

## Arms

*Worn Items*



### +1 Heavy Steel Shield of Blocking

**Level:** 3

**Body Slot:** Arms

**Enhancement:** Armor Class and Reflex defense

**Power (Encounter)** *Immediate.* You can negate an attack against an adjacent ally.

Delgar

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## Feet

*Worn Items*



### Boots of Kobold Power

These boots are suitable for a character of any class.

**Level:** 2

**Body Slot:** Feet

**Power (Encounter)** *Minor.* Gain ability to shift one square.

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### +1 Boots of Leaping and Stomping

(Thanks to Smerg for the inspiration)

**Level:** 12

**Slot:** Feet (Alternate-Weapon)

**Enhancement:** Attack and damage rolls with the weapon

**Weapon Information:** Prof- 2 Damage- 2d6 Range- ---  
Category- Foot Slot Item. A character with access to Martial powers is considered proficient with this weapon.

**Power (At-will)** *Free.* Whenever during a move action an Athletics or Acrobatics check is made in order to make a jump, ignore the dice roll and instead jump up to 6 spaces (including vertical distance). This jump does not provoke opportunity attacks.

**Power (Encounter)** *Immediate (reliable).* Make an Athletics or Acrobatics check vs. the Ref Def. of the nearest enemy. If the check succeeds, get a +5 bonus to AC and Ref Def. for one round.

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## Hands

### *Worn Items*



#### **+1 Gloves of the Glacial Peaks**

*These gloves are used by the dwarven wizards of the Glacial Peaks tradition.*

*They feel warm and durable on the inside, but course and cold on the out.*

**Level:** 2

**Slot:** Hands

**Enhancement:** Attack and damage rolls with the implement

**Power (Milestone)** *Free.* Use when you use a cold or earth descriptor spell, spell does +5 damage to all targets.

**Recharge:** Milestone

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## Neck

### *Worn Items*



#### **+1 Begger's Coin**

**Level** 1

**Slot** Neck

**Enhancement** Will and For Defenses

**Powers** Regain Unseen (Standard, Encounter, *Second Wind* Available) Close Burst 2, Wisdom vs. Will, + secondary: on hit opponent ignores you until the end of your next turn.

Secondary - Second Wind on yourself with a bonus to hp regained equal to opponents affected by primary attack.

Wiman

#### **+1 Necklace of Manipulation**

This amulet is suitable for a character of any class.

**Level:** 2

**Slot:** Neck

**Enhancement:** Fortitude, Reflex, and Will defenses

**Power (at-will)** *Minor action.* Use the Wizard Cantrip *mage hand*.

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#### **+1 Reaver's Hood**

**Level** 3

**Slot** Neck (Unless there is a cloak slot)

**Enhancement** Will, Fort, and AC

**Powers** Strength from Weakness (Standard, Daily Stackable) Tag on to another power - on hit damage done to a **single** opponent is added to your hp total as healing.

Wiman

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## Miscellaneous

### Wondrous Items

#### Strange Multi-Blade Sheath

*This black leather piece of work is very strange to behold. Somehow, it can fit up to six blades inside it at once, or a single large blade.*

**Effect:** This backpack can store each of the pieces of the First Tsurugi, including the First Tsurugi itself. When stored in this way, the effective weight for these items for the purpose of determining encumbrance is halved.

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## Potions Etc.

### Consumable Items



#### Dwarven Blood Spirits

**Level:** 3

**Slot:** Consumable

**Use:** Standard+12 vs. Fortitude; Encounter

**Hit:** -2 to attacks for rest of encounter, slowed (save ends)

**Miss (Not of Dwarf Blood):** *Second Wind* is a minor action for you this encounter.

**Miss (Dwarf Blood):** *Second Wind* is a free action for you this encounter.

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#### Potion of Accuracy

**Level:** 1

**Slot:** Consumable

**Use:** Standard

**Effect:** +2 to attacks for the encounter.

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#### Potion of Healing

**Level:** 1

**Slot:** Consumable

**Use:** Standard

**Effect:** Activates one of your healing surges, healing the normal amount of your healing surge +1d6 hit points of damage.

**Note:** If you have expended all of your healing surges for the day, this potion has no effect on you.

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#### Potion of Healing

**Level:** 5

**Slot:** Consumable

**Use:** Standard

**Effect:** +2 to attacks and damage for encounter, Gain 10 temporary hit points.

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#### Potion of Resilience

**Level:** 1

**Slot:** Consumable

**Use:** Standard

**Effect:** +2 to AC and Defenses for the encounter.

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## Weapons

Held Items

### +1 Blade of the Underdog (Short Sword)

Level 1

Slot Weapon

Enhancement Attack, Damage

**Power Even the Odds** (Standard, at-will, against an opponent of higher level) Make a basic attack against the opponent, the opponent receives a -1 to attack, damage, and all defenses (save ends)

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### +1 Progressive Knife (Dagger)

*This knife vibrates at high speeds when activated, and glows with an energy that pierces through all with ease.*

Level: 5

Enhancement: Attack and damage rolls with the weapon

**Power (Daily)** Free. When you make an attack that targets AC, you may instead target Reflex Defense

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### +2 Progressive Knife (Dagger)

Level: 10

Enhancement: Attack and damage rolls with the weapon

**Power (Milestone)** Free. When you make an attack that targets AC, you may instead target Reflex Defense

Recharge: Milestone

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### +3 Progressive Knife (Dagger)

Level: 19

Enhancement: Attack and damage rolls with the weapon

**Power (At-will)** Free. When you make an attack that targets AC, you may instead target Reflex Defense

**Power (Daily)** Standard. You may disable or dispel a Wall of Force or similar effect (□invisible force-field) by making a successful Strength Attack with this weapon versus the Will Defense of the wall (or its creator). If the force field had a duration of an encounter or less, the effect that created it ends, and the wall is dispelled. If the force field is a permanent or ongoing effect, then it is disabled for one round.

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### Fey Heart Knife

Level: 3

Critical: Will save +8 or staggered.

**Power (Encounter)** Free. Activate when you hit with this weapon. The target makes a +8 Fortitude save or is staggered one round and acquires the Fey-Touched template\* the next (see **MonstrousOCC**).

Quickleaf

### The First Tsurugi (Unstoppable Greatsword)

*All the blades have come together to form this clockwork masterblade.*

Weapon- Claymore

Enhancement: Attack and damage rolls with this weapon

Critical Hit: +6d6 damage

**Power (At-will)** Minor. You may choose to disconnect one of the swords that formed the First Tsurugi, and it appears in your off-hand. You may reconnect the blade as a Minor action. You may disconnect up to three blades in this way, but they must all be connected in order to activate the following power.

**Power (Daily)** Standard. You may may make a Strength Attack verses the Reflex Defense of creatures within a close burst 4. Hit creatures take damage from Ascalon, Sidewinder, Merciless, Avenger, Vendetta, and Vigilante, + your Strength modifier. Missed enemies take half this damage. You immediately activate the following power as a free action.

**Power (At-will)** Minor. The First Tsurugi splits back into the pieces that formed it (Ascalon, Sidewinder, Merciless, Avenger, Vendetta, and Vigilante). You may select one of the blades to retain hold of, but all others fall to the ground in your space.

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### Kingdom Key (+2 Heartforged Longsword)

*This blade was designed in the image of a simple key. It is forged from silver and gold, and is light in the hands of the pure hearted. It is the bane of shadow creatures, and the quasi-existent beings they create in their wake.*

Level: 13

Enhancement: Attack and damage rolls made with this weapon.

Critical Hit: +1d6 damage.

**Bonus Damage:** Deal +2d6 damage to creatures with the "Shadow" or "Animate" keywords.

*When you complete the bonding ritual with this weapon, you can activate the following powers.*

**Power (At-will)** Minor. Open an unlocked door or chest within 6 squares

**Power (Daily)** Free. When you activate the above power on a locked chest or door, it unlocks (no matter how difficult or magical the lock is) and opens.

**Power (At-will)** Standard. Summon the Kingdom Key from wherever it was into your grip. This functions no matter where you are, or where the Kingdom Key is. You do not have to be holding the Kingdom Key to activate this power.

**Power (Encounter)** Immediate. When you fail a save against an effect that involves possession, domination, the removal of free will, or the like, you may reroll the save. Take the second result.

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### **Merciless & Avenger** (+2 Twin Serrated Long-Swords)

*These swords have a strange edge specially designed for inflicting cruel damage. There are no hilts on these blades, and their handles are made of a special cushioning material.*

**Level:** 14

**Enhancement:** Attack and damage rolls with these weapons

**Critical Hit:** [Str] ongoing damage (save ends)

**Power (At-will)** Free. When you are dual wielding both Merciless and Avenger, and an attack or power using one of the weapons hits, both of them do damage.

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### **Paradox's Pride** (+1 Whip of Healing)

*(thanks to WizO\_Paradox for the inspiration) As it's name suggests, this fine item blurs the fine line between pleasure and pain. In the hands of the untrained, usage of this item could prove disastrous.*

**Level:** 11

**Enhancement:** Attack and damage rolls with the weapon

**Power (At-will)** Free. When you hit with a basic attack with this weapon, the target of the basic attack may activate a healing surge.

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### **Sidewinder & Ascalon** +1 Twin Spring-loaded Short-Swords

*These two blades seem to have mechanisms for allowing them to collapse into smaller forms, but the means of doing so does not seem available with these two swords alone.*

**Level:** 9

**Enhancement:** Attack and damage rolls with these weapons

**Power (At-will)** Free. When you are dual wielding both Ascalon and Sidewinder, and an attack or power using one of the weapons hits, both of them do damage.

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### **Sunsword** (+1 Light-bringing Bastard Sword)

*[Expedition to Castle Ravenloft] This blade was once sundered. Now brought together into its true form, it brings the wrath of light against the creatures of darkness.*

**Level:** 9

**Enhancement:** Attack and damage rolls with the weapon

**Critical Hit:** +1d10

*When the bonding ritual is complete, the wielder of the Sunsword can activate the following abilities:*

**Super Versatile:** The Sunsword can be wielded and meet the requirements of powers as if it were a short sword, long sword, or bastard sword.

**Bonus Damage:** +2d6 damage against undead, were-creatures, demons and devils

**Power (Daily)** Standard. Area Burst 2: you create a globe of daylight, and creatures who are affected by direct sunlight resolve the light from your sword as such.

**Sustain Standard:** The area burst of this effect increases by 1 square every round this effect is sustained. You can sustain this effect indefinitely, but the area burst never increases past 12 squares.

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### **Vendetta** (+2 Strange-Grip Heavy Blade (Scimitar))

*This blade seems to be just a single sharpened piece of metal with a grip within the blade itself.*

**Level:** 19

**Enhancement:** Attack and damage rolls with this weapon

**Critical Hit:** +2d12 damage

**Power (At-will)** Free. When you make an attack, you may subtract a number from your attack roll (up to 1/2 your level) and add that number to your Reflex Defense and Armor Class for one round.

**Power (At-will)** Free. When you make an attack, you may subtract a number from your Reflex Defense and Armor Class (up to 1/2 your level) for one round and add that number to this attack.

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### **Vigilante** (+3 Splitblade (Bastardsword))

*This blade splits down the middle, and can be used used to unleash powerful abilities.*

**Level:** 24

**Enhancement:** Attack and damage rolls with this weapon

**Versatile:** This weapon may be held in one or two hands

**Power (At-will)** Free. You may reduce the proficiency rating of this weapon by one to increase the critical hit rating by one. This power lasts until it is deactivated (free action.)

**Power (Daily)** Standard. If you are dual wielding Vendetta and Vigilante, you may make a Strength Attack verses the Reflex Defense of creatures within a close burst 6. Hit creatures take [Vigilante+Vendetta +Strength Modifier] x2 damage. Missed creatures take half this damage.

**Power (Daily)** All Actions. You must spend your Standard, Move, and Minor actions to use this power. If you posses and have Ascalon, Sidewinder, Merciless, Avenger, Vendetta, and Vigilante within your space or adjacent to you, you may have them disappear and be replaced by the First Tsurugi. The blades remain in this combined form until its power to disjoin them is activated.

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## Weapon/Implement

Held Items

### +1 Holy Symbol of Ravenkind

[Expedition to Castle Ravenloft]

*This symbol is made in the image of the burning sun, with a deep red ruby in the center. The inscription in gold letters around the gem is a prayer to the Raven Queen. This is a powerful tool against the legions of undeath.*

**Level:** 9

**Enhancement:** Attack and damage rolls with the implement

**Bonus Damage:** +1d6 against Undead

**Power (At-will)** Free. When you use the power that specifically targets undead while using this implement, you may make this implement shed light in an area burst 4.

*When you complete the bonding ritual with this implement, you can activate the following powers.*

**Bonus Damage:** +3d6 against Undead (instead of +1d6)

**Power (Encounter)** Standard. Detect whether or not there are undead with the "Animate" keyword within 12 spaces

**Power (Daily)** Standard. Make a Wisdom attack with this implement versus the Will defense of up to three undead creatures (Range 8). Hit: Creature is immobilized (save ends.)

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### Mog (+1 Doll of the Strange but Lovable Creature)

*This doll depicts a creature who is a very "roundish" version of a cat, with a large red nose, small bat wings, and a red pom-pom hanging from an antennae on its head.*

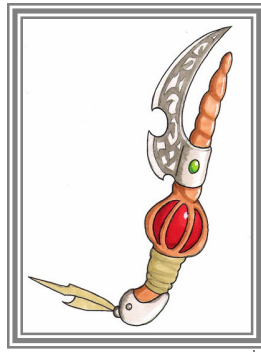
**Level:** 5

**Enhancement:** Attack and damage rolls with the implement

**Power (Milestone)** Minor. You can mentally command this doll to move up to 4 spaces away from you. Until the end of this turn, when you cast any close or ranged spell, you may choose to choose the doll's location as the spell's point of casting instead of your own. At the end of your turn, the doll returns to you.

**Recharge:** Milestone

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### +1 Recruiter of Blood

*This hand sized orb is clear blue, but with a rust colored impurity in the center that seems to grow every now and again.*

**Level:** 3

**Enhancement:** Attack and damage rolls with the implement

**Power (Milestone)** Free. When you cast a spell, you may expend a healing surge to deal additional damage to each target of the spell equal to your Second Wind healing value.

**Recharge:** Milestone

**Power (At-will)** Minor. You may absorb the blood of a deceased humanoid adjacent to you into this crystal. You may store the blood of up to 30 humanoids in this way.

**Lore:** Arcana 15- The impurity within this crystal orb is actually the magically compressed blood of its victims. Religion 20- It is said that the souls of mortals do not depart to the shadow-realm until their blood has stopped flowing and has dried... Perhaps this item traps souls in the mortal world for a time.

History 30- This orb is given to each member of a secret society of assassins, who require the blood of mortals in vast quantities...

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### +2 Staff of Power

*This powerful staff is topped with a glistening gem, with a shaft that is straight and smooth.*

**Level:** 17

**Enhancement:** Attack and damage rolls with the weapon

**Bonus Damage:** +2d6 with Force powers

**Power (At-will)** Free. You may expend an Action Point to activate an expended Daily Power of the Force, Fire, Lightning, or Cold descriptors.

**Power (Milestone)** Free. You may activate an expended Encounter Power of the Force, Fire, Lightning, or Cold descriptors.

**Recharge:** Milestone

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