

Artifact Lord

Requirements: 21st level, training in Arcana.

Impossible Activation (21st level): You disregard conditions or effects that would prevent you from activating magic items in your possession.

Improved Magic Item Capacity (21st level): You can use 2 additional daily item powers each day.

Soul Transfer (24th level): Once per day, when you die, you can transfer your soul to a magic item in your possession. Your body briefly blazes with a cold, blue light and then disintegrates to dust (your possessions are not destroyed) as the object becomes your soul's new home.

As the object, you gain a fly speed of 5 (perfect). You can activate the item as normal or attack with it (if it is a weapon or similar object). You cannot use your racial powers or powers that cannot be used with the item (ie: you cannot use Weapon keyword powers unless the item is an Weapon), but you can use other powers as normal. Anything you do in this form functions as normal, although you usually cannot carry or manipulate other objects (a pair of magical gloves could). You still count the bonuses you gained from the magic items you were wearing at the time of your death, as long as they are not being worn or used by other creatures.

While in this form, you can only be attacked as an object, not a creature (you are treated as an attended object, if applicable). If the item is destroyed, you die. You can be raised as normal, although your actual body was completely destroyed in the process of the soul transfer, making the process slightly more difficult (the component cost is doubled). You can choose to continue adventuring in this form, but after each month, you must make a DC 10 + your level Endurance check. If you fail, your soul moves on, although the item retains a spark of your personality, becoming intelligent.

Artifact Dominion (30th level): Choose three of the abilities listed below. You can use each of these abilities once per day as a minor action. Should you ever possess one of these artifacts, you gain one additional use per of the ability (even if you didn't choose the artifact as one of your three choices).

Axe of the Dwarvish Lords: You make a basic melee attack with a +5 thundering greataxe. The target of the attack must be a creature larger than medium size. You make the attack as though you had a proficiency with greataxes and as though you had a Strength score equal to your highest Ability Score (if it isn't already your highest).

Book of Exalted Deeds: For 1 hour, you deal +1d10 additional damage with all attacks that deal Radiant damage. In addition, you can, once during the duration of this effect, as a Standard Action make a Wisdom +2 vs. Reflex attack against a creature. The attack deals 8d6 radiant damage if it hits, half damage on a miss (double damage against creatures with the Evil or Chaotic Evil alignments). You make this attack as though you had a Wisdom score equal to your highest Ability Score (if it isn't already your highest).

Special: If you use this ability and your alignment is not Good or Lawful Good, you are *weakened* until you take an extended rest. If your alignment is Evil or Chaotic Evil, you are also *dazed* until you take an extended rest.

Book of Vile Darkness: For 1 hour, you deal +2d6 additional damage with all attacks that deal Necrotic damage. In addition, you can, once during the duration of this effect, as a Standard Action make a Wisdom +2 vs. Reflex attack against a creature with an alignment of Good or Lawful Good. The attack deals 8d6 necrotic damage if it hits, half damage on a miss (double damage against creatures with the Good or Lawful Good alignments). You make this attack as though you had a Wisdom score equal to your highest Ability Score (if it isn't already your highest).

Special: If you use this ability and your alignment is not Evil or Chaotic Evil, you are *weakened* until you take an extended rest. If your alignment is Good or Lawful Good, you are also *dazed* until you take an extended rest.

Eye of Vecna: One of your eyes is replaced with the Eye of Vecna. You gain an aura of clear sight (as per the Eye of Vecna ability unlocked when it is Pleased) until the end of your next turn. At the end of the your current turn, the Eye makes an attack against you (as per when the Eye is Angered with you). Your eye returns to normal when the Eye disappears, although you may still have to contend with the effects of its attack.

Hand of Vecna: One of your hands is replaced with the Hand of Vecna. You gain an aura of death (as per the Hand of Vecna ability unlocked when it is Pleased) until the end of your next turn. At the end of your current turn, the Hand drops whatever it is holding attempts to choke you (as per when the Hand is Angered with you). The Hand only disappears when it stops choking you. Your hand returns to normal when the Hand disappears.

Invulnerable Coat of Arnd: You gain resist 10 to acid, fire, and lightning as well as a +1 bonus to saving throws for 1 hour and you can spend a healing surge immediately as a free action. You can, at-will during the duration of the effect, spend a minor action to change one of the resistances to one of the following types: acid, cold, fire, force, lightning, necrotic, psychic, or radiant.

Olidamarra's Dice: Choose a creature within 20 feet (or yourself). Roll 1d6 and check the table below for the effect:

| Roll: | Effect: |
|-------|---|
| 1 | -1 penalty to all attacks and checks for 1 hour |
| 2 | -2 penalty to all defenses for the rest of the encounter (or 5 minutes). |
| 3 | +2 bonus to all attacks and saves vs Fear effects for the rest of the encounter (or 5 minutes) |
| 4 | Gain the use of the Displacement power (Wizard Utility 10, self only) once this encounter (or in the next 5 minutes). |
| 5 | +2 bonus to all attacks, defenses, and checks for 1 hour. |
| 6 | Gain the phasing quality for the rest of the encounter (or 5 minutes). |

Sphere of Annihilation: Replicate the effects of the Disintegrate power (Wizard Attack 19) as though you had an Intelligence score equal to your highest Ability Score (if it isn't already your highest).

Staff of the Magi: You gain a +2 bonus to all your defenses and saves (+4 if the source of the power is Arcane), and you are invisible, as per the Greater Invisibility power (Wizard Utility 16) for up to 5 minutes. In addition, once the invisibility ends, you gain the use of the Displacement power (Wizard Utility 10, self only) once during the remaining duration of the effect.

Special: You cannot call an artifact if it is the possession of another creature it is at least Satisfied with.

Efficient Magic Item Use Artifact Lord Utility 26

At-Will

Free Action Personal

Trigger: You use an item's encounter or daily power

Effect: Roll a d20. If you roll a 10 or higher, the item's power is not expended. You can use that power again as though you hadn't used it.

Special: If you successfully use this power with a daily item power, you cannot use this power again until after you take an extended rest.

Blade of Ragnarök

Requirements: 21st level defender

Unbreakable (21st level): Gain gain Resistance 5 against all attacks that target AC.

Weapon of Ruin (21st level): Whenever you attack with a weapon, you treat any resistances your target may have as 5 points lower.

Slayer's Fury (24th level): Your critical hit range increases by 1 point to, normally, 19-20. This ability stacks with other critical hit range increases, whether from feats, powers, or other sources. This ability only applies when you make a weapon attack (basic or with a power).

Unstoppable Tenacity (30th level): The first time in an encounter your hit point total drops to 0 or less, you can spend a healing surge (if you have one left), gaining temporary hit points equal to your bloodied value as well as regaining hit points as normal.

Destiny Strike Blade of Ragnarök Utility 26

Daily ♦ Weapon

Minor Action Melee weapon

Effect: Make a basic melee attack with a +5 power bonus to the attack roll. If your attack hits, you deal damage as normal and you instantly become aware of any of the following abilities the creature has (and the value, if applicable): concealment, fast healing, insubstantial, invisible, regeneration, or resistances. You can choose to suppress one of those abilities until the end of your next turn. If the creature has multiple resistances, you can only suppress one of them.

Sustain Minor: You continue to suppress the chosen ability until the end of your next turn.

Special: If the basic melee attack kills the target, this power is not expended.

Eternal Hero

Requirements: 21st level.

Quickening (21st level): At the start of each of your turns, you gain a number of temporary hit points equal to $\frac{1}{2}$ your level. These temporary hit points stack with any temporary hit points you might gain from other effects, but not with themselves.

Death Denied (24th level): At the dawn of each day, if you are dead, you are restored to life (as though the raise dead ritual was used on you). You can set a place where you want to return. (You must be standing in that place when you make the choice.) When you are restored to life, you can choose to return in the place you choose or in the place you died. You can choose a new location for your place of return once per level.

Nexus of Many Lives (26th level): Your utility power has a number of options you must choose when you gain the power:

The Warrior: Choose one magic weapon of up to 26th level and one Fighter encounter attack power of up to 13th level.

The Disciple: Choose one Cleric utility power of up to 10th level.

The Arcanist: Choose one daily Wizard attack power of up to 15th level.

The Traitor: Choose 3 Warlock powers (utility or attack, Infernal pact only) of up to 23rd level.

Once you make these choices, you cannot change them.

Eternal Renewal (30th level): Three times per day, as an immediate reaction to when your hit points are reduced to 0 or less, you can spend a healing surge, regaining hit points equal to your bloodied value instead of the normal value.

Nexus of Many Lives Eternal Hero Utility 26

Daily

Free Action (See Text) **Personal**

Effect: When you activate this power, you take an one of the following actions this turn:

The Warrior: You use your chosen Fighter encounter power as though you were wielding your chosen weapon.

The Disciple: You use your chosen Cleric power.

The Arcanist: You use your chosen Wizard attack power as though you were using a +6 magic wand.

The Traitor: You use one of your three chosen Warlock powers as though you were using a +6 magic wand and had an Infernal Pact.

The action needed to use this power is the same as the action needed to use the chosen power.

Treat any Ability Scores used by the powers as though they were equal to your highest Ability Score.

Special: If you use the Traitor option and you are not Evil or Chaotic Evil, you suffer a special Will attack after the action is completed. Roll a 1d20 + your level (level +5 if you are Good or Lawful Good). If this beats your Will defense, you become *dazed* and *weakened* until after you take an extended rest. However, if you *are* Evil or Chaotic Evil and you do *not* use the Traitor option, you suffer the same attack.

Mythic Shadow

Requirements: 21st level, trained in Stealth

Improved Precision (21st level): You gain a +5 bonus to damage whenever you have combat advantage against your target.

Phantom Visage (21st level): You gain the use of the Greater Invisibility power (Wizard Utility 16, self only) once per encounter. In addition, You gain the use of the Displacement power (Wizard Utility 10, self only) once per day.

Spurn Death (24th level): Once per day, as an immediate interrupt to when you are reduced to 0 or fewer hit points by an attack, you can choose to spurn death. Roll a saving throw, if successful, the attack is treated as though it you were not targeted by it and you can shift one square. Other creatures targeted by the attack do not receive this benefit and the attack is still expended, if it was limited by encounter or per day.

Shadow Strike (30th level): All attacks you make that target AC instead target Reflex defense. You can choose to suppress this ability as a minor action.

Shadow Stride Mythic Shadow Utility 26

Encounter

Move Action Personal

Effect: You move up to your speed. During this move, you are treated as though you had the *phasing* quality and you gain concealment until the end of your next turn. You provoke opportunity attacks for this move as normal, but you are treated as though you had the *insubstantial* quality if such an attack hits. You cannot be forced to stop this movement by any power or effect. You can move through solid objects during this move, but it costs you 1 additional square of movement for each square of solid objects you move through.