

NEW MAGIC ITEMS

ARMOR

Level	Name	Price (gp)	Categories
2	Armor of the Silver Rose +1	520 gp	Chain, scale, plate
2	Swimmer's Armor +1	520 gp	Cloth, leather
2	Traveler's Armor +1	520 gp	Cloth, leather, hide
3	Armor of Pursuit +1	680 gp	Any
3	Armor of Vitals Protection +1	680 gp	Any
3	Berserker Armor +1	680 gp	Leather, hide
4	Delphinite Robes +1	840 gp	Cloth
5	Bodyguard's Armor +1	1,000 gp	Any
7	Armor of the Silver Rose +2	2,600 gp	Chain, scale, plate
7	Swimmer's Armor +2	2,600 gp	Cloth, leather
7	Traveler's Armor +2	2,600 gp	Cloth, leather, hide
8	Armor of Pursuit +2	3,400 gp	Any
8	Armor of Vitals Protection +2	3,400 gp	Any
8	Berserker Armor +2	3,400 gp	Leather, hide
9	Delphinite Robes +2	4,200 gp	Cloth
10	Bodyguard's Armor +2	5,000 gp	Any
12	Armor of the Silver Rose +3	13,000 gp	Chain, scale, plate
12	Swimmer's Armor +3	17,000 gp	Cloth, leather
12	Traveler's Armor +3	17,000 gp	Cloth, leather, hide
13	Armor of Pursuit +3	17,000 gp	Any
13	Armor of Vitals Protection +3	17,000 gp	Any
13	Berserker Armor +3	17,000 gp	Leather, hide
14	Delphinite Robes +3	21,000 gp	Cloth
15	Bodyguard's Armor +3	25,000 gp	Any
15	Lead Armor +3	25,000 gp	Plate
17	Armor of the Silver Rose +4	65,000 gp	Chain, scale, plate
17	Swimmer's Armor +4	85,000 gp	Cloth, leather
17	Traveler's Armor +4	85,000 gp	Cloth, leather, hide
18	Armor of Pursuit +4	85,000 gp	Any
18	Armor of Vitals Protection +4	85,000 gp	Any
18	Berserker Armor +4	85,000 gp	Leather, hide
19	Delphinite Robes +4	105,000 gp	Cloth
20	Bodyguard's Armor +4	125,000 gp	Any
20	Lead Armor +4	125,000 gp	Plate
22	Armor of the Silver Rose +5	325,000 gp	Chain, scale, plate
22	Swimmer's Armor +5	325,000 gp	Cloth, leather
22	Traveler's Armor +5	325,000 gp	Cloth, leather, hide
23	Armor of Pursuit +5	425,000 gp	Any
23	Armor of Vitals Protection +5	425,000 gp	Any
23	Berserker Armor +5	425,000 gp	Leather, hide
24	Delphinite Robes +5	525,000 gp	Cloth
25	Bodyguard's Armor +5	625,000 gp	Any
25	Lead Armor +5	625,000 gp	Plate
27	Armor of the Silver Rose +6	1,625,000 gp	Chain, scale, plate

27	Swimmer's Armor +6	1,625,000 gp	Cloth, leather
27	Traveler's Armor +6	1,625,000 gp	Cloth, leather, hide
28	Armor of Pursuit +6	2,125,000 gp	Any
28	Armor of Vitals Protection +6	2,125,000 gp	Any
28	Berserker Armor +6	2,125,000 gp	Leather, hide
29	Delphinite Robes +6	2,625,000 gp	Cloth
30	Bodyguard's Armor +6	3,125,000 gp	Any
30	Lead Armor +6	3,125,000 gp	Plate

ARMOR OF PURSUIT Level 3+ Uncommon

This armor is extremely well-articulated, especially at the legs and hips.

Lvl 3	+1	680 gp	Lvl 18	+4	85,000 gp
Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp

Armor: Any

Enhancement: AC

Power (Encounter): Immediate reaction. Trigger: An enemy starts its turn adjacent to you and ends its turn at least 5 squares from you. Effect: You shift your speed. You may not increase the distance between you and the enemy at any point during this shift.

ARMOR OF THE SILVER ROSE Level 3+ Rare

This heavy armor is graven with silver roses, all in threes.

Lore: Religion DC 15: The silver rose is the symbol of Garnet, and the number three is sacred to her.

Lvl 2	+1	520 gp	Lvl 17	+4	65,000 gp
Lvl 7	+2	2,600 gp	Lvl 22	+5	325,000 gp
Lvl 12	+3	13,000 gp	Lvl 27	+6	1,625,000 gp

Armor: Chain, scale, plate

Enhancement: AC

Power (Encounter): Minor action. Until the end of your next turn, you may communicate telepathically with one ally within 5 squares that you have line of sight to as long as that ally understands at least one language. This communication is silent and as quick as speech. Sustain minor.

Level 12 or 17: Within 10 squares.

Level 22 or 27: Within 20 squares.

ARMOR OF VITALS PROTECTION Level 3+ Common

This armor has extra protection over all the major vital areas.

Lvl 3	+1	680 gp	Lvl 18	+4	85,000 gp
Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp

Armor: Any

Enhancement: AC

Property: When you suffer a critical hit, you reduce the severity of the critical hit by 1d3.

Level 8: Reduce by 1d4.

Level 13: Reduce by 1d6.

Level 18: Reduce by 2d4.

Level 23: Reduce by 2d6.

Level 28: Reduce by 2d8.

BERSERKER ARMOR Level 3+ Uncommon

This armor has extra protection over all the major vital areas.

Lvl 3	+1	680 gp	Lvl 18	+4	85,000 gp
Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp

Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp
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Armor: Leather, hide
Enhancement: AC
Property: Whenever you use the *rage strike* barbarian class feature, you deal an extra 1 [W] damage.

BODYGUARD'S ARMOR Level 5+ Rare

While you wear this armor, you become very aware of any openings that your enemies leave you when they attack your allies.

Lvl 5	1,000 gp	Lvl 20	125,000 gp
Lvl 10	5,000 gp	Lvl 25	625,000 gp
Lvl 15	25,000 gp	Lvl 30	3,125,000 gp

Armor: Any
Enhancement: AC
Property: Whenever an adjacent enemy attacks one of your allies, you may make an opportunity attack against that enemy. If you hit, that enemy is marked until the end of your next turn.
Power (Daily): Immediate interrupt. Trigger: An adjacent ally is targeted by a melee or ranged attack. Effect: You and the triggering ally switch places and the attack targets you instead.
Power (Encounter): Minor action. Until the end of your next turn, enemies marked by you suffer a -3 penalty, instead of the normal -2 penalty, to attacks that do not include you as a target. Sustain minor.

DELPHINITE ROBES Level 4+ Rare

These fancy robes have long open sleeves, a high stiff collar and arcane symbols all over them.

Lore: These were originally fashioned in the Delphinatate so that that wizards that ruled it would need have no fear of armed uprisings.

History DC 20: The character recognizes these robes and identifies their properties.

Lvl 4	+1	840 gp	Lvl 19	+4	105,000 gp
Lvl 9	+2	4,200 gp	Lvl 24	+5	525,000 gp
Lvl 14	+3	21,000 gp	Lvl 29	+6	2,625,000 gp

Armor: Cloth
Enhancement: AC
Property: Resist 5 weapons.
 Level 14 or 19: Resist 10.
 Level 24 or 29: Resist 15.

LEAD ARMOR Level 15+ Rare

This armor is incredibly heavy. Although the surface is hard and seems battle-worthy, instead of steel or iron, the plates of this suit are fashioned of lead.

Lvl 15	+3	25,000 gp	Lvl 25	+5	625,000 gp
Lvl 20	+4	125,000 gp	Lvl 30	+6	3,125,000 gp

Armor: Plate
Enhancement: AC
Property: You take a -1 penalty to speed. (This is above and beyond the standard speed penalty for wearing heavy armor, and it applies even if you are a dwarf.)
Property: Whenever you are exposed to RADs, you resist a number of RADs equal to the armor's enhancement bonus.

MOONMETAL ARMOR Level 3+ Rare

This armor is of odd workmanship, with many strange lines and whorls upon it. It is obvious that at some point it was altered to better fit roughly human proportions; it must have been fashioned originally for some other kind of creature. It is made of a strange, bluish metal.

Lore: Arcana DC 25: The metal looks like a very rare metal that supposedly comes from moons and is very difficult to find or retrieve. It is said that moonmetal has affinities for the mind.

Lvl 3	+1	680 gp	Lvl 18	+4	85,000 gp
Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp

Armor: Chain, scale, plate

Enhancement: AC

Property: You gain a +1 item bonus to Will defense.

Property: You gain low-light vision.

Power (Encounter): Immediate reaction. Trigger: You are hit by an effect with the charm keyword. Effect: Make a saving throw. If you succeed, treat the attack as if it missed you.

SWIMMER'S ARMOR Level 2+ Rare

This suit of skin-tight armor is made from boiled, cured and oiled seal skin.

Lvl 2	+1	520 gp	Lvl 17	+4	65,000 gp
Lvl 7	+2	2,600 gp	Lvl 22	+5	325,000 gp
Lvl 12	+3	13,000 gp	Lvl 27	+6	1,625,000 gp

Armor: Cloth, leather

Enhancement: AC

Property: You gain a swim speed equal to half your land speed.

Level 12 or 17: Equal to your land speed.

Level 22 or 27: Equal to your land speed +2.

TRAVELER'S ARMOR Level 2+ Rare

This well-worn armor bears the stains of long travels.

Lvl 2	+1	520 gp	Lvl 17	+4	65,000 gp
Lvl 7	+2	2,600 gp	Lvl 22	+5	325,000 gp
Lvl 12	+3	13,000 gp	Lvl 27	+6	1,625,000 gp

Armor: Cloth, leather, hide

Enhancement: AC

Property: While you wear this armor, you do not need to eat.

Level 17, 22 or 27: Eat or drink.

WEAPONS

Level	Name	Price (gp)	Categories
1	Silver Seeker's +1	360 gp	Light blade, heavy blade
2	Last Man Standing +1	520 gp	Any melee
3	Deadly +1	680 gp	Any
3	Tiger +1	680 gp	Axe, light blade, spear
3	Weapon of the Bloody Wall +1	680 gp	Any melee
6	Silver Seeker's +2	1,800 gp	Light blade, heavy blade
7	Last Man Standing +2	2,600 gp	Any melee
8	Deadly +2	3,400 gp	Any
8	Tiger +2	3,400 gp	Axe, light blade, spear
8	Weapon of the Bloody Wall +2	3,400 gp	Any melee
8	Weapon of Unclosing Wounds +2	3,400 gp	Any
9	Bonebreaker +2	4,200 gp	Hammer, mace
9	Crossbow of the Wand +2	4,200 gp	Crossbow
9	Peryton Horn Weapon +2	4,200 gp	Pole arm
10	<i>Astralis</i>	5,000 gp	Shortsword
10	Shieldbreaker +2	5,000 gp	Any melee
11	Silver Seeker's +3	9,000 gp	Light blade, heavy blade
12	Last Man Standing +3	13,000 gp	Any melee

13	Deadly +3	17,000 gp	Any
13	Tiger +3	17,000 gp	Axe, light blade, spear
13	Weapon of the Bloody Wall +3	17,000 gp	Any melee
13	Weapon of Unclosing Wounds +3	17,000 gp	Any
14	Bonebreaker +3	21,000 gp	Hammer, mace
14	Crossbow of the Wand +3	21,000 gp	Crossbow
14	Peryton Horn Weapon +3	21,000 gp	Pole arm
15	Shieldbreaker +3	25,000 gp	Any melee
15	Slip-Tip	25,000 gp	Light blade
16	Silver Seeker's +4	45,000 gp	Light blade, heavy blade
17	Last Man Standing +4	65,000 gp	Any melee
18	Deadly +4	85,000 gp	Any
18	Tiger +4	85,000 gp	Axe, light blade, spear
18	Weapon of the Bloody Wall +4	85,000 gp	Any melee
18	Weapon of Unclosing Wounds +4	85,000 gp	Any
19	Bonebreaker +4	105,000 gp	Hammer, mace
19	Crossbow of the Wand +4	105,000 gp	Crossbow
19	Peryton Horn Weapon +4	125,000 gp	Pole arm
20	Morganti +4	125,000 gp	Any
20	Shieldbreaker +4	125,000 gp	Any melee
21	Silver Seeker's +5	225,000 gp	Light blade, heavy blade
22	Last Man Standing +5	325,000 gp	Any melee
23	Deadly +5	425,000 gp	Any
23	Tiger +5	425,000 gp	Axe, light blade, spear
23	Weapon of the Bloody Wall +5	425,000 gp	Any melee
23	Weapon of Unclosing Wounds +5	425,000 gp	Any
24	Bonebreaker +5	525,000 gp	Hammer, mace
24	Crossbow of the Wand +5	525,000 gp	Crossbow
24	Peryton Horn Weapon +5	525,000 gp	Pole arm
25	Morganti +5	625,000 gp	Any
25	Shieldbreaker +5	625,000 gp	Any melee
26	Silver Seeker's +6	1,125,000 gp	Light blade, heavy blade
27	Last Man Standing +4	1,625,000 gp	Any melee
28	Deadly +6	2,125,000 gp	Any melee
28	Tiger +6	2,125,000 gp	Axe, light blade, spear
28	Weapon of the Bloody Wall +6	2,125,000 gp	Any
28	Weapon of Unclosing Wounds +6	2,125,000 gp	Any
29	Bonebreaker +6	2,625,000 gp	Hammer, mace
29	Crossbow of the Wand +6	2,625,000 gp	Crossbow
29	Peryton Horn Weapon +6	3,125,000 gp	Pole arm
30	Morganti +6	3,125,000 gp	Any melee
30	Shieldbreaker +6	3,125,000 gp	Any melee

ASTRALIS

Level 10 Unique Item

Constructed of some strange milky-white metal, this shortsword's hilt is wrapped in purple leather and the pommel has a shard of some sort of stone set into it.

Lore: *Astralis* is an ancient shortsword forged on a long-lost Astral dominion. The stone in the pommel is a fragment of a dead god's body, the leather is from the skin of an extinct breed of abomination and the weapon itself is made of shaped steel predator bone imbued with ferroplasm.

Lvl 10 +2 5,000 gp

Weapon: Shortsword

Enhancement: Attack rolls and damage rolls

Critical: +2d6; against creatures with the immortal origin, it also gains a +1d6 bonus to severity

Property: When you hit a creature that is not on its plane of origin with this sword, you deal an extra 1d10 points of damage.

Property: Weapon attacks made with *Astralis* ignore the resistances of creatures with the immortal origin.

Property: Whenever *Astralis* would gain a wear point, it receives a saving throw at +5 to avoid the wear point.

Power (Daily): Minor action. Requirement: You must be on the Astral Sea. *Astralis* points the way towards a location on the astral plane that it has visited previously.

BONEBREAKER

Level 9+ Rare

This blunt weapon has heavy and brutal-looking flanged head.

Lvl 9	+2	4,200 gp	Lvl 24	+5	525,000 gp
Lvl 14	+3	21,000 gp	Lvl 29	+6	2,625,000 gp
Lvl 19	+4	105,000 gp			

Weapon: Hammer, mace

Enhancement: Attack rolls and damage rolls

Critical: +1d10 damage per plus, and this weapon's encounter power recharges.

Power (Encounter): Free action. Trigger: You hit a bloodied creature with bones. Effect: In addition to the hit's other effects, you crack the target's leg or hip. The target is slowed (save ends).

Power (Daily): Free action. Trigger: You score a critical hit on a bloodied creature with bones. Effect: You break the bones of the body part that the target uses to make basic attacks (for example, the arm of a swordsman or the jaw of a wolf). Until the target is no longer bloodied, it suffers a -4 penalty on attacks and skill checks using the broken body part.

CROSSBOW OF THE WAND

Level 9+ Rare

This crossbow has an odd firing slot, wider than a standard quarrel.

Lvl 9	+2	4,200 gp	Lvl 24	+5	525,000 gp
Lvl 14	+3	21,000 gp	Lvl 29	+6	2,625,000 gp
Lvl 19	+4	105,000 gp			

Weapon: Crossbow

Enhancement: Attack rolls and damage rolls

Critical: None

Property: This crossbow is designed to adapt a wand to ranged weapon purposes. Any wand of a level equal to or lower than the crossbow's can be fitted in its firing slot, and the wand will then function for your ranged attacks, providing the crossbow's proficiency bonus and the wand's enhancement bonus, critical effect, properties and powers. This crossbow can also fire quarrels normally.

DEADLY WEAPON

Level 3+ Common

When this weapon scores a critical hit, the target suffers grievously.

Lvl 3	+1	680 gp	Lvl 18	+4	85,000 gp
Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp

Weapon: Any

Enhancement: Attack rolls and damage rolls.

Critical: +1d6 damage per plus, plus increased severity (see *Property*)

Property: When you inflict a critical hit, you increase the severity of the critical hit by 1d3.

Level 8: Increase by 1d4.

Level 13: Increase by 1d6.

Level 18: Increase by 2d4.

Level 23: Increase by 2d6.

Level 28: Increase by 2d8.

LAST MAN STANDING WEAPON

Level 2+ Uncommon

When your allies fall, this weapon increases your stamina.

Lvl 2	+1	520 gp	Lvl 17	+4	65,000 gp
Lvl 7	+2	2,600 gp	Lvl 22	+5	325,000 gp
Lvl 12	+3	13,000 gp	Lvl 27	+6	1,625,000 gp

Weapon: Any melee

Enhancement: Attack rolls and damage rolls.

Critical: +1d6 damage per plus

Power (Daily*Healing): Free action. Trigger: A nonminion ally within 10 squares of you drops. Effect: You may spend a healing surge.

Power (Daily*Healing): Free action. Trigger: Your last ally within 10 squares drops. Effect: You may spend a healing surge.

MORGANTI WEAPON Level 20+ Rare

Even looking at this dead-black weapon sends chills down your spine. Something about it is terrifying, menacing, threatening.

Lvl 20	+4	125,000 gp	Lvl 30	+6	3,125,000 gp
Lvl 25	+5	625,000 gp			

Weapon: Any

Enhancement: Attack rolls and damage rolls.

Critical: The target loses all necrotic resistance and immunity (save ends), and +1d6 necrotic damage per plus.

Property: If this weapon strikes the killing blow on a creature, that creature's soul is destroyed and it is snuffed out forever.

OF THE BLOODY WALL Level 3+ Uncommon

This weapon bears the marks of some long-forgotten kingdom and has obviously seen much use over the centuries.

Lore: Weapons of the Bloody Wall were constructed long centuries ago for use in the wars between Bemvia and Chorania on Dorhaus. Issued by both sides to the men manning each side of the Bloody Wall, these weapons were crucial tools for holding off assaults.

Lvl 3	+1	680 gp	Lvl 18	+4	85,000 gp
Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp

Weapon: Any melee

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: When you or an ally within 5 squares of you makes a saving throw against an effect with the fear keyword, you gain a bonus equal to the weapon's enhancement bonus.

Power (Daily): Minor action; all fear effects in a close burst 5 end.

Level 13: You or an ally within 10 squares; close burst 10.

Level 23: You or an ally within 20 squares; close burst 20.

OF UNCLOSING WOUNDS Level 8+ Rare

Wounds inflicted by this weapon are severe and not prone to quick healing.

Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp
Lvl 18	+4	85,000 gp			

Weapon: Any

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus, and +1d3 severity

Property: Any creature hit by this weapon loses regeneration until the end of its next turn.

Power (Daily): Free action. Trigger: You hit an enemy with this weapon. Effect: The enemy cannot regain hit points (save ends).

PERYTON HORN WEAPON Level 9+ Rare

This pole arm's cutting and piercing parts are fashioned from some sort of wicked-looking horns that look sharper than steel.

Lvl 9	+2	4,200 gp	Lvl 24	+5	525,000 gp
Lvl 14	+3	21,000 gp	Lvl 29	+6	2,625,000 gp
Lvl 19	+4	105,000 gp			

Weapon: Pole arm

Enhancement: Attack rolls and damage rolls

Critical: +1d10 damage per plus, and +1d8 severity

Property: This weapon scores a critical on a 19-20.

Power (Encounter): Free action. Trigger: You bloody an enemy with this weapon. Effect: The target of the triggering attack 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).

SHILDBREAKER WEAPON Level 10+ Uncommon

This weapon is graven with images of broken shields.

Lvl 10	+2	5,000 gp	Lvl 25	+5	625,000 gp
Lvl 15	+3	25,000 gp	Lvl 30	+6	3,125,000 gp
Lvl 20	+4	125,000 gp			

Weapon: Any melee

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus, and the enemy takes a -1 penalty to AC until the end of the encounter.

Power (Daily): Free action; Trigger: You hit an enemy with this weapon; Effect: The enemy takes a penalty to AC equal to this weapon's enhancement bonus until the end of the encounter.

SILVER SEEKER'S WEAPON Level 1+ Uncommon

This weapon is graven with images of broken shields.

Lvl 1	+1	360 gp	Lvl 16	+4	45,000 gp
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

Weapon: Heavy blade, light blade

Enhancement: Attack rolls and damage rolls

Critical: None

Property: You may use your Intelligence bonus when making a melee basic attack with this weapon.

Property: You may use this weapon as an implement with arcane powers. You do not gain the weapon's proficiency bonus when using it in this fashion.

SLIP-TIP Level 15 Rare

The blade of this weapon has a crack across it, yet it seems structurally sound.

Lvl 15	+3	25,000 gp
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Weapon: Light blade

Enhancement: Attack rolls and damage rolls

Critical: +1d8 damage per plus

Power (At Will): Free action. Trigger: You score a critical hit with this weapon. Effect: The weapon's tip breaks off inside the wound and begins seeking the target's heart. This weapon is destroyed and the enemy takes ongoing 10 damage (save ends); Aftereffect: ongoing 10 damage (save ends); Aftereffect: ongoing 5 damage (save ends).

TIGER WEAPON Level 3+ Uncommon

This primitive-looking wood-hafted weapon is adorned with the teeth of a tiger.

Lvl 3	+1	680 gp	Lvl 18	+4	85,000 gp
Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp

Lvl 13 +3 17,000 gp

Lvl 28 +6 2,125,000 gp

Weapon: Axe, light blade, spear

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Encounter): Standard action. You make a mighty leap into the midst of your enemies.

Shift your speed; you may pass through enemy-occupied squares during this shift, and you do not touch the ground. At the end of the leap, you gain combat advantage against any adjacent enemies until the end of your turn and make a melee basic attack against one of them.

HOLY SYMBOLS

Level	Name	Price (gp)
2	Symbol of Apathy +1	520 gp
2	Symbol of Leadership +1	520 gp
3	Adventurer's Symbol +1	680 gp
3	Silver Seeker's Symbol +1	680 gp
3	Symbol of Imperial Authority +1	680 gp
4	Axiomatic Symbol +1	840 gp
4	Symbol of Delayed Doom +1	840 gp
7	Symbol of Apathy +2	2,600 gp
7	Symbol of Leadership +2	2,600 gp
8	Adventurer's Symbol +2	3,400 gp
8	Black Sun of Bleak +2	3,400 gp
8	Silver Seeker's Symbol +2	3,400 gp
8	Symbol of Imperial Authority +2	3,400 gp
8	Symbol of the Crashing Wave +2	3,400 gp
9	Axiomatic Symbol +2	4,200 gp
9	Symbol of Delayed Doom +2	4,200 gp
12	Symbol of Apathy +3	13,000 gp
12	Symbol of Leadership +3	13,000 gp
13	Adventurer's Symbol +3	17,000 gp
13	Black Sun of Bleak +3	17,000 gp
13	Silver Seeker's Symbol +3	17,000 gp
13	Symbol of Imperial Authority +3	17,000 gp
13	Symbol of the Crashing Wave +3	17,000 gp
14	Axiomatic Symbol +3	21,000 gp
14	Symbol of Delayed Doom +3	21,000 gp
17	Symbol of Apathy +4	65,000 gp
17	Symbol of Leadership +4	65,000 gp
18	Adventurer's Symbol +4	85,000 gp
18	Black Sun of Bleak +4	85,000 gp
18	Silver Seeker's Symbol +4	85,000 gp
18	Symbol of Imperial Authority +4	85,000 gp
18	Symbol of the Crashing Wave +4	85,000 gp
19	Axiomatic Symbol +4	105,000 gp
19	Symbol of Delayed Doom +4	105,000 gp
22	Symbol of Apathy +5	325,000 gp
22	Symbol of Leadership +5	325,000 gp
23	Adventurer's Symbol +5	425,000 gp
23	Black Sun of Bleak +5	425,000 gp
23	Silver Seeker's Symbol +5	425,000 gp
23	Symbol of Imperial Authority +5	425,000 gp
23	Symbol of the Crashing Wave +5	425,000 gp

24	Axiomatic Symbol +5	525,000 gp
24	Symbol of Delayed Doom +5	525,000 gp
27	Symbol of Apathy +6	1,625,000 gp
27	Symbol of Leadership +6	1,625,000 gp
28	Adventurer's Symbol +6	2,125,000 gp
28	Black Sun of Bleak +6	2,125,000 gp
28	Silver Seeker's Symbol +6	2,125,000 gp
28	Symbol of Imperial Authority +6	2,125,000 gp
28	Symbol of the Crashing Wave +6	2,125,000 gp
29	Axiomatic Symbol +6	2,625,000 gp
29	Symbol of Delayed Doom +6	2,625,000 gp

ADVENTURER'S SYMBOL Level 3+ Uncommon

The face of this holy symbol is shaped like a hand giving a thumbs up.

Lvl 3	+1	680 gp	Lvl 18	+4	85,000 gp
Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp

Implement (Holy Symbol)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily): Free action. Trigger: You fail a skill check. Effect: Reroll the skill check with a bonus equal to this implement's enhancement bonus.

Power (Daily): Standard action. You or one ally within 5 squares regains a healing surge.

AXIOMATIC SYMBOL Level 4+ Rare

This symbol shows a single directional arrow pointing upward.

Lore: *Religion DC 30:* This is an obsolete symbol of Law. Centuries ago, Law and Chaos were considered to be as significant as good and evil, but the faiths revering them are long gone.

History DC 30 and Religion DC 30, or Religion DC 35: The Great War of Ethics saw the end of Law as a significant force in the multiverse. *Arcana DC 35 or History DC 35:* In fact, the conclusion of the Great War of Ethics saw a wholesale reconfiguration of the planes.

Lvl 4	+1	840 gp	Lvl 19	+4	105,000 gp
Lvl 9	+2	4,200 gp	Lvl 24	+5	525,000 gp
Lvl 14	+3	21,000 gp	Lvl 29	+6	2,625,000 gp

Implement (Holy Symbol)

Enhancement: Attack rolls and damage rolls

Critical: +5 damage per plus

Property: You may not break your word or promise while you bear this symbol.

Property: Whenever you are dominated or forced to make an attack, you may make a saving throw. If you succeed, you are not dominated or do not attack.

Power (Daily): Free action. Until the end of your next turn, instead of rolling dice, treat all d4s as if you had rolled 3, all d6s as if you had rolled 4, all d8s as if you had rolled 5, all d10s as if you had rolled 6, all d12s as if you had rolled 7 and all d20s as if you had rolled 12.

Power (Daily): Free action. Until the end of your next turn, when an enemy makes an attack or damage roll against you, instead of rolling dice it treats all d4s as if it had rolled 1, all d6s as if it had rolled 2, all d8s as if it had rolled 3, all d10s as if it had rolled 4, all d12s as if it had rolled 5 and all d20s as if it had rolled 7.

BLACK SUN OF BLEAK Level 8+ Uncommon

This black orb seems to absorb the very light around it.

Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp
Lvl 18	+4	85,000 gp			

Implement (Holy Symbol)

Requirement: To use this symbol, you must worship Bleak.

Enhancement: Attack rolls and damage rolls

Critical: +1d10 necrotic damage per plus

Power (Daily): Free action; Trigger: You hit an enemy with a power using this holy symbol;

Effect: The enemy is blinded until the end of its next turn.

SILVER SEEKER'S SYMBOL Level x+ Uncommon

This black orb seems to absorb the very light around it.

Lvl 3	+1	680 gp	Lvl 18	+4	85,000 gp
Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp

Implement (Holy Symbol)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: You gain a bonus to Arcana and Religion checks equal to this symbol's enhancement bonus.

SYMBOL OF APATHY Level 2+ Uncommon

When you bear this holy symbol, you just don't care as much.

Lvl 2	+1	520 gp	Lvl 17	+4	65,000 gp
Lvl 7	+2	2,600 gp	Lvl 22	+5	325,000 gp
Lvl 12	+3	13,000 gp	Lvl 27	+6	1,625,000 gp

Implement (Holy Symbol)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: When an effect forces you to shift, move or attack, you may make a saving throw. If you succeed, you do not shift, move or attack. (This effect does not apply against pushes, pulls or slides.)

SYMBOL OF DELAYED DOOM Level 4+ Rare

This symbol lets you ignore deadly effects- for a moment.

Lvl 4	+1	840 gp	Lvl 19	+4	105,000 gp
Lvl 9	+2	4,200 gp	Lvl 24	+5	525,000 gp
Lvl 14	+3	21,000 gp	Lvl 29	+6	2,625,000 gp

Implement (Holy Symbol)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: The first turn that an effect that a save ends would affect you at the start of your turn, it has no effect, but you may not make a saving throw against it at the end of your turn.

SYMBOL OF IMPERIAL AUTHORITY Level 3+ Rare

This symbol of the old Sword Empire seems to project an imposing sense of authority.

Lvl 3	+1	680 gp	Lvl 18	+4	85,000 gp
Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp

Implement (Holy Symbol)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: You get an item bonus to Diplomacy and Intimidate checks equal to this symbol's enhancement bonus as long as you hold it.

SYMBOL OF LEADERSHIP Level 3+ Rare

This symbol is slightly larger than is typical. It is made of fancy metals polished to a brilliant sheen.

Lvl 2	+1	520 gp	Lvl 17	+4	65,000 gp
Lvl 7	+2	2,600 gp	Lvl 22	+5	325,000 gp
Lvl 12	+3	13,000 gp	Lvl 27	+6	1,625,000 gp

Implement (Holy Symbol)

Enhancement: Attack rolls and damage rolls

Critical: Each ally adjacent to the enemy gains a bonus to attacks and damage against the target equal to this symbol's enhancement bonus until the start of your next turn.

Property: While you wield this symbol, each lower level ally within 5 squares gains a +1 bonus to attacks and defenses.

SYMBOL OF THE CRASHING WAVE Level 8+ Uncommon

This symbol is made of scrimshaw and pearl, and it has a wave motif.

Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp
Lvl 18	+4	85,000 gp			

Implement (Holy Symbol)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: You get an item bonus to Athletics checks to swim equal to this symbol's enhancement bonus.

Power (Daily): Standard action. A crashing wave of water issues forth from the symbol in a close blast 5. Make the following attack on each enemy in the blast: Wisdom or Charisma vs. Reflex; Hit: The target slides 4 squares and falls prone. Effect: Each ally in the blast slides 4 squares. All creatures in the blast lose ongoing fire damage.

ORBS

Level	Name	Price (gp)
2	Clockwork Orb +1	520 gp
3	Ocean Orb +1	680 gp
4	Kocho Orb +1	840 gp
4	Orb of Absorption +1	840 gp
5	Orb of Autumn +1	1,000 gp
5	Orb of Spring +1	1,000 gp
5	Orb of Summer +1	1,000 gp
5	Orb of Winter +1	1,000 gp
7	Clockwork Orb +2	2,600 gp
8	Ocean Orb +2	3,400 gp
9	Kocho Orb +2	4,200 gp
9	Orb of Absorption +2	4,200 gp
10	Orb of Autumn +2	5,000 gp
10	Orb of Spring +2	5,000 gp
10	Orb of Summer +2	5,000 gp
10	Orb of Winter +2	5,000 gp
10	Respectful Orb +2	5,000 gp
12	Clockwork Orb +3	13,000 gp
13	Ocean Orb +3	17,000 gp
14	Kocho Orb +3	21,000 gp
14	Orb of Absorption +3	21,000 gp
15	Orb of Autumn +3	25,000 gp
15	Orb of Spring +3	25,000 gp

15	Orb of Summer +3	25,000 gp
15	Orb of Winter +3	25,000 gp
15	Reptiliad Orb +3	25,000 gp
17	Clockwork Orb +4	65,000 gp
18	Ocean Orb +4	85,000 gp
19	Kocho Orb +4	105,000 gp
19	Orb of Absorption +4	105,000 gp
20	Orb of Autumn +4	125,000 gp
20	Orb of Spring +4	125,000 gp
20	Orb of Summer +4	125,000 gp
20	Orb of Winter +4	125,000 gp
20	Reptiliad Orb of Dominance +4	125,000 gp
20	Respectful Orb +4	125,000 gp
22	Clockwork Orb +5	325,000 gp
23	Ocean Orb +5	425,000 gp
24	Kocho Orb +5	525,000 gp
24	Orb of Absorption +5	525,000 gp
25	Orb of Autumn +5	625,000 gp
25	Orb of Spring +5	625,000 gp
25	Orb of Summer +5	625,000 gp
25	Orb of Winter +5	625,000 gp
25	Reptiliad Orb of Dominance +5	625,000 gp
25	Respectful Orb +5	625,000 gp
27	Clockwork Orb +6	1,625,000 gp
28	Ocean Orb +6	2,125,000 gp
29	Kocho Orb +6	2,625,000 gp
29	Orb of Absorption +6	2,625,000 gp
30	Orb of Autumn +6	625,000 gp
30	Orb of Spring +6	3,125,000 gp
30	Orb of Summer +6	3,125,000 gp
30	Orb of Winter +6	3,125,000 gp
30	Reptiliad Orb of Dominance +6	3,125,000 gp
30	Respectful Orb +6	3,125,000 gp

CLOCKWORK ORB Level 2+ Uncommon

This orb appears to be full of some sort of clockwork mechanisms.

Lvl 2	+1	520 gp	Lvl 17	+4	65,000 gp
Lvl 7	+2	2,600 gp	Lvl 22	+5	325,000 gp
Lvl 12	+3	13,000 gp	Lvl 27	+6	1,625,000 gp

Implement (Orb)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: When you use this orb to make an attack against a construct, you gain an item bonus to damage equal to the orb's enhancement bonus.

KOCHO ORB Level 2+ Uncommon

This orb is decorated with kocho feathers.

Lvl 4	+1	840 gp	Lvl 19	+4	105,000 gp
Lvl 9	+2	4,200 gp	Lvl 24	+5	525,000 gp
Lvl 14	+3	21,000 gp	Lvl 29	+6	2,625,000 gp

Implement (Orb)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus and +1 severity per plus

Property: While you wield this orb, you gain the benefits of the Mounted Combat feat.

Power (Encounter): Move action. You move your speed + this orb's enhancement bonus.

OCEAN ORB Level 5+ Rare

This orb seems to be translucent and filled with water that rushes through it like the ocean.

Lvl 3	+1	680 gp	Lvl 18	+4	85,000 gp
Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp

Implement (Orb)

Enhancement: Attack rolls and damage rolls

Critical: Slide the target a number of squares equal to twice this orb's enhancement bonus and it falls prone.

Property: While you bear this orb, you gain a swim speed equal to its enhancement bonus or half your land speed (whichever is higher).

Power (Daily): Free action. You and each adjacent ally can breathe water for a number of minutes equal to this orb's enhancement bonus x 10.

ORB OF ABSORPTION Level X+ Rare

This orb looks like it is made of dead, shriveled wood.

Lvl 4	+1	840 gp	Lvl 19	+4	105,000 gp
Lvl 9	+2	4,200 gp	Lvl 24	+5	525,000 gp
Lvl 14	+3	21,000 gp	Lvl 29	+6	2,625,000 gp

Implement (Orb)

Enhancement: Attack rolls and damage rolls

Critical: None

Property: When you suffer a critical hit, the severity is reduced by this orb's enhancement bonus.

Power (Encounter): Immediate interrupt. Trigger: You are damaged by an attack. Effect: You may sacrifice an unused attack power to reduce the damage by 1d10 per level of the sacrificed power.

ORB OF AUTUMN Level 5+ Rare

This orb looks like it is made of dead, shriveled wood.

Lvl 5	1,000 gp	Lvl 20	125,000 gp
Lvl 10	5,000 gp	Lvl 25	625,000 gp
Lvl 15	25,000 gp	Lvl 30	3,125,000 gp

Implement (Orb)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 necrotic damage per plus

Property: Any time you use an implement power with the necrotic keyword, you gain an item bonus to damage equal to this orb's enhancement bonus.

Property: You gain resist necrotic equal to this orb's enhancement bonus.

Power (Daily*Cold, Zone): Standard action. Make the following attack against each creature in a close blast 2: Intelligence or Charisma vs. Reflex; Hit: Necrotic damage equal to this orb's enhancement bonus and the target is weakened until the end of your next turn.

ORB OF SPRING Level 5+ Rare

This orb looks like a giant seed. Bits of fresh greenery are even sprouting for it.

Lvl 5	1,000 gp	Lvl 20	125,000 gp
Lvl 10	5,000 gp	Lvl 25	625,000 gp
Lvl 15	25,000 gp	Lvl 30	3,125,000 gp

Implement (Orb)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 radiant damage per plus

Property: Any time you hit at least one enemy with an implement attack power, you regain hit points equal to this orb's enhancement bonus.

Property: You gain resist necrotic equal to this orb's enhancement bonus.

Power (Daily*Healing): Standard action. One creature in a close burst 5 can spend a healing surge. If it does, each ally adjacent to it regains hit points equal to the orb's enhancement bonus.

ORB OF SUMMER Level 5+ Rare

This orb is of some kind of burnished yellow metal. Its surface is quite warm.

Lvl 5	1,000 gp	Lvl 20	125,000 gp
Lvl 10	5,000 gp	Lvl 25	625,000 gp
Lvl 15	25,000 gp	Lvl 30	3,125,000 gp

Implement (Orb)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 fire damage per plus

Property: Any time you use an implement power with the fire keyword, you gain an item bonus to damage equal to this orb's enhancement bonus.

Property: You gain resist fire equal to this orb's enhancement bonus.

Power (Daily*Fire, Zone): Standard action. Make the following attack against each creature in a close blast 3: Intelligence or Charisma vs. Reflex; Hit: Fire damage equal to this orb's enhancement bonus and the target is stricken by heat exhaustion (save ends). While the target suffers heat exhaustion, it is slowed and takes fire damage equal to the orb's enhancement bonus each time it takes a standard action.

ORB OF WINTER Level 5+ Rare

This orb looks and feels as if it is made of ice.

Lvl 5	1,000 gp	Lvl 20	125,000 gp
Lvl 10	5,000 gp	Lvl 25	625,000 gp
Lvl 15	25,000 gp	Lvl 30	3,125,000 gp

Implement (Orb)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 cold damage per plus

Property: Any time you use an implement power with the cold keyword, you gain an item bonus to damage equal to this orb's enhancement bonus.

Property: You gain resist cold equal to this orb's enhancement bonus.

Power (Daily*Cold, Zone): Standard action. Make the following attack against each creature in a close blast 3: Intelligence or Charisma vs. Reflex; Hit: Cold damage equal to this orb's enhancement bonus and the target falls prone. Effect: The blast creates a zone of slush that lasts until the end of the encounter. Any creature that ends its turn in the zone must make a saving throw or fall prone.

REPTILIAD ORB OF DOMINANCE Level 20+ Rare

This weathered orb looks like some kind of bone, but it is hard to conceive of a creature that would have a round bone so large.

Lvl 20	+4	125,000 gp	Lvl 30	+6	3,125,000 gp
Lvl 25	+5	625,000 gp			

Implement (Orb)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 psychic damage per plus

Property: When an enemy makes a saving throw against an effect with the charm, fear or psychic keyword produced by this orb, it suffers a -5 penalty.

Property: You gain a +5 bonus on saving throws against effects with the charm, fear or psychic keyword.

Power (Daily*Charm, Psychic): Standard action. Make the following ranged attack against a creature within 10 squares: Intelligence or charisma vs. Will; Hit: The target takes ongoing psychic damage equal to 10 + this orb's enhancement bonus (save ends). Whenever it fails a saving throw against this effect, the target may choose to become dominated (save ends) instead.

RESPECTFUL ORB

Level 10+ Rare

This fancy-looking orb is decorated with symbols of leadership, rulership, royalty and similar concepts.

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 (Orb)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: You gain a +2 item bonus to Will.

Property: Until you have taken damage in an encounter, creatures have a hard time targeting you with attacks. In order to target you with an attack that has no other targets, a creature must make a saving throw. Once you have taken damage in the encounter, this property ceases to function until you take a short rest.

RODS

Level	Name	Price (gp)
2	Grumbling Rod +1	520 gp
2	Rod of Rage +1	520 gp
2	Rod of Smoke +1	520 gp
2	Triangle of Light +1	520 gp
5	Rod of Ilmixie +1	1,000 gp
7	Grumbling Rod +2	2,600 gp
7	Rod of Rage +2	2,600 gp
7	Rod of Smoke +2	2,600 gp
7	Triangle of Light +2	2,600 gp
9	Rod of Green Slime +2	4,200 gp
10	Phallus of Froth +2	5,000 gp
12	Grumbling Rod +3	13,000 gp
12	Rod of Rage +3	13,000 gp
12	Rod of Smoke +3	13,000 gp
12	Triangle of Light +3	13,000 gp
14	Rod of Green Slime +3	21,000 gp
15	Neutron Rod +3	25,000 gp
15	Phallus of Froth +3	25,000 gp
17	Grumbling Rod +4	65,000 gp
17	Rod of Rage +4	65,000 gp
17	Rod of Smoke +4	65,000 gp
17	Triangle of Light +4	65,000 gp
19	Rod of Green Slime +4	105,000 gp
20	Neutron Rod +4	125,000 gp
20	Phallus of Froth +4	125,000 gp
22	Grumbling Rod +5	525,000 gp
22	Rod of Rage +5	525,000 gp
22	Rod of Smoke +5	525,000 gp
22	Triangle of Light +5	525,000 gp
24	Rod of Green Slime +5	525,000 gp
25	Neutron Rod +5	625,000 gp
25	Phallus of Froth +5	625,000 gp
27	Grumbling Rod +6	1,625,000 gp
27	Rod of Rage +6	1,625,000 gp
27	Rod of Smoke +6	1,625,000 gp

29	Rod of Green Slime +6	2,625,000 gp
30	Neutron Rod +6	3,125,000 gp
30	Phallus of Froth +6	3,125,000 gp

GRUMBLING ROD Level 2+ Uncommon

This rod is made of some sort of polished wood. About half a dozen mouths are upon it, muttering and grumbling.

Lvl 2	+1	520 gp	Lvl 17	+4	65,000 gp
Lvl 7	+2	2,600 gp	Lvl 22	+5	325,000 gp
Lvl 12	+3	13,000 gp	Lvl 27	+6	1,625,000 gp

Implement (Rod)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 psychic damage per plus

Property: You suffer a -2 penalty to Diplomacy and Stealth checks while you bear this rod.

Property: Any enemy that starts its turn adjacent to you takes psychic damage equal to this rod's enhancement bonus.

Power (Daily*Psychic): Minor action. You activate an aura 5 that lasts until the end of your next turn. Enemies within the aura gain vulnerable 5 psychic and thunder. If an enemy within the aura drops or becomes bloodied, you can spend a minor action to sustain it that round.

NEUTRON ROD Level 15+ Rare

This rod of violet crystal has strange lumpy growths all over it. It gives off a sickly purple radiance and even being near it causes you a slight queasiness.

Lore: A product of the ancient Miloxi Empire, a *neutron rod* is hazardous to its bearer over time. On the rare occasions that Miloxi artifacts are found, they usually incorporate a dangerous violet crystal known as radiocrystal that gives off dangerous radiations of strange energy. Nonetheless, because radiocrystal is a mostly lost type of magic, it is highly prized by several different secret societies and many loremasters and sages.

Lvl 15	+3	25,000	Lvl 25	+5	625,000 gp
Lvl 20	+4	125,000 gp	Lvl 30	+6	3,125,000 gp

Implement (Rod)

Enhancement: Attack rolls and damage rolls

Critical: +1d8 poison and radiant damage per plus and the target gains 1 RAD and is weakened until the end of its next turn.

Property: For every month that you possess this rod, you gain 1 RAD.

Power (Encounter*Poison, Radiant): Free action. The next attack you make with this rod before the end of your next turn deals poison and radiant damage in addition to its normal damage types.

Power (Daily*Poison, Radiant): Standard action. Gain 1 RAD and make the following attack: Close burst 3; targets each creature in burst; Intelligence or Constitution vs. Fortitude; Hit: 2d6 poison and radiant damage, and the target gains ongoing 10 poison and radiant (save ends).

Level 25 or 30: 3d6 poison and radiant damage, and ongoing 15 poison and radiant (save ends).

PHALLUS OF FROTH Level 10+ Rare

This rod is carved into the likeness of a phallus emerging from the mouth of a skull.

Lore: Religion DC 20: A phallus emerging from the mouth of a skull is the symbol of Froth, god of necrophilia, rape and cowardice.

Lvl 10	+2	5,000 gp	Lvl 25	+5	625,000 gp
Lvl 15	+3	25,000 gp	Lvl 30	+6	3,125,000 gp
Lvl 20	+4	125,000 gp			

Implement (Rod)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 acid damage per plus

Property: If you are a worshiper of Froth and you are proficient in holy symbols, you are proficient in this rod.

Property: Saving throws against effects with the Charm or Necrotic keyword produced by this implement suffers a -2 penalty.

Power (Encounter): Free action. You shift your speed.

Power (Encounter*Healing): Immediate reaction. Trigger: You become bloodied. Effect: Spend a healing surge.

Power (Daily*Acid): Standard action. The *phallus of Froth* squirts acidic urine from its tip. Ranged 10. Target: One creature. Hit: 3d6 + enhancement bonus acid damage, and each creature adjacent to the target takes acid damage equal to this rod's enhancement bonus.

ROD OF GREEN SLIME

Level 9+ Uncommon

This glass rod is hollow, and green slime is contained within it. Some sort of manufacturer's mark is upon the butt end of the rod, where a rubbery grip allows a firm grasp.

Lore: History DC 20: The mark is that of the Belmax Corporation

Lvl 9	+2	4,200 gp	Lvl 24	+5	525,000 gp
Lvl 14	+3	21,000 gp	Lvl 29	+6	2,625,000 gp
Lvl 19	+4	105,000 gp			

Implement (Rod)

Enhancement: Attack rolls and damage rolls

Critical: Ongoing 5 acid damage (save ends)

Level 14 or 19: Ongoing 10 acid damage (save ends)

Level 24 or 29: Ongoing 15 acid damage (save ends)

Property: You gain a +2 bonus to attack rolls against creatures suffering ongoing acid damage.

Power (Daily*Acid): Free action. Trigger: You hit an enemy with an implement attack using this rod. Effect: The target gains ongoing 5 acid (save ends).

Level 14 or 19: Ongoing 10 acid (save ends).

Level 24 or 29: Ongoing 15 acid (save ends).

Power (Encounter*Zone): Minor action. You create a zone in a close burst 3 that lasts until the beginning of your next turn. Oozes must spend an extra square of movement for each square in the zone that they wish to move into.

ROD OF ILMIXIE

Level 5 Unique Item

Made of thick black iron, when you touch this rod you can almost hear malevolent whispers coming from it.

Lore: This rod is actually a demon bound into the form of a magic item. The *Rod of Ilmixie* is chaotic evil and serves a cambion lord, Baron Ilmixie, who is the ancestor of an extended clan of tieflings and other by-blows. This rod helps ensure that Baron Ilmixie's agenda is furthered in the world, even if his descendants are not consciously working to advance it (they rarely know of his existence or their connection to him).

Arcana DC 25: You know this rod's name. **DC 35:** You know that it is in service to a secretive cambion prince in the Abyss.

History DC 30: You know that this rod was used by the tiefling tyrant Shasij Ilmixie, who ruled a petty kingdom within the Sword Empire about three centuries ago.

Lvl 5	+1	1,000 gp (see text)
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Implement (Rod)

Enhancement: Attack rolls and damage rolls

Critical: +1d8 damage per plus

Property: The rod whispers warnings to you. Whenever you would be surprised, make a saving throw. If you succeed, you are not surprised.

Power (Encounter*Fear): Standard action. You gain an aura 2 until the end of your next turn. Enemies within your aura have a -1 penalty on attacks. If you are a tiefling or have the demon keyword, you can sustain this aura with a minor action.

Power (Daily*Teleportation): You cannot use this power, but the *Rod of Ilmixie* itself can. Immediate interrupt; Trigger: This rod would be destroyed; Effect: The *Rod of Ilmixie* translates to

the Abyss, as if it had performed an *Abyssal fall* ritual. It takes no one and nothing with it.

Special: If you are a tiefling, the *Rod of Ilmixie* grows in power as you do. If you wield it as your primary implement, when you become 6th level its enhancement bonus increases by one. This occurs again when you become 11th level and every five levels thereafter. Each time this happens, the *Rod of Ilmixie* is considered to have gained five levels, with the appropriate increase in price, etc.

10th level: You can now sometimes hear the rod's whispers faintly urging you on to acts of evil.

15th level: You can now hear the rod as a constant presence in your mind, its evil whispers haunting you even when you sleep.

20th level: The *Rod of Ilmixie* now begins to reveal its true purpose, urging you to swear allegiance to its true master in return for the promise of future rewards. If you refuse, the rod abandons you.

25th level: Through the agency of the rod, Baron Ilmixie makes plain that he intends you to be his heir. If you refuse, the rod abandons you. Surely, Baron Ilmixie will not let this slight go unavenged.

30th level: Before you can become the Baron's right hand, you must undertake a series of horrific acts at the rod's direction, each more malefic than the last. If you refuse, the rod abandons you, and now Baron Ilmixie must needs make war on you.

ROD OF RAGE Level 2+ Uncommon

The end of this rod is graven with an angry-looking visage.

Lvl 4	+1	840 gp	Lvl 19	+4	105,000 gp
Lvl 9	+2	4,200 gp	Lvl 24	+5	525,000 gp
Lvl 14	+3	21,000 gp	Lvl 29	+6	2,625,000 gp

Implement (Rod)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus, or +1d10 damage per plus if the target has damaged you since the start of your last turn

Property: When a creature damages you, you gain a +1 bonus to attacks and damage against it until the end of your next turn.

Level 14 or 19: +2 bonus.

Level 24 or 29: +3 bonus.

ROD OF SMOKE Level 2+ Uncommon

This rod looks like a length of burnt oak, withered and warped. Smoke rises from it and it is hot to the touch, though not hot enough to burn you.

Lvl 2	+1	520 gp	Lvl 17	+4	65,000 gp
Lvl 7	+2	2,600 gp	Lvl 22	+5	325,000 gp
Lvl 12	+3	13,000 gp			

Implement (Rod)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 fire and poison damage per plus

Property: When smoke, fog or other vapor impedes your vision, you ignore the first 2 squares of the vapor.

Power (Encounter): Minor action. This rod emits a burst of smoke in a close burst 1. Until the end of your next turn you gain concealment, and each enemy that starts its turn adjacent to you takes fire and poison damage equal to this rod's enhancement bonus.

TRIANGLE OF LIGHT Level 2+ Uncommon

This odd-shaped rod has a short grip attached to a triangular main body.

Lvl 2	+1	520 gp	Lvl 17	+4	65,000 gp
Lvl 7	+2	2,600 gp	Lvl 22	+5	325,000 gp
Lvl 12	+3	13,000 gp			

Implement (Rod)**Enhancement:** Attack rolls and damage rolls**Critical:** +1d6 radiant damage per plus**Property:** The triangle gives off bright light in a close burst 6 and dim light for 6 additional squares beyond the burst.**Power (Encounter):** Free action; Trigger: You use an implement power with the radiant keyword. Effect: You deal extra radiant damage equal to the triangle's bonus.

STAFFS

Level	Name	Price (gp)
2	Staff of Alliance +1	520 gp
2	Staff of Rain +1	520 gp
2	Staff of the Shark +1	520 gp
2	Verdant Staff +1	520 gp
3	Old Grandmother's Cane +1	680 gp
4	Staff of Combat +1	840 gp
5	Staff of Wrath +1	1,000 gp
7	Staff of Alliance +2	2,600 gp
7	Staff of Rain +2	2,600 gp
7	Staff of the Shark +2	2,600 gp
7	Verdant Staff +2	2,600 gp
8	Old Grandmother's Cane +2	3,400 gp
9	Staff of Combat +2	4,200 gp
10	Staff of Wrath +2	5,000 gp
12	Staff of Alliance +3	13,000 gp
12	Staff of Rain +3	13,000 gp
12	Staff of the Shark +3	13,000 gp
12	Verdant Staff +3	13,000 gp
13	Old Grandmother's Cane +3	17,000 gp
13	Staff of Thimbleton +3	17,000 gp
14	Staff of Combat +3	21,000 gp
15	Staff of Wrath +3	25,000 gp
17	Staff of Alliance +4	65,000 gp
17	Staff of Rain +4	65,000 gp
17	Staff of the Shark +4	65,000 gp
17	Verdant Staff +4	65,000 gp
18	Old Grandmother's Cane +4	85,000 gp
18	Staff of Thimbleton +4	85,000 gp
19	Staff of Combat +4	105,000 gp
20	Staff of Wrath +4	125,000 gp
22	Staff of Alliance +5	325,000 gp
22	Staff of Rain +5	325,000 gp
22	Staff of the Shark +5	325,000 gp
22	Verdant Staff +5	325,000 gp
23	Old Grandmother's Cane +5	425,000 gp
23	Staff of Thimbleton +5	425,000 gp
24	Staff of Combat +5	525,000 gp
25	Staff of Wrath +5	625,000 gp
27	Staff of Alliance +6	1,625,000 gp
27	Staff of Rain +6	1,625,000 gp
27	Staff of the Shark +6	1,625,000 gp
27	Verdant Staff +6	1,625,000 gp

28	Old Grandmother's Cane +6	2,125,000 gp
28	Staff of Thimbleton +6	2,125,000 gp
29	Staff of Combat +6	2,625,000 gp
30	Staff of Wrath +6	3,125,000 gp

OLD GRANDMOTHER'S CANE Level 3+ Rare

This gnarled cane is of sturdy varnished cinnamon wood. It is carved to resemble a family of many people descending from one old crone at the top.

Lore: Religion DC 10: The family carvings represent Old Grandmother, the head of the pantheon of deities known as the Great Family, from Pesh.

Lvl 3	+1	680 gp	Lvl 18	+4	85,000 gp
Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp

Implement (Staff)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 psychic damage per plus

Property: If you worship Old Grandmother and are proficient in holy symbols, you are proficient in this staff.

Property: When you are slowed, you may move 3 squares instead of only 2.

Property: While you wield this staff, you gain an aura 3. Any enemy that starts its turn in the aura is pushed 2 squares. Unlike most push effects, you may not choose to push an enemy less than 2 squares, and unlike most auras, you may not voluntarily suppress it (except by stowing or dropping this implement).

STAFF OF ALLIANCE Level 2+ Uncommon

This staff is chased with ivory images of a mighty knight.

Lvl 2	+1	520 gp	Lvl 17	+4	65,000 gp
Lvl 7	+2	2,600 gp	Lvl 22	+5	325,000 gp
Lvl 12	+3	13,000 gp	Lvl 27	+6	1,625,000 gp

Implement (Staff)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Encounter*Conjuration): Minor action. You conjure a phantom ally in one unoccupied square within 10 squares of you. Allies can move through the phantom ally but enemies cannot. The phantom ally can contribute to flanking, and allies adjacent to it gain a +1 bonus on all defenses. The phantom ally lasts until the end of your next turn.

STAFF OF COMBAT Level 4+ Uncommon

This staff has a thick haft and is clearly weighted for battle as well as being an implement.

Lvl 4	+1	840 gp	Lvl 19	+4	105,000 gp
Lvl 9	+2	4,200 gp	Lvl 24	+5	525,000 gp
Lvl 14	+3	21,000 gp	Lvl 29	+6	2,625,000 gp

Implement (Staff)

Enhancement: Attack rolls and damage rolls

Critical: +1d8 damage per plus

Property: This implement also functions as a magic quarterstaff.

Property: When you make a melee implement or weapon attack with this staff, you score a critical hit on a 19-20 and gain a bonus to the critical severity equal to this staff's enhancement bonus.

STAFF OF RAIN Level 2+ Uncommon

This staff is topped with a sort of parasol or umbrella.

Lvl 2	+1	520 gp	Lvl 17	+4	65,000 gp
Lvl 7	+2	2,600 gp	Lvl 22	+5	325,000 gp

Lvl 12	+3	13,000 gp	Lvl 27	+6	1,625,000 gp
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Implement (Staff)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: This staff will completely protect you from a light rain.

Power (Encounter*Zone): Standard action. You create a downpour in an area burst 2 within 20. This downpour creates a zone that lasts until the end of your next turn. Creatures that start their turn within the downpour are slowed until the end of their turn. In addition, creatures within the zone suffer a penalty equal to this staff's enhancement bonus on any attacks against creatures outside of the zone.

STAFF OF THE SHARK Level 2+ Uncommon

This driftwood staff is studded with shark teeth and smells of the sea. Its surface is remarkably rough for driftwood.

Lvl 2	+1	520 gp	Lvl 17	+4	65,000 gp
Lvl 7	+2	2,600 gp	Lvl 22	+5	325,000 gp
Lvl 12	+3	13,000 gp	Lvl 27	+6	1,625,000 gp

Implement (Staff)

Enhancement: Attack rolls and damage rolls

Critical: +1d8 damage per plus

Power (Encounter): Minor action. Until the beginning of your next turn, your implement attacks using this staff score a critical hit on a 19-20. If you do not score a critical hit by the beginning of your next turn, this power recharges.

STAFF OF THIMBLETON Level 13+ Rare

This thin-hafted staff has a green gem at either end. Despite its light weight, it is definitely weighted for use as a weapon as well as an implement.

Lvl 13	+3	17,000 gp	Lvl 23	+5	425,000 gp
Lvl 18	+4	85,000 gp	Lvl 28	+6	2,125,000 gp

Implement (Staff)

Enhancement: Attack rolls and damage rolls

Critical: +1d10 radiant damage per plus, and the target is dazed until the end of its next turn.

Property: If you make a melee basic attack with this staff, you may use your Intelligence bonus to attack and damage.

Power (Daily*Illusion): Standard action. You create four illusory duplicates of yourself within 10 squares. These duplicates last until the end of your next turn, although any attack on a duplicate dispels it (even if it misses). While the duplicates last, any implement powers that you use through this staff can use any of the illusory duplicates as its origin point. You can spend a move action to move two of the illusory duplicates your speed. Sustain minor.

Power (Daily*Radiant): Standard action. Rainbow chains shoot out of the staff. Make the following ranged attack against a creature within 10 squares: Intelligence vs. Reflex; Hit: The target is restrained and suffers -2 to saving throws (save ends both); Miss: The target is immobilized until the end of its next turn.

STAFF OF WRATH Level 5+ Uncommon

This staff is topped with a sort of parasol or umbrella.

Lvl 5	1,000 gp	Lvl 20	125,000 gp
Lvl 10	5,000 gp	Lvl 25	625,000 gp
Lvl 15	25,000 gp	Lvl 30	3,125,000 gp

Implement (Staff)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 thunder damage per plus

Power (Daily*Thunder): Standard action. You stomp the butt of the staff on the ground and a peal of thunder sounds in a close burst 5. Make the following attack on each enemy in the burst:

Intelligence or Wisdom vs. Fortitude; Hit: The target falls prone and is deafened (save ends).
 Effect: Each ally in the burst gains a +2 bonus to melee damage against prone enemies until the start of your next turn.

VERDANT STAFF Level 2+ Uncommon

This staff is of living wood. Green sprouts and flowers are entwined all over its surface.

Lvl 2	+1	520 gp	Lvl 17	+4	65,000 gp
Lvl 7	+2	2,600 gp	Lvl 22	+5	325,000 gp
Lvl 12	+3	13,000 gp	Lvl 27	+6	1,625,000 gp

Implement (Staff)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: You get a bonus to Diplomacy checks against fey and plant creatures equal to this staff's enhancement bonus as long as you are wielding it.

Power (Daily): Standard action. You create a zone of writhing vines and shrubbery that grows rapidly in an area burst 2 within 10. Enemies treat this zone as difficult terrain. The zone lasts until the end of the encounter and then the plants retract back into the earth without a trace in a single round.

TOMES

Level	Name	Price (gp)
3	Black Book of Strogass +1	680 gp
3	Book of Holy Knowledge +1	680 gp
3	Silver Seeker's Notebook +1	680 gp
3	Tome of Item Enchanting +1	680 gp
4	Book of Coordination +1	840 gp
4	Engineer's Tome +1	840 gp
5	Tome of Arcane Breadth +1	1,000 gp
8	Black Book of Strogass +2	3,400 gp
8	Book of Holy Knowledge +2	3,400 gp
8	Silver Seeker's Notebook +2	3,400 gp
8	Tome of Item Enchanting +2	3,400 gp
9	Book of Coordination +2	4,200 gp
9	Engineer's Tome +2	4,200 gp
10	Tome of Arcane Breadth +2	5,000 gp
13	Black Book of Strogass +3	17,000 gp
13	Book of Holy Knowledge +3	17,000 gp
13	Silver Seeker's Notebook +3	17,000 gp
13	Tome of Item Enchanting +3	17,000 gp
14	Book of Coordination +3	21,000 gp
14	Engineer's Tome +3	21,000 gp
15	Libram of the Metamagician +3	25,000 gp
15	Tome of Arcane Breadth +3	25,000 gp
18	Black Book of Strogass +4	85,000 gp
18	Book of Holy Knowledge +4	85,000 gp
18	Silver Seeker's Notebook +4	85,000 gp
18	Tome of Item Enchanting +4	85,000 gp
19	Book of Coordination +4	105,000 gp
19	Engineer's Tome +4	105,000 gp
20	Libram of the Metamagician +4	125,000 gp
20	Tome of Arcane Breadth +4	125,000 gp
23	Black Book of Strogass +5	425,000 gp

23	Book of Holy Knowledge +45	425,000 gp
23	Silver Seeker's Notebook +5	425,000 gp
23	Tome of Item Enchanting +5	425,000 gp
24	Book of Coordination +5	525,000 gp
24	Engineer's Tome +5	525,000 gp
25	Libram of the Metamagician +5	625,000 gp
25	Tome of Arcane Breadth +5	625,000 gp
28	Black Book of Strogass +5	2,125,000 gp
28	Book of Holy Knowledge +45	2,125,000 gp
28	Silver Seeker's Notebook +5	2,125,000 gp
28	Tome of Item Enchanting +5	2,125,000 gp
29	Book of Coordination +5	2,625,000 gp
29	Engineer's Tome +5	2,625,000 gp
30	Libram of the Metamagician +5	3,125,000 gp
30	Tome of Arcane Breadth +5	3,125,000 gp

BLACK BOOK OF STROGASS Level 3+ Uncommon

This thick black tome's cover is made of the skin of some sort of bat-winged creature. Glyphs and runes of evil nature adorn the cover.

Lvl 3	+1	680 gp	Lvl 18	+4	85,000 gp
Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp

Implement (Tome)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 necrotic damage per plus

Property: While you hold this tome, you can speak Abyssal.

Power (Encounter*Charm): Free action. Trigger: You hit a demon or undead creature with an implement power using this tome. Effect: The target makes a basic attack against a target of your choice.

BOOK OF COORDINATION Level 4+ Rare

This treatise on teamwork and coordination discusses leadership, solidarity and formations.

Lvl 4	+1	840 gp	Lvl 19	+4	105,000 gp
Lvl 9	+2	4,200 gp	Lvl 24	+5	525,000 gp
Lvl 14	+3	21,000 gp	Lvl 29	+6	2,625,000 gp

Implement (Tome)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: You gain a +1 bonus to defenses as long as at least one ally is adjacent to you.

Power (Daily): Move action. Shift 2 squares, then slide each ally in a close burst 3 up to 2 squares, ending adjacent to at least one ally.

Power (Daily): No action. Trigger: You and one ally or two allies within a close burst 10 roll for initiative. Effect: The targets switch initiative scores.

Power (Daily): Free action. Trigger: You use a power that targets one ally. Effect: The power instead targets you and one ally or two allies in range.

BOOK OF HOLY KNOWLEDGE Level 3+ Uncommon

This book has an impressive collection of religious information and descriptions of angels and other immortal creatures.

Lvl 3	+1	680 gp	Lvl 18	+4	85,000 gp
Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp

Implement (Tome)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 radiant damage per plus

Property: If you are proficient in holy symbols, you are proficient in this tome.

Property: You gain a bonus to Religion checks equal to this tome's enhancement bonus while you bear it.

Property: When you attack an immortal creature with this tome, you ignore the first 5 points of any resistances it has.

Level 13 or 18: The first 10 points.

Level 23 or 28: The first 15 points.

ENGINEER'S TOME

Level 4+ Rare

This tome includes a thorough study of engineering.

Lvl 4	+1	840 gp	Lvl 19	+4	105,000 gp
Lvl 9	+2	4,200 gp	Lvl 24	+5	525,000 gp
Lvl 14	+3	21,000 gp	Lvl 29	+6	2,625,000 gp

Implement (Tome)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: When you cast a spell that creates a zone or a wall, you may designate a number of extra squares adjacent to the zone or wall equal to the tome's enhancement bonus as part of the wall or zone.

LIBRAM OF THE METAMAGICIAN

Level 15+ Rare

This book is a study of various ways to tweak or alter your spells.

Lvl 15	25,000 gp	Lvl 25	625,000 gp
Lvl 20	125,000 gp	Lvl 30	3,125,000 gp

Implement (Tome)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily): Free action. Trigger: You hit with an implement power using this tome. Effect: The hit is treated as if you had rolled the maximum on all dice involved in resolving it.

Power (Daily): Free action. Trigger: You use a ranged or area arcane power. Effect: The range of the power increases by this tome's enhancement bonus.

Power (Daily): Minor action. Until the end of your turn, the next arcane attack power you use that normally requires a standard action instead requires only a minor action.

SILVER SEEKER'S NOTEBOOK

Level 3+ Uncommon

This folio has an attached piece of charcoal and seems designed to allow the sketching and description of creatures.

Lvl 3	+1	680 gp	Lvl 18	+4	85,000 gp
Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp

Implement (Tome)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus, or +1d12 per plus if the tome has detailed the creature with this tome's encounter power.

Power (Encounter): Standard action. You use this tome to capture the likeness and some details of it. You learn the monster's level, role, secondary roles (if any) and lowest defense

TOME OF ARCANE BREADTH

Level 5+ Rare

This tome contains in depth discussion of all kinds of arcane arts, comparing, contrasting and drawing inferences from each.

Lvl 5	+1	1,000 gp	Lvl 20	+4	125,000 gp
Lvl 10	+2	5,000 gp	Lvl 25	+5	625,000 gp
Lvl 15	+3	25,000 gp	Lvl 30	+6	3,125,000 gp

Implement (Tome)**Enhancement:** Attack rolls and damage rolls**Critical:** +1d6 damage per plus**Property:** This tome contains one encounter attack power of its level or lower from an arcane class other than wizard. If you study this tome assiduously for one month, while you wield this tome you may expend a wizard encounter attack power of the same level to cast the spell within the tome.**TOME OF ITEM ENCHANTING** **Level 3+ Rare***This tome includes a thorough study of engineering.*

Lvl 3	+1	680 gp	Lvl 18	+4	85,000 gp
Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp

Implement (Tome)**Enhancement:** Attack rolls and damage rolls**Critical:** +1d6 damage per plus**Property:** This tome contains the formulae required to create a number of magic items equal to this tome's enhancement bonus of this tome's level or less.

TOTEMS

Level	Name	Price (gp)
2	Kinslayer Totem +1	520 gp
2	Shark Totem +1	520 gp
4	Angry Dhali Totem +1	840 gp
4	Furious Totem +1	840 gp
4	Totem of Ghost Walking +1	840 gp
4	Totem of Strogass +1	840 gp
7	Kinslayer Totem +2	2,600 gp
7	Shark Totem +2	2,600 gp
9	Angry Dhali Totem +2	4,200 gp
9	Furious Totem +2	4,200 gp
9	Totem of Ghost Walking +2	4,200 gp
9	Totem of Strogass +2	4,200 gp
12	Kinslayer Totem +3	13,000 gp
12	Shark Totem +3	13,000 gp
14	Angry Dhali Totem +3	21,000 gp
14	Disastrous Totem +3	21,000 gp
14	Furious Totem +3	21,000 gp
14	Totem of Ghost Walking +3	21,000 gp
14	Totem of Strogass +3	21,000 gp
17	Kinslayer Totem +4	65,000 gp
17	Shark Totem +4	65,000 gp
19	Angry Dhali Totem +4	105,000 gp
19	Disastrous Totem +4	105,000 gp
19	Furious Totem +4	105,000 gp
19	Totem of Ghost Walking +4	105,000 gp
19	Totem of Strogass +4	105,000 gp
22	Kinslayer Totem +5	325,000 gp
22	Shark Totem +5	325,000 gp
24	Angry Dhali Totem +5	525,000 gp
24	Disastrous Totem +5	525,000 gp
24	Furious Totem +5	525,000 gp

24	Totem of Ghost Walking +5	525,000 gp
24	Totem of Strogass +5	525,000 gp
27	Kinslayer Totem +6	1,625,000 gp
27	Shark Totem +6	1,625,000 gp
29	Angry Dhali Totem +6	2,625,000 gp
29	Disastrous Totem +6	2,625,000 gp
29	Furious Totem +6	2,625,000 gp
29	Totem of Ghost Walking +6	2,625,000 gp
29	Totem of Strogass +6	2,625,000 gp

ANGRY DHALI TOTEM

Level 4+ Uncommon

This totem is made of clay shaped into the image of a volcano, with chips of basalt and obsidian baked into it.

Lvl 4	+1	840 gp	Lvl 19	+4	105,000 gp
Lvl 9	+2	4,200 gp	Lvl 24	+5	525,000 gp
Lvl 14	+3	21,000 gp	Lvl 29	+6	2,625,000 gp

Implement (Totem)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 fire per plus

Power (Encounter): No action. Trigger: You become bloodied. Effect: Make the following attack on each creature in a close burst 1: Constitution or Wisdom vs. Fortitude; Hit: 1d8 + Constitution or Wisdom modifier fire damage and the target is knocked prone; Effect: The burst creates a zone of difficult terrain that lasts until cleared.

Level 14 or 19: Close burst 2; 2d8 + Constitution or Wisdom modifier fire damage.

Level 24 or 29: Close burst 3; 3d8 + Constitution or Wisdom modifier fire damage.

DISASTROUS TOTEM

Level 14+ Rare

This foreboding totem, abstract but suggestive of a skull lanced with blades, fills you with an ominous feeling. A smell of ozone seems to surround it, and it is cracked and marked by fire; clearly, it has been through some rough times.

Lvl 14	+3	21,000 gp	Lvl 24	+5	525,000 gp
Lvl 19	+4	105,000 gp	Lvl 29	+6	2,625,000 gp

Implement (Totem)

Enhancement: Attack rolls and damage rolls

Critical: +1d8 damage per plus

Property: Extreme weather follows this totem everywhere. The exact nature and effects of this weather is determined by the dm based on the extant climate; it could be terrific rain, a heat wave, blizzards, etc.

Power (Daily): No action. At the start of each of your turns while you wield this totem, there is a 5% chance that this power triggers whether you want it to or not. An earthquake rocks a close burst 100 centered on you, dealing 3d10 points of damage and inflicting a wear point on each structure in the burst and making the following attack against each creature in the burst (including you): Constitution or Wisdom vs. Reflex; Hit: The target falls prone.

FURIOUS TOTEM

Level 4+ Uncommon

This totem is made of bone, teeth and leathery flesh.

Lvl 4	+1	840 gp	Lvl 19	+4	105,000 gp
Lvl 9	+2	4,200 gp	Lvl 24	+5	525,000 gp
Lvl 14	+3	21,000 gp	Lvl 29	+6	2,625,000 gp

Implement (Totem)

Enhancement: Attack rolls and damage rolls

Critical: +1d8 damage per plus

Power (Daily): Minor action. Requirement: There must be enough space for you to grow one size category without squeezing. Effect: You grow one size category until the end of your next turn.

While grown, you gain a bonus on melee attacks, melee damage and the severity of critical hits from melee attacks equal to this totem's enhancement bonus. Additionally, if you become a size other than medium, your melee reach increases by 1.

KINSLAYER TOTEM Level 4+ Uncommon

A withered elf ear dangles from this wooden totem.

Lore: Nature DC 15: This totem is from Gorel, where the elves and eladrin engage in genocidal war against one another.

Lvl 2	+1	520 gp	Lvl 17	+4	65,000 gp
Lvl 7	+2	2,600 gp	Lvl 22	+5	325,000 gp
Lvl 12	+3	13,000 gp	Lvl 27	+6	1,625,000 gp

Implement (Totem)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus, or +1d10 per plus against members of your own race

Property: You gain an item bonus to damage against members of your own race equal to this symbol's enhancement bonus.

SHARK TOTEM Level 2+ Uncommon

This totem is shaped to resemble a shark.

Lvl 2	+1	520 gp	Lvl 17	+4	65,000 gp
Lvl 7	+2	2,600 gp	Lvl 22	+5	325,000 gp
Lvl 12	+3	13,000 gp	Lvl 27	+6	1,625,000 gp

Implement (Totem)

Enhancement: Attack rolls and damage rolls

Critical: +1d8 damage per plus

Power (Encounter): Minor action. Until the beginning of your next turn, your implement attacks using this totem score a critical hit on a 19-20. If you do not score a critical hit by the beginning of your next turn, this power recharges.

TOTEM OF GHOST WALKING Level 4+ Uncommon

This totem is made of bone and coated in a luminescent lichen.

Lvl 4	+1	840 gp	Lvl 19	+4	105,000 gp
Lvl 9	+2	4,200 gp	Lvl 24	+5	525,000 gp
Lvl 14	+3	21,000 gp	Lvl 29	+6	2,625,000 gp

Implement (Totem)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 necrotic damage per plus

Power (Daily): Move action. You gain phasing until the end of your turn and move your speed.

Power (Daily): Minor action. Each enemy adjacent to your spirit companion loses insubstantial and phasing until the end of your next turn.

TOTEM OF STROGASS Level 4+ Uncommon

This totem is made of bits of wood, grass, bone and flower- all black.

Lvl 4	+1	840 gp	Lvl 19	+4	105,000 gp
Lvl 9	+2	4,200 gp	Lvl 24	+5	525,000 gp
Lvl 14	+3	21,000 gp	Lvl 29	+6	2,625,000 gp

Implement (Totem)

Enhancement: Attack rolls and damage rolls

Critical: +1d8 damage per plus

Power (Daily): Free action. Trigger: You destroy an undead creature of this totem's level or less with an attack using this totem. Effect: The undead takes a standard action of your choice before it dies. You make any choices for the undead, such as targets, and the undead treats your allies as allies and your enemies as enemies.

WANDS

Level	Name	Price (gp)
3	Wand of Warding +1	680 gp
3	Wand of Wind +1	680 gp
4	Wand of Glorious Victory +1	840 gp
5	Wand of Grim Exchange +1	1,000 gp
7	Wand of Ritual Conduction +2	2,600 gp
7	Wand of the Masked Avenger +2	2,600 gp
8	Nephilium Wand of Purification +2	3,400 gp
8	Wand of Warding +2	3,400 gp
8	Wand of Wind +2	3,400 gp
9	Wand of Glorious Victory +2	4,200 gp
10	Wand of Grim Exchange +2	5,000 gp
12	Wand of Ritual Conduction +3	13,000 gp
12	Wand of the Masked Avenger +3	13,000 gp
13	Nephilium Wand of Purification +3	17,000 gp
13	Wand of Warding +3	17,000 gp
13	Wand of Wind +3	17,000 gp
14	Wand of Glorious Victory +3	21,000 gp
15	Wand of Grim Exchange +3	25,000 gp
17	Wand of Ritual Conduction +4	65,000 gp
17	Wand of the Masked Avenger +4	65,000 gp
18	Nephilium Wand of Purification +4	85,000 gp
18	Wand of Warding +4	85,000 gp
18	Wand of Wind +4	85,000 gp
19	Wand of Glorious Victory +4	105,000 gp
20	Wand of Grim Exchange +4	125,000 gp
22	Wand of Ritual Conduction +5	325,000 gp
22	Wand of the Masked Avenger +5	325,000 gp
23	Nephilium Wand of Purification +5	425,000 gp
23	Wand of Warding +5	425,000 gp
23	Wand of Wind +5	425,000 gp
24	Wand of Glorious Victory +5	525,000 gp
25	Wand of Grim Exchange +5	625,000 gp
27	Wand of Ritual Conduction +6	1,625,000 gp
27	Wand of the Masked Avenger +6	1,625,000 gp
28	Nephilium Wand of Purification +6	2,125,000 gp
28	Wand of Warding +6	2,125,000 gp
28	Wand of Wind +6	2,125,000 gp
29	Wand of Glorious Victory +6	2,625,000 gp
30	Wand of Grim Exchange +6	3,125,000 gp

NEPHILIUM WAND OF PURIFICATION Level 8+ Uncommon

This wand is composed of a translucent material that feels as hard as iron.

Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp
Lvl 18	+4	85,000 gp			

Implement (Wand)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: You gain an item bonus to saving throws against effects created by aberrant creatures equal to this wand's enhancement bonus.

Property: When you hit an aberrant creature with an implement power using this wand, you gain an item bonus to damage equal to its enhancement bonus.

WAND OF GLORIOUS VICTORY Level 2+ Uncommon

This wand is shaped like a winged icon of victory.

Lvl 4	+1	840 gp	Lvl 19	+4	105,000 gp
Lvl 9	+2	4,200 gp	Lvl 24	+5	525,000 gp
Lvl 14	+3	21,000 gp	Lvl 29	+6	2,625,000 gp

Implement (Wand)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: When you drop an enemy with an implement power while you are wielding this wand, you and each ally in a close burst 10 gains 5 temporary hit points.

Level 14 or 19: 10 temporary hit points.

Level 24 or 29: 15 temporary hit points.

WAND OF GRIM EXCHANGE Level 5+ Uncommon

Each end of this ivory wand is carved to resemble a screaming face with bleeding eyes.

Lvl 5		1,000 gp	Lvl 20		125,000 gp
Lvl 10		5,000 gp	Lvl 25		625,000 gp
Lvl 15		25,000 gp	Lvl 30		3,125,000 gp

Implement (Wand)

Enhancement: Attack rolls and damage rolls

Critical: +1d10 damage per plus

Power (Daily): Free action. Trigger: You attack with an implement power wielding this wand.

Effect: Spend a healing surge, but do not regain hit points as normal. Instead, you roll twice and take the better result for one attack with the triggering power. If that attack hits, the target is also stunned until the end of your next turn.

WAND OF RITUAL CONDUCTION Level 7+ Rare

This wand is intricately carved with hundreds of magical symbols of all types.

Lvl 7	+2	2,600 gp	Lvl 22	+5	325,000 gp
Lvl 12	+3	13,000 gp	Lvl 27	+6	1,625,000 gp
Lvl 17	+4	65,000 gp			

Implement (Wand)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: When you perform a ritual, you gain a bonus to any checks you must make equal to this wand's enhancement bonus.

WAND OF THE MASKED AVENGER Level X+ Uncommon

This wand is thin and flexible. All around it, the air swirls.

Lvl 7	+2	2,600 gp	Lvl 22	+5	325,000 gp
Lvl 12	+3	13,000 gp	Lvl 27	+6	1,625,000 gp
Lvl 17	+4	65,000 gp			

Implement (Wand)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 fire, force and lightning damage per plus

Power (Encounter): Free action. Trigger: You create a close blast using this wand. Effect: Each creature hit by the blast suffers an extra 1d10 points of fire, force and lightning damage.

WAND OF warding Level 3+ Uncommon

This wand is made of steel and has a diamond cut into a square at the tip.

Lvl 3	+1	680 gp	Lvl 18	+4	85,000 gp
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Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp

Implement (Wand)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Encounter*Zone): Standard action. You create a zone of warding energy in an area burst 1 within 10 that lasts until the end of your next turn. Any ally in the zone gains a bonus to all defenses equal to this wand's enhancement bonus.

WAND OF WIND Level 3+ Uncommon

This wand is thin and flexible. All around it, the air swirls.

Lvl 3	+1	680 gp	Lvl 18	+4	85,000 gp
Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp

Implement (Wand)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus and the target is pushed one square per plus

Power (Encounter): Free action. Trigger: You create a close blast with this wand. Effect: Each creature hit by the blast is also pushed a number of squares equal to this wand's enhancement bonus. Flying creatures are pushed an extra 3 squares.

ARM SLOT ITEMS

Level	Name	Price (gp)
6	Shield of Advantage	2,600 gp
8	Bracers of Optimism	3,400 gp
9	Shield of the Unvanquished	4,200 gp
10	Vambraces of Lethality	5,000 gp
14	Favor of the Lost Lady	21,000 gp
15	Favor of Fervor	25,000 gp
15	Forinthian Shield	25,000 gp
16	Shield of Advantage	45,000 gp
18	Bracers of Optimism	85,000 gp
19	Bracers of Desperation	105,000 gp
20	Vambraces of Lethality	125,000 gp
26	Shield of Advantage	1,125,000 gp
28	Bracers of Optimism	2,125,000 gp
30	Vambraces of Lethality	3,125,000 gp

BRACERS OF DESPERATION Level 19 Rare

These bracers are nicked, cut and beaten. Clearly, they have seen many desperate battles.

Lvl 19	105,000 gp
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Item Slot: Arms

Property: When you are bloodied, your attacks score a critical hit on a 19-20 and the severity of critical hits you inflict is increased by 1d4.

Property: When you are out of healing surges, you gain resist 5 all.

BRACERS OF OPTIMISM Level 8+ Rare

With these bracers on your wrists, even when things are at their worst you can see the bright side.

Lvl 8	3,400 gp	Lvl 28	2,125,000 gp
Lvl 18	85,000 gp		

Item Slot: Arms

Property: When you are targeted by an attack with the fear keyword, you get a +2 bonus to your defenses against that attack.

Power (Daily*Healing): Minor action. You or one ally within 10 squares regains hit points as if it had spent a healing surge.

Power (Encounter): Minor action. Target: One creature suffering from a condition or effect with the fear keyword within 10 squares. Effect: The target makes a saving throw against each condition or effect with the fear keyword affecting it. It gains a +5 bonus against one of these saving throws.

Level 18: +3 bonus to defenses.

Level 28: +4 bonus to defenses.

FAVOR OF FERVOR

Level 15 Rare

This lady's garter could be tied around the arm as a favor.

Lvl 15 25,000 gp

Item Slot: Arms

Property: When an ally within 10 squares of you drops, you gain a +1 bonus on melee attack and damage rolls until the end of the encounter.

FAVOR OF THE LOST LADY

Level 14 Uncommon

This old and faded kerchief looks like a favor, to be tied around the arm. The kerchief bears a fancy crest and monogram.

Lore: In the final fading days of the Sword Empire, a great knight fought for the honor of his Lady, who had been accused of infidelity to her ailing husband. The knight fought off all challengers for three weeks, but they kept coming. Rather than see her only champion fall, the lady vanished, and the knight swore he would never give up the search until he found her. The first of these favors was made to aid him in his quest.

Lvl 14 21,000 gp

Item Slot: Arms

Property: You gain a +2 item bonus to Diplomacy and Insight checks.

Power (Daily): You gain a success in a skill challenge in which Diplomacy or Insight is a primary skill.

FORINTHIAN SHIELD

Level 15 Rare

This heavy shield bears a rising sun and is graven with the markings of an old Forinthian legion.

Lvl 15 25,000 gp

Item Slot: Arms

Shield: Heavy

Property: You and adjacent allies gain a +1 bonus to Will.

SHIELD OF ADVANTAGE

Level 6+ Uncommon

This heavy shield has large knobs set into its face, designed for smashing into an enemy.

Lvl 6	3,400 gp	Lvl 26	1,125,000 gp
Lvl 16	45,000 gp		

Item Slot: Arms

Property: You get a +1 item bonus to attacks against creatures that you have combat advantage against.

Level 16: +2 item bonus.

Level 26: +3 item bonus.

SHIELD OF THE UNVANQUISHED

Level 9 Uncommon

This heavy shield, faced with steel, has a notched but unbroken sword as its device.

Lvl 9 4,200 gp

Item Slot: Arms

Property: Whenever an attack would cause you to lose a healing surge, you may make a saving throw. If you succeed, you retain the healing surge, but all other effects of the hit apply normally.
Power (Encounter): Immediate reaction. Trigger: An enemy hits you with an attack that would cause you to lose a healing surge. Effect: Make a basic attack against the triggering creature.

VAMBRACES OF LETHALITY Level 10+ Rare

These plain-looking vambraces of steel and black leather make you much deadlier.

Lvl 10	5,000 gp	Lvl 30	3,125,000 gp
Lvl 20	125,000 gp		

Item Slot: Arms

Property: Whenever you score a critical hit, the severity increases by 1d6.

Level 20: Increases by 1d8.

Level 30: Increases by 1d10.

FOOT SLOT ITEMS

Level	Name	Price (gp)
3	Slippers of Kicking	680 gp
9	Boots of Shifting Allegiance	4,200 gp
9	Ghost Shoes	4,200 gp
10	Shoes of the Streets	5,000 gp
11	Anklet of Adversity	9,000 gp
13	Slippers of Kicking	17,000 gp
19	Frog Feet	105,000 gp
19	Slippers of Masterful Movement	105,000 gp
23	Slippers of Kicking	425,000 gp
24	Slippers of Sidestepping	525,000 gp

ANKLET OF ADVERSITY Level 11 Rare

This anklet is fashioned as a snake biting a weasel. The whole thing is of wrought silver; the snake's scales are small chips of jet and the weasel's eyes are picked out in turquoise.

Lvl 11	9,000 gp
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Item Slot: Feet

Property: Enemies adjacent to you cannot be targeted by powers that target allies.

Power (At Will): Immediate reaction. Trigger: An enemy moves into a square from which it flanks you. Effect: Make a melee basic attack against the triggering enemy.

BOOTS OF SHIFTING ALLEIGANCE Level 9 Rare

The surface of these grey boots seems to crawl and shiver. They are knee high and definitely practical for battle.

Lore: Dungeoneering DC 20: These boots are made from the hide of a doppelganger.

Lvl 9	4,200 gp
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Item Slot: Feet

Property: You may treat enemies as allies for purposes of determining flanking.

FROG FEET Level 19 Uncommon

These strange shoes look like frog's feet. They are constructed of thick green rubber.

Lvl 19	105,000 gp
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Item Slot: Feet

Property: You gain a +5 bonus to Athletics checks made to jump.

Power (Daily): Move action. You jump 10 squares horizontally and a maximum of 4 squares upward without triggering opportunity attacks, and gain combat advantage against each enemy

adjacent to you when you land until the start of your next turn.

GHOST SHOES Level 9 Uncommon

These shoes are thin and appear bleached and almost translucent.

Lvl 10 5,000 gp

Item Slot: Feet

Power (Encounter): Move action. You gain phasing for this action and shift 2 squares.

SHOES OF THE STREETS Level 10 Uncommon

It is hard to imagine a pair of shoes in worse shape- or with a worse odor- than these. They look as though whoever is wearing them lives on the streets.

Lvl 10 5,000 gp

Item Slot: Feet

Property: You gain a +2 item bonus to Streetwise checks.

Power (Daily): Minor action. Requirement: You must be in an urban environment. Effect: You gain a +4 bonus to speed until the end of your next turn.

SLIPPERS OF KICKING Level 3+ Uncommon

These comfortable looking but plain slippers look utilitarian but not fancy.

Lvl 3 680 gp Lvl 23 425,000 gp
Lvl 13 17,000 gp

Item Slot: Feet

Property: When you deal damage with your *flurry of blows* class ability, you deal an extra 2 damage.

Level 13: Extra 4 damage.

Level 23: Extra 6 damage.

SLIPPERS OF MASTERFUL MOVEMENT Level 19 Uncommon

These comfortable slippers have very smooth soles. Old Peshan characters that represent rabbits and the wind are embroidered along the outer edges

Lvl 19 105,000 gp

Item Slot: Feet

Property: Whenever you shift, you may shift 1 extra square.

SLIPPERS OF SIDESTEPPING Level 24 Rare

These dark green slippers have an almost metallic sheen to them, although the interiors seem to have a constant trickle of greenish-silver sand within them.

Lvl 24 525,000 gp

Item Slot: Feet

Property: When another creature teleports you, you may choose to shift your destination one square in any direction.

Power (Daily*Teleportation): Immediate interrupt. Trigger: You are hit by an attack. Effect: You teleport 5 squares.

Power (Encounter*Teleportation): Move action. You teleport 10 squares.

HAND SLOT ITEMS

Level	Name	Price (gp)
3	Gloves of Toughness	620 gp
4	Artist's Gloves	840 gp
5	Gloves of Strangulation	1,000 gp

7	Hypnotic Disc	2,600 gp
12	Helping Hand	13,000 gp
13	Gloves of Toughness	17,000 gp
15	Gloves of Strangulation	25,000 gp
16	Gloves of the Slug	45,000 gp
17	Hypnotic Disc	65,000 gp
23	Gauntlets of Absorption	425,000 gp
23	Gloves of Toughness	425,000 gp
25	Gloves of Strangulation	625,000 gp
27	Hypnotic Disc	1,625,000 gp

ARTIST'S GLOVES Level 4 Uncommon

These delicate fingerless gloves are stained with paints and pigments.

Lvl 4 840 gp

Item Slot: Hands

Property: You gain a +2 bonus to skill checks to create works of art with your hands, such as paintings, sculptures, etc.

Power (Daily*Illusion): Minor action. You create an exact image of something that you have seen within the last 24 hours. The illusion is visual only and is obviously illusory, but it has extraordinary detail, which might allow you to (for instance) transcribe a letter that you only got a glance at. This duplicate lasts until the end of your next turn. Sustain minor.

GAUNTLETS OF ABSORPTION Level 23 Rare

These crimson gauntlets are chased with copper lightning bolts and golden flames.

Lvl 23 425,000 gp

Item Slot: Hands

Power (Encounter): Immediate interrupt; trigger: you take fire or lightning damage; effect: the triggering attack is negated and you gain a +4 bonus on all Strength-based attacks, ability and skill checks and damage rolls. This bonus decreases by 1 at the start of each of your turns.

GLOVES OF STRANGULATION Level 5+ Uncommon

These tight-fitting black gloves have rough fingers, as if to get a good grip on whatever you might grab.

Lvl 5	1,000 gp	Lvl 25	625,000 gp
Lvl 15	25,000 gp		

Item Slot: Hands

Property: Whenever you grab a creature or sustain a grab on a creature, that creature suffers 5 damage.

Level 15: 10 damage.

Level 25: 15 damage.

GLOVES OF THE SLUG Level 16 Rare

These bright yellow gloves glisten with a slimy coating.

Lvl 16 45,000 gp

Item Slot: Hands

Property: Your melee attacks deal an extra 1d4 points of acid damage.

Power (Daily*Polymorph): Standard action; make the following melee attack against one creature within reach: Strength or Dexterity + 4 vs. Fortitude; *Hit:* The creature's skin turns to mucus (save ends); while its skin is mucus, the victim is dazed and slowed and takes ongoing 10 damage unless submerged in water.

GLOVES OF TOUGHNESS Level 3+ Rare

These rough, fingerless gloves are made of thick leather, with steel plates sewn into the backs.

Lvl 3	680 gp	Lvl 23	425,000 gp
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Lvl 13 17,000 gp

Item Slot: Hands

Property: At the end of each extended rest, you gain 5 temporary hit points.

13th level: 10 temporary hit points.

23rd level: 15 temporary hit points.

HELPING HAND

Level 3+ Uncommon

Rather than wearing these gloves by putting your hands inside them, they seem to be designed as a half-glove that only covers the palms and undersides of your fingers.

Lvl 12 13,000 gp

Item Slot: Head

Power (Encounter): Minor action. You conjure a spectral floating hand in an unoccupied square within 5 squares that lasts until the end of your next turn. As a minor action, you can direct the hand to pick up or otherwise manipulate objects of up to 50 lbs. As a minor action, you can move the hand and any object it is carrying up to 5 squares. Sustain minor (requires line of sight): The hand persists.

Power (Daily*Force): Standard action. Requirement: The spectral floating hand must be adjacent to the target. Make the following attack on a creature or object of up to 1000 lbs. adjacent to the hand: Level + 5 vs. Reflex; Hit: 3d6 force damage. Special: If the target is a creature, slide it 5 squares, and if it ends this slide adjacent to blocking terrain, it takes an additional 2d6 points of damage.

HYPNOTIC DISK

Level 3+ Rare

These reflective metal discs are attached to straps that look designed to fit around the hands.

Lvl 7 2,600 gp Lvl 27 1,625,000 gp

Lvl 17 65,000 gp

Item Slot: Hands

Property: Whenever you use a power with the charm keyword that forces the target to move, it moves an extra 2 squares. (This does not apply to pushes, pulls or slides.)

Property: Whenever you use a power with the charm keyword that forces a creature to make an attack, it receives a +1 item bonus to attack and damage.

Power (Encounter*Charm): Minor action. Make the following attack against each creature in a close blast 2: Intelligence or Charisma +2 vs. Will; Hit: Slide the target 3 squares.

Level 17: +2 to attack and damage; Intelligence or Charisma + 4 vs. Will.

Level 27: +3 to attack and damage; Intelligence or Charisma + 6 vs. Will.

HEAD SLOT ITEMS

Level	Name	Price (gp)
3	Helm of Psionics	680 gp
5	Envoy's Veil	1,000 gp
7	Veil of Assassins	2,600 gp
11	Merchant's Veil	9,000 gp
12	Blindfold of Dexter	13,000 gp
17	Helm of Psionics	65,000 gp
17	Mushroom Cap	65,000 gp
19	Blindfold of Readiness	105,000 gp
19	Harthom Headband	105,000 gp
21	Grey Mask	225,000 gp
21	Merchant's Veil	225,000 gp
22	Blindfold of Dexter	325,000 gp
23	Helm of Psionics	425,000 gp

BLINDFOLD OF DEXTER**Level 12+ Rare***This ragged strip of white cloth can be tied around the eyes to serve as a blindfold.*

Lvl 12

13,000 gp

Lvl 22

325,000 gp

Item Slot: Head**Property:** While wearing the blindfold, you are blind. You are immune to effects with the gaze keyword and cannot be blinded.**Property:** While wearing the blindfold, you gain are treated as having blindsight with regards to detecting creatures only.**Power (Daily*Healing, Radiant):** Standard action; you give off light in a close burst 5; one ally in the burst may spend a healing surge. Make the following attack against each enemy in the burst: level + vs. Reflex; *Hit*: the target takes 10 radiant damage and is blinded until the end of its next turn.

Level 22: level + 6 vs. Reflex; 20 radiant damage.

BLINDFOLD OF READINESS**Level 19 Rare***This thick blindfold fits over the eyes and the ears.*

Lvl 19

105,000 gp

Item Slot: Head**Property:** While wearing the blindfold, you are blind. You are immune to effects with the gaze keyword and cannot be blinded.**Property:** While wearing the blindfold, you gain are treated as having blindsight 5.**Power (Daily):** Use this power at the end of an extended rest. You meditate with the blindfold for one hour. The first time you roll initiative before the beginning of your next extended rest, you are considered to have rolled a 20.**ENVOY'S VEIL****Level 5 Uncommon***This formal-looking veil is embroidered in cloth-of-gold with abstract patterns pleasing to the eye.*

Lvl 5

1,000 gp

Item Slot: Head**Power (Daily):** Use this power during a skill check when making a Diplomacy or Insight check. Roll twice and take the better result.**GREY MASK****Level 21 Uncommon***This grey stocking mask would obscure the entire face, making it hard to identify you.*

Lvl 21

225,000 gp

Item Slot: Head**Property:** You gain a +4 bonus to Bluff checks to disguise your identity.**Power (Daily*Illusion):** Standard action. You become invisible until the end of your turn.**Power (Encounter):** Free action. You place a shroud on an enemy within 10 squares. (If you do not have the *assassin's shroud* ability, you cannot use this power.)**HARTHOM HEADBAND****Level 3+ Uncommon***This intricate headband of woven copper and silver wire has a large plate depicting an eye that would fit at the center of one's forehead.*

Lvl 19

105,000 gp

Item Slot: Head**Property:** You are never surprise if you are not sleeping or in a trance.**HELM OF PSIONICS****Level 3+ Uncommon***This snug-fitting helm is designed to resemble a brain.*

Lvl 3

680 gp

Lvl 23

425,000 gp

Lvl 13 65,000 gp

Item Slot: Head

Property: You gain 1 power point. When you remove the helm, you lose 1 power point.

Level 13: 2 power points.

Level 23: 3 power points.

MERCHANT'S VEIL

Level 12+ Uncommon

This fancy veil of scarlet silk has merchants' scales picked out in thread of gold upon it.

Lvl 11 9,000 gp

Lvl 21 225,000 gp

Item Slot: Head

Property: When you purchase items, you receive a 10% discount.

Level 21: You receive a 15% discount.

MUSHROOM CAP

Level 17 Uncommon

Red with white spots, this wide-brimmed cap resembles the top of a mushroom.

Lvl 17 65,000 gp

Item Slot: Head

Property: You can speak with plants that are within 5 squares of you. Although most plants can convey only basic information and are limited by their perceptions- for example, a plant cannot tell you what a creature looked like- they tend to be helpful to the best of their ability, although there are exceptions (especially sick plants or those in polluted or fouled areas). Even a basis exchange with a plant will take at least ten minutes.

QUICKLING LOCK

Level 23 Rare

This long lock of white hair is designed to be woven into the user's hair.

Lore: Nature DC 20: This is hair from a quickling.

Lvl 23 425,000 gp

Item Slot: Head

Property: You get a +1 item bonus to speed.

Property: You get a +2 item bonus to initiative.

Power (Encounter): Move action. Requirement: You may not be wearing heavy armor. Shift your speed.

Power (Encounter): Minor action. The slowed or immobilized condition on you ends.

VEIL OF ASSASSINS

Level 12+ Uncommon

This fancy veil of scarlet silk has merchants' scales picked out in thread of gold upon it.

Lvl 7 2,600 gp

Item Slot: Head

Property: You gain a +2 item bonus to Bluff checks to conceal your identity.

Power (Encounter): Free action. Trigger: You hit a target that you have combat advantage against. Effect: The target grants combat advantage (save ends).

NECK SLOT ITEMS

Level	Name	Price (gp)
2	Amulet of Orbius +1	520 gp
3	Amulet of Mitigation +1	680 gp
3	Perfumed Scarf +1	680 gp
3	Torc of the Unstoppable +1	680 gp
5	Scarf of Razors +1	1,000 gp
7	Amulet of Amity +2	2,600 gp
7	Amulet of Life Protection +2	2,600 gp

7	Amulet of Orbius +2	2,600 gp
8	Amulet of Mitigation +2	3,400 gp
8	Perfumed Scarf +2	3,400 gp
8	Torc of the Unstoppable +2	3,400 gp
9	Tax Collector's Badge +1	4,200 gp
5	Scarf of Razors +2	5,000 gp
10	Bubble Cloak +2	5,000 gp
10	Scarf of the Seven Veils +2	5,000 gp
12	Amulet of Amity +3	13,000 gp
12	Amulet of Life Protection +3	13,000 gp
12	Amulet of Orbius +3	13,000 gp
12	Scarf of Water Breathing +3	13,000 gp
12	Serpent Amulet +3	13,000 gp
13	Amulet of Mitigation +3	17,000 gp
13	Perfumed Scarf +3	17,000 gp
13	Torc of the Unstoppable +3	17,000 gp
14	Tax Collector's Badge +3	21,000 gp
15	Amulet of the Hidden Minister +3	25,000 gp
15	Bubble Cloak +3	25,000 gp
15	Cloak of Jerakai +3	25,000 gp
15	Scarf of Razors +3	25,000 gp
15	Scarf of the Seven Veils +3	25,000 gp
15	Yoke of Bile +3	25,000 gp
17	Amulet of Amity +4	65,000 gp
17	Amulet of Life Protection +4	65,000 gp
17	Amulet of Orbius +4	65,000 gp
17	Scarf of Water Breathing +4	65,000 gp
17	Serpent Amulet +4	65,000 gp
18	Amulet of Mitigation +4	85,000 gp
18	Perfumed Scarf +4	85,000 gp
18	Torc of the Unstoppable +4	85,000 gp
19	Tax Collector's Badge +4	105,000 gp
20	Amulet of the Hidden Minister +4	125,000 gp
20	Bubble Cloak +4	125,000 gp
20	Cloak of Jerakai +4	125,000 gp
20	Scarf of Razors +4	125,000 gp
20	Scarf of the Seven Veils +4	125,000 gp
20	Yoke of Bile +4	125,000 gp
22	Amulet of Amity +5	325,000 gp
22	Amulet of Life Protection +5	325,000 gp
22	Amulet of Orbius +5	325,000 gp
22	Scarf of Water Breathing +5	325,000 gp
22	Serpent Amulet +5	325,000 gp
23	Amulet of Mitigation +5	425,000 gp
23	Perfumed Scarf +5	425,000 gp
23	Torc of the Unstoppable +5	425,000 gp
24	Tax Collector's Badge +5	525,000 gp
25	Amulet of the Hidden Minister +5	625,000 gp
25	Bubble Cloak +5	625,000 gp
25	Cloak of Jerakai +5	625,000 gp
25	Scarf of Razors +5	625,000 gp
25	Scarf of the Seven Veils +5	625,000 gp
25	Yoke of Bile +5	625,000 gp
27	Amulet of Amity +6	1,625,000 gp
27	Amulet of Life Protection +6	1,625,000 gp

27	Amulet of Orbius +6	1,625,000 gp
27	Scarf of Water Breathing +6	1,625,000 gp
27	Serpent Amulet +6	1,625,000 gp
28	Amulet of Mitigation +6	2,125,000 gp
28	Perfumed Scarf +6	2,125,000 gp
28	Torc of the Unstoppable +6	2,125,000 gp
29	Tax Collector's Badge +6	2,625,000 gp
30	Amulet of the Hidden Minister +6	3,125,000 gp
30	Bubble Cloak +6	3,125,000 gp
30	Cloak of Jerakai +6	3,125,000 gp
30	Scarf of Razors +6	3,125,000 gp
30	Scarf of the Seven Veils +6	3,125,000 gp
30	Yoke of Bile +6	3,125,000 gp

AMULET OF AMITY Level 7+ Uncommon

This amulet bears a simple smiley face.

Lvl 7	+2	2,600 gp	Lvl 22	+5	325,000 gp
Lvl 12	+3	13,000 gp	Lvl 27	+6	1,625,000 gp
Lvl 17	+4	65,000 gp			

Item Slot: Neck

Enhancement: Fortitude, Reflex and Will

Property: You gain an item bonus to Diplomacy checks equal to this amulet's enhancement bonus.

Property: If you have not attacked yet this encounter, the first time an enemy attempts to attack you with a melee or ranged attack, it must make a saving throw. If it fails, it may not attack you until the end of its turn.

AMULET OF LIFE PROTECTION Level 7+ Uncommon

This gold amulet has a diamond setting in the center, surrounded by runes of protection.

Lvl 7	+2	2,600 gp	Lvl 22	+5	325,000 gp
Lvl 12	+3	13,000 gp	Lvl 27	+6	1,625,000 gp
Lvl 17	+4	65,000 gp			

Item Slot: Neck

Enhancement: Fortitude, Reflex and Will

Property: You automatically succeed at any saving throw if the consequence for failure is death, regardless of the roll.

AMULET OF MITIGATION Level 3+ Uncommon

This amulet of cool jade bears an inscription declaring that the wearer's wounds shall not be as bad as they look.

Lvl 3	+1	680 gp	Lvl 18	+4	85,000 gp
Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp

Item Slot: Neck

Enhancement: Fortitude, Reflex and Will

Property: When you suffer a critical hit, you reduce the severity of the critical hit by 1d3.

Level 8: Reduce by 1d4.

Level 13: Reduce by 1d6.

Level 18: Reduce by 2d4.

Level 23: Reduce by 2d6.

Level 28: Reduce by 2d8.

AMULET OF ORBIUS Level 2+ Uncommon

This amulet resembles a great staring eye.

Lvl 2	+1	520 gp	Lvl 17	+4	65,000 gp
Lvl 7	+2	2,600 gp	Lvl 22	+5	325,000 gp
Lvl 12	+3	13,000 gp	Lvl 27	+6	1,625,000 gp

Item Slot: Neck

Enhancement: Fortitude, Reflex and Will

Property: You get a +1 item bonus on monster knowledge checks.

Level 13 or 18: +2 bonus.

Level 23 or 28: +3 bonus.

AMULET OF THE HIDDEN MINISTER Level 15+ Rare

The face of this amulet depicts a wise-looking bearded face.

Lores: These amulets are created by Glaisig, the Hidden Minister of Lucifer. Their advice is designed to subtly entice their owners into evil through expedience and domination. The amulets also keep the infernal courts informed of the happenings on the mortal plane.

Lvl 15	+3	25,000 gp	Lvl 25	+5	625,000 gp
Lvl 20	+4	125,000 gp	Lvl 30	+6	3,125,000 gp

Item Slot: Neck

Enhancement: Fortitude, Reflex and Will

Property: This amulet can speak and advise you. It will urge you to seek power and dominance over many others, whether militarily or politically, and seeks an owner whose ambitions are in accordance with this agenda.

Power (Daily*Charm): Standard action. Make the following attack against one creature within 10 squares: +x vs. Will; Hit: The target is dominated (save ends).

Power (Daily): You ask the amulet for advice concerning how to overcome an obstacle. If you follow the advice it gives you, you get a +5 bonus on one attack, skill check or saving throw while doing so.

BUBBLE CLOAK Level 10+ Rare

This cloak is embroidered with an intricate pattern of interlocking symbols. When you don it, a barely-visible bubble springs into existence around you.

Lvl 10	+2	5,000 gp	Lvl 25	+5	625,000 gp
Lvl 15	+3	25,000 gp	Lvl 30	+6	3,125,000 gp
Lvl 20	+4	125,000 gp			

Item Slot: Neck

Enhancement: Fortitude, Reflex and Will

Property: If you start your turn in one or more auras, you may choose to make a saving throw. If you succeed, you are unaffected by one of the auras.

Power (Encounter): Immediate interrupt. Trigger: You take cold, fire, lightning or thunder damage. Effect: You gain resist 10 against the triggering attack and this cloak's property deactivates (save ends).

Level 20 or 25: Resist 20.

Level 30: Resist 30.

CLOAK OF JERAKAI Level 15+ Rare

This cloak is of the finest crushed velvet, dark red with black patterns stitched within it.

Lvl 15	+3	25,000 gp	Lvl 25	+5	625,000 gp
Lvl 20	+4	125,000 gp	Lvl 30	+6	3,125,000 gp

Item Slot: Neck

Enhancement: Fortitude, Reflex and Will

Property: While you are bloodied, you get a +1 item bonus to speed.

Power (Daily*Polymorph): Standard action. You grow a second pair of arms that last until the end of your next turn. While the arms persist, you can make a basic attack once per round as a minor action. Sustain minor.

PERFUMED SCARF Level 3+ Uncommon

This fine scarf of embroidered cotton has a pleasant fragrance

Lvl 3	+1	680 gp	Lvl 18	+4	85,000 gp
Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp

Item Slot: Neck

Enhancement: Fortitude, Reflex and Will

Property: You gain an item bonus to defenses against stench-based attacks equal to this scarf's enhancement bonus.

Power (Daily): No action. Ignore one stench-based effect until the end of your next turn.

SCARF OF THE SEVEN VEILS Level 10+ Rare

This elegant scarf of diaphanous silk is exceptionally long. It bears a hint of perfume.

Lvl 10	+2	5,000 gp	Lvl 25	+5	625,000 gp
Lvl 15	+3	25,000 gp	Lvl 30	+6	3,125,000 gp
Lvl 20	+4	125,000 gp			

Item Slot: Neck

Enhancement: Fortitude, Reflex and Will

Property: You gain a bonus to Stealth checks equal to the scarf's enhancement bonus.

Power (Daily*Illusion): Minor action; Effect: You become invisible until the end of your next turn.

Power (Encounter): Free action; Trigger: Your invisibility ends; Effect: You remain invisible until the end of your next turn.

SCARF OF RAZORS Level 10+ Rare

This long, thick scarf is surprisingly heavy at the ends.

Lvl 5		1,000 gp	Lvl 20		125,000 gp
Lvl 10		5,000 gp	Lvl 25		625,000 gp
Lvl 15		25,000 gp	Lvl 30		3,125,000 gp

Item Slot: Neck

Enhancement: Fortitude, Reflex and Will

Property: There are hidden razors sewn into the ends of this scarf, allowing you to use it as a melee weapon against those not expecting it. You can use this scarf to make the following melee attack. Requirement: You must have combat advantage against the target. Melee 1; Dexterity or Charisma + enhancement bonus vs. Reflex; 2d4 + enhancement bonus + Dexterity or Charisma modifier damage, and the target takes ongoing 5 damage (save ends).

Level 15 or 20: Ongoing 10 damage (save ends).

Level 25 or 30: Ongoing 15 damage (save ends).

SCARF OF WATER BREATHING Level 11+ Uncommon

This scarf of fine blue-green material wraps around the nose and mouth as well as the neck.

Lvl 12	+3	13,000 gp	Lvl 22	+5	325,000 gp
Lvl 17	+4	65,000 gp	Lvl 27	+6	1,625,000 gp

Item Slot: Neck

Enhancement: Fortitude, Reflex and Will

Property: You can breathe water.

SERPENT AMULET Level 10+ Uncommon

This amulet is made of serpentine and is carved to resemble a twisting serpent.

Lvl 10	+2	5,000 gp	Lvl 25	+5	625,000 gp
Lvl 15	+3	25,000 gp	Lvl 30	+6	3,125,000 gp
Lvl 20	+4	125,000 gp			

Item Slot: Neck

Enhancement: Fortitude, Reflex and Will

Property: When you attack with a power that inflicts ongoing poison damage, that poison damage increases by the amulet's enhancement bonus.

Power (Daily*Poison): Free action; **Trigger:** An enemy within 10 squares of you makes a saving throw against a poison effect. **Effect:** The enemy instead fails its saving throw against the triggering effect.

TAX COLLECTOR'S BADGE Level 9+ Rare

This badge looks like it would clip to the breast. It looks very official and bears the legend "Tax Collector".

Lvl 9	+2	4,200 gp	Lvl 24	+5	525,000 gp
Lvl 14	+3	21,000 gp	Lvl 29	+6	2,625,000 gp
Lvl 19	+4	105,000 gp			

Item Slot: Neck

Enhancement: Fortitude, Reflex and Will

Power(Daily*Charm): Standard action. You demand that a creature pay its taxes. Requirement: You must share a language with the target. Range 10. Target: One creature. Make the following attack: Charisma + enhancement bonus vs. Will; Hit: The target spends its next standard action giving you 10% of its money.

TORC OF THE UNSTOPPABLE Level 3+ Uncommon

This brass torc fits around the neck and rests upon the shoulders.

Lvl 3	+1	680 gp	Lvl 18	+4	85,000 gp
Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp

Item Slot: Neck

Enhancement: Fortitude, Reflex and Will

Power (Daily): Free action. You are no longer slowed, immobilized or weakened.

YOKE OF BILE Level 15+ Rare

This heavy iron yoke sits uncomfortably on the neck and shoulders. It is spotted with corrosion and smells foul.

Lvl 15	+3	25,000 gp	Lvl 25	+5	625,000 gp
Lvl 20	+4	125,000 gp	Lvl 30	+6	3,125,000 gp

Item Slot: Neck

Enhancement: Fortitude, Reflex and Will

Property: Resist 10 acid.

Property: Resist 10 poison.

Power (Daily): Standard action; you spit an exploding gob of bile; area burst 1 within 10; targets: each creature in burst; Constitution + enhancement bonus vs. Fortitude; Hit: 4d8 + enhancement bonus acid and poison damage and ongoing 5 acid and poison (save ends).

Property: You automatically succeed on saving throws against effects with the charm keyword.

Special: When you don this item, you are wracked with terrible pain and undergo a visible transformation into a bile-tainted creature. The transformation and accompanying pain last until you take an extended rest after removing this item. While you are not wearing the item but are under the effects of the transformation, you suffer a -2 penalty on all attacks and skill checks.

Level 25 or 30: resist 15; 5d8 + enhancement bonus acid and poison damage and ongoing 10 acid and poison (save ends).

RING SLOT ITEMS

Level	Name	Price (gp)
10	Ring of Protection from	5,000 gp

	Pickpockets	
10	Ring of Wyrd	5,000 gp
12	Empirical Ring	13,000 gp
14	Ring of Vitals Protection	21,000 gp
20	Jungle Ring	125,000 gp
20	Ring of Wyrd	125,000 gp
24	Ring of Vitals Protection	525,000 gp
30	Ring of Wyrd	3,125,000 gp

EMPIRICAL RING Level 12 Uncommon

This jade ring has a cross for a setting.

Lvl 12 13,000 gp

Item Slot: Ring

Power (At Will): Minor action. You get an exact measure, count or mathematical calculation from this ring. This ring can measure or count things as far as 20 squares away.

JUNGLE RING Level 20 Uncommon

This ring of woven wood and plant fibers has an amazing number of different things woven together.

Lore: Nature DC 15: All the material woven together is native to jungles.

Lvl 20 125,000 gp

Item Slot: Ring

Property: You gain forestwalk (you ignore difficult terrain caused by foliage or undergrowth).

RING OF PROTECTION FROM PICKPOCKETS Level 10 Uncommon

This ring changes color when touched to blend in with your skin. When it is worn, you become hyperaware of your possessions.

Lvl 10 5,000 gp

Item Slot: Ring

Property: Thievery checks made to pick your pockets or steal items from your person suffer a -5 penalty.

RING OF VITALS PROTECTION Level 14+ Rare

The wearer of this ring is blessed by fate.

Lvl 14 21,000 gp Lvl 24 525,000 gp

Item Slot: Ring

Property: Critical hits on you have their severity reduced by 1d8.

Level 24: Reduced by 2d6.

RING OF WYRD Level 10+ Rare

The wearer of this ring is blessed by fate.

Lvl 10 5,000 gp Lvl 30 3,125,000 gp
Lvl 20 125,000 gp

Item Slot: Ring

Property: While you wear this ring, you gain 1 wyrd. (When you suffer a critical hit or fumble, you reduce the severity by the number of wyrd you possess.)

Power (Encounter): No action. You expend a wyrd from the ring and fate steps in for you. This may manifest in any number of ways, such as an unexpected ally appearing, enemies showing uncharacteristic mercy, a natural disaster or magical phenomenon, etc.

Special: Regardless of the source, you may not spend more than one wyrd per encounter.

Level 20: 2 wyrd.

Level 30: 3 wyrd.

WAIST SLOT ITEMS

Level	Name	Price (gp)
5	Belt of Inspirational Vigor	1,000 gp
5	Bodokod Belt	1,000 gp
10	Girdle of Combat Skill	5,000 gp
11	Lethal Scabbard	9,000 gp
18	Girdle of Gnomely Might	85,000 gp
18	Oozefighter's Belt	85,000 gp
20	Girdle of Combat Skill	125,000 gp
21	Lethal Scabbard	225,000 gp
30	Girdle of Combat Skill	3,125,000 gp

BELT OF INSPIRATIONAL VIGOR Level 5 Rare

This broad belt has a thick belt buckle depicting a shield with swords, arrows and flames deflecting from it.

Lvl 5 1,000 gp

Item Slot: Waist

Property: Whenever you regain hit points, each ally adjacent to you regains hit points equal to its Constitution bonus (minimum 1).

BODOKOD BELT Level 5 Rare

This broad belt is made of the shaped chitin of some sort of giant insect.

Lores: Dungeoneering DC 10: The chitin is from a bodokod, a type of giant beetle commonly used as a beast of burden.

Lvl 5 1,000 gp

Item Slot: Waist

Property: Your speed is reduced by 1.

Property: When you enter a square of difficult terrain, the movement cost to enter that square is reduced by one.

Property: You gain a +2 bonus to Endurance checks.

Power (Daily): Immediate reaction. Trigger: You are immobilized, slowed, pushed, pulled or slid. Effect: The immobilized or slowed condition ends, or you are pushed, pulled or slid one square less than normal.

GIRDLE OF COMBAT SKILL Level 10+ Rare

This thick belt is covered in icons of different weapons.

Lvl 10	5,000 gp	Lvl 30	3,125,000 gp
Lvl 20	125,000 gp		

Item Slot: Waist

Power (Encounter): No action. When you make a basic attack, you may instead use an at-will attack power.

Level 20: You may instead use an at will or encounter attack power.

Level 30: You may instead use any of your unexpended attack powers.

GIRDLE OF GNOMELY MIGHT Level 18 Rare

This wide, fancy-looking belt is covered in strange symbols and intricate designs.

Lvl 18 85,000 gp

Item Slot: Waist

Power (Daily): Free action. Your *fade away* racial power recharges.

Power (Daily*Illusion): Move action. You become invisible until the start of your next turn and shift 4 squares.

Power (Daily*Illusion): Immediate interrupt; when a melee attack hits you; you switch places with an adjacent enemy and the triggering attack targets that enemy instead of you.

LETHAL SCABBARD

Level 11+ Rare

This scabbard, attached to a sword belt, has a rough interior designed to sharpen the edge of a blade as it is drawn and sheathed.

Lvl 11

9,000 gp

Lvl 21

225,000 gp

Item Slot: Waist

Power (Encounter): Minor action. Draw a light or heavy blade from this scabbard. Until the end of the encounter, the first time you score a critical hit with that weapon, the severity is increased by 1d6.

Level 21: Increased by 2d6.

OOZEFIGHTER'S BELT

Level 18 Rare

This belt has several loops for pouches or scabbards. It is coated in some sort of glossy laminate.

Lvl 18

85,000 gp

Item Slot: Waist

Property: You gain resist 10 acid. The belt itself is immune to acid.

Property: You gain a +2 bonus on Dungeoneering checks.

Property: You gain a +2 bonus to saving throws against effects and conditions inflicted by oozes and attempts to escape an ooze's grab.

Power (Encounter): Minor action. You designate one ooze within 5 squares as your chosen opponent. Until the end of your next turn, when you hit that ooze with an attack, you deal an extra 1d10 points of damage.

WONDROUS ITEMS

Level	Name	Price (gp)
5	Dust of Repair	1,000 gp
5	Sphere of Protection +1	1,000 gp
6	Mordenkainen's Ointment	1,800 gp
9	Everfull Pipe	4,200 gp
9	Sticks of Poison Neutralizing	4,200 gp
10	Deck of Prognostications	5,000 gp
10	Dust of Durability	5,000 gp
10	Dust of Repair	5,000 gp
10	Dwarfmug	5,000 gp
10	Hourglass of Relentlessness	5,000 gp
10	Sphere of Protection	5,000 gp
11	Hourglass of Age	9,000 gp
11	Mordenkainen's Ointment	9,000 gp
13	Forinthian Standard	17,000 gp
14	Tent of Excellent Restfulness	21,000 gp
15	Dust of Repair	25,000 gp
15	Portable Shadow	25,000 gp
15	Sphere of Protection +3	25,000 gp
16	Belmondo's Useful Tool	45,000 gp
16	Mordenkainen's Ointment	45,000 gp
18	Cube of Containment	85,000 gp

20	Dust of Repair	125,000 gp
20	Sphere of Protection +4	125,000 gp
21	Mordenkainen's Ointment	225,000 gp
23	Clockwork Kocho	425,000 gp
24	Tent of Excellent Restfulness	525,000 gp
25	Dust of Repair	625,000 gp
25	Sphere of Protection +5	125,000 gp
26	Mordenkainen's Ointment	1,125,000 gp
26	Spectacles of Watchfulness	1,125,000 gp
30	Dust of Repair	3,125,000 gp
30	Sphere of Protection +6	3,125,000 gp

BELMONDO'S USEFUL TOOL Level 16 Rare

The surface of this metal cube seems to squirm at a touch. When manipulated, it proves malleable.

Lore: The original *Belmondo's useful tool* is still out there somewhere, sentient and growing ever more intelligent and crafty. This item is actually one of its failed offspring- failed because they do not share the original's sentience, but instead are merely normal magic items.

Lvl 16 45,000 gp

Wondrous Item

Power (At Will): Minor action. You shape *Belmondo's useful tool* into a tool of your choice. If the tool is appropriate for assisting an Acrobatics, Athletics, Endurance, Heal, Intimidate or Thievery check, you gain a +2 bonus to that check. *Belmondo's useful tool* remains in the form of the tool that you have shaped it into until you reshape it.

CLOCKWORK KOCHO Level 23 Rare

What a strange and splendid thing this is! It is a near-lifesized clockwork statue of a kocho, incredibly detailed and fully articulated, with feathers of bronze, copper and silver. Although it must have hundreds of gears within it, it looks surprisingly sturdy and has a saddle atop it that is big enough for a medium creature to sit in.

Lvl 23 425,000 gp

Wondrous Item

Property: If you are medium or smaller you may ride the *clockwork kocho* like a mount. It shares your space. While you are mounted on it, you gain a speed of 8. All of its defenses are 37; if any attack hits it, you fall prone and it is disabled until you repair it (see below). If any attack hits it that deals at least 50 points of damage, the *clockwork kocho* must make a saving throw or be destroyed.

Power (At Will): Free action. Trigger: You charge and hit. Effect: The enemy grants combat advantage until the end of its next turn.

Power (Encounter): Immediate Interrupt. Trigger: An enemy gains combat advantage against you. Effect: You shift 2 squares.

Power (Encounter): Short rest. Requirement: The *clockwork kocho* must be disabled. You spend a healing surge during a short rest, but instead of regaining hit points, you repair the *clockwork kocho*.

CUBE OF CONTAINMENT Level 18 Uncommon

This ceramic cube is about 3" on a side and is plain except for one side, which is contoured to resemble something within the cube trying to escape.

Lvl 18 85,000 gp

Wondrous Item

Power (Daily): Standard action. Requirement: You must have this cube in hand. Make the following attack: Ranged 10; +21 vs. Will; Hit: The target is sucked within the cube (save ends). While within the cube, the target is removed from play and does not have line of sight or line of effect to any creature other than itself. When it saves, the creature reappears in an unoccupied

square adjacent to the cube; if you have the cube in hand, you choose the square, otherwise the target chooses the square. If no adjacent square is unoccupied, the creature instead reappears in the closest unoccupied space.

DECK OF PROGNOSTICATIONS **Level 11 Uncommon**

This deck of cards painted on thin lacquered plaques has four suits, but the cards are not numbered; instead, each suit has a king, queen, prince, knave, merchant, villain, war, journey and jester.

Lvl 10 5,000 gp

Wondrous Item

Property: Whenever you perform a divination ritual, you gain a +4 bonus on any skill checks involved.

Power (Daily): No action. You use these cards as part of a divination ritual, and they count as 150 gp of components for that ritual. (The cards are not expended.)

DUST OF DURABILITY **Level 10 Rare**

This pouch contains a thin, grainy powder with a distinctive yeasty beer-like aroma.

Lvl 10 5,000 gp

Wondrous Item

Power (Daily): Use this dust upon completing an extended rest. You or one creature adjacent to you gains an extra healing surge. At the beginning of that creature's next extended rest, it loses a healing surge. (If it has spent all its healing surges, this has no effect.)

DUST OF REPAIR **Level 5+ Uncommon**

This metallic powder smells like oil and mortar.

Lvl 5	1,000 gp	Lvl 20	125,000 gp
Lvl 10	5,000 gp	Lvl 25	625,000 gp
Lvl 15	25,000 gp	Lvl 30	3,125,000 gp

Wondrous Item

Power (Daily): Standard action. You remove one wear point from an item of this dust's level +5 or lower. When you use this power, make a saving throw with a +5 bonus. If you fail, the *dust of repair* is expended and this item is destroyed.

DWARFMUG **Level 10 Uncommon**

This heavy drinking vessel is clearly of dwarven manufacture and is edged with gold. The sides of it are cleverly worked into scenes of drinking and merriment.

Lvl 10 5,000 gp

Wondrous Item

Power (At Will): Standard action. The *dwarfmug* fills with hearty dwarf-made ale. If the ale is not consumed within 10 minutes of its creation, it disappears and the mug will not function for one hour. (If it takes you more than ten minutes to finish that beer, you need a while before the next one.)

EVERFULL PIPE **Level 9 Uncommon**

Made of meerschaum, this long pipe is fashioned to resemble a cornucopia horn overflowing with bounty. The bowl is fashioned as the top of an apple, and it looks like it has seen a great deal of use.

Lvl 9 4,200 gp

Wondrous Item

Power (At Will): Standard action. The *everfull pipe* fills with fine quality tobacco.

FORINTHIAN STANDARD **Level 13 Uncommon**

This aged banner shows a golden sun on a white background.

Lore: History DC 12: This banner bears the symbol of the Forinthian Empire, which evolved into the Sword Empire. Religion DC 20: The banner is tied to the worship of a dead god of the sun and law.

Lvl 13 17,000 gp

Wondrous Item

Power (DailyRadiant*, *Zone*):** Standard action. You plant the *Forinthian standard* in a square, and it creates a zone in a close burst 5 that lasts until the end of the encounter or until a creature spends a standard action while within the standard's square to uproot the standard. While within the zone, you and your allies deal radiant damage instead of any other damage types with your attacks.

HOURGLASS OF AGE

Level 11 Uncommon

This hourglass is painted with the faces of old men and women. The frame is of bones, and the sand within looks to be ground bones.

Lvl 11 9,000 gp

Wondrous Item

Power (Daily): Standard action. Requirement: You must have this hourglass in hand. Effect: Make the following attack on one creature: Ranged 10; +x vs. Fortitude; Hit: The target momentarily ages (save ends). While aged, the target is weakened and gains vulnerable 5 all.

HOURGLASS OF RELENTLESSNESS

Level 10 Uncommon

This hourglass is the size of a dagger. Sand flows without cease from the upper chamber to the lower.

Lvl 10 5,000 gp

Wondrous Item

Property: While you bear this hourglass, you are immune to the slowed condition and gain a +5 bonus to saving throws against the immobilized and restrained conditions.

Power (Daily): Free action. Trigger: You move your entire speed with one move action. Requirement: You must have this hourglass in hand. Effect: Move half your speed.

MORDENKAINEN'S OINTMENT

Level 6+ Common

This cream contains speckles of residuum suspended within it.

Lvl 6	1,800 gp	Lvl 21	225,000 gp
Lvl 11	9,000 gp	Lvl 26	1,125,000 gp
Lvl 16	45,000 gp		

Wondrous Item

Power (At Will): Short rest. You apply the ointment to a 1st level magic item and its power increases to that of an item of its type of 6th level or lower. Usually, this means that you increase the item's enhancement bonus by one, but you can apply it to other items with different leveled versions as well. This expends the *Mordenkainen's ointment*.

11th level: Apply to a 6th or lower level magic item; it improves to an item of its type of 11th level or lower.

16th level: Apply to an 11th or lower level magic item; it improves to an item of its type of 16th level or lower.

21st level: Apply to a 16th or lower level magic item; it improves to an item of its type of 21st level or lower.

26th level: Apply to a 21st or lower level magic item; it improves to an item of its type of 16th level or lower.

PORTABLE SHADOW

Level 15 Uncommon

This appears to be a square of dark grey cloth.

Lvl 15 25,000 gp

Wondrous Item

Power (Daily): Minor action. You throw the *portable shadow* up to 3 squares. It becomes a zone

of deep shadow in a burst 3 centered on the shadow. This zone lasts until the end of the encounter. Each creature within the zone gains concealment; in addition, you and your allies may hide within the *portable shadow* as if it provided total concealment.

SPECTACLES OF WATCHFULNESS Level 26 Uncommon

These fine-looking spectacles have gold rims and exceptionally clear lenses.

Lvl 26 1,125,000 gp

Wondrous Item

Property: You can see invisible creatures and objects.

SPHERE OF PROTECTION Level 5+ Rare

This metal ball floats in the air near you.

Lvl 5	1,000 gp	Lvl 20	125,000 gp
Lvl 10	5,000 gp	Lvl 25	625,000 gp
Lvl 15	25,000 gp	Lvl 30	3,125,000 gp

Wondrous Item

Property: You gain a +1 item bonus to AC.

Level 10: +2 item bonus to AC.

Level 15: +3 item bonus to AC.

Level 20: +4 item bonus to AC.

Level 25: +5 item bonus to AC.

Level 30: +6 item bonus to AC.

STICKS OF POISON NEUTRALIZING Level 9 Uncommon

This pair of bone sticks are studded with bits of cinnamon, salt and turquoise.

Lvl 9 1,800 gp

Wondrous Item

Power (Daily): Minor action; Requirement: You must hold the *sticks of poison neutralizing* in a hand; Target: One creature within 10 squares; Effect: The target loses one condition that a save can end that was inflicted by a power with the poison keyword.

TENT OF EXCELLENT RESTFULNESS Level 21+ Uncommon

This two-person tent is very comfortable looking, with a padded bottom, window flaps, extra layers for insulation that can be removed if it is hot, little hooks and pockets to hang things in, etc.

Lvl 14 21,000 gp Lvl 24 525,000 gp

Wondrous Item

Property: If a creature takes an extended rest in this tent, at the completion of that rest they gain an extra healing surge that is lost at the beginning of the creature's next extended rest. Two medium or smaller creatures can rest comfortably in this tent, but larger creatures cannot fit.

Level 24: Four medium or smaller creatures or one large creature can rest in the tent.

POTIONS

Level	Name	Price (gp)
1	Candle Elixir	10 gp
1	Potion of Speech	10 gp
5	Potion of Water Breathing	50 gp
6	Potion of Speech	75 gp
7	Potion of Watchfulness	100 gp
10	Potion of Teleportation	200 gp
10	Potion of Water Breathing	200 gp

11	Potion of Speech	350 gp
15	Bodokod Potion	1,000 gp
15	Potion of Teleportation	1,000 gp
15	Potion of Water Breathing	1,000 gp
16	Potion of Speech	1,800 gp
19	Elixir of Growth	4,200 gp
19	Potion of Gaseous Form	4,200 gp
19	Potion of Wraithform	4,200 gp
20	Potion of Teleportation	5,000 gp
20	Potion of Water Breathing	5,000 gp
21	Potion of Speech	9,000 gp
25	Potion of Teleportation	25,000 gp
25	Potion of Water Breathing	25,000 gp
26	Potion of Speech	45,000 gp
30	Potion of Teleportation	125,000 gp
30	Potion of Water Breathing	125,000 gp

BODOKOD POTION **Level 15 Uncommon**

This thick, stew-like concoction is full of what look to be wet balls of chewed-up wood and other, less pleasant floating things.

Lvl 15 1,000 gp

Potion

Power (Consumable): Minor action. Drink this potion and spend a healing surge. Instead of regaining hit points, for the next hour, each time you take a move action you may ignore the first square of difficult terrain that you enter, and you reduce the number of squares of forced movement you suffer by 1. In addition, you gain a +3 bonus on Endurance checks.

CANDLE ELIXIR **Level 1 Uncommon**

This thick, stew-like concoction is full of what look to be wet balls of chewed-up wood and other, less pleasant floating things.

Lvl 1 10 gp

Potion

Power (Consumable): Minor action. Drink this elixir. You give off bright light in an aura 5 for ten minutes. As a minor action, you can suppress this light until you spend another minor action to renew it.

ELIXIR OF GROWTH **Level 19 Uncommon**

This thick liquid is full of large chunks of some sort of greasy meat.

Lvl 19 4,200 gp

Potion

Power (Consumable): Minor action. Drink this elixir and grow one size category until the end of your next turn. You choose the squares you fill, although your original space must be wholly included. Each creature in one of the spaces you grow to fill is pushed 1 square. If there is insufficient room to push each creature, you are squeezing. While you are larger, your melee reach increases by 1 and you gain a +2 bonus on melee attacks and damage. If you hit with a melee attack, you may spend a minor action to sustain this effect.

POTION OF GASEOUS FORM **Level 10+ Uncommon**

This seems to be more of a vapor than a liquid, although it's dense enough to stay in the bottle if you uncork it.

Lvl 19 4,200 gp

Potion

Power (Consumable): Minor action. Drink this potion and spend a healing surge. Instead of regaining hit points, you become gaseous. While you are gaseous, you are invisible and

insubstantial and can move through openings as small as 1" in diameter, but you cannot make any attacks. You can resume your physical form as a minor action; otherwise, you remain gaseous until the end of the encounter.

POTION OF SPEECH Level 1+ Uncommon

The liquid in this bottle looks and smells a great deal like a fine wine.

Lvl 1	10 gp	Lvl 16	1,800 gp
Lvl 6	75 gp	Lvl 21	9,000 gp
Lvl 11	350 gp	Lvl 26	45,000 gp

Potion

Power (Consumable): Minor action. Drink this potion and spend a healing surge. The next time you hear a spoken language that you do not understand, you gain the ability to comprehend and speak it. The potion lasts for one hour; if you have not heard a language you do not know by then, its effects are wasted.

Level 6: Two hours.

Level 11: Four hours.

Level 16: Six hours.

Level 21: Twelve hours.

Level 26: Twenty-four hours.

POTION OF TELEPORTATION Level 10+ Uncommon

The liquid in this bottle seems very... agitated and active, sloshing around and seeming to burst and bubble incessantly.

Lvl 10	200 gp	Lvl 25	25,000 gp
Lvl 15	1,000 gp	Lvl 30	125,000 gp
Lvl 20	5,000 gp		

Potion

Power (Consumable*Teleportation): Minor action. Drink this potion and spend a healing surge. Instead of regaining hit points, you teleport 5 squares.

Level 15: 6 squares.

Level 20: 8 squares

Level 25: 12 squares.

Level 30: 20 squares.

POTION OF WATCHFULNESS Level 7 Uncommon

Small eyeballs float in this clear fluid. It has a strong, pungent aroma.

Lvl 7	100 gp
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Potion

Power (Consumable): Minor action. Use this potion at the start of an extended rest. Drink this potion and spend a healing surge. Instead of regaining hit points, you are fully alert for the duration of the extended rest.

POTION OF WATER BREATHING Level 5+ Common

Hmm, looks like water.

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. Instead of regaining hit points, you are able to breathe water for the next hour.

Special: A *potion of water breathing* may be split into doses as small as half an hour, so a 5th level *potion of water breathing* can be split between two characters. (Each character must spend a healing surge.) However, the entire potion must be consumed at once.

Level 10: Four hours.

Level 15: Eight hours.
Level 20: Twelve hours.
Level 25: 1 day.
Level 30: 2 days.

POTION OF WRAITHFORM Level 19 Rare

This thin, dark fluid barely seems to be there at all.

Lvl 19 4,200 gp

Potion

Power (Consumable): Minor action. Drink this potion and spend a healing surge. Instead of regaining hit points, you become wraithlike until the end of the encounter or until you spend a free action to resume your physical form. While you are wraithlike, you gain insubstantial and phasing, but are weakened and gain vulnerable 10 radiant.

REAGENTS

EXTRACT OF BLOOD ROCK Level 3+ Uncommon

A red, gummy substance extracted from blood rock, this substance makes your powers hungry to maim.

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

Reagent

Power (Consumable): Short rest. Expend this reagent during a short rest. For the next hour, any time you score a critical hit with an implement power, you increase the critical severity by 1d3.

Level 8: Increase by 1d4.
Level 13: Increase by 1d6.
Level 18: Increase by 2d4.
Level 23: Increase by 2d6.
Level 28: Increase by 2d8.

OTHER CONSUMABLES

AIR SPORES Level 7 Uncommon

This strange pollen-like powder is inhaled to activate it.

Lvl 7 100 gp

Other Consumable

Power (Consumable): Consume the air spores at the start of an extended rest. After you complete the extended rest, the *air spores* have taken root in your lungs. For the next 24 hours, you do not need air to breathe.

INSTACLEAN Level 1 Uncommon

This device looks like a watering can with a hand pump, but when you pump it, a puff of whitish vapor emerges rather than water.

Lvl 1 10 gp

Other Consumable

Power (Consumable): Minor action. One object of up to small size within 1 square of you becomes clean.

LIFE SAVERS

Level 26 Uncommon

This strange pollen-like powder is inhaled to activate it.

Lvl 26

45,000 gp

Other Consumable

Power (Consumable): Minor action. You consume a life saver and gain resist all 25 (save continues).

COMMON MAGIC ITEMS BY LEVEL

(Not Including Consumables)

d% Roll 1st level Common Item

01-08	Headband of perception
09-18	Amulet of protection +1
19-32	Magic armor +1
33-36	Magic ki focus +1
37-42	Magic orb +1
43-48	Magic rod +1
49-55	Magic staff +1
56-62	Magic symbol +1
63-67	Magic tome +1
68-72	Magic totem +1
73-80	Magic wand +1
81-00	Magic weapon +1

d% Roll 2nd level Common Item

01-07	Autumn harvest totem +1
08-16	Belt of vigor
17-27	Bracers of mighty striking
28-36	Defensive staff +1
37-45	Defensive weapon +1
46-54	Rod of dark reward +1
55-61	Rod of hope triumphant +1
62-70	Shield of deflection
71-79	Utility staff +1
80-90	Veteran's armor +1
91-00	Vicious weapon +1

d% Roll 3rd level Common Item

01-25	Armor of vitals protection +1
26-40	Boots of stealth
41-65	Deadly weapon +1
66-85	Safewing amulet +1
86-00	Sylvan armor +1

d% Roll 4th level Common Item

01-35	Black iron armor +1
36-75	Collar of recovery +1
76-00	Symbol of the holy nimbus +1

d% Roll 5th level Common Item

01-20	Girdle of the oxen
21-40	Gloves of agility
41-60	Gloves of grace
61-80	Parry gauntlets
81-00	Pure spirit totem +1

d% Roll 6th level Common Item

01-11	Amulet of protection +2
12-25	Magic armor +2
26-29	Magic ki focus +2
30-35	Magic orb +2
36-41	Magic rod +2
42-47	Magic staff +2
48-55	Magic symbol +2
56-61	Magic tome +2
62-65	Magic totem +2
66-73	Magic wand +2
74-94	Magic weapon +2
95-00	Mordenkainen's ointment

d% Roll 7th level Common Item

01-06	Autumn harvest totem +2
07-14	Boots of surging speed
15-24	Bracers of mighty striking
25-32	Defensive staff +2
33-41	Defensive weapon +2
42-51	Elven cloak
52-60	Rod of dark reward +2
61-66	Rod of hope triumphant +2
67-74	Symbol of vigor +2
75-82	Utility staff +2
83-91	Veteran's armor +2
92-00	Vicious weapon +2

d% Roll 8th level Common Item

01-15	Armor of vitals protection +2
16-28	Belt of vim
29-42	Boots of quickness
43-52	Circlet of indomitability
53-67	Deadly weapon +2
68-77	Diadem of acuity
78-89	Safewing amulet +2
90-00	Sylvan armor +2

d% Roll 9th level Common Item

01-15	Black iron armor +2
16-35	Boots of striding
36-55	Collar of recovery +2
56-75	Helm of battle
76-88	Shield of the barrier sentinels
89-00	Symbol of the holy nimbus +2

d% Roll 10th level Common Item

01-60	Belt of blood
61-00	Pure spirit totem +2

d% Roll 11th level Common Item

01-08	Headband of perception
09-18	Amulet of protection +3
19-32	Magic armor +3
33-36	Magic ki focus +3
37-42	Magic orb +3
43-48	Magic rod +3
49-55	Magic staff +3
56-62	Magic symbol +3
63-67	Magic tome +3
68-72	Magic totem +3
73-80	Magic wand +3
81-00	Magic weapon +3

d% Roll 12th level Common Item

01-05	Autumn harvest totem +3
06-13	Belt of vigor
14-23	Bracers of mighty striking
24-30	Defensive staff +3
31-38	Defensive weapon +3
39-48	Elven cloak
94-57	Rod of dark reward +3

68-62	Rod of hope triumphant +3
63-70	Shield of deflection
71-77	Symbol of vigor +3
78-84	Utility staff +3
85-92	Veteran's armor +3
93-00	Vicious weapon +3

d% Roll 13th level Common Item

01-25	Armor of vitals protection +3
26-40	Boots of stealth
41-50	Bracelet of the radiant storm
51-75	Deadly weapon +3
76-90	Safewing amulet +3
91-00	Sylvan armor +3

d% Roll 14th level Common Item

01-20	Black iron armor +3
21-55	Collar of recovery +3
56-80	Goggles of night
81-00	Symbol of the holy nimbus +3

d% Roll 15th level Common Item

01-00	Pure spirit totem +3
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d% Roll 16th level Common Item

01-11	Amulet of protection +4
12-25	Magic armor +4
26-29	Magic ki focus +4
30-35	Magic orb +4
36-41	Magic rod +4
42-47	Magic staff +4
48-55	Magic symbol +4
56-61	Magic tome +4
62-65	Magic totem +4
66-73	Magic wand +4
74-94	Magic weapon +4
95-00	Mordenkainen's ointment

d% Roll 17th level Common Item

01-07	Autumn harvest totem +4
08-16	Defensive staff +4
17-26	Defensive weapon +4
27-40	Elven cloak
41-52	Rod of dark reward +4
53-58	Rod of hope triumphant +4
59-68	Symbol of vigor +4
69-77	Utility staff +4
78-89	Veteran's armor +4
90-00	Vicious weapon +4

<u>d% Roll</u>	<u>18th level Common Item</u>
01-17	Armor of vitals protection +3
18-31	Belt of vim
32-47	Boots of quickness
48-58	Circlet of indomitability
60-75	Deadly weapon +3
76-88	Safewing amulet +3
89-00	Sylvan armor +3

<u>d% Roll</u>	<u>19th level Common Item</u>
01-15	Black iron armor +4
16-35	Boots of striding
36-55	Collar of recovery +4
56-75	Helm of battle
76-88	Shield of the barrier sentinels
89-00	Symbol of the holy nimbus +4

<u>d% Roll</u>	<u>20th level Common Item</u>
01-00	Pure spirit totem +4

<u>d% Roll</u>	<u>21st level Common Item</u>
01-08	Headband of perception
09-18	Amulet of protection +5
19-32	Magic armor +5
33-36	Magic ki focus +5
37-42	Magic orb +5
43-48	Magic rod +5
49-55	Magic staff +5
56-62	Magic symbol +5
63-67	Magic tome +5
68-72	Magic totem +5
73-80	Magic wand +5
81-00	Magic weapon +5

<u>d% Roll</u>	<u>22nd level Common Item</u>
01-05	Autumn harvest totem +5
06-13	Belt of vigor
14-23	Bracers of mighty striking
24-30	Defensive staff +5
31-38	Defensive weapon +5
39-48	Elven cloak
94-57	Rod of dark reward +5
68-62	Rod of hope triumphant +5
63-70	Shield of deflection
71-77	Symbol of vigor +5
78-84	Utility staff +5
85-92	Veteran's armor +5
93-00	Vicious weapon +5

<u>d% Roll</u>	<u>23rd level Common Item</u>
01-25	Armor of vitals protection +5
26-40	Boots of stealth
41-65	Deadly weapon +5
66-85	Safewing amulet +5
86-00	Sylvan armor +5

<u>d% Roll</u>	<u>24th level Common Item</u>
01-35	Black iron armor +5
36-75	Collar of recovery +5
76-00	Symbol of the holy nimbus +5

<u>d% Roll</u>	<u>25th level Common Item</u>
01-00	Pure spirit totem +5

<u>d% Roll</u>	<u>26th level Common Item</u>
01-11	Amulet of protection +6
12-25	Magic armor +6
26-29	Magic ki focus +6
30-35	Magic orb +6
36-41	Magic rod +6
42-47	Magic staff +6
48-55	Magic symbol +6
56-61	Magic tome +6
62-65	Magic totem +6
66-73	Magic wand +6
74-94	Magic weapon +6
95-00	Mordenkainen's ointment

<u>d% Roll</u>	<u>27th level Common Item</u>
01-07	Autumn harvest totem +6
08-16	Defensive staff +6
17-26	Defensive weapon +6
27-40	Elven cloak
41-52	Rod of dark reward +6
53-58	Rod of hope triumphant +6
59-68	Symbol of vigor +6
69-77	Utility staff +6
78-89	Veteran's armor +6
90-00	Vicious weapon +6

<u>d% Roll</u>	<u>28th level Common Item</u>
01-17	Armor of vitals protection +6
18-31	Belt of vim
32-47	Boots of quickness
48-58	Circlet of indomitability
60-75	Deadly weapon +6
76-88	Safewing amulet +6

89-00 Sylvan armor +6

<u>d% Roll</u>	<u>29th level Common Item</u>	<u>d% Roll</u>	<u>30th level Common Item</u>
01-19	Black iron armor +6	01-00	Pure spirit totem +6
20-45	Collar of recovery +6		
46-69	Helm of battle		
70-86	Shield of the barrier sentinels		
87-00	Symbol of the holy nimbus +6		

RANDOM MAGIC ITEM CATEGORY

Roll on this chart to determine random magic item categories for non-common items. For each item, there is a 20% chance that it is from the Cydra collection rather than a standard magic item.

<u>d% Roll</u>	<u>Item Category</u>
01-15	<i>Armor</i> 1: cloth 2: leather 3: hide 4: chain 5: scale 6: plate
16-30	<i>Weapon</i> 01-65: <i>Common Weapon</i> 01-05 bastard sword 06-09 battleaxe 10-13 broadsword 14-19 dagger 20-25 greataxe 26-31 greatsword 32-35 halberd 36-37 handaxe 38-40 hand crossbow 41-45 longbow 46-50 longspear 51-54 longsword 55-57 mace 58-62 maul

63-66 morningstar
67-69 quarterstaff
70-73 rapier
74-78 scimitar
79-83 shortbow
84-86 shortsword
87-90 shuriken
91-93 sling
94-95 throwing hammer
96-00 warhammer
66-95: *Uncommon Weapon*
01-02: club
03-08: falchion
09-13: flail
14-17: fullblade
18-22: glaive
23-26: greatbow
27-30: greatclub
31-36: greatspear
37-42: heavy flail
43-48: heavy war pick
49-53: javelin
54-56: katar
57-59: kukri
60-62: light war pick
63-65: parrying dagger
66-68: scourge
69-72: scythe
73-76: sickle
77-79: spear
80-84: spiked chain
85-89: trident
90-94: war axe
95-00: war pick
96-00: *Rare Weapon*
01-09: craghammer
10-15: double axe
16-21: double flail
22-27: double sword
28-36: execution axe
37-43: khopesh
44-51: mordenkrad
52-59: repeating crossbow
60-68: spiked shield
69-77: superior crossbow
78-84: tratnyr
85-91: triple-headed flail
92-00: urgrosh

31-45	<i>Implement</i>
	1: Holy Symbol
	2: Ki focus
	3: Orb
	4: Rod
	5: Staff
	6: Tome
	7: Totem
	8: Wand
46-51	<i>Arms</i>
52-57	<i>Feet</i>
58-63	<i>Hands</i>
64-69	<i>Head</i>
70-71	<i>Mount or Companion</i>
72-86	<i>Neck</i>
87-89	<i>Ring</i>
90-95	<i>Waist</i>
96-00	<i>Wondrous Item</i>

RANDOM CONSUMABLE ITEMS

About 30% of monetary treasures should include a smattering of consumables. If consumable items are indicated, they will amount to 1d10x10% of the value of the treasure. Usually, consumable items are found in lots- 3 *potions of spirit*, for example. Assume a lot consists of 1d4 of the item.

When consumable items are indicated, first roll to determine the rarity of the item, then consult the Common Consumable List and use the indicated value to determine exactly what is found. Otherwise, roll on the Random Consumable Type table.

d10 Roll Rarity

1-5	Common
6-9	Uncommon
10	Rare

<u>Common Consumable</u>	<u>Level</u>	<u>Price (gp)</u>
Potion of healing	5	50 gp
Potion of water breathing	5	50 gp
Potion of water breathing	10	200 gp
Potion of vitality	15	1,000 gp

Potion of water breathing	15	1,000 gp
Potion of water breathing	20	5,000 gp
Potion of recovery	25	25,000 gp
Potion of water breathing	25	25,000 gp
Potion of life	30	125,000 gp
Potion of water breathing	30	125,000 gp

d% Roll Random Consumable Type

01-40	Potion or Elixir
41-65	Reagent
66-90	Whetstone
91-00	Other Consumable