the first target. All of the damage from this secondary attack is lightning damage.

*Dex vs. AC*

*Crit*



# Thundergod Weapon

Level 13+



*A loud crash of thunder erupts from this weapon when you charge and strike an enemy.*

**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

**Weapon:** Any melee

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 thunder damage per plus, or +1d12 thunder damage per plus on a charge.

**Property:** Your melee attacks deal +1d6 thunder damage when you charge.

**-Level 23 or 28:** +2d6 thunder damage on a charge.

*Dmg*

*Crit*

# Tigerclaw Gauntlets

Level 8+



*These gauntlets, which imbue you with the power of a pouncing tiger, have a sharp talon extending outward from each.*

**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

**Weapon:** Spiked gauntlets

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus

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

**Power (Encounter):** Standard Action. Make a charge attack. At the end of your charge, make two melee basic attack rolls against one target using this weapon. If you hit with both, deal an extra 1d6 damage.

**-Level 13 and 18:** +2d6 damage.

**-Level 23 and 28:** +3d6 damage.

+Dmg

Crit

# Transference Weapon

Level 7+



*With this weapon, your enemies need take heed of what afflictions they place on you, lest they suffer them as well.*

**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

**Weapon:** Any

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus

**Power (Daily):** Free Action. Use this power when you hit with the weapon. Transfer a condition or ongoing damage effect that is affecting you to the target you hit. The condition or ongoing damage continues to run its course as normal on the target.

*Crit*

*Dmg*

# Transposing Weapon

Level 14+



*Thanks to this weapon, you and the target of your attack switch places.*

**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

**Weapon:** Any

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus

**Power (Encounter ♦ Teleportation):**

Free Action. Use this power when you hit a target with the weapon. You and the target switch locations.

*Crit*

*Teleport*

# Trespasser's Bane Weapon

Level 25+



*No enemy can elude this weapon's wielder without risk.*

**Lvl 25:** +5 625,000 gp

**Lvl 30:** +6 3,125,000 gp

**Weapon:** Any melee

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus

**Power (Encounter):** Immediate Interrupt. Use this power when an enemy moves out of a square within your reach. Make a melee basic attack against that enemy. If the attack hits, the target is slowed until the end of its next turn.

*Crit*

# Tyrant's Weapon

Level 8+



*This harsh-looking weapon lets you capitalize on your enemies' vulnerabilities.*

**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

**Weapon:** Any melee

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus, and the target is knocked prone.

**Power (Daily):** Minor Action. Until the end of your next turn, your attacks with this weapon deal an extra 1d6 damage per plus to a target that is blinded, prone, restrained, or helpless.

*Crit*

# Vampiric Weapon

Level 9+



*This blade saps life from its opponent, bestowing you with the creature's lost vitality.*

**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

**Weapon:** Heavy Blade, Light Blade

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d4 damage per plus, and you regain hit points equal to the damage dealt by this weapon's critical property.

**Property:** All damage dealt by this weapon is necrotic damage.

**Power (Daily ♦ Healing, Necrotic):** Free Action. Use this power when you make a successful attack with the weapon. That attack deals an extra 1d8 necrotic damage, and you regain an equal amount of hit points.

**-Level 14 or 19:** +2d8 necrotic damage and regain the same amount of hit points.

**-Level 24 or 29:** +3d8 necrotic damage and regain the same amount of hit points.

Crit

+Dmg (Necro)

+Hp

# Vanguard's Weapon

Level 3+



*Favoured by soldiers of the frontline, this weapon makes any charge formidable.*

**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

**Weapon:** Any melee

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d8 damage per plus

**Property:** Deal +1d8 damage on any successful charge.

**Power (Daily):** Minor Action. Use this power when you make a charge attack. If you hit with your charge attack, all allies within 10 squares of you gain a +1 bonus to attack rolls and gain your Charisma bonus as a bonus to damage rolls until the start of your next turn.

+Dmg

Crit



# Vengeful Weapon

Level 5+



*When an ally's life is on the line, the wielder of this weapon becomes a deadly adversary.*

**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

**Weapon:** Any melee

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus

**Power (Encounter):** Free Action. Use this power when an attack hits a bloodied ally within 10 squares of you. Gain a +2 power bonus to attack rolls and +1d10 on damage rolls against the attacker until the end of your next turn.

**-Level 15 or 20:** +2d10 damage.

**-Level 25 or 30:** +3d10 damage.

*Crit*

*+Dmg*

# Voidcrystal Weapon

Level 14+



*This black crystal weapon can briefly banish a creature to a dark, secluded location.*

**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

**Weapon:** Any melee

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus

**Power (Daily ♦ Teleportation):** Free Action. Use this power when you hit a creature with this weapon. The target disappears from the world until the start of your next turn, at which point the target reappears in an unoccupied space of your choice within 3 squares of you.

*Crit*

*Teleport*

# Waterbane Weapon

Level 8+



*Creatures of stream and sea have reason to tremble before this weapon.*

**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

**Weapon:** Axe, Crossbow, Heavy Blade, Light Blade, Spear

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus, or +1d10 damage per plus against creatures that have the aquatic or water keyword.

**Property:** You take no attack penalty when using this weapon underwater.

**Power (Daily):** Minor Action. Your next attack with this weapon gains a +2 power bonus to the attack roll if you are underwater, or a +5 power bonus to the attack roll against a creature that has the water or the aquatic keyword.

*Crit*

# Withering Weapon

Level 13+



*Each blow with this weapon weakens armor and resolve.*

**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

**Weapon:** Any melee

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus

**Property:** Each time you hit with this weapon in melee, your target takes a cumulative -1 penalty to AC. The target can make a saving throw to end the entire penalty, but it can receive the penalty again with future attacks.

*Crit*

# Wounding Weapon

Level 4+



*This weapon tears through an enemy's flesh, creating wounds that bleed profusely.*

**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

**Weapon:** Axe, Bow, Crossbow, Heavy Blade, Light Blade, Spear

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus

**Property:** When an attack with this weapon deals untyped ongoing damage, the target of the attack takes a penalty to the saving throw equal to this weapon's enhancement bonus.

**Power (Daily):** Free Action. Use this power when you hit with the weapon. The target also takes ongoing 5 damage (save ends).

**-Level 14 or 19:** Ongoing 10 damage (save ends).

**-Level 24 or 29:** Ongoing 15 damage (save ends).

Crit