

# Adventurer's Vault

Compiled by Waveblade



# Template



# Power Key

## Icons

### Power Types














-  Daily Melee
-  Encounter
-  At-Will
-  Healing Surge
-  Consumable
-  (See card)

### Close Burst

### Actions

-  Standard Action
-  Move Action
-  Minor Action
-  Free Action
-  Immediate Reaction
-  Immediate Interrupt
-  Opportunity Action
-  No Action

### Attacks

-  Basic Melee
-  Ranged
-  Basic Ranged
-  Melee or Ranged
-  B. Melee or Ranged
-  Close Blast
-  Close Wall
-  Area Burst
-  Area Blast
-  Area Wall
-  Personal
-  Touch
-  Line of Sight

# Item Key

Icons

	Armor		Feet Slot Item
	Melee Weapon		Hand Slot Item
	Ranged Weapon		Neck Slot Item
	Mount		Head Slot Item
	Vehicle		Ring
	Misc. Equipment		Waist Slot Item
	Alchemy		Wondrous Item
	Magic Armor		Bag Of Tricks
	Magic Weapon		Battle Standard
	Holy Symbol		Figurine of W.Power
	Orb		Potion/Elixir
	Rod		Whetstone
	Staff		Misc. Consumable
	Wand		Reagent
	Arms Slot Item		Item Ritual
	Companion/Mount Slot		



# AV 1

Equipment

# Masterwork Armor

# Githweave Armor

Masterwork Cloth (Light) Armor

+0



**Armor Bonus:** +0

**Minimum Enhancement Bonus:** +3

**Price:** Special      **Weight:** 2 lb.

**Check:** -      **Speed:** -

**Special:** +1 Will

**Description:** Githzerai weavers first taught other peoples the methods of making githweave. It's clear that the githzerai took these techniques from their erstwhile masters, the mind flayers.

+ 1 Will

# Mindweave Armor

Masterwork Cloth (Light) Armor

+0



**Armor Bonus:** +0

**Minimum Enhancement Bonus:** +4

**Price:** Special      **Weight:** 2 lb.

**Check:** -      **Speed:** -

**Special:** +2 Will

**Description:** Patterns taken from captured mind flayer garments led to mindweave and mindpatterned armour. All these armors infuse some form of crystal into textiles, channelling mind energy to fortify the body.

+ 2 Will

# Efreetweave Armor

Masterwork Cloth (Light) Armor

+1



**Armor Bonus:** +1

**Minimum Enhancement Bonus:** +5

**Price:** Special

**Weight:** 2 lb.

**Check:** -

**Speed:** -

**Special:** +2 Will

**Description:** Efreetweave seems to be similar to Mindweave, but uses rare reagents and metallic threads from the Elemental Chaos.

+1 Will

# Mindpatterned Armor

Masterwork Cloth (Light) Armor

+1



**Armor Bonus:** +1

**Minimum Enhancement Bonus:** +6

**Price:** Special      **Weight:** 2 lb.

**Check:** -      **Speed:** -

**Special:** +2 Will

**Description:** Patterns taken from captured mind flayer garments led to mindweave and mindpatterned armour.

+2 Will

# Drowmesh Armor

Masterwork Leather (Light) Armor

+2



**Armor Bonus:** +2

**Minimum Enhancement Bonus:** +3

**Price:** Special      **Weight:** 10 lb.

**Check:** -      **Speed:** -

**Special:** +1 Reflex

**Description:** Drowmesh uses strands of leather woven together in a fine lattice for maximum flexibility.

*+1 Reflex*

# Snakeskin Armor

Masterwork Leather (Light) Armor

+2



**Armor Bonus:** +2

**Minimum Enhancement Bonus:** +4

**Price:** Special      **Weight:** 10 lb.

**Check:** -      **Speed:** -

**Special:** +2 Reflex

**Description:** Yuan-ti overlap fine "scales" of leather to produce the incredibly supple snakeskin armour.

*+2 Reflex*



# Anathema Armor

Masterwork Leather (Light) Armor

+3



**Armor Bonus:** +3

**Minimum Enhancement Bonus:** +5

**Price:** Special      **Weight:** 10 lb.

**Check:** -      **Speed:** -

**Special:** +1 Reflex

**Description:** Yuan-ti overlap fine "scales" of leather to produce the incredibly supple snakeskin armour, and they weave stands of this with shadow magic to produce anathema armour.

*+1 Reflex*

# Swordwing Armor

Masterwork Leather (Light) Armor

+3



**Armor Bonus:** +3

**Minimum Enhancement Bonus:** +6

**Price:** Special      **Weight:** 10 lb.

**Check:** -      **Speed:** -

**Special:** +2 Reflex

**Description:** Swordwing leather mimics the way swordwings make their paper spires, creating a light, flexible, and hard leather.

*+2 Reflex*

# Earthhide Armor

Masterwork Hide (Light) Armor

+3



**Armor Bonus:** +3

**Minimum Enhancement Bonus:** +3

**Price:** Special      **Weight:** 25 lb.

**Check:** -1      **Speed:** -

**Special:** +1 Fortitude

**Description:** Dwarves use earth energy to fortify earthhide, mimicking the strange living-earth skin of creatures such as the galeb duhr and the earth titan.

+1 Fort

# Feyhide Armor

Masterwork Hide (Light) Armor

+3



**Armor Bonus:** +3

**Minimum Enhancement Bonus:** +4

**Price:** Special      **Weight:** 25 lb.

**Check:** -1      **Speed:** -

**Special:** +2 Fortitude

**Description:** Feyhide armour is treated with an elven process that gives resilience akin to the hide of tough fey beasts.

+2 Fort

# Stalkerhide Armor

Masterwork Hide (Light) Armor

+4



**Armor Bonus:** +4

**Minimum Enhancement Bonus:** +5

**Price:** Special      **Weight:** 25 lb.

**Check:** -1      **Speed:** -

**Special:** +1 Fortitude

**Description:** Astral stalker preservation techniques yield stalkerhide.

+1 Fort

# Voidhide Armor

Masterwork Hide (Light) Armor

+4



**Armor Bonus:** +4

**Minimum Enhancement Bonus:** +6

**Price:** Special      **Weight:** 25 lb.

**Check:** -1      **Speed:** -

**Special:** +2 Fortitude

**Description:** Voidhide armour comes from similar methods used by the sorrowsworn to preserve their grisly trophies.

+2 Fort

# Finemail Armor

Masterwork Chainmail (Heavy) Armor

+7



**Armor Bonus:** +7

**Minimum Enhancement Bonus:** +2

**Price:** Special      **Weight:** 40 lb.

**Check:** -1      **Speed:** -1

**Special:** -

**Description:** Weavemail is an exquisite armour made according to an advanced technique perfected in the eladrin courts of the Feywild, consisting of closely linked chains that provide few openings for enemy attacks. Finemail is a more common eladrin derivative of this method, while braidmail is a similar armour made according to elven tradition.



# Braidmail Armor

Masterwork Chainmail (Heavy) Armor

+8



**Armor Bonus:** +8

**Minimum Enhancement Bonus:** +3

**Price:** Special      **Weight:** 40 lb.

**Check:** -1      **Speed:** -1

**Special:** -

**Description:** Weavemail is an exquisite armour made according to an advanced technique perfected in the eladrin courts of the Feywild, consisting of closely linked chains that provide few openings for enemy attacks. Finemail is a more common eladrin derivative of this method, while braidmail is a similar armour made according to elven tradition.





# Crysteel Armor

Masterwork Chainmail (Heavy) Armor

+8



**Armor Bonus:** +8

**Minimum Enhancement Bonus:** +4

**Price:** Special      **Weight:** 40 lb.

**Check:** -1      **Speed:** -1

**Special:** +2 Will

**Description:** Genasi mix steel with magic volcanic glass to create resilient crysteel armour.

+2 Will

# Weavemail Armor

Masterwork Chainmail (Heavy) Armor

+10



**Armor Bonus:** +10

**Minimum Enhancement Bonus:** +5

**Price:** Special      **Weight:** 40 lb.

**Check:** -1      **Speed:** -1

**Special:** +1 Will

**Description:** Weavemail is an exquisite armour made according to an advanced technique perfected in the eladrin courts of the Feywild, consisting of closely linked chains that provide few openings for enemy attacks. Finemail is a more common eladrin derivative of this method, while braidmail is a similar armour made according to elven tradition.

+1 Will

# Pitmail Armor

Masterwork Chainmail (Heavy) Armor

+11



**Armor Bonus:** +11

**Minimum Enhancement Bonus:** +6

**Price:** Special      **Weight:** 40 lb.

**Check:** -1      **Speed:** -1

**Special:** +2 Will

**Description:** Pitmail is derived from an infernal technique used to armour great commanders in the days of the tiefling empire of Bael Turath.

+2 Will

# Drakescale Armor

Masterwork Scale (Heavy) Armor

+8



**Armor Bonus:** +8

**Minimum Enhancement Bonus:** +2

**Price:** Special      **Weight:** 45 lb.

**Check:** -      **Speed:** -1

**Special:** -

**Description:** Drakescale armour mimics the small, close scales of rage drakes to stave off attacks.



# Wyvernscale Armor

Masterwork Scale (Heavy) Armor

+9



**Armor Bonus:** +9

**Minimum Enhancement Bonus:** +3

**Price:** Special      **Weight:** 45 lb.

**Check:** -      **Speed:** -1

**Special:** -

**Description:** Drakescale armour mimics the small, close scales of rage drakes to stave off attacks, while Wyvernscale uses larger scales in a similar pattern.



# Stormscale Armor

Masterwork Scale (Heavy) Armor

+9



**Armor Bonus:** +9

**Minimum Enhancement Bonus:** +4

**Price:** Special      **Weight:** 45 lb.

**Check:** -      **Speed:** -1

**Special:** +2 Fortitude

**Description:** Stormscale armour resembles the storm gorgon's hardened plating and incorporates elemental magic.

+2 Fort

# Nagascale Armor

Masterwork Scale (Heavy) Armor

+11



**Armor Bonus:** +11

**Minimum Enhancement Bonus:** +5

**Price:** Special      **Weight:** 45 lb.

**Check:** -      **Speed:** -1

**Special:** +1 Fortitude

**Description:** Ancient yuan-ti crafting techniques infuse metal plates with elemental power to produce nagascale armour.

+1 Fort

# Titanscale Armor

Masterwork Scale (Heavy) Armor

+12



**Armor Bonus:** +12

**Minimum Enhancement Bonus:** +6

**Price:** Special      **Weight:** 45 lb.

**Check:** -      **Speed:** -1

**Special:** +2 Fortitude

**Description:** Dwarves took the primordial methods of producing titanscale armour from the titans and giants.

+2 Fort



# Rimefire Plate Armor

Masterwork Plate (Heavy) Armor

+8



**Armor Bonus:** +8

**Minimum Enhancement Bonus:** +2

**Price:** Special      **Weight:** 50 lb.

**Check:** -2      **Speed:** -1

**Special:** Resist 1 All

**Description:** Rimefire plate is bathed in elemental frost and fire to infuse it with hardness.

*Resist*

# Layered Plate Armor

Masterwork Plate (Heavy) Armor

+9



**Armor Bonus:** +9

**Minimum Enhancement Bonus:** +2

**Price:** Special      **Weight:** 50 lb.

**Check:** -2      **Speed:** -1

**Special:** -

**Description:** Humans developed the process of layering steel several dozen times to create layered plate.



# Gith Plate Armor

Masterwork Plate (Heavy) Armor

+10



**Armor Bonus:** +10

**Minimum Enhancement Bonus:** +3

**Price:** Special

**Weight:** 50 lb.

**Check:** -2

**Speed:** -1

**Special:** -

**Description:** Gith plate is hardened with psionic techniques originating with either the mind flayers or the first generation of escaped githyanki slaves.



# Specter Plate Armor

Masterwork Plate (Heavy) Armor

+10



**Armor Bonus:** +10

**Minimum Enhancement Bonus:** +4

**Price:** Special      **Weight:** 50 lb.

**Check:** -2      **Speed:** -1

**Special:** Resist 2 All

**Description:** Specter plate is infused with energy from the Shadowfell.

*Resist*

# Legion Plate Armor

Masterwork Plate (Heavy) Armor

+12



**Armor Bonus:** +12

**Minimum Enhancement Bonus:** +5

**Price:** Special

**Weight:** 50 lb.

**Check:** -2

**Speed:** -1

**Special:** -

**Description:** Legion plate mimics the forging techniques used in the Nine Hells to armour legion devils.



# Tarrasque Plate Armor

Masterwork Plate (Heavy) Armor

+12



**Armor Bonus:** +12

**Minimum Enhancement Bonus:** +6

**Price:** Special      **Weight:** 50 lb.

**Check:** -2      **Speed:** -1

**Special:** Resist 5 All

**Description:** Tarrasque plate, designed to emulate the tarrasque's impenetrable hide, has hundreds of nodules packed between very thin metal layers, each treated with a different process.

*Resist*

# Weapons

1H

Simple

Melee

Weapons



# Spiked Gauntlet

One-Handed Simple Melee Unarmed



**Proficiency Bonus:** +2

**Damage:** d6

**Price:** 5 gp      **Weight:** 1 lb.

**Properties:** Off-hand

**Off-Hand:** An off-hand weapon is light enough that you can hold it and attack effectively with it while holding a weapon in your main hand. You can't attack with both weapons in the same turn, unless you have a power that lets you do so, but you can attack with either weapon.

**Note:** Unlike other weapons the spiked gauntlet occupies your magic item hands slot while enchanted.

*Str vs. AC*

*Dmg (Str)*

# 1H & 2H Military Melee Weapons

# Broadsword

One-Handed Military Melee Heavy Blade



**Proficiency Bonus:** +2

**Damage:** d10

**Price:** 20 gp      **Weight:** 5 lb.

**Properties:** Versatile

**Versatile:** Versatile weapons are one-handed, but you can use them two-handed. If you do, you deal an extra 1 point of damage when you roll damage for the weapon.

A small character such as a halfling must use a versatile weapon two-handed and doesn't deal extra damage.

Increase damage to  $2[W] +$  Strength modifier at 21<sup>st</sup> level.

*Str vs. AC*

*Dmg (Str)*

# Khopesh

One-Handed Military Melee Heavy Blade, Axe



**Proficiency Bonus:** +2

**Damage:** d8

**Price:** 20 gp

**Weight:** 5 lb.

**Properties:** Versatile, Brutal 1

**Brutal:** A brutal weapon's minimum damage is higher than that of a normal weapon. When rolling the weapon's damage, reroll any die that displays a value equal to or lower than the brutal value given for the weapon. Reroll the die until the value shown exceeds the weapon's brutal value, and then use the new value.

For example, the execution axe has a property of brutal 2. If a fighter wielding this weapon hits with

*steel serpent strike (a 2[W] power), the player rolls 2d12 for the weapon damage, rerolling a die result of 1 or 2 until the die shows 3 or higher.*

**Versatile:** Versatile weapons are one-handed, but you can use them two-handed. If you do, you deal an extra 1 point of damage when you roll damage for the weapon.

A small character such as a halfling must use a versatile weapon two-handed and doesn't deal extra damage. Increase damage to 2[W] + Strength modifier at 21<sup>st</sup> level.

*Str vs. AC*

*Dmg (Str)*

# Light War Pick

One-Handed Military Melee Pick



**Proficiency Bonus:** +2

**Damage:** d6

**Price:** 10 gp      **Weight:** 4 lb.

**Properties:** High crit, off-hand

**High Crit:** A high crit weapon deals more damage when you score a critical hit with it. A critical hit deals maximum weapon damage and an extra 1[W] at 1st–10th levels, an extra 2[W] at 11th–20th levels, and an extra 3[W] at 21st–30th levels. This extra damage is in addition to any critical damage the weapon supplies if it is a magic weapon.

**Off-Hand:** An off-hand weapon is light enough that you can hold it and attack effectively with it while holding a weapon in your main hand. You can't attack with both weapons in the same turn, unless you have a power that lets you do so, but you can attack with either weapon.

*Str vs. AC*

*Dmg (Str)*

# Scourge

One-Handed Military Melee Flail



**Proficiency Bonus:** +2

**Damage:** d8

**Price:** 3 gp      **Weight:** 2 lb.

**Properties:** Off-hand

**Off-Hand:** An off-hand weapon is light enough that you can hold it and attack effectively with it while holding a weapon in your main hand. You can't attack with both weapons in the same turn, unless you have a power that lets you do so, but you can attack with either weapon.

*Str vs. AC*

*Dmg (Str)*

# Trident

One-Handed Military Melee Spear



3/6

**Proficiency Bonus:** +2

**Damage:** d8

**Range:** 3/6

**Price:** 10 gp

**Weight:** 4 lb.

**Properties:** Versatile, Heavy Thrown

**Heavy Thrown:** You hurl a thrown weapon from your hand, rather than using it to loose a projectile. A ranged basic attack with a heavy thrown weapon uses your Strength instead of your Dexterity for the attack and damage rolls.

*Str vs. AC*

**Versatile:** Versatile weapons are one-handed, but you can use them two-handed. If you do, you deal an extra 1 point of damage when you roll damage for the weapon.

A small character such as a halfling must use a versatile weapon two-handed and doesn't deal extra damage. Increase damage to 2[W] + Strength modifier at 21<sup>st</sup> level.

*Dmg (Str)*

# Heavy War Pick

Two-Handed Military Melee Pick



**Proficiency Bonus:** +2

**Damage:** d12

**Price:** 20 gp      **Weight:** 8 lb.

**Properties:** High Crit

**High Crit:** A high crit weapon deals more damage when you score a critical hit with it. A critical hit deals maximum weapon damage and an extra 1[W] at 1st–10th levels, an extra 2[W] at 11th–20th levels, and an extra 3[W] at 21st–30th levels. This extra damage is in addition to any critical damage the weapon supplies if it is a magic weapon.

*Str vs. AC*

*Dmg (Str)*



# Superior Melee Weapons

# Craghammer

One-Handed Superior Melee Hammer



**Proficiency Bonus:** +2

**Damage:** d10

**Price:** 20 gp      **Weight:** 6 lb.

**Properties:** Brutal 2, Versatile

**Brutal:** A brutal weapon's minimum damage is higher than that of a normal weapon. When rolling the weapon's damage, reroll any die that displays a value equal to or lower than the brutal value given for the weapon. Reroll the die until the value shown exceeds the weapon's brutal value, and then use the new value.

For example, the execution axe has a property of brutal 2. If a fighter wielding this weapon hits with *steel serpent strike* (a 2[W] power), the player rolls 2d12 for the weapon damage, rerolling a die result of 1 or 2 until the die shows 3 or higher.

**Versatile:** Versatile weapons are one-handed, but you can use them two-handed. If you do, you deal an extra 1 point of damage when you roll damage for the weapon.

A small character such as a halfling must use a versatile weapon two-handed and doesn't deal extra damage. Increase damage to 2[W] + Strength modifier at 21<sup>st</sup> level.

Str vs. AC

Dmg (Str)

# Kukri

One-Handed Superior Melee Light Blade



**Proficiency Bonus:** +2

**Damage:** d6

**Price:** 10 gp      **Weight:** 2 lb.

**Properties:** Brutal 1, Off-hand

**Brutal:** A brutal weapon's minimum damage is higher than that of a normal weapon. When rolling the weapon's damage, reroll any die that displays a value equal to or lower than the brutal value given for the weapon. Reroll the die until the value shown exceeds the weapon's brutal value, and then use the new value.

For example, the execution axe has a property of brutal 2. If a fighter wielding this weapon hits with

*steel serpent strike* (a 2[W] power), the player rolls 2d12 for the weapon damage, rerolling a die result of 1 or 2 until the die shows 3 or higher.

**Off-Hand:** An off-hand weapon is light enough that you can hold it and attack effectively with it while holding a weapon in your main hand. You can't attack with both weapons in the same turn, unless you have a power that lets you do so, but you can attack with either weapon.

*Str vs. AC*

*Dmg (Str)*

# Parrying Dagger

One-Handed Superior Melee Light Blade



**Proficiency Bonus:** +2

**Damage:** d4

**Price:** 5 gp      **Weight:** 1 lb.

**Properties:** Defensive, Off-hand

**Defensive:** A defensive weapon grants you a +1 bonus to AC while you wield the defensive weapon in one hand and wield another melee weapon in your other hand. Wielding more than one defensive weapon does not increase the bonus. To gain this benefit you need not attack with the defensive weapon but you must be proficient with it.

**Off-Hand:** An off-hand weapon is light enough that you can hold it and attack effectively with it while holding a weapon in your main hand. You can't attack with both weapons in the same turn, unless you have a power that lets you do so, but you can attack with either weapon.

**Note:** A rogue proficient with this weapon can treat it as a dagger for the purpose of the Rogue Weapon Talent class feature.

*Str vs. AC*

*Dmg (Str)*

# Spiked Shield

One-Handed Superior Melee Light Blade



**Proficiency Bonus:** +2

**Damage:** d6

**Price:** 10 gp      **Weight:** 7 lb.

**Properties:** Off-hand

**Off-Hand:** An off-hand weapon is light enough that you can hold it and attack effectively with it while holding a weapon in your main hand. You can't attack with both weapons in the same turn, unless you have a power that lets you do so, but you can attack with either weapon.

**Note:** This light shield is constructed with a sharpened spike at its center. A spiked shield can be enchanted as a magic shield or a magic weapon but not both. A spiked shield enchanted as a magic weapon does not occupy a character's magic item slot. Although a character cannot use two shields at the same time, a character wielding a spiked shield enchanted as a weapon can employ arms slot items such as bracers.

*Str vs. AC*

*Dmg (Str)*

# Tratnyr

One-Handed Superior Melee Spear



10/20



**Proficiency Bonus:** +2

**Damage:** d8

**Range:** 3/6

**Price:** 10 gp

**Weight:** 5 lb.

**Properties:** Versatile, Heavy Thrown

**Heavy Thrown:** You hurl a thrown weapon from your hand, rather than using it to loose a projectile. A ranged basic attack with a heavy thrown weapon uses your Strength instead of your Dexterity for the attack and damage rolls.

*Str vs. AC*

**Versatile:** Versatile weapons are one-handed, but you can use them two-handed. If you do, you deal an extra 1 point of damage when you roll damage for the weapon.

A small character such as a halfling must use a versatile weapon two-handed and doesn't deal extra damage. Increase damage to 2[W] + Strength modifier at 21<sup>st</sup> level.

*Dmg (Str)*

# Triple-Headed Flail

One-Handed Superior Melee Flail



**Proficiency Bonus:** +3

**Damage:** d10

**Price:** 15 gp      **Weight:** 6 lb.

**Properties:** Versatile

**Versatile:** Versatile weapons are one-handed, but you can use them two-handed. If you do, you deal an extra 1 point of damage when you roll damage for the weapon.

A small character such as a halfling must use a versatile weapon two-handed and doesn't deal extra damage.

Increase damage to  $2[W] +$  Strength modifier at 21<sup>st</sup> level.

*Str vs. AC*

*Dmg (Str)*

# Waraxe

Two-Handed Superior Melee Axe



**Proficiency Bonus:** +2

**Damage:** d12

**Price:** 30 gp      **Weight:** 10 lb.

**Properties:** Versatile

**Versatile:** Versatile weapons are one-handed, but you can use them two-handed. If you do, you deal an extra 1 point of damage when you roll damage for the weapon.

A small character such as a halfling must use a versatile weapon two-handed and doesn't deal extra damage.

Increase damage to  $2[W] +$  Strength modifier at 21<sup>st</sup> level.

*Str vs. AC*

*Dmg (Str)*



# Execution Axe

Two-Handed Superior Melee Axe



**Proficiency Bonus:** +2

**Damage:** d12

**Price:** 30 gp      **Weight:** 14 lb.

**Properties:** Brutal 2, High Crit

**Brutal:** A brutal weapon's minimum damage is higher than that of a normal weapon. When rolling the weapon's damage, reroll any die that displays a value equal to or lower than the brutal value given for the weapon. Reroll the die until the value shown exceeds the weapon's brutal value, and then use the new value.

For example, the execution axe has a property of brutal 2. If a fighter wielding this weapon hits with *steel serpent strike* (a 2[W] power), the player rolls 2d12 for the weapon damage, rerolling a die result of 1 or 2 until the die shows 3 or higher.

**High Crit:** A high crit weapon deals more damage when you score a critical hit with it. A critical hit deals maximum weapon damage and an extra 1[W] at 1st–10th levels, an extra 2[W] at 11th–20th levels, and an extra 3[W] at 21st–30th levels. This extra damage is in addition to any critical damage the weapon supplies if it is a magic weapon.

*Str vs. AC*

*Dmg (Str)*

# Fullblade

Two-Handed Superior Melee Heavy Blade



**Proficiency Bonus:** +3

**Damage:** d12

**Price:** 30 gp      **Weight:** 10 lb.

**Properties:** High Crit

**High Crit:** A high crit weapon deals more damage when you score a critical hit with it. A critical hit deals maximum weapon damage and an extra 1[W] at 1st–10th levels, an extra 2[W] at 11th–20th levels, and an extra 3[W] at 21st–30th levels. This extra damage is in addition to any critical damage the weapon supplies if it is a magic weapon.

*Str vs. AC*

*Dmg (Str)*

# Greatspear

Two-Handed Superior Melee Polearm, Spear



**Proficiency Bonus:** +3

**Damage:** d10

**Price:** 25 gp      **Weight:** 8 lb.

**Properties:** Reach

**Reach:** With a reach weapon, you can attack enemies that are 2 squares away from you as well as adjacent enemies, with no attack penalty. You can still make opportunity attacks only against adjacent enemies. Likewise, you can flank only an adjacent enemy.

*Str vs. AC*

*Dmg (Str)*

# Mordenkrad

Two-Handed Superior Melee Hammer



**Proficiency Bonus:** +2

**Damage:** 2d6

**Price:** 30 gp      **Weight:** 12 lb.

**Properties:** Brutal 1

**Brutal:** A brutal weapon's minimum damage is higher than that of a normal weapon. When rolling the weapon's damage, reroll any die that displays a value equal to or lower than the brutal value given for the weapon. Reroll the die until the value shown exceeds the weapon's brutal value, and then use the new value.

For example, the execution axe has a property of brutal 2. If a fighter wielding this weapon hits with *steel serpent strike* (a 2[W] power), the player rolls 2d12 for the weapon damage, rerolling a die result of 1 or 2 until the die shows 3 or higher.

*Str vs. AC*

*Dmg (Str)*

# Double Axe



Double Weapon Superior Melee Axe

**Proficiency Bonus:** +2

**Damage:** d10/d10

**Price:** 40 gp

**Weight:** 15 lb.

**Properties:** Defensive, Offhand

**Defensive:** A defensive weapon grants you a +1 bonus to AC while you wield the defensive weapon in one hand and wield another melee weapon in your other hand. Wielding more than one defensive weapon does not increase the bonus. To gain this benefit you need not attack with the defensive weapon but you must be proficient with it.

**Off-Hand:** An off-hand weapon is light enough that you can hold it and attack effectively with it while holding a weapon in your main hand. You can't attack with both weapons in the same turn, unless you have a power that lets you do so, but you can attack with either weapon.

**Double Weapon:** Wielding a double weapon is like wielding a weapon in each hand. The first die damage is for the primary (or main) end of the weapon; the second damage die is for the secondary (off-hand) end. You can use either end of a double weapon to deliver an attack unless a power specifies a main or off-hand weapon attack. An enchanted double weapon receives an enchantment bonus on both ends, but weapon properties or powers conferred by the enchantment affect only the primary end of the weapon. Like 2-handed weapons, double weapons cannot normally be wielded by Small creatures unless the weapon has the small property.

*Str vs. AC*

*Dmg (Str)*

# Double Flail



Double Weapon Superior Melee Flail

**Proficiency Bonus:** +2

**Damage:** d10/d10

**Price:** 30 gp

**Weight:** 11 lb.

**Properties:** Defensive, Offhand

**Defensive:** A defensive weapon grants you a +1 bonus to AC while you wield the defensive weapon in one hand and wield another melee weapon in your other hand. Wielding more than one defensive weapon does not increase the bonus. To gain this benefit you need not attack with the defensive weapon but you must be proficient with it.

**Off-Hand:** An off-hand weapon is light enough that you can hold it and attack effectively with it while holding a weapon in your main hand. You can't attack with both weapons in the same turn, unless you have a power that lets you do so, but you can attack with either weapon.

**Double Weapon:** Wielding a double weapon is like wielding a weapon in each hand. The first die damage is for the primary (or main) end of the weapon; the second damage die is for the secondary (off-hand) end. You can use either end of a double weapon to deliver an attack unless a power specifies a main or off-hand weapon attack. An enchanted double weapon receives an enchantment bonus on both ends, but weapon properties or powers conferred by the enchantment affect only the primary end of the weapon. Like 2-handed weapons, double weapons cannot normally be wielded by Small creatures unless the weapon has the small property.

*Str vs. AC*

*Dmg (Str)*

# Double Sword

Double Weapon Superior Melee Heavy Blade,  
Light Blade



**Proficiency Bonus:** +3

**Damage:** d8/d8

**Price:** 40 gp

**Weight:** 9 lb.

**Properties:** Defensive, Offhand

**Defensive:** A defensive weapon grants you a +1 bonus to AC while you wield the defensive weapon in one hand and wield another melee weapon in your other hand. Wielding more than one defensive weapon does not increase the bonus. To gain this benefit you need not attack with the defensive weapon but you must be proficient with it.

*Str vs. AC*

**Off-Hand:** An off-hand weapon is light enough that you can hold it and attack effectively with it while holding a weapon in your main hand. You can't attack with both weapons in the same turn, unless you have a power that lets you do so, but you can attack with either weapon.

**Double Weapon:** Wielding a double weapon is like wielding a weapon in each hand. The first die damage is for the primary (or main) end of the weapon; the second damage die is for the secondary (off-hand) end. You can use either end of a double weapon to deliver an attack unless a power specifies a main or off-hand weapon attack. An enchanted double weapon receives an enchantment bonus on both ends, but weapon properties or powers conferred by the enchantment affect only the primary end of the weapon. Like 2-handed weapons, double weapons cannot normally be wielded by Small creatures unless the weapon has the small property.

*Dmg (Str)*

# Urgrosh

Double Weapon Superior Melee Axe, Spear



**Proficiency Bonus:** +2

**Damage:** d12/d8

**Price:** 30 gp

**Weight:** 12 lb.

**Properties:** Defensive, Offhand

**Defensive:** A defensive weapon grants you a +1 bonus to AC while you wield the defensive weapon in one hand and wield another melee weapon in your other hand. Wielding more than one defensive weapon does not increase the bonus. To gain this benefit you need not attack with the defensive weapon but you must be proficient with it.

**Off-Hand:** An off-hand weapon is light enough that you can hold it and attack effectively with it while holding a weapon in your main hand. You can't attack with both weapons in the same turn, unless you have a power that lets you do so, but you can attack with either weapon.

**Double Weapon:** Wielding a double weapon is like wielding a weapon in each hand. The first die damage is for the primary (or main) end of the weapon; the second damage die is for the secondary (off-hand) end. You can use either end of a double weapon to deliver an attack unless a power specifies a main or off-hand weapon attack. An enchanted double weapon receives an enchantment bonus on both ends, but weapon properties or powers conferred by the enchantment affect only the primary end of the weapon. Like 2-handed weapons, double weapons cannot normally be wielded by Small creatures unless the weapon has the small property.

*Str vs. AC*

*Dmg (Str)*



# Magazine

Repeating Crossbow Ammunition



**Price:** 1 gp

**Weight:** 1 lb

**Count:** 10

**Note:** A rectangular magazine attaches to the top of the repeating crossbow. A double action lever drops a bolt into place as a free action, then fires as a standard action. A repeating crossbow does not need to be reloaded as long as it has ammunition in it's magazine. A magazine costs 1 gp and holds 10 bolts. It takes a standard action to remove an empty magazine and load a new one.



*Count*

# Ranged Weapons

# Repeating Crossbow

Two-handed Simple Ranged Crossbow



10/20



**Proficiency Bonus:** +2

**Damage:** d8

**Range:** 10/20

**Price:** 35 gp

**Weight:** 6 lb.

**Properties:** Load free

**Load free:** You draw and load ammunition as a free action. This weapon requires two hands to load. If a power allow you to hit multiple targets, the additional load time is accounted for in the power.

**Note:** See 'Magazine' for Rules on ammunition.

*Dex vs. AC*

*Dmg (Dex)*

# Greatbow

Two-handed Superior Ranged Bow



25/50



**Proficiency Bonus:** +2

**Damage:** d12      **Range:** 25/50

**Price:** 30 gp      **Weight:** 5 lb.

**Properties:** Load free

**Load free:** You draw and load ammunition as a free action. This weapon requires two hands to load. If a power allow you to hit multiple targets, the additional load time is accounted for in the power.

*Dex vs. AC*

*Dmg (Dex)*

# Superior Crossbow

Two-handed Superior Ranged Crossbow



20/40



**Proficiency Bonus:** +3

**Damage:** d10      **Range:** 20/40

**Price:** 30 gp      **Weight:** 6 lb.

**Properties:** Load Minor

**Load minor:** You draw and load ammunition as a minor action. This weapon requires two hands to load. If a power allows you to hit multiple targets, the additional load time is accounted for in the power.

*Dex vs. AC*

*Dmg (Dex)*

# Mounts

# Blade Spider

Mount, Large natural beast (spider)



**Price (gp):** 13,000    **Speed<sup>1</sup>:** 6

**Per Hour<sup>1</sup>:** 3 miles    **Per Day<sup>1</sup>:** 30 miles

**Normal/Heavy/ Push/Drag(lb):** 250/500/1,250

**Initiative:** +9    **Senses:** Perception +7; tremorsense 10

**HP:** 130    **Bloodied:** 65

**AC:** 22    **Fortitude:** 21    **Reflex:** 20    **Will:** 18

**Speed:** 6, climb 6 (spider climb)

**Claw (standard; at-will) ♦ Poison**

+13 vs. AC; 1d8 + 5 damage, and the target takes ongoing 5 poison damage and is weakened (save ends both).

**Double Attack (standard; at-will) ♦ Poison**

The blade spider makes two claw attacks.

**Combined Attack** (while mounted by a friendly rider of 10th level or higher; at-will) ♦ **Mount, Poison**

When the blade spider's rider makes a melee attack, the blade spider makes a claw attack as a free action against the same target.

**Alignment:** Unaligned

**Skills:** Stealth +14

**Str:** 20 (+10)    **Dex:** 18 (+9)    **Wis:** 15 (+7)

**Con:** 20 (+10)    **Int:** 1 (+0)    **Cha:** 10 (+5)

<sup>1</sup> A flying mount ignores distance multipliers for difficult terrain. Distances for an aquatic mount assume it is traveling in water.

Stats from *Monster Manual 4<sup>th</sup> Edition*

# Camel

Level 1 Mount, Large Natural Beast



**Price (gp):** 75

**Speed<sup>1</sup>:** 9

**Per Hour<sup>1</sup>:** 4 1/2 miles

**Per Day<sup>1</sup>:** 45 miles

**Normal/Heavy/ Push/Drag(lb):** 237/475/1,187

## Statistics

**Initiative:** +1

**Senses:** Perception +0

**HP:** 38

**Bloodied:** 19

**AC:** 13 **Fortitude:** 13 **Reflex:** 10 **Will:** 9

**Speed:** 9

**Kick (standard; at-will)**

+4 vs. AC; 1d10 + 4 damage.

**Alignment:** Unaligned

**Skills:** Endurance +9

**Str:** 19 (+4) **Dex:** 13 (+1) **Wis:** 11 (+0)

**Con:** 18 (+4) **Int:** 2 (—4) **Cha:** 8 (—1)

1: A flying mount ignores distance multipliers for difficult terrain. Distances for an aquatic mount assume it is traveling in water.



# Dire Boar

Level 6 Mount, Large Natural Beast



**Price (gp):** 1,800    **Speed<sup>1</sup>:** 8

**Per Hour<sup>1</sup>:** 4 miles    **Per Day<sup>1</sup>:** 40 miles

**Normal/Heavy/ Push/Drag(lb):** 237/475/1,870

**Initiative:** +3    **Senses:** Perception +2

**HP:** 85    **Bloodied:** 42 see also *death strike*

**AC:** 17    **Fortitude:** 21    **Reflex:** 17    **Will:** 16

**Speed:** 8

## Gore (standard; at-will)

+9 vs. AC; 1d10 + 4 damage, or 1d10 + 9 damage against a prone target.

## Death Strike (when reduced to 0 hit points)

The dire boar makes a gore attack.

**M Rabid Charger** (while mounted by a friendly rider of 6th level or higher; at-will) ♦ **Mount**

When it charges, the dire boar makes a gore attack in addition to its rider's charge attack; see also furious charge.

## Furious Charge

When a dire boar charges, its gore deals an extra 5 damage, pushes.

**Alignment:** Unaligned

**Str:** 19 (+7)

**Dex:** 10 (+3)

**Wis:** 9 (+2)

**Con:** 15 (+5)

**Int:** 2 (−1)

**Cha:** 8 (+2)

A flying mount ignores distance multipliers for difficult terrain. Distances for an aquatic mount assume it is traveling in water.

Stats from *Monster Manual 4<sup>th</sup> Edition*

# Elephant

Level 8 Mount, Huge Natural Beast



**Price (gp):** 3,400

**Speed<sup>1</sup>:** 8

**Per Hour<sup>1</sup>:** 4 miles

**Per Day<sup>1</sup>:** 40 miles

**Normal/Heavy/ Push/Drag(lb):** 312/625/1,562

## Statistics

**Initiative:** +4

**Senses:** Perception +7

**HP:** 111

**Bloodied:** 55

**AC:** 20 **Fortitude:** 22 **Reflex:** 15 **Will:** 8

**Speed:** 9

## Tusk Slam (standard; at-will)

Reach 2; +11 vs. AC; 2d6 + 7 damage.

## Stamp (standard; at-will)

+11 vs. AC; 1d10 + 7 damage, and the target is knocked prone.

**Trampling Charge** (while mounted by a friendly rider of 8th level or higher; at-will) ♦ **Mount**

When charging, the elephant can move through one Medium or smaller creature's space and make a stamp attack against that creature. The elephant must end its move in an unoccupied space. The rider still attacks at the end of the mount's movement.

**Alignment:** Unaligned

**Str:** 25 (+11) **Dex:** 11 (+4) **Wis:** 11 (+7)

**Con:** 21 (+9) **Int:** 2 (+0) **Cha:** 9 (+3)

**1:** A flying mount ignores distance multipliers for difficult terrain. Distances for an aquatic mount assume it is traveling in water.

# Giant Ant

Level 4 Mount, Large Natural Beast



**Price (gp):** 1,800

**Speed<sup>1</sup>:** 9

**Per Hour<sup>1</sup>:** 4 1/2 miles

**Per Day<sup>1</sup>:** 45 miles

**Normal/Heavy/ Push/Drag(lb):** 237/475/1,187

## Statistics

**Initiative:** +8

**Senses:** Perception +8

**HP:** 54

**Bloodied:** 27

**AC:** 18 **Fortitude:** 17 **Reflex:** 17 **Will:** 14

**Speed:** 9

**Bite(standard; at-will)**

+9 vs. AC; 1d10 + 4 damage, and target is knocked prone.

**Skitter** (while mounted by a friendly rider of 4th level or higher; at-will) ♦ **Mount**

The ant shifts 2 squares instead of 1 square when it shifts.

**Alignment:** Unaligned

**Str:** 19 (+6) **Dex:** 19 (+6) **Wis:** 12 (+3)

**Con:** 14 (+4) **Int:** 1 (-3) **Cha:** 7 (+0)

**1:**A flying mount ignores distance multipliers for difficult terrain. Distances for an aquatic mount assume it is traveling in water.

# Giant Lizard, Draft

Level 4 Mount, Large Natural Beast



**Price (gp):** 200

**Speed<sup>1</sup>:** 7

**Per Hour<sup>1</sup>:** 3 1/2 miles

**Per Day<sup>1</sup>:** 35 miles

**Normal/Heavy/ Push/Drag(lb):** 237/475/1,187

## Statistics

**Initiative:** +4

**Senses:** Perception +1

**HP:** 69

**Bloodied:** 34

**AC:** 16 **Fortitude:** 18 **Reflex:** 16 **Will:** 13

**Speed:** 7 (swamp walk) climb 2

**Bite(standard; at-will)**

+7 vs. AC; 2d6 + 4 damage

**Alignment:** Unaligned

**Str:** 19 (+6) **Dex:** 14 (+4) **Wis:** 9 (+1)

**Con:** 19 (+6) **Int:** 2 (-2) **Cha:** 7 (+0)

**1:**A flying mount ignores distance multipliers for difficult terrain. Distances for an aquatic mount assume it is traveling in water.

# Giant Lizard, Draft

Level 6 Mount, Large Natural Beast



**Price (gp):** 1,800

**Speed<sup>1</sup>:** 9

**Per Hour<sup>1</sup>:** 4 1/2 miles

**Per Day<sup>1</sup>:** 45 miles

**Normal/Heavy/ Push/Drag(lb):** 250/500/1,250

## Statistics

**Initiative:** +6

**Senses:** Perception +2

**HP:** 90

**Bloodied:** 45

**AC:** 18 **Fortitude:** 20 **Reflex:** 18 **Will:** 14

**Speed:** 9 (swamp walk) climb 4

**Bite(standard; at-will)**

+9 vs. AC; 2d8 + 5 damage

**Claw (standard; at-will)**

+10 vs. AC; 2d6 + 5 damage

**Combined Attack** (while mounted by a friendly rider of 6th level or higher; at-will) ♦ **Mount**

When the giant lizard's rider makes a melee attack against a target, the lizard can make a claw attack against the same target.

**Alignment:** Unaligned

**Str:** 20 (+8) **Dex:** 17 (+6) **Wis:** 9 (+2)

**Con:** 20 (+8) **Int:** 2 (-1) **Cha:** 7 (+1)

**1:**A flying mount ignores distance multipliers for difficult terrain. Distances for an aquatic mount assume it is traveling in water.

# Griffon

Level 7 Mount, Large Natural Beast



**Price (gp):** 9,000

**Speed<sup>1</sup>:** fly 10

**Per Hour<sup>1</sup>:** 5 miles

**Per Day<sup>1</sup>:** 50 miles

**Normal/Heavy/ Push/Drag(lb):** 250/500/1,250

**Initiative:** +6

**Senses:** Perception +9

**HP:** 98

**Bloodied:** 49; see also *blood frenzy*

**AC:** 18

**Fortitude:** 19

**Reflex:** 15

**Will:** 14; see also *blood frenzy*

**Immune fear (while bloodied only)**

**Speed:** 6, fly 10, overland flight 15

**Claws (standard; at-will)**

+10 vs. AC; 2d6 + 7 damage.

**Rabid Charger (while mounted by a friendly rider of 7th level or higher; at-will) ♦ Mount**

When it charges, the griffon makes two claws attacks in addition to its rider's charge attack.

**Blood Frenzy (only while bloodied)**

The griffon can take an extra move action each turn. It also gains a +2 bonus to attack rolls and takes a -2 penalty to all defenses.

**Thunder Charge (standard; only while flying; at-will)**

When the griffon charges, it gains a +4 bonus to its attack roll instead of the normal +1 bonus.

**Alignment:** Unaligned

**Str:** 20 (+8)

**Dex:** 16 (+6)

**Wis:** 12 (+4)

**Con:** 18 (+7)

**Int:** 2 (-1)

**Cha:** 6 (+1)

**1:**A flying mount ignores distance multipliers for difficult terrain. Distances for an aquatic mount assume it is traveling in water. it is traveling in water. Stats from *Monster Manual 4<sup>th</sup> Edition*

# Griffon, Rimefire

Level 20 Mount, Large Natural Beast  
(Cold)



**Price (gp):** 525,000    **Speed<sup>1</sup>:** fly 10

**Per Hour<sup>1</sup>:** 5 miles    **Per Day<sup>1</sup>:** 50 miles

**Normal/Heavy/ Push/Drag(lb):** 300/600/1,500

**Initiative:** +17    **Senses:** Perception +14

**HP:** 186    **Bloodied:** 93

**AC:** 35    **Fortitude:** 37    **Reflex:** 33    **Will:** 32

**Resist:** 10 cold, 10 fire

**Speed:** 5, fly 10, overland flight 15; see also *flyby attack*

**Bite (standard; at-will) ♦ Cold**

+25 vs. AC; 1d8 + 7 damage plus 1d10 cold damage.

**Flyby Attack (standard; at-will)**

The rimefire griffon flies up to 10 squares and makes one melee basic attack at any point during that movement. The rimefire griffon doesn't provoke opportunity attacks when moving away from the target of the attack.

**Rimefire Blast (standard; starts uncharged; recharges after hitting twice with a bite attack) ♦ Fire**

Close blast 5; +23 vs. Reflex; 2d10 + 5 fire damage.

**Rider Resistance** (while mounted by a friendly rider of 20th level or higher; at will) ♦ **Mount**

The rimefire griffon grants its rider resist 10 cold and 10 fire.

**Alignment:** Unaligned

**Str:** 24 (+17)    **Dex:** 20 (+15)    **Wis:** 18 (+14)

**Con:** 18 (+14)    **Int:** 4 (+7)    **Cha:** 10 (+10)

<sup>1</sup>:A flying mount ignores distance multipliers for difficult terrain. Distances for an aquatic mount assume it is traveling in water.  
Stats from *Monster Manual 4<sup>th</sup> Edition*

# Hippogriff

Level 5 Mount, Large Natural Beast



**Price (gp):** 4,200

**Speed<sup>1</sup>:** fly 10

**Per Hour<sup>1</sup>:** 5 miles

**Per Day<sup>1</sup>:** 50 miles

**Normal/Heavy/ Push/Drag(lb):** 237/475/1,187

**Initiative:** +7

**Senses:** Perception +8

**HP:** 64

**Bloodied:** 32

**AC:** 18 **Fortitude:** 17 **Reflex:** 15 **Will:** 13

**Speed:** 4, fly 10, overland flight 15; see also *flyby attack*

**Bite (standard; at-will)**

+8 vs. AC; 2d6 + 5 damage.

**Diving Overrun (standard, only while flying; at-will)**

The hippogriff charges a Medium or smaller enemy: +9 vs. AC; 2d8 + 5 damage, and the target is knocked prone. After attacking, the hippogriff lands in an unoccupied space adjacent to the target.

**Flyby Attack (standard; at-will)**

The hippogriff flies up to 10 squares and makes one melee basic attack at any point during that movement. The hippogriff doesn't provoke opportunity attacks when moving away from the target of the attack.

**Aerial Agility +1** (while mounted by a friendly rider of 5th level or higher; at-will) ♦ **Mount**

While flying, a hippogriff grants its rider a +1 bonus to all defenses.

**Alignment:** Unaligned

**Str:** 19 (+6)

**Dex:** 17 (+5)

**Wis:** 12 (+3)

**Con:** 16 (+5)

**Int:** 2 (-2)

**Cha:** 6 (+0)

**1:** A flying mount ignores distance multipliers for difficult terrain. Distances for an aquatic mount assume it is traveling in water.

Stats from *Monster Manual 4<sup>th</sup> Edition*



# Hippogriff, Dreadmount

Level 5 Mount, Large Natural Beast



**Price (gp):** 4,200      **Speed<sup>1</sup>:** fly 10  
**Per Hour<sup>1</sup>:** 5 miles      **Per Day<sup>1</sup>:** 50 miles  
**Normal/Heavy/ Push/Drag(lb):** 262/525/1,312  
**Initiative:** +7      **Senses:** Perception +8  
**HP:** 66      **Bloodied:** 33  
**AC:** 21      **Fortitude:** 21      **Reflex:** 19      **Will:** 17  
**Speed:** 4, fly 10, overland flight 12

## **Bite (standard; at-will)**

+10 vs. AC; 2d6 + 5 damage.

## **Wing Slam (immediate interrupt, when an adjacent enemy shifts or moves into a nonadjacent square; at-will)**

+8 vs. Reflex; 1d6 + 5 damage, and the target is knocked prone. The hippogriff dreadmount cannot use this power while flying.

## **Sturdy Mount (while mounted by a friendly rider of 5th level or higher; at-will) ♦ Mount**

When an attack forces the dreadmount to move, it moves 1 less square than the attack specifies. When an attack would knock it or its rider prone, the dreadmount can roll an immediate saving throw to prevent it or its rider from falling prone.

## **Alignment:** Unaligned

**Str:** 21 (+7)      **Dex:** 17 (+5)      **Wis:** 12 (+3)  
**Con:** 18 (+6)      **Int:** 2 (-2)      **Cha:** 6 (+0)

**1:** A flying mount ignores distance multipliers for difficult terrain. Distances for an aquatic mount assume it is traveling in water.  
Stats from *Monster Manual 4<sup>th</sup> Edition*

# Horse, Celestial Charger

Level 10 Mount, Large Immortal Beast



**Price (gp):** 13,200

**Speed<sup>1</sup>:** 8

**Per Hour<sup>1</sup>:** 4 miles

**Per Day<sup>1</sup>:** 40 miles

**Normal/Heavy/ Push/ Drag(lb):** 287/575/1,437

**Initiative:** +10

**Senses:** Perception +12; low-light vision

**HP:** 111

**Bloodied:** 55

**AC:** 26

**Fortitude:** 24

**Reflex:** 22

**Will:** 21

**Saving Throws:** +5 against fear effects

**Speed:** 8; see also zephyr footing

**Kick (standard; at-will)**

+16 vs. AC; 1d8 + 6 damage.

**Trample (standard; at-will)**

The celestial charger can move up to its speed and enter enemies' spaces. This movement provokes opportunity attacks, and the celestial charger must end its move in an unoccupied space. When it enters an enemy's space, the charger makes a trample attack: +14 vs. Reflex; 1d8 + 6 damage, and the target is knocked prone.

**Celestial Charge** (while mounted by a friendly rider of 10th level or higher; at-will) ♦ **Mount, Radiant**

On charge attacks, a celestial charger's rider deals an extra 2d6 radiant damage.

**Zephyr Footing**

The celestial charger ignores difficult terrain and can move across any solid or liquid surface.

**Alignment:** Lawful good

**Skills:** Endurance +16

**Str:** 23 (+11)

**Dex:** 17(+8)

**Wis:** 15 (+7)

**Con:** 23 (+11)

**Int:** 3 (+1)

**Cha** 15 (+7)

**1:**A flying mount ignores distance multipliers for difficult terrain. Distances for an aquatic mount assume it is traveling in water.

Stats from *Monster Manual 4<sup>th</sup> Edition*

# Horse, Riding

Level 1 Mount, Large Natural Beast



**Price (gp):** 75

**Speed<sup>1</sup>:** 8

**Per Hour<sup>1</sup>:** 4 miles

**Per Day<sup>1</sup>:** 40 miles

**Normal/Heavy/ Push/Drag(lb):** 237/475/1,187

**Initiative:** +1

**Senses:** Perception +5; low-light vision

**HP:** 36

**Bloodied:** 18

**AC:** 14

**Fortitude:** 15

**Reflex:** 13

**Will:** 10

**Speed:** 10

**Kick (standard; at-will)**

+4 vs. AC; 1d6 + 4 damage.

**Alignment:** Unaligned

**Str:** 19 (+4)

**Dex:** 13 (+1)

**Wis:** 11 (+0)

**Con:** 16 (+3)

**Int:** 2 (−4)

**Cha:** 9 (−1)

**1:**A flying mount ignores distance multipliers for difficult terrain. Distances for an aquatic mount assume it is traveling in water.  
Stats from *Monster Manual 4<sup>th</sup> Edition*

# Horse, Sea

Level 5 Mount, Large Natural Beast (aquatic)



**Price (gp):** 1,800

**Speed<sup>1</sup>:** swim 10

**Per Hour<sup>1</sup>:** 5 miles

**Per Day<sup>1</sup>:** 50 miles

**Normal/Heavy/ Push/Drag(lb):** 225/450/1,125

## Statistics

**Initiative:** +4

**Senses:** Perception +2

**HP:** 80

**Bloodied:** 40

**AC:** 17 **Fortitude:** 29 **Reflex:** 17 **Will:** 15

**Speed:** swim 10

## Tail Slap(standard; at-will)

Reach 2; +8 vs. AC; 2d8 + 4 damage; see also waterborn

## Waterborn

While in water, the sea horse gains a +2 bonus to attack rolls against creatures without a swim speed.

**Aquatic Charge**(while mounted by a friendly rider of 5th level or higher; at-will) ♦ **Mount**

The sea horse's rider deals an extra 1d10 damage when he or she attacks after the sea horse charges. While in water, the rider also gains a +2 bonus to attack rolls against creatures without a swim speed.

**Alignment:** Unaligned

**Str:** 18 (+6) **Dex:** 15 (+4) **Wis:** 10 (+2)

**Con:** 20 (+7) **Int:** 2 (-2) **Cha:** 9 (+1)

**1:**A flying mount ignores distance multipliers for difficult terrain. Distances for an aquatic mount assume it is traveling in water.

# Horse, Skeletal

Level 11 Mount, Large Natural Animate (undead)



**Price (gp):** 17,000      **Speed<sup>1</sup>:** 10  
**Per Hour<sup>1</sup>:** 5 miles      **Per Day<sup>1</sup>:** 50 miles  
**Normal/Heavy/ Push/Drag(lb):** 250/500/1,250

## Statistics

**Initiative:** +9      **Senses:** Perception +6  
**HP:** 143      **Bloodied:** 71  
**AC:** 23 **Fortitude:** 24 **Reflex:** 23 **Will:** 20  
**Immune:** poison; **Resist:** 20 necrotic  
**Speed:** 10

## Kick(standard; at-will)

+14 vs. AC; 3d6 + 5 damage

**Shadow Symbiosis**(while mounted by a friendly rider of 11th level or higher; at-will) ♦ **Mount**

The horse's rider gains resist 20 necrotic

## Alignment: Unaligned

**Str:** 20 (+10) **Dex:** 18 (+9) **Wis:** 13 (+6)  
**Con:** 23 (+11) **Int:** 2 (+1) **Cha:** 7 (+3)

**1:**A flying mount ignores distance multipliers for difficult terrain. Distances for an aquatic mount assume it is traveling in water.

# Manticore

Level 10 Mount, Large Natural Magical Beast



**Price (gp):** 45,000    **Speed<sup>1</sup>:** fly 8  
**Per Hour<sup>1</sup>:** 4 miles    **Per Day<sup>1</sup>:** 40 miles  
**Normal/Heavy/ Push/Drag(lb):** 262/525/1,312  
**Initiative:** +12    **Senses:** Perception +13  
**HP:** 210    **Bloodied:** 105  
**AC:** 26    **Fortitude:** 24    **Reflex:** 24    **Will:** 22  
**Saving Throws:** +2  
**Speed:** 6, fly 8, overland flight 10  
**Action Points:** 1

## **Claw (standard; at-will)**

+15 vs. AC; 2d6 + 5 damage.

## **Spike (standard; at-will)**

Ranged 10; +15 vs. AC (see also guided sniper); 1d8 + 5 damage.

Hit or Miss: The manticore shifts 3 squares after making the attack.

## **Manticore's Fury (standard; at-will)**

The manticore makes a claw attack and a spike attack (in any order) and shift 1 square between the two attacks.

## **Spike Volley (standard; recharge 3,4,5,6)**

Area burst 1 within 10; +15 vs. AC (see also guided sniper); 1d8 + 5 damage.

**Guided Sniper** (while mounted by a friendly rider of 10th level or higher; at-will) ♦ **Mount**

A manticore with a rider gains a +2 bonus to attack rolls with its spike attack and spike volley power.

**Alignment:** Chaotic evil    **Languages:** Common

**Skills:** Stealth +15

**Str:** 21 (+10)    **Dex:** 20 (+10)    **Wis:** 17 (+8)

**Con:** 17 (+8)    **Int:** 4 (+2)    **Cha:** 12 (+6)

**1:** A flying mount ignores distance multipliers for difficult terrain. Distances for an aquatic mount assume it is traveling in water.

Stats from *Monster Manual 4<sup>th</sup> Edition*.

# Nightmare

Level 13 Mount, Large Shadow Magical Beast



**Price (gp):** 25,000    **Speed<sup>1</sup>:** fly 10

**Per Hour<sup>1</sup>:** 5 miles    **Per Day<sup>1</sup>:** 50 miles

**Normal/Heavy/ Push/Drag(lb):** 287/575/1,437

**Initiative:** +12    **Senses:** Perception +12; darkvision

**HP:** 138    **Bloodied:** 69

**AC:** 27 (29 against opportunity attacks)

**Fortitude:** 26    **Reflex:** 25    **Will:** 24

**Resist:** 20 fire; see also *hell's ride*

**Speed:** 10, teleport 10

**Hooves (standard; at-will) ♦ Fire**

+18 vs. AC; 1d8 + 6 damage, and ongoing 5 fire damage (save ends).

**Hell's Ride** (while mounted by a friendly rider of 13th level or higher; at-will) ♦ **Fire, Mount**

The nightmare's rider gains resist 20 fire.

**Hooves of Hell (standard; recharge 5,6) ♦ Fire**

The nightmare moves up to 10 squares. Each square the nightmare leaves is filled with fire to a height of 10 feet until the end of the nightmare's next turn. Any creature that hits the nightmare with a melee attack during this move, or that enters one of the flaming squares, takes 10 fire damage.

**Alignment:** Evil

**Skills:** Endurance +19

**Str:** 23 (+12)

**Dex:** 19 (+10)

**Wis:** 12 (+7)

**Con:** 26 (+14)

**Int:** 5 (+3)

**Cha:** 15 (+8)

**1:** A flying mount ignores distance multipliers for difficult terrain. Distances for an aquatic mount assume it is traveling in water. Stats from *Monster Manual 4<sup>th</sup> Edition*.

# Rage Drake

Level 5 Mount, Large Natural Beast (Reptile)



**Price (gp):** 2,600    **Speed<sup>1</sup>:** 8

**Per Hour<sup>1</sup>:** 4 miles    **Per Day<sup>1</sup>:** 40 miles

**Normal/Heavy/ Push/Drag(lb):** 237/475/1,187

**Initiative:** +3    **Senses:** Perception +3

**HP:** 77    **Bloodied:** 38; see also *bloodied rage*

**AC:** 17    **Fortitude:** 17    **Reflex:** 15    **Will:** 15

**Immune:** fear (while bloodied only)

**Speed** 8

**Bite (standard; at-will)**

+9 vs. AC; 1d10 + 4 damage; see also bloodied rage.

**Claw (standard; at-will)**

+8 vs. AC; 1d6 + 4 damage; see also bloodied rage.

**Raking Charge (standard; at-will)**

When the rage drake charges, it makes two claw attacks against a single target.

**Bloodied Rage (while bloodied)**

The rage drake gains a +2 bonus to attack rolls and deals an extra 5 damage per attack.

**Raging Mount** (while bloodied and mounted by a friendly rider of 5th level or higher; at-will) ♦ **Mount**

The rage drake grants its rider a +2 bonus to attack rolls and damage rolls with melee attacks.

**Alignment:** Unaligned

**Str:** 19 (+6)    **Dex:** 13 (+3)    **Wis:** 13 (+3)

**Con:** 17 (+5)    **Int:** 3 (-2)    **Cha:** 12 (+3)

**1:** A flying mount ignores distance multipliers for difficult terrain. Distances for an aquatic mount assume it is traveling in water. Stats from *Monster Manual 4<sup>th</sup> Edition*.



# Rhinoceros

Level 7 Mount, Large Natural Beast



**Price (gp):** 2,600      **Speed<sup>1</sup>:** 6  
**Per Hour<sup>1</sup>:** 3 miles      **Per Day<sup>1</sup>:** 30 miles  
**Normal/Heavy/ Push/Drag(lb):** 262/525/1,312

## Statistics

**Initiative:** +8      **Senses:** Perception +3  
**HP:** 83      **Bloodied:** 41  
**AC:** 23   **Fortitude:** 23   **Reflex:** 21   **Will:** 18  
**Speed:** 10

## Gore(standard; at-will)

+13 vs. AC; 2d6 + 5 damage

**Crushing Charge**(while mounted by a friendly rider of 7th level or higher; at-will) ♦ **Mount**

When charging, the rhinoceros can make a gore attack in addition to it's rider's charge attack.

**Alignment:** Unaligned

**Str:** 21 (+8)   **Dex:** 16 (+6)   **Wis:** 11 (+3)  
**Con:** 19 (+7)   **Int:** 2 (-1)   **Cha:** 8 (+2)

**1:**A flying mount ignores distance multipliers for difficult terrain. Distances for an aquatic mount assume it is traveling in water.

# Shark, dire

Level 14 Mount, Huge Natural Beast (aquatic)



**Price (gp):** 21,000    **Speed<sup>1</sup>:** swim 11  
**Per Hour<sup>1</sup>:** 5 1/2 miles    **Per Day<sup>1</sup>:** 55 miles  
**Normal/Heavy/Push/Drag(lb):** 210/420/1,050

## Statistics

**Initiative:** +16    **Senses:** Perception +9  
**HP:** 139    **Bloodied:** 69  
**AC:** 28    **Fortitude:** 26    **Reflex:** 28    **Will:** 23  
**Speed:** swim 11

## Bite(standard; at-will)

+17 vs. AC; 3d6 + 5 damage also see waterborn

**Deft Swimmer**(while mounted by a friendly rider of 14th level or higher; at-will) ♦ **Mount**

The dire shark's rider gains a +2 bonus to AC against opportunity attacks. While in water, the rider also gains a +2 bonus to attack rolls against creatures without a swim speed.

## Waterborn

While in water, the dire shark gains a +2 bonus to attack rolls against creatures without a swim speed.

**Alignment:** Unaligned

**Str:** 21 (+12)    **Dex:** 24 (+14)    **Wis:** 14 (+9)  
**Con:** 19 (+11)    **Int:** 2 (+3)    **Cha:** 9 (+6)

**1:**A flying mount ignores distance multipliers for difficult terrain. Distances for an aquatic mount assume it is traveling in water.

# Shark, Riding

Level 8 Mount, Large Natural Beast (aquatic)



**Price (gp):** 3,400    **Speed<sup>1</sup>:** swim 11  
**Per Hour<sup>1</sup>:** 5 1/2 miles    **Per Day<sup>1</sup>:** 55 miles  
**Normal/Heavy/Push/Drag(lb):** 190/380/950

## Statistics

**Initiative:** +11    **Senses:** Perception +4  
**HP:** 88    **Bloodied:** 44  
**AC:** 22    **Fortitude:** 21    **Reflex:** 22    **Will:** 17  
**Speed:** swim 11

## Bite(standard; at-will)

+13 vs. AC; 2d6 + 4 damage also see waterborn

**Deft Swimmer**(while mounted by a friendly rider of 14th level or higher; at-will) ♦ **Mount**

The dire shark's rider gains a +2 bonus to AC against opportunity attacks. While in water, the rider also gains a +2 bonus to attack rolls against creatures without a swim speed.

## Waterborn

While in water, the dire shark gains a +2 bonus to attack rolls against creatures without a swim speed.

**Alignment:** Unaligned

**Str:** 19 (+8)    **Dex:** 21 (+9)    **Wis:** 11 (+3)

**Con:** 16 (+7)    **Int:** 2 (+0)    **Cha:** 7 (+2)

**1:**A flying mount ignores distance multipliers for difficult terrain. Distances for an aquatic mount assume it is traveling in water.

# Trihorn Behemoth

Level 12 Mount, Huge Natural Beast



**Price (gp):** 21,000      **Speed<sup>1</sup>:** 6  
**Per Hour<sup>1</sup>:** 3 miles      **Per Day<sup>1</sup>:** 30 miles  
**Normal/Heavy/Push/Drag(lb):** 325/650/1,625

## Statistics

**Initiative:** +12      **Senses:** Perception +7  
**HP:** 127      **Bloodied:** 63  
**AC:** 28   **Fortitude:** 30   **Reflex:** 26   **Will:** 23  
**Speed:** 6

## Gore(standard; at-will)

+17 vs. AC; 2d8 + 8 damage

**Protective Crest**(while mounted by a friendly rider of 12th level or higher; at-will) ♦ **Mount**

The trihorn behemoth's rider gains a +1 shield bonus to AC and Reflex defense.

**Alignment:** Unaligned

**Str:** 26 (+14)   **Dex:** 18 (+10)   **Wis:** 13 (+7)  
**Con:** 23 (+12)   **Int:** 2 (+2)   **Cha:** 10 (+6)

**1:**A flying mount ignores distance multipliers for difficult terrain. Distances for an aquatic mount assume it is traveling in water.

# Wolf, Dire

Level 10 Mount, Large Natural Beast



**Price (gp):** 1,000    **Speed<sup>1</sup>:** 8  
**Per Hour<sup>1</sup>:** 4 miles    **Per Day<sup>1</sup>:** 40 miles  
**Normal/Heavy/ Push/ Drag(lb):** 237/475/1,187  
**Initiative:** +7    **Senses:** Perception +9; low-light vision

**HP:** 67    **Bloodied:** 33  
**AC:** 19    **Fortitude:** 18    **Reflex:** 17    **Will:** 16  
**Speed:** 8

## Bite (standard; at-will)

+10 vs. AC; 1d8 + 4 damage, or 2d8 + 4 damage against a prone target.

## Combat Advantage

The dire wolf gains combat advantage against a target that has one or more of the dire wolf's allies adjacent to it. If the dire wolf has combat advantage against the target, the target is also knocked prone on a hit.

**Pack Hunter** (while mounted by a friendly rider of 5th level or higher; at-will) ♦ **Mount**

The dire wolf's rider gains combat advantage against an enemy if it has at least one ally other than its mount adjacent to the target.

**Alignment:** Unaligned

**Str:** 19 (+6)    **Dex:** 16 (+5)    **Wis:** 14 (+4)  
**Con:** 19 (+6)    **Int:** 5 (−1)    **Cha:** 11 (+2)

**1:** A flying mount ignores distance multipliers for difficult terrain. Distances for an aquatic mount assume it is traveling in water. Stats from *Monster Manual 4<sup>th</sup> Edition*.

# Wyvern

Level 10 Mount, Large Natural Beast (Reptile)



**Price (gp):** 21,000

**Speed<sup>1</sup>:** fly 8

**Per Hour<sup>1</sup>:** 4 miles

**Per Day<sup>1</sup>:** 40 miles

**Normal/Heavy/ Push/ Drag(lb):** 300/600/1,500

**Initiative:** +10

**Senses:** Perception +12; low-light vision

**HP:** 106

**Bloodied:** 53

**AC:** 24

**Fortitude:** 24

**Reflex:** 20

**Will:** 19

**Speed:** 4, fly 8 (hover); see also *flyby attack*

**Bite (standard; at-will)**

Reach 2; +15 vs. AC; 1d8 + 7 damage.

**Claws (standard; at-will)**

The wyvern can attack with its claws only while flying; +15 vs. AC; 1d6 + 7 damage, and the target is knocked prone.

**Sting (standard; at-will) ♦ Poison**

Reach 2; +15 vs. AC; 1d6 + 4 damage, and the wyvern makes a secondary attack against the same target. *Secondary Attack:* +13 vs. Fortitude; ongoing 10 poison damage (save ends).

**Flyby Attack (standard; at-will)**

The wyvern flies up to 8 squares and makes one melee basic attack at any point during that movement. The wyvern doesn't provoke opportunity attacks when moving away from the target of the attack.

**Aerial Agility +2** (while mounted by a rider of 10th level or higher; at-will) ♦ **Mount**

While flying, the wyvern grants its rider a +2 bonus to all defenses.

**Alignment:** Unaligned

**Str:** 24 (+12)

**Dex:** 17 (+8)

**Wis:** 15 (+7)

**Con:** 18 (+9)

**Int:** 2 (+1)

**Cha:** 8 (+4)

**1:** A flying mount ignores distance multipliers for difficult terrain. Distances for an aquatic mount assume it is traveling in water. Stats from *Monster Manual 4<sup>th</sup> Edition*.

# Barding

Mount Equipment, Adventuring Equipment



Barding is armour for your mount. It adds to a mount's Armor Class just as armour does to a character's. Barding also has similar check penalties and speed penalties. The barding's armour bonus is added to a creature's existing AC. Unlike heavy armour, heavy barding does not negate a mount's Dexterity or Intelligence bonus to AC. Creatures that fill the soldier role already have additional armour (natural or otherwise) factored into their AC. As such, barding is less effective for them (as shown in the accompanying table).

Type	Armor Bonus*	Check	Speed	Price	Weight
Light Barding	+1	-	-	75gp	40 lb
-Huge Creature	+1	-	-	75gp	60 lb
Heavy Barding	+2	-2	-1	150gp	80 lb
-Huge Creature	+2	-2	-1	150gp	120 lb

Magic barding can be crafted with its own unique properties. These items enhance a mount's abilities in combat, generally by augmenting its speed, increasing its defences, or allowing the mount to bypass certain terrain features. However, magic barding cannot be enchanted with an enhancement bonus like normal armour.

\* Reduce the armor bonus by 1 for creatures with the soldier role.

# Vehicles



# Vehicles, Basics

## Adventuring Equipment



Vehicles have statistics, some of which are similar to a creature's and others of which are not. Vehicles are considered objects, so the rules in Chapter 4 of the *Dungeon Master's Guide* apply to them unless otherwise noted.

**Driver or Pilot:** This entry describes the position a vehicle's driver or pilot occupies and any requirements of the vehicle's driver or pilot. Vehicles larger than Medium size usually require a driver or pilot to direct the vehicle from the front or rear. Thus, when placing a vehicle on the battle grid, you should decide which side is the front and which side is the rear.

**Crew:** This entry describes any crew needed to control a vehicle, and describes the effect on a vehicle's movement if the crew members are not present.

**Out of Control:** If a driver or pilot loses control of a vehicle, this entry describes what happens.

**Special Features:** If a vehicle has any attacks or special features, they are noted at the bottom of its statistics block.

**Initiative:** Vehicles never roll for initiative. A vehicle acts on the initiative of the creature controlling it. If you need to know when an out-of-control vehicle acts (for example, to determine when a driverless wagon moves across the battle grid), the vehicle has an initiative check result of 1 lower than the last creature in the initiative order. If the encounter involves multiple out-of-control vehicles, the vehicles act in order of which has been out of control longest, with the most recently out-of-control vehicle acting last.

# Vehicles, Basics

## Adventuring Equipment



Vehicles have statistics, some of which are similar to a creature's and others of which are not. Vehicles are considered objects, so the rules in Chapter 4 of the *Dungeon Master's Guide* apply to them unless otherwise noted.

**Size:** Vehicles have a size just like creatures.

**Hit Points:** A vehicle's hit points indicate the amount of punishment it can take. A vehicle reduced to 0 hit points or fewer is destroyed, and creatures on board the destroyed vehicle are knocked prone in their current squares. The vehicle's wreckage occupies its space, making it difficult terrain.

**Space:** Unlike creatures, which can move around within a space and squeeze into smaller spaces, vehicles occupy all the space within its dimensions. As a result, vehicles cannot squeeze. For example, a wagon takes up a full 2 squares by 3 squares, meaning it can't fit through a narrow chasm that is only 1 square wide.

Vehicles pulled by creatures indicate only the vehicle's space. The creatures pulling it occupy their normal space on the battle grid.

**Defenses:** Like all objects, vehicles have an Armor Class, a Fortitude defense, and a Reflex defense. They do not have a Will defense.

**Speed:** A vehicle's speed (given in squares) determines how far it travels when a driver or pilot uses a move action. A driver or pilot who uses two move actions can move a vehicle twice its speed. The speed of a creature-drawn vehicle is determined by the speed of the creature(s) moving it.

**Load:** A vehicle's load is expressed as the number of Medium creatures (both crew and passengers) that can ride within it, plus the amount of cargo it carries (in pounds or tons). In general, one Large creature is equivalent to four Medium creatures, a Huge creature equals nine Medium creatures, and a Gargantuan creature equals sixteen Medium creatures.

# Vehicles & Mount Speeds



Speed	Per Hour	10h Day	24h Day
2 squares	1 mile	10 miles	24 miles
3 squares	1-1/2 miles	15 miles	36 miles
4 squares	2 miles	20 miles	48 miles
5 squares	2-1/2 miles	25 miles	60 miles
6 squares	3 miles	30 miles	72 miles
7 squares	3-1/2 miles	35 miles	84 miles
8 squares	4 miles	40 miles	96 miles
9 squares	4-1/2 miles	45 miles	108 miles
10 squares	5 miles	50 miles	120 miles
20 squares	10 miles	100 miles	240 miles

# Apparatus of Kwalish

Large Vehicle



**HP:** 200      **Space:** 2 squares by 2 squares

**Cost:** 5,000 gp

**AC:** 22    **Fortitude:** 20    **Reflex:** 4

**Speed:** 6, swim 6

## Pilot

The pilot must occupy the front seat in the apparatus and have both hands free to manipulate its ten control levers.

## Load

Two medium creatures, 200 lb. of gear

## Out of Control

An out of control apparatus of *Kwalish* comes to stop at the beginning of its turn. At the DM's discretion, it might move in the direction of a strong current at half speed.

## Rending Claws (standard; at-will)

The pilot can use the apparatus' to attack a single creature: Reach 2; +5 vs. AC; 2d6 + 5 damage. Then pilot adds half his or her level as a bonus to the claw's attack rolls.

## Sealed

Creatures inside the *apparatus of Kwalish* cannot gain line of effect to those outside (and vice versa), though they have line of sight to each other through portholes.

## Submersible

An *apparatus of Kwalish* can travel underwater. It holds enough air to support two creatures for five hours or one creature for ten hours.

# Airship

Gargantuan Vehicle



**HP:** 400      **Space:** 4 squares by 8 squares

**Cost:** 85,000 gp

**AC:** 4    **Fortitude:** 20    **Reflex:** 2

**Speed:** 0, fly 12 (hover), overland flight 15

## Pilot

The pilot must stand at the control wheel, typically at the front of the top most deck of the airship cabin.

## Crew

In addition to the pilot, an airship requires a crew of five, all of whom use a standard action each round to help control the vessel. Reduce the ship's speed by 4 for each missing crew member. At fly speed 0, the ship is unable to travel and flies out of control.

## Load

Thirty medium creatures, twenty tons of cargo.

## Out of Control

An out-of-control airship moves forward at half speed. Each round, it has a 50% chance of descending. It descends 5 squares for the first 10 rounds it is out of control. After 10 rounds, it descends 10 squares per round. An out-of-control airship that hits the ground after descending more than 20 squares is destroyed.

## Deck

The airship's cabin has four decks; an exterior observation platform, the topmost crewdeck, a middle deck for passengers and a lower cargo hold.

## Fragile Propulsion

For every 50 damage the airship takes, its speed is reduced by 2 squares. At fly speed 0, the ship is unable to travel and floats out of control.

# Chariot, Heavy

Large Vehicle



**HP:** 60      **Space:** 2 squares by 2 squares

**Cost:** 840 gp

**AC:** 4    **Fortitude:** 12    **Reflex:** 4

**Speed:** creature's speed -2

## **Creature-Drawn**

A heavy chariot is pulled by two Large creatures or one Huge creature. A heavy chariot takes -2 penalty to its speed if only one Large creature pulls it.

## **Driver**

A heavy chariot's driver stands at the front of the chariot. He or she must hold the reins in at least one hand or else the chariot goes out of control.

## **Load**

Four medium creatures, 400 lb. of gear.

## **Out of Control**

An out-of-control chariot comes to a stop at the beginning of its turn. At the DM's discretion, the chariot might move in a random direction if the creatures that pull it are panicked or attacked.

## **Cover**

A heavy chariot provides cover to its driver and passengers.

# Chariot, Light

Medium Vehicle



**HP:** 30      **Space:** 1 square

**Cost:** 520 gp

**AC:** 5    **Fortitude:** 10    **Reflex:** 5

**Speed:** creature's speed -2

## **Creature-Drawn**

A light chariot is pulled by one large creature.

## **Driver**

A light chariot's driver must hold the reins in at least one hand or else the chariot goes out of control.

## **Load**

One medium creatures, 100 lb. of gear.

## **Out of Control**

An out-of-control chariot comes to a stop at the beginning of its turn. At the DM's discretion, the chariot might move in a random direction if the creatures that pull it are panicked or attacked.

## **Cover**

A heavy chariot provides cover to its driver and passengers.

# Greatship

Gargantuan Vehicle



**HP:** 400

**Space:** 8 squares by 20 squares

**Cost:** 13,000 gp

**AC:** 4    **Fortitude:** 20    **Reflex:** 2

**Speed:** swim 6

## Pilot

The pilot must stand at the ship's wheel, typically at the rear of the top most deck.

## Crew

In addition to the pilot, an greatship requires a crew of twenty, all of whom use a standard action each round to help control the ship. Reduce the ship's speed by 2 for every 5 missing crew members. At swim speed 0, the ship sails out of control.

## Load

Two hundred medium creatures, five hundred tons of cargo.

## Out of Control

An out-of-control greatship moves forward at half speed. At the DM's discretion, it can move in the same direction as a strong wind at up to full speed.

## Deck

The greatship cabin has four decks; the topmost open deck (which includes the upper deck and quarter deck), two middle decks for crew and passenger, and a cargo hold.

## Sails

At the DM's discretion, a greatship can take a penalty or bonus to its speed of -4 to +4 depending on the strength and direction of the wind.



# Longship

Gargantuan Vehicle



**HP:** 300

**Space:** 4 squares by 14 squares

**Cost:** 5,000 gp

**AC:** 3    **Fortitude:** 20    **Reflex:** 2

**Speed:** swim 5

## Pilot

The pilot must stand at the stern ship of the longship and operate the rudder.

## Crew

In addition to the pilot, an longship requires a crew of three, all of whom use a standard action each round to control the ship. Reduce the ship's speed by 2 for every missing crew member. At swim speed 0, the ship sails out of control.

## Load

Fifty medium creatures, three tons of cargo.

## Out of Control

An out-of-control longship moves forward at half speed. At the DM's discretion, it can move in the same direction as a strong wind at up to full speed.

## Sails

At the DM's discretion, a longship can take a penalty or bonus to its speed of -4 to +4 depending on the strength and direction of the wind.

# Ornithopter

Large Vehicle



**HP:** 40      **Space:** 2 squares by 2 squares

**Cost:** 3,400 gp

**AC:** 4    **Fortitude:** 12    **Reflex:** 4

**Speed:** fly 5

## Pilot

The pilot must work the ornithopter's control stick with both hands.

## Load

One medium creatures, 100 pounds of cargo.

## Out of Control

An out-of-control ornithopter comes to a stop at the beginning of its turn. This ends its horizontal movement, but its wings initially prevent it from falling until the end of its next turn. Its pilot can attempt a DC 20 Strength check as a move action to regain control. If the pilot fails, the ornithopter falls to the ground.

An ornithopter falling from a height of more than 100 squares does not impact the ground until the end of its second turn, granting the pilot a second turn to attempt to regain control.

# Pinnacle

Gargantuan Vehicle



**HP:** 250      **Space:** 2 squares by 6 squares

**Cost:** 1,800 gp

**AC:** 2    **Fortitude:** 20    **Reflex:** 2

**Speed:** swim 8

## Pilot

The pilot must stand at the ship at the ship's wheel, typically at the rear of the topmost deck.

## Crew

In addition to the pilot, an pinnacle requires a crew of four, all of whom use a standard action each round to control the ship. Reduce the ship's speed by 2 for every missing crew member. At swim speed 0, the ship sails out of control.

## Load

Twenty medium creatures, thirty tons of cargo.

## Out of Control

An out-of-control longship moves forward at half speed. At the DM's discretion, it can move in the same direction as a strong wind at up to full speed.

## Decks

The pinnacle has three decks: the topmost open deck, a middle deck for crew and passengers, and a cargo hold.

## Sails

At the DM's discretion, a longship can take a penalty or bonus to its speed of -4 to +4 depending on the strength and direction of the wind.

# Wagon

Large Vehicle



**HP:** 100

**Space:** 2 squares by 2 squares

**Cost:** 20 gp

**AC:** 3    **Fortitude:** 10    **Reflex:** 3

**Speed:** creature's speed -4

## Creature-Drawn

A wagon is pulled by two Large creatures or one Huge creature. A heavy chariot takes -2 penalty to its speed if only one Large creature pulls it. A wagon built to accommodate a team of four large creatures gains an additional 2 squares of movement when drawn by all four creatures.

## Driver

A wagon's driver sits at the front of the wagon. The rider must hold the reins in at least one hand or else the chariot goes out of control.

## Load

Four medium creatures, 4 tons of gear.

## Out of Control

An out-of-control wagon comes to a stop at the beginning of its turn. At the DM's discretion, the chariot might move in a random direction if the creatures that pull it are panicked or attacked.

## Cover

An uncovered wagon provides cover to its driver and passengers. A covered wagon or carriage provides superior cover to passengers inside it.

# Vehicles

Combat Moves

# Drive

## Combat Action



Vehicles are designed to move in one direction only. You direct a vehicle forward, pushing it ahead. However, vehicles typically lack the manoeuvrability of a walking creature, and turning them can be slow and difficult.

◆ **Action:** Move.

◆ **Movement:** Move the vehicle a distance up to its speed.

◆ **Direction:** When you move the vehicle, it must move in the direction of its heading marker. The vehicle can move directly forward or it can move along either forward diagonal adjacent to its heading marker (a 45-degree adjustment). It cannot move in other directions without making a turn.

◆ **Opportunity Attacks:** A vehicle's movement does not provoke opportunity attacks against the vehicle or the creatures on it.

◆ **Terrain:** Terrain affects a vehicle in the way it affects creatures. If a terrain feature requires a skill or ability check, the driver or pilot must make that check for any vehicle that is not drawn by creatures.

In the case of a creature-drawn vehicle, the creature pulling or pushing the vehicle makes the appropriate check(s). For vehicles pulled by multiple creatures, choose one creature to make the check and have the other creatures use the aid another action. If a vehicle does not have the appropriate mode of movement to traverse a terrain, then it cannot move on that terrain.



# Turn

## Combat Action



You turn a vehicle to speed around corners, avoid obstacles, or make a sudden change in its current heading.

◆ **Action:** Move

◆ **Movement:** Move the vehicle a distance equal to half its speed.

◆ **Direction:** When you move the vehicle, it must move in the direction of its heading marker. The vehicle can move directly forward or it can move along either forward diagonal adjacent to its heading marker (a 45-degree adjustment).

◆ **Heading Marker:** At any point during the vehicle's movement, move its heading marker from its current position to either side of the vehicle (a 90-degree turn). Reorient the vehicle's counter or miniature accordingly at the end of the move.

◆ **Opportunity Attacks:** A vehicle's movement does not provoke opportunity attacks against the vehicle or the creatures on it.

◆ **Terrain:** Terrain affects a vehicle in the way it affects creatures. If a terrain feature requires a skill or ability check, the driver or pilot must make that check for any vehicle that is not drawn by creatures.

In the case of a creature-drawn vehicle, the creature pulling or pushing the vehicle makes the appropriate check(s). In the case of vehicles pulled by multiple creatures, choose one creature to make the check and have the other creatures use the aid another action. If a vehicle does not have the appropriate mode of movement to traverse a terrain, then it cannot move on that terrain.



# Stop

## Combat Action



When a vehicle is moving, it takes effort to stop it.

◆ **Action:** Move

◆ **Movement:** Move the vehicle forward a number of squares equal to the distance it moved in the previous round. At the end of the move, the vehicle is motionless. A vehicle begins moving again when its driver or pilot uses the drive action. A stopped vehicle does not go out of control while motionless unless otherwise noted in its description.

◆ **Direction:** The vehicle's heading marker remains in place. If and when the vehicle moves again, it must initially move in this direction.





# Alchemy

# Alchemy



The process of creating alchemical items is similar to the process of casting rituals (see Chapter 10 of the *Player's Handbook*). Alchemist feat needs to be taken before Alchemy can be used.

Applying an alchemical substance or administering an alchemical item is a standard action. Imbibing an alchemical substance or drawing an alchemical item out of your pack is a minor action.

Alchemical formulas are like rituals; they are usually written down in a book or on a scroll. Unlike rituals, though, formulas are nonmagical and recorded with normal materials. As a result, alchemical formulas are generally less expensive than rituals. They also cannot be performed from a scroll like rituals. A character wishing to use a formula must buy the formula and learn it or else pay someone to teach it to him or her (the same market price).

Alchemical formulas have a cost and creation time that the character creating an alchemical item must spend. The components used in alchemical formulas are the same as those used for rituals (*PH 300*). Like potions and elixirs, alchemical items are consumable items.

Each alchemical formula has a category that defines the type of item it creates.

**Oil:** Oils are applied to items (typically weapons), granting them temporary properties or powers.

**Volatile:** An item of this type explodes or expands when shattered or broken, often dealing damage by the creation of a specific type of energy, such as acid, cold, fire, or lightning.

**Curative:** These items aid in healing or in overcoming adverse and debilitating effects.

**Poison:** A poison is a toxin that hampers or harms a creature.

**Other:** Some items create miscellaneous effects that don't fall into the other alchemical categories.

**Modifications:** Some alchemical items can be modified to change some aspect of the item's function, such as turning an item that is normally thrown into ammunition. Changing an item's function typically increases the item's level and cost.

# Alchemist

Heroic Tier



**Benefit:** You can make alchemical items of your level or lower. You must have the correct formula and an appropriate skill.

**Special:** If you receive the Ritual Caster feat as a class feature, you can take the Alchemist feat instead.

# Alchemy

## Alchemical Formulae

Name	Market Price (gp)	Key Skills
Alchemical silver	200	Nature, Religion, Thievery
Alchemist's acid	70	Arcana, Thievery
Alchemist's fire	70	Arcana, Thievery
Alchemist's frost	70	Arcana, Thievery
Antivenom	70	Heal, Nature
Beastbane	160	Heal, Nature
Blastpatch	120	Arcana, Thievery
Blinding bomb	120	Arcana, Thievery
Bloodstinger poison	120	Nature, Thievery
Clearsense powder	80	Heal, Nature
Clearwater solution	100	Arcana, Nature, Religion
Dragonfire tar	120	Nature, Thievery
Ghoststrike oil	500	Nature, Religion, Thievery
Goodnight tincture	150	Nature, Thievery
Herbal poultice	90	Nature
Jolt flask	800	Arcana, Thievery
Lockbust chalk	160	Arcana, Thievery
Salve of slipperiness	375	Nature, Thievery
Slow-step oil	120	Arcana, Nature, Thievery
Smokestick	450	Arcana, Thievery
Sovereign glue	375	Arcana, Thievery
Tanglefoot bag	100	Arcana, Thievery
Thunderstone	200	Arcana, Nature, Thievery
Tracking dust	160	Nature, Thievery
Universal solvent	600	Arcana, Thievery

# Alchemical Silver

Level 5+



*This shimmering liquid clings to a weapon giving it the appearance of brightly polished silver.*

**Category:** Oil **Time:** 15 minutes

**Market Price:** 200 gp

**Component Cost (Lvl 5/15/25):** 50/1000/25000

**Key Skill:** Nature, Religion, Thievery (No check)

## Alchemical Item

**Power (Consumable):** Standard Action. Your weapon or one group of ammunition (30 arrows, 10 crossbow bolts, 20 sling bullets, or 5 shuriken) attacks as a silvered weapon until the end of the encounter or for the next 5 minutes. Alchemical silver can be applied to nonmagical weapons and to magic weapons of 14th level or lower.

**Level 15:** The weapon deals an extra 1d6 damage against creatures that are vulnerable to silvered weapons or to creatures that suffer other detrimental effects from silvered weapons, such as a werewolf's inability to regenerate.

Alchemical silver can be applied to nonmagical weapons and to magic weapons of 24th level or lower.

**Level 25:** The weapon deals an extra 2d6 damage against creatures that are vulnerable to silvered weapons or to creatures that suffer other detrimental effects from silvered weapons, such as a werewolf's inability to regenerate.

Alchemical silver can be applied to nonmagical weapons and to magic weapons of 34th level or lower.



# Alchemical Acid

Level 1+



*When shattered, this glass vial releases a spray of acid.*

**Level:** 1

**Category:** Volatile

**Time:** 30 minutes

**Market Price:** 70 gp

**Component Cost**

**Lvl 1:** 20 gp

**Lvl 6:** 75 gp

**Lvl 11:** 350 gp

**Lvl 16:** 1,800 gp

**Lvl 21:** 9,000 gp

**Lvl 26:** 45,000 gp

**Key Skill:** Arcana or Thievery (no check)

**Alchemical Item**

**Power (Consumable ♦ Acid):** Standard Action. Make an attack: Ranged 5/10; +4 vs. Reflex; on a hit, the attack deals 1d10 acid damage and ongoing 5 acid damage (save ends); on miss, half damage and no ongoing acid damage.

**Level 6:** +9 vs. Reflex; 1d10 acid damage and ongoing 5 acid damage (save ends).

**Level 11:** +14 vs. Reflex; 2d10 acid damage and ongoing 5 acid damage (save ends).

**Level 16:** +19 vs. Reflex; 2d10 acid damage and ongoing 10 acid damage (save ends).

**Level 21:** +24 vs. Reflex; 3d10 acid damage and ongoing 10 acid damage (save ends).

**Level 26:** +29 vs. Reflex; 3d10 acid damage and ongoing 15 acid damage (save ends).

**Modification: Ammunition (level + 1).** You create this item for use with a ranged weapon such as a bow, a crossbow, or a sling. Item's range becomes the range of the weapon but continues to use the indicated attack modifier. You do not include a weapon's proficiency bonus or enhancement bonus in the attack.

The item's component cost corresponds to the table below.

**Level (Component Cost (gp))**

2 (25 gp) 7 (100 gp) 12 (500 gp) 17 (2,600 gp)

22 (13,000 gp) 27 (65,000 gp)

# Alchemical Fire



Level 1+

*When shattered, this flask fills the area with alchemical flame.*

**Level:** 1 **Category:** Volatile  
**Time:** 30 minutes **Market Price:** 70 gp

## Component Cost

**Lvl 1:** 20 gp **Lvl 6:** 75 gp **Lvl 11:** 350 gp  
**Lvl 16:** 1,800 gp **Lvl 21:** 9,000 gp  
**Lvl 26:** 45,000 gp

**Key skill:** Arcana or Thievery (no check)

## Alchemical Item

**Power (Consumable ♦ Fire):** Standard Action. Make an attack: Area burst 1 within 10; +4 vs. Reflex; on a hit, deal 1d6 fire damage; on miss, deal half damage.

**Level 6:** +9 vs. Reflex; 2d6 fire damage.

**Level 11:** +14 vs. Reflex; 3d6 fire damage.

**Level 16:** +19 vs. Reflex; 3d6 fire damage.

**Level 21:** +24 vs. Reflex; 4d6 fire damage.

**Level 26:** +29 vs. Reflex; 4d6 fire damage.

**Modification:** Ammunition (level + 1). You create this item for use with a ranged weapon such as a bow, a crossbow, or a sling. Item's range becomes the range of the weapon but continues to use the indicated attack modifier. The burst area remains unchanged. You do not include a weapon's proficiency bonus or enhancement bonus in the attack. The item's component cost corresponds to the table below.

## Level (Component Cost (gp))

2 (25 gp)	7 (100 gp)	12 (500 gp)
17 (2,600 gp)	22 (13,000 gp)	27 (65,000 gp)

# Alchemical Frost



Level 1+

*This ceramic flask explodes in an icy haze when it hits, crippling it's target with numbing cold.*

**Level:** 1 **Category:** Volatile **Time:** 30 minutes

**Market Price:** 70 gp

**Component Cost**

**Lvl 1:** 20 gp **Lvl 6:** 75 gp **Lvl 11:** 350 gp

**Lvl 16:** 1,800 gp **Lvl 21:** 9,000 gp

**Lvl 26:** 45,000

**Key Skill:** Arcana or Thievery (no check)

**Alchemical Item**

**Power (Consumable ♦ Cold):** Standard Action. Make an attack: Ranged 5/10; +4 vs. Reflex; on a hit, the target takes 1d10 cold damage and is slowed until the end of your next turn; on miss, the target takes half damage and is not slowed.

**Level 6:** +9 vs. Reflex; 1d10 cold damage.

**Level 11:** +14 vs. Reflex; 2d10 cold damage.

**Level 16:** +19 vs. Reflex; 2d10 cold damage.

**Level 21:** +24 vs. Reflex; 3d10 cold damage.

**Level 26:** +29 vs. Reflex; 3d10 cold damage.

**Modification:** Ammunition (level + 1). You create this item for use with a ranged weapon such as a bow, a crossbow, or a sling. Item's range becomes the range of the weapon but continues to use the indicated attack modifier. The burst area remains unchanged. You do not include a weapon's proficiency bonus or enhancement bonus in the attack. The item's component cost corresponds to the table below.

**Level (Component Cost (gp))**

2 (25 gp)	7 (100 gp)	12 (500 gp)
17 (2,600 gp)	22 (13,000 gp)	27 (65,000 gp)



# Antivenom



Level 1+

*This thick tonic can help counter the effects of most poisons.*

**Level:** 1      **Category:** Curative  
**Time:** 15 minutes      **Market Price:** 70 hp  
**Component Price**

**Lvl 1:** 20 gp      **Lvl 11:** 350 gp

**Lvl 21:** 9,000 gp

**Key Skill:** Heal or Nature (no check)

**Alchemical Item**

**Power (Consumable):** Minor Action.  
Gain a +2 bonus to saving throws against poisons from a source of 10th level or lower. This effect lasts until the end of the encounter or for the next 5 minutes.

**Level 11:** Poisons of 20th level or lower.

**Level 21:** Poisons of 30th level or lower.



# Beastbane



Level 4+

*This rod of fast-burning incense creates a haze of smoke that holds beasts at bay.*

**Level:** 4      **Category:** Other  
**Time:** 30 minutes      **Market Price:** 160 gp

## Component Cost

<b>Lvl 4:</b> 160 gp	<b>Lvl 9:</b> 320 gp
<b>Lvl 14:</b> 1,600 gp	<b>Lvl 19:</b> 9,400 gp
<b>Lvl 24:</b> 42,000gp	<b>Lvl 29:</b> 210,000gp

**Key Skill:** Heal or Nature (no check)

## Alchemical Item

**Power (Consumable ♦ Zone):** Standard Action. Make an attack: Close burst 1; targets beasts only; +10 vs. Fortitude; the burst creates a zone, and targets that are hit slide to the closest square outside the zone. The zone lasts until the end of the encounter, and beasts that move into an affected square or begin their turn in an affected square are subject to the same attack from the beastbane.

**Level 9:** +15 vs. Fortitude.

**Level 14:** +20 vs. Fortitude.

**Level 19:** +25 vs. Fortitude.

**Level 24:** +30 vs. Fortitude.

**Level 29:** +35 vs. Fortitude.

# Blastpatch

Level 4+



*These crystals explode when they are stepped upon.*

<b>Level:</b> 4	<b>Category:</b> Volatile
<b>Time:</b> 30 minutes	<b>Market Price:</b> 120 gp
<b>Component Cost</b>	
<b>Lvl 4:</b> 120 gp	<b>Lvl 9:</b> 160 gp
<b>Lvl 14:</b> 800 gp	<b>Lvl 19:</b> 4,200 gp
<b>Lvl 24:</b> 21,000gp	<b>Lvl 29:</b> 105,000gp
<b>Key Skill:</b> Arcana or Thievery (no check)	

## Alchemical Item

**Power (Consumable ♦ Cold, Fire, or Lightning):** Standard Action. You apply blastpatch to an adjacent unoccupied square. When a creature moves into that square, the blastpatch makes an attack against the creature as an immediate reaction: +7 vs. Reflex; on a hit, the target takes damage and suffers effects depending on the blastpatch:

**Firepatch**—2d8 fire damage, and the target is immobilized until the beginning of its next turn.

**Icepatch**—1d8 cold damage, and the target is immobilized until the end of its next turn.

**Shockpatch**—1d8 lightning damage, the target is immobilized until the beginning of its next turn, and the target grants combat advantage until the end of its next turn.

Blastpatch can be detected with a DC 20 Perception check. A creature that flies or jumps over the square does not trigger the blastpatch.

**Level 9:** +12 vs. Reflex.

**Level 14:** +17 vs. Reflex; +1d8 damage; Perception DC 25.

**Level 19:** +22 vs. Reflex; +1d8 damage; Perception DC 25.

**Level 24:** +27 vs. Reflex; +2d8 damage; Perception DC 30.

**Level 29:** +32 vs. Reflex; +2d8 damage; Perception DC 30.

# Blinding Bomb



Level 3+

*When thrown, this fist-sized ceramic sphere explodes in a blinding flash.*

**Level:** 3      **Category:** Volatile  
**Time:** 30 minutes   **Market Price:** 120 gp  
**Component Cost**

**Lvl 4:** 30 gp      **Lvl 9** 125 gp  
**Lvl 14:** 650 gp      **Lvl 19:** 3,400 gp  
**Lvl 24:** 17,000 gp      **Lvl 29:** 85,000 gp

**Key Skill:** Arcana or Thievery (no check)

## Alchemical Item

**Power (Consumable):** Standard Action.  
Make an attack: Area burst 1 within 10;  
+6 vs. Fortitude; on a hit, the target  
treats all nonadjacent creatures as  
having concealment until the end of  
your next turn. Creatures that do not  
rely on sight to detect other creatures  
are immune to this effect.

**Level 8:** +11 vs. Fortitude.

**Level 13:** +16 vs. Fortitude.

**Level 18:** +21 vs. Fortitude.

**Level 23:** +26 vs. Fortitude.

**Level 28:** +31 vs. Fortitude.

# Bloodstinger Poison

Level 3+



*This inky toxin inflicts wounds that burn long after the initial blow is struck.*

**Level:** 3

**Category:** Poison

**Time:** 30 minutes **Market Poison:** 120 gp

**Component Cost**

**Lvl 3:** 30 gp

**Lvl 8:** 125 gp

**Lvl 13:** 650 gp

**Lvl 18:** 3,400 gp

**Lvl 23:** 17,000 gp

**Lvl 28:** 85,000 gp

**Key Skill:** Nature or Thievery (no check)

**Alchemical Item**

**Power (Consumable ♦ Poison):**

Standard Action. Apply the bloodstinger poison to your weapon or one piece of ammunition. Make a secondary attack against the next target you hit with the coated weapon or ammunition:

+6 vs. Fortitude; on a hit, the target takes ongoing 5 poison damage (save ends).

**Level 8:** +11 vs. Fortitude.

**Level 13:** +16 vs. Fortitude.

**Level 18:** +21 vs. Fortitude.

**Level 23:** +26 vs. Fortitude.

**Level 28:** +31 vs. Fortitude.

# Clearsense Powder

Level 1+



*This fine, silvery powder can restore lost senses.*

**Level:** 1                      **Category:** Curative  
**Time:** 30 minutes   **Market Price:** 80 gp  
**Component Cost**

**Lvl 1:** 20 gp                      **Lvl 6:** 75 gp  
**Lvl 11:** 350 gp                      **Lvl 16:** 1,800 gp  
**Lvl 21:** 9,000 gp                      **Lvl 26:** 45,000 gp

**Key Skill:** Heal or Nature (no check)

## Alchemical Item

**Power (Consumable):** Minor Action. You or an adjacent ally can make a saving throw against a blinded or deafened condition that a save can end. The source of the condition must be 5th level or lower.

**Level 6:** 10th level or lower.

**Level 11:** 15th level or lower.

**Level 16:** 20th level or lower.

**Level 21:** 25th level or lower.

**Level 26:** 30th level or lower.



# Clearsense Solution

Level 1+



*This small glob of white jelly purifies even the most toxic liquids from poisons to dwarven spirits*

**Level:** 1 **Category:** Other

**Time:** 30 minutes **Market Price:** 100 gp

**Component Cost**

**Alchemical Item:** 20 gp

**Key Skill:** Arcana, Nature or Religion (no check)

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

Apply clearwater solution to a volume of liquid filling a cube 1 square on a side (5 feet by 5 feet by 5 feet; approximately 935 gallons). The solution removes any poison or disease present in the liquid after 1 minute. Clearwater solution cannot remove poison or disease from water already in a creature's system, and it has no adverse effect on creatures with the aquatic or water keyword. If it's applied to a volume of liquid larger than the amount specified above, the clearwater solution has no effect.



# Dragonfire Tar

Level 3+



*This sticky substance sears the target with ongoing flames.*

**Level:** 3      **Category:** Volatile  
**Time:** 30 minutes      **Market Price:** 120 gp  
**Component Cost**

**Lvl 3:** 30 gp      **Lvl 8:** 125 gp  
**Lvl 13:** 650 gp      **Lvl 18:** 3,400 gp  
**Lvl 23:** 17,000 gp      **Lvl 28:** 85,000 gp

**Key Skill:** Nature or Thievery (no check)

## Alchemical Item

### Power (Consumable ♦ Fire):

Standard Action. Make an attack:  
Ranged 5/10; +6 vs. Reflex; on a hit, the target takes ongoing 5 fire damage (save ends).

**Level 8:** +11 vs. Reflex; ongoing 5 fire damage (save ends).

**Level 13:** +16 vs. Reflex; ongoing 10 fire damage (save ends).

**Level 18:** +21 vs. Reflex; ongoing 10 fire damage (save ends).

**Level 23:** +26 vs. Reflex; ongoing 15 fire damage (save ends).

**Level 28:** +31 vs. Reflex; ongoing 15 fire damage (save ends).





# Ghoststrike Oil



Level 3+

*A weapon coated with this murky oil exudes a ghostly yellow mist.*

**Level: 3 Category: Oil Time: 15 minutes**

**Market Price: 500 gp**

**Component Cost**

**Lvl 3:** 30 gp

**Lvl 8:** 125 gp

**Lvl 13:** 650 gp

**Lvl 18:** 3,400 gp

**Lvl 23:** 17,000 gp

**Lvl 28:** 85,000 gp

**Key Skill:** Nature, Religion or Thievery (no check)

**Alchemical Item**

**Power (Consumable):** Standard Action.

Apply ghoststrike oil to your weapon or one piece of ammunition. Make a secondary attack against the next undead creature with resist insubstantial that you hit with the coated weapon or ammunition:

+6 vs. Fortitude; on a hit, you ignore the creature's resist insubstantial when determining damage for the attack.

**Level 8:** +11 vs. Fortitude.

**Level 13:** +16 vs. Fortitude.

**Level 18:** +21 vs. Fortitude.

**Level 23:** +26 vs. Fortitude.

**Level 28:** +31 vs. Fortitude.



# Goodnight Tincture

Level 6+



*This sweet elixir can incapacitate a foe without ever harming it.*

**Level: 6 Category:** Poison **Time:** 1 hour

**Market Price:** 750 gp

**Component Price**

**Lvl 6:** 150 gp

**Lvl 11:** 700 gp

**Lvl 16:** 3,600 gp

**Lvl 21:** 18,400 gp

**Lvl 26:** 90,000 gp

**Key Skill:** Nature or Thievery (no check)

**Alchemical Item**

**Power (Consumable ♦ Sleep):** Minor Action. You apply goodnight tincture to an adjacent food or drink. A creature that consumes that food or drink is subject to an attack after 1 minute: +12 vs. Fortitude; on a hit, that creature becomes unconscious for 1 hour or until it is subject to an attack or violent motion.

**Level 11:** +17 vs. Fortitude.

**Level 16:** +22 vs. Fortitude.

**Level 21:** +27 vs. Fortitude.

**Level 26:** +32 vs. Fortitude.



# Herbal Poultice

Level 3+



*This pack of specially prepared medicinal herbs increases one's natural recuperative ability.*

**Level: 3** **Category:** Curative **Time:** 30 minutes **Market Price:** 90 gp

## Component Cost

**Lvl 3:** 30 gp

**Lvl 8:** 125 gp

**Lvl 13:** 650 gp

**Lvl 18:** 3,400 gp

**Lvl 23:** 17,000 gp

**Lvl 28:** 85,000 gp

**Key Skill:** Nature (no check)

## Alchemical Item

### Power (Consumable ♦ Healing):

Standard Action. Use before you or an ally takes a short rest. The target of the herbal poultice regains an additional 2 hit points when he or she spends a healing surge at the end of the short rest.

**Level 8:** Regain an additional 4 hit points.

**Level 13:** Regain an additional 6 hit points.

**Level 18:** Regain an additional 8 hit points.

**Level 23:** Regain an additional 10 hit points.

**Level 28:** Regain an additional 12 hit points.

# Jolt Flask

Level 10+



*When it bursts, this flask creates a concussive wave that dazes your enemies.*

**Level: 10**      **Category:** Volatile

**Time:** 1 hour      **Market Price:** 800 gp

**Component Cost**

**Lvl 10:** 200 gp      **Lvl 15:** 1000 gp

**Lvl 20:** 5,000 gp      **Lvl 25:** 25,000 gp

**Lvl 30:** 125,000 gp

**Key Skill:** Arcana or Thievery (no check)

**Alchemical Item**

**Power (Consumable):** Standard Action.

Make an attack:

Area burst 1 within 10; +13 vs. Fortitude; on a hit, the target is dazed until the end of your next turn.

**Level 15:** +18 vs. Fortitude.

**Level 20:** +23 vs. Fortitude.

**Level 25:** +28 vs. Fortitude.

**Level 30:** +33 vs. Fortitude.



# Lockbust Chalk



Level 4+

*When fitted within a keyhole, this thin stick of gray chalk can force open the most complicated locks.*

**Level:** 4      **Category:** Other  
**Time:** 30 minutes   **Market Price:** 160 gp  
**Component Cost**

**Lvl 4:** 40 gp      **Lvl 9:** 160 gp  
**Lvl 14:** 800 gp      **Lvl 19:** 4,200 gp  
**Lvl 24:** 21,000 gp   **Lvl 29:** 105,000 gp

**Key Skill:** Arcana or Thievery (no check)

## Alchemical Item

**Power (Consumable):** Standard Action.

Make a Thievery check on an adjacent locked object or a locked object you are holding, gaining a +7 bonus to the check instead of your normal check modifiers. A successful check destroys the lock; a failed check does not damage it.

**Level 9:** +9 bonus.

**Level 14:** +12 bonus.

**Level 19:** +14 bonus.

**Level 24:** +17 bonus.

**Level 29:** +19 bonus.

# Salve of Slipperiness

Level 8+



*This oily gel makes it easy to escape restraint.*

**Level:** 8      **Category:** Other

**Time:** 1 hour    **Market Price:** 375 gp

## Component Cost

**Lvl 8:** 125 gp      **Lvl 13:** 650 gp

**Lvl 18:** 3,400 gp    **Lvl 23:** 17,000 gp

**Lvl 28:** 85,000 gp

**Key Skill:** Nature or Thievery (no check)

## Alchemical Item

**Power (Consumable):** Standard Action.

You or an adjacent ally gains a +14 bonus on Acrobatics checks against the DC of a restraint or the Reflex defense of a grabbing creature for 5 minutes or until the end of the encounter; use this modifier instead of your normal check modifiers.

**Level 13:** +16 bonus.

**Level 18:** +19 bonus.

**Level 23:** +21 bonus.

**Level 28:** +24 bonus.



# Slow-Step Oil

Level 3+



*A weapon coated with this white oil has the power to slow the movement of a foe.*

**Level:** 3      **Category:** Oil  
**Time:** 1 hour      **Market Price:** 120 gp  
**Component Cost:**

**Lvl 3:** 30 gp      **Lvl 8:** 125 gp  
**Lvl 13:** 650 gp      **Lvl 18:** 3,400 gp  
**Lvl 23:** 17,000 gp      **Lvl 28:** 85,000 gp

**Key Skill:** Arcana, Nature or Thievery  
(No check)

## Alchemical Item

**Power (Consumable):** Standard Action.  
Apply slow-step oil to your weapon or one piece of ammunition. Make a secondary attack against the next creature you hit with the coated weapon or ammunition:  
+6 vs. Fortitude; on a hit, the target is slowed (save ends).

**Level 8:** +11 vs. Fortitude.

**Level 13:** +16 vs. Fortitude.

**Level 18:** +21 vs. Fortitude.

**Level 23:** +26 vs. Fortitude.

**Level 28:** +31 vs. Fortitude.

# Slow-Step Oil

Level 3+



*A weapon coated with this white oil has the power to slow the movement of a foe.*

**Level: 6 Category:** Volatile

**Time:** 1 Hour **Market Price:** 450 gp

**Component Cost**

**Lvl 3:** 30 gp      **Lvl 8:** 125 gp

**Lvl 13:** 650 gp      **Lvl 18:** 3,400 gp

**Lvl 23:** 17,000 gp      **Lvl 28:** 85,000 gp

**Key Skill:** Arcana or Thievery (no check)

**Alchemical Item**

**Power (Consumable):** Standard Action.

Apply slow-step oil to your weapon or one piece of ammunition. Make a secondary attack against the next creature you hit with the coated weapon or ammunition:

+6 vs. Fortitude; on a hit, the target is slowed (save ends).

**Level 8:** +11 vs. Fortitude.

**Level 13:** +16 vs. Fortitude.

**Level 18:** +21 vs. Fortitude.

**Level 23:** +26 vs. Fortitude.

**Level 28:** +31 vs. Fortitude.



# Sovereign Glue

Level 8+



*This gray paste creates a virtually unbreakable bond between the objects it glues together*

**Level:** 8      **Category:** Other

**Time:** 2 Hours   **Market Price:** 375 gp

**Component Cost**

**Lvl 8:** 125 gp      **Lvl 18:** 3,400 gp

**Lvl 28:** 85,000 gp

**Key Skill:** Arcana or Thievery

**Alchemical Item**

**Power (Consumable):** Standard Action.

Apply this glue to an object, and affix that object to another object in reach.

The two objects must remain affixed to one another until the end of your next turn. After the end of your next turn, the items are adhered, and separating them requires a DC 29 Strength check. A successful Strength check deals 2d10 damage to each adhered object.

**Level 18:** DC 35 Strength check.

**Level 28:** DC 42 Strength check.



# Tanglefoot Bag

Level 2+



*This small leather bag or satchel contains a sticky gel that can immobilize foes.*

**Level:** 2      **Category:** Other  
**Time:** 1 Hour    **Market Price:** 100 gp

## Component Cost

<b>Lvl 2:</b> 25 gp	<b>Lvl 7:</b> 100 gp
<b>Lvl 12:</b> 500 gp	<b>Lvl 17:</b> 2,600 gp
<b>Lvl 22:</b> 13,000 gp	<b>Lvl 27:</b> 65,000

**Key Skill:** Arcana or Thievery (no check)

## Alchemical Item

**Power (Consumable):** Standard Action.  
Ranged 5/10; +5 vs. Reflex; on a hit, the target is immobilized until the end of your next turn, at which point the creature is then slowed until the end of its next turn.

**Level 7:** +10 vs. Reflex.

**Level 12:** +15 vs. Reflex.

**Level 17:** +20 vs. Reflex.

**Level 22:** +25 vs. Reflex.

**Level 27:** +30 vs. Reflex.

# Thunderstone



Level 5+

*On impact, this clay sphere unleashes a clap of thunder that can deafen creatures and knock them back.*

**Level:** 5      **Category:** Volatile  
**Time:** 1 Hour    **Market Price:** 200 gp

## Component Cost

**Lvl 5:** 50 gp      **Lvl 10:** 200 gp  
**Lvl 15:** 1000 gp    **Lvl 20:** 5,000 gp  
**Lvl 25:** 25,000 gp    **Lvl 27:** 125,000 gp

**Key Skill:** Arcana, Nature or Thievery  
(no check)

## Alchemical Item

### Power (Consumable ♦ Thunder):

Standard Action. Make an attack:

Area burst 1 within 10; +8 vs. Fortitude;  
on a hit, the target takes 1d4 thunder  
damage, is pushed 1 square from the  
center of the burst, and deafened (save  
ends).

**Level 10:** +13 vs. Fortitude.

**Level 15:** +18 vs. Fortitude; 2d4 thunder  
damage.

**Level 20:** +23 vs. Fortitude; 2d4 thunder  
damage.

**Level 25:** +28 vs. Fortitude; 3d4 thunder  
damage.

**Level 30:** +33 vs. Fortitude; 3d4 thunder  
damage.



# Tracking Dust

Level 4+



*The fine grains of this silvery powder can reveal the subtlest tracks.*

**Level:** 4      **Category:** Other

**Time:** 1 Hour      **Market Price:** 160 gp

**Component Cost**

**Lvl 4:** 40 gp      **Lvl 9:** 160 gp

**Lvl 14:** 800 gp      **Lvl 19:** 4,200 gp

**Lvl 24:** 21,000 gp      **Lvl 29:** 105,000 gp

**Key Skill:** Nature or Thievery (no check)

**Alchemical Item**

**Power (Consumable ♦ Zone):** Standard Action. The tracking dust creates a zone of 5 contiguous squares. In areas where the dust is spread, Perception checks to track can be made with a total +7 bonus; use this modifier instead of your normal check modifiers. Tracking dust can be detected with a DC 20 Perception check, and its effects lasts for 1 hour.

**Level 9:** +9 bonus.

**Level 14:** +12 bonus.

**Level 19:** +14 bonus.

**Level 24:** +17 bonus.

**Level 29:** +19 bonus.



# Universal Solvent



Level 4+

*This clear solution can dissolve almost any adhesive*

**Level:** 10

**Category:** Other

**Time:** 30 minutes **Market Price:** 600 gp

**Component Cost**

**Key Skill:** Arcana or Thievery (no check)

**Alchemical Item** 200 gp

**Power (Consumable):** Standard Action.

Apply this substance to a creature or object. Destroy any type of mundane bonding agent (including sovereign glue) affecting you, an object in your possession, or in a square adjacent to you.

Universal solvent allows a creature immobilized by mundane agents such as a kobold slinger's gluepot or an aboleth slime mage's *slime burst* power to immediately save against the effect. It does not affect the after-effects of those substances (such as *slime burst*'s slow effect), nor does it have any affect on creatures immobilized by other effects (for example, a ghoul's claw attack).



# **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

**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.

*resist*

# 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 + Constitution modifier damage and is knocked prone. This secondary attack does not provoke opportunity attacks.

**-Level 29:** 3d6 + 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

**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.

*Crit*



# 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

# 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

# Arms Slot Items

# Angelsteel Shield

Level 9+



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

**Lvl 9:** 4,200 gp

**Lvl 19:** 105,000 gp

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

**Item Slot:** Arms

**Shield:** Any

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

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

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





# Battleforged Shield

Level 4+



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

**Lvl 4:** 840 gp

**Lvl 14:** 21,000 gp

**Lvl 24:** 525,000 gp

**Item Slot:** Arms

**Shield:** Heavy

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

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

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

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

+HP

# Bloodguard Shield

Level 2+



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

**Lvl 2:** 520 gp

**Lvl 12:** 13,000 gp

**Lvl 22:** 325,000 gp

**Item Slot:** Arms

**Shield:** Any

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

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

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

*Resist*

# Bloodshored Shield

Level 9+



*This strong, steel shield protects the bloodied.*

**Lvl 9:** 4,200 gp

**Lvl 19:** 105,000 gp

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

**Item Slot:** Arms

**Shield:** Any

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

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

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



# Bloodsoaked Bracers

Level 10+



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

**Lvl 10:** 5,000 gp

**Lvl 20:** 125,000 gp

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

**Item Slot:** Arms

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

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

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



# Bloodsoaked Shield

Level 9+



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

**Lvl 9:** 4,200 gp

**Lvl 19:** 105,000 gp

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

**Item Slot:** Arms

**Shield:** Any

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

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

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



# Bloodthirst Bracers

Level 4+



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

**Lvl 4:** 840 gp

**Lvl 14:** 21,000 gp

**Lvl 24:** 525,000 gp

**Item Slot:** Arms

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

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

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

+Dmg(Cha)

# Bracers of Archery

Level 6+



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

**Lvl 6:** 1,800 gp

**Lvl 16:** 45,000 gp

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

**Item Slot:** Arms

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

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

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

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



# Bracers of Bold Maneuvering

Level 8+



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

**Lvl 8:** 3,400 gp

**Lvl 18:** 85,000 gp

**Item Slot:** Arms

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

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





# Bracers of Infinite Blades

Level 11+



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

**Lvl 11:** 9,000 gp

**Lvl 16:** 45,000 gp

**Item Slot:** Arms

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

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



# Bracers of Iron Arcana

Level 14



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

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

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



# Bracers of Mental Might

Level 6



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

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

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



# Bracers of Rejuvenation

Level 8



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

**Price:** 3,400 gp

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



# Bracers of Respite

Level 2+



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

**Lvl 2:** 520 gp

**Lvl 12:** 13,000 gp

**Lvl 22:** 325,000 gp

**Item Slot:** Arms

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

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

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

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

+HP

# Bracers of Tactical Blows

Level 6+



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

**Lvl 6:** 1,800 gp

**Lvl 16:** 45,000 gp

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

**Item Slot: Arms**

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

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

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



# Bracers of Wound Closure

Level 13



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

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

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



# Breach Bracers

Level 5+



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

**Lvl 5:** 1,000 gp

**Lvl 15:** 25,000 gp

**Lvl 25:** 625,000 gp

**Item Slot:** Arms

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

**-Level 15:** Vulnerable 10.

**-Level 25:** Vulnerable 15.





# Cold Iron Bracers

Level 6+



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

**Lvl 6:** 1,800 gp

**Lvl 16:** 45,000 gp

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

**Item Slot:** Arms

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

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

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



# Cold Iron Shield

Level 5+



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

**Lvl 5:** 1,000 gp

**Lvl 15:** 25,000 gp

**Lvl 25:** 625,000 gp

**Item Slot:** Arms

**Shield:** Heavy

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

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

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

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



# Counterstrike Guards

Level 4+



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

**Lvl 4:** 840 gp

**Lvl 14:** 21,000 gp

**Item Slot:** Arms

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

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



# Couters of Second Chances

Level 5+



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

**Lvl 5:** 1,000 gp

**Lvl 15:** 25,000 gp

**Lvl 25:** 625,000 gp

**Item Slot:** Arms

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

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

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



# Darkleaf Shield

Level 2+



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

**Lvl 2:** 520 gp

**Lvl 12:** 13,000 gp

**Lvl 22:** 325,000 gp

**Item Slot:** Arms

**Shield:** Light

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

Level 12: +2 item bonus.

Level 22: +3 item bonus.

+HP

# Diamond Bracers

Level 9+



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

**Lvl 9:** 4,200 gp

**Lvl 19:** 105,000 gp

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

**Item Slot:** Arms

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

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

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



# Direbeast Shield

Level 5+



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

**Lvl 5:** 1,000 gp

**Lvl 15:** 25,000 gp

**Lvl 25:** 625,000 gp

**Item Slot:** Arms

**Shield:** Any

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

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

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



# Feyleaf Vambraces

Level 4



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

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

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

*Teleport*



# Flame Bracers

Level 3+



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

**Lvl 3:** 680 gp

**Lvl 13:** 17,000 gp

**Lvl 23:** 425,000 gp

**Item Slot:** Arms

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

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

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

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

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

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

*Dmg (Fire)*

# Flamedrinker Shield

Level 6+



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

**Lvl 6:** 1,800 gp

**Lvl 16:** 45,000 gp

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

**Item Slot:** Arms

**Shield:** Any

**Property:** Gain resist 5 fire.

**Level 16:** Resist 10 fire.

**Level 26:** Resist 15 fire.

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

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

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

*Resist (fire)*

# Flaring Shield

Level 14



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

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

**Shield:** Any

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



# Floating Shield

Level 1



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

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

**Shield:** Any

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



# Healer's Shield

Level 10+



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

**Lvl 10:** 5,000 gp

**Lvl 20:** 125,000 gp

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

**Item Slot:** Arms

**Shield:** Any

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

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

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

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

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



# Hypnotic Shield

Level 14



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

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

**Shield:** Any

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



# Iron Bands of Power

Level 6+



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

**Lvl 6:** 1,800 gp

**Lvl 16:** 45,000 gp

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

**Item Slot:** Arms

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

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

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

*Resist (fire)*

# Jousting Shield

Level 2+



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

**Lvl 2:** 520 gp

**Lvl 12:** 13,000 gp

**Lvl 22:** 325,000 gp

**Item Slot:** Arms

**Shield:** Any

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

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

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

*Resist*



# Mindiron Braces

Level 8+



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

**Lvl 8:** 3,400 gp

**Lvl 18:** 85,000 gp

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

**Item Slot:** Arms

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

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

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



# Mithral Shield

Level 8+



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

**Lvl 8:** 3,400 gp

**Lvl 18:** 85,000 gp

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

**Item Slot:** Arms

**Shield:** Any

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

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

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

*Dmg*

# Mountain Shield

Level 4+



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

**Lvl 4:** 840 gp

**Lvl 14:** 21,000 gp

**Item Slot:** Arms

**Shield:** Heavy

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

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



# Pelaurum Shield

Level 7+



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

**Lvl 7:** 2,600 gp

**Lvl 17:** 65,000 gp

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

**Item Slot:** Arms

**Shield:** Any

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

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

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



# Quickhit Bracers

Level 5+



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

**Lvl 5:** 1,000 gp

**Lvl 15:** 25,000 gp

**Lvl 25:** 625,000 gp

**Item Slot:** Arms

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

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

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

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



# Rapidstrike Bracers

Level 15



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

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

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

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



# Razor Bracers

Level 7+



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

**Lvl 7:** 2,600 gp

**Lvl 17:** 65,000 gp

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

**Item Slot:** Arms

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

**Level 17:** 2d10 damage.

**Level 27:** 3d10 damage.



# Razor Shield

Level 2+



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

**Lvl 2:** 520 gp

**Lvl 12:** 13,000 gp

**Lvl 22:** 325,000 gp

**Item Slot:** Arms

**Shield:** Any

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

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

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

Dmg



# Recoil Shield

Level 9



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

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

**Shield:** Any

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



# Reflective Shield

Level 27



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

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

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



# Ricochet Shield

Level 12



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

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

**Shield:** Any

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



# Shadowflow Shield

Level 9+



*This inky, black shield conceals nearby allies.*

**Lvl 9:** 4,200 gp

**Lvl 19:** 105,000 gp

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

**Item Slot:** Arms

**Shield:** Any

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

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



# Shield of Blocking

Level 17



*The best offense is sometimes a powerful defense.*

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

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

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

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



# Shield of Eyes

Level 4



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

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

**Shield:** Any

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

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



# Shield of the Guardian

Level 2+



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

**Lvl 2:** 520 gp

**Lvl 12:** 13,000 gp

**Lvl 22:** 325,000 gp

**Item Slot:** Arms

**Shield:** Any

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

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

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

Dmg

# Shimmerlight Shield

Level 5+



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

**Lvl 5:** 1,000 gp

**Lvl 15:** 25,000 gp

**Lvl 25:** 625,000 gp

**Item Slot:** Arms

**Shield:** Any

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

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

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





# Skull Bracers

Level 7+



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

**Lvl 7:** 2,600 gp

**Lvl 17:** 65,000 gp

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

**Item Slot:** Arms

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

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

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



# Spellshield

Level 14



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

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

**Shield:** Any

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



# Stonewall Shield

Level 13+



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

**Lvl 13:** 17,000 gp

**Lvl 23:** 425,000 gp

**Item Slot:** Arms

**Shield:** Any

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

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



# Storm Shield

Level 8+



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

**Lvl 8:** 3,400 gp

**Lvl 18:** 85,000 gp

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

**Item Slot:** Arms

**Shield:** Any

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

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

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

**Power (Daily ♦ Lightning, Thunder):**

Immediate Reaction. Use this power when you are hit by a melee attack. Deal 2d6 lightning and thunder damage to the attacker.

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

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

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

*Resist*

*Dmg*

# Tauran Shield

Level 12



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

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

**Shield:** Any

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



# Throwing Shield

Level 6+



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

**Lvl 6:** 1,800 gp

**Lvl 16:** 45,000 gp

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

**Item Slot:** Arms

**Shield:** Any

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

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

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

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

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

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

*Dmg(Str)*

# Trauma Bracers

Level 7+



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

**Lvl 7:** 2,600 gp

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

**Item Slot:** Arms

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

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



# Trollhide Bracers

Level 19+



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

**Lvl 19:** 105,000 gp

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

**Item Slot:** Arms

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

**-Level 29:** Regeneration 10.

*Regen*



# Warlock's Bracers

Level 9



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

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

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



# Wyrmguard Shield

Level 8+



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

**Lvl 8:** 3,400 gp

**Lvl 18:** 85,000 gp

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

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



## Companion and Mount Slot Items

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

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

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

# Companion Slot Items

# Companion's Defender

Level 5+



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

**Lvl 5:** 1,000 gp

**Lvl 15:** 25,000 gp

**Lvl 25:** 625,000 gp

**Item Slot:** Companion

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

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

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



# Friend's Gift

Level 4+



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

**Lvl 4:** 840 gp

**Lvl 14:** 21,000 gp

**Lvl 24:** 525,000 gp

**Item Slot:** Companion

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

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

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

+HP

# Guardian's Collar

Level 10



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

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

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



# Recalling Harness

Level 8+



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

**Lvl 8:** 3,400 gp

**Lvl 18:** 85,000 gp

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

**Item Slot:** Companion

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

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

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

*Teleport*



# Sigil of Companionship

Level 6+



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

**Lvl 6:** 1,800 gp

**Lvl 16:** 45,000 gp

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

**Item Slot:** Companion

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

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

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



# Transposition Harness

Level 12+



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

**Lvl 12:** 13,000 gp

**Lvl 22:** 325,000 gp

**Item Slot:** Companion

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

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

Move

# Mount Slot Items

# Bridle of Rapid Action

Level 5



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

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

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



# Ghost Bridle

Level 4



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

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

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

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



# Horseshoes of Speed

Level 3



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

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

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



# Impenetrable Barding

Level 1+



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

**Lvl 1:** 360 gp

**Lvl 11:** 9,000 gp

**Lvl 21:** 225,000 gp

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

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

**-Level 11:** Maximum 20.

**-Level 21:** Maximum 30.

*Resist*

# Martyr's Saddle

Level 6



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

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

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

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





# Mirrored Caparison

Level 2



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

**Price:** 520 gp

**Item Slot:** Mount

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

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



# Saddle of Strength

Level 3



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

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

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

+Load

# Saddle of the Nightmare

Level 15



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

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

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



# Saddle of the Shark

Level 15



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

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

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



# Skystrider Shoes

Level 18



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

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

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



# Steadfast Saddle

Level 8



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

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

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



# Zephyr Horseshoes

Level 9



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

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

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

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



**Feet**

**Slot Items**



# Aistriders

Level 25



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

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

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

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



# Anklets of Opportunity

Level 19



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

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

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

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



# Assassin's Slippers

Level 11



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

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

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



# Assault Boots

Level 12



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

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

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



# Backtrack Bindings

Level 24



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

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

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

**Power (Encounter ♦ Teleportation):**

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

*Teleport*

# Boots of Adept Charging

Level 2



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

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

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



# Boots of Dancing

Level 11



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

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

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

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

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



# Boots of Eagerness

Level 9



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

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

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

Use this power during your turn to take an additional move action.





# Boots of Equilibrium

Level 6



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

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

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



# Boots of Free Movement

Level 6



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

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

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

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



# Boots of Furious Speed

Level 9



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

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

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

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



# Boots of Many Tracks

Level 9



*These rugged boots conceal your steps.*

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

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



# Boots of Quickness

Level 8+



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

**Lvl 8:** 3,400 gp

**Lvl 18:** 85,000 gp

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

**Item Slot:** Feet

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

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

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



# Boots of Sand and Sea

Level 10



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

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

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

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



# Boots of Speed

Level 22



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

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

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

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



# Boots of Stealth

Level 3+



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

**Lvl 3:** 680 gp

**Lvl 13:** 17,000 gp

**Lvl 23:** 425,000 gp

**Item Slot:** Feet

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

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

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





# Boots of Swimming

Level 11



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

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

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

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



# Boots of Teleportation

Level 28



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

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

**Power (At-Will ♦ Teleportation):**

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

*Teleport*

# Boots of the Fencing Master

Level 7



*Your swift step befuddles your foes.*

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

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

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



# Boots of Withdrawal

Level 16



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

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

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



# Branchrunners

Level 10



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

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

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

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



# Butterfly Sandals

Level 12



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

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

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



# Cat Tabi

Level 8+



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

**Lvl 8:** 3,400 gp

**Lvl 18:** 85,000 gp

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

**Item Slot:** Feet

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

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

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

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



# Defiant Boots

Level 18



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

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

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

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





# Dimensional Stride Boots

Level 18



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

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

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

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

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

*Teleport*

# Dragonborn Greaves

Level 12



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

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

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



# Dwarfstride Boots

Level 18



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

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

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

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



# Dwarven Boots

Level 12



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

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

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

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



# Earthreaper Stompers

Level 17+



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

**Lvl 17:** 65,000 gp

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

**Item Slot:** Feet

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

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

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

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

*Tremorsense*

*Dmg*

# Earthstriders

Level 14



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

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

**Power (Daily ♦ Teleportation):**

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



# Feyleaf Sandals

Level 2



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

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

**Power (Daily ♦ Teleportation):**

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



# Feyleaf Lacings

Level 12



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

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

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

**Power (At-Will, 5 Charges/Day ♦**

**Teleportation):** Move Action.

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





# Fireburst Boots

Level 14



*Fire fuels these scorched iron boots.*

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

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

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

*Teleport*

# Flanker's Boots

Level 15



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

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

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

**Power (Daily ♦ Teleportation):**

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

*Teleport*

# Floorfighter Boots

Level 15



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

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

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



# Goblin Stompers

Level 6



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

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

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



# Jester Shoes

Level 2



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

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

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



# Lightstep Slippers

Level 21



*These doeskin coverings cushion your step.*

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

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



# Lightstep Slippers

Level 14



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

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

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



# Phantom Chasseurs

Level 18



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

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

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

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





# Quickling Boots

Level 8



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

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

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

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



# Rushing Cleats

Level 7



*These rawhide boot straps are fitted with spikes.*

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

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



## Sandals of Arcane Transposition

Level 18



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

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

**Power (Daily ♦ Teleportation):**

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



# Sandals of Avandra

Level 25



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

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

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

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

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



# Sandals of Precise Stepping

Level 6+



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

**Lvl 6:** 1,800 gp

**Lvl 16:** 45,000 gp

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

**Item Slot:** Feet

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

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

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



# Shadowsteppers

Level 18



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

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

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

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

*Teleport*

# Skygliders

Level 21



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

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

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

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

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



# Steadfast Boots

Level 8



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

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

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





# Surefoot Boots

Level 5



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

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

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

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



# Thornwalker Slippers

Level 12



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

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

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



# Tumbler's Shoes

Level 11



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

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

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



# Wallwalkers

Level 10



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

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

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

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



# Wallwalkers

Level 4



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

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

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

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



# Zephyr Boots

Level 24



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

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

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



# Hand Slot Items

# Antipathy Gloves

Level 10



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

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

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

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





# Breaching Gloves

Level 6+



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

**Lvl 6:** 1,800 gp

**Lvl 16:** 45,000 gp

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

**Item Slot:** Hands

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

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

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

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

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

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

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

-Resist

# Burning Gloves

Level 6+



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

**Lvl 6:** 1,800 gp

**Lvl 16:** 45,000 gp

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

**Item Slot:** Hands

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

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

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

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

+Dmg (Fire)

# Cat's Paws

Level 5+



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

**Lvl 5:** 1,000 gp

**Lvl 15:** 25,000 gp

**Lvl 25:** 625,000 gp

**Item Slot:** Hands

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

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

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

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



# Caustic Gloves

Level 6+



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

**Lvl 6:** 1,800 gp

**Lvl 16:** 45,000 gp

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

**Item Slot:** Hands

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

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

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

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

*Dmg (Acid)*

# Climbing Claws

Level 4



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

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

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

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



# Dwarven Throwers

Level 10



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

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

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

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



# Flaying Gloves

Level 4+



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

**Lvl 4:** 840 gp

**Lvl 14:** 21,000 gp

**Lvl 24:** 525,000 gp

**Item Slot:** Hands

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

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

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



# Frost Gloves

Level 7+



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

**Lvl 7:** 2,600 gp

**Lvl 17:** 65,000 gp

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

**Item Slot:** Hands

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

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

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

*Dmg (Cold)*



# Gauntlets of Blinding Strikes

Level 11



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

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

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



# Gauntlets of Brilliance

Level 10



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

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

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

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

+Dmg(Radi)

# Giant Gloves

Level 13



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

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

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

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



# Gloves of Accuracy

Level 16



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

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

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



# Gloves of Agility

Level 5



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

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

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



# Gloves of Camaraderie

Level 21



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

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

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



# Gloves of Dimensional Repulsion

Level 14



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

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

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

**Power (Daily ♦ Teleportation):**

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



# Gloves of Eldritch Admixture

Level 8+



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

**Lvl 8:** 3,400 gp

**Lvl 18:** 85,000 gp

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

**Item Slot:** Hands

**Prerequisite:** Warlock

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

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

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

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





# Gloves of Missile Deflection

Level 13



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

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

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

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



# Gloves of Storing

Level 9



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

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

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



# Gloves of the Bounty Hunter

Level 8



*These hide garments are weighted along the knuckles.*

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

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



# Gloves of the Healer

Level 12+



*Your healing is enhanced by this elegant handwear.*

**Lvl 12:** 13,000 gp

**Lvl 22:** 325,000 gp

**Item Slot:** Hands

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

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

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

+HP

# Gloves of Transference

Level 14



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

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

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

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



# Greatreach Gauntlets

Level 18



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

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

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



# Green Thumbs

Level 9



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

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

**Power (Daily ♦ Conjuration):**

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

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



# Hedge Wizard's Gloves

Level 4



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

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

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

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





# Holy Gauntlets

Level 8+



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

**Lvl 8:** 3,400 gp

**Lvl 18:** 85,000 gp

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

**Item Slot:** Hands

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

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

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

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

+Dmg

# Knifethrower's Gloves

Level 6



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

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

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

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



# Lancing Gloves

Level 7



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

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

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



# Lightning Reflex Gloves

Level 19



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

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

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

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



# Longshot Gloves

Level 11+



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

**Lvl 11:** 9,000 gp

**Lvl 21:** 225,000 gp

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

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



# Luckbender Gloves

Level 6+



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

**Lvl 6:** 1,800 gp

**Lvl 16:** 45,000 gp

**Item Slot:** Hands

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

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

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



# Parry Gauntlets

Level 5



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

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

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



# Spell Anchors

Level 9



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

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

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





# Storm Gauntlets

Level 10+



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

**Lvl 10:** 5,000 gp

**Lvl 20:** 125,000 gp

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

**Item Slot:** Hands

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

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

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

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



# Strikebacks

Level 10



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

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

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

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



# Sureshot Gloves

Level 9



*These slick gloves guide your shots unerringly.*

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

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



# Vampiric Gauntlets

Level 18



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

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

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

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

+HP

# Venom Gloves

Level 16+



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

**Lvl 16:** 45,000 gp

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

**Item Slot:** Hands

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

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



# Wrestler's Gloves

Level 2



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

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

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



# Head Slot Items

# Arcanist's Glasses

Level 3



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

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

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





# Blasting Circlet

Level 16



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

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

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

*Crit (Dex)*

# Bronze Serpent

Level 30



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

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

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

*Resist*

# Cap of Water Breathing

Level 10



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

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

**Property:** You can breathe water as well as air.



# Carcanet of Psychic Shism

Level 15



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

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

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

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



# Casque of Tactics

Level 4+



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

**Lvl 4:** 840 gp

**Lvl 14:** 21,000 gp

**Lvl 24:** 525,000 gp

**Item Slot:** Head

**Property:** Gain +1 item bonus to initiative checks.

**-Level 14:** +2 item bonus.

**-Level 24:** +3 item bonus.

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



# Circlet of Indomitability

Level 8+



*This simple golden circlet fortifies your mind.*

**Lvl 8:** 3,400 gp

**Lvl 18:** 85,000 gp

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

**Item Slot:** Head

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

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

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



# Circlet of Mental Onslaught

Level 11



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

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

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

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



# Circlet of Rapid Casting

Level 17



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

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

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





# Circlet of Second Chances

Level 3



*Luck favors those who don this plain copper accessory.*

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

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



# Clockwork Cowl

Level 26



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

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

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

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



# Coif of Focus

Level 21



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

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

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

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



# Coif of Mindiron

Level 8+



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

**Lvl 8:** 3,400 gp

**Lvl 18:** 85,000 gp

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

**Item Slot:** Head

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

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

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



# Crown of Doors

Level 6+



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

**Lvl 6:** 1,800 gp

**Lvl 11:** 9,000 gp

**Lvl 16:** 45,000 gp

**Item Slot:** Head

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

**-Level 11:** +4 item bonus.

**-Level 16:** +6 item bonus.



# Crown of Eyes

Level 16



*This circlet incorporating eyelike designs watches every angle.*

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

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



# Crown of Infernal Legacy

Level 9+



*This chain cowl empowers a tiefling's anger.*

**Lvl 9:** 4,200 gp

**Lvl 19:** 105,000 gp

**Item Slot:** Head

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

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



# Crown of Leaves

Level 7



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

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

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





# Crown of Nature's Rebellion

Level 15+



*This birch skullcap wards against death.*

**Lvl 15:** 25,000 gp

**Lvl 20:** 125,000 gp

**Lvl 25:** 625,000 gp

**Item Slot:** Head

**Property:** Gain resist 10 necrotic.

**-Level 20:** Resist 15 necrotic.

**-Level 25:** Resist 20 necrotic.

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

*Resist*

# Crown of the World Tree

Level 18



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

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

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



# Cynic's Goggles

Level 5



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

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

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



# Dread Helm

Level 13



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

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

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

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



# Eagle Eye Goggles

Level 2+



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

**Lvl 2:** 520 gp

**Lvl 12:** 13,000 gp

**Lvl 22:** 325,000 gp

**Item Slot:** Head

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

**-Level 12:** +2 item bonus.

**-Level 22:** +3 item bonus.



# Eye of Awareness

Level 23



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

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

**Property:** Gain a +2 bonus to Will defense

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



# Eye of Deception

Level 8



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

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

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



# Eye of Discernment

Level 23



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

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

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





# Eye of the Basilisk

Level 27



*This burnished silver eye patch turns aside gaze attacks.*

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

**Property:** You are immune to the petrified condition.

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

*Immunity*

# Eye of the Earthmother

Level 19



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

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

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

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

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



# Factotum Helm

Level 14



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

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

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



# Gem of Colloquy

Level 2+



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

**Lvl 2:** 520 gp

**Lvl 12:** 13,000 gp

**Item Slot:** Head

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

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



# Goggles of Aura Sight

Level 5



*These goggles aid in diagnosis and healing.*

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

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

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



# Goggles of the Bone Collector

Level 9



*The bones of various creatures are woven into this eyewear.*

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

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

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



# Goggles of the Hawk

Level 17



*These goggles greatly extend your vision.*

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

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



# Grimlock Helm

Level 17



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

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

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

*Blindsight*



# Hat of Disguise

Level 10



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

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

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

**Power (At-Will ♦ Illusion):**

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



# Headband of Insight

Level 16



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

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

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

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



# Headband of Intellect

Level 10+



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

**Lvl 10:** 5,000 gp

**Lvl 20:** 125,000 gp

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

**Item Slot:** Head

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

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

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

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

**-Level 20:** +3 power bonus.

**-Level 30:** +4 power bonus.



# Headband of Perception

Level 1+



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

**Lvl 1:** 360 gp

**Lvl 11:** 9,000 gp

**Lvl 21:** 225,000 gp

**Item Slot:** Head

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

**-Level 11:** +3 item bonus.

**-Level 21:** +5 item bonus.



# Headband of Psychic Attack

Level 16



*This leather headband has crystal shards stitched into it.*

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

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



# Helm of Hidden Horrors

Level 16



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

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

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

**Power (Daily ♦ Psychic):**

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



# Helm of Opportunity

Level 4+



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

**Lvl 4:** 840 gp

**Lvl 14:** 21,000 gp

**Lvl 24:** 525,000 gp

**Item Slot:** Head

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

**-Level 14:** +2 item bonus.

**-Level 24:** +3 item bonus.



# Helm of Swift Punishment

Level 18



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

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

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





# Helm of the Flamewarped

Level 10



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

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

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



# Helm of the Stubborn Mind

Level 4



*This helm fortifies you against enchanters.*

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

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



# Helm of the Vigilant Awareness

Level 7



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

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

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



# Hunter's Headband

Level 7



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

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

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



# Inquisitor's Helm

Level 16



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

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

**Power (Daily):** Standard Action.

Make an attack: Ranged 10; Intelligence + 4, Wisdom + 4, or Charisma + 4 vs. Will; on a hit, you pry the answer to one question from the target's mind. If the target doesn't know the answer to the question, you get no answer but the power is still spent.



# Ioun Stone of Perfect Language

Level 22



*This white and pink rhombic prism hovers about your head, making you far more adept at negotiation.*

**Price:** 325,000 gp **Item Slot:** Head

**Property:** Gain a +5 item bonus to Bluff, Diplomacy, Intimidate, and Streetwise checks. You also can understand all spoken languages, and when you speak all creatures hear your words in their native language.

**Power (Daily):** Free Action. Use this power during a skill challenge. Treat your next Insight check as though you rolled a natural 20.



# Ioun Stone of Regeneration

Level 25



*This tiny red ovoid orbits your head.*

**Price:** 625,000 gp **Item Slot:** Head

**Power (Daily ♦ Healing):** Minor Action. Gain regeneration 10 while you are bloodied until the end of the encounter.

*Regen*

# Ioun Stone of Steadfastness

Level 23



*This pale aquamarine hovering prism offers a constant reminder of your allies' support and loyalty.*

**Price:** 425,000 gp **Item Slot:** Head

**Property:** As long as you are adjacent to an ally, you are immune to fear effects and cannot attack your allies as a result of an effect.





# Ioun Stone of Sustenance

Level 21



*With this rhombic stone circling your head, you never require food or drink and rarely need to rest.*

**Price:** 225,000 gp **Item Slot:** Head

**Property:** You do not need to eat, drink, or breathe. You require half the amount of rest that you ordinarily need.



# Laurel Circlet

Level 10+



*Your social graces and force of personality are amplified while you wear this thin coronet.*

**Lvl 10:** 5,000 gp

**Lvl 20:** 125,000 gp

**Lvl 30:** 3,125,000 gp

**Item Slot:** Head

**Property:** Gain a +2 item bonus to Diplomacy and Insight checks, and a +1 item bonus to attack rolls on powers that have the charm or illusion keyword.

**-Level 20:** +4 item bonus to Diplomacy and Insight checks.

**-Level 30:** +6 item bonus to Diplomacy and Insight checks.

**Power (Daily):** Minor Action. Gain a +2 power bonus to the next Charisma attack that you make this turn.

**-Level 20:** +3 power bonus.

**-Level 30:** +4 power bonus.



# Mask Of Slithering

Level 11



*This serpentine mask allows you to slink out of harm's way and cause another to suffer in your stead.*

**Price:** 9,000 gp **Item Slot:** Head

**Power (Daily):** Immediate Interrupt. Use this power when an enemy makes a melee or ranged attack against you.

Gain a +2 bonus to AC and Reflex defense. If the attack misses, then the attacker rerolls the attack against a creature adjacent to you of your choice.



# Mask Of Terror

Level 14



*This frightful, demonic mask is formed from charred flesh and adorned with horns and fangs.*

**Price:** 21,000 gp **Item Slot:** Head

**Power (Daily ♦ Fear):** Minor Action. Make an attack: Close blast 5; Intelligence + 3, Wisdom +3, or Charisma + 3 vs. Will; on a hit, the target takes a -2 penalty to attack rolls until the end of your next turn.



# Phrenic Crown

Level 7+



*This pink coral coronet is eerily reminiscent of brain matter, yet is still bewitching.*

**Lvl 7:** 2,600 gp

**Lvl 17:** 65,000 gp

**Lvl 27:** 1,625,000 gp

**Item Slot:** Head

**Property:** When you use a power against Will defense, the target (or targets) takes a -1 penalty to saving throws

against any ongoing effect of that power.

**-Level 17:** -2 penalty.

**-Level 27:** -3 penalty.



# Phylactery of Divinity

Level 8



*This leather casing is strapped to the head and focuses your faith and healing powers.*

**Price:** 1,800 gp **Item Slot:** Head

**Property:** Gain a +2 item bonus to Heal and Religion checks.



# Quickening Diadem

Level 29



*A diadem of astral diamonds floats about your head, honing your mental clarity and your reflexes.*

**Price:** 2,625,000 gp **Item Slot:** Head

**Property:** When you are stunned or dazed, you can take a move action on your turn in addition to whatever actions you are normally allowed.

**Power (Daily):** Free Action. Take a move or minor action.



# Reading Spectacles

Level 2



*You can decipher any written passage while gazing through these unadorned copper eyeglasses.*

**Price:** 520 gp **Item Slot:** Head

**Property:** You can read any language while wearing this item.





# Skull Mask

Level 5+



*This rough iron visor is shaped in the likeness of a skull whose grim countenance saps your enemies' courage.*

**Lvl 5:** 1,000 gp

**Lvl 15:** 25,000 gp

**Lvl 25:** 625,000 gp

**Item Slot:** Head

**Property:** Enemies who can see you take a -2 penalty to saving throws against fear effects.

**Property:** Gain resist 5 necrotic, and a +1 item bonus to Intimidate checks.

**-Level 15:** Resist 10 necrotic, +2 item bonus.

**-Level 25:** Resist 15 necrotic, +3 item bonus.



# Stag Helm

Level 5+



*This helm sports a set of antlers and makes you as alert as a stag.*

**Lvl 5:** 1,000 gp

**Lvl 15:** 25,000 gp

**Lvl 25:** 625,000 gp

**Item Slot:** Head

**Property:** Gain a +2 item bonus to passive Perception checks. Also, you can take a minor action during a round when you are surprised.

**-Level 15:** +4 item bonus, move action.

**-Level 25:** +6 item bonus, standard action.



# Starlight Goggles

Level 8



*These dark leather goggles sparkle with tiny silver studs, aiding your vision in dim light.*

**Price:** 3,400 gp **Item Slot:** Head

**Property:** Gain low-light vision.

*Lowlight Vis.*

# Telepathy Circlet

Level 25



*A boon to leaders and liars, this mithral band allows you to communicate without speaking, and extract the thoughts of another.*

**Price:** 625,000 gp **Item Slot:** Head

**Property:** Gain a +2 item bonus to Insight checks. Also, you can speak telepathically to any creature you can see. Those willing to communicate with you can send thoughts back to you, allowing two-way communication. This telepathic communication fulfills class feature or power requirements that a target be able to hear you.

**Power (Daily ♦ Psychic):** Standard Action. Make an attack: Ranged 5; Charisma Modifier + 6 vs. Will; on a hit, the target is dazed (save ends). Aftereffect: The target is dazed (save ends).



# Trickster's Mask

Level 20



*This velvet masquerade mask is highly prized among the more shadowy worshipers of Avandra.*

**Price:** 125,000 gp **Item Slot:** Head

**Property:** When you make a Stealth or Thievery check, roll twice and take the better result.

**Power (Daily):** Free Action. Use this power before you make a Stealth or Thievery check. Treat that check as though you rolled a natural 20.



# Neck Slot Items

# Absence Amulet

Level 12+



*This crystal bauble has no setting and is secured by an unassuming rawhide band.*

**Lvl 12:** +3 13,000 gp

**Lvl 17:** +4 65,000 gp

**Lvl 22:** +5 325,000 gp

**Lvl 27:** +6 1,625,000 gp

**Item Slot:** Neck

**Enhancement:** Fortitude, Reflex, and Will

**Property:** Attempts to scry upon you, your location, or objects in your possession fail, as if the target of the attempt did not exist.



# Abyssal Adornment

Level 13+



*Made of charred and twisted black metal, this heavy chain broods with bridled hate.*

**Lvl 13:** +3 17,000 gp

**Lvl 18:** +4 85,000 gp

**Lvl 23:** +5 425,000 gp

**Lvl 28:** +6 2,125,000 gp

**Item Slot:** Neck

**Enhancement:** Fortitude, Reflex, and Will

**Power (Daily):** Immediate Interrupt. Use this power when you are hit by an attack that would deal acid, cold, fire, lightning, or thunder damage. Gain resist 20 against that damage type until the end of your next turn.

**-Level 24 or 29:** Resist 30.

*Resist*



# Amulet of Aranea

Level 15+



*Your ability to ward off poison increases while wearing this spider-shaped talisman.*

**Lvl 15:** +3 25,000 gp

**Lvl 20:** +4 125,000 gp

**Lvl 25:** +5 625,000 gp

**Lvl 30:** +6 3,125,000 gp

**Item Slot:** Neck

**Enhancement:** Fortitude, Reflex, and Will

**Property:** Gain resist 10 poison.

**-Level 25 or 30:** Resist 15 poison.

**Power (Daily):** Immediate Reaction. Use this power when you are hit by a melee attack. The attacker takes 1d10 poison damage and ongoing 10 poison (save ends). The attacker also takes a -2 penalty to saving throws against poison effects until the end of the encounter.

**-Level 25 or 30:** 2d10 poison damage, ongoing 20 poison (save ends).

*Resist*

# Amulet of Attenuation

Level 14+



*This crude trinket has a rubbery shell that briefly toughens the skin.*

**Lvl 14:** +3 21,000 gp

**Lvl 19:** +4 105,000 gp

**Lvl 24:** +5 525,000 gp

**Lvl 29:** +6 2,625,000 gp

**Item Slot:** Neck

**Enhancement:** Fortitude, Reflex, and Will

-dmg

**Power (Daily):** Immediate Interrupt. Use this power when you are hit by an attack that deals damage. Reduce the damage by 15.

**-Level 24 or 29:** Reduce the damage by 20.

# Amulet of Bodily Sanctity

Level 14+



*This heart-shaped ruby keepsafe is set in a gold cage.*

**Lvl 14:** +3 21,000 gp

**Lvl 19:** +4 105,000 gp

**Lvl 24:** +5 525,000 gp

**Lvl 29:** +6 2,625,000 gp

**Item Slot:** Neck

**Enhancement:** Fortitude, Reflex, and Will

**Property:** Gain a +2 item bonus to saving throws against ongoing damage.

**Power (Daily):** Minor Action. You and all allies within a number of squares of you equal to 2 + the amulet's enhancement bonus roll a saving throw against any current ongoing damage effect.



# Amulet of Elusive Prey

Level 14+



*White ash, oak, and bloodwood are carved in concentric circles and scorched with an X mark to ward off attacks.*

**Lvl 14:** +3 21,000 gp

**Lvl 19:** +4 105,000 gp

**Lvl 24:** +5 525,000 gp

**Lvl 29:** +6 2,625,000 gp

**Item Slot:** Neck

**Enhancement:** Fortitude, Reflex, and Will

**Property:** If you end your turn at least 4 squares from the square in which you began it, gain a +2 item bonus to AC and Reflex defense until the start of your next turn.



# Amulet of Inner Voice

Level 14+



*This clear diamond charm helps you shake off mental control.*

**Lvl 14:** +3 21,000 gp

**Lvl 19:** +4 105,000 gp

**Lvl 24:** +5 525,000 gp

**Lvl 29:** +6 2,625,000 gp

**Item Slot:** Neck

**Enhancement:** Fortitude, Reflex, and Will

**Property:** Gain a +2 item bonus to saving throws against effects with the charm or fear keyword.

**Power (Daily):** Immediate Interrupt. Use this power when you would be dominated by an effect that a save can end. Make a saving throw against the effect. On a failure, you don't expend the use of this power and no daily use of a magic item power occurs.



# Amulet of Material Darkness

Level 18+



*Shadows congregate around the wearer of this onyx amulet.*

**Lvl 18:** +4 85,000 gp

**Lvl 23:** +5 425,000 gp

**Lvl 28:** +6 2,125,000 gp

**Item Slot:** Neck

**Enhancement:** Fortitude, Reflex, and Will

**Property:** While in dim light or darkness, you are treated as having cover against area and ranged attacks. This property applies even against attackers who can see you normally or otherwise ignore concealment penalties.



# Amulet of Mental Resolve

Level 2+



*Your mind is guarded when wearing this cold iron talisman.*

**Lvl 2:** +1 520 gp

**Lvl 7:** +2 2,600 gp

**Lvl 12:** +3 13,000 gp

**Lvl 17:** +4 65,000 gp

**Lvl 22:** +5 325,000 gp

**Lvl 27:** +6 1,625,000 gp

**Item Slot:** Neck

**Enhancement:** Fortitude, Reflex, and Will

**Property:** Gain a +2 item bonus to saving throws against effects with the charm, illusion, or sleep keyword.



# Amulet of Physical Resolve

Level 2+



*This striking amulet wards you against effects that leave you physically debilitated.*

**Lvl 2:** +1 520 gp

**Lvl 7:** +2 2,600 gp

**Lvl 12:** +3 13,000 gp

**Lvl 17:** +4 65,000 gp

**Lvl 22:** +5 325,000 gp

**Lvl 27:** +6 1,625,000 gp

**Item Slot:** Neck

**Enhancement:** Fortitude, Reflex, and Will

**Property:** Gain a +2 item bonus to saving throws against effects with the poison keyword and effects that render you weakened, slowed, or immobilized.





# Amulet of Resolution

Level 2+



*Whether the affliction be of mind or body, this mithral necklace gives you a second chance to ward it off.*

**Lvl 2:** +1 520 gp

**Lvl 7:** +2 2,600 gp

**Lvl 12:** +3 13,000 gp

**Lvl 17:** +4 65,000 gp

**Lvl 22:** +5 325,000 gp

**Lvl 27:** +6 1,625,000 gp

**Item Slot:** Neck

**Enhancement:** Fortitude, Reflex, and Will

**Power (Daily):** No Action. Use this power when you fail a saving throw. Reroll the saving throw, using the second result even if it's lower.



# Amulet of the Unbroken

Level 29



*Encrusted with vibrant rubies that flash when it is used, this magnificent amulet proves that some heroes never say die.*

**Price:** 2,625,000 gp **Item Slot:** Neck

**Enhancement:** Fortitude, Reflex, and Will

**Power (Daily ♦ Healing):**

Immediate Interrupt. Use this power when you would be reduced to 0 or fewer hit points. Expend any number of healing surges and regain hit points as normal for each surge spent.

HP

# Brooch of No Regrets

Level 3+



*This ornate golden shield pin bolsters your allies even in dire circumstances.*

**Lvl 3:** +1 680 gp

**Lvl 8:** +2 3,400 gp

**Lvl 13:** +3 17,000 gp

**Lvl 18:** +4 85,000 gp

**Lvl 23:** +5 425,000 gp

**Lvl 28:** +6 2,125,000 gp

**Item Slot:** Neck

**Enhancement:** Fortitude, Reflex, and Will

**Power (Daily):** Free Action. Use this power when an ally within 10 squares of you fails a saving throw. That ally rerolls that saving throw with a +2 power bonus and must use the second result, even if it's lower.

**-Level 13 or 18:** An ally within 20 squares.

**-Level 23 or 28:** An ally within line of sight.



# Brooch of Shielding

Level 3+



*This ornate silver shield pin absorbs force attacks against you.*

**Lvl 3:** +1 680 gp

**Lvl 8:** +2 3,400 gp

**Lvl 13:** +3 17,000 gp

**Lvl 18:** +4 85,000 gp

**Lvl 23:** +5 425,000 gp

**Lvl 28:** +6 2,125,000 gp

**Item Slot:** Neck

**Enhancement:** Fortitude, Reflex, and Will

**Property:** Gain resist 10 force.

**-Level 13 or 18:** Resist 15 force.

**-Level 23 or 28:** Resist 20 force.

**Power (Daily):** Immediate Interrupt. Use this power when you are hit by an area, close, or ranged attack. Gain resist to all damage equal to the brooch's resist force value against that attack.

Resist

# Brooch of Vitality

Level 15+



*This warm, redwood, heart-shaped brooch beats softly and represents the durability of life.*

**Lvl 15:** +3 25,000 gp

**Lvl 20:** +4 125,000 gp

**Lvl 25:** +5 625,000 gp

**Lvl 30:** +6 3,125,000 gp

**Item Slot:** Neck

**Enhancement:** Fortitude, Reflex, and Will

**Property:** Increase your maximum hit points by 5.

**Level 20:** By 10 hit points.

**Level 25:** By 15 hit points.

**Level 30:** By 20 hit points.

+HP

# Cape of Mounteback

Level 5+



*With a flourish of this silk-hemmed garment, you transport out of harm's way.*

**Lvl 5:** +1 1,000 gp

**Lvl 10:** +2 5,000 gp

**Lvl 15:** +3 25,000 gp

**Lvl 20:** +4 125,000 gp

**Lvl 25:** +5 625,000 gp

**Lvl 30:** +6 3,125,000 gp

**Item Slot:** Neck

**Enhancement:** Fortitude, Reflex, and Will

**Power (Daily ♦ Teleportation):**

Immediate Reaction. Use this power when you are hit by an attack. Teleport 5 squares and gain combat advantage against the attacker until the end of your next turn.



# Chamber Cloak

Level 18+



*This voluminous garment envelops you when you're hurt, giving you a safe place to recover.*

**Lvl 18:** +4 85,000 gp

**Lvl 23:** +5 425,000 gp

**Lvl 28:** +6 2,125,000 gp

**Item Slot:** Neck

**Enhancement:** Fortitude, Reflex, and Will

**Power (Daily):** Free Action. Use this power when you take damage from an enemy or trap. You disappear from the world, stepping through your cloak into a secure place on another plane. At the start of your next turn, you reappear within 5 squares of your original location.



# Choker of Eloquence

Level 8+



*This damask neck wrap quickens the tongue and finds favor with diplomats and aristocrats.*

**Lvl 8:** +2 3,400 gp

**Lvl 13:** +3 17,000 gp

**Lvl 18:** +4 85,000 gp

**Lvl 23:** +5 425,000 gp

**Lvl 28:** +6 2,125,000 gp

**Item Slot:** Neck

**Enhancement:** Fortitude, Reflex, and Will

**Property:** Gain an item bonus to Bluff and Diplomacy checks equal to the item's enhancement bonus.

**Power (Daily):** Free Action. Use this power after you roll a Bluff or Diplomacy check. Reroll that check, using the second result even if it's lower.





# Clasp of Noble Sacrifice

Level 12+



*This gold cloak buckle protects your friends with your life force.*

**Lvl 12:** +3 13,000 gp

**Lvl 17:** +4 65,000 gp

**Lvl 22:** +5 325,000 gp

**Lvl 27:** +6 1,625,000 gp

**Item Slot:** Neck

**Enhancement:** Fortitude, Reflex, and Will

**Power (Daily):** Minor Action. Until the end of the encounter, any time an ally within 5 squares of you spends a healing surge, it is deducted from your total instead of the ally's. Each time an ally spends one of your healing surges in this way, gain temporary hit points equal to the clasp's enhancement bonus.



# Cloak of Arachnida

Level 13+



*This soft cloak is traced in spider-web patterns.*

**Lvl 13:** +3 17,000 gp

**Lvl 18:** +4 85,000 gp

**Lvl 23:** +5 425,000 gp

**Lvl 28:** +6 2,125,000 gp

**Item Slot:** Neck

**Enhancement:** Fortitude, Reflex, and Will

**Property:** Gain a +2 item bonus to saving throws against effects that immobilize or restrain you.

**-Level 23 or 28:** Also gain resist 15 poison.

**Power (Daily):** Immediate Interrupt. Use this power when an adjacent enemy attacks you or moves away from you. Make an attack: Melee 1; Intelligence, Wisdom, or Charisma vs. Reflex; on a hit, the target is immobilized (save ends).



# Cloak of Autumn's Child

Level 14+



*Woven from exotic Feywild leaves, this cloak whisks you to a soothing pocket of peace where afflictions are less severe.*

**Lvl 19:** +4 105,000 gp

**Lvl 24:** +5 525,000 gp

**Lvl 29:** +6 2,625,000 gp

**Item Slot:** Neck

**Enhancement:** Fortitude, Reflex, and Will

**Power (Daily ♦ Teleportation):** Move Action. You disappear from the world into a safe pocket of the Feywild. While you are gone, all effects on you are suppressed (you don't take ongoing damage, for example).

You roll saving throws at the end of each turn as normal, except you gain a +2 power bonus. Also, while gone, you remain as aware of your surroundings as if you were standing in your last position.

At the start of each turn thereafter, you can choose to return to any space within 5 squares of your last position.

Line of sight between the two positions must exist (you can't reappear on the other side of a wall, for example).



# Cloak of Displacement

Level 15+



*This shimmering cloak conceals your precise location.*

**Lvl 15:** +3 25,000 gp

**Lvl 20:** +4 125,000 gp

**Lvl 25:** +5 625,000 gp

**Lvl 30:** +6 3,125,000 gp

**Item Slot:** Neck

**Enhancement:** Fortitude, Reflex, and Will

**Property:** Each encounter, you gain a +2 item bonus to AC and Reflex defenses until an attack hits you.

**Power (Daily ♦ Teleportation):** Immediate Interrupt. Use this power when you would be hit with a melee or ranged attack. The attacker must reroll the attack, using the second result even if it's lower. If the attacker misses you, you can teleport 1 square.

*Teleport*

# Cloak of Distortion

Level 4+



*This cloak roils about you like the rippling air of a scorching desert.*

**Lvl 4:** +1 840 gp

**Lvl 9:** +2 4,200 gp

**Lvl 14:** +3 21,000 gp

**Lvl 19:** +4 105,000 gp

**Lvl 24:** +5 525,000 gp

**Lvl 29:** +6 2,625,000 gp

**Item Slot:** Neck

**Enhancement:** Fortitude, Reflex, and Will

**Property:** A ranged attack against you from more than 5 squares away takes a –5 penalty to the attack roll.



# Cloak of Elemental Evolution

Level 25+



*Stitched with the material forms of the elements, this cloak adopts the form of the element it is set to resist.*

**Lvl 25:** +5 625,000 gp

**Lvl 30:** +6 3,125,000 gp

**Item Slot:** Neck

**Enhancement:** Fortitude, Reflex, and Will.

**Power (Daily):** Minor Action. Choose a damage type from the following list: acid, cold, fire, lightning, or thunder. Gain resist 10 against that damage type until the end of the encounter.

**Power (At-Will):** Immediate Interrupt. Use this power when you would take damage from an attack while you are under the effect of this item's daily power. Change the resistance provided by this cloak to any other damage type listed above. This lasts until the start of your next turn, at which point the damage type reverts to the type chosen when the item's daily power was activated.

*Resist*

# Cloak of the Cautious

Level 9+



*Dragonborn refer to this slick garment as the “cloak of the craven” because it facilitates hasty retreats.*

**Lvl 9:** +2 4,200 gp

**Lvl 14:** +3 21,000 gp

**Lvl 19:** +4 105,000 gp

**Lvl 24:** +5 525,000 gp

**Lvl 29:** +6 2,625,000 gp

**Item Slot:** Neck

**Enhancement:** Fortitude, Reflex, and Will.

**Power (Daily):** Minor Action. Gain a +5 power bonus to speed until the end of your next turn. If you attack any target while this power is active, this effect ends and you are stunned until the end of your next turn.



# Cloak of the Surgeon

Level 3+



*This garment gives you the confidence and knowledge to assuage an ally's pain.*

**Lvl 3:** +1 680 gp

**Lvl 8:** +2 3,400 gp

**Lvl 13:** +3 17,000 gp

**Lvl 18:** +4 85,000 gp

**Lvl 23:** +5 425,000 gp

**Lvl 28:** +6 2,125,000 gp

**Item Slot:** Neck

**Enhancement:** Fortitude, Reflex, and Will

**Property:** Gain an item bonus to Heal checks equal to the enhancement bonus of this cloak.

**Power (Daily):** Minor Action. An adjacent ally regains 1 healing surge already spent today.





# Cloak of the Phoenix

Level 30



*This elegant mantle is woven with elemental fire.*

**Price:** 3,125,000 gp **Item Slot:** Neck

**Enhancement:** Fortitude, Reflex, and Will

**Power (Daily ♦ Fire, Healing):** No Action. Use this power when you are reduced to 0 or fewer hit points. Deal 3d10 fire damage to all enemies within 3 squares of you, then disappear from the world in a plume of smoke.

At the start of your next turn, you reappear in the same space, or the nearest unoccupied space if that space is taken. You are restored to full hit points, and all effects previously on you are eliminated. You lose all remaining healing surges (if any).

*Teleport*

*Dmg (Fire)*

*HP*

# Cloak of the Walking Wounded

Level 4+



*Thin red veins form across the fabric of this handsome cloak when its healing properties are evoked.*

**Lvl 4:** +1 840 gp

**Lvl 9:** +2 4,200 gp

**Lvl 14:** +3 21,000 gp

**Lvl 19:** +4 105,000 gp

**Lvl 24:** +5 525,000 gp

**Lvl 29:** +6 2,625,000 gp

**Item Slot:** Neck

**Enhancement:** Fortitude, Reflex, and Will

**Property:** If you use your second wind while bloodied, you can expend two healing surges instead of one (gaining hit points from both).

*Healing  
Surge*

# Collar of Recovery

Level 4+



*Inset with a bloodstone, this neckpiece aids healing.*

**Lvl 4:** +1 840 gp

**Lvl 9:** +2 4,200 gp

**Lvl 14:** +3 21,000 gp

**Lvl 19:** +4 105,000 gp

**Lvl 24:** +5 525,000 gp

**Lvl 29:** +6 2,625,000 gp

**Item Slot:** Neck

**Enhancement:** Fortitude, Reflex, and Will

**Property:** Gain extra hit points equal to this item's enhancement bonus when you spend a healing surge to regain hit points.

+HP

# Death Defying Cloak

Level 24+



*This voluminous mantle lets you cheat death.*

**Lvl 24:** +5 525,000 gp

**Lvl 29:** +6 2,625,000 gp

**Item Slot:** Neck

**Enhancement:** Fortitude, Reflex, and Will

**Power (Daily ♦ Illusion):** Immediate Interrupt. Use this power when you would be reduced to 0 or fewer hit points. Instead, you are reduced to 1 hit point. You also become invisible until the end of your next turn or until you attack (whichever comes first). Until you become visible, an illusion of your deceased body appears on the ground where you would have fallen. Anyone who touches or otherwise manipulates the body sees through the illusion automatically. Otherwise a Perception check (DC 20 + the cloak's level) is required to discern the illusion.



# Evil Eye Fetish

Level 8+



*The vile bloodshot eye attached to this rawhide collar punishes those who seek to take advantage of you.*

**Lvl 8:** +2 3,400 gp

**Lvl 13:** +3 17,000 gp

**Lvl 18:** +4 85,000 gp

**Lvl 23:** +5 425,000 gp

**Lvl 28:** +6 2,125,000 gp

**Item Slot:** Neck

**Enhancement:** Fortitude, Reflex, and Will

**Property:** An enemy with combat advantage against you that hits you takes necrotic damage equal to this item's enhancement bonus.



# Fireflower Pendant

Level 7+



*Formed from a string of fire opals, this ornament unleashes fiery retribution.*

**Lvl 7:** +2 2,600 gp

**Lvl 12:** +3 13,000 gp

**Lvl 17:** +4 65,000 gp

**Lvl 22:** +5 325,000 gp

**Lvl 27:** +6 1,625,000 gp

**Item Slot:** Neck

**Enhancement:** Fortitude, Reflex, and Will

**Property:** If you take fire damage from an enemy attack, the first attack you make before the end of your next turn deals extra fire damage equal to the pendant's enhancement bonus.

+Dmg(Fire)

# Flamewrath Cape

Level 19+



*Intermittent wisps of smoke rise from this garment, which can burst into flame upon your command.*

**Lvl 19:** +4 105,000 gp

**Lvl 24:** +5 525,000 gp

**Lvl 29:** +6 2,625,000 gp

**Item Slot:** Neck

**Enhancement:** Fortitude, Reflex, and Will

**Property:** Gain an item bonus to Intimidate checks equal to the cloak's enhancement bonus.

**Power (Daily ♦ Fire):** Minor Action. Until the end of your next turn, your melee attacks deal extra fire damage equal to the cloak's enhancement bonus. Also, until the end of your next turn, an enemy that hits you with a melee attack takes 3d6 fire damage.

**-Level 19:** 4d6 fire damage.

**-Level 24:** 5d6 fire damage.

**-Level 29:** 6d6 fire damage.

+Dmg (Fire)

# Gloaming Shroud

Level 3+



*This billowing cloak drinks in the light around it.*

**Lvl 3:** +1 680 gp

**Lvl 8:** +2 3,400 gp

**Lvl 13:** +3 17,000 gp

**Lvl 18:** +4 85,000 gp

**Lvl 23:** +5 425,000 gp

**Lvl 28:** +6 2,125,000 gp

**Item Slot:** Neck

**Enhancement:** Fortitude, Reflex, and Will

**Property:** Gain an item bonus to Stealth checks in dim light or darkness equal to the shroud's enhancement bonus.

**Power (Daily ♦ Zone):** Minor Action. Create a zone of dim light (close burst 10) that lasts until the end of the encounter. Bright light created or brought into the zone is reduced to dim light while within the zone.





# Gorget of Reciprocity

Level 30



*Runic symbols meaning "an eye for an eye" adorn this decorative platinum neck armor.*

**Price:** 3,125,000 gp **Item Slot:** Neck

**Enhancement:** Fortitude, Reflex, and Will

**Power (Daily):** Immediate Reaction.

Use this power when you are hit by an attack. The attacker is also hit by the attack (no attack roll required); the damage roll and effects are identical to the attack against you.



# Healer's Brooch

Level 4+



*This innocuous adornment boosts your healing powers.*

**Lvl 4:** +1 840 gp

**Lvl 9:** +2 4,200 gp

**Lvl 14:** +3 21,000 gp

**Lvl 19:** +4 105,000 gp

**Lvl 24:** +5 525,000 gp

**Lvl 29:** +6 2,625,000 gp

**Item Slot:** Neck

**Enhancement:** Fortitude, Reflex, and Will

**Property:** When you use a power that enables you or an ally to regain hit points, add the brooch's enhancement bonus to the hit points gained.

+HP

# Liar's Trinket

Level 13+



*No two of these adornments look alike, but all appear to be mundane necklaces of little value.*

**Lvl 13:** +3 17,000 gp

**Lvl 18:** +4 85,000 gp

**Lvl 23:** +5 425,000 gp

**Lvl 28:** +6 2,125,000 gp

**Item Slot:** Neck

**Enhancement:** Fortitude, Reflex, and Will

**Property:** Gain an item bonus to Bluff checks equal to the trinket's enhancement bonus. While you wear the trinket, it appears nonmagical unless an observer succeeds on an Arcana check (DC 20 + the trinket's level).

**Property:** Whenever you are subject to a divination or scrying ritual, such as Discern Lies or Observe Creature, the ritualist must succeed on an Arcana check opposed by your Bluff check. If the ritualist's check fails, the ritual doesn't work on you, the ritualist cannot discern the source of the failure, and resources are expended as normal to perform the ritual.



# Life Charm

Level 25+



*This small, heart-shaped pendant beats softly after you fall in battle, drawing your fleeting spirit back from death's door.*

**Lvl 25:** +5 625,000 gp

**Lvl 30:** +6 3,125,000 gp

**Item Slot:** Neck

**Enhancement:** Fortitude, Reflex, and Will.

**Property:** Automatically succeed on death saving throws.



# Medallion of Death Deferred

Level 9+



*This distinctive talisman holds the icy grip of death in check.*

**Lvl 9:** +2 4,200 gp

**Lvl 14:** +3 21,000 gp

**Lvl 19:** +4 105,000 gp

**Lvl 24:** +5 525,000 gp

**Lvl 29:** +6 2,625,000 gp

**Item Slot:** Neck

**Enhancement:** Fortitude, Reflex,

**Power (Daily):** No Action. Use this power when you are reduced to 0 hit points or fewer. You regain hit points equal to 3 per plus of this item.

HP

# Moonlight Laviere

Level 18+



*This pendant sheds a soft moonlight glow when you are attacked, dazing enemies that hit you.*

**Lvl 18:** +4 85,000 gp

**Lvl 23:** +5 425,000 gp

**Lvl 28:** +6 2,125,000 gp

**Item Slot:** Neck

**Enhancement:** Fortitude, Reflex, and Will

**Power (Daily):** Minor Action. Until the end of the encounter or until you make an attack, you gain a +2 bonus to all defenses, and any creature that hits you is dazed until the start of your next turn.



# Necklace of Fireballs

Level 15+



*A star ruby, glowing with inner fire, hangs from an iron chain.*

**Lvl 15:** +3 25,000 gp

**Lvl 20:** +4 125,000 gp

**Lvl 25:** +5 625,000 gp

**Lvl 30:** +6 3,125,000 gp

**Item Slot:** Neck

**Enhancement:** Fortitude, Reflex, and Will

**Power (Daily ♦ Fire):** Standard Action. Pull the ruby from the necklace and throw it. Make an attack: Area burst 2 within 10 squares; Intelligence or Dexterity vs. Reflex (add the necklace's enhancement bonus to the attack roll); on a hit, the target takes fire damage equal to 5d6 + the necklace's enhancement bonus (half damage on a miss). After an extended rest, the necklace regrows a new ruby and can be used again.

**-Level 20:** 6d6 + enhancement bonus fire damage.

**-Level 25:** 7d6 + enhancement bonus fire damage.

**-Level 30:** 8d6 + enhancement bonus fire damage.

*Dmg (Fire)*

# Ornament of Awareness

Level 3+



*This small amulet or token is etched with an eye and sharpens your senses.*

**Lvl 3:** +1 680 gp

**Lvl 8:** +2 3,400 gp

**Lvl 13:** +3 17,000 gp

**Lvl 18:** +4 85,000 gp

**Lvl 23:** +5 425,000 gp

**Lvl 28:** +6 2,125,000 gp

**Item Slot:** Neck

**Enhancement:** Fortitude, Reflex, and Will

**Property:** Gain an item bonus to Perception checks equal to the ornament's enhancement bonus.

**Power (Daily):** Minor Action. Until the end of the encounter, enemies don't gain the normal +2 bonus to attack rolls when you grant them combat advantage. They still gain any other benefit of combat advantage.





# Peacemaker's Periapt

Level 8+



*Carved from alabaster and shaped into the stylized likeness of a dove, this amulet enhances your charm.*

**Lvl 8:** +2 3,400 gp

**Lvl 13:** +3 17,000 gp

**Lvl 18:** +4 85,000 gp

**Lvl 23:** +5 425,000 gp

**Lvl 28:** +6 2,125,000 gp

**Item Slot:** Neck

**Enhancement:** Fortitude, Reflex, and Will

**Property:** Gain an item bonus to Diplomacy checks equal to the periapt's enhancement bonus.

**Power (Daily ♦ Charm):** Minor Action. Choose a target within 10 squares of you. That target takes a -2 penalty to melee and ranged attack rolls against you for the remainder of the encounter or until you attack it (whichever comes first).



# Periapt of Recovery

Level 8+



*Ward off death's grasp with this small pendant.*

**Lvl 8:** +2 3,400 gp

**Lvl 13:** +3 17,000 gp

**Lvl 18:** +4 85,000 gp

**Lvl 23:** +5 425,000 gp

**Lvl 28:** +6 2,125,000 gp

**Item Slot:** Neck

**Enhancement:** Fortitude, Reflex, and Will

**Property:** Gain a +2 item bonus to death saving throws.



# Resilience Amulet

Level 8+



*A platinum disk overlaid with a crystalline star, this amulet repels lasting injuries.*

**Lvl 8:** +2 3,400 gp

**Lvl 13:** +3 17,000 gp

**Lvl 18:** +4 85,000 gp

**Lvl 23:** +5 425,000 gp

**Lvl 28:** +6 2,125,000 gp

**Item Slot:** Neck

**Enhancement:** Fortitude, Reflex, and Will

**Power (Daily):** Immediate Reaction. Use this power when you are hit by an attack that deals ongoing damage.

Make a saving throw against the ongoing damage. On a failure, you don't expend the use of this power and no daily use of a magic item power occurs.



# Star of the Astral Sea

Level 29



*This immense blue star sapphire glows when your allies approach death and allows you to use your own life force to rejuvenate them.*

**Price:** 2,625,000 gp **Item Slot:** Neck

**Enhancement:** Fortitude, Reflex, and Will

**Power (Daily):** Free Action. Use this power when an ally in line of sight is reduced to 0 or fewer hit points. Spend a healing surge. The ally regains hit points as if he or she had spent a healing surge.

HP

# Steadfast Amulet

Level 8+



*The crystal set in this amulet helps to focus your mind.*

**Lvl 8:** +2 3,400 gp

**Lvl 13:** +3 17,000 gp

**Lvl 18:** +4 85,000 gp

**Lvl 23:** +5 425,000 gp

**Lvl 28:** +6 2,125,000 gp

**Item Slot:** Neck

**Enhancement:** Fortitude, Reflex, and Will

**Power (Daily):** Immediate

Interrupt. Use this power when you are dazed or stunned by an attack.

Make a saving throw against the condition. On a failure, you don't expend the use of this power and no daily use of a magic item power occurs.



# Talisman of Repulsion

Level 30



*This platinum talisman is inset with astral diamonds that flash brightly and unleash a burst of force when you are threatened.*

**Price:** 3,125,000 gp **Item Slot:** Neck

**Enhancement:** Fortitude, Reflex, and Will

**Power (Daily):** Immediate Reaction. Use this power when you are hit by a melee attack. Make an attack against the enemy that attacked you: Melee 1; +35 vs. Fortitude; on a hit, the target slides 5 squares and is immobilized until the end of your next turn.



# Tattered Cloak

Level 19+



*This ragged cloak holds a secret defense.*

**Lvl 19:** +4 105,000 gp

**Lvl 24:** +5 525,000 gp

**Lvl 29:** +6 2,625,000 gp

**Item Slot:** Neck

**Enhancement:** Fortitude, Reflex, and Will

**Power (Daily ♦ Charm):** Minor Action. Make an attack: Close burst 5; targets each enemy in burst; item's level + 3 vs. Will defense; the target cannot attack you (save ends).

*Close Burst 5*

# Torc of Power Preservation

Level 15+



*This platinum and gold neckband contains a reservoir of energy that you can tap.*

**Lvl 15:** +3 25,000 gp

**Lvl 20:** +4 125,000 gp

**Lvl 25:** +5 625,000 gp

**Lvl 30:** +6 3,125,000 gp

**Item Slot:** Neck

**Enhancement:** Fortitude, Reflex, and Will

**Power (Daily):** Free Action. Use this power after you use an encounter power of the torc's level or lower. Roll 1d20 + the torc's enhancement bonus. If the result is 10 or higher, that power renews as if you had taken a short rest. If the result is lower than 10, you don't expend the use of this power and no daily use of a magic item power occurs.





# Wyrmtouched Amulet

Level 19+



*Shaped in the likeness of a dragon and adorned with Draconic runes, this handsome amulet is a boon to dragon-born.*

**Lvl 19:** +4 105,000 gp

**Lvl 24:** +5 525,000 gp

**Lvl 29:** +6 2,625,000 gp

**Item Slot:** Neck

**Enhancement:** Fortitude, Reflex, and Will

**Property:** If you are a dragonborn, gain resist 10 to the same type of damage dealt by your dragon breath power. After you use your dragon breath power, the resistance increases to 20 until the end of your next turn.

**-Level 24:** Resist 15, resist 30 after using dragon breath

**-Level 29:** Resist 20, resist 40 after using dragon breath

**Power (Daily):** Immediate Reaction. Use this power when you become bloodied. If you have the dragon breath power, you can use it even if you have already expended it this encounter.

Resist

# Rings

# Amethyst Band of Invisible Eyes

Level 19



*This band of pristine amethyst is favored by spellcasters seeking indirect targeting capability.*

**Price:** 105,000 gp **Item Slot:** Ring

**Property:** Determine line of sight from the square you occupy or any square adjacent to you. Determine cover from the square you occupy as normal.

**Power (Daily):** Minor Action.

Choose a square within 10 squares of you. Determine line of sight from this square until the end of your next turn. If you've reached at least one milestone today, you also gain darkvision until the end of your next turn.



# Banquet Ring

Level 17



*Monarchs, and those who fear what might be in their food, treasure these gaudy, gem-encrusted baubles.*

**Price:** 65,000 gp **Item Slot:** Ring

**Property:** You gain a +5 item bonus to Fortitude defense against attacks with the poison keyword.

**Power (Daily):** Minor Action. You are immune to ingested poisons until the end of the encounter.

If you've reached at least one milestone today, you can extend this protection to a number of people within your line of sight equal to your level.



# Blink Ring

Level 22



*This adamantine ring moves from finger to finger, much in the same way that you can move from place to place while wearing it.*

**Price:** 325,000 gp **Item Slot:** Ring

**Property:** You gain a +3 item bonus to Thievery checks.

**Power (Daily ♦ Teleportation):**

Minor Action. Teleport 1d4 squares.

Sustain Minor: Teleport 1d4 squares at the start of your turn.

If you've reached at least one milestone today, you do not need to use a minor action to sustain the item's effect.

*Teleport*

# Bone Ring of Better Fortune

Level 18



*Formed from coated bones cleverly entwined, this tiny circlet fortifies your life force.*

**Price:** 85,000 gp **Item Slot:** Ring

**Property:** Reduce by half the necrotic damage you take.

**Power (Daily):** Immediate Interrupt. Use this power when you are hit by an attack with the necrotic keyword. After applying any resistance, choose either to take no damage or to ignore an effect imposed by that attack, but not both. If you've reached at least one milestone today, you take no damage and ignore any effects imposed by that attack.

-Dmg

# Bone Ring of Preservation

Level 19



*This plain, bone ring protects its wearer from life-draining effects.*

**Price:** 105,000 gp **Item Slot:** Ring

**Property:** You gain resist 15 necrotic.

**Power (Daily):** Free Action. Use this power when an effect would make you lose a healing surge. You do not lose the healing surge.

If you've reached at least one milestone today, the source of the effect takes 3d10 damage.

*Resist*

# Chameleon Ring

Level 16



*This lizard skin band is barely visible against your skin and makes you equally hard to discern.*

**Price:** 45,000 gp **Item Slot:** Ring

**Property:** Gain a +2 item bonus to Stealth checks. Gain a +4 item bonus instead if you have not moved since the start of your last turn.

**Power (Daily):** Minor Action. You do not require cover or concealment to make Stealth checks until the end of your next turn.

If you've reached at least one milestone today, this power lasts until the end of the encounter.





# Cherished Ring

Level 14



*You and your words are more alluring when you wear this simple loop of burnished gold.*

**Price:** 21,000 gp **Item Slot:** Ring

**Power (Daily ♦ Charm):** Standard Action. Make an attack: Ranged 10; Charisma vs. Will; on a hit, the target moves its speed toward you. If you've reached at least one milestone today, the target must spend one move action on each of its turns to move closer to you (save ends).



# Cognizance Ring

Level 16



*Inlaid with tourmaline gems, this electrum trinket strengthens your mind and spirit.*

**Price:** 45,000 gp **Item Slot:** Ring

**Property:** Gain a +1 item bonus to saving throws against conditions with the charm, fear, illusion, or psychic keyword.

**Power (Daily):** Minor Action. Gain a +5 power bonus to saving throws against conditions with the charm, fear, illusion, or psychic keyword until the end of the encounter.

If you've reached at least one milestone today, you also gain a +2 power bonus to Will defense against powers with those keywords.



# Face Stealing Ring

Level 18



*This wearer of this ivory ring sees the faces of others as potential disguises.*

**Price:** 85,000 gp **Item Slot:** Ring

**Property:** You gain a +2 item bonus to Insight checks.

**Power (Daily ♦ Illusion):** Standard Action. You assume the exact appearance of an adjacent humanoid creature. You also gain the creature's mannerisms, voice, and speech patterns. This effect lasts for 1 hour or until you dismiss it (a free action). You gain a +5 power bonus to Bluff checks to pass yourself off as the creature you're imitating. If you've reached at least one milestone today, the effect lasts for one day and you can use a standard action to recall the effect after dismissing it.



# Gargoyle Ring

Level 25



*Wearing this ring of rough stone allows you to adopt a rocky form.*

**Price:** 625,000 gp **Item Slot:** Ring

**Property:** While you are petrified, you can make a saving throw at the end of your turn to remove the effect.

**Power (Daily):** Standard Action.

You become a stone statue, gaining resist 25 to all damage and tremorsense 10. You lose all other senses and can take no actions in this form other than a minor action to resume your normal form.

If you've reached at least one milestone today, you can spend a healing surge to regain hit points equal to your surge value at the same time you turn into a statue or resume your normal form.



# Luminary Ring

Level 22



*You are more able to aid your allies with this gold ring, which bears a faintly glowing sigil signifying your ideals.*

**Price:** 325,000 gp **Item Slot:** Ring

**Property:** Increase the range of powers that restore hit points or provide a bonus to your allies by a number of squares equal to your Charisma modifier.

**Power (Daily):** Free Action. Use this power when you grant one or more allies a power bonus. Increase that bonus by 1 for all targets for the duration of that power. If you've reached at least one milestone today, increase the affected bonus by 2.



# Magician's Ring

Level 14



*Tricksters and hedge wizards everywhere love this cheap-looking gold ring.*

**Price:** 21,000 gp **Item Slot:** Ring

**Property:** Double the ranges of your ghost sound and prestidigitation powers.

**Power (At-Will):** Standard Action. Use ghost sound as the wizard's power (PH 158).

**Power (At-Will):** Standard Action. Use prestidigitation as the wizard's power (PH 159).

If you've reached at least one milestone today, double the duration of effects created using this ring.



# Nullifying Ring

Level 30



*Formed from a metal as black as a starless night, this band counters attacks made against you.*

**Price:** 3,125,000 gp **Item Slot:** Ring

**Property:** Gain a +3 item bonus to saving throws.

**Power (Daily):** Immediate Interrupt. Use this power when you would be hit by an attack. Gain a +6 power bonus to all defenses against that attack. A critical hit scored against you with that attack is instead considered a normal hit. If you've reached at least one milestone today, the attack automatically misses and you take no damage from it.



# Opal Ring of Remembrance

Level 29



*The large fire opal set into this bauble flares brightly when it bestows mental clarity.*

**Price:** 2,125,000 gp **Item Slot:** Ring

**Property:** Gain a +2 item bonus to Intelligence attacks, and a +4 item bonus to Intelligence checks and Intelligence based skill checks.

**Power (Daily):** Minor Action.

Regain the use of an arcane encounter utility power that you have already used (as if you hadn't used it this encounter). If you've reached at least one milestone today, you can instead regain the use of an arcane daily utility power (as if you hadn't used it today).





# Premonition Ring

Level 15



*With this dark obsidian ring on your finger, you act quickly when faced with danger.*

**Price:** 25,000 gp **Item Slot:** Ring

**Property:** Gain a +2 item bonus to initiative and passive Perception checks.

**Power (Daily):** No Action. Use this power when you are surprised. You are not surprised. If you've reached at least one milestone today, you also move 3 squares and take a minor action.



# Ring of Adaption

Level 23



*This silvery metal loop is engraved with Primordial runes, protecting you from elemental effects.*

**Price:** 425,000 gp **Item Slot:** Ring

**Property:** Gain a +5 item bonus to Endurance checks to endure extreme weather.

**Power (Daily):** Immediate Interrupt. Use this power when you would take acid, cold, fire, lightning, or thunder damage. Take half damage from that damage type until the end of your next turn. If you've reached at least one milestone today, this power lasts until the end of the encounter.



# Ring of Aquatic Ability

Level 15



*While you wear this aquamarine jeweled band, breathing and moving underwater comes as naturally to you as breathing air and walking on land.*

**Price:** 25,000 gp **Item Slot:** Ring

**Property:** Gain a swim speed equal to your speed. You can breathe underwater.

If you've reached at least one milestone today, gain a swim speed equal to twice your speed.



# Ring of Arcane Information

Level 17



*This ring helps you discern the nature of arcane phenomena.*

**Price:** 65,000 gp **Item Slot:** Ring

**Property:** You gain a +5 item bonus to Arcana checks made to detect magic.

**Power (Daily):** Minor Action. You detect magic within 20 squares of you in every direction, and you can ignore any sources of magical energy you're already aware of. Ignore all barriers; you can detect magic through walls, doors, and such. If you've reached at least one milestone today, you also learn the name, power source, and keywords of any magical effects in the area.



# Ring of Brotherhood

Level 14



*These platinum rings come in pairs and are shared only by the closest companions.*

**Price:** 21,000 gp **Item Slot:** Ring

**Property:** Each of these rings is part of a set of two. As a minor action, a ring wearer can ascertain the following information:

- ◆ The current hit points and general status (alive, dying, or dead) of the other ring wearer

- ◆ The number of healing surges the other ring wearer has remaining

- ◆ Any effects currently affecting the other ring wearer

- ◆ The current emotional state of the other ring wearer

- ◆ The straight-line distance to the other ring wearer. If the other ring wearer is on a different plane, neither the distance nor the specific plane can be ascertained.

**-Special:** These rings come in pairs. If one ring is disenchanting, the other loses all its magic. The cost covers a set of rings.

**Power (Daily):** Free Action. Transfer a single healing surge to the wearer of the other ring. This cannot bring the recipient above his or her total healing surges.

If you've reached at least one milestone today, transfer two healing surges.



# Ring of Calling

Level 14



*This mithral ring brings you and your allies closer together in times of need.*

**Price:** 21,000 gp **Item Slot:** Ring

**Property:** When an ally adjacent to you uses a teleport power, he or she can increase the distance teleported by 4 squares.

**Power (Daily ♦ Teleportation):**

Minor Action. Choose one ally within 20 squares of you and within line of sight. That ally is teleported to any unoccupied square adjacent to you. If you've reached at least one milestone today, you can instead teleport to a square adjacent to an ally within 20 squares of you.

+Teleport

# Ring of Dread

Level 18



*This rough iron ring heightens your enemies' fears and weakens their defenses.*

**Price:** 85,000 gp **Item Slot:** Ring

**Property:** Gain a +2 item bonus to Intimidate checks.

**Power (Daily ♦ Fear):** Standard Action. Make an Intimidate check against an enemy within 5 squares of you, and compare the result to each of the target's defenses (AC, Fortitude, Reflex, and Will). The target takes a -2 penalty to any defense your check equals or exceeds (save ends all).

If you've reached at least one milestone today, the target must make a separate saving throw for each defense penalized.



# Ring of Feather fall

Level 14



*With this airy mithral filigree band, you and sometimes your allies need not fear a fall even from the highest cliff.*

**Price:** 21,000 gp **Item Slot:** Ring

**Property:** You take no damage from a fall and always land on your feet.

**Power (Daily):** Minor Action. Allies within 5 squares of you also benefit from this ring's property until the end of the encounter.

If you've reached at least one milestone today, allies within 10 squares of you also benefit.





# Ring of Fey Travel

Level 22



*Wearing this shimmering feywood ring, you move with otherworldly speed, seemingly out of phase at times.*

**Price:** 325,000 gp **Item Slot:** Ring

**Property:** Gain a +1 item bonus to speed while wearing light armor or no armor.

**Power (Daily ♦ Teleportation):**  
Minor Action. Teleport your speed. If you've reached at least one milestone today, this power lasts until the end of your next turn.

*Teleport*

# Ring of Fireblazing

Level 14



*Fire springs from the hand that bears this red steel ring.*

**Price:** 21,000 gp **Item Slot:** Ring

**Property:** As a standard action, ignite any unattended combustible object (such as cloth, oil, paper, tinder, or a torch) that you touch.

**Power (Daily ♦ Fire):** Standard Action.

Make an attack: Close blast 3;

Constitution + 4 or Charisma + 4 vs.

Reflex; on a hit, the target takes 1d10 +

Constitution modifier or Charisma modifier fire damage and ongoing

5 fire damage (save ends); on a miss, the target takes half damage and no ongoing damage.

If you've reached at least one milestone today, a hit deals 1d10 + Constitution modifier or Charisma modifier fire damage and ongoing 10 fire damage (save ends).

On a miss, deal half damage and ongoing 5 fire damage (save ends).

*Close Blast 3*

*Dmg*

# Ring of Forgetful Touch

Level 16



*This unassuming copper band makes your words more convincing, and even temporarily erases the memory of an unwitting target.*

**Price:** 45,000 gp **Item Slot:** Ring

**Property:** Gain a +1 item bonus to Bluff checks.

**Power (Daily ♦ Charm):** Standard Action. Make an attack: Melee 1; Dexterity + 4 vs. Will; on a hit, the target forgets everything that took place in the last minute and is surprised until the end of your next turn.

If you've reached at least one milestone today, the subject does not notice the memory loss and does not regain the memory until 1 minute has passed.



# Ring of Heroic Insight

Level 21



*While wearing this scored adamantine trinket, you more easily notice weaknesses—mental, physical, or social.*

**Price:** 225,000 gp **Item Slot:** Ring

**Property:** Gain a +3 item bonus to Insight checks.

**Power (Daily):** Minor Action.

Choose a target. Gain a +2 power bonus to attack rolls and a +6 power bonus to damage rolls against that target until the end of your next turn. If the target is an object, instead apply a +6 power bonus to Strength checks to break it.

If you've reached at least one milestone today, instead gain a +3 power bonus to attack rolls, and a +8 bonus to damage rolls, or to Strength checks to break.



# Ring of Perfect Grip

Level 14



*This rough alloy band gives you a grip of steel when you are about to fall.*

**Price:** 21,000 gp **Item Slot:** Ring

**Property:** Gain a +5 item bonus to saving throws to catch yourself from falling.

**Power (Daily):** Immediate Interrupt. Use this power when you would be forced over a precipice or into a pit. You automatically succeed on the saving throw to catch yourself from falling.

If you've reached at least one milestone today, you do not fall prone when you catch yourself from falling.



# Ring of Personal Gravity

Level 16



*This gray metal band keeps your enemies within reach.*

**Price:** 45,000 gp **Item Slot:** Ring

**Property:** When an effect forces you to move—through a pull, a push, or a slide—you can move 1 square less than the effect specifies.

**Power (Daily):** Minor Action. You and enemies adjacent to you or marked by you are either slowed or immobilized (your choice). For marked enemies, save ends. For adjacent enemies, no saving throw is allowed. As a free action, you can end the effect of this power on you and all affected creatures.

If you've reached at least one milestone today, while you are under the effect of this power's condition, any newly marked enemies or enemies that move adjacent to you are also affected by the chosen condition.



# Ring of Ramming

Level 18



*This iron ring is inlaid with the image of a ram's head.*

**Price:** 85,000 gp **Item Slot:** Ring

**Property:** When you push a target, you can increase the distance pushed by 1 square.

**Power (Daily ♦ Force):** Standard Action. Make an attack: Ranged 10; +21 vs. Fortitude; on a hit, the target takes 3d10 force damage and is pushed 1 square (this distance can be increased by the ring's property). You can instead use this power to make a Strength attack to break down a door or other object using the same attack bonus.

If you've reached at least one milestone today, a hit deals 5d10 force damage and pushes the target 3 squares (which can be increased by the ring's property).



# Ring of Retreat

Level 17



*This silver ring allows you to teleport farther. It can also transport you and your allies to a distant redoubt.*

**Price:** 65,000 gp **Item Slot:** Ring

**Property:** When you use a teleport power, you can increase the distance teleported by 1 square.

**Power (Daily ♦ Teleportation):**

Standard Action. You teleport to a predetermined location, set into the ring at its creation. This location cannot be determined through examination of the ring. For up to ten hours after, you can spend another standard action to teleport back to your original location. You can reset a ring's target location with the Enchant Magic Item ritual. The component cost to perform the ritual for this purpose is 32,500 gp. If you've reached at least two milestones today, teleport yourself and up to 7 allies.

*Teleport*



# Ring of Shadow Guard

Level 18



*While wearing this dark iron ring, your shadow is infused with black tendrils from the Shadowfell.*

**Price:** 85,000 gp **Item Slot:** Ring

**Property:** Gain resist 10 cold and resist 10 necrotic.

**Power (Daily ♦ Cold, Necrotic):**

Standard Action. You infuse your shadow with the essence of the Shadowfell.

Until the end of your next turn, any enemy that starts its turn or moves adjacent to you takes 2d10 cold and necrotic damage.

If you've reached at least one milestone today, you also gain 15 temporary hit points. This benefit lasts until none of these temporary hit points remain or until you take an extended rest.

*Resist*

*Dmg*

*Tmp HP*

# Ring of Shadow Travel

Level 15



*This dark iron ring lets you disappear into the shadows.*

**Price:** 25,000 gp **Item Slot:** Ring

**Property:** Gain a +2 item bonus to Stealth checks.

**Power (Daily ♦ Teleportation):**

Move Action. Teleport 4 squares. If the space you teleport from is not brightly lit, you can teleport 8 squares. You cannot teleport to a brightly lit space. If you've reached at least one milestone today, double all teleport distances of this power.

*Teleport*

# Ring of Spell Storing

Level 20



*This intricate wooden ring stores a measure of arcane power that can be unlocked in a time of need.*

**Price:** 125,000 gp **Item Slot:** Ring

**Property:** During an extended rest, you can store one at-will or encounter arcane power in this ring for future use. You can place a power that you know into the ring as long as the power's level is no higher than the ring's level. The name of the power currently contained in the ring appears in etched Elven script on the inside of the band.

**Power (Daily ♦ Arcane):** Standard Action. Use the arcane power stored in the ring as long as the stored power's level is no higher than your level. If the stored arcane power is an encounter power, you must expend an action point to unlock it. Use the stored arcane power as normal, but replace any required implement and its enhancement bonus with this ring and a +4 enhancement bonus.

Once the stored arcane power is used, another arcane power must be stored in the ring before it can be used again. If a new arcane power is stored before a previously stored one is used, the previously stored power is lost.

If you've reached at least one milestone today, gain a +1 bonus to the attack roll of the stored power.



# Ring of Spell Storing, Greater

Level 30



*This handsome gold ring contains a measure of arcane power that can be unlocked in a time of need.*

**Price:** 3,125,000 gp **Item Slot:** Ring

**Property:** During an extended rest, you can store one at-will or encounter arcane power that you know in this ring for future use.

The name of the power currently contained in the ring appears in luminous Elven script on the inside of the band.

**Power (Daily ♦ Arcane):** Standard Action. Use the arcane power stored in the ring as long as the stored power's level is no higher than your level. If the stored arcane power is an encounter power, you must expend an action point to unlock it. Use the stored arcane power as normal, but replace any required implement and its enhancement bonus with this ring and a +6 enhancement bonus.

Once the stored arcane power is used, another arcane power must be stored in the ring before it can be used again. If a new arcane power is stored before a previously stored one is used, the previously stored power is lost.

If you've reached at least one milestone today, gain a +1 bonus to the attack roll of the stored power.


# Ring of Tenacious Will

Level 21



*Striped with platinum and amber, this band allows you to survive on force of personality rather than toughness of body.*

**Price:** 225,000 gp **Item Slot:** Ring

**Property:** Use Charisma instead of Constitution to determine the number of healing surges you possess.

**Power (Daily ♦ Healing):** No Action. Use this power when you would be reduced to 0 hit points or fewer. You are reduced to 1 hit point instead.

If you've reached at least one milestone today, you also regain a number of hit points equal to your level.



# Ring of the Dragonborn Emperor

Level 15



*Modelled after the signet rings worn by the dragonborn emperors of Arkhosia, this item enhances your attacks, particularly if you are a dragonborn.*

**Price:** 25,000 gp **Item Slot:** Ring

**Property:** Gain a +3 item bonus to damage rolls with close attacks. If you are dragonborn, gain a +5 item bonus to damage rolls with your *dragon breath*.

**Power (Daily):** Immediate Reaction. Use this power when you become bloodied. Use one of your encounter powers. If you've reached at least one milestone today, you can use an encounter power that you have already expended.

If you use a power that has not already been expended, you don't expend the use of that power.



# Ring of the Phoenix

Level 27



*This red and gold ring is etched with the symbol of a fiery bird.*

**Price:** 1,625,000 gp **Item Slot:** Ring

**Property:** You gain resist 15 fire.

**Power (Daily ♦ Fire):** No Action. Use this power when you die or when you are dying. Your body burns away to ash.

On the start of your next turn, you appear in a burst of flame within 5 squares of your last location with a number of hit points equal to your healing surge value.

If you've reached at least one milestone today, the burst of flame surrounding your return is treated as an attack: Close burst 2; Constitution + 6 or Charisma + 6 vs. Reflex; the target takes 4d10 + Constitution modifier or Charisma modifier fire damage on a hit, or half damage on a miss.

*Dmg*

*Resist*

*HP*

# Ring of the Protector

Level 18



*Creations of the eladrin, these paired mithral and jade rings bond you to another.*

**Price:** 85,000 gp **Item Slot:** Ring

**Property:** Each of these rings is part of a set of two. As a minor action, a ring wearer can ascertain the following information:

- ◆ The current hit points and general status (alive, dying, or dead) of the other ring wearer

- ◆ The number of healing surges the other ring wearer has remaining

- ◆ Any effects currently affecting the other ring wearer

- ◆ The current emotional state of the other ring wearer

- ◆ The straight-line distance to the other ring wearer. If the other ring wearer is on a different plane, neither the distance nor the specific plane can be ascertained.

**Special:** These rings come in pairs. If one ring is disenchanting, the other loses all its magic. The cost covers a set of rings.

**Power (Daily ◆ Teleportation):** Standard Action. Teleport to a square adjacent to the wearer of the other ring, regardless of distance.

If you've reached at least one milestone today, this power uses a minor action.

*Teleport*



# Ring of the Spectral Hand

Level 19



*With a silent command, this onyx band conjures a translucent hand, and sometimes a spectral eye as well.*

**Price:** 105,000 gp **Item Slot:** Ring

**Property:** Gain resist 10 radiant.

**Power (Daily ♦ Conjuration):** Free Action. A spectral hand appears in any square you can see within 6 squares of you and casts a power with the implement keyword that you know. Use the square occupied by the spectral hand to determine line of effect and cover for your attack. You expend the power as normal.

If you've reached at least one milestone today, a spectral eye also appears in the same square. Use that square to determine line of sight and concealment for your attack.

*Resist*

# Ring of Vigilant Defense

Level 17



*This large ring is composed of overlapping miniature iron, steel, mithral, and adamantine shields.*

**Price:** 65,000 gp **Item Slot:** Ring

**Property:** Gain a +4 item bonus to all defenses when using total defense.

**Power (Daily):** Minor Action. Gain a +2 bonus to all defenses until the start of your next turn.

If you've reached at least one milestone today, gain a +3 power bonus to all defenses until the end of your next turn.



# Ritualist's Ring

Level 24



*This engraved mahogany ring allows you to cast rituals more quickly and easily.*

**Price:** 525,000 gp **Item Slot:** Ring

**Property:** Gain a +2 item bonus to checks to perform rituals.

**Power (Daily):** Free Action. Reduce by half the time necessary to perform a ritual.

If you've reached at least one milestone today, also reduce the component cost by half.



# Shadow Band

Level 27



*This smoky obsidian ring envelops you in shadows, making you difficult to discern.*

**Price:** 1,625,000 gp **Item Slot:** Ring

**Property:** Gain concealment.

**Power (Daily):** Minor Action. Gain total concealment until the end of your next turn.

If you've reached at least one milestone today, this benefit lasts until the end of the encounter.



# Sorrowsworn Ring

Level 25



*You can siphon life force from those you kill using this loop of black feathers bearing two gleaming jet gems.*

**Price:** 625,000 gp **Item Slot:** Ring

**Property:** Gain darkvision and a +4 item bonus to Intimidate checks.

**Power (Daily):** Immediate Reaction.

Use this power when you reduce a creature to 0 or fewer hit points.

That creature dies and you gain a number of temporary hit points equal to your healing surge value.

If you've reached at least one milestone today, this power can be used as an immediate interrupt when you would be reduced to 0 or fewer hit points. Gain a number of temporary hit points equal to your healing surge value.

*Darkvision*

*Tmp HP*

# Star Ruby Ring

Level 19



*This handsome ruby ring is favored by courtiers who rise and fall by the favor they earn with their honeyed words.*

**Price:** 105,000 gp **Item Slot:** Ring

**Property:** Gain a +2 item bonus to Diplomacy checks.

**Power (Daily):** Free Action. Use this power when making a Charisma-based skill check during a skill challenge. You can roll twice and take the better result.

If you've reached at least one milestone today, a successful roll on the skill challenge counts for two victories.



# War Ring

Level 16



*This steel band, emblazoned with a stylized sword, makes your attacks even more lethal.*

**Price:** 45,000 gp **Item Slot:** Ring

**Property:** When you score a critical hit, deal 1 extra die of critical hit damage, based on the weapon or implement you wield. If your weapon or implement deals no extra damage when you score a critical hit, deal an extra 1d6 damage when you score a critical hit.

**Power (Daily):** Free Action. Use this power when you score a critical hit with a weapon or implement. Add 2 extra dice of critical hit damage based on the weapon or implement. If your weapon or implement deals no extra damage when you score a critical hit, deal an extra 2d6 damage when you score a critical hit.

If you've reached at least one milestone today, instead of rolling the extra dice of critical hit damage, deal extra damage equal to the maximum value of those dice.

+Dmg

# Waist Slot Items



# Backbone Belt

Level 11



*Coupled with your second wind, this belt helps you stay in the fight longer.*

**Price:** 9,000 gp **Item Slot:** Waist

**Property:** Gain a +4 bonus (instead of the normal +2 bonus) to all defenses until the start of your next turn after using your second wind.



# Baldric of Tactical Positioning

Level 9



*This belt gives you greater command of the battlefield by helping you keep your enemies off-balance.*

**Price:** 3,400 gp **Item Slot:** Waist

**Power (Encounter):** Minor Action. Choose one square adjacent to you. That square counts as an ally for the purpose of flanking until the end of your next turn.

**-Level 18:** You can use this power twice per encounter.



# Baldric of Valor

Level 21



*This handsome belt rewards decisive action.*

**Price:** 225,000 gp **Item Slot:** Waist

**Property:** When you spend an action point, gain a +3 item bonus to saving throws, a +1 item bonus to attack rolls, and a +1 item bonus to all defenses. This benefit lasts until the end of your next turn.



# Barbed Baldric

Level 5+



*Hooked metal barbs spring from this belt on command, making it dangerous for anyone to grab you.*

**Lvl 5:** 1,000 gp

**Lvl 15:** 25,000 gp

**Lvl 25:** 625,000 gp

**Item Slot:** Waist

**Property:** Enemies that are grabbing you take 1d8 damage at the start of your turn.

**-Level 15:** 2d8 damage.

**-Level 25:** 3d8 damage.

*Dmg*

# Belt of Blood

Level 10



*This bloodstained belt helps you recover from serious injuries.*

**Price:** 5,000 gp **Item Slot:** Waist

**Property:** Your healing surge value increases by your Constitution modifier while you are bloodied.



# Belt of Endurance

Level 6+



*Stitched from the hides of various animals, this belt gives you a beastly endurance.*

**Lvl 6:** 1,800 gp

**Lvl 16:** 45,000 gp

**Lvl 26:** 1,125,000 gp

**Item Slot:** Waist

**Property:** Gain a +2 item bonus to Endurance checks.

**-Level 16:** +4 item bonus.

**-Level 26:** +6 item bonus.

**Power (Daily):** Free Action. Use this power before you make a Endurance check. Treat that check as though you rolled a natural 20.



# Belt of Fitness

Level 7



*This well-made champion's belt lets you use your endurance to resist bodily harm.*

**Price:** 2,600 gp **Item Slot:** Waist

**Power (Daily):** Immediate Interrupt. Use this power when you would be hit by an attack against Fortitude defense. Make an Endurance check and use that result in place of your Fortitude defense.



# Belt of Recovery

Level 7



*When you suffer a telling blow, this belt bolsters your defenses, giving you a moment to recover.*

**Price:** 2,600 gp **Item Slot:** Waist

**Property:** When a critical hit is scored against you, gain a +2 item bonus to AC until the end of your next turn.





# Belt of Resilience

Level 1+



*This common and well-worn belt aids those who aid you.*

**Lvl 1:** 360 gp

**Lvl 11:** 9,000 gp

**Lvl 21:** 225,000 gp

**Item Slot:** Waist

**Property:** Heal checks made to aid you gain a +2 item bonus.

**-Level 11:** +4 item bonus.

**-Level 21:** +6 item bonus.



# Belt of the Brawler

Level 3



*Your punch packs a wallop when this belt is about your waist.*

**Price:** 680 gp **Item Slot:** Waist

**Property:** Make improvised attacks (included unarmed attacks) as if you were armed with a club.



# Belt of Vim

Level 8+



*You feel hale and hearty while wearing this wide belt.*

**Lvl 8:** 3,400 gp

**Lvl 18:** 85,000 gp

**Lvl 28:** 2,125,000 gp

**Item Slot:** Waist

**Property:** Gain a +1 bonus to Fortitude defense.

**-Level 18:** +2 bonus to Fortitude defense.

**-Level 28:** +3 bonus to Fortitude defense.



# Belt of Vitality

Level 23



*This belt helps you keep death at bay.*

**Price:** 425,000 gp **Item Slot:** Waist

**Property:** Gain a +2 bonus to Fortitude defense.

**Power (Daily ♦ Healing):** No Action. Use this power when you make a death saving throw. Spend a healing surge.



# Centering Cincture

Level 8



*With this simple sash, you fend off attacks against your body.*

**Price:** 3,400 gp **Item Slot:** Waist

**Power (Daily):** Immediate Interrupt. Use this power when you are hit by an attack. Gain a +4 power bonus to your Fortitude defense until the end of your next turn.



# Cincture of the Dragon Spirit

Level 6



*With this simple sash, you fend off attacks against your body.*

**Price:** 1,800 gp **Item Slot:** Waist

**Property:** You can use your Strength modifier instead of your Charisma modifier when making Intimidate checks.



# Cincture of Vivacity

Level 14



*Wearing this heavy damask wrap, you can exceed your body's normal recuperative ability.*

**Price:** 21,000 gp **Item Slot:** Waist

**Property:** When you spend a healing surge and regain hit points above your maximum hit points, you can keep the extra hit points as temporary hit points until the end of the encounter.



# Cingulum of Combat Rushing

Level 12



*This heavily decorated belt pushes you straight through your foes.*

**Price:** 13,000 gp **Item Slot:** Waist

**Power (Daily):** Minor Action. You can move into squares occupied by enemies until the end of your next turn. Your movement provokes opportunity attacks as normal, and you cannot end your move in an occupied space.





# Contortionist's Cord

Level 7



*This extremely flexible snakeskin binding allows you to quickly squeeze through even the tightest spots.*

**Price:** 2,600 gp **Item Slot:** Waist

**Property:** While squeezing, you move at full speed and do not take penalties to attack rolls, but you still grant combat advantage.



# Cord of Divine Favor

Level 13



*A healer's garment, this cinch lets you tend to yourself as you aid others.*

**Price:** 17,000 gp **Item Slot:** Waist

**Power (Encounter ♦ Healing):**

Free Action. Use this power when you use healing word on an ally or use another power that grants an ally the use of a healing surge. You can spend a healing surge as well and regain hit points equal to your healing surge value.



# Cord of Foresight

Level 18



*With the insight provided by this woven silk belt, you brace your body for physical danger.*

**Price:** 85,000 gp **Item Slot:** Waist

**Property:** After each extended rest, deduct 1 healing surge and gain temporary hit points equal to your healing surge value. These temporary hit points remain until lost, or until you take an extended rest.



# Girdle of the Dragon

Level 16+



*The translucent visage of a young dragon surrounds your body as you unleash the draconic spirit embodied in this magic item.*

**Lvl 16:** 45,000 gp

**Lvl 26:** 1,125,000 gp

**Item Slot:** Waist

**Property:** Gain a +2 bonus to Fortitude defense.

**Power (Daily):** Standard Action. Make two attack rolls: Melee 1; Strength + 3 vs. AC; on a hit, the target takes 3d6 + Strength modifier damage. If both attacks hit the same target, the target is grabbed (until escape).

**-Level 26:** Strength + 6 vs. AC, 3d10 + Strength modifier damage.



# Girdle of the Oxen

Level 5



*With this belt, you can bull rush enemies farther than normal.*

**Price:** 1,000 gp **Item Slot:** Waist

**Property:** When you bull rush a target, you push it 1 additional square.

+Push

# Girdle of the UMBER Hulk

Level 15+



*This belt, cut from the carapace of an umber hulk, grants you the power to tunnel through the ground.*

**Lvl 15:** 25,000 gp

**Lvl 25:** 625,000 gp

**Item Slot:** Waist

**Property:** Gain a +2 bonus to Fortitude defense.

**Power (Daily):** Minor Action. Gain a burrow speed equal to half your speed. You cannot dig through solid rock or shift while burrowing. Sustain minor.

**-Level 25:** Gain a burrow speed equal to your speed. You can dig through solid rock at half your burrow speed.



# Goliath's Belt

Level 9



*This hide belt makes it easier for you to push people around.*

**Price:** 4,200 gp **Item Slot:** Waist

**Property:** You gain a +2 item bonus on Strength attacks to bull rush or grab a target. In addition, you can attempt to bull rush or grab a target up to two sizes larger than you.



# Healer's Sash

Level 11+



*With this white homespun wrap, you can keep your allies going long after they have exhausted their healing resources.*

**Lvl 11:** 9,000 gp

**Lvl 21:** 225,000 gp

**Item Slot:** Waist

**Property:** This sash can have no more than 5 charges at one time and resets to 1 charge after an extended rest.

**Power (At-Will):** Standard Action. You or an adjacent ally expends a healing surge but does not regain hit points as normal. Instead, add 1 charge to this sash.

**Power (Encounter ♦ Healing):**

Immediate Reaction. Use this power when an ally within 5 squares of you takes damage. Expend 1 charge from the belt. The ally regains hit points as though he or she had spent a healing surge, and regains an extra 1d6 hit points.

**-Level 21:** +2d6 hit points.

HP



# Muleback Harness

Level 2+



*This unadorned leather harness allows you to carry and drag heavier loads.*

**Lvl 2:** 520 gp

**Lvl 12:** 13,000 gp

**Lvl 22:** 325,000 gp

**Item Slot:** Waist

**Property:** When determining your normal load, heavy load, or maximum drag load (PH 222), treat your Strength score as 5 points higher.

**-Level 12:** 10 points higher.

**-Level 22:** 15 points higher.



# Reality Cord

Level 15



*First crafted by the gith races, this waistband roots you in a reality that doesn't recognize the place of aberrant creatures.*

**Price:** 25,000 gp **Item Slot:** Waist

**Property:** Gain a +1 item bonus to damage rolls, Fortitude defense, and Will defense against aberrant creatures.

**Power (Daily):** Free Action. Use this power when you fail a saving throw against an effect placed on you by an aberrant creature. Reroll the saving throw with a +5 power bonus, using the second result even if it's lower.



# Reinforcing Belt

Level 9



*This sturdy belt offers magical protection when you need it most.*

**Price:** 4,200 gp **Item Slot:** Waist

**Property:** Only the wearer of this belt can remove it. If the wearer is dead, anyone else can remove the belt as a standard action.

**Property:** Enemies cannot perform a coup de grace against you while you are helpless.



# Rogue's Belt

Level 11



*No one can hold you, no chains can restrain you, and no bars can contain you while you wear this slick belt.*

**Price:** 9,000 gp **Item Slot:** Waist

**Property:** You can attempt to escape a grab or restraints as a minor action.



# Rope of Slave Fighting

Level 7+



*You fight as well on your back as on your feet while wearing this frayed rope belt.*

**Lvl 7:** 2,600 gp

**Lvl 17:** 65,000 gp

**Item Slot:** Waist

**Property:** You do not take the -2 penalty to attack rolls while prone.

**-Level 17:** You also do not grant combat advantage while prone.



# Sash of Ensnarement

Level 8



*While wearing this long braided wrap, your reach rarely exceeds your grasp.*

**Price:** 3,400 gp **Item Slot:** Waist

**Property:** Gain reach 2 for purposes of grab attacks. Also, you do not need a free hand to make a grab attack.

**Power (Daily):** Free Action. Use this power when you would spend a minor action to sustain a grab. The sash detaches from you and sustains the grab for you. You no longer need to sustain the grab or remain adjacent to the creature. During this time, you do not benefit from the sash's property. The sash uses your Fortitude and Reflex defenses for resisting the creature's escape. It holds the creature in place until you command it to cease or the creature escapes, at which time the sash returns to you.



# Shielding Girdle

Level 8



*This item helps you turn away physical attacks.*

**Price:** 3,400 gp **Item Slot:** Waist

**Power (Daily):** Immediate Interrupt. Use this power when you would be hit by an attack. Gain a +4 power bonus to AC until the end of your next turn.



# Stalwart Belt

Level 6+



*Each time you deal a grievous wound to an enemy, you feel the invigorating power of this belt.*

**Lvl 6:** 1,800 gp

**Lvl 16:** 45,000 gp

**Lvl 26:** 1,125,000 gp

**Item Slot:** Waist

**Property:** When you score a critical hit, gain temporary hit points equal to your Constitution modifier.

**-Level 16:** Equal to twice your Constitution modifier.

**-Level 26:** Equal to three times your Constitution modifier.





# Survivor's Belt

Level 11



*This belt gives you the ability to stabilize even when near death.*

**Price:** 9,000 gp **Item Slot:** Waist

**Property:** You roll two death saving throws, taking the higher result.



# Swimtide Harness

Level 8+



*More than a few sea captains who have lost their ships in storms have survived due to these blue oilskin straps.*

**Lvl 8:** 3,400 gp

**Lvl 18:** 85,000 gp

**Lvl 28:** 2,125,000 gp

**Item Slot:** Waist

**Property:** Gain a +2 item bonus to Athletics checks made to swim, and to Endurance checks made to hold your breath, swim, or tread water.

**-Level 18:** +4 item bonus.

**-Level 28:** +6 item bonus.



# Totemic Belt

Level 11



*This colorful hide belt infuses you with the ferocity of a wild beast, augmenting your attacks.*

**Price:** 9,000 gp **Item Slot:** Waist

**Power (Daily):** Minor Action. Use this power when you charge. Gain a +1 power bonus to all Strength, Constitution, and Dexterity attack rolls and the subsequent damage rolls until the end of the encounter.



# Vengeance Sash

Level 23



*This dark binding allows you to vent your wrath against those who defeat you in battle.*

**Price:** 425,000 gp **Item Slot:** Waist

**Power (Daily):** Immediate

Interrupt. Use this power when you are reduced to 0 or fewer hit points. Use any attack power you can perform as a standard action.



# Viper Belt

Level 4



*This snakeskin belt provides modest protection against poison.*

**Price:** 840 gp **Item Slot:** Waist

**Property:** Gain resist 5 poison.

**Power (Encounter):** No Action. Use this power when making a saving throw against ongoing poison damage. Gain a +2 power bonus to the saving throw.

*Resist*

# Wondrous Items

# Bottled Smoke

Level 17



*This brass bottle is hot to the touch, spewing forth a cloud of ash and smoke when opened.*

**Price:** 65,000 gp **Wondrous Item**

**Power (Daily ♦ Fire, Zone):**

Standard Action. When you uncork the bottle, hot smoke fills a close burst 3 until the end of your next turn. This zone of smoke provides concealment to all creatures within it. Any creature other than you that starts its turn within the smoke takes 2d6 fire damage.

Sustain Minor: You must be within 10 squares of the zone to sustain it.

Dmg

# Bowl of Purity

Level 10



*This plain earthenware bowl can purify food and drink.*

**Price:** 5,000 gp **Wondrous Item**

**Power (Daily ♦ Fire, Zone):** Power (Daily): **Standard Action.** When you place food or drink within the bowl of purity, it is cleansed of poison and diseases of 10th level or lower.





# Bridle of Conjunction

Level 4



*This simple leather bridle conjures a magical mount for your use.*

**Price:** 840 gp **Wondrous Item**

**Power (Daily ♦ Conjunction):** As a standard action, you conjure a riding horse (MM 159) in a space adjacent to you. The bridle transforms into the mount's tack and saddle. The horse serves you, obeying your spoken commands to the best of its ability, though it does not attack even in defense. The horse disappears after 12 hours or if reduced to 0 hit or fewer points.



# Charm of Abundant Action

Level 28



*This plain metal charm allows you to outrun or outfight your foes.*

**Price:** 2,125,000 gp **Wondrous Item**

**Power (Encounter):** Free Action.

Use this power on your turn to spend an action point (assuming you have one available). You can spend the action point even if you spent an action point earlier in the encounter. You must be holding the charm when you spend the second action point.



# Chime of Awakening

Level 4



*This silver chime sounds an alarm in the minds of you and your resting allies.*

**Price:** 840 gp **Wondrous Item**

**Power (Daily):** Standard Action.

You set the chime of awakening to ring when a specific trigger occurs within 10 squares of it. Example triggers include the presence of anyone other than you and your allies, the light of the sun touching the area, or the appearance of a specific character or type of creature. The chime rings in the minds of you and all allies within 10 squares of it. You and affected allies are instantly awoken (if asleep) and alert.

The chime of awakening can be fooled by creatures in disguise. It makes active Perception checks with a +10 modifier.



# Chime of Opening

Level 25



*The subtle tone of this fluted mithral chime can overcome traps, wards, and the toughest locks.*

**Price:** 625,000 gp **Wondrous Item**

**Power (Daily):** Standard Action.

When you strike the chime, you direct it to open a single locked or trapped door, chest, gate, or other object within 5 squares of you.

Make a single Thievery check with a +30 modifier against the DCs required to open the object and disable any traps on it. Depending on the DCs, it is possible for the chime to unlock an object but not disable the traps on it (or vice versa), or to disable some traps but leave others intact.



# Chime of Warding

Level 10



*The air around you shimmers with protective force when you strike this golden chime.*

**Price:** 5,000 gp **Wondrous Item**

**Power (Daily ♦ Zone):** As a standard action, strike this chime to create a close burst 2 that lasts until the end of your next turn. Any enemy that enters the zone is attacked: +15 vs. Fortitude. A hit pushes the target 1 square away from the center of the burst and immobilizes it until the start of its next turn. If you or any ally makes an attack while in the zone, the effect ends. Sustain standard.



# Crystal Ball of Spying

Level 10+



*This clear crystal orb flickers with the hazy images of distant people and places.*

**Lvl 10:** 5,000 gp

**Lvl 20:** 125,000 gp

## Wondrous Item

**Property:** When you use this crystal ball as a focus for a scrying ritual, gain a +2 item bonus to Arcana checks made during that ritual. The value of this crystal ball must meet the focus cost requirement for the ritual, as normal.

**-Level 20:** +4 item bonus.



# Darkskull

Level 9



*Darkness swells around this menacing onyx skull.*

**Price:** 4,200 gp **Wondrous Item**

**Power (Encounter ♦ Illusion):** As a minor action, you cause all active light sources within 10 squares of you to be suppressed until the end of the encounter. Light sources activated after you use this power function normally.



# Deadblast Bone

Level 19



*This rune-scarred bone has the power to temporarily stun undead.*

**Price:** 105,000 gp **Wondrous Item**

**Power (Daily):** Standard Action.

Make an attack: Close burst 5; targets undead creatures; +22 vs. Will; on a hit, the target is stunned until the end of your next turn or until it is attacked, whichever comes first.





# Death Rattle

Level 8



*Bone shards clatter within this black-beaded rattle, making your necrotic attacks more potent.*

**Price:** 3,400 gp **Wondrous Item**

**Power (Daily ♦ Necrotic):** Minor Action. You and all allies within 10 squares of you gain a +1 power bonus to attack rolls and damage rolls with powers that have the necrotic keyword. This effect lasts until the end of your next turn. Sustain minor.



# Diamond Scabbard

Level 25



*A blade drawn from this diamond-studded scabbard is granted an incomparable magical edge.*

**Price:** 625,000 gp **Wondrous Item**

**Property:** This scabbard resizes to fit any light blade or heavy blade. You can draw a weapon from this scabbard as part of the same action used to make an attack with that weapon.

**Power (Encounter):** Free Action. Use this power when you attack with the weapon most recently sheathed in the scabbard. Gain a +5 power bonus to the next damage roll you make with that weapon before the end of your next turn. The weapon must have been sheathed in the scabbard within the past 24 hours to gain this power.



# Drum of Panic

Level 13



*Covered with the hide of a cackle-fiend hyena, this drum strikes fear into the hearts of your enemies.*

**Price:** 17,000 gp **Wondrous Item**

**Power (Daily ♦ Fear):** Minor Action. When you strike the drum, you and each ally within 10 squares of you gain a +2 power bonus to attack rolls and damage rolls with powers that have the fear keyword. This effect lasts until the end of your next turn. Sustain minor.



# Dust of Arcane Insight

Level 8



*This foil pouch periodically renews a supply of metallic dust that attunes you to arcane effects.*

**Price:** 3,400 gp **Wondrous Item**

**Power (3/Day):** Standard Action.

Pull out and toss a pinch of dust into the air above you. You gain the ability to detect magic for 5 minutes even if you are not trained in the Arcana skill. You also gain a +2 power bonus to Arcana checks made to identify a conjuration or zone, identify a magical effect, or sense the presence of magic (see the Arcana skill entry, PH 181).

A pouch of dust of arcane insight can be used three times per day.



# Dust of Banishment

Level 25



*The crimson powder periodically renewed by this red leather pouch can banish a creature to a fiery prison.*

**Price:** 625,000 gp **Wondrous Item**

**Power (Daily):** Standard Action.

You sprinkle a handful of this dust on an adjacent creature. Make an attack: Melee 1; +28 vs. Will; on a hit, the target is banished to a fiery corner of the Elemental Chaos, where it is stunned and takes ongoing 10 fire damage. A save ends both effects and returns the target to its original location or the closest unoccupied space.



# Dust of Creation

Level 18



*This clear bottle periodically renews a supply of golden sand that can transform into any object.*

**Price:** 85,000 gp **Wondrous Item**

**Power (Daily ♦ Conjuration):**

**Standard Action.** When you toss a handful of this dust into the air, it settles in the form of any mundane nonmagical object with a weight of up to 25 pounds. The fully functional object glows faintly and radiates magic that can be detected with a DC 24 Arcana check. The object lasts for 24 hours or until you will it back to dust (a minor action).



# Dust of Disenchantment

Level 10



*The sparkling silver dust periodically renewed within this leather pouch can suppress the effects of magic.*

**Price:** 5,000 gp **Wondrous Item**

**Power (Daily):** Standard Action.

Sprinkle a pinch of this dust on an adjacent object or magical effect.

Make an attack: Dexterity vs. Reflex.

If you are targeting a held item, make the attack against the creature holding it. If you are targeting an unattended magic item or magical effect, use a Reflex defense of 10 + the level of the object or effect. A hit renders that object or effect inert (save ends). An inert magic item loses any properties and enhancement bonus, and its powers cannot be activated. An inert magical effect is suppressed.

**Special:** You can use a dose of dust of disenchantment in place of the required component cost for a Disenchant Magic Item ritual.



# Earthbind Lodestone

Level 18



*When thrown to the ground, this smooth metallic stone hits with such force that it knocks airborne creatures from the sky.*

**Price:** 85,000 gp **Wondrous Item**

**Power (Daily):** Standard Action.

Throw this stone to the ground in your square and make an attack: Close burst 5; affects creatures with a fly speed; +23 vs. Fortitude; on a hit, the target loses the ability to fly or hover until the start of its next turn. If a target is airborne when it is hit, it falls.





# Enchanted Reins

Level 5



*Made of woven silver and black leather, these reins can help tame even the most savage beast.*

**Price:** 1,000 gp **Wondrous Item**

**Property:** These reins resize to fit any Small, Medium, or Large natural beast. All Nature checks made to handle a natural beast fitted with the enchanted reins gain a +2 item bonus.



# Endless Canteen

Level 9



*This mundane-looking canteen pours forth water in a seemingly limitless stream.*

**Price:** 4,200 gp **Wondrous Item**

**Power (At-Will):** Standard Action.

When you open its stopper, the endless canteen pours out up to 1 pint of cool, clean water. Any water that has not been consumed within 1 hour of its creation disappears.



# Endless Quiver

Level 9



*This elven-styled quiver can create an endless supply of normal arrows or bolts.*

**Price:** 4,200 gp **Wondrous Item**

**Power (At-Will ♦ Conjuration):**

Free Action. Use this power as part of your action when you attack with a bow or crossbow. When you reach into the endless quiver, it automatically produces a single arrow or bolt, as appropriate.

Ammunition created by the quiver that is not used within 1 round of its creation disappears.



# Enshrouding Candle

Level 7



*This everburning candle creates a dim corona of light that helps conceal you from foes.*

**Price:** 2,600 gp **Wondrous Item**

**Property:** This candle sheds dim light in a 2-square radius, but it never burns down. Bright light within the candle's radius is reduced to dim light.

**Power (Daily ♦ Illusion):** Standard Action. When the enshrouding candle is lit, it generates an illusion within the area of its illumination. Creatures within the area are invisible to those outside the area, though other features within the area appear as normal. Sound (including speech) within the area is likewise inaudible to those outside. Creatures within the area are unaffected by the illusion and can perceive each other normally.

Other senses are unaffected by the enshrouding candle. For example, a creature with tremorsense could locate characters in the area normally. Likewise, if characters within the area move objects around them, those moving objects can be seen.

The candle burns for 8 hours or until it is moved or extinguished (a minor action). If any character within the area of the illusion attacks, the candle is automatically extinguished.



# Eternal Chalk

Level 1



*Vandals, scholars, and explorers alike appreciate the magical longevity of this short stick of chalk.*

**Price:** 360 gp **Wondrous Item**

**Property:** A stick of eternal chalk never breaks or wears down with normal use. Any writing or drawing made with this chalk cannot be erased for one week by anyone except the original artist or author. A stick of eternal chalk can be created in any color.



# Exodus Knife

Level 12



*This insubstantial silver blade appears to cut through solid walls.*

**Price:** 13,000 gp **Wondrous Item**

**Power (Daily):** Standard Action. When you use the exodus knife to trace a doorway onto a solid object, it opens a portal into an empty extradimensional space 4 squares wide, 4 squares high, and 4 squares long. While the door is open, anyone can enter, see into, or affect the extradimensional space. Only creatures inside the space can open or close the door (a minor action). Once closed, the door becomes invisible to anyone outside the extradimensional space. Creatures on the inside of the closed door can see out, but those outside can't see in. Creatures on one side of the closed door cannot affect creatures on the other side.

The extradimensional space lasts for 8 hours. Any creatures still in the space when the effect ends reappear in the closest unoccupied squares outside the door.



# Fan of the Four Winds

Level 8



*A wave of this fan sends a blast of air against a foe.*

**Price:** 3,400 gp **Wondrous Item**

**Power (Daily):** Standard Action.

Sweep this fan through the air and make an attack against a Large or smaller creature: Ranged 5; +13 vs. Fortitude; on a hit, you push the target 2 squares. Until the start of your next turn, each time the target moves a square closer to you, it must pay 1 extra square of movement. Sustain standard. If you end your turn more than 5 squares from the target, the effect ends.



# Floating Lantern

Level 3



*This silver lantern floats in midair under your control.*

**Price:** 680 gp **Wondrous Item**

**Property:** This lantern never needs lighting or refilling. When you let go of the lantern, it continues to hang in the air where you leave it. If weight in excess of 1 pound is applied to the lantern, it falls to the ground.

**Power (At-Will):** Minor Action.

While you hold the floating lantern or are adjacent to it, you can set its light to be bright (10-square radius), dim (5-square radius), or off.

**Power (At-Will):** Move Action. The last creature to hold the lantern can mentally command it to move up to 10 squares in any direction, but not more than 10 squares from it.





# Flying Hook

Level 15



*This grappling hook flies through the air and can latch onto almost anything.*

**Price:** 25,000 gp **Wondrous Item**

**Power (At-Will):** Minor Action. You command the flying hook to fly 10 squares (up to a maximum distance of 20 squares from you) and magically latch onto the surface of any unattended object in your line of sight. Once secured, the flying hook extends a thin rope back to your hands. The rope can be climbed with an Athletics check, or it can be used to pull the object toward you with a Strength check. The hook and rope can support up to 3,000 pounds before the hook detaches from the surface. The rope cannot be tied or knotted in any way, nor can it be used to attack or affect a creature.

**Power (At-Will):** Minor Action. On your command, the hook detaches from a surface and returns to your hand. This causes the rope to retract.



# Foe Stone

Level 12



*This lodestone is set into a chain, and when aimed toward an enemy, it grants you understanding of your foes' weaknesses.*

**Price:** 13,000 gp **Wondrous Item**

**Power (At-Will):** Minor Action.  
Choose one creature you can see.  
You learn all the target's vulnerabilities, as well as which of its defenses is lowest.



# Fragrance of Authority

Level 12



*This opaque alabaster bottle periodically renews a subtle perfume that can influence the reactions of others.*

**Price:** 13,000 gp **Wondrous Item**

**Power (Daily):** Standard Action.

Apply the perfume to yourself or an adjacent ally. The target gains a +2 power bonus to Bluff, Diplomacy, or Intimidate checks (the target's choice) for 1 hour.



# Gem of Auditory Recollection

Level 16



*This rough-cut quartz gemstone echoes with faint voices when held to the ear.*

**Price:** 45,000 gp **Wondrous Item**

**Power (At-Will):** Standard Action. Use this power to record all words spoken by one creature within 20 squares of you. You can end the transcription as a free action. The gem can record 12 hours of speech before becoming full.

**Power (At-Will):** Standard Action. Use this power to make the gem repeat a section of recorded text aloud in the exact voice and language of the original speaker. The gem continues its recitation until the section is finished or until you use a free action to stop it.

**Power (At-Will):** Standard Action. Erase all speech recorded by the gem.



# Golden Spade

Level 14



*This magic shovel instantly clears away a section of earth, ice, or sand to create a deep trench.*

**Price:** 21,000 gp **Wondrous Item**

**Power (Daily):** Standard Action.

Plunge the golden spade into the ground to create a pit that fills squares in a close burst 2, 3, or 4 (your choice). The pit is 2 squares deep. The pit can only form in an area of earth, ice, or sand.

Any creature on the ground whose space is entirely within the bounds of the pit falls into the pit unless it makes a saving throw to catch itself (see Falling, PH 284).



# Harmonious Harp

Level 9



*The melodious tones of this harp fortify your senses and your mind.*

**Price:** 4,200 gp **Wondrous Item**

**Power (Daily):** Standard Action.

When you strum this harp, you and every ally within 10 squares of you can make a saving throw against an effect with the charm or fear keyword that a save can end. You and affected allies also gain resist 10 psychic until the end of your next turn.



# Horn of Blasting

Level 17



*This adamantine-trimmed hunting horn unleashes a powerful blast of thunder when blown.*

**Price:** 65,000 gp **Wondrous Item**

**Power (Daily ♦ Thunder):**

Standard Action. When you sound the horn, make an attack: Close blast 5; +19 vs. Fortitude; on a hit, the target takes 2d10 thunder damage and is dazed and deafened until the end of your next turn; on a miss, the target takes half damage and is deafened until the end of your next turn. On a critical hit, the target is also pushed 1 square and knocked prone.



# Horn of Summons

Level 7



*This steel battle horn alerts even those allies you cannot see.*

**Price:** 2,600 gp **Wondrous Item**

**Power (Encounter):** Standard Action. When you sound the horn, all creatures within 1 mile hear its call. Allies within that range are awakened if they are sleeping, and instantly know your current location, hit point total, and any effects currently affecting you.





# Horn of Undead Enmity

Level 17



*The haunting sound of this bone horn forces undead to turn against their own allies.*

**Price:** 65,000 gp **Wondrous Item**

**Power (Daily ♦ Charm):** Standard Action. When you sound the horn, make an attack: Close blast 5; targets undead only; +20 vs. Will. On a hit, the target makes its next attack against one of its adjacent allies. If it has no adjacent allies, it charges its nearest ally. If the target can't attack or charge, it moves its speed away from you.



# Hunter's Flint

Level 2



*This chunk of flint strikes sparks that can ignite a magical blaze.*

**Price:** 520 gp **Wondrous Item**

**Power (Daily ♦ Illusion):** Standard Action. Use this flint to light a campfire. The fire burns without smoke or sound.

The light of this magic campfire is invisible from outside its 10-square radius, though creatures and objects within that radius can be seen normally with darkvision or if existing light allows. The campfire is a normal fire in all other respects. The fire lasts for 12 hours (requiring no additional fuel) or until extinguished normally. The flint can be used to light lanterns and other fires as normal, but such fires gain no magical effect.



# Immovable Shaft

Level 12



*This 1-foot-long black metal rod can defy gravity, supporting weight and resisting manipulation.*

**Price:** 13,000 gp **Wondrous Item**

**Power (At-Will):** Minor Action. Place the immovable shaft into position. It remains in that spot even if such placement defies gravity. You can reposition the immovable shaft using another minor action, but any other creature seeking to move it must succeed on a DC 25 Strength check and spend a standard action to move it 1 square.



# Instant Campsite

Level 5



*This tightly packed satchel expands into a complete campsite that can automatically pack up again.*

**Price:** 1,000 gp **Wondrous Item**

**Power (Daily):** Standard Action.

You open the satchel and it magically expands into a complete campsite, including a campfire and four two-person tents with bedrolls. The campfire lasts for up to 12 hours (requiring no fuel) or until you spend another standard action to pack the campsite back into the satchel once more.



# Invulnerable Case

Level 15



*This smooth metal case protects its contents from all but the most devastating damage.*

**Price:** 25,000 gp **Wondrous Item**

**Property:** The invulnerable case can hold one item the size of a large book. It opens easily to the touch of one wanting to access its contents, but otherwise stays closed despite any external forces acting on it. The case has resist 30 to all damage and 100 hit points, and it regenerates 10 hit points per hour. As long as the case has at least 1 hit point, any item held within it is immune to damage.



# Jar of Steam

Level 7



*This clay jar is warm to the touch. When opened, it creates a cloud of steam that fills the area around it.*

**Price:** 2,600 gp **Wondrous Item**

**Power (Daily ♦ Zone):** Standard Action. When you pull the lid off the jar, hot steam fills a close burst 1 until the end of your next turn. This zone of steam provides concealment to all creatures within it. Any creature other than you that starts its turn within the zone takes 1d6 fire damage. Sustain minor; you must be within 10 squares of the zone.



# Lamp of Discerning

Level 5



*This plain-looking lantern grants those in its light the ability to see through deception.*

**Price:** 1,000 gp **Wondrous Item**

**Property:** This lantern sheds light in a 10-square radius as normal, but it never needs lighting or refilling.

You and all allies within the area of illumination gain a +1 power bonus to Insight and Perception checks.



# Lantern of Revelation

Level 16



*Light from this lantern reveals even the most well-hidden foes.*

**Price:** 45,000 gp **Wondrous Item**

**Property:** This lantern sheds light in a 10-square radius as normal, but it never needs lighting or refilling.

**Power (Daily):** Minor Action. This power creates a close burst 10 that coats all creatures in the area with glowing motes of light (save ends). Affected creatures gain no benefit from concealment or invisibility.





# Lens of Discernment

Level 10



*This lens reveals useful information regarding a creature you observe.*

**Price:** 5,000 gp **Wondrous Item**

**Power (Encounter):** Minor Action. Hold the lens up to a creature that you can see. You gain a +10 power bonus to monster knowledge checks made to identify the creature until the start of your next turn.



# Lens of Reading

Level 7



*Holding this lens to your eye allows you to read even the most complex scripts and obscure languages.*

**Price:** 2,600 gp **Wondrous Item**

**Power (Daily):** Standard Action.

Use this power while perusing text written in a language you do not know. For 1 hour, you can read that language as long as you hold the lens of reading.

**Special:** You can activate the lens of reading in place of the required component cost for a Comprehend Languages ritual.



# Map of Orienteering

Level 9



*As you unfold this sheet of parchment, sepia ink spreads across its surface to depict your immediate surroundings.*

**Price:** 4,200 gp **Wondrous Item**

**Property:** As long as it is opened, this map automatically and continuously reproduces the area within 100 feet in all directions. It can reproduce only what you have seen personally, so invisible objects, undiscovered traps or secret doors, and unknown areas around the next corner do not appear on the map. Illusions are faithfully reproduced unless you have previously recognized them as false. Creatures are not shown on the map unless they take the form of objects (for example, a gargoyle in stone form or an earthwind ravager disguised as a pile of rocks) and have not been recognized for what they are.

The map shows the area within 100 feet by default, but you can mentally command it to zoom in or out to display any areas explored within the last 24 hours (a minor action).

The map of orienteering automatically erases and begins redrawing after you take an extended rest, unless you command it to do otherwise.



# Mirror of Opposition

Level 20



*This small, ornately framed mirror briefly reverses your opponent's loyalties.*

**Price:** 125,000 gp **Wondrous Item**

**Power (Daily ♦ Charm):** Standard Action. Hold this mirror up to an enemy within 5 squares of you and make an attack against that enemy: Ranged 5; +23 vs. Will; on a hit, the target treats its allies as enemies and its enemies as allies until the end of your next turn. It takes opportunity attacks against its former allies but not against you and your allies. As a free action on the target's turn, you can command the target to make a basic attack (using its standard action for its turn) against any other target or targets of your choice. However, you cannot command the target to use any of its other powers.



# Mummified Hand

Level 27



*This gnarled hand allows you to gain the benefit of a third ring.*

**Price:** 1,625,000 gp **Wondrous Item**

**Property:** The mummified hand has one ring item slot that you can use in addition to your own ring item slots. As long as you hold the mummified hand, you gain the benefit and can use the powers of any ring placed on one of its fingers.

If two or more rings are placed on the mummified hand, none of the rings function. You cannot benefit from more than one mummified hand.



# Phantom Soldier

Level 7



*This tiny figurine is carved in the shape of a warrior and can be used to summon a life-sized illusion of the depicted warrior to distract your enemies in battle.*

**Price:** 2,600 gp **Wondrous Item**

**Power (Daily ♦ Illusion):** Minor Action. You must have the figurine in your hand to use this power. An illusory soldier appears in an unoccupied square adjacent to you or an enemy within 5 squares of you. The soldier is treated as one of your allies and can be used to flank enemies, but it does not make attacks.

The illusory soldier has the same defenses as you and 1 hit point. It never takes damage on a miss. Once per round, you can use a minor action to move the soldier up to your speed. The illusory soldier remains until the end of the encounter or for 5 minutes.



# Polyglot Gem

Level 6



*This intricately carved gemstone holds the secrets of language within its many facets.*

**Price:** 1,800 gp **Wondrous Item**

**Property:** Each polyglot gem contains the knowledge of one language, chosen when the item is created. As long as you carry the gem on your person, you are able to speak, read, and write that language fluently.

If you carry more than one polyglot gem on your person, none of them function.

**-Special:** If you create a polyglot gem, you can imbue it only with a language you know.



# Pouch of Frozen Passage

Level 9



*This pouch periodically renews a flurry of ice crystals that can freeze any liquid surface.*

**Price:** 4,200 gp **Wondrous Item**

**Power (Daily):** Standard Action.

You fling ice crystals from the pouch onto an area of open liquid, freezing up to 20 contiguous squares of the liquid's surface. The frozen surface is normal terrain and can support the weight of up to twenty Medium creatures, five Large creatures, or one Huge creature.

The pouch of frozen passage can solidify any sort of liquid, from water to lava. The frozen surface has the following statistics: AC 3, Fortitude 15, Reflex 3, hp 20 per square. It lasts for 4 hours or until destroyed.





# Pouch of Platinum

Level 5



*This platinum-embossed leather pouch can convert gems and coins into platinum pieces.*

**Price:** 1,000 gp **Wondrous Item**

**Property:** Normal gemstones and coins of any denomination placed into the pouch are converted to an equal value of platinum pieces. Coins or gems that cannot be evenly converted to platinum pieces are unaffected.



# Pouches of Shared Acquisition

Level 15



*These simple leather pouches share a bond of powerful magic.*

**Price:** 25,000 gp **Wondrous Item**

**Property:** These two matched leather pouches magically share the same interior space. Whatever is placed in one pouch (to a maximum weight of 3 pounds) can be accessed from the other pouch regardless of the distance between them, as long as both pouches are on the same plane. If the pouches are on different planes, neither pouch can access the interior space. Only one pouch can be accessed at a time.



# Power Jewel

Level 5



*Magical energy pulses within this stunning red jewel, allowing you to use a power you have already expended.*

**Price:** 1,000 gp **Wondrous Item**

**Power (Daily):** Minor Action. This power allows you to regain the use of an encounter power of 1st or 3rd level.

**-Special:** You must have reached at least one milestone today to activate this item.



# Restful Bedroll

Level 1



*An extended rest in this magic bedroll grants you extra vitality.*

**Price:** 360 gp **Wondrous Item**

**Power (Daily):** Standard Action.

Use this power when you complete an extended rest in the restful bedroll. Gain 1d8 temporary hit points that last until you take another rest (short or extended).

*Tmp HP*

# Ruby Scabbard

Level 5



*Blood-red rubies adorn this scabbard, their magic granting your blade an extra edge.*

**Price:** 1,000 gp **Wondrous Item**

**Property:** This scabbard resizes to fit any light blade or heavy blade. You can draw a weapon from this scabbard as part of the same action used to make an attack with that weapon.

**Power (Encounter):** Free Action. Use this power when you attack with the weapon most recently sheathed in the scabbard. Gain a +1 power bonus to the next damage roll you make with that weapon before the end of your next turn. The weapon must have been sheathed in the scabbard within the past 24 hours to gain this power.



# Sail of Winds

Level 14



*Elemental runes run the length of this fine sail of blue cloth, which fills with its own wind as it is raised.*

**Price:** 21,000 gp **Wondrous Item**

**Property:** This sail grants a +2 item bonus to the miles/per hour speed of any sailing ship it is installed on.



# Salve of Power

Level 10



*This stoneware jar periodically renews a potent unguent that can restore a character's power.*

**Price:** 5,000 gp **Wondrous Item**

**Power (Daily):** Minor Action. When salve of power is applied to a creature, the target can expend one healing surge to regain the use of one daily power of 5th level or lower (instead of regaining hit points). If the target has no healing surges remaining, it cannot benefit from the salve.



# Sapphire Scabbard

Level 15



*This scabbard bears a matched pair of azure sapphires whose magic imbues your blade with deadly sharpness.*

**Price:** 25,000 gp **Wondrous Item**

**Property:** This scabbard resizes to fit any light blade or heavy blade. You can draw a weapon from this scabbard as part of the same action used to make an attack with that weapon.

**Power (Encounter):** Free Action. Use this power when you attack with the weapon most recently sheathed in the scabbard. Gain a +3 power bonus to the next damage roll you make with that weapon before the end of your next turn. The weapon must have been sheathed in the scabbard within the past 24 hours to gain this power.





# Scabbard of Sacred Might

Level 10



*The blade drawn from this simple leather scabbard glows with a sacred radiance.*

**Price:** 5,000 gp **Wondrous Item**

**Property:** This scabbard resizes to fit any light blade or heavy blade. You can draw a weapon from this scabbard as part of the same action used to make an attack with that weapon.

**Power (Encounter ♦ Radiant):**

Free Action. Use this power when you attack with the weapon most recently sheathed in the scabbard. The next attack you make with that weapon before the end of your next turn deals radiant damage instead of its normal damage.

The weapon must have been sheathed in the scabbard within the past 24 hours to gain this power.



# Shroud of Protection

Level 2



*This diaphanous shroud appears insubstantial. Yet when laid over a dying ally, it provides a defense stronger than steel.*

**Price:** 520 gp **Wondrous Item**

**Power (Daily):** Standard Action. When you place the shroud of protection over an adjacent dying creature, that creature gains resist 20 to all damage. This effect lasts until the creature regains consciousness or dies, or until the shroud is removed (a standard action), whichever comes first.

*Resist (All)*

# Shroud of Revival

Level 7



*This white gossamer shroud grants protection and bodily strength to a dying ally.*

**Price:** 2,600 gp **Wondrous Item**

**Power (Daily):** Standard Action.

When you place the shroud of revival over an adjacent dying creature, that creature gains resist 20 to all damage and a +2 power bonus to death saving throws. This effect lasts until the creature regains consciousness or dies, or until the shroud is removed (a standard action), whichever comes first.

*Resist (All)*

# Silent Tool

Level 2



*This mundane-looking tool muffles the noise you make while you work.*

**Price:** 520 gp **Wondrous Item**

**Property:** When used to do the work it was designed for, a silent tool grants the user a +5 power bonus to Stealth checks made while using the tool. Any individual mundane tool—a woodcutter's axe, a crowbar, a grappling hook, a hammer, a shovel, and so on—can be made silent. For example, a silent crowbar could aid attempts to open a locked door without alerting the sleeping monster on the other side, while a silent grappling hook has less chance of being heard by nearby guards.

This property can be applied only to mundane tools. It cannot be placed on weapons, clothing, jewellery, or other mundane objects.



# Skeleton Key

Level 10



*This ornate ivory key opens locks with ease.*

**Price:** 5,000 gp **Wondrous Item**

**Power (Daily):** Standard Action.

When you touch the key to a locked door, chest, gate, or other object, make a Thievery check with a +20 bonus against the DC required to open the lock.



# Solitaire (Aquamarine)

Level 16



*This jagged blue-green crystal lets you intensify your attacks against your foes.*

**Price:** 45,000 gp **Wondrous Item**

**Power (Encounter):** Free Action.

Use this power when you score a critical hit on your turn. Make a basic attack against the same target struck by your critical hit.

**-Special:** You cannot use more than one solitaire in an encounter.



# Solitaire (Cerulean)

Level 21



*This rough blue crystal grants you the ability to shake off lingering effects in the thick of combat.*

**Price:** 225,000 gp **Wondrous Item**

**Power (Encounter):** Free Action.

Use this power when you score a critical hit on your turn. Roll a saving throw against each effect on you that a save can end.

**-Special:** You cannot use more than one solitaire in an encounter.



# Solitaire (Cinnabar)

Level 6



*This jagged red crystal boosts your resilience when you hit your foes hard.*

**Price:** 1,800 gp **Wondrous Item**

**Power (Encounter):** Free Action.

Use this power when you score a critical hit on your turn. Roll a saving throw against an effect that a save can end.

**-Special:** You cannot use more than one solitaire in an encounter.





# Solitaire (Citrine)

Level 11



*This irregular yellow crystal channels healing power to you in battle.*

**Price:** 9,000 gp **Wondrous Item**

**Power (Encounter ♦ Healing):**

Free Action. Use this power when you score a critical hit on your turn. You spend a healing surge.

**-Special:** You cannot use more than one solitaire in an encounter.



# Solitaire (Violet)

Level 26



*This jagged purple crystal lets you follow up on a successful attack.*

**Price:** 1,125,000 gp **Wondrous Item**

**Power (Encounter):** Free Action.

Use this power when you score a critical hit on your turn. Gain 1 action point, which you must spend before the end of your turn. This does not count against the normal limit of spending an action point no more than once per encounter.

**-Special:** You cannot use more than one solitaire in an encounter.



# Spymaster's Quill

Level 10



*This ornate quill pen can magically record and reproduce any text or illustration.*

**Price:** 5,000 gp **Wondrous Item**

**Power (At-Will):** Standard Action. Pass the spymaster's quill over an amount of text or an illustration equivalent to a single parchment page. The image or text is magically recorded for later reproduction. Recording another page with the quill erases the page already recorded.

**Power (At-Will):** Standard Action. You point the spymaster's quill at a sheet of parchment or paper and mentally command it to reproduce the illustration or text recorded within it. No matter what the medium of the original (charcoal on paper, runes scribed in stone, and so on), the reproduction is rendered in normal ink.

**-Special:** The reproduction created by the quill is of perfect quality, but the quill cannot record magical properties. For example, you cannot perform a ritual from a ritual scroll recorded and copied by the spymaster's quill, nor can the quill copy powers or rituals from a wizard's spellbook.



# Stylus of the Translator

Level 7



*This writing implement allows you to scribe in translation.*

**Price:** 2,600 gp **Wondrous Item**

**Power (At-Will):** Free Action. Whenever you write with the stylus, your writing is automatically translated into another language. Each stylus can translate into only one language, chosen when the item is created.

**-Special:** You must be fluent in the language that you are writing for the stylus to function. For example, you could not copy text in an unknown language and have the stylus translate it into a known language.



# Talisman of Fortune

Level 15



*This small gold talisman renews a magic item or strengthens your health, attacks, and defenses in turn.*

**Price:** 25,000 gp **Wondrous Item**

**Power (Daily):** Minor Action. You must spend an action point to use this power. When you do, roll 1d20 and add +1 to the result for each milestone you've reached today.

The total result determines the power's effect(s):

- 1-9: Lose 1 healing surge, or take damage equal to one quarter of your maximum hit point total if you have no healing surges remaining. Gain one extra daily use of a magic item in your possession (your choice, not including the talisman of fortune) until the end of the encounter. You also renew the power of the talisman.
- 10-19: Recover one expended healing surge and gain a +1 power bonus to attack rolls and all defenses until the end of your next turn.
- 20 or higher: As 10-19, and you renew the power of the talisman.

HP

# Unfettered Thieves' Tools

Level 11



*The picks, keys, tweezers, and tongs that comprise this set of thieves' tools move through the air and operate under your mental command.*

**Price:** 9,000 gp **Wondrous Item**

**Property:** Like a normal set of thieves' tools, unfettered thieves' tools grant a +2 bonus to Thievery checks made to open locks or disable traps.

**Power (Daily):** As part of the action required to make a Thievery check, you can make the check on an object up to 5 squares away. You must have line of sight to the object.



# Watchful Ruby Eye

Level 6



*This crimson gem set in gold and silver enhances your warding rituals.*

**Price:** 1,800 gp **Wondrous Item**

**Property:** While grasping this gem, any skill check you make as part of a warding ritual gains a +2 power bonus.

**-Special:** The watchful ruby eye can be used as a focus in warding rituals that allow a focus (such as eye of alarm). The value of a watchful ruby eye must meet the focus cost requirement for the ritual, as normal.



# Battle Standards



# Battle Standard of Honour

Level 2



*This blood-red banner weakens the resolve of those who fight against you.*

**Price:** 520 gp **Wondrous Item**

**Power (Encounter ♦ Zone):**

Standard Action. When you plant the battle standard in your space or an adjacent square, it creates a zone of protective energy in a close burst 5. Enemies within the zone that are marked take a -1 penalty to damage rolls against any creature other than the one that marked them.

This effect lasts until the end of the encounter or until the battle standard is removed from the ground. Any character in or adjacent to a battle standard's square can remove it from the ground as a standard action.



# Battle Standard of Might

Level 4



*This flag is marked with martial runes that inspire strength in you and your allies.*

**Price:** 840 gp **Wondrous Item**

**Power (Encounter ♦ Zone):**

Standard Action. When you plant the battle standard in your space or an adjacent square, it creates a zone in a close burst 5. While within the zone, you and your allies gain a +1 power bonus on damage rolls.

This effect lasts until the end of the encounter or until the battle standard is removed from the ground. Any character in or adjacent to a battle standard's square can remove it from the ground as a standard action.



# Battle Standard of Shadow

Level 17



*This silky black flag becomes insubstantial as you raise it, a field of shadow spreading out from it to cover the battlefield.*

**Price:** 65,000 gp **Wondrous Item**

**Power (Encounter ♦ Illusion, Zone):** Standard Action. When you plant the battle standard in your space or an adjacent square, it creates a zone of shadow in a close burst 10. Within the zone, all bright light is reduced to dim light, and you and your allies gain low-light vision and a +2 power bonus to Stealth checks. This effect lasts until the end of the encounter or until the battle standard is removed from the ground. Any character in or adjacent to a battle standard's square can remove it from the ground as a standard action.



# Battle Standard of Tactics

Level 17



*This long pennant swirls even in still air as it carries your thoughts to your allies.*

**Price:** 85,000 gp **Wondrous Item**

**Power (Encounter ♦ Zone):**

Standard Action. When you plant the battle standard in your space or an adjacent square, it creates a zone in a close burst 10. You and each ally in the zone gain the ability to communicate telepathically, with no chance of foes hearing your thoughts. You and your allies automatically know each other's positions even if you cannot see one another, and can target one another with powers even without line of sight.

This effect lasts until the end of the encounter or until the battle standard is removed from the ground. Any character in or adjacent to a battle standard's square can remove it from the ground as a standard action.



## Battle Standard of the Fiery Legion

### Level 16



*Swirling with animated flames, this flag lets you and your allies draw on the power of fire.*

**Price:** 45,000 gp **Wondrous Item**

**Power (Encounter ♦ Fire, Zone):**

Standard Action. When you plant the battle standard in your space or an adjacent square, it creates a zone in a close burst 10.

You and each ally in the zone gain resist 10 fire and can choose to have any attack you make deal fire damage instead of its normal damage type.

This effect lasts until the end of the encounter or until the battle standard is removed from the ground. Any character in or adjacent to a battle standard's square can remove it from the ground as a standard action.

*Resist*

# Battle Standard of Healing

Level 3



*This white flag is emblazoned with sigils of healing that restore the vitality of you and your allies.*

**Price:** 45,000 gp **Wondrous Item**

**Power (Encounter ♦ Healing, Zone):** Standard Action. When you plant the battle standard in your space or an adjacent square, it creates a zone of healing energy in a close burst 5. Whenever you or an ally spends a healing surge while in the zone, you and all allies in the zone regain 1 hit point.

This effect lasts until the end of the encounter or until the battle standard is removed from the ground. Any character in or adjacent to a battle standard's square can remove it from the ground as a standard action.



## Battle Standard of the Stalwart

Level 19



*This silver and blue banner heightens both courage and resilience.*

**Price:** 105,000 gp **Wondrous Item**

**Power (Encounter ♦ Zone):**

Standard Action. When you plant the battle standard in your space or an adjacent square, it creates a zone in a close burst 10. While within the zone, you and your allies gain a +1 power bonus to all defenses.

This effect lasts until the end of the encounter or until the battle standard is removed from the ground. Any character in or adjacent to a battle standard's square can remove it from the ground as a standard action.



## Battle Standard of the Vanguard

Level 19



*The martial runes emblazoned on this bold banner grant combat prowess to those who rally beneath it.*

**Price:** 105,000 gp **Wondrous Item**

**Power (Encounter ♦ Zone):**

Standard Action. When you plant the battle standard in your space or an adjacent square, it creates a zone in a close burst 10. While within the zone, you and your allies gain a +1 power bonus on attack rolls.

This effect lasts until the end of the encounter or until the battle standard is removed from the ground. Any character in or adjacent to a battle standard's square can remove it from the ground as a standard action.





# Figurines Of Wondrous Power

# Figurines of Wondrous Power



These tiny animal statuettes are fashioned from a variety of materials and can be used to conjure the creatures they depict.

When you activate a figurine, the conjured creature appears in a space adjacent to you, provided the space is large enough to contain the creature without squeezing. The creature obeys only you, responding to commands spoken in any language. The creature remains for up to 8 hours or until you use a minor action to dismiss it.

The conjured creature acts on the same initiative count as you. Every action it takes costs you a minor action (which you use to issue commands), and a conjured creature cannot exceed its normal allotment of actions (a standard, a move, and a minor action) during its turn. If you spend no minor actions on your turn to command the creature, it remains where it is without taking any actions on its turn.

A conjured creature has hit points, defenses, and attacks as indicated in its statistics block. It has no healing surges and cannot be healed, though it can still benefit from temporary hit points. When reduced to 0 hit points or fewer, the conjured creature disappears and cannot be conjured again until after you've taken an extended rest. Conjured creatures lack basic attacks and therefore cannot make opportunity attacks.

**Mount:** If the conjured creature has the mount keyword, you can ride the creature and are considered to have the Mounted Combat feat while mounted on it. While mounted, you can command the creature using free actions, though the mount is still limited to its normal allotment of actions. You can choose to be mounted on the creature when it appears.

# Bloodstone Spider

Level 11



*This tiny spider, carved from red bloodstone, can become monstrously real at your whim.*

**Price:** 9,000 gp **Wondrous Item**

**Power (Daily ♦ Conjunction):**

Standard Action. Use this figurine to conjure a spider made of bloodstone. As a free action, you can spend a healing surge when activating this item to give the creature temporary hit points equal to your healing surge value.

**Power (At-Will):** Standard Action. The bloodstone spider recharges its poisoned slash power.



# Bloodstone Spider

Large natural animate

## Statistics

**Initiative:** as conjurer

**Senses:** Perception +7; tremorsense 5

**HP:** 16      **Bloodied:** 8

**AC:** 22   **Fortitude:** 21   **Reflex:** 20   **Will:** 18

**Speed:** 6, climb 6 (spider climb)

**Bite (standard; at-will)**

+13 vs. AC; 1d8 + 5 damage.

**Poisoned Bite (standard; encounter) ♦ Poison**

+13 vs. AC; 1d8 + 5 damage, and ongoing 5 poison damage (save ends).

**Alignment:** Unaligned   **Skills:** Stealth +14

**Str:** 20 (+10)   **Dex:** 18 (+9)   **Wis:** 15 (+7)

**Con:** 18 (+9)   **Int:** 1 (+0)   **Cha:** 10 (+5)

# Ebony Fly

Level 9



*This dark wood sculpture of a fly can be used to conjure an enormous fly that you can ride.*

**Price:** 4,200 gp **Wondrous Item**

**Power (Daily ♦ Conjunction):**

Standard Action. Use this figurine to conjure a giant black fly. As a free action, you can spend a healing surge when activating this item to give the creature temporary hit points equal to your healing surge value.

The fly can carry one Medium or Small character weighing no more than 300 pounds. If more than 300 pounds are placed on it, the creature disappears and cannot be conjured again until after an extended rest.



# Ebony Fly

Large natural animate (Mount)



## Statistics

**Initiative:** as conjurer **Senses:** Perception +5

**HP:** 14 **Bloodied:** 7

**AC:** 18 **Fortitude:** 16 **Reflex:** 16 **Will:** 14

**Speed:** 4, fly 10, overland flight 15

**Bite (standard; at-will)**

+12 vs. AC; 1d6 + 4 damage.

**Aerial Agility** (while mounted by a friendly rider of 9th level or higher) ♦ **Mount**

An ebony fly's rider gains a +1 bonus to all defenses while the ebony fly is flying.

**Alignment:** Unaligned

**Str:** 14 (+6) **Dex:** 17 (+7) **Wis:** 12 (+5)

**Con:** 16 (+7) **Int:** 2 (+0) **Cha:** 6 (+2)

# Golden Lion

Level 12



*This burnished, gold figurine depicts a pouncing lion.*

**Price:** 13,000 gp **Wondrous Item**

**Power (Daily ♦ Conjuration):**

Standard Action. Use this figurine to conjure a golden-furred lion (see below for statistics). As a free action, you can spend a healing surge when activating this item to give the creature temporary hit points equal to your healing surge value.



# Golden Lion

Large natural animate

## Statistics

**Initiative:** as conjurer

**Senses:** Perception +5; low light vision

**HP:** 17      **Bloodied:** 8

**AC:** 23   **Fortitude:** 21   **Reflex:** 22   **Will:** 20

**Speed:** 8

**Claw (standard; at-will)**

+13 vs. AC; 1d8 + 4 damage.

**Pounce (standard; at-will)**

The golden lion moves up to 8 squares and makes two claw attacks against the same target. If both attacks hit, the target is grabbed (until escape). This power can be used as part of a charge.

**Alignment:** Unaligned

**Str:** 18 (+10)   **Dex:** 22 (+11)   **Wis:** 17 (+9)

**Con:** 17 (+9)   **Int:** 2 (+2)   **Cha:** 9 (+6)



# Ivory Goat of Travail

Level 11



*This ivory statuette depicts a goat in the midst of a headlong charge.*

**Price:** 9,000 gp **Wondrous Item**

**Power (Daily ♦ Conjuration):**

Standard Action. Use this figurine to conjure a regal white goat (see below for statistics). As a free action, you can spend a healing surge when activating this item to give the creature temporary hit points equal to your healing surge value.



# Ivory Goat of Travail

Medium natural animate

## Statistics

**Initiative:** as conjurer

**Senses:** Perception +6; low light vision

**HP:** 9                    **Bloodied:** 4

**AC:** 23   **Fortitude:** 23   **Reflex:** 19   **Will:** 18

**Speed:** 6

## Ram's Charge (standard; at-will)

+14 vs. AC; 2d6 + 3 damage, and the target is pushed 2

squares and knocked prone. This power can be used as part of a charge.

## Goat Rush (standard; at-will)

+11 vs. Fortitude; the target is pushed 1 square, and the ivory goat shifts into the vacated space.

**Alignment:** Unaligned

**Str:** 16 (+8)   **Dex:** 14 (+7)   **Wis:** 13 (+6)

**Con:** 19 (+9)   **Int:** 2 (+1)   **Cha:** 10 (+5)

# Jade Macetail

Level 8



*This green jade figurine depicts an armored reptilian beast with a spiked tail.*

**Price:** 3,400 gp **Wondrous Item**

**Power (Daily ♦ Conjuration):**

Standard Action. Use this figurine to conjure a macetail behemoth that appears to be made of jade.

As a free action, you can spend a healing surge when activating this item to give the creature temporary hit points equal to your healing surge value.

**Power (At-Will):** Standard Action. The jade macetail recharges its tail sweep power.



# Jade Macetail Behemoth

Large natural animate

## Statistics

**Initiative:** as conjurer

**Senses:** Perception +6

**HP:** 13      **Bloodied:** 6

**AC:** 23   **Fortitude:** 23   **Reflex:** 20   **Will:** 19

**Speed:** 5

## Tail Bludgeon (standard; at-will)

Reach 2; +14 vs. AC; 1d10 + 6 damage.

## Tail Sweep (standard; encounter)

Close burst 1; +12 vs. Reflex; 1d10 + 6 damage, and the target is knocked prone if it is Medium size or smaller.

**Alignment:** Unaligned

**Str:** 22 (+10)   **Dex:** 16 (+7)   **Wis:** 14 (+6)

**Con:** 18 (+8)   **Int:** 2 (+0)   **Cha:** 6 (+2)

# Marble Elephant

Level 10



*Made of white stone, this statuette can become a powerful elephant.*

**Price:** 5,000 gp **Wondrous Item**

**Power (Daily ♦ Conjunction):**

Standard Action. Use this figurine to conjure an elephant that appears to be made of white marble. As a free action, you can spend a healing surge when activating this item to give the creature temporary hit points equal to your healing surge value.

The marble elephant can carry one or more Large or smaller creatures weighing no more than 1,000 pounds total. If more than 1,000 pounds are placed on it, the creature disappears and cannot be conjured again until after an extended rest.



# Marble Elephant

Huge natural animate (Mount)



## Statistics

**Initiative:** as conjurer

**Senses:** Perception +8

**HP:** 15      **Bloodied:** 7

**AC:** 20   **Fortitude:** 20   **Reflex:** 16   **Will:** 18

**Speed:** 8

## Stamp (standard; at-will)

+11 vs. AC; 1d10 + 7 damage, and the target is knocked prone.

**Trampling Charge** (while mounted by a friendly rider of 10<sup>th</sup> level or higher) ◆ **Mount**

When charging, the elephant can move through one Medium or smaller creature's space and make a stamp attack against that creature. The marble elephant must end its move in unoccupied squares, and the rider still attacks at the end of the mount's movement.

**Alignment:** Unaligned

**Str:** 25 (+12)   **Dex:** 13 (+6)   **Wis:** 16 (+8)

**Con:** 21 (+10)   **Int:** 2 (+1)   **Cha:** 9 (+4)

# Obsidian Steed

Level 5



*This figurine of dark volcanic glass can become a sleek riding horse.*

**Price:** 1,000 gp **Wondrous Item**

**Power (Daily ♦ Conjuration):**

Standard Action. Use this figurine to conjure a horse that appears to be made of obsidian. As a free action, you can spend a healing surge when activating this item to give the creature temporary hit points equal to your healing surge value.



# Obsidian Steed

Large natural animate (Mount)



## Statistics

**Initiative:** as conjurer

**Senses:** Perception +9

**HP:** 8      **Bloodied:** 4

**AC:** 17   **Fortitude:** 17   **Reflex:** 14   **Will:** 14

**Speed:** 8

**Kick (standard; at-will)**

+6 vs. AC; 1d6 + 5 damage.

**Charger** (while mounted by a friendly rider of 5th level or higher) ♦ **Mount**

The obsidian steed grants its rider a +5 bonus to damage rolls on charge attacks.

**Alignment:** Unaligned

**Str:** 21 (+7)   **Dex:** 14 (+4)   **Wis:** 14 (+4)

**Con:** 18 (+6)   **Int:** 2 (-2)   **Cha:** 10 (+2)



# Onyx Dog

Level 4



*This figurine, sculpted of reflective onyx, depicts a barking dog.*

**Price:** 840 gp **Wondrous Item**

**Power (Daily ♦ Conjuration):**

Standard Action. Use this figurine to conjure a black mastiff.

As a free action, you can spend a healing surge when activating this item to give the creature temporary hit points equal to your healing surge value.

**Power (At-Will):** Immediate Reaction. Use this power when an enemy adjacent to the onyx dog attacks you. The onyx dog makes a bite attack against the attacker.



# Onyx Dog

Medium natural animate

## Statistics

**Initiative:** as conjurer

**Senses:** Perception +9; low-light vision

**HP:** 9      **Bloodied:** 4

**AC:** 16   **Fortitude:** 15   **Reflex:** 14   **Will:** 13

**Speed:** 8

**Bite (standard; at-will)**

+7 vs. AC; 1d6 + 3 damage.

**Alignment:** Unaligned

**Str:** 16 (+5)   **Dex:** 14 (+4)   **Wis:** 13 (+3)

**Con:** 14 (+4)   **Int:** 2 (-2)   **Cha:** 10 (+2)

# Pearl Sea Horse

Level 9



*This figurine depicts an iridescent sea horse wearing a saddle.*

**Price:** 4,200 gp **Wondrous Item**

**Power (Daily ♦ Conjunction):**

Standard Action. Use this figurine to conjure a Large majestic sea horse. There must be a body of water adjacent to you for the sea horse to appear in; otherwise, the figurine cannot be activated. As a free action, you can spend a healing surge when activating this item to give the creature temporary hit points equal to your healing surge value.

While riding the sea horse, you breathe water as if it were air and can speak normally underwater.

The sea horse can carry one Medium or Small character weighing no more than 300 pounds. If more than 300 pounds are placed on it, the creature disappears and cannot be conjured again until after an extended rest.



# Pearl Sea Horse

Large natural animate (Mount)



## Statistics

**Initiative:** as conjurer

**Senses:** Perception +4

**HP:** 14      **Bloodied:** 7

**AC:** 17   **Fortitude:** 17   **Reflex:** 15   **Will:** 13

**Speed:** swim 10

## Tail Slap (standard; at-will)

Reach 2; +10 vs. AC; 2d8 + 4 damage.

**Aquatic Charge** (while mounted by a friendly rider of 9th level or higher; at-will) ♦ **Mount**

The sea horse's rider deals an extra 1d10 damage when he or she attacks after the sea horse charges. While in water, the rider also gains a +2 bonus to attack rolls against creatures without a swim speed.

## Waterborn

While in water, the sea horse gains a +2 bonus to attack rolls against creatures without a swim speed.

**Alignment:** Unaligned

**Str:** 18 (+8)   **Dex:** 15 (+6)   **Wis:** 10 (+4)

**Con:** 20 (+9)   **Int:** 2 (+0)   **Cha:** 9 (+3)

# Bag of Tricks

# Bag of Tricks, Gray

Level 8



*This simple, leather bag produces feral critters that you can send against your enemies.*

**Price:** 3,400 gp **Wondrous Item**

**Power (Daily ♦ Conjunction):** Standard Action. Use this bag to conjure a Tiny minion.

Roll a d8 to determine which beast is produced and modify its statistics accordingly:

**1:** Bat; this creature also has a fly speed of 6.

**2:** Rat; this creature also has darkvision.

**3:** Cat; this creature also knocks the target prone on a hit.

**4:** Weasel; this creature does not provoke opportunity attacks for moving.

**5:** Snake; this creature also deals 2 poison damage on a hit.

**6:** Badger; this creature gains a +1 bonus to attack rolls.

**7:** Spider; this creature also has a climb speed of 6.

**8:** Scorpion; this creature deals ongoing 1 poison damage (save ends) on a hit.



# Conjured Critter (Gray Bag)

Level 8 Tiny Natural Beast

## Statistics

**Initiative:** as conjurer

**Senses:** Perception +8; low-light vision

**HP:** 1; a missed attack never damages a minion.

**AC:** 18 **Fortitude:** 17 **Reflex:** 18 **Will:** 16

**Speed:** 6

**Bite or Claw (standard; at-will)**

+11 vs. AC; 4 damage.

**Alignment:** Unaligned

**Str:** 6 (+2) **Dex:** 12 (+5) **Wis:** 9 (+3)

**Con:** 11 (+4) **Int:** 2 (+0) **Cha:** 6 (+2)

# Bag of Tricks, Rust

Level 18



*This handsome leather bag conjures predatory beasts that obey simple commands.*

**Price:** 85,000 gp **Wondrous Item**

**Power (Daily ♦ Conjuration):** Standard Action. Use this bag to conjure a Large minion. Roll a d8 to determine which beast is produced and modify its statistics accordingly:

**1:** Bear; when this creature hits with its melee basic attack, the target is grabbed (until escape).

**2:** Ape; when this creature hits with its melee basic attack, the target is dazed (save ends).

**3:** Wolf; when this creature hits with its melee basic attack, the target is knocked prone.

**4:** Bull; when this creature hits with its melee basic attack, the target is also pushed 2 squares.

**5:** Spider; when this creature hits with its melee basic attack, the target also takes ongoing 5 poison damage (save ends).

**6:** Warhorse; this creature's rider gains a +5 bonus to damage rolls while mounted on the creature.

**7:** Macetail Behemoth; this creature can make a melee basic attack with its tail: Reach 2; +21 vs. AC; 7 damage.

**8:** Rage Drake; this creature deals 10 damage instead of 7 damage on a hit.





# Conjured Beast (Rust Bag)

Level 18 Large Natural Beast

## Statistics

**Initiative:** as conjurer

**Senses:** Perception +9; low-light vision

**HP:** 1; a missed attack never damages a minion.

**AC:** 28 **Fortitude:** 28 **Reflex:** 26 **Will:** 24

**Speed:** 6

**Bite or Claw (standard; at-will)**

+21 vs. AC; 7 damage.

**Alignment:** Unaligned

**Str:** 18 (+13) **Dex:** 14 (+11) **Wis:** 10 (+9)

**Con:** 14 (+11) **Int:** 2 (+5) **Cha:** 10 (+9)

# Bag of Tricks, Vermillion

Level 28



*This beautiful leather bag is inlaid with the images of beasts—not unlike the ones that it can summon to fight by your side.*

**Price:** 2,125,000 gp **Wondrous Item**

**Power (Daily ♦ Conjuration):** Standard Action. Use this bag to conjure a Large or Huge minion. Roll a d8 to determine which beast is produced and modify its statistics accordingly:

**1:** Large Bloodspike Behemoth; when this creature hits with its melee basic attack (tail), the target also takes ongoing 5 damage (save ends) and is knocked prone.

**2:** Large Crushgrip Constrictor; when this creature hits with its melee basic attack (bite), the target is also grabbed (until escape).

**3:** Large Blade Spider; this creature's melee basic attack (claw) does not have reach but instead affects all enemies in a close burst 1.

**4:** Large Stone-Eye Basilisk; when this creature hits with its melee basic attack (bite), the target is also immobilized (save ends).

**5:** Large Wyvern; this creature has a fly speed of 8, and when the creature hits with its melee basic attack (tail), the target also takes ongoing 10 poison damage (save ends).

**6:** Huge Guulvorg; when this creature hits with a melee basic attack (bite), the target takes 15 damage instead of 10 damage and is knocked prone.

**7:** Large Iron Gorgon; when this creature hits with its melee basic attack (horns), the target is pushed 1 square. On a successful charge, it deals 20 damage instead of 10 damage, and the target is pushed 2 squares.

**8:** Huge Carrion Crawler; this creature's melee basic attack (bite) has reach 3, and on a hit, the target is also pulled 2 squares and slowed (save ends).

# Conjured Beast (Vermillion Bag)

Level or Huge 28 Large Natural Beast

## Statistics

**Initiative:** as conjurer

**Senses:** Perception +14; low-light vision

**HP:** 1; a missed attack never damages a minion.

**AC:** 38 **Fortitude:** 38 **Reflex:** 36 **Will:** 33

**Speed:** 6

**Bite, Claw, Horns or Tail (standard; at-will)**

Reach 2; +21 vs. AC; 10 damage.

**Alignment:** Unaligned

**Str:** 23 (+20) **Dex:** 18 (+18) **Wis:** 10 (+14)

**Con:** 18 (+18) **Int:** 2 (+10) **Cha:** 12 (+15)

# Consumables

# Potions And Elixirs

# Potions and Elixirs

Potions and elixirs are magical liquids contained in small vials or flasks.

A potion or elixir must be imbibed for its power to work. Drinking a potion or elixir is usually a minor action. Administering a potion or elixir to an unconscious creature is usually a standard action.

The difference between a potion and an elixir is that a potion usually requires the imbiber to expend a healing surge to use its power, whereas drinking an elixir does not. However, consuming an elixir usually counts as a use of a magic item daily power (PH 226); the same cannot be said for most potions.

# Cryptospawn Potion

Level 15



*This viscous liquid smells faintly of death, yet it invigorates you against diseases and poisons.*

**Price:** 1,000 gp **Potion**

**Power (Consumable):** Minor Action. Consume this potion and spend a healing surge. You do not regain hit points as normal. Instead, gain resist 10 necrotic and resist 10 poison until the end of the encounter. You also gain a +5 power bonus to your next Endurance check against any disease of level 15 or lower.

*Resist*

# Deathspawn Potion

Level 25



*Dark gray and odourless, this liquid wards off diseases and poisons.*

**Price:** 25,000 gp **Potion**

**Power (Consumable):** Minor Action. Consume this potion and spend a healing surge. You do not regain hit points as normal. Instead, gain resist 15 necrotic and resist 15 poison until the end of the encounter. You also gain a +5 power bonus to your next Endurance check against any disease of level 25 or lower.

*Resist*



# Elixir of Accuracy

Level 8+



*You strike true after quaffing this sour, azure liquid.*

**Lvl 8:** 125 gp   **Lvl 23:** 17,000 gp

**Lvl 13:** 800 gp   **Lvl 28:** 85,000 gp

**Lvl 18:** 3,400 gp

## Elixir

**Power (Consumable):** Minor Action. Use this power after your drink the elixir. Once during this encounter, you can use a free action to gain a power bonus to a single attack roll equal to 5 minus one-half your level.

**-Level 13:** 8 minus one-half your level.

**-Level 18:** 10 minus one-half your level.

**-Level 23:** 13 minus one-half your level.

**-Level 28:** 15 minus one-half your level.

**-Special:** Consuming this elixir counts as a use of a magic item daily power.



# Elixir of Aptitude

Level 5+



*This sweet amber broth enhances your innate talents.*

**Lvl 5:** 50 gp      **Lvl 25:** 25,000 gp

**Lvl 15:** 1,000 gp

## Elixir

**Power (Consumable):** Minor Action. For 1 hour, gain a +1 power bonus to checks using one skill of your choice.

**-Level 15:** +3 power bonus.

**-Level 25:** +5 power bonus.

**Special:** Consuming this elixir counts as a use of a magic item daily power.



# Elixir of Dragon Breath

Level 7+



*Whether frigid, acidic, or crackling with energy, this liquid grants you a potent blast of dragon breath.*

**Lvl 7:** 100 gp    **Lvl 27:** 65,000 gp

**Lvl 17:** 2,600 gp

**Elixir**

**Power (Consumable ♦ Acid, Cold, Fire, Lightning, or Poison):** Minor Action. Use this power after your drink the elixir.

Until the end of the encounter, you gain an at-will attack power that requires a standard action to use: Close blast 3; +10 vs. Reflex; on a hit, deal 2d6 + Constitution modifier damage of a type determined when the elixir is created: acid, cold, fire, lightning, or poison.

**-Level 17:** +20 vs. Reflex; 3d6 + Constitution modifier damage.

**-Level 27:** +30 vs. Reflex; 4d6 + Constitution modifier damage.

**Special:** Consuming this elixir counts as a use of a magic item daily power.



# Elixir of Flying

Level 21



*Whether frigid, acidic, or crackling with energy, this liquid grants you a potent blast of dragon breath.*

**Price:** 9,000 gp

**Elixir**

**Power (Consumable):** Minor Action. Gain a fly speed of 8 (hover) until the end of the encounter or for 5 minutes, whichever comes first. When the duration ends, you float 100 feet toward the ground. If you are not on a horizontal surface sufficient to bear your weight at the end of this distance, you fall to the nearest such surface, taking damage accordingly.

**Special:** Consuming this elixir counts as a use of a magic item daily power.



# Elixir of Fortitude

Level 8+



*Your body grows tougher after imbibing this viscous fuchsia liquid.*

**Lvl 8:** 125 gp **Lvl 23:** 17,000 gp

**Lvl 13:** 800 gp **Lvl 28:** 85,000 gp

**Lvl 18:** 3,400 gp

## Elixir

**Power (Consumable):** Minor Action. Use this power after your drink the elixir. Once during this encounter, you can use an immediate interrupt action when you would be hit by an attack to gain a Fortitude defense of 25 against a single attack. This replaces your normal Fortitude defense for that attack.

**-Level 13:** Fortitude defense of 30.

**-Level 18:** Fortitude defense of 35.

**-Level 23:** Fortitude defense of 40.

**-Level 28:** Fortitude defense of 45.

**Special:** Consuming this elixir counts as a use of a magic item daily power.



# Elixir of Invisibility

Level 16



*With a sip of this ivory, scentless liquid, you fade from view.*

**Price:** 1,800 gp

**Elixir**

**Power (Consumable):** Minor Action. You drink the elixir and become invisible until the end of the encounter or for 5 minutes, whichever comes first. The effect ends if you make an attack.

**Special:** Consuming this elixir counts as a use of a magic item daily power.



# Elixir of Reflexes

Level 8+



*You become quicker after imbibing this thin rose liquid.*

**Lvl 8:** 125 gp   **Lvl 23:** 17,000 gp

**Lvl 13:** 800 gp   **Lvl 28:** 85,000 gp

**Lvl 18:** 3,400 gp

**Elixir**

**Power (Consumable):** Minor Action. Use this power after your drink the elixir. Once during this encounter, you can use an immediate interrupt action when you would be hit by an attack to gain a Reflex defense of 25 against a single attack. This replaces your normal Reflex defense value for that attack.

**-Level 13:** Reflex defense of 30.

**-Level 18:** Reflex defense of 35.

**-Level 23:** Reflex defense of 40.

**-Level 28:** Reflex defense of 45.

**Special:** Consuming this elixir counts as a use of a magic item daily power.



# Elixir of Speed

Level 11



*This sapphire brew crackles with energy and increases your speed.*

**Price:** 350 gp

**Elixir**

**Power (Consumable):** Minor Action. Drink the elixir and gain a +2 power bonus to your speed for 1 hour.

**Special:** Consuming this elixir counts as a use of a magic item daily power.





# Elixir of Reflexes

Level 8+



*You become quicker after imbibing this thin rose liquid.*

**Lvl 8:** 125 gp   **Lvl 23:** 17,000 gp

**Lvl 13:** 800 gp   **Lvl 28:** 85,000 gp

**Lvl 18:** 3,400 gp

## Elixir

**Power (Consumable):** Minor Action. Use this power after your drink the elixir. Once during this encounter, you can use an immediate interrupt action when you would be hit by an attack to gain a Will defense of 25 against a single attack. This replaces your normal Will defense value for that attack.

**Level 13:** Will defense of 30.

**Level 18:** Will defense of 35.

**Level 23:** Will defense of 40.

**Level 28:** Will defense of 45.

**Special:** Consuming this elixir counts as a use of a magic item daily power.



# Fire Beetle Potion

Level 6



*Your eyes glow faintly and your skin darkens and takes on a chitinous texture when you imbibe this red, smoky potion.*

**Price:** 75 gp

**Potion**

**Power (Consumable):** Minor Action. Drink this potion and spend a healing surge. You do not regain hit points as normal. Instead, gain 5 temporary hit points and resist 5 fire until the end of the encounter.

*Temp HP*

*Resist*

# Gravespawn Potion

Level 5



*This deep purple, putrescent liquid fends off diseases and poisons.*

**Price:** 50 gp

**Potion**

**Power (Consumable):** Minor Action. Drink this potion and spend a healing surge. You do not regain hit points as normal. Instead, gain resist 5 necrotic and resist 5 poison until the end of the encounter. You also gain a +5 power bonus to your next Endurance check against any disease of level 5 or lower.

*Resist*

# Kruthik Potion

Level 10



*This foul concoction bestows a burst of health and coats you in fine, silvery plates that protect against acid.*

**Price:** 200 gp

**Potion**

**Power (Consumable):** Minor Action. Drink this potion and spend a healing surge. You do not regain hit points as normal. Instead, gain 15 temporary hit points and resist 5 acid until the end of the encounter.

*Tmp HP*

*Resist*

# Potion of Clarity

Level 5+



*This cool cyan liquid hones your physical and mental acuity at a critical moment.*

**Lvl 5:** 50 gp      **Lvl 20:** 5,000 gp  
**Lvl 10:** 200 gp    **Lvl 25:** 25,000 gp  
**Lvl 15:** 1,000 gp **Lvl 30:** 125,000 gp

## Potion

**Power (Consumable):** Minor Action. Drink this potion and spend a healing surge. You do not regain hit points as normal. Instead, once during this encounter as a free action, you can reroll a d20 roll you just made, gaining a +1 bonus on the reroll. You must use the result of the reroll.

**-Level 10:** +2 bonus.

**-Level 15:** +3 bonus.

**-Level 20:** +4 bonus.

**-Level 25:** +5 bonus.

**-Level 30:** +6 bonus.



# Elixir of Lifeshield

Level 7+



*This lemony potion shields you from necrotic energy.*

**Lvl 7:** 100 gp    **Lvl 27:** 65,000 gp

**Lvl 17:** 2,600 gp

## Potion

**Power (Consumable):** Minor Action. Drink this potion and spend a healing surge. You do not gain hit points as normal. Instead, once during this encounter, you can use an immediate interrupt action to gain resist 15 necrotic against a single attack.

**-Level 17:** Resist 25 necrotic.

**-Level 27:** Resist 35 necrotic.

*Resist*

# Elixir of Mimicry

Level 7+



*This bitter orange liquid has the consistency of honey and allows you to adopt an instant disguise.*

**Lvl 7:** 100 gp    **Lvl 27:** 65,000 gp

**Lvl 17:** 2,600 gp

## Potion

### Power (Consumable ♦ Illusion):

Minor Action. Drink this potion and spend a healing surge. You do not gain hit points as normal. Instead, you alter your appearance through illusion, appearing as a specific humanoid creature within your line of sight. You also gain the creature's attire, mannerisms, voice, and speech patterns.

This effect lasts for 5 minutes or until you dismiss it (a free action). You gain a +5 power bonus to Bluff checks to pass yourself off as the creature you're imitating.

**-Level 17: +10 bonus.**

**-Level 27: +15 bonus.**



# Elixir of Regeneration

Level 9+



*If you are sufficiently wounded after having quaffed this russet, copper-scented potion, you heal quickly.*

**Lvl 9:** 160 gp     **Lvl 29:** 105,000 gp

**Lvl 19:** 4,200 gp

## Potion

### Power (Consumable ♦ Healing):

Minor Action. Drink this potion and spend a healing surge. You do not gain hit points as normal. Instead, gain regeneration 5 until the end of the encounter. If you aren't bloodied at the start of your turn while this power is in effect, you don't regain any hit points and the regeneration is suppressed until the start of your next turn.

**-Level 19:** Gain regeneration 10.

**-Level 29:** Gain regeneration 15.

*Regen*



# Elixir of Resistance

Level 4+



*The color and smell of this potion varies with the protection it provides.*

**Lvl 4:** 40 gp    **Lvl 24:** 21,000 gp

**Lvl 14:** 800 gp

## Potion

**Power (Consumable):** Minor Action. Drink this potion and spend a healing surge. You do not gain hit points as normal. Instead, gain resist 5 to damage of a specific type until the end of the encounter. The damage type (acid, cold, fire, lightning, necrotic, poison, psychic, or thunder) is determined when the potion is created. Only one potion of resistance can be in effect on you at once.

**-Level 14:** Gain resist 10 to damage of the specified type.

**-Level 24:** Gain resist 15 to damage of the specified type.

*Resist*

# Potion of Spirit

Level 5+



*This lavender-scented potion helps keep the spirit alive within you.*

**Lvl 5:** 50 gp

**Lvl 20:** 5,000 gp

**Lvl 10:** 200 gp

**Lvl 25:** 25,000 gp

**Lvl 15:** 1,000 gp

**Lvl 30:** 125,000 gp

## Potion

**Power (Consumable):** Minor Action. Drink this potion and spend a healing surge. You do not regain hit points as normal. Instead, you gain a +1 power bonus to death saving throws until the end of the encounter.

**-Level 10:** +2 power bonus.

**-Level 15:** +3 power bonus.

**-Level 20:** +4 power bonus.

**-Level 25:** +5 power bonus.

**-Level 30:** +6 power bonus.



# Potion of Stormshield

Level 8+



*Your skin takes on a metallic sheen when you consume this slate gray, ozone-smelling drink.*

**Lvl 8:** 125 gp

**Lvl 28:** 85,000 gp

**Lvl 18:** 3,400 gp

## Potion

**Power (Consumable):** Minor Action. Drink this potion and spend a healing surge. You do not gain hit points as normal. Instead, once during this encounter, you can use an immediate interrupt action to gain resist 15 lightning or resist 15 thunder against a single attack.

**-Level 18:** Resist 25 lightning or resist 25 thunder.

**-Level 28:** Resist 35 lightning or resist 35 thunder.

*Resist*

# Potion of Vigour

Level 9+



*This vermilion liquid invigorates you, at least temporarily.*

**Lvl 9:** 160 gp    **Lvl 29:** 105,000 gp

**Lvl 19:** 4,200 gp

## Potion

**Power (Consumable):** Minor

Action. Drink this potion and spend a healing surge. You do not gain hit points as normal. Instead, gain 15 temporary hit points.

**-Level 19:** Gain 25 temporary hit points.

**-Level 29:** Gain 35 temporary hit points.

*Tmp HP*

# Spider Potion

Level 20



*This pungent-smelling, sepia-colored concoction grants a spider's resilience against damage and poison.*

**Price:** 5,000 gp

## Potion

**Power (Consumable):** Minor Action. Drink this potion and spend a healing surge. You do not regain hit points as normal. Instead, gain 20 temporary hit points and resist 10 poison until the end of the encounter.

*Tmp HP*

*Resist*

**Whetstones**

# Whetstones

You can use a magic whetstone on any melee or ranged weapon you hold. Doing so is a minor action and destroys the whetstone.

Using a magic whetstone counts as a use of a daily magic item power. Using a second whetstone on the same weapon removes any previous whetstone effect on that weapon.

# Augmenting Whetstone

Level 6+



*This rough sharpening stone temporarily grants your weapon a magical enhancement.*

**Lvl 6:** 75 gp    **Lvl 21:** 9,000 gp

**Lvl 11:** 350 gp    **Lvl 26:** 45,000 gp

**Lvl 16:** 1,800 gp

## Whetstone

**Power (Consumable):** Minor Action. Touch this whetstone to a melee or ranged weapon you hold. The weapon gains a +2 enhancement bonus on attack rolls and damage rolls until the end of the encounter. This has no effect on the extra damage dice or other special effect applied when the weapon scores a critical hit.

**Level 11:** +3 enhancement bonus.

**Level 16:** +4 enhancement bonus.

**Level 21:** +5 enhancement bonus.

**Level 26:** +6 enhancement bonus.





# Caustic Whetstone

Level 10+



*This metallic green sharpener drips acid when touched to a weapon.*

**Lvl 10:** 200 gp    **Lvl 30:** 125,000 gp

**Lvl 20:** 5,000 gp

## Whetstone

### Power (Consumable ♦ Acid):

Minor Action. Touch this whetstone to a melee or ranged weapon you hold. Until the end of the encounter, any successful attack with the weapon deals ongoing 2 acid damage (save ends).

**-Level 20:** Ongoing 4 acid damage (save ends).

**-Level 30:** Ongoing 6 acid damage (save ends).

Dmg (Acid)

# Frozen Whetstone

Level 7+



*A weapon honed with this blue-white crystalline whetstone becomes icy cold to the touch.*

Lvl 7 100 gp Lvl 27 65,000 gp

Lvl 17 2,600 gp

## Whetstone

### Power (Consumable ♦ Cold):

Minor Action. Touch this whetstone to a melee or ranged weapon you hold. Until the end of the encounter, any successful attack with the weapon deals an extra 2 cold damage.

**-Level 17:** Extra 4 cold damage.

**-Level 27:** Extra 6 cold damage.

+Dmg (Cold)

# Tempest Whetstone

Level 10+



*This unfinished iron whetstone lends your weapon a spark.*

**Lvl 10:** 200 gp **Lvl 30:** 125,000 gp

**Lvl 20:** 5,000 gp

## Whetstone

### Power (Consumable ♦ Lightning):

Minor Action. Touch this whetstone to a melee or ranged weapon you hold.

Until the end of the encounter, any successful attack with the weapon deals an extra 2 lightning damage to each enemy within 2 squares of the target; the target of the attack does not take this damage.

**-Level 20:** Extra 4 lightning damage.

**-Level 30:** Extra 6 lightning damage.

+Dmg  
(Lightning)

# Whetstone of Confusion

Level 10+



*Your weapon gains an oily residue when you run it across this obsidian sharpening stone.*

**Lvl 10:** 200 gp **Lvl 30:** 125,000 gp

**Lvl 20:** 5,000 gp

## Whetstone

**Power (Consumable):** Minor Action. Touch this whetstone to a melee or ranged weapon you hold. Until the end of the encounter, any creature hit with an attack from this weapon gains vulnerable 5 fire against the next attack that deals fire damage to it.

**-Level 20:** Vulnerable 10 fire.

**-Level 30:** Vulnerable 15 fire.

Vulnerable  
(fire)

# Whetstone of Venom

Level 9+



*This sickly green whetstone coats a weapon in toxin.*

**Lvl 9:** 160 gp    **Lvl 29:** 105,000 gp

**Lvl 19:** 4,200 gp

## Whetstone

### Power (Consumable ♦ Poison):

Minor Action. Touch this whetstone to a melee or ranged weapon you hold. The next creature successfully attacked by the weapon takes ongoing 5 poison damage (save ends).

**-Level 19:** Ongoing 10 poison damage (save ends).

**-Level 29:** Ongoing 15 poison damage (save ends).

*Dmg  
(Poison)*

# Other Consumables

# Astral Mead

Level 23



*This sweet sparkling beverage infuses and restores your body.*

**Price:** 17,000 gp

## **Other Consumable**

**Property:** A single flask of astral mead weighs half of a pound and has the nutritional value of a full day's worth of food and water.

## **Power (Consumable ♦ Healing):**

Standard Action. You drink the flask of astral mead. For the next 12 hours, you gain a +2 power bonus on Endurance checks and regain an extra 2 hit points whenever you spend a healing surge.



# Feybread Biscuit

Level 13



*This hard but tasty biscuit enhances your recuperative powers for the rest of the day.*

**Price:** 650 gp

**Other Consumable**

**Property:** A single feybread biscuit weighs one-tenth of a pound and has the nutritional value of a full day's worth of food.

**Power (Consumable ♦ Healing):**

Standard Action. You eat a feybread biscuit. For the next 12 hours, you gain a +1 power bonus on Endurance checks and regain an extra 1 hit point whenever you spend a healing surge.





# Gem of Valor

Level 20



*This brilliant sapphire promises great rewards to the bold.*

**Price:** 5,000 gp

**Other Consumable**

**Power (Consumable):** Free Action. Use this power when you spend an action point. Roll 1d20 to determine the result, adding 1 to the result for each milestone you've reached today. Regardless of the result, using the gem consumes it and turns it to dust.

**1–9:** Gain a +1 power bonus to all defenses until the end of your next turn.

**10–19:** Gain a +1 power bonus to all attack rolls until the end of your next turn.

**20:** Gain 1 action point. You must spend this action point before the end of this turn, or it is lost. You can spend it even if you've already spent an action point during this encounter.

**Special:** Using this item counts as a use of a magic item daily power.



# Gem of Valor

Level 10



*This fist-sized stone glows faintly and can be used to create a bright burst of radiant light that harms undead creatures.*

**Price:** 200 gp

**Other Consumable**

**Property:** A glowstone radiates dim light in a 2-square radius.

**Power (Consumable ♦ Radiant, Zone):**

Standard Action. Use the glowstone to creates a zone of bright illumination in an area burst 2 within 5 squares of you. Any undead creature that is vulnerable to radiant damage that enters or starts its turn within the zone is affected as if it had taken radiant damage. For example, a skeleton that has vulnerable 5 radiant takes 5 radiant damage if it enters or starts its turn in the zone. The zone remains until the end of the encounter or for 5 minutes, whichever comes first. Using this power turns the glowstone to dust.



# Life Shroud

Level 4



*This clean linen wrap protects a corpse from the ravages of time and the blasphemies of necromancers.*

**Price:** 40 gp

**Other Consumable**

**Property:** A corpse wrapped in this shroud does not decay, can't be touched by an undead creature, and can't become undead. Once wrapped about a body, a shroud turns to dust after 1 week.



# Nail of Sealing

Level 4



*This thick iron nail is adorned with warding symbols and can hold shut any portal or container.*

**Price:** 40 gp

**Other Consumable**

**Power (Consumable):** Standard Action. When you push this nail into a door, chest, or other closable object, it magically sinks into the material of that object and seals it shut. Treat this as if you had used an Arcane Lock ritual with an Arcana check result of 25.

**Special:** You can use this item in place of the required component cost for an Arcane Lock ritual. In that case, use your own Arcana check instead of that of the nail.



# Oil of Flesh Returned

Level 10



*This milky-white oil returns petrified creatures to flesh.*

**Price:** 200 gp

**Other Consumable**

**Power (Consumable):** Minor Action. An adjacent target who is petrified can spend a healing surge to remove the petrified condition. If the target has no healing surges remaining, he or she can instead take damage equal to his or her healing surge value to remove the condition. The resistance granted by the petrified condition does not reduce this damage.



# Stonemeal Biscuit

Level 3



*This coarse dwarven fare tastes foul but keeps you going throughout the day.*

**Price:** 30 gp

**Other Consumable**

**Property:** A single stonemeal biscuit weighs one-tenth of a pound and has the nutritional value of a full day's worth of food.

**Power (Consumable ♦ Healing):**

Standard Action. You eat the stonemeal biscuit. You gain a +1 power bonus on Endurance checks for 12 hours. In addition, you regain an extra 1 hit point the next time you spend a healing surge this day.



# Unguent of Blindsight

Level 21



*You can perceive visible and invisible dangers alike with this white cream.*

**Price:** 9,000 gp

**Other Consumable**

**Power (Consumable):** Standard Action. Rub this unguent on your closed eyelids. You gain blindsight 10 until the end of the encounter.



# Unguent of Darkvision

Level 11



*Darkness is less impenetrable with this black ointment.*

**Price:** 350 gp

**Other Consumable**

**Power (Consumable):** Standard Action. Rub this unguent on your closed eyelids. You gain darkvision for 1 hour.





# Vision Sand

Level 6



*Blessed by Ioun's clergy, this sparkling crystalline sand enhances divinations.*

**Price:** 350 gp

**Other Consumable**

**Property:** When added to the normal components for casting a divination ritual, vision sand grants a +2 power bonus to any one skill check required by the ritual.



# Reagents

# Reagents

Reagents enhance the use of a power of a specified type and level. When used in conjunction with an attack power, a reagent's effect typically applies only to one target hit by the power. Only one reagent can be used to enhance any given power. You must be holding a reagent to use it (which might require a minor action to retrieve the item). A reagent is consumed during the power's action.

Each reagent affects powers up to a specified maximum level. In some cases, more refined or concentrated versions of a reagent can be used, with an increased maximum level for the power it can affect.

These versions are listed as having higher levels.

# Black Cave Pearl

Level 14+



*This rare black pearl is found in subterranean lakes and favored by mesmerists and hypnotists.*

**Lvl 14:** 800 gp **Lvl 24:** 21,000 gp

## Reagent

**Power (Consumable):** Free Action. Expend this reagent when you use of a power with the charm keyword of up to 7<sup>th</sup> level. Roll twice for the power's attack roll and take the better of the two results.

**-Level 24:** Power up to 17th level.



# Black Dragon Bile

Level 9+



*Distilled from the gullet of a black dragon, this caustic substance makes your foes more vulnerable to acid.*

**Lvl 9:** 160 gp      **Lvl 29:** 105,000 gp

**Lvl 19:** 4,200 gp

## Reagent

**Power (Consumable):** Free Action. Expend this reagent when you use a power with the acid keyword of up to 5<sup>th</sup> level. One target hit by the attack (chosen by you) gains vulnerable 5 acid until the end of your next turn.

**-Level 19:** Power up to 15th level, vulnerable 10 acid.

**-Level 29:** Power up to 25th level, vulnerable 15 acid.

Vulnerable  
(Acid)

# Brightleaf

Level 8+



*These leaves, which sprout from old growth forests, never fall even in the deep winter. When used, they explode with stored light and energy.*

**Lvl 8:** 125 gp     **Lvl 28:** 85,000 gp

**Lvl 18:** 3,400 gp

**Reagent**

**Power (Consumable):** Free Action. Expend this reagent when you use a power with the radiant keyword of up to 5<sup>th</sup> level. One target hit by the attack (chosen by you) gains vulnerable 5 radiant until the end of your next turn.

**-Level 18:** Power up to 13th level, vulnerable 10 radiant.

**-Level 28:** Power up to 23th level, vulnerable 15 radiant.

Vulnerable  
(Radiant)

# Creeping Gatevine

Level 10+



*This red-flowering vine grows on the stones of magical gates and menhirs.*

**Lvl 10:** 200 gp    **Lvl 30:** 125,000 gp

**Lvl 20:** 5,000 gp

**Reagent**

**Power (Consumable ◆**

**Teleportation):** Free Action.

Expend this reagent when you use a power with the teleport keyword of up to 10<sup>th</sup> level. Increase the distance teleported by 2 squares.

**-Level 20:** Power up to 20th level, increase by 5 squares.

**-Level 30:** Power up to 30th level, increase by 10 squares.

*Teleport*

# Dark Clover

Level 8+



*These clovers are identical in shape to the garden variety, but their connection to the Shadowfell aids necrotic powers.*

**Lvl 8:** 125 gp    **Lvl 28:** 85,000 gp

**Lvl 18:** 3,400 gp

## Reagent

**Power (Consumable):** Free Action. Expend this reagent when you use a power with the necrotic keyword of up to 5<sup>th</sup> level. One target hit by the attack (chosen by you) gains vulnerable 5 necrotic until the end of your next turn.

**-Level 18:** Power up to 15th level, vulnerable 10 necrotic.

**-Level 28:** Power up to 25th level, vulnerable 15 necrotic.

*Vulnerable  
(Necrotic)*



# Desert Rose

Level 7+



*Growing only in remote desert oases, this yellow flower helps to maintain arcane and divine powers.*

**Lvl 7:** 100 gp    **Lvl 27:** 65,000 gp

**Lvl 17:** 2,600 gp

## Reagent

**Power (Consumable):** Free Action. Expend this reagent when you use a arcane or divine power of up to 5<sup>th</sup> level. You do not need to use an action on the following round to sustain that power (sustaining it for subsequent rounds does require the appropriate action).

**-Level 17:** Power up to 15th level.

**-Level 27:** Power up to 25th level.



# Dread Nightshade

Level 15+



*This poisonous relative of the eggplant is cultivated to empower poison effects.*

**Lvl 15:** 1000 gp **Lvl 25:** 25,000 gp

## Reagent

**Power (Consumable):** Free Action. Expend this reagent when you use a power with the poison keyword of up to 7<sup>th</sup> level. Roll twice for the power's attack roll and take the better of the two results.

**-Level 25:** Power up to 17th level.



# Flame Rose

Level 10+



*Your fire magic is augmented by this beautiful crimson rose.*

**Lvl 10:** 200 gp **Lvl 30:** 125,000 gp

**Lvl 20:** 5,000 gp

## Reagent

**Power (Consumable ♦ Fire):** Free Action. Expend this reagent when you use a power with the fire keyword of up to 7<sup>th</sup> level. Each target takes ongoing 5 fire damage (save ends).

**-Level 20:** Power up to 17th level, ongoing 10 fire damage (save ends).

**-Level 30:** Power up to 27th level, ongoing 15 fire damage (save ends).



# Fundamental Ice

Level 10+



*Immobilize your enemies with powers enhanced by this unmelting ice from the Elemental Chaos.*

**Lvl 10:** 200 gp **Lvl 30:** 125,000 gp

**Lvl 20:** 5,000 gp

## Reagent

**Power (Consumable):** Free Action. Expend this reagent when you use a power with the cold keyword of up to 7<sup>th</sup> level. One target hit is also immobilized (save ends). This reagent has no effect if the power already immobilizes the target.

**-Level 20:** Power up to 17th level.

**-Level 30:** Power up to 27th level.



# Glassteel Shard

Level 7+



*Strong as steel, this tempered glass shard enhances the force with which a power strikes.*

**Lvl 7:** 100 gp    **Lvl 27:** 65,000 gp

**Lvl 17:** 2,600 gp

## Reagent

**Power (Consumable):** Free Action. Expend this reagent when you use a power with the force keyword of up to 7<sup>th</sup> level. Slide each target 1 square.

**-Level 17:** Power up to 17th level, slide 3 squares.

**-Level 27:** Power up to 27th level, slide 5 squares.



# Mind Dust

Level 15+



*Psychic attacks are deadlier when you use the powdered brain of a mind flayer.*

**Lvl 15:** 1000 gp   **Lvl 25:** 25,000 gp

## Reagent

**Power (Consumable):** Free Action. Expend this reagent when you use a power with the psychic keyword of up to 7<sup>th</sup> level. Roll twice for the power's attack roll and take the better of the two results.

**-Level 25:** Power up to 17th level.



# Terror Ichor

Level 9+



*With this vial of bewitching pixie blood, you can terrorize your foes with greater efficacy.*

**Lvl 9:** 160 gp **Lvl 29:** 105,000 gp

**Lvl 19:** 4,200 gp

**Reagent**

**Power (Consumable):** Free Action. Expend this reagent when you use a power with the fear keyword of up to 5<sup>th</sup> level. Each target takes a –2 penalty to saving throws to end any effect of the power that a save can end.

**-Level 19:** Power up to 15th level.

**-Level 29:** Power up to 25th level.



# Appendix



# Enchanting Items

The use of the Enchant Magic Item ritual is straightforward enough, allowing characters to make magic items of their level or lower. However, the ritual can also be used to place a property in a magic item that has no property, or to upgrade a magic item to a more powerful version 5 levels higher. This use of the ritual follows the same rules for enchanting a magic item from a mundane item but reduces the cost. The ritual caster must still be high enough level to create the final item, but the caster pays only the difference in cost between the final version and the item in its current form. The Enchant Magic Item ritual cannot convert one item property into another.

The Transfer Enchantment ritual helps you to customize magic items by moving enchantments from one magic item to another. You transfer the magical qualities (properties, powers, and enhancement bonus) of an enchanted item into another object. You must maintain physical contact with both items for the duration of the ritual.

The receiving item must occupy the same magic item slot (head, waist, armor, and so on) and be the same type (wand, rod, weapon, and so on) as the original item. The enchantment to be moved must be valid for the receiving item, so that you cannot transfer ranged weapon properties to melee weapons, cloth-only armor properties to chainmail, and so on.

You can transfer an enchantment to an item that already contains a lower-level enchantment, but the receiving item's previous magic is lost.

You cannot transfer an enchantment to an item that already has a higher level enchantment.

# Transfer Enchantment

## Creation Ritual 4



*With great care and concentration, you carefully strip magical power from one object to imbue it in another.*

**Level:** 4

**Component Cost:** 25 gp

**Category:** Creation **Market Price:** 175 gp

**Time:** 1 hour

**Key Skill:** Arcana (no check)

**Duration:** Permanent

You transfer the magical qualities (properties, powers, and enhancement bonus) of an enchanted item into another object. You must maintain physical contact with both items for the duration of the ritual. The receiving item must occupy the same magic item slot (head, waist, armor, and so on) and be the same type (wand, rod, weapon, and so on) as the original item. The enchantment to be moved must be valid for the receiving item, so that you cannot transfer ranged weapon properties to melee weapons, cloth-only armor properties to chainmail, and so on.

You can transfer an enchantment to an item that already contains a lower-level enchantment, but the receiving item's previous magic is lost. For example, the enhancement bonus and power of a suit of *+1 barkskin hide* (5th level) could be placed into a suit of *+1 curseforged scale* (3rd level), but the scale armor's existing power is lost in doing so. You cannot transfer an enchantment to an item that already has a higher level enchantment.