

Holy Symbols

Black Feather of the Raven Queen

Level 8+



This onyx feather transforms the life force of a slain enemy into cold energy that can be unleashed upon another adversary.

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

Implement: Holy Symbol

Prerequisite: To use this symbol, you must worship the Raven Queen.

Enhancement: Attack rolls and damage rolls

Critical: +1d6 cold damage per plus

Power (Daily ♦ Cold): Free Action. Use this power when you reduce a target to 0 hit points or fewer with an attack using this holy symbol. One creature within 5 squares of the target takes cold damage equal to your Charisma modifier and is immobilized (save ends).

Dmg (Cold)

Crit

Cog of Eathis

Level 8+



This holy symbol allows you to momentarily harness the will of Erathis to propel an ally to act with alacrity.

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

Implement: Holy Symbol

Prerequisite: To use this symbol, you must worship Erathis.

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily): Free Action. Use this power when you hit with an attack using this holy symbol. An ally within 10 squares of you takes his next turn as soon as your turn ends. Move his place in the initiative order to directly after your own.

Crit

Dragonscale of Bahamut

Level 8+



Emblazoned with the image of the Platinum Dragon, this dragon scale-shaped symbol bestows protection on nearby allies.

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

Implement: Holy Symbol

Prerequisite: To use this symbol, you must worship Bahamut.

Enhancement: Attack rolls and damage rolls

Critical: +1d8 damage per plus

Power (Daily): Free Action. Use this power when you hit with an attack using this holy symbol. Each ally within 2 squares of you gains a +1 power bonus to all defenses until the end of your next turn.

Crit

Eye of Ioun

Level 8+



A holy symbol shaped like an eye, this icon of Ioun allows you to tap into the power of prophecy to avoid future danger.

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

Implement: Holy Symbol

Prerequisite: To use this symbol, you must worship Ioun.

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily): Free Action. Use this power when you hit with an attack using this holy symbol. At any one time until the end of the encounter, you can force the target you hit to reroll an attack roll made against you. It must use the new result.

Crit

Fist of Kord

Level 8+



Kord favors those who show strength, so when you succeed on an attack with this fist-shaped symbol, your next attack strikes harder.

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

Implement: Holy Symbol

Prerequisite: To use this symbol, you must worship Kord.

Enhancement: Attack rolls and damage rolls

Critical: +1d8 lightning damage per plus

Property: When you hit with an attack delivered by this implement, you gain a bonus to damage rolls with melee weapon attacks equal to the holy symbol's enhancement bonus until the end of your next turn. (This bonus stacks with any enhancement bonus of the weapon delivering the attack.)

Crit

Mask of Melora

Level 8+



Shaped as a leaf or seashell, this symbol channels your faith to bolster your conviction against unnatural creatures.

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

Implement: Holy Symbol

Prerequisite: To use this symbol, you must worship Melora.

Enhancement: Attack rolls and damage rolls

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

Power (Daily): Free Action. Use this power when you hit an aberrant creature with an attack using this holy symbol. You gain a +1 power bonus to attack rolls against aberrant creatures until the end of the encounter.

Crit

Moon Disk of Sehanine

Level 8+



This symbol allows its user to lower a darkening veil over an enemy, temporarily confounding the creature.

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

Implement: Holy Symbol

Prerequisite: To use this symbol, you must worship Sehanine.

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily): Free Action. Use this power when you hit with an attack using this holy symbol. The target takes a -5 penalty to the first attack roll it makes before the start of your next turn.

Crit

Moradin's Indestructible Anvil

Level 8+



This anvil-shaped holy symbol allows one to bestow the durability of Moradin's crafts upon a recipient.

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

Implement: Holy Symbol

Prerequisite: To use this symbol, you must worship Moradin.

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily): Free Action. Use this power when you hit with an attack using this holy symbol. One ally within 5 squares of you gains resist 5 to all damage until the start of your next turn.

-Level 18 or 23: Resist 10 to all damage.

-Level 28: Resist 15 to all damage.

Crit

Resist

Star of Correllon

Level 8+



This star-shaped pendant flashes with an inner light when you unleash arcane or divine energy.

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

Implement: Holy Symbol

Prerequisite: To use this symbol, you must worship Corellon.

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: You can use this holy symbol as an implement for any arcane power.

Power (Daily): Free Action. Use this power when you hit with an attack using this holy symbol. Gain an additional use of your *healing word* power or your *Channel Divinity* class feature for this encounter.

Crit

Stone of Avandra

Level 8+



Breathing a quick prayer to Avandra, your faith is channeled through this stone to turn the fates in your favor

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

Implement: Holy Symbol

Prerequisite: To use this symbol, you must worship Avandra.

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily): Free Action. Reroll an attack roll you made using this holy symbol and use the new result.

Crit

Sun Disk of Pelor

Level 8+



This holy symbol flashes with light as your faith unleashes radiant energy that sears your enemies.

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

Implement: Holy Symbol

Prerequisite: To use this symbol, you must worship Pelor.

Enhancement: Attack rolls and damage rolls

Critical: +1d10 radiant damage per plus

Power (At-Will ♦ Radiant): Free Action.

All damage dealt by powers using this holy symbol is radiant damage.

Another free action returns the damage to normal.

Crit

Symbol of Astral Might

Level 4+



This symbol is a potent tool against creatures from the Elemental Chaos.

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

Implement: Holy Symbol

Enhancement: Attack rolls and damage rolls

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

Power (Daily): Free Action. Use this power when you hit with an attack using this holy symbol. Deal +1d10 damage to each elemental creature hit by the attack.

-Level 14 or 19: +2d10 damage against elemental creatures.

-Level 24 or 29: +3d10 damage against elemental creatures.

Crit

Dmg

Symbol of Brilliance

Level 15+



This holy symbol shines with the fiery spirit of your devotion, infusing the intensity of your beliefs into blinding power.

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

Implement: Holy Symbol

Enhancement: Attack rolls and damage rolls

Critical: +1d6 radiant damage per plus, and the target is blinded until the start of your next turn.

Power (Daily): Free Action. Use this power when you hit with an attack using this holy symbol. The target is blinded until the start of your next turn.

Crit

Symbol of Astral Might

Level 14+



Your faith transforms this mundane-looking holy symbol into a mesmerizing beacon that distracts your enemy.

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

Implement: Holy Symbol

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus, and the target is dazed until the start of your next turn.

Power (Daily): Free Action. Use this power when you hit with an attack using this holy symbol. The target is dazed until the start of your next turn.

Crit

Symbol of Confrontation

Level 3+



This holy symbol enhances the power of your divine challenge.

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

Implement: Holy Symbol

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus, or +1d10 damage per plus against enemies currently marked by you.

Power (Daily): Free Action. Use this power when you hit with an attack using this holy symbol. Your divine challenge remains in effect on its current target until the end of your next turn, even if it would normally end.

Crit

Symbol of Damnation

Level 25+



Your pious hatred for an enemy is enhanced by this holy symbol.

Lvl 25: +5 625,000 gp

Lvl 30: +6 3,125,000 gp

Implement: Holy Symbol

Enhancement: Attack rolls and damage rolls

Critical: +1d8 damage per plus, and the target gains vulnerable 5 to all attacks until the start of your next turn.

Power (Daily): Free Action. Use this power when you hit with an attack using this holy symbol. The target gains vulnerable 5 to all attacks until the start of your next turn.

Crit

Symbol of Dedication

Level 17+



When you smite foes that you have marked as an enemy of your god, this holy symbol gives you divine protection against that enemy.

Lvl 17: +4 65,000 gp

Lvl 22: +5 325,000 gp

Lvl 27: +6 1,625,000 gp

Implement: Holy Symbol

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus, or +1d10 damage per plus against enemies currently marked by you.

Power (Daily): Free Action. Use this power when you hit a target currently marked by you with an attack delivered by this symbol. Gain a +2 power bonus to all defenses until the end of your next turn.

Crit

Symbol of Dire Fate

Level 5+



This symbol glimmers with divine light as you press your advantage against an enemy.

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

Implement: Holy Symbol

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus, or +1d12 damage per plus against enemies currently marked by you.

Property: When you use this holy symbol to attack a target currently marked by you, you gain a +1 bonus to the attack roll.

Crit

Symbol of Divine Reach

Level 3+



This symbol lets you extend the reach of your retribution against enemies of your deity.

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

Implement: Holy Symbol

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus, or +1d10 damage per plus with ranged and area attacks.

Property: When using this holy symbol to deliver a ranged or area prayer, add the symbol's enhancement bonus to the range. For example, a +3 symbol of divine reach would increase "area burst 5 within 10 squares" to "area burst 5 within 13 squares."

Crit

Symbol of Divinity

Level 2+



This holy symbol gathers the power of your divine attacks, allowing you to rechannel that might.

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

Implement: Holy Symbol

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily): Free Action. Use this power when you hit with an attack using this holy symbol. Gain one additional use of Channel Divinity for this encounter.

Crit

Symbol of Freedom

Level 7+



This symbol allows you or one of your allies to shrug off certain debilitating conditions.

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

Implement: Holy Symbol

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily): Free Action. Use this power when you hit with an attack using this holy symbol. You or any one ally within 10 squares of you can roll a saving throw against the any effect that includes the dominated, immobilized, restrained, or slowed condition. Add the symbol's enhancement bonus as a power bonus to the save.

Crit

Symbol of Good Fortune

Level 2+



Divine fortune favors you, bolstering your ability to strike accurately at your 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

Implement: Holy Symbol

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily): Free Action. Use this power when you hit with an attack using this holy symbol. Gain a +2 power bonus to the next attack roll you make before the end of your next turn.

Crit

Symbol of Lifebonding

Level 12+



This symbol diverts some the energy devoted to your attack into healing for a nearby ally.

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

Implement: Holy Symbol

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily ♦ Healing): Free Action.

Use this power when you hit with an attack using this holy symbol. The attack deals only half the normal damage. You or an ally within 10 squares of you regains hit points equal to the reduced amount of damage dealt.

Crit

Symbol of Morality

Level 4+



This symbol is a potent tool against undead and immortals.

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

Implement: Holy Symbol

Enhancement: Attack rolls and damage rolls

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

Power (Daily): Minor Action. Your next attack with this holy symbol deals an extra 1d4 damage. If the creature has the immortal origin or the undead keyword, the creature takes an extra 1d8 damage instead.

-Level 14 or 19: An extra 2d4 damage or an extra 2d8 damage if the target has the immortal origin or undead keyword.

-Level 24 or 29: An extra 2d4 damage or an extra 2d8 damage if the target has the immortal origin or undead keyword.

Crit

+Dmg

Symbol of Penitence

Level 9+



This symbol ensures that light continues to sear your enemy even after your initial attack.

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

Implement: Holy Symbol

Enhancement: Attack rolls and damage rolls

Critical: +1d6 radiant damage per plus

Power (Daily ♦ Radiant): Free Action.

Use this power when you hit with a radiant attack delivered by this holy symbol.

The target takes 5 radiant damage when it uses a standard action to attack (save ends).

-Level 19 or 24: 10 radiant damage.

-Level 29: 15 radiant damage.

Crit

Dmg

Symbol of Perseverance

Level 7+



This symbol glows with an inner light, preserving a fragment of your life force to bestow when you or an ally needs it most.

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

Implement: Holy Symbol

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily ♦ Healing): Free Action.

Use this power when you hit with an attack delivered by this holy symbol.

A dying ally within 20 squares of you regains hit points as if he had spent a healing surge; add the symbol's enhancement bonus to the hit points regained.

Crit

+HP

Symbol of Radiant Vengeance

Level 25+



As you assail an enemy with attacks, this symbol causes your strikes to burn with radiant energy.

Lvl 25: +5 625,000 gp

Lvl 30: +6 3,125,000 gp

Implement: Holy Symbol.

Enhancement: Attack rolls and damage rolls

Critical: +1d6 radiant damage per plus, or +1d10 radiant damage per plus if the target attacked an ally of yours since the end of your last turn.

Property: If your attack with this holy symbol hits an enemy that attacked an ally of yours since the end of your last turn, you deal an extra 1d10 radiant damage to that enemy.

Crit

+Dmg

Symbol of Renewal

Level 15+



You channel your conviction through this symbol and grant yourself or a nearby ally remarkable regenerative powers.

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

Implement: Holy Symbol

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily ♦ Healing): Free Action.

Use this power when you reduce a target to 0 or fewer hit points with an attack delivered by this holy symbol. You or one ally within 5 squares of you gains regeneration 5 for the rest of encounter.

-Level 25 or 30: Regeneration 10.

Crit

Regen

Symbol of Reproach

Level 2+



This symbol delivers a debilitating attack that saps your enemy's vitality and impairs its ability to persevere.

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

Implement: Holy Symbol

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily): Free Action. Use this power when you hit a target with an attack delivered by this holy symbol. Until the end of your next turn, that target takes a -2 penalty to saving throws and can't regain hit points by any means.

Crit

Symbol of Resilience

Level 2+



This symbol bolsters confidence and allows allies to shrug off even the deadliest effects.

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

Implement: Holy Symbol

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily): Free Action. Use this power when you hit with an attack delivered by this symbol. You or an ally within 10 squares of you can roll a saving throw against one effect that a save can end; add the symbol's enhancement bonus as a power bonus to that saving throw.

Crit

Symbol of Revivification

Level 25+



This symbol holds the power to revive a dead or dying ally.

Lvl 30: +6 3,125,000 gp

Implement: Holy Symbol.

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily ♦ Healing): Free Action. Use this power when you hit with an attack using this holy symbol. Spend two healing surges, do not regain any hit points, and choose a dying or dead ally within 10 squares of you.

That ally is returned to life at his bloodied hit point total.

This power does not revive an ally who's been dead for longer than 1 day.

Crit

Symbol of Sacrifice

Level 18+



When you attack with this symbol, you can choose to sacrifice some of your vitality to aid a nearby comrade.

Lvl 18: +4 85,000 gp

Lvl 23: +5 425,000 gp

Lvl 28: +6 2,125,000 gp

Implement: Holy Symbol

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: Each time you hit with an attack using this holy symbol, you can choose to lose hit points up to the symbol's enhancement bonus. If you do, an ally within 5 squares of you can make a saving throw against one effect that a save can end, with a bonus to the roll equal to the number of hit points you lost.

Crit

Symbol of Shielding

Level 7+



Your holy symbol glows as you conjure a nimbus of protection.

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

Implement: Holy Symbol

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily): Free Action. Use this power when you hit with an attack using this holy symbol. You or one ally within 2 squares of you gains a +2 power bonus to AC and Reflex defense until the end of your next turn.

Crit

+HP

Symbol of Sustenance

Level 17+



This symbol is infused with a fragment of your consciousness that allows you to turn your attention elsewhere in battle while maintaining other powers.

Lvl 17: +4 65,000 gp

Lvl 22: +5 325,000 gp

Lvl 27: +6 1,625,000 gp

Implement: Holy Symbol

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily): Minor Action. One of your powers that has an effect that will end this turn instead lasts until the end of your next turn.

Crit

Symbol of the Warpriest

Level 15+



This symbol lets you turn your advantage in battle into a bolstering effect for your allies.

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

Implement: Holy Symbol

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: Each time you hit with an attack using this holy symbol, one conscious ally within 5 squares of you regains hit points equal to the symbol's enhancement bonus.

Crit

Symbol of Vengeance

Level 4+



This symbol allows you to exact your wrath upon enemies, returning their attacks with devastation.

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

Implement: Holy Symbol

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily): Free Action. Use this power when you hit with an attack using this holy symbol. If the target of your attack dealt damage to you or an ally since the end of your last turn, you deal an extra 1d8 damage.

If the target of your attack reduced you or an ally to 0 or fewer hit points since the end of your last turn, you instead deal an extra 2d8 damage.

-Level 14 or 19: +2d8 or +4d8 damage.

-Level 24 or 29: +3d8 or +6d8 damage.

Crit

+Dmg

Orbs

Orb of Arcane Generosity

Level 24+



Not all wizards are selfish, power hungry curmudgeons. This orb best serves those gifted with a more generous spirit.

Lvl 24: +5 525,000 gp

Lvl 29: +6 2,625,000 gp

Implement: Orb

Enhancement: Attack rolls and damage rolls

Critical: +1d8 damage per plus

Power (Daily ♦ Healing): Free Action.

Use this power when you use an arcane utility power. All allies within 5 squares of you can spend a healing surge and regain an additional 3d6 hit points.

Crit

+HP

Orb of Augmented Stasis

Level 12+



When you use this orb to hold a foe in place, that foe also suffers a mental block that limits his actions.

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

Implement: Orb

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily): Free Action. Use this power when your attack with this implement immobilizes a target. As long as it is immobilized, the target is also dazed.

Crit

Orb of Coercive Dementia

Level 19+



With the use of this orb, a spellcaster sends his enemy spiraling into confusion, depriving the creature of its most powerful attack.

Lvl 19: +4 105,000 gp

Lvl 24: +5 525,000 gp

Lvl 29: +6 2,625,000 gp

Implement: Orb

Enhancement: Attack rolls and damage rolls

Critical: +1d8 damage per plus

Power (Daily): Standard Action. Make an attack: Ranged 5; Intelligence vs. Will (add the orb's enhancement bonus to the attack roll); on a hit, the target loses one of its unexpended powers for the rest of the encounter. The lost power is the one with the slowest recharge (daily is slower than encounter, encounter is slower than recharge 6, and so on). If multiple powers qualify as having the slowest recharge, randomly determine which one is lost.

If the target has no unexpended powers that are not at will, you regain the use of this power.

Crit

Orb of Crimson Commitment

Level 14+



This orb glows a bright red when in use, bestowing power and luck to your attack.

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

Implement: Orb

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus, or +1d12 damage per plus while you are bloodied.

Power (Daily): Free Action. Use this power when an attack with this orb misses. Spend a healing surge to reroll the attack, adding a +5 power bonus to the attack roll. You do not regain hit points by spending the healing surge.

Crit

Orb of Crystalline Terror

Level 8+



The screaming faces of past victims roil within this dread orb, striking fear into your enemy's heart.

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

Implement: Orb

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus, or +1d8 damage per plus if the attack has the fear keyword.

Power (Daily ♦ Fear): Free Action. Use this power when an attack with this orb hits the target's Will defense. The target takes a -2 penalty to all defenses (save ends).

Crit

Orb of Debilitating Languor

Level 2+



This shadowy orb leaves your enemy enfeebled.

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

Implement: Orb

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily): Free Action. Use this power when an attack with this orb hits the target's Fortitude defense. The target is slowed (save ends).

Crit

Orb of Draconic Majesty

Level 14+



A winged, draconic shape dances in the orb, lending you the fearsome seeming of a dragon when you wish.

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

Implement: Orb

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily ♦ Fear): Free Action. Use this power when your close or area attack with this implement drops a target to 0 or fewer hit points. Any other targets hit by the same attack are dazed until the end of your next turn.

Crit

Orb of Far Seeing

Level 3+



You capture the image of your enemy in this translucent sphere, leaving him no place to hide.

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

Implement: Orb

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Encounter): Minor Action.

Choose a target within 10 squares of you. Until the end of the encounter, this target is considered half as far away for the purpose of ranged attacks made with this orb.

Power (Daily): Free Action. Use this power when you make a ranged attack with this implement on the target affected by this orb's encounter power. The attack does not require line of sight or line of effect and takes no penalty for concealment or cover.

Crit

Orb of Fickle Fate

Level 4+



Light and shadow swirl inside this globe when you bestow the implement's boon upon an ally and its curse upon an enemy.

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

Implement: Orb

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily): Minor Action. A target within 10 squares of you takes a -2 penalty to saving throws and you or an ally within 10 squares of you gains a +2 power bonus to saving throws (target's save ends both).

-Level 14 or 19: -4 penalty/+4 bonus.

-Level 24 or 29: -6 penalty/+6 bonus.

Crit

Orb of Harmonic Agony

Level 4+



When tapped, this orb rings with a clear bass tone, combining with your thunder attacks to rattle an enemy's senses.

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

Implement: Orb

Enhancement: Attack rolls and damage rolls

Critical: +1d6 thunder damage per plus

Power (Daily ♦ Thunder): Free Action.

Use this power when you hit with a power that has the thunder keyword.

The target is deafened for the rest of the encounter and takes ongoing thunder 5 damage (save ends).

-Level 14 or 19: Ongoing 10 thunder.

-Level 24 or 29: Ongoing 15 thunder.

Crit

Dmg (Thunder)

Orb of Impenetrable Escape

Level 6+



This murky orb reflects the visage of your enemy suffering from an ongoing barrage of conditions and afflictions.

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

Implement: Orb

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily): Free Action. Use this power when a creature makes a save against one of your powers. It rerolls its saving throw and must take the new result.

Crit

Orb of Indefatigable Concentration

Level 13+



The wielder of this crystalline orb can temporarily transfers a fraction of his consciousness into it, allowing him to focus his attention elsewhere.

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

Implement: Orb

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily): Free Action. When you use an arcane power that can be sustained by minor actions, you can sustain the power without spending minor actions to do so for a number of turns equal to the orb's enhancement bonus. You can continue to sustain the power normally after the orb stops.

Crit

Orb of Inescapable Consequences

Level 8+



With this orb in hand, your powers can have their intended effects even if your accuracy is lacking.

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

Implement: Orb

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily): Free Action. Use this power when an attack with this orb misses its target. The target is affected by any conditions or effects of the attack as if the attack had hit.

Crit

Orb of Insurmountable Force

Level 3+



The repulsive force emanating from this orb makes it hard to grasp.

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

Implement: Orb

Enhancement: Attack rolls and damage rolls

Critical: +1d6 force damage per plus

Power (Encounter): Free Action. Use this power when you use an arcane attack power with this orb. If the attack is successful, you can push the target a number of squares equal to the enhancement bonus of the orb.

Crit

Push

Orb of Judicious Conjuraction

Level 3+



This orb ensures the longevity of your conjuration spells and also allows you to sustain effects more easily.

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

Implement: Orb

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: Add the enhancement bonus of this implement to your Will defense when *dispel magic* is used against one of your conjuration powers.

Power (Encounter): Free Action. Use this power on your turn to sustain a power that would otherwise require a minor action to do so.

Crit

Orb of Karmic Resonance

Level 13+



With this orb, you steal good luck from enemies and send them ill fortune.

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

Implement: Orb

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily): Free Action. Use this power when an enemy succeeds on a saving throw. Choose one of the following effects:

◆ End an effect or condition currently affecting you or one ally within 5 squares of you.

◆ The enemy's saving throw fails instead of succeeding. Regardless of your choice, your next saving throw made in this encounter also fails.

Crit

Orb of Mental Domination

Level 6+



A spellcaster channeling his mind through this orb gains mental prowess over foes, forcing them to relive the effects of a spell.

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

Implement: Orb

Enhancement: Attack rolls and damage rolls

Critical: +1d6 psychic damage per plus

Power (Daily): Free Action. Use this power when an attack with this orb succeeds against the target's Will defense. When the target makes a saving throw against an effect from that attack, the target must roll twice and take the lower result.

Crit

Orb of Mighty Retort

Level 15+



Your enemies suffer dire consequences for daring to attack you while you wield this orb.

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

Implement: Orb

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily): Immediate Reaction. Use this power when you take damage from an attack. You can use an at-will or encounter attack power, as long as the attack includes your attacker as a target. If you use an encounter power, you're dazed until the end of your next turn.

Crit

Orb of Reverant Magic

Level 17+



To the wielder of this orb, failure is not a concern.

Lvl 17: +4 65,000 gp

Lvl 22: +5 325,000 gp

Lvl 27: +6 1,625,000 gp

Implement: Orb

Enhancement: Attack rolls and damage rolls

Critical: +1d8 damage per plus

Power (Daily): Free Action. Use this power when you hit no targets with a power that has an effect on a miss. That effect does not take place. Instead, you regain use of the power that missed.

Crit

Orb of Spatial Contortion

Level 7+



The crystal shell of this orb refracts your spell energy, scattering it in different directions.

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

Implement: Orb

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily): Free Action. Use this power when you use a close blast power. It becomes a close burst of a size 2 smaller than the blast (for example, a close blast 5 becomes a close burst 3).

Crit

Orb of Sudden Insanity

Level 12+



This orb holds a grip on your enemy's sanity, forcing him to act in uncharacteristic ways.

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

Implement: Orb

Enhancement: Attack rolls and damage rolls

Critical: +1d6 psychic damage per plus

Power (Daily): Free Action. Use this power when you deal psychic damage with this orb. The target makes a melee basic attack against an adjacent creature of your choice as a free action.

Crit

Orb of Sweet Sanctuary

Level 3+



The silvery sheen of this orb grows to surround you at your will, warding off danger.

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

Implement: Orb

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily): Standard Action. Add 5 + the enhancement bonus of the orb to your defenses until the end of your next turn.

Crit

Orb of the Usurper

Level 23+



Thanks to this orb, what at first was an attack on a foe's mind becomes a crushing grip upon the foe's freedom of will.

Lvl 23: +5 425,000 gp

Lvl 28: +6 2,125,000 gp

Implement: Orb

Enhancement: Attack rolls and damage rolls

Critical: +1d10 psychic damage per plus

Power (Daily ♦ Charm): Free Action. Use this power when you score a critical hit with an attack with this implement that targets Will defense. You do not deal extra damage for the critical hit; instead, you dominate the target until the end of your next turn.

Crit

Orb of Ultimate Imposition

Level 3+



The will of this orb's wielder imposes great force on an enemy, crippling his 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

Implement: Orb

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily): Free Action. Use this power when you use your orb of imposition class feature. Increase the penalty bestowed on your target by an amount equal to the enhancement bonus of this orb.

Crit

Orb of Unintended Solitude

Level 18+



Gazing into this dark sphere hints at the nature of the mysterious location into which its victims are cast.

Lvl 18: +4 85,000 gp

Lvl 23: +5 425,000 gp

Lvl 28: +6 2,125,000 gp

Implement: Orb

Enhancement: Attack rolls and damage rolls

Critical: +1d8 damage per plus

Power (Daily ♦ Teleportation): Free Action. Use this power when you affect a target with a pull, push, slide, or teleport effect. Instead of being pulled, pushed, slid, or teleported, it is cast into an empty realm of nothingness.

At the end of the target's next turn, it reappears in the space it left or, if that space is not vacant, in the nearest unoccupied space.

Crit

Orb of Unlucky Exchanges

Level 3+



This orb offers relief to an ally and unleashes terrible retribution upon an enemy.

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

Implement: Orb

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily): Free Action. Use this power when you hit a target with an attack with this implement. One effect affecting you or an ally within 5 squares of you ends. The target gains that effect with the same duration.

Crit

Orb of Weakness Intensified

Level 15+



Swirling with purple energy, this orb laces a spell with a crippling effect that debilitates your foe.

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

Implement: Orb

Enhancement: Attack rolls and damage rolls

Critical: +1d8 damage per plus

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

Crit

Rods

Adamantine Rod

Level 14+



Collected from meteor rock lodged within the world's crust, this metal makes rods that shine with a piercing light.

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

Implement: Rod

Enhancement: Attack rolls and damage rolls

Critical: +1d10 radiant damage per plus

Property: Radiant damage dealt by this rod ignores a number of points of radiant resist equal to twice the implement's enhancement bonus.

Crit

Bloodcurse Rod

Level 4+



This rod empowers its wielder to use his pact boon more often.

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

Implement: Rod

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: Your pact boon triggers when an attack you make with this rod makes a target affected by your Warlock's Curse bloodied. (It still triggers when you reduce a target to 0 or fewer hit points.)

Crit

Bloodiron Rod

Level 14+



Channel your fury at being wounded through this potent device.

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

Implement: Rod

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily): Immediate Reaction. Use this power when you take damage.

Make a ranged basic attack that uses this implement against the source of the damage. If the attack hits, gain 10 temporary hit points.

-Level 24 or 29: 15 temporary hit points.

Crit

Temp HP

Feyrod

Level 18+



The capricious arcane power of the fey can be channeled into this rod, allowing you to temporarily gain the benefits of the fey pact.

Lvl 18: +4 85,000 gp

Lvl 23: +5 425,000 gp

Lvl 28: +6 2,125,000 gp

Implement: Rod

Enhancement: Attack rolls and damage rolls

Critical: +1d6 psychic damage per plus

Power (Daily): Minor Action. Until the end of the encounter, when you use a warlock power that has an additional effect if you have the fey pact, you gain the benefit even if you don't have the fey pact.

Crit

Hellrod

Level 18+



This rod draws upon infernal power, granting you the benefits of a warlock trained in manipulating such forces.

Lvl 18: +4 85,000 gp

Lvl 23: +5 425,000 gp

Lvl 28: +6 2,125,000 gp

Implement: Rod

Enhancement: Attack rolls and damage rolls

Critical: +1d6 fire damage per plus

Power (Daily): Minor Action. Until the end of the encounter, when you use a warlock power that has an additional effect if you have the infernal pact, you gain the benefit even if you don't have the infernal pact.

Crit

Lifesapper

Level 9+



This rod lets you drain the life from your enemies and transfer it to your allies or yourself.

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

Implement: Rod

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily): Free Action. Use this power when you place a Warlock's Curse on a target. The target gains ongoing 3 damage (save ends). Each time the enemy takes ongoing damage from this power, you or one ally within 5 squares of you regains that amount of hit points.

-Level 14: Ongoing 5 damage.

-Level 19: Ongoing 8 damage.

-Level 24: Ongoing 10 damage.

-Level 29: Ongoing 15 damage.

Crit

HP

Mercurial Rod

Level 6+



You can forgo your curse to make one attack more potent when you use this rod.

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

Implement: Rod

Enhancement: Attack rolls and damage rolls

Critical: None

Power (Daily): Free Action. Use this power when you deal your Warlock's Curse damage. Deal an additional two dice of damage, but after the attack, the target is no longer cursed by you. You can curse the target again normally. If this attack drops the target to 0 or fewer hit points, your pact boon triggers normally.

Crit

Quickcourse Rod

Level 2+



With this rod, you can curse any creature you can see, and more quickly than usual.

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

Implement: Rob

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Encounter): Free Action. Place a Warlock's Curse on any target in sight.

Crit

Rod of Blasting

Level 3+



This graven rod allows you to target multiple foes with your eldritch blast.

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

Implement: Rod

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily): Free Action. Use this power when you use eldritch blast with this implement. Target one or two creatures with the attack.

-Level 18, 23, or 28: Target one, two, or three creatures.

Crit

Rod of Brutality

Level 9+



This glass rod brutally punishes those you curse.

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

Implement: Rod

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus, or +1d8 damage per plus against targets affected by your Warlock's Curse

Property: Reroll all 1s rolled on the extra damage granted by your Warlock's Curse.

-Level 19 or 24: Reroll 1s and 2s.

-Level 29: Reroll 1s, 2s, and 3s.

Crit

Rod of Cursed Honor

Level 2+



You can channel the power of your curse when you use this rod, increasing your 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

Implement: Rod

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: Whenever you place a Warlock's Curse on a target, you gain a +1 power bonus to your Fortitude, Reflex, and Will defenses until the end of your next turn.

Crit

Rod of Feyhorns

Level 7+



Formed of a stalk and strange root bulb, this rod seems to weep steaming toxic liquid in battle. It magically poisons even those foes normally immune.

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

Implement: Rod

Enhancement: Attack rolls and damage rolls

Critical: +1d8 poison damage per plus

Property: When you place a Warlock's Curse upon a target, that target loses resist poison (save ends).

-Level 18 or 23: Vulnerable 10 poison.

-Level 28: Vulnerable 15 poison.

Crit

Rod of Malign Conveyance

Level 3+



A smoky crystal caps this rod, which allows you to use your personal Teleportation powers as weapons.

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

Implement: Rod

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus, and teleport the target a number of squares equal to the rod's enhancement bonus

Power (Daily ♦ Teleportation): Move Action. Teleport yourself, an ally within 5 squares of you, and an enemy within 5 squares of you each a number of squares equal to the rod's enhancement bonus.

Crit

Rod of Mindbending

Level 10+



Your enemies may have weak minds, but this implement softens them even more.

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

Implement: Rod

Enhancement: Attack rolls and damage rolls

Critical: +1d6 psychic damage per plus

Property: When you place your Warlock's Curse on a target, it gains vulnerability to psychic damage equal to the rod's enhancement bonus until the end of your next turn.

Crit

Rod of Starlight

Level 10+



This rod makes targets you curse feel the full force of the radiance you cull from distant stars.

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

Implement: Rod

Enhancement: Attack rolls and damage rolls

Critical: +1d6 radiant damage per plus

Property: When you place your Warlock's Curse on a target, it gains vulnerability to radiant damage equal to the rod's enhancement bonus until the end of your next turn.

Crit

Rod of the Bloodthorn

Level 17+



This rod thirsts for the blood of its prey and master alike.

Lvl 17: +4 65,000 gp

Lvl 22: +5 325,000 gp

Lvl 27: +6 1,625,000 gp

Implement: Rod

Enhancement: Attack rolls and damage rolls

Critical: +1d8 damage per plus, or +1d10 damage per plus if you or the target is bloodied.

Property: Gain a +1 bonus to attack rolls with the rod if you or the target is bloodied. These bonuses stack with each other.

Power (Daily ♦ Healing): Free Action. Use this power when you score a critical hit with this rod. Drain one healing surge from the target and add it to your total. If you are already at your maximum number of healing surges, you instead regain hit points equal to your healing surge value.

Crit

HP

Healing
Surge

Rod of the Churning Inferno

Level 12+



Flames you create with this rod burn longer and spread to more foes.

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

Implement: Rod

Enhancement: Attack rolls and damage rolls

Critical: +1d6 fire damage per plus

Power (Daily ♦ Fire): Free Action. Use this power when you deal fire damage with an arcane attack power that uses this rod. The target also takes ongoing 5 fire damage (save ends). When the target takes this ongoing damage, creatures adjacent to it take an equal amount of fire damage.

-Level 17 or 22: Ongoing 10 fire damage (save ends)

-Level 27: Ongoing 15 fire damage (save ends)

Crit

Dmg

Rod of the Dragonborn

Level 4+



A fierce dragon head tops this scaly scepter.

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

Implement: Rod

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: When you use a power with this implement, the damage you deal with the power is of the same damage type as the damage dealt by your dragon breath.

Power (Daily): Free Action. Use this power when you hit a target affected by your Warlock's Curse with an arcane power using this implement. Until the end of your next turn, when you attack with your dragon breath, you force the affected creature to exhale your attack in a direction you choose. Treat the affected creature as the origin square of the blast; the attack also targets the affected creature.

Crit

Rod of the Feywild

Level 8+



Formed from exotic woods of the Feywild, this rod enhances the wielder's ability to teleport using the fey pact.

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

Implement: Rod

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus, or +1d10 damage per plus with powers of the fey pact.

Property: When you trigger your fey pact boon, you can teleport an additional number of squares equal to the rod's enhancement bonus.

Power (Encounter ♦ Teleportation):

Move Action. Teleport a number of squares equal to 3 + the enhancement bonus of the rod.

Crit

+Teleport

Rod of the Hidden Star

Level 8+



Formed of iridescent stone drawn from the Far Realm, this rod enhances the boon from the star pact, increasing your own powers and aiding allies as well.

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

Implement: Rod

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus, or +1d8 damage per plus with powers of the star pact.

Power (Daily): Free Action. Use this power when your star pact boon triggers. All allies within a number of squares equal to the enhancement bonus of this rod gain a +1 bonus on any one d20 roll until the end of your next turn.

Power (Daily): Free Action. Use this power when your star pact boon triggers. Add the enhancement bonus of this rod to the bonus your pact gives you.

Crit

Rod of the Infernal

Level 8+



This rod enhances one's ability to draw life from enemies using the infernal pact.

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

Implement: Rod

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus, or +1d10 damage per plus with powers of the infernal pact.

Property: When you trigger your infernal pact boon, you can add the enhancement bonus of the rod to the number of temporary hit points gained.

Power (Encounter): Minor Action. Gain temporary hit points equal to your level + your Intelligence modifier.

Crit

Tmp HP

Rod of the Shadow Stalker

Level 4+



With this gloom-shrouded rod in hand, the shadows that coalesce around you seem deeper to those you've cursed.

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

Implement: Rod

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: Whenever you place a Warlock's Curse on a target, you gain concealment from the target until the end of your next turn.

Crit

Rod of the Sorrowsworn

Level 14+



This rod allows the wielder's curse to consume an enemy with sorrow and misery.

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

Implement: Rod

Enhancement: Attack rolls and damage rolls

Critical: +1d8 damage per plus

Power (Daily): Free Action. Use this power when you place a Warlock's Curse on a target. The target is overcome with sorrow and takes a -2 penalty to attack rolls (save ends).

Crit

Rod of the Star Spawn

Level 22+



This crooked rod allows the wielder to draw upon the power of an insane entity known as the Star Spawn. The rod draws sustenance from your most devastating attacks.

Lvl 22:+5 325,000 gp

Lvl 27: +6 1,625,000 gp

Implement: Rod

Enhancement: Attack rolls and damage rolls

Critical: +1d8 damage per plus, and you can spend a healing surge.

Property: Attacks with this rod score critical hits on a natural roll of 19 or 20.

Crit

Rod of Starlight

Level 15+



This rod adapts to the weaknesses of those you curse.

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

Implement: Rod

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus, or +1d8 damage per plus against a cursed target.

Power (Daily): Free Action. Use this power when you use Warlock's Curse on a target. Until the end of your next turn, the target gains vulnerable 10 to all of your attacks.

-Level 25 or 30: Vulnerable 15.

Crit

Star Rod

Level 18+



Made from metal refined from meteorites, this dark rod glimmers with pinpoints of light. It allows the wielder to temporarily gain access to the powers associated with the star pact.

Lvl 18: +4 85,000 gp

Lvl 23: +5 425,000 gp

Lvl 28: +6 2,125,000 gp

Implement: Rod

Enhancement: Attack rolls and damage rolls

Critical: +1d6 radiant damage per plus

Power (Daily): Minor Action. Until the end of the encounter, when you use a warlock power that has an additional effect if you have the star pact, you gain the benefit even if you don't have the star pact.

Crit

Vicious Rod

Level 3+



This rod enhances the deadliness of your curse.

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

Implement: Rod

Enhancement: Attack rolls and damage rolls

Critical: +1d10 damage per plus

Property: When you deal your Warlock's Curse damage with this rod, you roll d8s instead of d6s.

Crit

Staffs

Architect's Staff

Level 5+



Stylized architectural and elemental motifs adorn this staff, which helps you control spells that create barriers or change terrain.

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

Implement: Staff

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: Add squares equal to the enhancement bonus of this staff to the area of a zone or a wall cast with this staff.

Power (Daily): Standard Action. Reshape one existing wall effect that you cast. At least one square of the wall must remain stationary.

Crit

Defensive Staff

Level 2+



This staff increases your resistance to all types of attacks.

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

Implement: Staff

Enhancement: Attack rolls and damage rolls

Critical: +1d8 damage per plus

Property: Gain a +1 item bonus to your Fortitude, Reflex, and Will defenses. If you have the Staff of Defense class feature, you also gain a +1 item bonus to your AC.

Crit

Destiny Staff

Level 25+



A black raven's head with diamond eyes tops this mighty staff. It bolsters your fate, increasing your odds of survival and allowing you to act when others aren't quick enough.

Lvl 25: +5 625,000 gp

Lvl 30: +6 3,125,000 gp

Implement: Staff

Enhancement: Attack rolls and damage rolls

Critical: +1d8 damage per plus

Property: When one of your attacks cast through this staff reduces a target to 0 hit points, you can spend a healing surge.

Power (Daily): Free Action. Use this power when one of your attacks reduces a target to 0 hit points. Take a standard action.

Crit

Earthroot Staff

Level 3+



This staff is as light as wood, but it seems to be made of earth and stone with a fine crystal atop it. It can bind your enemies to the earth and protect you against the same.

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

Implement: Staff

Enhancement: Attack rolls and damage rolls

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

Property: Against your attacks that impose immobilized, petrified, restrained, or slowed conditions, enemies take a saving throw penalty equal to this staff's enhancement bonus.

Crit

Force Staff

Level 3+



Use this staff to knock down your enemies and drag them across the ground.

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

Implement: Staff

Enhancement: Attack rolls and damage rolls

Critical: +1d6 force damage per plus, and the target is knocked prone.

Power (Daily ♦ Force): Free Action. Use this power when you hit with a power that has the force keyword. You can slide the target a number of squares equal to this staff's enhancement bonus.

Crit

Feyswarm Staff

Level 4+



This staff seems to have burrowing insects moving under its surface. When used to attack, it can unleash these magical pests on your 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

Implement: Staff

Enhancement: Attack rolls and damage rolls

Critical: The target is dazed by stinging magical insects until the end of your next turn.

Power (Daily): Free Action. Use this power when an attack made with this implement hits. Magical stinging insects daze the target until the end of your next turn.

Crit

Mnemonic Staff

Level 2+



The glyphs carved into this staff suggest its ability to recall mundane and magical secrets.

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

Implement: Staff

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: Gain a +2 item bonus to any monster knowledge skill check.

Power (Daily): Minor Action. Swap a power you've prepared for another power in your spellbook of equal or lower level. Each power must also be of equal or lower level than the level of the staff.

Crit

Quickening Staff

Level 14+



The witches of the White Spire were known for their ability to combine different forms of magic using staffs like this one.

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

Implement: Staff

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily): Free Action. Use this power when you hit with a daily power. You can use an at-will power.

Crit

Reliable Staff

Level 13+



No power is wasted with this sturdy oak staff in your hands.

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

Implement: Staff

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily): Free Action. Use this power after you hit no target with an encounter attack power cast through this implement. That power is not expended.

Crit

Staff of Acid and Flame

Level 10+



This metal staff looks scorched and acid-scored, and it grants the wielder the power to sear enemies with acid and flame.

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

Implement: Staff

Enhancement: Attack rolls and damage rolls

Critical: +1d6 acid and fire damage per plus

Power (At-Will ♦ Acid): Free Action. All fire damage dealt using this staff as an implement is acid damage. Another free action returns the damage to normal.

Power (At-Will ♦ Fire): Free Action. All acid damage dealt using this staff as an implement is fire damage. Another free action returns the damage to normal.

Crit

Staff of Corrosion

Level 18+



Inlaid with fragments of jade, this staff devours an enemy's flesh with biting acid.

Lvl 18: +4 85,000 gp

Lvl 23: +5 425,000 gp

Lvl 28: +6 2,125,000 gp

Implement: Staff

Enhancement: Attack rolls and damage rolls

Critical: +1d8 acid damage per plus

Property: Any melee attack made with this staff deals +1d6 acid damage.

Power (Daily): Free Action. Use this power when an attack with this staff with the acid keyword misses. Roll again and use the second result.

Crit

Staff of Elemental Prowess

Level 9+



This staff grants mastery over—and protection from—the harsh elements.

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

Implement: Staff

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage of the same type as the attack per plus.

Property: Gain a +1 item bonus to damage rolls when you deal acid, cold, fire, or lightning damage with this implement.

-Level 14 or 19: +2 item bonus to damage rolls.

-Level 24 or 29: +3 item bonus to damage rolls.

Power (Daily): Immediate Interrupt. Use this power when you are attacked by a power with the fire, cold, acid, or lightning keyword. Choose one of those damage types.

You and all allies within 2 squares of you gain resist 10 against that damage type until the end of your next turn.

-Level 19 or 24: You and allies within 5 squares of you gain resist 15 against the chosen damage type.

-Level 29: You and allies within 10 squares of you gain resist 20 against the chosen damage type.

Crit

Resist

Staff of Gathering

Level 10+



The sphere of smoked glass topping this staff transforms into a ball of raw energy when the wielder is struck by spells.

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

Implement: Staff

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily): Immediate Interrupt. Use this power when you take damage from an attack with the fire, force, lightning, necrotic, or radiant keyword. You take half damage from the attack. You gain a +2 power bonus to attack rolls and +10 power bonus to damage rolls with your next attack that has the arcane and implement keywords.

Crit

Staff of Light

Level 4+



Clerics and paladins are not the only ones with radiant powers that sear undead.

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

Implement: Staff

Enhancement: Attack rolls and damage rolls

Critical: +1d6 radiant damage per plus

Power (Daily ♦ Radiant): Free Action. Use this power while the wizard's light power is on this staff. Until the light spell ends, undead creatures within the radius of the light at the start of their turn take radiant damage equal to the staff's enhancement bonus.

Crit

Staff of Missile Mastery

Level 2+



This dark wooden staff empowers a wizard's most basic attack.

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

Implement: Staff

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus, or +1d8 damage per plus when using *magic missile*.

Property: When you cast *magic missile* with this implement, you gain a +1 item bonus to attack rolls and an item bonus to damage rolls equal to the staff's enhancement bonus.

Power (Daily): Free Action. Use this power when you cast *magic missile*. Target one or two creatures with the attack. No target can be more than 5 squares from any other target.

-Level 17, 22, or 27: Target one, two, or three creatures with the attack.

Crit

Staff of Ruin

Level 3+



This gnarled, jagged staff fits the hand of any wizard seeking to devastate her opponent.

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

Implement: Staff

Enhancement: Attack rolls and damage rolls

Critical: +1d10 damage per plus

Property: In addition to the normal enhancement bonus, add the staff's enhancement bonus to damage rolls as an item bonus.

Crit

Staff of Searing Death

Level 12+



This staff causes your fiery attacks to burn even hotter.

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

Implement: Staff

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus, or +1d8 fire damage per plus if the attack has the fire keyword.

Power (Daily ♦ Fire): Free Action. Use this power when an attack with this staff hits and deals ongoing fire damage. Increase the ongoing damage by 5.

-Level 22 or 27: Increase the ongoing damage by 10.

Crit

+Dmg

Staff of the Iron Tower

Level 22+



This iron staff provides a bastion for your mind and the minds of your allies.

Lvl 22: +5 325,000 gp

Lvl 27: +6 1,625,000 gp

Implement: Staff

Enhancement: Attack rolls and damage rolls

Critical: +1d6 psychic damage per plus

Power (Daily): Free Action. Use this power when you use a power that has the psychic keyword with this staff. You and all allies within 5 squares of you can each make a saving throw against one effect that has the charm, fear, illusion, or sleep keyword that a save can end.

Crit

Staff of the Serpent

Level 7+



Shaped like a rigid cobra, this bronze staff enables you to wield poison as a deadly weapon.

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

Implement: Staff

Enhancement: Attack rolls and damage rolls

Critical: +1d8 poison damage per plus

Property: Any melee attack made with this staff deals +1d6 poison damage.

Power (Daily ♦ Poison): Free Action. Use this power when you deal poison damage with a power cast through this implement. The target takes ongoing poison damage equal to the enhancement bonus of the staff (save ends).

If the power already deals ongoing poison damage, add the enhancement bonus of the staff as an item bonus to that damage each round.

Crit

Staff of Spectral Hands

Level 3+



The true power of this staff lies in its clever utility.

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

Implement: Staff

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: When you use the mage hand power, you can conjure a number of hands equal to your Wisdom modifier (minimum 1, maximum of 1 + the staff's enhancement bonus). You can sustain all of the hands each round with a single minor action.

Crit

Staff of Transposition

Level 14+



A wizard armed with this staff needn't fear catching his allies within range of his most destructive spells.

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

Implement: Staff

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily ♦ Teleportation): Free Action. Use this power when you use a close or area power. Any allies in the area of effect, rather than being affected by the power, are teleported to the nearest unaffected square of your choice.

Crit

Teleport

Staff of Ultimate Defense

Level 3+



This sturdy wooden staff may not be the favored implement of war wizards, yet many find the safety it offers desirable.

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

Implement: Staff

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: When you use the staff of defense form of the Arcane Implement Mastery class feature, increase the bonus to defense by an amount equal to the enhancement bonus of this staff.

Crit

Staff of Unparalleled Vision

Level 4+



Wizards who keep to the outskirts of a battlefield favor this glass-topped staff.

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

Implement: Staff

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: When you use a ranged or area arcane power, add the enhancement bonus of this staff to the power's range.

For example, a +3 staff of unparalleled vision would increase "area burst 5 within 10 squares" to "area burst 5 within 13 squares."

Crit

Staff of Striking

Level 15+



This steel staff is favored by wizards who enjoy fighting in the thick of a battle.

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

Implement: Staff

Enhancement: Attack rolls and damage rolls

Critical: +1d8 damage per plus, or +1d10 damage per plus when used as a melee weapon.

Property: You can make a melee basic attack with this staff. This is an Intelligence attack against AC and applies the staff's enhancement bonus to the attack rolls and damage rolls.

Crit

Utility Staff

Level 2+



A boon to practical spellcasters, this staff increases the range of one's utility spells.

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

Implement: Staff

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: Increase the range of your arcane utility powers by a number of squares equal to this staff's enhancement bonus.

Crit

Wands

Assured Wand of Frostburn

Level 14+



Your ability to use the frostburn power exceeds the normal boundaries of chance, allowing you an extra measure of confidence.

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

Implement: Wand

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: The first time in an encounter you attack with the frostburn power using this implement and your natural roll is equal to or lower than the enhancement bonus of this wand, you can reroll the attack.

Power (Daily ♦ Arcane, Cold, Fire, Implement): Standard Action. As the wizard's frostburn power (PH 164).

Crit

Assured Wand of Howl of Doom

Level 14+



When using the howl of doom power, your knowledge reaches beyond probability and you can manipulate a small fraction of luck and destiny.

Lvl 14: +3 21,000 gp

Lvl 19: +4 105,000 gp

Lvl 24: +6 2,625,000 gp

Lvl 29: +5 525,000 gp

Implement: Wand

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: The first time in an encounter you attack with howl of doom with this implement and your natural roll is equal to or lower than the enhancement bonus of this wand, you can reroll the attack.

Power (Daily ♦ Arcane, Fear, Implement, Thunder): Standard Action. As the warlock's howl of doom power (PH 135).

Crit

Flame Wand

Level 3+



Small flames become conflagrations when channeled through this wand.

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

Implement: Wand

Enhancement: Attack rolls and damage rolls

Critical: +1d8 fire damage per plus

Property: Gain a +1 item bonus to damage rolls when you use this wand to attack with a power that has the fire and implement keywords.

-Level 13 or 18: +2 item bonus.

-Level 23 or 28: +3 item bonus.

Power (Encounter ♦ Arcane, Fire, Implement): Standard Action. As the wizard's *scorching burst* power (PH 159).

Crit

Force Wand

Level 3+



With this wand, your force powers pack a bigger punch.

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

Implement: Wand

Enhancement: Attack rolls and damage rolls

Critical: +1d8 force damage per plus

Property: Gain a +1 item bonus to damage rolls when you use this wand to attack with a power that has the force keyword.

-Level 13 or 18: +2 item bonus.

-Level 23 or 28: +3 item bonus.

Power (Encounter ♦ Arcane, Force, Implement): Standard Action. As the wizard's *magic missile* power (PH 159).

Crit

Hellfire Wand

Level 3+



Your fires burn with the fury of the Nine Hells when wielding this wand.

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

Implement: Wand

Enhancement: Attack rolls and damage rolls

Critical: +1d8 fire damage per plus

Property: Gain a +1 item bonus to damage rolls when you use this wand to attack with a power that has the fire and implement keywords.

-Level 13 or 18: +2 item bonus.

-Level 23 or 28: +3 item bonus.

Power (Encounter ♦ Arcane, Force, Implement): Standard Action. As the warlock's hellish rebuke power (PH 132).

Crit

Master's Wand of Cloud of Daggers

Level 3+



Your cloud of daggers strikes with deadly accuracy.

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

Implement: Wand

Enhancement: Attack rolls and damage rolls

Critical: +1d8 damage per plus

Property: When a creature moves into a cloud of daggers you create with this wand, it takes twice your Wisdom modifier in damage (minimum 2) instead of damage equal to your Wisdom modifier.

Power (Encounter ♦ Arcane, Force, Implement): Standard Action. As the wizard's cloud of daggers power (PH 159).

Crit

Master's Wand of Dire Radiance

Level 3+



Your dire radiance presses against foes with an invisible force.

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

Implement: Wand

Enhancement: Attack rolls and damage rolls

Critical: +1d8 damage per plus

Property: Each square a target affected by your dire radiance moves toward you costs 1 extra square of movement.

Power (Encounter ♦ Arcane, Fear, Implement, Radiant): Standard Action. As the warlock's dire radiance power (PH 131).

Crit

Master's Wand of Eldritch Blast

Level 3+



Your eldritch blast viciously scours your 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

Implement: Wand

Enhancement: Attack rolls and damage rolls

Critical: +1d8 damage per plus

Property: Gain a +1 item bonus to damage rolls when you use this wand to attack with eldritch blast.

Level 13 or 18: +2 item bonus.

Level 23 or 28: +3 item bonus.

Power (Encounter ♦ Arcane, Implement): Standard Action. As the warlock's eldritch blast power (PH 132).

Crit

Master's Wand of Eyebite

Level 3+



Your eyebite spell occludes you just a moment longer than normal.

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

Implement: Wand

Enhancement: Attack rolls and damage rolls

Critical: +1d8 damage per plus

Property: When you hit a target with eyebite using this wand, you gain combat advantage against the target on your first attack next turn.

Power (Encounter ♦ Arcane, Charm, Implement, Psychic): Standard Action. As the warlock's eyebite power (PH 132).

Crit

Master's Wand of Hellish Rebuke

Level 3+



Your hellish rebuke consumes your attacker and its nearby allies.

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

Implement: Wand

Enhancement: Attack rolls and damage rolls

Critical: +1d8 damage per plus

Property: When hellish rebuke causes a target to take damage from attacking you, all of its adjacent allies take damage equal to half that amount.

Power (Encounter ♦ Arcane, Fire, Implement): Standard Action. As the warlock's hellish rebuke power (PH 132).

Crit

Master's Wand Ray of Frost

Level 3+



Your ray of frost accurately strikes a target hiding among its allies.

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

Implement: Wand

Enhancement: Attack rolls and damage rolls

Critical: +1d8 damage per plus

Property: You ignore cover from enemies when you cast ray of frost.

Power (Encounter ♦ Arcane, Cold, Implement): Standard Action. As the wizard's ray of frost power (PH 159).

Crit

Master's Wand of Scorching Burst

Level 3+



Your scorching burst burns devastatingly hot at its core.

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

Implement: Staff

Enhancement: Attack rolls and damage rolls

Critical: +1d8 damage per plus

Property: You deal an additional 1d6 fire damage to a creature occupying the origin square of your scorching burst power.

Power (Encounter ♦ Arcane, Fire, Implement): Standard Action. As the wizard's scorching burst power (PH 159).

Crit

+Dmg

Master's Wand of Thunderwave

Level 3+



This wand grants the ability to reshape your thunderwave 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

Implement: Wand

Enhancement: Attack rolls and damage rolls

Critical: +1d8 damage per plus

Property: When you use the thunderwave power, you can make it a close burst 1.

Power (Encounter ♦ Arcane, Implement, Thunder): Standard Action. As the wizard's thunderwave power (PH 161).

Crit

Precise Wand of Colour Spray

Level 10+



Wielding this wand, you display deadly accuracy with color spray.

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

Implement: Wand

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: Gain a +1 item bonus to color spray attack rolls made using this implement.

Power (Daily ♦ Arcane, Implement, Radiant): Standard Action. As the wizard's color spray power (PH 161). If your first attack roll with the power hits, you score a critical hit.

Crit

Thunder Wand

Level 3+



This sturdy wand enhances the destructive might of your thunder attacks.

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

Implement: Wand

Enhancement: Attack rolls and damage rolls

Critical: +1d8 thunder damage per plus

Property: Gain a +1 item bonus to damage rolls when you use this wand to attack with a power that has the implement and thunder keywords.

-Level 13 or 18: +2 item bonus.

-Level 23 or 28: +3 item bonus.

Power (Encounter ♦ Arcane, Implement, Thunder): Standard Action. As the wizard's thunderwave power (PH 159).

Crit

Wand of Cold

Level 3+



Frost covers the tip of this wand, threatening to unleash its icy chill.

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

Implement: Wand

Enhancement: Attack rolls and damage rolls

Critical: +1d8 cold damage per plus

Property: Gain a +1 item bonus to damage rolls when you use this wand to attack with a power that has the cold and implement keywords.

-Level 13 or 18: +2 item bonus.

-Level 23 or 28: +3 item bonus.

Power (Encounter ♦ Arcane, Cold, Implement): Standard Action. As the wizard's ray of frost power (PH 159).

Crit

Precise Wand of Colour Spray

Level 10+



Your mastery over flame increases the more you fight.

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

Implement: Wand

Enhancement: Attack rolls and damage rolls

Critical: +1d6 fire damage per plus

Power (Daily ♦ Arcane, Fire, Implement): Standard Action. As the wizard's scorching burst power (PH 159).

If you have reached at least one milestone, you can instead use the wizard's burning hands power (PH 159).

If you have reached at least two milestones, you can instead use the wizard's burning hands power (PH 159), and you can exclude one ally in the blast from the attack.

Crit

Wand of Psychic Ravaging

Level 3+



With this wand in hand, your psychic attacks tear through your enemies' minds.

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

Implement: Wand

Enhancement: Attack rolls and damage rolls

Critical: +1d8 psychic damage per plus

Property: Gain a +1 item bonus to damage rolls when you use this wand to attack with a power that has the implement and psychic keywords.

-Level 13 or 18: +2 item bonus.

-Level 23 or 28: +3 item bonus.

Power (Encounter ♦ Arcane, Charm, Implement, Psychic): Standard Action. As the warlock's eyebite power (PH 132).

Crit

Wand of Radiance

Level 3+



A pinpoint of light dances on the tip of this wand.

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

Implement: Wand

Enhancement: Attack rolls and damage rolls

Critical: +1d8 radiant damage per plus

Property: Gain a +1 item bonus to damage rolls when you use this wand to attack with a power that has the implement and radiant keywords.

-Level 13 or 18: +2 item bonus.

-Level 23 or 28: +3 item bonus.

Power (Encounter ♦ Arcane, Fear, Implement, Radiant): Standard Action.
As the warlock's dire radiance power (PH 131).

Crit

Wand of Swarming Force

Level 3+



The invisible forces you wield through this wand strike with deadly 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

Implement: Wand

Enhancement: Attack rolls and damage rolls

Critical: +1d8 force damage per plus

Property: Gain a +1 item bonus to damage rolls when you use this wand to attack with a power that has the force and implement keywords.

-Level 13 or 18: +2 item bonus.

-Level 23 or 28: +3 item bonus.

Power (Encounter ♦ Arcane, Force, Implement): Standard Action. As the wizard's cloud of daggers power (PH 159).

Crit